

STAR WARS
AGE OF
REBELLION

THE MRLSST CELL



SPHERE'S FATE SERIES

ADVENTURE #05

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STAR WARS
ROLEPLAYING

STAR WARS

Following the events on Procopia, the characters learn that Dr Arkeld is still on Mrlsst, training the strike team. He has eliminated the agents assigned to monitor / capture him and is continuing his preparations to blow the torpedo sphere.

The characters locate Arkeld, and follow him to a university club (a JAN cover organization), which in turn leads to a shanty high up in one of the greenstalks, the JAN's actual base of operations at Mrlsst Academy. When they sneak into the shanty (or storm it), they locate coordinates to a secret JAN camp on the coast, where the JAN strike team is training for its torpedo sphere raid.

Once the characters infiltrate the JAN camp, they can get their hands on the strike team's time table, access codes for the sphere, and partial plans for the sphere. A clever group of characters might even manage to take out the strike team members. This disrupts the plot, but does not ruin it, as Arkeld has already ensured a backup plan is in place in case the strike team fails.

Will the players stop Dr Arkeld from finishing his task?
Will they stop the strike team from ever leaving Mrlsst?

Or will Dr Arkeld succeed in sending a well trained and prepared unit off to destroy the sphere?

TABLE OF CONTENTS

Episode 1
Tracking Arkeld
Page 107

Episode 2
Up the Underworld
Page 115

Episode 3
The JAN Camp
Page 119

Index
Page 187

CREDITS

Converted from "Hunting Grounds" by West End Games
Conversion by Jeff Greening

Mrlsst University



ADVENTURE OUTLINE

Episode One.

The Characters land on Mrlsst and begin tracking Dr Arkled. Their search leads them to the Pan-Tapani Historical Society, a local JAN cover. From here they follow one of Arkeld's couriers to a Greenstalk shanty village.

Episode Two.

The characters search the shanty after bluffing or fighting their way in. They find the location of the JAN strike teams training base.

Episode Three

The characters infiltrate the strike teams training centre and take out the team. They then discover the target is a Torpedo Sphere and that the danger is not over.

THE MRLSST CELL

Episode I: Tracking Arkeld

Once the PCs approach Mrlsst space, the port authority hails their ship asking for the reason for their visit. If they say they are visiting either Dr Arkeld or the university, they are directed to a landing bay close to the university. The university grounds itself themselves are vast (the size of a small city), but fortunately navigating them is not difficult. Should the players hire taxis to drive them around the grounds, the first driver they encounter is a Chadra Fan named Rik-Tak.

First, the characters need to locate Dr. Arkeld and begin following him. Dr. Arkeld is not difficult to locate, his home and office are both on the Mrlsst Academy campus, and discovering where these are is a matter of asking around or looking in the university directory. However following the recent security leaks the JAN has experienced (caused by Knumai's spies), a few JAN operatives watch his back at all times, and will likely pick up the characters' activities sooner or later. They will ambush the players if they perceive them as a threat.

A favorite tactic of JAN operatives is for a group of four or five of them till fill a speeder, and hit the PCs with a rocket launcher. If this is used for the ambush, they only have limited rockets before they wither retreat or else land to engage the players in close quarters.

JAN Operative

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
4 SOAK	15 WOUNDS	- STRAIN	0 0 MELEE RANGED		

SKILLS: Discipline Knowledge (war)
Vigilance Ranged [Light]

TALENTS: Adversary 1

EQUIPMENT: Datapads, Portable computers
Armoured Clothes(+1 Soak)
Blaster Pistol, (6 Dam, Crit 3, Range Med)
Comlink

Hunting Ground

ARROW-23 LANDSPEEDER

3 SILHOUETTE	2 SPEED	-1 HANDLING	4 HARD POINTS	0 DEFENSE	
6 HULL TRAUMA	1 ARMOR	5 SYSTEM STRAIN	0 PORT		0 STARBOARD

Vehicle Type/Model: Landspeeder/Arrow-23
 Manufacturer: Aratech Repulsor Company
 Maximum Altitude: 5 meters
 Sensor Range: Short
 Crew: One pilot, one co-pilot/gunner
 Encumbrance Capacity: 20
 Passenger Capacity: 4

Cost: 10,800
 Rarity: 3
 Weapons: None

Hunting Ground

Rik Tak

Rik Tak is a Chadra-Fan cab driver. He is a JAN operative (and personal friend of the Rodian Kelsek, the strike team leader), who haunts the suburbs of Mrlsst Academy on the lookout for new recruits. He overhears a lot of useful tidbits of interest to the JAN from passenger conversation. He is also one of the JAN's first lines of defense, typically picking up passengers looking for Dr Arkeld if he can and trying to determine if they are a threat.

Rik-Tak has rust brown fur and typically wears an oversized brown cloak with a snug fitting hood. He wears a belt dangling with numerous pouches and pockets. He has a whip like tail, clawed hands and a pointed snout. His etiquette leaves something to be desired, but is generally friendly and seems to know where to find anything.

Work Rik-Tak into the adventure as soon as possible, either as a cab driver, or else as a 'helpful guide'. Play him for comic relief, and try to make him useful to the characters. He has great underworld contacts and can get his hands on any kind of weapon or gear they might need.

While he is a JAN agent, he's a lot more of a pro than some of the other JAN heavies - he would rather trail along and see how much they know before he strikes.



Rik - Tak

3 <small>BRAWN</small>	4 <small>AGILITY</small>	2 <small>INTELLECT</small>	2 <small>CUNNING</small>	2 <small>WILLPOWER</small>	2 <small>PRESENCE</small>
4 <small>SOAK</small>	18 <small>WOUNDS</small>	- <small>STRAIN</small>	0 0 <small>DEFENSE</small>		

SKILLS:

Discipline	●●●	Streetwise	●●●●●
Vigilance	●●●	Ranged [Light]	●●●●●
Stealth	●●●●	Perception	●●●●●
Melee	●●●●	Athletics	●●●●●

TALENTS: Adversary 1

EQUIPMENT: Datapads, Portable computers
 Armoured Clothes(+1 Soak)
 Blaster Pistol, (6 Dam, Crit 3, Range Med)
 Viboknife (4 Dam, Crit 2, Peirce 2, Vicious 1)
 Comlink

Hunting Ground

THE MRLSST CELL

Arkeld's Home

As a well respected professor in the Mrlsst university, Arkeld's home is listed on any directory the players use to try to look him up in. Navigating to his home from the Spaceport would take about 30 minutes by taxi. Any other form would require the PCs to navigate the campus ground themselves, without attracting attention if possible. Have them make as many stealth / streetwise checks as is necessary to keep up the tension. Failing them or generating too much accumulated threat will result in a JAN ambush described earlier.

Once the PCs arrive in the area, the PCs discover Dr Arkeld lives in a relatively wealthy part of the grounds. The professors who live here each have their own home and grounds.

The house is empty, but a small group of JAN operatives casually patrol the street, trying not to look suspicious.

If the players wish to break into the house and search it for clues, they'll need to avoid the patrol and avoid any cameras put up around the building, requiring **Average** [◆◆] **Stealth** checks. Entering the building by either doors or windows requires an **Average** [◆◆] **Skulduggery** check.

Once inside the house, they find the house is empty, unless it is late at night. Dr Arkeld spends most of his time at the university, and his evenings split between organising the JAN's next missions and recruiting new operatives at the Pan-Tapani Historical Society.

Most of the home is as you'd expect. Dr Arkeld keeps absolutely nothing directly incriminating here what so ever.

However, the computer in his home office once hacked with a **Hard** [◆◆◆] **Computers** check, does show the last meeting attendance of the Pan-Tapani Historical Society open as the last viewed file. A few student profiles (which include pictures) have been singled out as worth doing background checks on.

RIK TAK

If Rik-Tak has taken the players to Arkeld's home, how he responds to the players is dependant on what they do. If he can see them trying to break in, he will likely radio the JAN operatives patrolling the area and have them deal with the players, but wont engage them himself as he wants to maintain his cover for as long as possible.

If the players have (wisely) asked to be dropped off a few blocks away, he will probably follow them if he suspects they are really after Dr Arkeld. Otherwise he'll simply wait for them to come back if that's what they asked for.

Arkeld's Office

Much like his home, finding Arkeld's office is not difficult. The office address and comm-signal are well listed on the Universities public directory so potential students can meet him.

If the players want to meet him at his office, they can try to arrange an appointment, a **Hard [◆◆◆] Charm or Deception** check depending on the story used. Give the players ■ if they say they are interested in joining his class, and another ■ if they feign interest in sector politics. During the meeting, he will invite the players to hear him speak tonight at 8:00 at the Pan Tapani Historical Society. If the check generates three or more ☞, he suspects the players and has a JAN team follow them.

If they go to the office while he not present, they could search it. An **Average [◆◆] Perception** check will reveal his diary. It shows a long series of appearances at the Pan-Tapani Historical Society, along with his appointment at 8:00 tonight to speak there.

His computer, if hacked using a **Hard [◆◆◆] Computers** check, could reveal the same information, along with the profiles (including photos) of some students his interested in recruiting into the JAN, highlighted as possibly worth doing background checks on.



Dr. Arkeld

2	2	5	4	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	18	12	0 0		MELLEE RANGED
SOAK		WOUNDS		STRAIN	

SKILLS:

Negotiation	●●●●	Computers	●●●●●
Leadership	●●●●	Astrogration	●●●●●
Piloting (S)	●●●●	Knowledge	●●●●●
Streetwise	●●●●	Perception	●●●●●
Vigilance	●●●●	Ranged [Light]	●●●●

TALENTS: Adversary 1

EQUIPMENT: Datapads, Portable computers, Stylish Suit, Armoured Vest (+2 Soak), Holdout Blaster, (6 Dam, Crit 4, Range Med), Comlink

Hunting Ground

THE MRLSST CELL

Tapani Historical Society

Once the characters are on Arkeld's trail, they discover he is associated with the Pan-Tapani Historical Society, a university club which argues for continued Tapani independence and decrying increasing Freeworlds reliance on the Empire. It is, of course, the local JAN cell's cover, and once the characters link up with it, they can widen their search to include club members (most of whom are students). Of course not all the club's membership are JAN operatives, but this is one of the key areas the JAN cell on Mrlsst recruits from and a key platform from which Dr Arkeld can radicalize his targets ready for recruitment.

The Society meets in a clubhouse on the outskirts of the campus grounds. It's one of the largest and best maintained clubhouses on the campus. It has a reception manned with students, a bar and some back offices. The bar is occupied by a number of JAN operatives. An **Easy** [◆] **Perception** check reveals most of the JAN appear to have just been on survival training in a jungle or forest.

If they slice into the club computer in the office, an **Average** [◆◆] **Computers** check, the characters can discover the following:

- ★/☹ It was founded eight years ago by Dr. Arkeld.
- ★/☹ As in social clubs, membership is restricted to those approved by the active membership.
- ☹☹ It is one of the few university clubs that accepts as members people not affiliated with the university in someway.
- ★★ There is no directory of active members available (very unusual, but clearly by design).
- ★★★ Five years ago, the club moved into its current location, which was funded by an anonymous benefactor.
- ☹☹☹ The benefactor was a Tapani noble named Bel Janius.
- ☹ Janius was a student of the Mrlsst Academy 15 years ago. There is no mention of his house affiliation, or of any of his classes.
- ☹☹ The computer code used to invent Bel Janius appears to be of ISB design. (This is actually Brak Dunell, the ISB agent who has been supplying JAN with funds, however there is no way of determining who the agent was from these records).

Dr Arkeld's
Private table

Refreshers

Club
Office

Storeroom



Speaking
Platform

JAN
Booths

Bar

Reception
Area

THE MRLSST CELL

Arkeld's Lecture

At 8:00, Dr Arkeld comes to the club to deliver a 'lecture' on the current political situation of the expanse, the greedy nobility and their ever increasing reliance on the Empire. Most there give him rapt attention and applaud at the conclusion.

If the Characters are present, he could ask if any new prospective members would like to share their thoughts. The characters will need to pass an **Average [◆◆] Deception** check to try to convince the crowd of the genuineness of their interest. A ⊕ will result in Arkeld considering recruiting them.

After the lecture concludes, Arkeld moves to his private booth and asks one of the members to deliver a datapad for him to the usual place. The student then takes the pad and goes outside into the parking area. Here he gets into an exceptionally dirty, rough, but well constructed speeder and heads into the jungle area beyond the campus.

Stealing another speeder to follow requires an **Hard [◆◆◆] Piloting Planetary** check. Otherwise if their friendly taxi driver Rik-Tak is waiting for them, he'll gladly follow the student if instructed.

THE SPEEDER PARK

The speeder parking area outside the club is lined with the students speeders. Most are clean and well maintained, as befits nobility. However one or two are exceptionally filthy. An **Average [◆◆] Perception** check reveals grass, mud and branches from the jungle areas beyond the campus.

Placing a tracker on one of the speeders requires just an **Easy [◆] Mechanics** check, but this could be noticed by a JAN operative if the check generates three or more ☹.

RIK-TAK RETURNS



Whether he drove the characters to the club or not, Rik-Tak is waiting outside the club in his taxi after the lecture. In fact, he is Dr Arkeld's regular driver and brought him here.



If the players notice and question him, he'll simply reply that he gave someone a lift here. If they ask him to follow the datapad courier, he will comply in order to see what the characters know and to decide if they are a threat. If he sees the players steal a speeder, he'll follow them in his taxi.





He will not engage the characters at this stage, as they clearly outmatch him.




The Pursuit!




The characters now need to pursue the courier to his destination, preferably without being seen. The Greenstalk shanty is in an isolated area of the jungle, so the only traffic going there is JAN operatives.


The players will need to make a series of piloting planetary checks in order to keep up with the courier. Add   if the players have a tracker on the courier's speeder.

The first is an **Average** [ ] **Piloting Planetary** check as the courier simply pulls away and drives down the track.



The second an **Average** [ ] **Piloting Planetary** check is when the track runs out and the jungle begins. Add   for the thick terrain.


Next the track twists sharply and expectantly. The courier banks hard and then speeds away. The players take a **Hard** [  ] **Piloting Planetary** check to navigate the turn and keep up.

Finally the courier speeds past the Greenstalk shanty and parks in a clearing. The players need to make an **Opposed** [  ] **Piloting Planetary** check to land un-noticed.

If the checks generate five or more combined , the courier notices the players. Fortunately he is new and nervous, so he simply speeds up and informs the shanty guards he thinks he is being followed, before running.

GET LOST?

Failing the piloting checks could mean the Characters lose the courier. If they have a tracker on-board they can continue to follow it even without visual contact, otherwise they might be able to track it using an **Average** [ ] **Survival** check to determine it's route, as the only track here is the one the JAN speeders have created.

Otherwise the GM could have the courier also fail the roll and crash. Since the courier is following a Nav-Computer, the players can get the location of the Greenstalk from it for an **Easy** [] **Computers** check, and maybe even retrieve the datapad he was delivering.

RIK-TAK

If the players are in Rik-Tak's taxi he will automatically find his way to the Greenstalk village, and can keep up with the courier.

Once they park, he will refuse to go with the players as he claims to be afraid being caught here. If he can monitor the players from the cab, he will do so. However if they go too far, he'll leave the cab to follow them.

Again he wont engage the players here. He will wait to see if they successfully enter the shanty before making a move.

THE MRLSST CELL

Episode II:

Up the Underworld

If the characters are trying to approach the Greenstalk without being seen, they must all pass an **opposed** [◆◆◆] **Stealth** Check against the guards vigilance. Add ■ if it is night and potentially another ■ for the terrain cover.

As soon as the players are spotted, they are challenged by a couple of JAN agents standing guard. Getting past them will require a **Hard** [◆◆◆] **Coercion** or **Deception** check, or a **Daunting** [◆◆◆◆] **Charm** check, adding ■ or ■ depending on the story.

Once past them, they can either climb the greenstalk, or else take the repulsorlift. The repulsorlift is attached to the largest greenstalk and is easy to use, but is quite loud. Climbing up the Greenstalk requires an **Hard** [◆◆◆] **Athletics** check. The cost of the climb is 3 strain, plus one per ☉ the check generates. Once up, they'll need to explore the village to find the location of the strike team's training camp.

If the characters are not being tailed by Rik-Tak, and their cover story or stealth ability holds, they should be able handle the shanty village without combat breaking out. Of course if Rik-Tak is present and can see what the characters are doing, he's not going to let it be that easy (see side bar).

RIK-TAK

Now they got to an actual JAN camp and are away from any potential innocent witnesses, he decides to strike! If the characters have deceived their way into the shanty, their plan will come undone once Rik-Tak decides to make his move. He'll scale the shanty quietly, armed with a grenade launcher he keeps in the boot of his taxi. He'll then shout something like "They're Imperial Agents" before firing, which will cause the entire shanty to turn on the characters.

The operatives are all carrying blaster pistols, but those close to the armoury will get the weapons stored there. If the fight goes badly, he will stealthily retreat if possible.

STAGING TIPS

The shanty is several hundred meters above the surface of the planet. Be sure to bring home this fact when the characters are running around on the greenstalks, especially if they get into combat.

If any combat check generates ☉, have the character make a coordination check to keep their balance, or potentially fall. Similarly a ☉ could be spent knocking the target off their footing (probably fatally if the target is a JAN operative).



Rik - Tak

3 BRAWN	4 AGILITY	2 INTELLECT	2 GUNNING	2 WILLPOWER	2 PRESENCE
4 SOAK	18 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Discipline Streetwise
 Vigilance Ranged [Light]
 Stealth Perception
 Melee Athletics

TALENTS: Adversary 1
EQUIPMENT: Datapads, Portable computers
 Armoured Clothes(+1 Soak)
 Blaster Pistol, (6 Dam, Crit 3, Range Med)
 Virboknife (4 Dam, Crit 2, Peirce 2, Vicious 1)
 Comlink

Hunting Ground

JAN Operative

3 BRAWN	3 AGILITY	2 INTELLECT	2 GUNNING	2 WILLPOWER	2 PRESENCE
4 SOAK	15 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

SKILLS: Discipline Knowledge (war)
 Vigilance Ranged [Light]

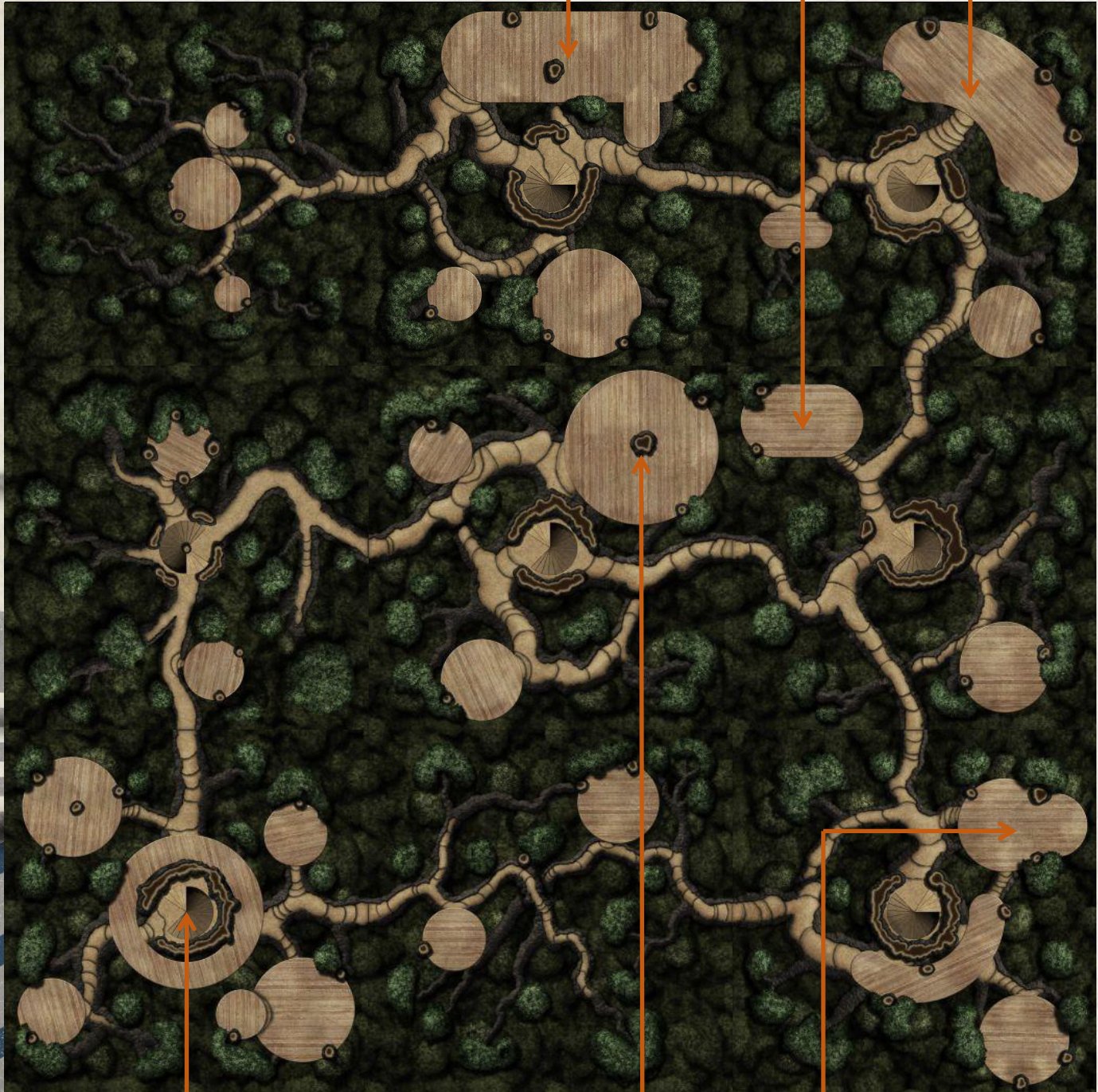
TALENTS: Adversary 1
EQUIPMENT: Datapads, Portable computers
 Armoured Clothes(+1 Soak)
 Blaster Pistol, (6 Dam, Crit 3, Range Med)
 Comlink

Hunting Ground

Meeting Hall

Weapons Locker

Main Office



Main Repulsorlift

Head Man's House

Medical Shelter

The Treetop Shanty

Vertical Entrance

The repulsorlift here is the only safe way into and out of the shanty. Operating the lift requires only a simple (-) mechanics check.

Meeting Room

This large hall has a simple stage at the front, usually used by Arkeld during his visits, where he continues to radicalize his followers and to brief them for missions or training exercises.

Weapons Locker

This facility is guarded by two operatives at all times, armed with blaster rifles. The locker itself is a large room with industrial racking inside. It contains:

- 15 blaster rifles
- 5 grenade launchers
(+frag grenades)

Main Office

The main office is the central administrative centre for the village. The computer here is the main goal of the players. It contains the equipment requisitions for the JAN camp that houses the team that is training to destroy the sphere. This gives the players the location of the camp. It can be accessed using a **Hard** [◆◆◆] **Computers** check.

Head Man's House

Use of this hut rotates to whichever JAN operative is currently in charge of the shanty. The current occupier is a human named Cho Mitsun.



Cho Mitsun

3 BRAWN	3 AGILITY	2 INTELLECT	4 CUNNING	4 WILLPOWER	2 PRESENCE
4 SOAK	17 WOUNDS	13 STRAIN	1 MELLE	1 RANGED	

SKILLS: Survival (4), Coercian (3), Discipline (3), Leadership (2), Cool (4), Deception (3), Knowledge (War) (3), Ranged Light (2)

TALENTS: Adversary 2

EQUIPMENT: Armoured Clothes (+1 Soak), Disruptor Pistol, (10 Dam, Crit 2, Range Med, Vicious 4)

Sphere's Fate

THE MRLSST CELL

Episode III: JAN Camp

The JAN camp is located in an underground complex on the isolated coast a few hundred kilometers from Mrlsst Academy. The characters can travel there over-land via taxi or a landspeeder, or even bring their ship. Note that the land gets quite marshy near the coast, and there are no roads leading anywhere near the camp. Have the driver make at least two **Hard** [◆◆◆] **Piloting Planetary** checks as they try to navigate through the marsh land without roads, dodging swamps, rocks, trees and if necessary large wildlife!

JAN Operative

STATS: BRAWN 3, AGILITY 3, INTELLECT 2, CUNNING 2, WILLPOWER 2, PRESENCE 2

SOAK 4, WOUNDS 15, STRAIN -, DEFENSE 0 0

SKILLS: Discipline (3/5), Knowledge (war) (3/5), Vigilance (2/5), Ranged [Light] (3/5)

TALENTS: Adversary 1

EQUIPMENT: Datapads, Portable computers, Armoured Clothes(+1 Soak), Blaster Pistol, (6 Dam, Crit 3, Range Med), Comlink

Hunting Ground

READY FOR ANYTHING

If the JAN have reason to suspect the characters might try to hit the camp, they might stage a large-scale ambush once the characters get into the wilderness.

Fortunately for the players, this would actually serve to thin the camp out and allow the players to engage it in two groups, rather than all at once. However the JAN would have excellent position and all concealed in heavy cover, making the combat a very costly one.

If the GM feels an ambush is warranted, take the two groups of JAN operatives that are engaged in weapons training and have them ambush the players from tree cover as the characters speeder reaches a clearing. Have the operatives with grenade launchers fire first, which will probably disable the speeder and cause the players to panic.

The groups each consist of one operative per player. If you characters are well experienced or are very combat focused, have Kelsek join the ambush as well.

If the players are coming using their ship, have the ambush waiting for them in the camp itself.

Kelsek

The strike team is led by a Rodian named Kelsek, a former student of Dr. Arkeld. He joined the JAN when the sector cell was in its infancy. Since then, it has more than satisfied his violent tendencies to harm people. Actually, he has grown to love his work and he clings religiously to his ideals. He is also a personal friend of Rik-Tak, who he views as an excellent source intelligence.



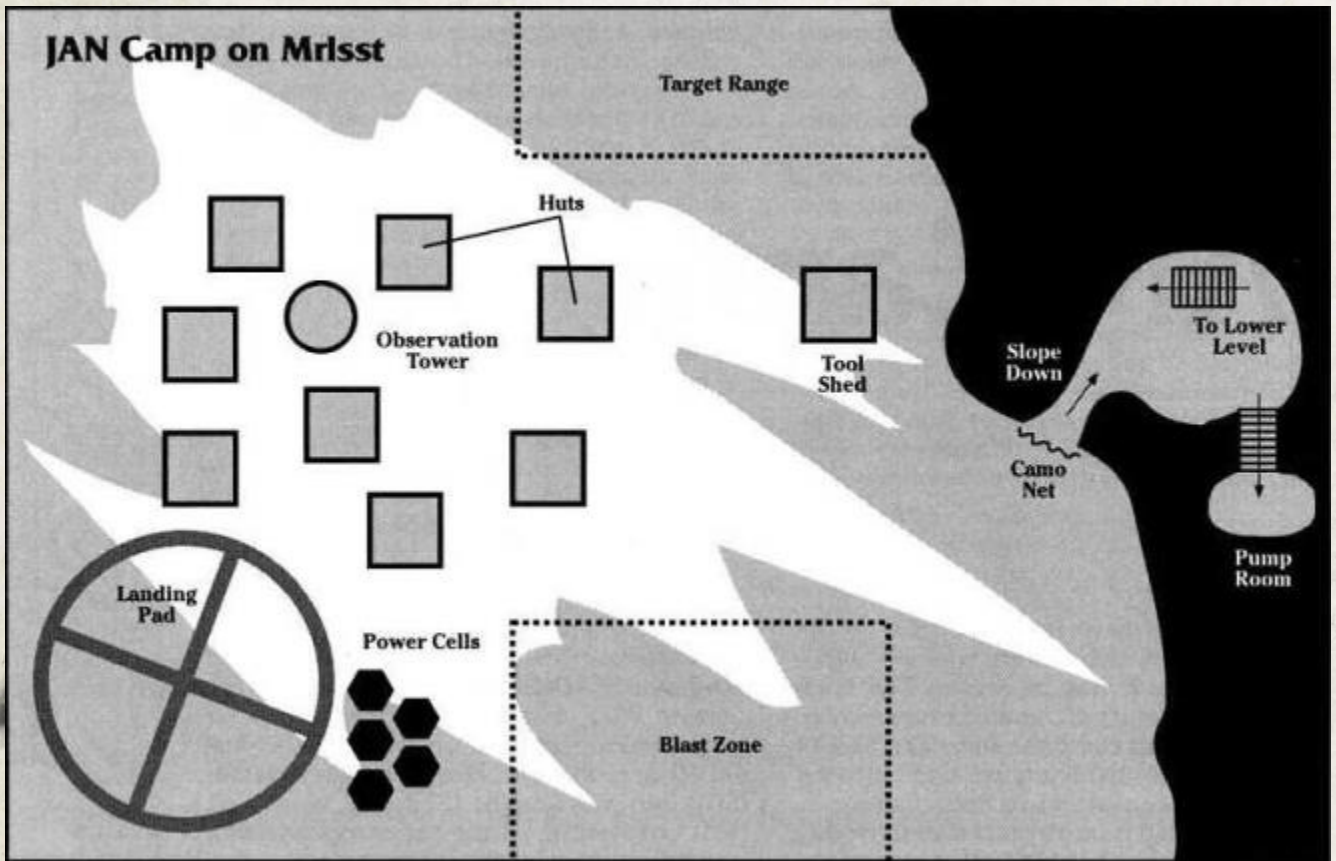
RIK-TAK

If Rik-tak is still alive and at large, he slinks through the JAN camp after the characters, creating whatever adverse situations he can (warning guards, letting loose the Vornskr, etc.). He knows the features and layout of the underground complex intimately. If the fight goes badly, he will stealthily retreat if possible.

Rik - Tak					
3	4	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
4	18	-	0	0	0
SKILLS: Discipline ●●●● Vigilance ●●●● Stealth ●●●● Melee ●●●●		Streetwise Ranged [Light] ●●●● Perception ●●●● Athletics ●●●●		●●●● ●●●● ●●●● ●●●●	
TALENTS: Adversary 1 EQUIPMENT: Datapads, Portable computers Armoured Clothes(+1 Soak) Blaster Pistol, (6 Dam, Crit 3, Range Med) Virboknife (4 Dam, Crit 2, Peirce 2, Vicious 1) Comlink					

Kelsek - Cell Leader					
3	3	2	4	4	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
4	19	16	1	1	1
SKILLS: Charm ●●●● Coercian ●●●● Discipline ●●●● Leadership ●●●●		Cool ●●●● Deception ●●●● Knowledge (War) ●●●● Ranged Light ●●●●		●●●● ●●●● ●●●● ●●●●	
TALENTS: Adversary 2 EQUIPMENT: Datapads, Portable computers Armoured Clothes(+1 Soak) Disruptor Pistol, (10 Dam, Crit 2, Range Med, Vicious 4)					

THE MRLSST CELL



When the characters first approach the camp, the JAN are split into two groups, those inside performing drills and those outside on the surface. The JAN on the surface could either be engaged in weapons training, or else moving supplies (depending on how challenging the GM wants to make the encounter). If they are training, there are two obvious groups of five operatives training. The group at the target range are practicing with Blaster Rifles. They are concentrating on what they are doing and not looking around as they fight.

The group at the blast zone are training with grenade launchers. Again they are making a lot of noise and not looking around as they fire.

Since both groups are making a lot of noise and the terrain provides a lot of cover, grant ■ ■ to any stealth checks the players make while the groups are training.

In this scenario, if the players are planning to ambush the JAN, they will also have to stealth their way past the lookout in the observation tower, but he is not being especially vigilant unless they have reason to suspect an attack.

Landing Pad

The ground in this 100 meter diameter location is scorched from numerous landings. The JAN use this area to land their supply and transport shuttles. Navigating the narrow areas between the greenstalks (often in gusting coastal winds) requires a pair of **Average** [◆◆] **Piloting Planetary** checks. Failure results in 1 hull damage to the battered ship. Several portable power cells reside nearby with retractable link units.

Blast Zone

This area is also scorched, but not to the extent of the landing field. Several large boulders have been moved to the north end of the zone. These are used to crouch behind while practicing grenade tossing or detonation of charges. The zone contains many pieces of shrapnel, plus "dud" grenades. An **Easy** [◆] **Mechanics** check is needed to repair a "dud" fragmentation grenade, half a dozen can be scavenged by persistent searchers.

Huts

These nine huts appear as canvas teepees composed of camouflaged netting. Actually, each is a portable, folding plastic building covered with camouflaged netting to cloak the bright white structures. The interior of each contains a simple table, several transcubes (for chairs), a portable

heater, and four folding cots. The storage lockers are filled with personal effects and these areas appear lived in. There could be a few JAN members resting here in random huts.

Observation Platform

This look-out post is perched atop a 200-meter-high greenstalk. It provides a commanding view of the surrounding area. Metal rungs are driven into the boles of the stalk to allow look-ours to climb to their posts. The tower is always crewed by a lone lookout. He is armed with a sniper rifle and has a comlink to warn the camp of approaching intruders.

Tool Shed

This is another portable building, likewise covered with camouflaged nets. Inside are various tools, additional netting, targets, and other general supplies. One transcube contains supplies (wires, fuses, timers, bits of detonite, and several datapads detailing bomb construction) used to fabricate detonite bombs. The door is unlocked. Members of the team load equipment onto cargo skiffs during daylight hours

Target Range

This area is situated in the northeast corner of the camp, facing the broad bole of a greenstalk. It is used as a target range. Several round and square targets hang on the canyon walls. A pair of stormtrooper armor suits, riddled with blaster shots, are propped up along the wall as additional targets.

THE MRLSST CELL

Storeroom

A pair of camouflaged nets hang over the entrance to this cavern. Beyond is a roughly circular chamber. This area is used to store supplies for the camp. Most of these are in the form of rations and basic everyday items. A 2000 liter water tank is nestled in the rear of the chamber, just over half full with cool water. A stairway provides access to the lower level. Five ASP droids are stored in this chamber.

If the GM decides the JAN are moving supplies, then in the daylight hours, 2-12 JAN operatives led by Kelsek are here working busily loading or unloading equipment from or into a pair of battered cargo skiffs parked outside the cave. The ASP droids assist, doing most of the manual labor. The operatives fall back into the storeroom to set up a defensive line if the characters attack, but others caught in the crossfire use the skiffs for cover. A battle here alerts the other operatives in the camp, save those practicing in the mock torpedo sphere rooms. The ASP droids are commanded to wade into melee with the characters.

At night, the droids protect the area. Anyone who enters without uttering the phrase "and justice for all" are attacked. The droids are armed with blasters and vibroblades. They hide behind the transcubes (half cover) and are content to stay put and fire round after round of blaster fire. When the characters close, they grab their vibroknives and press the attack in melee.

Pump Room

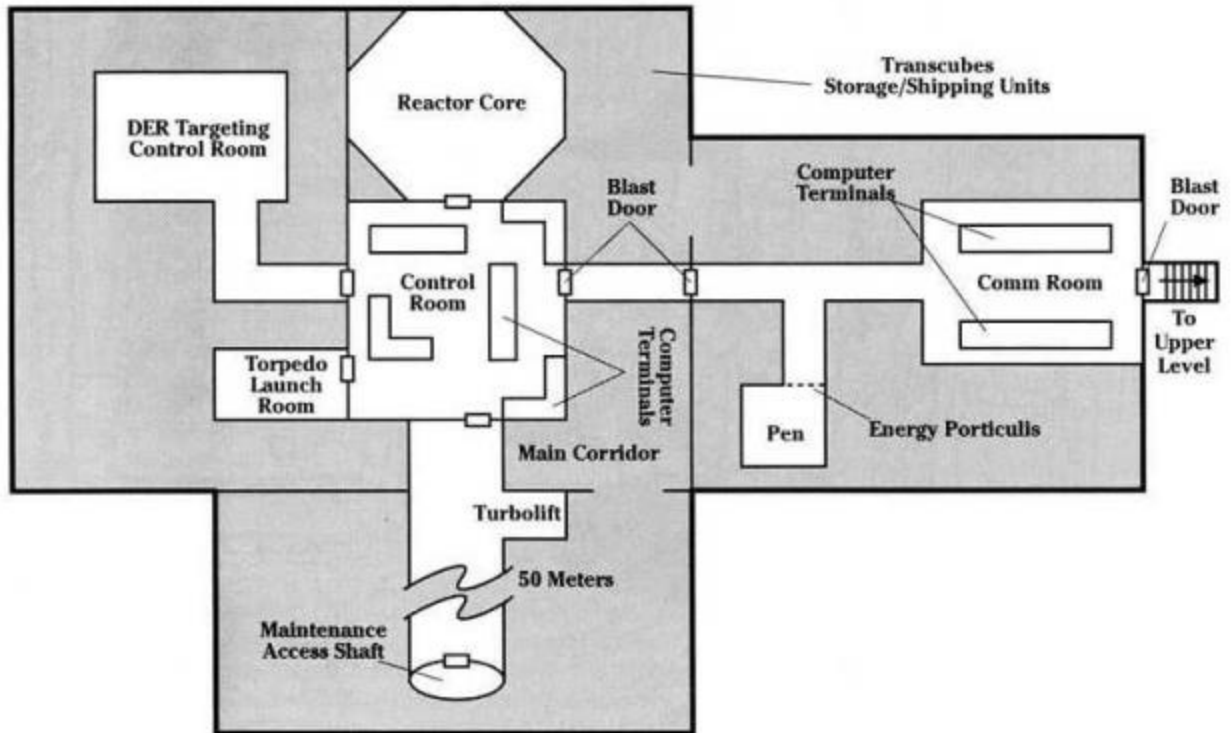
The second set of stairs lead to this sunken chamber. This room is the lowest point in the camp, a full 50 meters deep. At the bottom is an old pumping unit and its portable power supply. The pump is used to keep the caverns relatively dry. The water is pumped into the huge transcubes and now form a trap (see key to the Underground Level).

HOW CHALLENGING

The encounter with the surface JAN is easily scalable by changing what they are doing when the players find them. While the JAN can be sneaked up on and ambushed in either scenario, if the JAN are loading supplies they won't have their weapons to hand and will have to spend a round or two of combat retrieving them. This makes the encounter much easier.

In contrast, if all the JAN are armed and have their weapons drawn, they will return fire as soon as the players attack, making them much more challenging.

JAN Camp Lower Level



Underground Level

When the JAN decided to place their camp in this swampy area, they needed to first pump it out. They buried huge shipping transcubes into the ground and constructed their underground chambers in these units. The interstitial space was used to store the water moved by the pumps and have been fashioned into a trap (see the Control Room for details).

Blast Doors

There are three of these locked doors on this level, each with a control pad set to the right. These doors are all locked, requiring a **Average [◆◆] Skuldugery or Computers** check to open.

Comm Room

The chamber is a comm room, equipped with numerous computer terminals. The terminals are tied into a sophisticated antennae system, mounted at the peak of one of the canyons. The terminals can be accessed with an **Easy [◆] Computers** check, but most of the files have been deleted. A pair of JAN operatives are stationed at the computer terminals. They respond to any attack in the storeroom.

THE MRLSST CELL

Vornskr Pen

This small chamber off the main corridor is a smelly animal pen. One corner of the room has a pile of soft cord grass (a bed) and scraps of food that are scattered about. The JAN operatives keep a local creature here as an added defense measure. When the base is secure, the creature is trapped in the pen by an energy portcullis. However if one of the JAN operatives from the comm room escapes the characters, he disengages the portcullis, releasing the creature.

Vornskrs are lanky, canine predators native to Myrkrm but found throughout the galaxy as domesticated hunting animals, pets and guards. Vornskrs are Force-sensitive, and immediately focuses on any Force Sensitive characters in its presence, attacking them without hesitation.

Control Room.

This large chamber is filled with computer terminals. Situated on the west wall, between a pair of doors is a large view screen. This chamber is the nerve center for the mock-up rooms of the torpedo sphere. The computers control all basic functions of the live mock-up areas. Four unlocked doors lead to the torpedo sphere mock-up chambers.

The remaining members of the strike team are here (seven total, less any in the huts). They are downloading information onto datapads and running attack simulations. They fight to the bitter end and attempt to destroy the computer terminals and the information they contain if the situation looks grim.

All *computer* difficulties are reduced one level, since the system hasn't been flash-purged. As a matter of fact, most of it is already called up onto the screens.

Vornskr

3 BRAWN	3 AGILITY	1 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
5 SOAK	12 WOUNDS	- STRAIN	1 MELEE	- RANGED	DEFENSE

SKILLS: Athletics (3), Perception (3), Survival (3), Brawl (3), Resilience (3), Vigilance (3)

ABILITIES: Detect Force Sensitivity
Average [4] Perception check to detect all characters with a force rating in medium range.
Force Hunter (gain [1] on all checks against targets with a force rating)

EQUIPMENT: Teeth (Brawl, Damage 6, Crit 3, Vicious 2)
Tail (Brawl, Damage 4, Crit 5)

Sphere's Fate



HACKING THE COMPUTER

If the characters hack the computer system, they can gain a wealth of knowledge. The strike team didn't expect to have visitors at their camp, but they utilized an outdated flash purge program to erase their files. Due to the antiquated program, the flash purging left a lot of residual information. Consult the chart below for the results gained during an **Average [◆◆] Computers** check against the system.

Result	Information
★	The mock-up chambers are from a torpedo sphere, along with the maps of the sphere used to create the mock-ups.
★★★	List of spies on the sphere and notes of their back-up plan.
★★★ ⊕	Date & time of the attack Access codes for the Torpedo Sphere's doors and turbolifts.
⊕⊕	Current clearance code to land on the sphere.

Wrap Up

If the characters successfully complete this adventure they should have gathered the following information:

- The JAN is planning a strike on the Imperial torpedo sphere orbiting Tallaan.
- The date and time of the strike.
- Lists of the JAN spies currently assigned to the torpedo sphere, and that the spies have a backup plan to destroy the sphere if the strike team fails to arrive

TOO LATE?

If the characters arrive after Nelona 12, then the strike team have already left. They can still search the camp and discover the following:

- After examining the teams rehearsal areas, an **Average [◆◆] Knowledge War** check will reveal that it is a mock-up of a torpedo sphere.
- The mock-up clearly involves a dummy reactor core, so an **Average [◆◆] Mechanics** check could reveal a likely approximation of the teams plan to destroy the sphere.
- The computer has been more thoroughly wiped, so hacking any data from it now requires a **Daunting [◆◆◆] Computers** check.
- All the disguise uniforms have gone, but a **Hard [◆◆◆] Perception** check of the lockers will reveal the size of the team from the number of empty spaces.
- Do not mention the spies backup plan This is only enacted if the strike team doesn't arrive. Instead, the spies will join in on the strike team's plan once they are on board.

Looting the Camp

If the strike team was still on Mrlsst, once the characters have secured the camp, they can find the following:

- Several ISB uniforms & Ident Chips
- Several civilian maintenance uniforms, with ID cards.
- A large supply of Detonite explosive