

Hauling a ravenous wildebeest, placating a menacing loan shark, and breaking into the black market get the PCs deeper and deeper into trouble in this action-packed adventure • By Wallace D. Greer

# PARTS IS PARTS

**T**his adventure is intended to serve as an introduction to *Star Wars Galaxy Guide Six: Tramp*

*Freighters*, Minos Cluster campaign. A beginning group of characters is ideal for this adventure. At least one of the player characters should start out with the Tramp Freighter Captain template and a stock light freighter. Remember that the maximum number of crew and passengers aboard this ship is eight, and space for excessive amounts of equipment is lacking. The captain starts out in debt to Yerkys ne Dago, the notorious Twi'lek loan shark, who is not happy that the captain has missed a payment

date already. Hence, the start of the adventure...  
**A BEAST OF A TRIP**

The player characters have just returned to Travnin from a trip to Yelsain, where, at the bidding of Yerkys, they have picked up a rare wildebeest that Yerkys had somehow "requisitioned" for himself. To make up for the late payment, the captain must deliver the wildebeest alive and unharmed to Yerkys on Travnin. A big complication is that the beast needs to be transported unfrozen and has to be fed.

As the ship enters real space in the Travnin System, during the dangerous daily feeding time, the beast gets



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loose—and escapes into the engine spaces! Firing blasters into the engine is not a good idea, so stun settings and other methods of nondestructive capture must be used by the PCs before the beast disassembles the hyperdrive in search of a tasty snack—the chief engineer! The beast is 1.5 meters tall, about as wide as it is high, and has 7D in Strength, 2D in Dexterity. The beast will cause at least one system to be damaged per round that it remains free.

After the beast has been subdued and damage control has been performed on PCs and ship alike, the engineer will find a piece of very bad news lying shattered on the deck—the Thelman Converter. Without one, the ship cannot jump, and no spares are available. The replacement cost is about Cr3000. Coincidentally, this is exactly the same amount as the payment due tonight to Yerkys, and it is also the amount of profit on the cargo currently in the cargo hold bound for Travnin. Decisions, decisions.

## GRAND DESIGN

After landing and clearing customs, then off-loading and collecting payment for their cargo, the PCs receive a communication from Yerkys—payment and transfer of the beast will take place at the PCs' docking bay at 2400 local time, just six hours from now. The crew has that long to come up with an idea and/or Cr3000 more. A friendly portworker will mention to the PCs, if they make inquiries about getting replacement parts on the cheap, that the Grand Design Bar is a good place to pick up spare parts at a deep discount, if you know what she means.

The Grand Design (described on page 57 of the *Tramp Freighters* book) is a unique bar. It could be said that much of the independent trade of the Minos Cluster, ahem, revolves around its funhouse confines. The bar is basically a cylinder three levels tall, with the elements of each level floating about the central axis cylinder, which is a transparent tube. There are three continuous shows in progress at any one time, each of them on a stand in the central tube. A bar surrounds each level of the tube, with floating repulsorlift dance floors large enough for a platoon circulating around the bar. One gets one's drinks on the fly, literally. The outer ring has a spiral stair with terraced booths, leading upward. Level three is the premium level, with an opaque floor and bouncer-guarded doors. There is a Cr100 charge to enter level three. Also, upon entry to level three, all obvious weapons are checked at the door, with a detector and security guards to enforce the restriction. There are no exceptions to the rule.

The PCs will probably want to leave at least one member behind to guard the beast. All the others, upon entering the Grand

Design, should make a Moderate Stamina check to endure the sensory disorientation of the internal dance of the planets. A Difficult Perception check will show them where to sit and survive best while enjoying themselves. If the PCs discreetly make enquiries about starship parts, allow them to hear a number of rumors before a Difficult Streetwise check allows them to make contact with Neena, the singer currently performing on level one (she is described on page 71 of *Tramp Freighters*). Neena will come to speak with the PCs at about 2000 hours, after she finishes her first set.

Neena asks if the crew has heard of Nadir Corporation. Nadir, it seems, is a broadly based electronics and robotics corporation here on Travnin, with a small, wholly automated starship yard at Travnin Spaceport. A unique feature of Nadir is that it is controlled by droids! Organic beings are limited to sales and design work for its most profitable product line: personal holo gear. A new and radically improved model of holocorder is about to be introduced, and if the PCs are interested, Neena says, "Some of my friends would like a preview of the great new box. If you guys could, like, visit Nadir and get one of these new boxes, you could get your whatever it is for your ship and some cash too. How about it?"

## NADIR

Neena's friends on the inside of Nadir have obtained a copy of the security droid patrol schedule, some security override codes of the warehouse where the new holocorders are being stored and a plan of the Nadir plant. Getting in and out of the nearest gate to the warehouse will be relatively simple, as automated repulsorlift trucks continually enter and exit the plant. There is a weapon detector at the gate. Getting aboard one of the trucks is a Moderate Climbing/Jumping check, and concealing oneself is an Easy Hide/Sneak check.

Warehouse 59, where the holocorder boxes are located, is about 50 meters on a side and three meters high. The new units are prototypes—full-scale production is a month or two off. Entry into the warehouse is an Easy Security check with access codes. Finding the holocorders is no problem, as they come in crates containing units of 100, each crate a half meter on a side and massing 250 kilograms. But the crates have a security seal on them—with an electronic alarm! Disarming the alarm is a Difficult Security Check. If the PCs fail to disarm the alarm, the alarm will sound everywhere across the plant, the gates will be closed, and the dance of the security droids will begin. If the PCs succeed, they are now free to begin the search for their new Thelman Converter. Moving a holocorder crate is no problem, as a 10-meter-square repulsorlift

cargo platform is here in the warehouse, capable of moving up to one kiloton of cargo. The crew now has transport within the plant area.

The PCs must now cross the main production facility area to get to the shipyard on the other side of the plant. The interior of the plant is wholly automated, with raw materials flowing in, and finished products and waste flowing out. The noise is incredible—so incredible that the crew does not notice the security droid that they literally bump into. A Moderate Perception check will inform the PCs that they are under stunner fire! Eight security droids (use the Probe Droid stats, page 55 of the *Star Wars Sourcebook*), equipped with stun pistols (so as not to destroy the valuable production line), will engage the PCs. Another squad of eight will arrive in three turns. There is a computer console nearby—a Very Difficult Droid Programming/Repair roll will shut down the security droids for 1D6+2 turns. A Difficult Computer Programming/Repair roll will reveal the location the starship part storage bay—with the Thelman Converters' locations!

It will require four turns to get to the shipyard storage bays, which are locked. A Difficult Security check will open the doors. A vast storage area will be revealed, with several thousand different variants of Thelman Converters!

By this time, even more security droids are on the way. Making a Moderate Perception check will allow the PC to see a container with stock numbers looking remarkably close to the unit specifications of your ship in a nearby shelf. On making an Easy Starship Repair check, the engineer will say, "Close enough. Parts is parts," grab the 10-kilo unit and run.

The gates are now closed, of course. But a repulsorlift truck is handy—an Easy Droid Programming/Repair roll will allow the PCs to drive it straight off the site, if they go through the fence. The cargo platform will be a tight squeeze aboard the truck. The pursuing security droids will stop at the perimeter line, allowing a presumably jubilant crew to escape.

## PAYBACKS ARE A BEAST

After ditching the truck, the PCs should return to the Grand Design. Neena will meet them in the service dock of the bar with their payment. If the PCs hand over a full crate of holocorders, Neena will be delighted beyond description, kissing the most embarrassing of the PCs and dancing about with joy. She will have an old cargodroid, LREED, haul off the crate, and will pay the captain Cr4000. If the PCs return a partial crate, no histrionics will ensue, but Neena will be pleased and pay Cr3000. PCs being PCs, they will probably keep at least one of

the holocorders each for themselves. If only one holocorder, or fragments of one, are returned, Neena will pay Cr500 and will probably not deal with the PCs again.

In any case, by the time the payment is made, a PC's watch will beep 2300 hours. At this time, Neena, if she is at all pleased with the crew, will say, "You guys aren't too bad. Have you decided where to go next in your ship? I've got a delivery to make to a friend on Adarlon, and he'd pay you well." If the crew agrees, Neena will give a holocrystal and a business card to captain, asking him to deliver the holo to man on the card at Pwosson Pictures on Adarlon. "Thanks. Look me up when you're back here on Travnin again. I might have some more business for you."

The PCs have made a contact with the black market.

### IT'S NOT OVER

As the kitchen door closes behind Neena, the PCs will hear the approaching hum of repulsors and see three assassin droids! "Return the stolen unit!" they blare, even as they open fire with riot gun stunners. These are Nadir bots, so reduce each skill code on these droids by 1D.

Dumpsters full of trash sit next to the dock. An Average Dodge roll will allow the PCs to jump right in and avoid being stunned. There are also pressurized beverage containers out on the dock. The make dandy prismatic aerosols.

If the PCs prevail, several questions are going to be on their minds besides the laundry bills—how were they followed, how can they lose Nadir, and can they make it back to the ship in time to pay off Yerkys? On a Difficult Security check, it can be determined that one of the holocorders they have is emitting a homing beacon!

Getting back to the ship in time remaining is a Moderate Repulsorlift Operation roll if the PCs rent a speeder. The other problems could be solved if someone would like to feed the beast something very special—a Very Difficult Dexterity check will be required to feed the beast the homing holocorder without losing a limb, and a Difficult Alien Races roll will be required to keep it down. In the meantime, the engineer can install the new Thelman Converter with a Very Difficult Starship Repair roll. This unit seems to be an advanced model, with an integral computer processor to enhance hyperdrive performance, perhaps even bringing the stock freighter's hyperdrive multiplier down to a 1! Wow!

Before the PCs can get too excited, the loan shark appears: "My dear captain. I hope your trip was a pleasant one, both for you and my pet. Are you ready to bring him out now? Good. And your payment? Excellent. Don't forget—same time next month! Clear skies and profit to you, captain!"

The loan shark will board his luxury skimmer and depart, followed by the sounds of humming droid repulsors, which pause for a

moment at the docking bay door, then follow the skimmer.

Time to leave.

### JUMPING TO ILLUSIONS

After clearing Travnin orbit, the PCs may jump to Adarlon, a trip of some 30 hours for the ship—normally. But when the hyperdrive is engaged, a massive rending sound is heard from the hyperdrive, and the ship drops back immediately into realspace, alarms sounding hysterically from the engineer's panel. The engineer remarks, "Now I remember where I heard the word 'Nadir' before: 'The malfunction goes in before the name goes on!'"

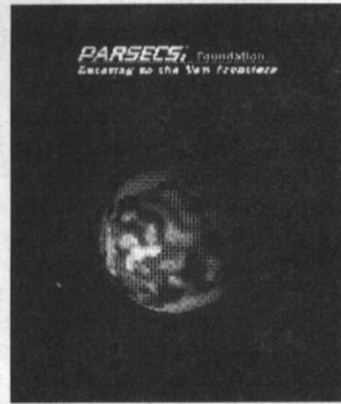
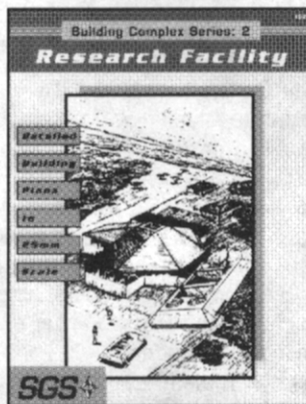
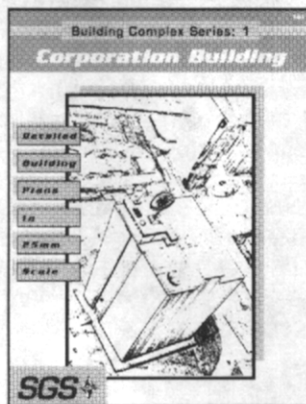
Unseen to all, a small red light is blinking on the Thelman Converter. And far behind on Travnin, a small ship takes off from the Nadir Corporation yard.

### CONCLUSION

The PCs have made a connection with the underground holo market, and also through Neena, to the Rebellion. It is probable that they have made enemies of the Nadir Corporation and Yerkys ne Dago. Complications will ensue next time they all meet with the PCs. Anyone for fake IDs?

**Adventure Experience Rewards:** For making it, 4 points. For coming up with the idea to stick Yerkys with the homer, 2 points each. For impressing Neena by delivering a whole crate, 1 point each. Ω

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