

# STAR WARS®

## The Limping Lady

By Peter Schweighofer

The characters have found their way to Mos Eisley spaceport on Tatooine. They've met during prior travels and misadventures, possibly even a few on this desert planet leading up to their current situation. Most have been seeking a way to join the Rebel Alliance for fame, glory, the chance to fight the Empire, and possibly personal gain. They hope to find a contact in Mos Eisley who can provide them with passage to a Rebel base. If they're lucky, they expect to find a ship to get them off this rock to somewhere a bit more civilized.

### Episode One: Adrift in Mos Eisley

Mos Eisley spaceport is a city filled with colorful personalities. Ask characters where in town they're heading. Regardless of whether they ever arrive there, they have a few minor run-ins along the way. Have each player roll 1D6 and consult the table on page 2 for their street encounter. These aren't meant to hinder the adventure or send the characters off on a tangent, but hopefully enhance

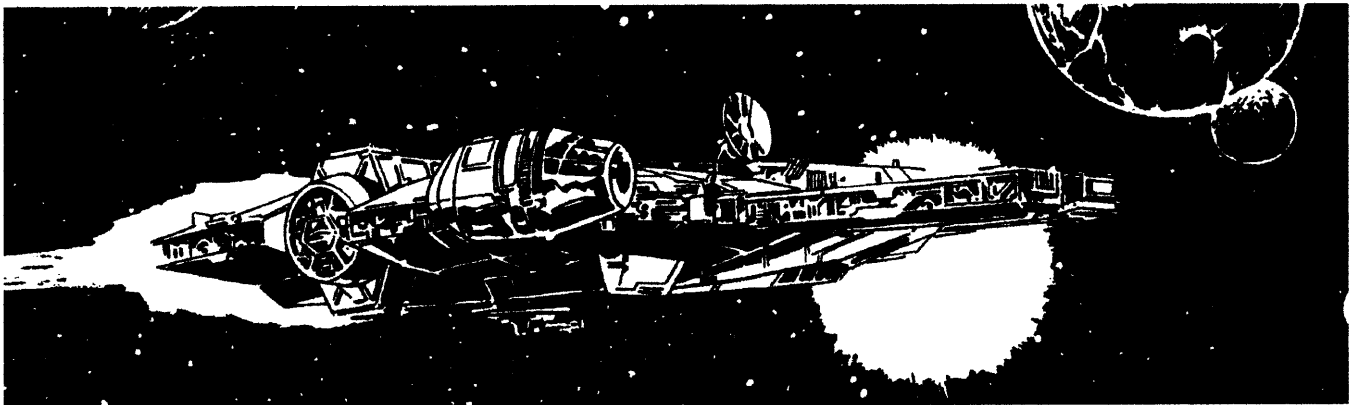
their experience of Mos Eisley's distinctive atmosphere.

After a few minor encounters, the characters run into real trouble. As they pass the entrance to a narrow alley, they hear shouts and blaster fire. A second later, a haggard man in pilot's gear stumbles through piles of garbage and falls out of the alley face-down at the characters' feet! In his outstretched hand is a 10-centimeter tall figurine of an old, hairy beast holding an unfurled scroll. The man mumbles something; characters moving closer hear him whisper, "The data...our only hope."

The plastic figurine is actually hollow, and contains a small data stick encoded with Imperial fleet movement information vital to the Rebel Alliance. Several numbers are engraved by knife-point on the figurine's unfurled scroll. Anyone making an Easy (10) *astrogation* roll realize these are astrogation coordinates: a heading which the characters don't yet know leads to a hidden Rebel base.

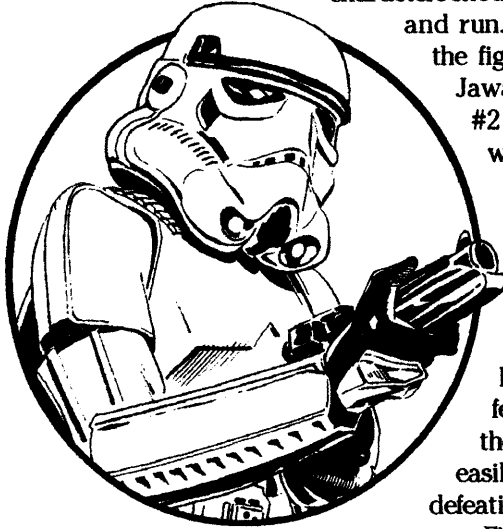
Running toward the characters are six Imperial

**Running Time:  
4 hours**



stormtroopers, who immediately assume the characters are involved with the now-dead Rebel agent!

The characters have three rounds before the stormtroopers make their way down the alley, each round reducing the range, beginning from Long Range. Sharp characters should grab the figurine and run. If they don't take the figure, the annoying Jawa from Encounter #2 runs after them, waving it around and declaring that they forgot it. Either way, the stormtroopers still pursue the characters. Don't hesitate to toss in a few more squads if the characters are easily evading or defeating the first six troopers. Firefights and chases tend to attract the attention of bystanders and other patrols.



**Imperial Stormtroopers.** All stats are 2D except: *blaster* 4D, *blaster: blaster rifle* 5D, *brawling parry* 4D, *dodge* 4D, *brawling* 3D. Move: 10. Blaster pistol (4D), blaster rifle (5D), stormtrooper armor (+2D physical, +1D energy, -1D *Dexterity*).

Characters can try several strategies to ditch the stormtroopers:

- Run very fast: this requires a Moderate (15) *running* roll.
- Hide: the characters must make either a Moderate (15) *sneak* roll or an Easy (10) *running* roll and Easy (10) *sneak* roll. Give a bonus if the player accurately describes how they're trying to hide.
- Shoot the stormtroopers: follow normal combat procedures, remembering that a street fight could attract other patrols.

Eventually the characters wind up hiding in some alley, wishing they had a starship to escape the mess they've stumbled into on Tatooine. Just down the back street is Docking Bay 35, guarded by a few rough-looking roustabouts. They notice a sign affixed near the docking bay entrance: "Must Sell Today! Stock Light Freighter. Inquire Within."

## Episode Two: Sithless Leethe

Inside Docking Bay 35 the characters find a banged-up light freighter, slightly dented and carbon-scored here and there. The name "Limping Lady" is inscribed beneath the cockpit viewport. Hanging around its lowered entry ramp are several gruff-looking guards with big blaster rifles. As soon as the group inquires about the ship for sale, one of the goons calls up the ramp for his boss.

## Mos Eisley Encounters

### D6 Roll/Encounter

**1** A patrol of six Imperial stormtroopers is randomly stopping people on the street ahead. There is an X in 6 chance the characters are stopped, X being the number of people in their group. The stormtroopers ask several questions: "Have you heard of an Imperial transport ship named the *Vestior*?" "Have you encountered anyone in Mos Eisley selling stolen Imperial-issue sidearms?" If all responses are "no" (and they all should be), characters are allowed to pass.

**2** A meter-high Jawa begins pestering one of the characters, trying to sell him some piece of technological junk: an obsolete and bulky datapad. If they don't get rid of this one, other Jawas soon swarm the characters, trying to pawn off all sorts of garbage.

**3** A large bantha led by a rough-looking moisture farmer lumbers past, nearly stepping on the characters and brushing them with its dank-smelling fur.

**4** Characters making an Easy (10) *Perception* roll notice they're being followed by a smartly dressed female Twi'lek some distance back. She is dressed in tight black pants and a cut-off white blouse. High black boots, a datapad under her arm and a blaster strapped to her thigh complete the look. She seems to be minding her own business. Should the characters try approaching her, she deftly disappears into the crowd. The Twi'lek is Rypka, co-pilot scouting up business for her partner, freighter captain Hawker Bryce-Kelley. They'll meet her again later....

**5** The characters pass Docking Bay 94's entrance, slightly pocked with blaster fire and guarded by eight Imperial stormtroopers. No ships are docked in the bay.

**6** A skiff with several gruff-looking mercenaries zooms down the street. Characters should make an Easy (10) *dodge* roll to avoid the speeding skiff.

**Leethe's Goons.** All stats are 2D except: *Dexterity* 3D, *blaster* 5D, *dodge* 4D, *grenade* 4D, *Strength* 3D+2, *brawling* 4D+2. Move: 10. Blast helmet and vest (+1 energy, +1D physical, head and torso only), blaster pistol (4D), blaster rifle (5D), comlink, grenade (5D).

A seedy looking alien wearing a fancy tunic saunters down the entry ramp. Sithless Leethe is a shrewd bargainer and crafty salesman. He is a minor crime lord with allegiances to more powerful organizations, but finds himself short of hard credits right now and intends to sell the ship for whatever cash he can get immediately...offering to collect the rest of any sum at a later date. He proudly shows the characters the *Limping Lady* and extols the virtues of the obsolete mass drive cannon, the augmented deflector shield and modified maneuvering system. At any mention of the term "used," he quickly substitutes "pre-owned." (The previous owner couldn't pay up on the ship and was terminated with his contract, but Sithless insists an old squid-face used it as a pleasure ship before retiring.)

The ship isn't without its quirks, though. The mass drive cannon uses an incredible amount of energy to fire its explosive projectile. Each time the gun powers up, one ship system randomly powers down: the shields, the laser cannon, the ion drive, the nav computer, the maneuverability jets, the hyperdrive.

Anyone examining the cargo bay notices several unmarked crates guarded by a few of Sithless' thugs. If asked about them, Leethe notes that they're cargo to be delivered to some friends of his on Zoma V, a condition of the ship's sale which might prompt him to lower the initial downpayment.

Sithless is asking for 20,000 credits for the ship. He's willing to loan the characters the difference if they front a 4,000 credit downpayment. He only negotiates on the downpayment, the difference payable in full any time they happen to return to Tatooine or find themselves in the Epsom Asteroid Belt, where Sithless keeps a residence. Sharp characters might be able to bargain the downpayment down to 3,000 credits. If Sithless finds them likable, he might be willing to loan them half the downpayment at an incredibly high interest rate...as long as he gets some kind of credits in the deal.

**Sithless Leethe.** All stats are 2D except: *Knowledge* 3D+2, *business: starships* 6D, *streetwise* 7D+1, *value: starships* 6D+1, *Perception* 3D+2, *bargain* 6D+2, *con* 5D, *forgery* 4D+2, *investigation* 4D, *persuasion* 5D+2. Move: 10. Hold-out blaster (3D), fancy robes, datapad.

Once everyone's come to an agreement on the price, Sithless insists on finalizing payment and documentation over drinks in the Mos Eisley cantina. He'll need an hour or so to prepare the various data documentation for the *Limping Lady*, including an official Bureau of Ships and

## The Limping Lady

**Craft:** Corellian YT-1300 Transport

**Type:** Modified light freighter

**Scale:** Starfighter

**Crew:** 1 to 2 (can coordinate)

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 480; 800 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**1 Laser Cannon**

*Fire Arc:* Dorsal Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**1 Mass Drive Cannon**

*Fire Arc:* Ventral Turret

*Crew:* 1

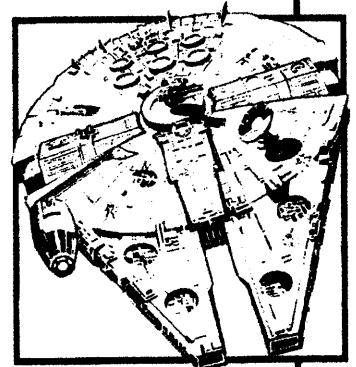
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-2/8/15

*Atmosphere Range:* 100-200/800/1.5 km

*Damage:* 5D



Services (BoSS) Ship's Operating License and Arms Load-Out Permit, plus a Captain's Accredited License if the character flying the ship doesn't have one (Sithless throws that in for free, just because he likes the characters). He asks them to save him a booth at the cantina, where they'll seal the deal.

Until then, allow the characters to visit any nearby Mos Eisley location, perhaps to stock up on supplies, purchase a droid, or try and drum up a cargo run. Remind them to watch their step with frequent stormtrooper patrols on every street corner. Maybe they have another encounter from the table on page 2.

## Episode Three: Mos Eisley Cantina

Later that day, Sithless and his goons meet the characters. He seats himself in one of the larger booths with the characters and orders drinks for everyone. He produces two datapads with the contract terms on them: downpayment, with the difference of the 20,000 credits payable within a year, plus delivery of the ship's cargo to Zoma V.

To ensure the cargo's safe delivery, Sithless has already stationed Slopper, one of his contacts, aboard the *Limping Lady*. He's to make sure the characters deliver the crates reach Leethe's "friends" on Zoma V. They must agree to deliver the cargo or the deal is off (and Leethe wouldn't mind turning the characters in to the nearest stormtrooper patrol, either). Unbeknownst to the characters, the cargo consists of stolen Imperial weapons (5 crates of heavy blaster pistols and blaster packs), bound for pirates Leethe owes a favor to on Zoma V. Slopper is one of Leethe's local Jawa contacts, who's to make sure the weapons reach the pirates. Whether the characters actually deliver the weapons to the pirates or the Alliance is up to them...but if they don't get them to the pirates, Leethe won't hesitate taking a bounty on the characters and their new ship.

To finalize the deal, both Sithless and one of the characters (the ship's official owner) must sign and imprint the contract on the two datapads, one for Leethe and one for the group. With the deal completed, Sithless gives the new captain two code key cards used to enter and lock the ship. Each can

open and lock the main entry ramp. If characters need to enter the ship when locked, they need one of the code keys. The *Limping Lady* is currently locked up in Docking Bay 35, with Slopper asleep in the hold.

During the entire affair, Sithless seems terribly distracted and in

somewhat of a hurry.

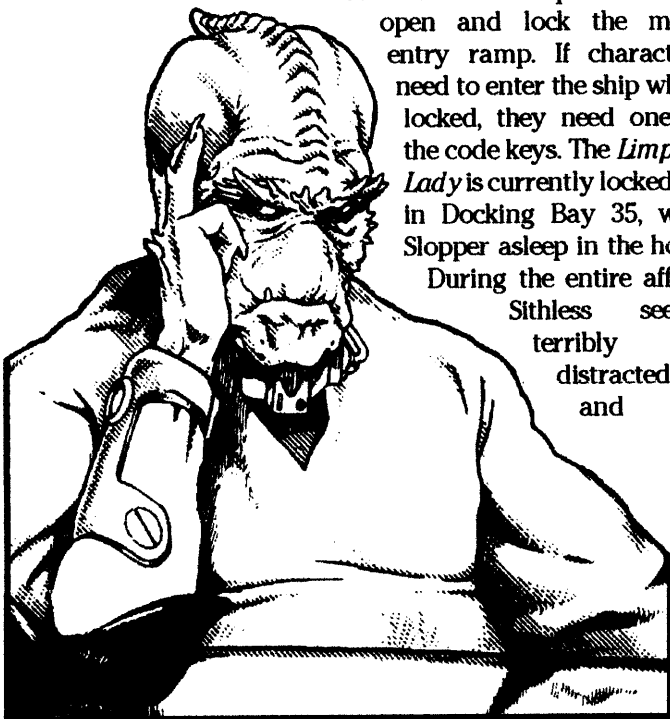
After the contracts are imprinted, Leethe reminds the characters that Slopper is waiting in the hold for them to deliver the cargo to Zoma V. After some pleasant banter and a warning not to be late in the payment, Sithless and his entourage leave.

If characters stick around the cantina, several patrons take an interest in them and their recently concluded deal with Leethe:

- As soon as Sithless departs, a gawky little kid in grungy clothes bounds over to the characters and begs them to let him ride in their new starship. He quickly runs flees in the face of any display of animosity.

- Upon hearing that someone actually bought the *Limping Lady*, smuggler captain Hawker Bryce-Kelley approaches the group with his co-pilot, the lovely, quiet Twi'lek Rypka. "G'day, folks," he says with a broad grin. "Care to put a little wager on your starship?" He proposes a race to any system the characters choose... hopefully either Zoma V or the coordinates inscribed on the figurine. Hawker dares to match any bet over 1,000 credits the characters care to make. The smuggler wins if he arrives before the characters, and they win if they reach the destination first. Bryce-Kelley seems very fair and likable, flirty with any ladies, and generous with the drinks. Although he's a rogue, Hawker likes a good challenge. He's a good contact for future adventures (if dealt with honorably), especially if the characters need repairs or modifications to their ship. Hawker agrees to wait in orbit until the characters finish their business planetside and are ready to race. The smuggler is at least vaguely familiar with any system the characters choose for the race destination.

- Soon after Hawker and Rypka leave, four stormtroopers enter the cantina and begin questioning the bartender. They begin looking around, but if the characters sneak out the back door or through the crowd, they can avoid another chase similar to that in Episode One.



## Episode Four: Impounded!

When the characters return to Docking Bay 35, they discover the Empire has impounded their new starship. A squad of 12 stormtroopers guard the bay entrance, while an Imperial officer speaks with two technicians piloting a loader speeder with an oddly large and ominous-looking piece of machinery in the payload: an industrial beam drill. If they don't act fast, the officer waves the technicians on through the docking bay's wide cargo entrance to cut through the lock on the *Limping Lady's* entrance ramp.

**Imperial Stormtroopers.** All stats are 2D except: *blaster 4D, blaster: blaster rifle 5D, brawling parry 4D, dodge 4D, brawling 3D.* Move: 10. Blaster pistol (4D), blaster rifle (5D), stormtrooper armor (+2D physical, +1D energy, -1D *Dexterity*).

**Imperial Officer.** All stats are 2D except: *Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, Mechanical 3D+2, Perception 3D+1, command 5D+1, Strength 2D+1, brawling 3D+2, Technical 3D.* Move: 10. Blaster pistol (4D), comlink.

Characters might try blasting their way through, an easy approach if the group has good firepower but messy and very obvious. The stormtroopers attack with their usual efficiency, the officer dives for cover within the bay entrance, and the two technicians fire from behind their loader speeder. Should any shots at the technicians miss, they hit the speeder and the industrial beam drill. The speeder begins to move slowly or spin, and the beam drill activates or overloads, exploding in several rounds. If

characters are hit with the drill's beam, they take 5D damage. If the drill overloads, it explodes in 2D rounds and inflicts 10D damage to all within the blast range.

The characters can try bluffing their way into the bay instead. Only the officer can be conned; the stormtroopers are too loyal, and have orders not to let anyone but Imperial personnel within the bay.

The group can also try sneaking into the bay, using synthrope or rocket packs to get over the high bay walls. Any combination of tactics might work to their best advantage.

Once inside, the pilot can use the code key cards to open up the ship and climb aboard. It powers up quickly, and they prepare a hasty departure. Just as they're lifting off, more stormtroopers crowd through the bay entrance and open fire as the *Limping Lady* blasts off.

## Episode Five: Escape from Tatooine

Once the *Limping Lady* blasts out of Mos Eisley starport, her comm-channel crackles with the voices of irate traffic controllers and Imperial picket vessel commanders in the system, specifically the Imperial Star Destroyers *Vengeance* and *Belligerent*:

"Tatooine Surface Control to unauthorized craft, please return to Docking Bay 35, you do not have take-off clearance and are posing a danger to incoming and outbound starship traffic."

"This is the Imperial Star Destroyer *Vengeance* to unauthorized vessel. Heave to and prepare for boarding."





If characters agreed to race Bryce-Kelley, they also hear from him: "G'day, folks. Looks like you've got some Imperial flak up here. In any case, I suppose you'll be ready to start our little race. See you, mates!"

The captain needs five rounds to input the astrogation coordinates, then can jump to hyperspace. Until then, must evade four TIE fighters in pursuit, and watch out for the two Star Destroyers trying to cut them off. Other characters can operate the sensors, shields and two weapons. Remember, if the mass drive cannon is powered up, one other system randomly powers down until the gun is shut off. If the nav computer goes down, the captain cannot input the astrogation coordinates, delaying their final jump by one round for each round the nav computer's down.

**TIE Fighters.** Starfighter, *starship piloting* 4D+1, *starship gunnery* 4D. Maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked; fire control 2D, damage 5D).

Should they run into major problems clearing the TIE fighters, Hawker's ship, the *Royal Mistress*, sweeps in at the last minute to help them out. Bryce-Kelley's more interested in making and keeping friends than winning wagers.

The TIE pilots strafe the *Limping Lady* in pairs, one each round while the other two turn around for another attack run. Although the TIE fighters get one shot per attack run at Medium Range, characters may choose to shoot at incoming fighters or those which have just passed over the ship, both at Medium Range, since their guns are

turret-mounted. Award characters running the guns an extra Character Point for each TIE fighter kill.

Just at the right moment, the captain finishes inputting the astrogation coordinates into the nav computer. The *Limping Lady* jumps into hyperspace at the last minute, before the two Star Destroyers close in on them.

## Epilogue

After the characters escape Imperial forces on Tatooine, they must tie up several loose ends.

**Racing Bryce-Kelley:** To find out who wins the race, have the captain make a *space transports* and *astrogation* skill roll, adding the two results. Make a similar roll for Hawker, using his 6D+2 *space transports* skill and his 5D+2 *astrogation*. Whoever rolls highest arrives at the destination first and wins the bet (assume both ships have the same hyperdrive multiplier). Whether or not he wins, Hawker invites the characters aboard his modified bulk freighter for drinks and handing over the wager money. If for some reason the characters dupe Hawker and don't show up at the arranged location, the smuggler loses his trust in them and demands payment for their loss the next time they meet.

**Cargo to Zoma V:** Slopper isn't too bright, for a Jawa. He is easily duped or eliminated. Either solution enrages Sithless and inspires him to put a bounty on the characters' heads for breach of contract. They can avoid this by delivering the weapons to Leethe's "friends," pirates hiding out on Zoma V. If the characters decide to keep the weapons, they'll really upset Sithless. If someone suggests bringing them to the Rebel base the coordinates lead them to, award an extra Character Point.

**Figurine Coordinates:** The astrogation numbers carved into the figurine from the dead Rebel agent lead to a secret base on a backwater planet named Renforra. Once they enter Renforra's atmosphere, they're met and questioned by Rebel airspeeder pilots on patrol. When their intentions are discovered to be friendly, the pilots lead the characters to a secret base carved into the cliff of a small island in an archipelago in Renforra's immense ocean. General Corros, base commander, welcomes the characters, their load of weapons and the data stick. He expresses interest in their willingness to join the Rebel Alliance and fight the Empire. The information contained on the data stick helps Corros log Imperial fleet tactical movements and maneuvers, and examine other data on warships vital to the Rebellion's survival in the Outer Rim Territories.

Renforra Base is a good starting point for the characters future adventures with the Rebel Alliance, and a safe haven in their upcoming war against the Empire.