STAR WARS®
ROLEPLAYING GAME

The Rycar Run

A Spacefaring Adventure for the *Star Wars Roleplaying Game*

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Based on the *Star Wars Roleplaying Game* by Andy Collins, Bill Slavicsek, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

MINI-ADVENTURE

THE RYCAR RUN

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Rycar Ryjerd is a wanted man. As one of the top smugglers in the Tatooine system, he has a reputation for taking on runs so risky that no one else would dare attempt them. Most of the locals who know the smuggler's handiwork consider him psychotic or suicidal—or both. It's only fitting that the hidden base he uses as his center of operations is well hidden, cautiously guarded, and dangerous to even approach. And it shouldn't come as much of a surprise when someone approaches the heroes of your *Star Wars* campaign to track him down and bring him back alive.

The Rycar Run is a free mini-adventure suitable for four 4th- to 6th-level heroes. Although it's a one-shot scenario playable in an evening or two, it can also serve as the resolution of a more elaborate storyline. The adventure uses several of the advanced rules from the *Starships of the Galaxy* accessory, so you'll need that book for some of the encounters featured here.

Background

Rycar Ryjerd likes big challenges, so it's only fitting that he's hidden his secret base in the midst of an asteroid field. (After all, according to a particular protocol droid, the chances of successfully navigating an asteroid field are 7,320 to 1.) The Obana Belt is a short hyperspace jump away from the Tatooine system. Like many space hazards of this kind, the Obana Belt has many smaller asteroids surrounding a few much larger ones. In fact, a few of the larger asteroids are big enough to have a thin atmosphere, networks of caves, and a limited ecosystem.

Getting the Heroes Involved

The adventure's objective is simple: track down Rycar and capture him. This imperative might come from a rival crime lord, the "authorities" (in one guise or another), or even the Jedi Council, if the smuggler's crimes are severe enough. After weeks of investigation—possibly carried out by the heroes—Rycar Ryjerd's hidden base has finally been found. The heroes are given the astrogation coordinates to the Obana Belt asteroid field, which lies in the Outer Rim. Getting in, capturing Rycar, and getting out will require an expert pilot, at least one starship, and a few combat-capable heroes ready for action.

The encounters described in *The Rycar Run* have been balanced against the strength of a typical YT-1300 starship with at least one quadlaser, but in a pinch, it's suitable for any comparable space transport. If the heroes don't have their own ship, then whoever wants Rycar alive wants him badly enough to loan them one. After all, if they've reached 4th level, they've probably proven themselves by now.

Balancing the Adventure

One of the biggest challenges in running a starship-based adventure is making sure that everyone feels involved. After all, if much of the action in a spacefaring adventure involves a single pilot, most of the players may feel left out. Chapter 5 of *Starships of the Galaxy* offers advice on striking a balance between encounters for pilots and challenges for a ship's crew, and this adventure uses several of those suggestions.

For a start, the ship the heroes use in this scenario should have at least one gun turret—after all, the skills to use it depend on a hero's attack bonus, not his piloting skill. Computer Use and Repair will also be useful skills; one hero might need to jury-rig a few systems while another operates the ship's sensors. In addition, don't count out the possibility of a co-pilot using his own Pilot skill to augment the ship's capabilities. If the co-pilot can make an "aid another" roll with a Pilot check against DC 10, he can add a +2 circumstance bonus to one of the pilot's rolls. If, by some strange twist of fate, only one character has all of these skills, there's still an extremely challenging firefight at the end of the story.

If several heroes have piloting skills, you could easily expand this adventure by loaning them an extra starfighter or two, increasing the difficulty of the space encounters, and using the streamlined space combat rules from *Starships of the Galaxy.* As a suggestion, we've included a few alternate game mechanics for a group of 4th- to 6th-level heroes using a YT-1300 and two Z-95 Headhunters.

For truly ambitious Gamemasters, we've included suggestions for adapting this story to the Rebellion era by reworking it for a wing of four 7th- to 9th-level starfighter aces piloting a small squadron of X-wings. In any era, a reputable hero (like a Jedi) or a diplomatic hero with credentials (like a noble) might be able to talk someone into loaning them an extra ship or two for the mission.

Scene 1:
The Obana Asteroid Belt

After the heroes learn (or are given) the coordinates to the Obana Belt, they'll need to make a simple Astrogate check (DC 10) to get there safely. However, once they arrive, they'll find that scanning the interior of the asteroid belt with ship's sensors is problematic. Keep in mind that the kind of sensors used on a YT space transport are designed to monitor a limited number of spacecraft nearby. Getting a fixed reading on the hundreds of rocks floating through an asteroid belt is nearly impossible—that's one of the reasons navigating such a field is so difficult. It's hard to read anything more detailed than major features of terrain or the location of a few other starships.

Scanning for life forms from outside the asteroid belt is just as tricky. While the YT's sensors can detect the presence of life, they can't give a precise location, identify what kinds of creatures were found, or give a "lock-on" sufficient to target them with weapons. Cautious characters may still want to use Computer Use to scan the area with the ship's sensors before going in; the higher their roll, the more detail they'll get.

Check Result	Details
10	A large mass in the center of the field seems like it would be big enough to support a limited ecosystem. Rycar is probably somewhere in there.
15	Several large masses in the center of the field look big enough to hide a smuggler's base. A cloud of unusual trace gases makes readings difficult. There's something alive in there.

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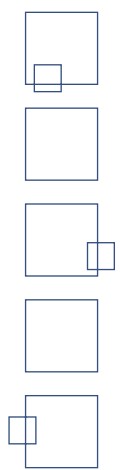
20	Five large asteroids drift in an area in the center of the belt. Three of them are capable of supporting life, and there are signs that each may have a limited ecosystem. It's possible that the field may contain creatures like mynocks or space slugs. The readings are obscured by some kind of trace substance, similar to interference from Tibanna gas.
25	Five large masses drift in an open area at the center of the asteroid belt. Three of them are asteroids, two of which support a limited ecosystem. The remaining two masses are creatures the size of asteroids. Trace amounts of gases are present in the area surrounding the two colossal living creatures.

There's a chance that a clever Jedi might attempt to use Farseeing to look into the asteroid field. If this happens, determine the result with the DCs listed above, but use more dramatic imagery (and less specific details) when describing what's ahead. Even with the Force, tracking down this infamous character should take a bit of work.

Successfully Navigating the Field

The asteroids make for a significant hazard, and this time, the heroes' ship is at stake. Reaching the open area at the center of the asteroid field takes about two minutes; this requires two Pilot checks against DC 15. Failing the check pounds the ship for 2d10x2 points of damage. (If you want to increase the challenge of this hazard for 7th- to 9th-level heroes, increase the check to DC 20 and the damage to 4d10x2 points.)

As the ship gets closer, the heroes notice that there's a large open area at the center of the asteroid field. Scanning this interior becomes easier as the heroes approach it. For further Computer Use checks, reduce the DCs from the table above by 5, but for each check, call for another piloting roll as the scanning ship holds its position. On any check that beats a DC 15, it's evident that something of Colossal size is drifting towards the heroes' ship. It's alive, and it's waiting to meet them in the center of the belt.

Scene 2: That's No Moon

No matter where the heroes enter the gaseous cloud at the center of the Obana Belt, there's a surprise waiting for them. The trace gases and minimal ecosystem support two herd creatures of Colossal size drifting at the center of the asteroid belt. Anyone who's been to Bespin (or a similar gas giant) may notice their similarity to beldons. One of the massive creatures slowly drifts toward the heroes' ship, emitting a series of brief electrical pulses that temporarily short out the vessel's sensors.

A successful Knowledge (spacer lore) check against DC 20 reveals that the "space beldons" aren't a predatory threat—they're herd animals curious about their environment. If the heroes move at any rate faster than cautious speed, they can easily outrun the creatures. Reckless action, on the other hand, can have catastrophic results. (Full details on these esoteric creatures are included in November's Creature Feature at the *Star Wars Roleplaying Game* website.)

Space beldon: Vacuum herd animal 1; Init –1; Def 1 (–8 size, –1 Dex); Spd 50m fly (poor); VP/WP 6/128; Atk +8 melee (1d4+16, 8 tendrils) or +0 ranged (special, ionized spark); SQ Blindsight, darkvision, explosive, ionized spark; SV Fort +5, Ref –1, Will –3; SZ C; Rep 1; Str 42, Dex 8, Con 16, Int 3, Wis 4, Cha 2; Challenge Code: C.
Skills: Spot +5, Survival +5.

The three other masses in the center of the field are obviously non-living. One is a barren rock; its surface has been worn away by the thousands of acidic tentacles the space beldons have used to slowly extract minerals from its pockmarked surface.

The second mass is large enough to include several deep caves with a thicker concentration of atmosphere. Several of these pits are stable enough for a space transport or starfighter to land for repairs. This is not without its hazards, however, as the asteroid holds a nest of 18 mynocks that prey upon ships in the system. Mynocks resemble leathery bats with large, suckered mouths, and they feed upon energy and absorb minerals, making them especially dangerous to the heroes' ship.

Mynock: Vacuum parasite 1; Init +0; Def 12 (+2 natural); Spd 8m fly; VP/WP 6/11; Atk +0 melee (1d4, bite), +0 ranged; SQ electricity resistance 10; SV Fort +2, Ref +0, Will –3; SZ M; Rep 2; Str 10, Dex 10, Con 11, Int 4, Wis 4, Cha 6; Challenge Code: A.
*Skills:* Hide +4, Move Silently +6.

Scene 3: Enemy Fighters, Coming Your Way!

The third mass in the center of the asteroid belt is clearly a starfighter base: a large rectangular "docking bay" has been carved out of its surface. Because this massive asteroid never drifts from its position at the center of the Obana Asteroid Belt, the three rectannas mounted on its exterior have remained undisturbed. Someone has also mounted a massive ion engine on the far side opposite the docking bay, possibly for making minor course corrections.

For all intents and purposes, the massive rock has been converted into a small space station; well-worn corridors function as its interior. The crew inside has had plenty of time to scan the heroes' ship for weapons, scramble starfighters reserved for this type of emergency, and warn their boss, Rycar Ryjerd, of the threat.

Battered CloakShape starfighters (described fully in *Starships of the Galaxy*) launch out of the space station docking bay. No doubt they've practiced this maneuver hundreds of times before. It may be evident that the pilots need a little *more* practice, however, as the surface of each ship is pock-marked and dented from dozens of near-misses with the surrounding asteroid field.

Craft: Modified CloakShape Fighter; **Class:** Starfighter; **Cost:** Likely valued at 83,000 credits; **Size:** Tiny (15 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 40 kg; **Consumables:** 1 day; **Hyperdrive:** None; **Maximum**

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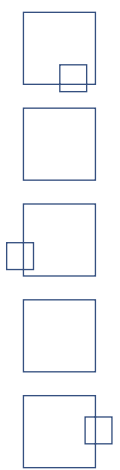
Speed: Attack; **Maneuvers:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 0; **Hull Points:** 140 (currently 70); **DR:** 5.

Weapon: Light laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S −2, M/L n/a.

Weapon: Small concussion missile launchers (2 fire-linked, 8 missiles each); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Pirate Pilot: For the CloakShape pilots, use the generic statistics for 3rd-level pirates found on page 273 of the *Star Wars Roleplaying Game* core rulebook. If you've modified the adventure for 7th- to 9th-level starfighter aces, use the 8th-level pirate template instead.

Running the Fight for a Single Ship

If your heroes are piloting a single YT-1300 transport (or something roughly equivalent), two damaged CloakShapes should work well for this encounter. (Each ship currently has half its normal hull points.) Since two ships are attacking a lone space transport, the starship combat template in Chapter 11 of *Star Wars Roleplaying Game* core rulebook should be sufficient for this encounter.

Running the Fight for Several Ships

If the heroes brought along an extra Z-95 Headhunter or two, you can run the confrontation using the streamlined combat rules in Chapter 4 of *Starships of the Galaxy*. The edge of the asteroid field is at medium range (three squares) on either side of the space station. Add an extra CloakShape for each Z-95 the heroes have brought along. The CloakShapes are already damaged, so a few solid hits should finish each one off.

Statistics and details on Z-95 Headhunters appear in Chapter 11 of the *Star Wars Roleplaying Game* core rulebook.

Running the Fight for an X-wing Squadron

If you've decided to run this adventure during the Rebellion era with starfighter aces, replace the CloakShapes with Howlrunners (described in *Starships of the Galaxy*) and put them up against an equal number of the heroes' X-wings. Two damaged Howlrunners (half hull points, plus shields) against four X-wings should result in a challenging encounter, assuming that everyone has solid piloting skills.

Statistics and details on X-wing fighters appear in Chapter 11 of the *Star Wars Roleplaying Game* core rulebook.

Flying in the Asteroid Field

The smuggler's confederates aren't obsessed with destroying the heroes, just damaging their ship(s) badly enough to drive them off. This should hopefully give their boss, Rycar, a chance to escape. The pirates are overconfident enough to think they can chase the heroes into the asteroid field, if necessary. If this occurs, anyone piloting in the field during the skirmish must make a Pilot check *each round* to avoid slamming into a spinning rock.

Making a Flyby

The giant asteroids and space beldons are accidents just waiting to happen. A reckless pilot might decide to use the flyby maneuver (from Chapter 4 of *Starships of the Galaxy*) to lose a pursuing ship. If a pursuing pilot fails to follow this maneuver while skimming the surface of one of the massive asteroids, he'll take 4d10x2 damage from a collision.

If anyone tries this maneuver with a space beldon, the creature gets an attack with its ionized spark against *both* passing ships as soon as they're within range. A collision causes a fiery explosion of 4d10 points of damage against the pursuing ship as it explodes; the pursued ship must make a Pilot check (DC 20) from being caught in the same conflagration. The limited atmosphere is still enough to fuel a fiery maelstrom equal to twice the beldon's diameter.

Damage Control

The story can get even more exciting if you decide to incorporate the advanced rules for battle damage from *Starships of the Galaxy*. (However, as that book advises, discuss this option with your players before adding this, or any other advanced rule, to your game.) The defenders are hoping to damage the heroes' ship(s) badly enough for Rycar to escape easily. As such, they'll try to target the heroes' ion engines, damaging them badly enough to slow potential pursuers. Rycar may try to escape immediately after the fight if one or all of the heroes' ships are damaged in this way.

Scene 4: Rycar's Hidden Base

Rycar Ryjerd may be borderline psychotic, but he isn't stupid. He won't come out of his asteroid base until his pilots have damaged his enemies' ships—after all, that's what thugs are hired to do. If the heroes have a run of bad luck and severely damage their own ship(s), Rycar rushes to his space transport to make a desperate escape. Otherwise, if the heroes are clearly winning (and they should be), Rycar stays within his fortified asteroid, waiting to lay an ambush against the heroes when they come to get him. Starfighters might try to make attack runs against the docking bay (again, using advanced rules) to damage Rycar's ship, but the criminal mastermind has other plans.

Sooner or later, someone's going to have to land in the docking bay. When they do, there's no sign of Rycar's space transport, the *Blaze of Glory*. A minimal shield keeps atmosphere within the exposed docking bay, and a single shielded airlock door acts as a second line of defense against the threat of decompression. Rycar is sufficiently paranoid to be also wearing a space suit, just in case the heroes have any bright ideas about destroying the airlock with starfighter weapons.

If you're running this adventure for 7th- to 9th-level characters, add one further complication: The gravity on the asteroid is enough to keep its thin atmosphere intact, but not enough to keep full gravity within the base's corridors. Anyone without the Zero-G combat feat will be at a −2 penalty to most actions while within the base's low-gravity environment. Rycar knows this gives him an additional advantage.
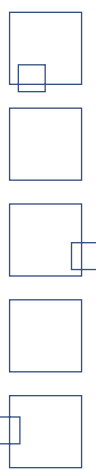
An ambitious Gamemaster may choose to detail an entire network of tunnels within the asteroid, but for the purposes of the story, this isn't necessary. The ambush is not elaborate. Rycar and a lone bodyguard lie in wait behind a blast door at the end of a darkened corridor. As soon as the heroes set foot inside the dark corridor, the lights flash on, a shielded blast door opens, and Rycar's bodyguard opens fire from behind it with an E-Web repeating blaster (possibly catching everyone flat-footed). Rycar fires off a few shots with his blaster carbine, but if he's outgunned, he'll flee as soon as it's tactically appropriate.

A word to the wise: Anyone who thought the starship battle would be the toughest encounter of the adventure may be in for a surprise. The 6th-level bodyguard with an E-Web blaster (dealing 6d8 points of damage!), backed up by Rycar's proficiency with a carbine, easily figures as an Extreme encounter. (As compensation, the heroes can keep the E-Web if they kill the bodyguard.)

If you're running this fight for 7th- to 9th-level heroes, keep the encounter with the bodyguard, but place Rycar farther down the hallway and have him run for his space transport right after the first attack. Set the *Blaze of Glory* to full strength (without any hull damage) and use *that* confrontation as the final Extreme encounter.

Shud Haloo, Rycar's Bodyguard: Human soldier 5; Init +6; Def 17 (+2 Dex, +5 armor); Spd 10 m; VP/WP 30/10; Atk +7 melee (vibroblade, 2d6), +6 range (6d8 dmg, E-web blaster or 3d6 dmg, blaster pistol); SQ none; SV Fort +5, Ref +4, Will +2; FP 2; Rep 1; Str 14, Dex 12, Con 10, Int 8, Wis 11, Cha 13.
Skills: Astrogate +2, Intimidate +4, Knowledge (streetwise) +2, Pilot +4, Profession (mercenary) +3, Repair +4, Treat Injury +3, Tumble +4.
Feats: Dodge, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (blaster pistol), Zero-G Combat.

Rycar Ryjerd: Human scoundrel 6/blockade runner 1*; Init +2 (+2 Dex); Def 22 (+2 Dex, +10 class); Spd 10 m; VP/WP 21/8; Atk +4 melee (2d6 dmg, vibroblade), +8 ranged (3d8 dmg, blaster carbine); SQ Better lucky than good, illicit barter, skill emphasis (Pilot), sneak attack +2d6, space transport familiarity +1; SV Fort +2, Ref +9, Will +3; FP 3; Rep 3; Str 10, Dex 15, Con 8, Int 14, Wis 12, Cha 13.
Skills: Astrogate +8, Bluff +5, Computer Use +6, Disable Device +6, Escape Artist +4, Gather Information +5, Hide +4, Knowledge (streetwise) +7, Listen +5, Move Silently +6, Pilot +18**, Profession (smuggler) +8, Repair +7**, Spot +5, Tumble +4.
Feats: Spacer, Starship Dodge, Starship Operation (space transport), Zero-G Combat.

* *A new prestige class from* Starships of the Galaxy *.*

** *Includes +1 bonus from the space transport familiarity class feature .*

Craft: *Blaze of Glory* (modified Corellian Engineering Corporation YT-1930 Freighter); **Class:** Space transport; **Cost:** 137,000 credits; **Size:** Small (35 m long); **Initiative:** +3 (+1 size, +2 crew*); **Crew:** 2 (Pilot +18*); **Passengers:** 2; **Cargo Capacity:** 200 metric tons; **Consumables:** 4

months; **Hyperdrive:** x2 (x12 backup); **Maximum Speed:** Attack; **Maneuvers:** +3 (+1 size, +18 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 150 (currently 75); **DR:** 10.

Weapon: Laser cannon; **Fire arc:** Turret; **Attack Bonus:** +11 (+1 size, +8 crew*, +2 fire control); **Damage:** 4d10x2; **Range modifiers:** PB +0, S +0, M/L n/a.

* *When Rycar Ryjerd pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.*

Scene 5: He Certainly Is Brave

The adventure can end in one of three obvious ways, depending on the heroes' actions. Of course, your players may devise a brilliant plan to defuse all of these possibilities, but these are the three most likely resolutions to the plot.

Rycar Is Taken Down in the Hallway

As soon as the heroes see Rycar in the hallway, it may be possible to take him out with a single lucky shot. Although he's a 6th-level character, a critical hit and a missed Fortitude save can still take him down. It's also possible that a valiant Jedi with Burst of Speed will overtake him. As soon as it's evident that he can't escape—or can't regain consciousness—bagging the smuggler is a piece of cake (*rycake* soaked in Corellian whiskey, if you prefer).

Rycar Flees to His Ship

Rycar's space transport, the *Blaze of Glory*, is hidden at the far end of the smuggler's base, right below the ion engines. He's relied on an old but dependable trick: the cave that holds the ship has been hidden with the help of a holoprojector. To anyone outside the asteroid, the outer wall of this second docking bay looks like the rest of the rocky surface. It's possible to see through this ruse by specifically scanning this side of the asteroid and making a Computer Use check against DC 15. Scanning the surface of the asteroid is difficult, though, and the Gamemaster should make any such rolls for the heroes secretly.

Rycar needs to run 30 meters straight down a hallway to get to his ship. It takes him another two turns past the landing ramp to reach the controls (shutting the door behind him), plus an additional Pilot check (as a move action) against DC 20 to launch the ship from a cold start in one round. If all of the heroes chased Rycar into the base, he might get away. If one of the pilots was smart enough to let the rest of the group charge into the asteroid while he waited outside, there's still a chance to catch the smuggler.

Rycar Is Flushed Out

If the heroes' ship is severely damaged in the dogfight outside the asteroid, Rycar boards the *Blaze of Glory* immediately and attempts to escape. This possibility might also occur if the some of the heroes are lured into the bodyguard's ambush but at least one pilot was smart enough to wait outside the asteroid.

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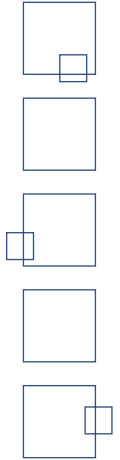
Rycar's a good pilot, so if he manages to escape the base in his ship, he'll take off straight for the asteroid field as fast as he can. In the first round, he'll increase his speed by two categories and arrive at the edge of the asteroid field. For two rounds after that, he'll need to make a Pilot check (modified by traveling at top speed) to avoid the asteroids. (Don't forget to include speed modifiers for everyone flying through the asteroids!) Each turn he's chased, if he doesn't crash, the heroes have a chance to fire on his ship.

If Rycar can evade several turns of weapons fire and travel at top speed through the asteroid field, he still needs to make an Astrogate check (DC 15) to program the navi-computer for the jump to light speed. While there's a slim chance he'll actually make all these rolls and escape, the heroes can still score a significant victory by capturing his hidden base of operations.

Cue End Credits

The outcome of this escapade is ultimately up to the skill and courage of the heroes. Chances are good that they'll capture Rycar alive. No matter what the outcome, though, finishing the adventure is worth 1,000 experience points. And, of course, the space battles in *The Rycar Run* help demonstrate the use of rules in the *Starships of the Galaxy* accessory and reveal further possibilities for the ideas in that book.

About the Author

Brian Campbell has been involved in the RPG industry for seven years as a freelance writer and on staff with White Wolf as a writer and editor. You may have seen his work for the *Vampire*, *Werewolf*, *Mage*, and *Changeling* product lines. Now a Seattle resident, Brian currently serves as an editor with the *Star Wars Roleplaying Game* design team at Wizards of the Coast.