The Big Leagues

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An adventure for 5-6 players for the

STAR WARS
ROLEPLAYING GAME

from

FANTASY
FLIGHT
GAMES

Background

"The Big Leagues" takes place during the time covered by the computer game *Star Wars: The Old* Republic, or about 3,600 years before *Episode IV: A New Hope.* The characters portray the Companions of one of the four main heroes of the Republic (The Jedi Knight, the Jedi Consular, the Trooper, or the Smuggler). While the hero the PCs work with is called away by Jedi Grand Master Satele Shan, the Chancellor of the Republic suddenly calls the Hero's ship looking to send them on an important mission for the Republic. Witht the Hero gone and time running out, the Chancellor elects to send the hero's competently-skilled companions in hopes that they will be able to retrieve an agent with new information about an Imperial threat.

After being undercover in Imperial space for two years, SIS Agent Galen uncovered another of the Empire's many super-weapon programs. Gathering as much data as he could into his cybernetic data-stores, Galen called the SIS and requested immediate retrieval. It was determined that the closest planet he could get to that had sufficient Republic presence was Nar Shadda, so the meet-up was to occur there.

Galen was able to reach Nar Shadda, but in his haste to escape from Imperial Agents that were looking for him he made a mistake. With the Empire hot on his heels, Galen made his way from the Spaceport to the Promenade district. While he was able to lose his pursuers in the crowds, Galen also made it incredibly difficult for anyone from the Republic to locate him. Both the Republic and the Empire are rebuilding their intelligence assets after recent events (portrayed in the MMO's 4th Chapter, *Rise of the Hutt Cartel)*. He went to the Slippery Slopes Cantina to use an old system for letting the SIS know he was there. He placed a very specific food order that should have triggered an alert in SIS headquarters. With the recent troubles between the Republic and the Cartels many of the SIS's old info-drop sites were lost and hadn't been re-established.

While waiting for SIS agents who would never come, Galen happened to be in the cantina when a brawl erupted between two rival Huttball teams. The brawl got violent, and Cartel Security was called in. Galen tried to escape the chaos, but the officers mistook him for an assailant and arrested him. While processing his identity, the security captain came across a bounty from the Empire about an escaped serial killer (Imperial Intelligence's cover story for why they are pursuing Galen). He reported this to their superiors at Giradda's palace who in-turn contacted the Empire to claim the bounty. While waiting for the team to arrive, another of Giradda's security captains (**Jurex G'nillar**) remembered Galen from years previous and as a Republic Agent, and clued Giradda in that their prisoner may be more than a simple escaped psychopath.

An Imperial officer arrived from the Imperial Embassy to negotiate Galen's release for the stated 50,000 credit bounty, but blanched at the Hutt's counter-offer for 1,000,000 credits. The negotiator was only told by his superiors to get the prisoner and nothing about why he was so important, so thought the hutt was merely trying to extort more money from the Empire. The officer became belligerent towards Giradda and demanded Galen be brought before him immediately. He threatened the Hutt with the might of the Empire if he did not.

For his impudence and poor judgment, Giradda ordered his guards to subdue the Imperial Officer and throw him off the Sky Hook, which they did. Since Giradda didn't specify the terms of his removal, the guards simply tossed the Imperial Officer off the nearest balcony and let him plummet to his death. Fortunately for the officer, he landed on a passing freight speeder, but still suffered critical injuries.

The Empire was contacted again and instructed to send someone who would do business honestly and conduct themselves properly with the Hutts. After receiving this information and learning what Galen accessed, the Empire called for one of their war heroes. The hero they contacted was off flying with the Empire's finest

squadron against the Repbulci, but their companions came to Nar Shadda in their stead to negotiate for Galen's release and ensure his transport to Drommund Kas.

Meanwhile, Agent Galen's disappearance has been noted by Therese Kasala, head of the SIS base on Nar Shaddaa. Kasala has sent an emergency request to Coruscant for assistance in locating and retrieving Agent Galen. In response, the Chancellor's office reaches out to one of their heroes from the Great Galactic War. Upon discovering the hero is involved in a matter for Grand Master Shan of the Jedi Council, she settles on sending the hero's companions to Nar Shadda to save the Republic.

At the start of the adventure, the Imperial War Hero has returned to find his ship and his crew off on Nar Shadda, and is diverting there to meet up with them…

Duty and Obligation

Duty and Obligation play a role in the progression of the story and possible complications of this adventure. Each character has either an Obligation or a Duty that, if triggered, will draw them and their allies further into the story.

At the beginning of the adventure, the GM should roll on the appropriate chart for the group they're running through the module. Both Duty and Obligation will be listed on the same chart, so only one roll is made. If Obligation triggers, the heroes Strain Thresholds are reduced by the appropriate amount. If a Duty is rolled, their Wound Thresholds are increased by the normal amount.

At various points in the adventure, a side bar like this one will appear and instruct the GM what Duty or Obligation interacts with this scene. If no Duty or Obligation is rolled, then these sidebars can be ignored or used as inspiration for additional uses of ⊕ and ▽   for that scene.

The Big Leagues in other Eras

This module is designed for very specific characters that have approximately 350-400 XP in earned XP spent on skills, talents, and Force powers. They have good equipment and weapons, as do their adversaries. This module can be used with existing PCs in other eras, but the amount of work a GM will need to do to tweak the adventure depends on how much XP your PCs have.

This module can be run in the timeframe of the rulebooks; 1-2 years after *A New Hope*. In this version, the Sith Empire becomes the Galactic Empire, and Agent Galen is a Rebel Spy who's discovered something of great import to the Alliance (an Imperial Weapons facility, shipyard, or even clues to the production of the second Death Star). The Empire sends their own agents to the Hutts to retrieve Galen, and the module plays out much as it does as-written.

For PCs of lesser experience than these ready-made PCs, the GM will likely need to dial down the opponent's stats. Make sure the opponents in the Huttball match have comparable attack skill rolls to the PCs, and that their Characteristics are in-line with the Players. You can also use the old trick of borrowing the PC's stats and making counterparts with their same skill set to oppose them in Huttball for a "fair-fight". The final opponent the PCs face in the Starport is likely some Inquisitor (stand-in for the Sith Warrior or Inquisitor), ISB Agent (Imperial Agent), or Emperor's Hand (Bounty Hunter).

(Feel free to make HK-51 a normal human, but I think keeping his as an HK-assassin droid makes it more fun…)

STAR WARS: THE OLD REPUBLIC

The Big Leagues

It is a time of unrest in the galaxy. The cold war between the Galactic Republic and the Sith Empire has transitioned to open conflict.

Across a thousand worlds, armed forces clash in an effort to gain the upper hand and vanquish their foes. Heroes from both sides of the conflict emerge, bold soldiers, powerful Sith, merciless bounty hunters, and valiant Jedi rise and inspire those around them and carve a legend that endures for generations.

All too often, these heroes are called upon by their governments to team up and perform monumental tasks and stop evils within the galaxy. But what happens when another crisis emerges while the Heroes are away, it is up to their allies to persevere.

Nar Shadda
Deucalon Starport

The PCs start at the Republic-friendly starport on the planet Nar Shaddaa, after arriving from Republic space on a mission for the Supreme Chancellor of the Republic.

Your starship emerges from the cloud-layer of constant pollution over the cityscpae of Nar Shaddaa. Flying into one of Deucalon Starport's many hanger-bays, you bring your ship to rest on the indicated landing markings and start to power down. While you do so, you think on the request that brought you here to the Hutt's "little Coruscant" in the first place. The emergency call from the Chancellor's office, her concern that your friend and Hero of the Republic was not available, and the confident words that your group would have to suffice for the sake of the Republic. With little preamble or explination, you were tasked to go to the Corellian Sector on Nar Shadda and meet up with a group of Republic SIS agents in their new offices, and assist them with a matter that could spell disaster for the Galaxy.

After making your way through customs, your group ventures out into the ecumenopolis to make contact with the local SIS branch. Procuring transport to the Corellian District is easy enough, costing you 1,000 credits to rent a speeder large enough for your party.

Flying through the cityscape of Nar Shaddaa, the PCs are nearly overwhelmed by the bright neon and holographic displays of the "smaller, gaudier Coruscant". Lights shine day and night, creating an ambiance of a

planet that never sleeps. Everywhere there is noise and people. Some struggling to go about their lives while others look for new victims to exploit. The group travels through Nar Shaddaa to the Corellian Sector to meet up with the SIS contacts on-world at the Flying Bantha Shipping Company.

You reach the Corellian sector after a short flight from the Starport. According to the Chancellor's aides, the SIS base is housed in an office building close to the Corellian Sector landing pad. True to form, the building is easy to find and close by. The facade to the building identifies the tenants as the "Flying Bantha Shipping Company"; a cartoony bantha with a comically large jet-pack and goggles rockets through the middle of the company's logo. Inside the spartan yet functional lobby is a large blackstone desk. An overly cheerful blue and grey protocol droid greets you upon entry.

"Good Day, gentle-beings! Welcome to the Nar Shadda offices of the Flying Bantha Shipping Company! How may I assist you with your shipping needs today?" The cheery droid maintains its pleasant tone and demeanor when an olive human woman enters from a security door to the left of the reception desk. Dressed in a flashy business suit and carrying a glowing data pad, she calls out to the receptionist "its okay Dee-Dee, I'll take over from here." The woman comes around the desk and extends her hand

*"I'm **Therese Kasala**, VP of off-world shipping. I understand you're here about a misplaced package? Let's head back to the conference room and see if we can work out a solution."*

The party is led through the security door into a more reserved, generic office hallway. Glass windows reveal several rooms with rows and rows of cubicle-desks, each with someone seated at them typing away on a computer or speaking with someone via comlink. Kasala stops at a large door opposite the cube-farm, and

enters it. Inside is a large plastisteel table with a holoprojector mounted in the middle. Twelve chairs are arranged around the table with several more chairs against the wall. Kasala walks over to the desktop controls at the head of the table and presses a series of buttons. The projector flares to life but no image appears. A faint whine can now be heard in the room along with the nearly imperceptible drone of a woman's voice.

"White noise generator with a boring explanation of company policy over it," **Kasala** *explains. "We've got about fifteen minutes before the recording runs out, so we'd better get started. Our watchers saw you land and ran detection software to confirm your identities. We know who you are, and are glad the Chancellor sent you."*

"Several days ago SIS command was alerted that a deep-cover agent in the Empire was requesting immediate retrieval. The agent's message stated that he had crucial information that was worth burning a cover that took years to create and establish. Details to the nature of the information could not be given in the message. Given who the message came from, SIS resources were scrambled to prepare for his extraction. Nar Shaddaa was chosen as the rendezvous point, as that was the closest world the Agent could get to where we had a presence. It also helped that the agent is very familiar with this world."

"The operative we're looking for is **Agent Galen**. *He's an SIS Agent that was captured by the Empire years go and subjected to extensive Cybernetic reconstruction and manipulation. Cerebral manipulators were fused with his cortex as part of the process, designed to control Agent Galen. The Hero of Tython destroyed the Imperial Cybernetics facility and rescued Galen years ago, but it was decided to use Galen as a deep cover agent and allow him to be retrieved by the Empire as the lone survivor of the Jedi's assault. Apparently it panned out."*

"I worked with Galen several years ago when he was on Nar Shadda. I thought he was killed during the encounter with the Hero of Tython. Now I find out that his death was a cover to become a deep agent in the Empire, and that move panned out uncovering a new threat to the Republic."

"We don't know what happened to Galen. One of our watchers spotted him at the **Mezenti Starport** *two days ago but lost him before we could get there. We noted an increased Imperial presence at the starport, which leads us to believe they had an eye out for him as well. The only lead we have is from a security camera that spotted him on the Golden Promenade a few hours later, but there's been no sign of him since."*

"We have compelling evidence that Galen is still on Nar Shaddaa. A starship with a high-level Imperial transponder landed at Mezenti starport this morning, and a small group of Imperial operatives disembarked and headed for their Embassy. It's likely this elite Strike Team was sent to retrieve Galen. If they haven't left, it could mean that the Empire doesn't have Galen. If they don't have him, we might have a shot at finding him first."

Kasala explains that she can give some information, but not much support. With the recent confrontation between the Hutt Cartels and the Republic, most of Kasala's assets were lost or compromised in some way. The SIS is rebuilding their Nar Shadda Network, and doesn't have much they can spare. She states that Galen could have been trying to make contact with the SIS, but didn't know about the change in operations. He likely visited the SIS's old front on the upper levels of the Promenade, the Telser and Sheeves Advertizing firm. Those offices were abandoned earlier in the year, and most of the agents assigned to it were sent offworld. Kasala was promoted to Head of Nar Shadda Operations and has been building their network out of the Flying Bantha Shipping Company.

Once the PCs are done with questions (or the white noise recording runs out) Kasala dons her "Corporate VP" persona and tone and apologizes for the company's policies on lost items. Shehopes that the Flying Bantha Shipping Company can help them in some other way in the future.

Duty: Support (T7-O1)

T7-O1 will be very interested and motivated to retrieve Agent Galen. Not only will this data help save the Republic, but he remembers Galen from his last visit to Nar Shaddaa. Ever the faithful droid, T7 will want to throw himself at succeeding in this effort.

Obligation: Duty-bound (Yuun)

As a member of the Findsmen, Yuun is practically honor-bound to take on this task. Failure could mean a severe loss of face, and possibly even his earned name.

Duty: Counter-Intelligence (Aric Jorgan)

If Agent Galen has information on a new Super Weapon that threatens the Republic, that information needs to be retrieved at all costs.

Duty: Personnel (Felix Iresso)

Protecting Agent Galen is a task that calls out to Felix. He will be highly motivated to help retrieve this Republic agent, even though he's not directly part of the military.

The Golden Promenade

The Golden Promenade is a large Skyhook close to the starport that serves as Nar Shadda's primary commerce center. A huge skyhook floating above the surface of Nar Shadda, the Golden Promenade glows brightly with neon-signs and laser-holograpgic advertisements. Thousands of visitors walk the halls and peruse the shops and bars within its steel walls every day. As the saying goes "If it can be bought or sold, you'll find it on the Golden Promenade".

The Golden Promenade has a very low crime rate, compared to other districts on Nar Shadda; especially violent crime. The Promenade is heavily patrolled by the combined efforts of the Hutt Cartel Security Forces. They enforce a quasi-official "neutral ground" standing of the Promenade. Groups of police officers keep an eye out offenders and those engaged in violent criminal acts. Anyone attempting a mugging, assault, or murder are dealt with swiftly and harshly by the security forces. Lesser crimes are curtailed, but the severity of the crackdown varies from patrol to patrol. Since security is a combined effort of the Hutt's own forces, one never knows what to expect when confronted by the police. One may be able to bribe their way out of a situation if confronted by the police, or the security officers may see this as an opportunity to work out some aggression and rough up the offender at the slightest provocation.

There are several locations on the Golden Promenade that the heroes could investigate to try and find out what happened to Agent Galen. In the course of their investigation, they may learn about additional news topics as well.

Obligation: Betrayal (Tanno Vik)

Tanno's old gang, The Flames, sees him on the Promenade and alerts the rest of the gang. Not wanting to get arrested and accosted by the Promenade Security, but also unwilling to let Tanno and his "new gang" roam free, the Flames start tailing and harassing Havoc Squad in hopes that they'll start something and get themselves brought in by the cops.

Optional Rule: Crafting Skills

In *Star Wars: The Old Republic,* the Heroes have the ability to choose one of several crafting skills and make a wide variety of items from weapons to armor, medical supplies to cybernetic devices. The heroes aren't doing the crafting themselves; their companions are gathering resources or spending time making the items the Hero selects. Particularly inventive players may wish to take advantage of this fact and state what crafting skill their "hero" has had them focus on.

The player group may spend a Destiny Point to state that their crew specializes in one of the crafting skills and create (or have on-hand) one object that skill can create. Once a "crafting skill" is selected in this way, it cannot be changed later on (although additional Destiny Points could be spent to create additional items from the same crafting skill).

For example; the characters could spend a Destiny Point to state that they have Synthweaving equipment on board to make Imperial uniforms and infiltrate the Imperial Embassy. They can't spend another Destiny Point later on to make a batch of stimpacks or a blaster rifle, but could make another set of light armor or Armor Attachments.

The time it takes to make an item is up to the GM, but a good rule of thumb is 30 minutes per encumbrance value, with a minimum of 2 hours.

Craft Skill	Items Produced
Armormech	Heavy Armor (Base Soak of 2+), Droid Armor, Armor Attachments
Armstech	Weapons (except lightsabers and explosives), Weapon Attachments
Artifice	Lightsabers, Shield Generators
Biochem	Medical Supplies, Toxins, Drugs
Cybertech	Explosives, Vehicles*, Armor and Weapon Attachments, Personal Electronics
Synthweaving	Light Armor and Clothing (Base Soak of 0 or 1), Armor Attachments

* Speeder Bikes or 2-person air speeders only, 4 hours to make. For these items, the group isn't making a new vehicle as much as they are finishing off the final touches on one currently stored in their ship's cargo bay.

All information checks suffer ■■ until The Flames are dealt with somehow.

Obligation: Debt (Tharan Cederax)

Before leaving Nar Shaddaa, Theran was short on some funds for one of the many projects he was working on and borrowed funds from the Exchange. He paid most of it back but forgot about a sizeable amount, which has since blossomed into an amount of 50,000 credits. One of the Exchange's enforcers finds Tharan on the Promenade and tails him openly, causing those the PCs question to think they're working with the Exchange.

The difficulty of all interactions is increased by one until this matter is dealt with.

Obligation: Criminal (Guss Tuno)

One of Guss's old marks from when he pretended to be a Sith Lord happens to be on the promenade, a Human merchant named Pallora Deign. She will try and alert the security forces of Guss's identity. They won't arrest him, but they will keep an eye out on Guss and anyone he associates with. Add ■ to all social checks and upgrade the difficulty of any blatantly criminal acts by the party once until this matter can be resolved or the encounter ends.

Table 1-1: Invesigation Results

Cost	Information Uncovered (Choose one per Result rolled)
✷	• Witnesses remember seeing a large human cyborg matching **Agent Galen's** description, last seen on the Lower Promenade • The Cyborg was caught trying to steal a speeder from the lower promenade landing platform • Caught by security patrol from **Giradda the Hutt's** forces • Galen was arrested and originally transported to police headquarters, but transport was diverted to **Giradda's Skyhook Casino** • Giradda the Hutt is reportedly beside himself because the **Urban Rancors** and the **Reavers of Nikto** supposed to compete tonight as tonight's Main Event, but were arrested for fighting on the Promenade
☺	• Imperial agents and sympathizers have been quite active for the past few days. They appear to be looking for something or someone • **Rishos Maramath**, nephew of **Baron Deathmark**, was recently seen beating a cyborg for attempting to steal his speeder. Giradda's security forces stood back and watched after restraining the cyborg. • Two Huttball teams were arrested very early this morning after a night of drunken revelry. • The two teams were rivals. One player threw a full beer at another in the cantina, and started a melee. • The brawl spilled out into the lower promenade and got the attention of the security forces. Before they could all be restrained and arrested, sieven players were wounded so badly they had to be hospitalized. • Giradda is furious, as they were supposed to be tonight's "second card" • The PC's reputation precedes them to their next step in the investigation. Add ▮ to their next skill check when interacting with Nar Shadda denizens.

⊕	• A speeder left the starport heading for Giradda's skyhook. Rumors are that the speeder was carrying the Impeial Strike Team that arrived on-world recently. • Baron Deathmark is looking for two replacement teams to face-off in tonight's Huttball broadcast for Giradda the Hutt. Failure to fill that match could cost the Hutt millions in rebroadcast rights and advertising credits. • The PCs are remembered from their last adventure on Nar Shadda by the right people, which encourages others to assist them. Upgrade the ability of the next skill check when dealing with Nar Shadda denizens. *(This can occur multiple times)* • A cyborg with dark skin was among the bar patrons arrested at the end of the brawl between the Huttball teams.
◎	• A member of a **Nar Shadda Street Gang** spies the PCs and notifies their leader that they have returned to Nar Shadda. Gang members start to follow the PCs, interfering with their investigation. • Word gets around to the other merchants and businesses that the PCs are asking questions in the name of the Republic. Add ■ to the next skill check when dealing with Nar Shadda denizens. *(This result can occur multiple times)*
▽	• The PCs are remembered from their last adventure on Nar Shadda by the wrong people, which encourages others to avoid them. Upgrade the difficulty of the next skill check when dealing with Nar Shadda denizens. *(This can occur multiple times)* • The PC's investigations reach the ears of Imperial Intelligence, who notify the Imperial Team that there are Republic Operatives on Nar Shaddaa.

Taxi Stands (4 hours to research)

Ringing the upper and lower perimeter of the Golden Promenade skyhook are various landing ports and taxi stands. Able to handle the thousands of vehicles and arrive and depart the Promenade each day, they are manned by a variety of humanoids, droids, and cameras.

Inquiring with the taxi vendors or the patrol droids in the area could prove fruitful, however there are a lot of stands to check in with. After four hours of searching and questioning, inquisitive PCs can confirm that a cyborg matching Galen's description did arrive at the Golden Promenade yesterday.

Bonus Info: Some workers recall a patrol of Hutt Security Forces loading an unconscious cyborg into a police speeder and heading away to the Promenade Detention block.

Slippery Slopes Cantina (1 hour to research)

The most famous cantina on the Promenade, the Slippery Slopes Cantina lies in the bowels of the Promenade. The entrance is on the grand plaza, with a spiraling series of ramps leads visitors down several floors into the nightclub. The cantina itself is huge, with several bars, seating areas, and a stage that attracts the greatest and loudest acts from across the Sector.

Bartenders and servers remember seeing a cyborg matching Galen's description enter a couple days ago. He ordered a very specific plate of food **(Sandsnaps, no sauce but extra pepper)** and a fizz-drink **(Corellian Sunrise**

Fizz) and made some odd inquiries about advertizing agencies. The bartender (Morus-Lok) didn't know what he was talking about, and the cyborg left about 20 or 30 minute later, barely touching his food.

(Agent Galen tried to make contact with the SIS using a predetermined code system that should have sent a message to SIS headquarters when his order was entered into the food-order station. When no one came, Galen inquired about Telser and Sheeves advertizing, and if they still had offices on Nar Shadda. The Bartender didn't know. Galen felt his location was compromised and left.)

PCs will also notice several missing tables; the existing ones are too spread out in a section near the VIP lounge. **Morus-Lok** will snort, and explain the cause was the brawl that broke out between the Reavers of Nikos and the Urban Ranors. The Cantina was also the place where a recent fight occurred between two Huttball teams late last night. The rival groups ran into each other in the Cantina. Insults and boasts were thrown back and forth until the Urban Rancors apparently had enough of the exchange and they rushed the Reavers, attacking them. The brawl which led to seven hospitalizations and both teams being arrested.

Bonus Info: Morus-Lok give the PCs access to the cantina security, where they see not only the brawl, but the fact that Rishos started it.

Lower Bazaar Merchants (3 hours to research)

Many of the business owners in the Lower Bazaar see hundreds of faces every day. It will be very difficult to find one that remembers seeing the SIS Cyborg. However, they will be a better source for news and current events. These merchants also heard or saw the altercation between the Huttball teams, and have heard a wide variety of rumors about it.

Bonus Info: One of the merchants recalls seeing the second wave of Hutt Security arrive and start arresting everyone. One of the perpetrators taken down was a large cyborg, but he seemed more interested in getting away than fighting for the Huttball teams.

Slicing Area Computers (2 hours to research)

There are many cameras in the Golden Promenade area that the characters could try to slice into. These cameras are monitored by the Hutt's Security Forces, so slicing into them could gain their ire.

Reviewing the records around the Promenade takes some time, but eventually a computer slicer could find footage of Galen's attempt to extract himself from the brawl at the Slippery Slopes cantina. Galen gets caught up by players from both sides thinking he's playing for the other team (or at least a fan) and throw punches at him. He uses his combat training to drop his opponent, but Hutt Security saw the fight, and stun him along with the rest of the ruffians. After their aggressive tactics at defusing the situation, the security team hauls the cyborg into a speeder-truck and head out of view.

Bonus Info: The cameras track the Security Forces checking Galen's identity as they load him onto the speeder. As they speed away, the speeder abruptly slows, then changes direction to Giradda's Palace.

Paths to Giradda's Palace

Rayshos Maramath and The Brawl

Rayshos is die hard groupie of **"The Reavers of Nikto"**, the Huttball team from the Nikto Sector of Nar Shadda. The Reavers are celebrities in their home turf, and are known for their extravagant parties and notorious tendencies to party harder than most establishments allow. Because of Rayshos's celebrity status (nephew of Baron Deathmark) and his wealth, the team lets Rayshos hang out with them while they party, mooch drinks off the sycophantic Nikto, and tolerate his presence only as long as his credits keep flowing. While the team was in the process of psyching themselves (and their groupies) up for a match, Rayshos offered to buy the team drinks at the Slippery Slopes Cantina. The Reavers took him up on his offer, and the group headed off to the Promenade.

Upon arrival, the team took over one of the VIP lounges. In the next lounge area were the members of the **Urban Rancors**, the team the Reavers were supposed to play the next night. The two teams threw some good-natured jibes back and forth, which Rayshos really got into. The Rancors fired off one last scathing volley as they were leaving, which the Reavers took in stride but Rayshos would have no such insult to his favorite team go unopposed. Unable to come up with anything verbally in reply, he threw his almost-full beer mug at the Rancor's star player, **Cheg Toolan**. The beer mug struck him in the back of his head, shattering the glass and cutting his scalp. Beer and glass showered many of the Rancors next to Toolan. The Rancors became as enraged as their captain fell wounded and charged Rayshos. The Reavers, not seeing the throw and only seeing the Rancors descending on them at full speed, moved to help Rayshos. This started a massive brawl that spilled out into the Grand Plaza; an impressive feat considering the fight had to migrate up two stories worth of ramps.

The brawl was brutal and showed no signs of slowing down until the Promenade Security Forces showed up. The first patrol got careless, and were themselves pummeled in the melee when they tried to break up the fight. The second and third patrols didn't mess around; they immediately started with truncheons and moved up to blaster pistols to bring down the assailants. With everyone stunned or bludgeoned into unconsciousness, almost everyone involved were arrested and marched off to the security office. Seven players were injured so badly they needed immediate medical attention, including Toolan who nearly bled to death in the cantina.

Rayshos was able to use his influence with the security forces to avoid booking (the security patrols were from Giradda's forces), which saved him from incarceration and documented involvement with the brawl. This also saves Rayshos from having to explain to his uncle that he is the reason the Huttball match tonight is missing its main event. Were this information ever to get out Rayshos would be in serious trouble, not only with Deathmark but also with Giradda. If Giradda were to find out, Deathmark may not be able to save his nephew from Giradda's wrath.

Imperial Entanglements

Obligation: Betrayal (Elara Dorne)
Elara's former life as an Imperial trooper comes back to haunt her as one of her former squadmates is now a prominent security captain on Nar Shaddaa. If the pcs visit the Imperial Consulate or Merceti Starport for information on the Imperials, the Captain will be there. If the PCs do not go to the Imperial Facilities (or the captain survives their visit) he will turn up at the final battle with a squad of Troopers.

When the major-domo of Giradda the Hutt contacted the Imperial Embassy to cash in on an open bounty, and the image that came back on the subject matched that to a Priority Aurek Alert, the Embassy immediately contacted Imperial Intelligence for instructions. With their own recent purges caused by the incident with the Hutts on Marek, Imperial Intelligence didn't have any Cypher agents on Nar Shadda, not anyone really with the skill set to transport a potentially dangerous cyborg. They contacted the nearest elite team they could, and spoke with the companions of one of the Imperial Heroes. The team was available, with their benefactor (Darth Nox, Emperor's Wrath, Cypher-9, or Master of the Hunt) away on other business for the Empire. They immediately set out for Nar Shadda with the intention to just transport the cyborg to Drommund Kas.

Sometime between Giradda's initial contact and the arrival of the strike team, Giradda discovered how important Galen really is. Not one to take sides in the galactic conflict, Giradda is none the less a business man. Once he knew how valuable Galen was to the Empire, he stated he wanted a million credits for the prisoner. The original representative from the Empire balked at that amount and tried to intimidate the Hutt into presenting Galen for transport. Giradda's guards kicked the representative off Giradda's skyhook, literally, and told the Embassy the price was now 10 million (due to "pain and suffering").The Imperial Strike Team is now waiting for an audience with Giradda to negotiate a price for Galen. While they could storm Giradda's skyhook and take Galen by force, the Empire can't afford to further enrage the Hutts at this time and require a more civil outcome than last time. Coincidentally, the Imperial's audience will begin just as the Players reach Girada's Skyhook.

The players may wish to investigate the reports about the Imperial Strike Team. If they do, they will need to talk to denizens around Mezenti Starport. They note that a ship (*Fury*-class Interceptor, D5-Mantis Patrol Craft, or X-70B Phantom) landed in one of the bays reserved for high-level Imperial dignitaries. The docking bay is under constant guard and watched by security cameras. Still, there's a possibility the PCs could try to sneak onboard and learn some information about their opposition. If they get on-board, they will have to deal with the ship's maintenance droid, 2V-R8, which won't be too difficult.

2V-R8

A third-degree droid specializing in personal etiquette and starship maintenance, 2V-R8 is completely subservient to his master and owner. He cheerfully performs his day-to-day chores of ship maintenance and attending to the needs of the ship's crew. Not build for combat, 2V-R8 will back down from a fight but will attempt to sabotage and hinder any infiltrators to the ship. He will attempt to lock out computer systems, mislead the player's if interrogated, and try to communicate with the Mezenti Starport security and warn them that there are intruders aboard the ship. He is more fearful of what his master will do to the droid than just about anything the Players could do to him.

Another tactic the players could use is to head to the Imperial Embassy and attempt to infiltrate their offices. The Embassy is more secure than the starport, but inventive Players may come up with disguises (see sidebar on "Crafting Skills") or break into the facility with **Steath** or **Computer checks**.

Successful infiltration can lead to a variety of information about the situation.

Long Arm of the Law

After witnessing or learning about the arrest of Galen as he was trying to steal a speeder, the players investigations could carry them in the direction of the Promenade Security Teams. Opening inquiries reveal the Promenade's communal security forces, drawn from the personal guards of a variety of Hutt Cartel Families. Players can try to make friends (or bribe) Security Officers for information about who was responsible for Galen's arrest that day. Eventually the PCs actions draw the attention of one of Giradda's security captains, **Jurex G'nillar.** G'nillar was the officer who recognized Agent Galen from his days as an SIS agent on Nar Shaddaa. The Guard Captain knew that the Agent was involved in some business with the Hero of Tython several years ago and thought Galen was dead. Seeing him listed on the bounty report as a "wanted escaped felon convicted of mass-murder" didn't fit what G'nillar knew about Galen. He put enough together to guess that Galen was more than the Empire let the Bounty Hunters to believe, and told as much to Giradda.

With the arrival of the PCs (especially Jedi or Havoc Squad), the guard captain surmises that he was right. Figuring Galen to be a deep-cover double agent, he boasts that if the Empire is likely to pay whatever Giradda wants now. Theorizing that the Republic might want to pay more, he's willing to take the players to Giradda and intervene on their behalf; for a price. He wants 12,000 credits to stick his neck out and interrupt the Hutt's meeting with the Empire, which is scheduled to begin any moment now. He says the figure is to help cover any issues he may have with an already agitated Hutt; Giradda is in a foul mood due to the arrest of hit Main Event Hutball teams by a rival Hutt's security forces (also because the teams were fighting in the first place).

Giradda's Skyhook Casino

Eventually that PCs will learn where Agent Galen was taken, and their next stop is Giradda's Skyhook. When the PCs arrive, Giradda is already in a meeting with the Imperial Strike Team. They are in the process of ironing out final details and price, and where they can go to pick-up Agent Galen. The PCs will have to convince the security guards, casino employees, or the Hutt's assistant that their business with the Hutt is pressing and of dire importance. If they are able to do so, through Charm, Coercion, Deception, or bribery (Negotiation), they will find several tough-looking characters (the Imperials) speaking with the Nikto, Baron Deathmark. Giradda and a bound and bruised Agent Galen appear via holoterminal. Also in the room are several well-armed and on-guard members of Giradda's security forces.

The Hutt shouts for an explanation from his assistant as to the reason for this interruption. It's now up to the PCs to try and convince the Hutt to hear their side and to not release Galen to the Empire. Giradda has no particular fondness for either government; he's just more concerned with money. He's also somewhat distracted by the fact that his Main Event for tonight's Huttball competition is in jeopardy.

If the PCs don't make the suggestion, Baron Deathmark will, after some bickering between the PCs and the Imperial agents, suggest a way that both sides can have an equal chance to get Agent Galen, and possibly line their pockets in the process. If the PC's bring up the subject of playing Huttball for Agent Galen's release, Baron Deathmark and the Hutt explode with laughter and agree, loving the irony that the fate of the Republic hangs in the outcome of their Huttball match-up.

Initially, the Imperials refuse to play. Giradda properly motivates them by stating if they don't participate, the Republic will get Agent Galen at no cost, and he'll even assign a sufficient escort off Nar Shadda that will ensure the Empire has no chance to intercept Galen before he's safely in the Republic hands. If the PCs also balk at

playing, Giradda makes a similar offer to the Imperials. If both sides refuse to participate, Giradda goes back to selling Galen to the Empire, as the Empire tends to have deeper pockets and a larger reputation for holding grudges.

Giradda the Hutt [Nemesis]

6	1	4	6	5	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	W. Threshold	S. Threshold	M/R Defense
10	30	20	0/0
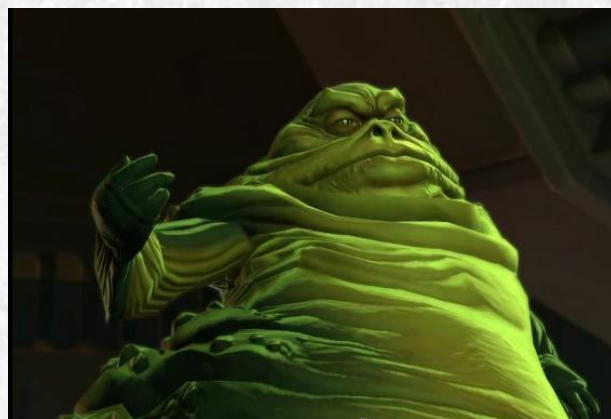
Skills: Athletics 1 (⬢◆◆◆◆◆◆) Charm 2 (⬢⬢◆), Coercion 4 (⬢⬢⬢⬢◆), Cool 5 (⬢⬢⬢◆◆), Deception 5 (⬢⬢⬢⬢⬢◆), Discipline 5 (⬢⬢⬢⬢⬢), Knowledge (Outer Rim) 3 (⬢⬢⬢◆), Knowledge (Underworld) 3 (⬢⬢⬢◆), Leadership 1 (⬢◆◆), Melee 2 (⬢⬢◆◆◆◆), Negotiation 5 (⬢⬢⬢◆◆), Ranged (Light) 2 (⬢⬢◆), Resilience 5 (⬢⬢⬢⬢⬢◆)

Talents: _Adversary 3_ (upgrade the difficulty of all combat checks against this target three times),

Convincing Demeanor 2 (Remove ■■ from any Deception or Skulduggery check)

Durable 3 (Subtract 30 from Critical Injury rolls made against the Hutt)

Nobody's Fool 3 (Upgrade the difficulty of all Charm, Coercion, and Deception checks targeting the Hutt by 3)

Abilities: Awkward (Add ■■■ to all Brawl, Melee, and Coordination checks), Ponderous (Hutts may never spend more than one Maneuver on moving each turn)

Equipment: none

Baron Deathmark [Nemesis]

4	4	3	3	3	4
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	W. Threshold	S. Threshold	M/R Defense

	d		
6	20	13	1/1

Skills: Athletics 3 (●●●◆), Brawl 2 (●●◆◆), Coercion 2 (●●◆), Cool 3 (●●●◆), Melee 2 (●●◆◆), Percpetion 3 (●●●), Ranged (Heavy) 3 (●●●◆), Vigilance 3 (●●●)

Talents: <u>Adversary 2</u> (upgrade the difficulty of all combat checks against this target twice times),

<u>Deadly Accuracy</u> (Add ranks of Ranged [Heavy] or Melee to all damage from attacks using that skill)

<u>Lethal Blows 2</u> (Add +20 to any Critical Injury rolls made against opponents)

<u>Stalker 2</u> (Add ■■ to any Coordination and Stealth checks)

Abilities: None

Equipment: Armored Clothing (+2 Soak, +1 Defense, Superior Mod), Blaster Carbine (Ranged [Heavy] ; Damage 10, Critical 3, Range [Medium]; Superior), Vibroknife (Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Vicious 1, Superior)

Duty: Combat Victory (Sergeant Rusk)

Sergeant Rusk will see the potential for combat against an Imperial Elite Strike team as a perfect means to secure Agent Galen's release.

Obligation: Addiction-Fame (Doc)

While a highly publicized match against a group of Imperial Agents isn't nearly as glamorous as finding a cure for a rare disease, Doc hasn't had much opportunity to be in the spotlight lately. This match would quash that calling for a time.

Obligation: Fervor (Qyzen Fez)

Participating in a Huttball match is a rather unique and different means of defeating opponents in battle, one with a rather interesting handicap (defeating opponents does not mean victory). The Scorekeeper would likely award many points if Qyzen can defeat opponents and score in the match.

Imperial Entanglements

The Imperial Strike team sent to retrieve Agent Galen will have a mixed response to the turn of events. They will argue that they were here first, and the Hutt was engaged in open and legitimate negotiations for the return of Galen. Giradda will respond, saying that because of the infractions of the previous Imperial negotiator that Giradda is justified in changing the deal and exploring new avenues of resolution for this matter.

How the team responds depends on which team is used:

Emperor's Wrath: Negotiations for this team are handled by Capatin Malavai Quinn. He is blustered by the sudden change in negotiations but conducts himself like an officer. Lt. Pierce and Vette are eager to play, for Vette it sounds like a lot of fun and for Pierce it's a chance to mix it up with some of the Republic's best

troopers. Jaesa Willsam can tell that the Hutt is telling the truth; that he's motivated entirely by greed, but will give the winners Agent Galen, she reluctantly plays. Broonmark has no clue what Huttball is, what the rules or objective is, or any real opinion. He likes the fact that he'll be able to beat up the opposition, once Vette points that out to him.

Darth Nox: Lt. Talos Drellik handles the negotiation for his team. He is baffled by the change of events and tries to steer the talks back towards a simple monetary exchange for Agent Quinn. Ashra Zavros likes the idea of a match to acquire Agent Galen, especially one that doesn't necessarily mean she has to kill Jedi to get it. Xalek and Khem Val may not care much for the idea of Huttball (Khem Val, like Broonmark, doesn't have a clue what the point of the "game" is), but both wish to attack and kill any Force-users in opposition. Drellik still wants to keep the original deal in place, but his arguments are falling on deaf ears. It becomes obvious to Andronikos Revel that Drellik's words are failing, and he steps in to tell Giradda that the Imperials are in, as long as Giradda holds up his end of the bargain.

Cypher-9: The former Imperial Diplomatic Corps member, Vector Hyllus speaks for this Imperial team. When Giradda announces that the fate of Agent Galen will be decided by a Huttball match, he excuses himself to speak with his team. Kaliyo D'Kannis thinks it's a fine idea, as it sounds a lot more interesting than waiting for the Hutt and Hyllus to settle on a price. Dr. Lokin and Ensign Temple do not wish to play, Lokin says he's too old for this and the match could expose his "condition" and cause a panic, while Temple feels that this matter is too important to be decided by a game. The final vote falls to SCORPIO (if in the party, Treek abstains saying she doesn't have an opinion either way). SCORPIO has been examining the opposition while this has been going on (especially any droids in the other team's group). The sadistic assassin droid says she wishes to play. Hyllus returns to Giradda and the group agrees to play.

Master of the Hunt: As the team's resident deal-maker, swindler, and con-artist, Gault Rennow is dealing with Giradda when the PCs arrive. When the new details are presented, that the fate of Galen will be decided by a Huttball match, Rennow responds by trying to charm the Hutt back towards the original deal. He thinks the hutt would rather have gaurenteed cash in hand rather than any "possible" royalties from the rebroadcast. Torian Cadera wants to play, as he's all for competitions of martial prowess deciding the outcome. Blizz doesn't know what Huttball is, but likes the sound of it. Skadge is eager for the opportunity to brutally demolish someone on live holonet and get acclaim for it. Mako isn't sure, but knowing what she knows about the Hutts feels it's pointless to try and convince Giradda otherwise. Reluctantly, Gault tells Deathmark that, against his better judgement, his team will play.

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Recommended Pairings

When running the module as written, each PC team has one recommended opposing team. These teams offer opposition with a very similar skillset as the PC group. Each team with Jedi as members pair off against an equal number of enemy Force Users (and saber-wielders), the Republic troopers match up against agents from Imperial Intelligence, and the Fringe characters fight against each other. GMs are free to mix and match as they like, however.

Havoc Squad: Cypher-9
Hero of Tython: Darth Nox

</div>

Huttball

Once both teams agree to play that night's match, they are escorted to waiting areas onboard Giradda's skyhook. They teams are not allowed to leave the Skyhook, nor interact with the opposition, lest there be a repeat of the original pairings' pre-game encounter outside the Slippery Slope Cantina. Also, if any team attempts to deceive the Hutt or break their deal, Galen immediately is turned over to the other team.

The Huttball match is played in 10 rounds of combat, or when one side gains a 4-point lead over the other.   Giradda's expert medical facilities ensure that the participants are at full health before the match begins.

Anyone checking the holonet before the match discovers that Giradda's marketing team has gone into overdrive, and the match between the PCs and their Imperial counterparts has become the buzz of Nar Shadda, if not all of Hutt Space in only a few hours. Dubbed "The Duel of Hates", it is heavily hinted that the two teams are playing for a prize that could tip the balance in the Great War. Giradda himself will be attending the match along with Baron Deathmark and several special guests, watching from their secure (and protected) skybox.

The first few matches of the night play out; the first between the Corellian Runners vs. the Duros Destroyers ends in a 6-6 tie after time runs out, but the Destroyers win because they sent more Runners back to the starting zone. The second match up is a blood-bath; the Indi-Sector Stompers vs. the Red Light Knights. The Knights won 2-1, but the Stompers killed two Knights and left most of the Knights in serious or critical condition.   The last match before the fan-loved "Free For All", where warriors and athletes from across the galaxy show up and try to play Huttball with teammates they've never met before. Using the classic "Frogdogs vs. Rotworms" monikers, the two teams played the game quite poorly for the first half, much to the revelry of Baron Deathmark and the crowd, but started to get their acts together in time to make a game of it. No one died, but several players on either side were seriously wounded. The match ended 3 to 1, with the Rotworms scoring more than the Frogdogs.

Finally, it's time for the match between the "Republic Frogdogs and the Imperial Rotworms". The PCs have the option to wear proper Huttball uniforms if they like; the bulky, padded armor isn't as agile as some of their normal armor suits but does have niches to help carry the Huttball and is designed for the typical moves a Huttball player makes.

From Giradda's skybox, both teams can see Agent Galen is seated with Giradda. A protective forcefield protects the skybox from stray fire and from anyone who tries to retrieve Galen during the match-up.

Obligation: A Score to Settle (Lord Scourge)

During the match, Xalek recognizes Scourge and vows to destroy him. Xalek will move and attack Lord Scourge exclusively, using all atvantages he can against the former Emperor's Wrath. Xalek will spend a Destiny Point to upgrade every attack he makes, and upgrade the difficulty of every attack made against him by Scourge.

Duty: Sabotage/Assassination (Zenith)

A very specialized version of "Combat Victory", Zenith will want to diminish the Imperial's ability to fight by eliminating the enemy commander/medic, Talos Drellik.

Obligation: Family (Akavi Sparr)

Akavi will be honor-bound to face her opponents with full Mandalorian glory and honor. She will ask no quarter, nor give any. The pressure of living up to her Clan's memory motivates her to excel at the game. Facing off against Torian Cadera, a fellow Mandalorian, reminds her of what she's lost and distracts her. Akavi suffers ◼ on all skill checks for the remainder of the encounter on all checks against Torian.

Responsibility: Oath (Nadia Grell)

When faced with a powerful opponent like Xalek or Khem Val, Nadia will be tempted to call on the Dark Side to defeat her opponents. This temptation conflicts with her Jedi oaths and training. If Nadia calls on the Dark Side during the encounter, she suffers ◼ on all skill checks for the remainder of the encounter. This effect is cumulative.

The two teams enter their respective starting zones as Baron Deathmark and Giradda's translator announce the rules of the match.

> "Two teams, trying to bring the Huttball to the opposing team's endzone! No holds are barred! Violence and cheating are encouraged! Passing the Huttball is allowed, but do not kick the Huttball. Hutts don't have feet! Please show our benefactor, Giradda, the respect he deserves. Now let's get ready to FUMBLE!"

And with that, the force-fields drop and the match begins. Refer to **Appendix A-Huttball Rules** to play out the match. The NPC's initiative rolls for the match are pre-rolled to save time setting up initiative.

The Post-Game Show

Once the match is over, either after 10 round or after one side scores a 4 point lead, the arena's tractor-beams start pulling the two teams apart and returning them to their starting zones (beginning with any players engaged in melee combat). The combatants are attended to by the arena's medical droids (or repair teams) while Giradda and Baron Deathmark then announce the winner of the match.

Obligation: Responsibility (Corso Riggs)

Corso has always been a protector, watching out for the little guy or the weak or the vulnerable. He will take it as a point of pride to help Galen to the Republic, even physically trying to carry him there. Corso will suffer ◼ to all checks unless he is Engaged with Galen.

PC Huttball Victory: If the PCs win the match, Agent Galen is brought to their locker room by Giradda's assistant from the Casino. He also brings Baron Deathmark's and Giradda's gratitude for participating in tonight's match, stating that their involvement turned out to be

more profitable than the previous card ever could have. He then states that the PCs should probably depart Nar Shadda as soon as possible, as there is nothing preventing the Empire from trying to intercept them on route to the Starport.

Grabbing a speeder, the team heads back to the Starport and their ship. When they arrive, they check out through customs and are heading for their transport when an Imperial F-T2 Quell Strike Fighter rockets into the starport and lands between the PCs and their ship. The canopy slides open and out leaps one of the Heroes of the Empire (the hero that corresponds with the Imperial Strike Team that the PCs just defeated).

"I thought I could leave this matter to my cohorts while I attended to more pressing matters, but based on what I watched on my way here, clearly that is not the case.

Turnover Agent Galen to me and you can walk away with your lives. Defy me, and my companion and I will destroy you as I have countess Republic operatives before you."

From the co-pilot seat in the fighter, a droid leaps out onto the hanger bay floor. Standing up, the malevolent droid levels a sinister sniper blaster rifle at you. "Mocking Plea: Oh, please defy us! After watching my master liquidate so many Republic pilots my assassination protocols are practically begging to be utilized in a more…<u>intimate</u> environment."

Duty: Combat Victory (M1-4X)
Fighting against and defeating one of the "heroes of the Empire" would be a tremendous morale boost for the Repbulic. M1-4X's combat programming kicks into high gear when the battle is joined.

Obligation: Bounty (Kira Carsen)
Helping to defeat the Emperor, and being one of the Emperor's former chosen has placed quite a bounty on the heads of Kira and Scourge. Bounty Hunters* on Nar Shaddaa recognized them during the match and will attack as the fight with Darth Nox begins.

Obligation: Bounty (Risha Drayden)
The Master of the Hunt recognizes Risha while competing in the Huttball match. She contacts a few other hunters in the area and arranges them to tail her. The independent hunters* decide to try and capture her for her large bounty from the King of Dubrillion. They move in behind the PCs as they are attacked by the Master of the Hunt in the hanger.

Obligation: Collateral Accountability (Bowdarr)
During the Huttball match, Bowdarr is recognized by Fergal Tyre, a lieutenant in the Exchange. Bowdarr killed his son years ago in the gladiator ring Bowdarr was forced to compete in. He sends some of his enforcers* to kill Bowdarr after the match. These thugs catch up to him just as the Master of the Hunt arrives.

Enforcers/Bounty Hunters

2	3	2	3	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	W. Threshold	M/R Defense
4	6	0/0

Skills (Group Only): Perception, Ranged (Light)

Talents: None

Abilities: None

Equipment: Blaster Pistol (Ranged [Light]; Damage 6, Range [Medium], Crit 3, Stun Setting), Padded Armor (+2 Soak)

Unless Galen is turned over to them immediately, the Hero of the Empire and HK-51 attack. HK-51 attempts to attack from afar, but does have several close-in weapons to handle anyone getting close.

If the Imperials are defeated, the PCs can board their transport and return to Carrick Station with Agent Galen, who is turned over to Republic Soldiers from the warship *Taris.* They are thanked by the Chancellor, and by General Val Suthra.

If the PCs are defeated, The Hero of the Empire takes Galen and boards his fighter, leaving HK-51 to execute the PCs and meet up with the other Imperial Strike Team. The companion PCs are killed, and as their lives fade to nothing they learn that they clearly only made it as far as they have due to the prowess of the Republic Hero.

PC Huttball Defeat: The PCs receive a remote message from Baron Deathmark expressing his condolences for losing the match, and for the Empire getting Agent Galen. Because they have been such good sports, he says that he has their transport nearby to take them back to the starport, and that if they leave now they may be able to catch the Imperials before they leave Nar Shadda.

Racing across Nar Shadda to the starport, the PCs have an idea where the Imperial's ship is berthed. As they arrive at the Imperial's section of the starport, they see an Imperial F-T2 Quell Strike Fighter heading in the general direction of their quarry. Sure enough, after passing through customs and racing to the Imperial's berth, they see the F-T2 in the same bay as the Imperial's transport. Standing at the bottom of the ramp to the transport is one of the Heroes of the Empire alongside a sinister-looking assassin droid.

"What have we here? You Republic scum are persistent, I'll give you that. What was your plan? Come here and try to take Agent Galen from them without any Hutt interference or childish objective to get in the way?

My team did their job, and now I get to bring Agent Galen to Dromund Kaas. You barely survived your encounter with them, what chance do you have against me? You lost; accept it and you can leave here alive. Defy me, and my companion and I will destroy you as we have done to countless Republic operatives before you."

From the co-pilot seat in the fighter, a droid leaps out onto the hanger bay floor. Standing up, the malevolent droid levels a sinister sniper blaster rifle at you. "Mocking Plea: Oh, please defy us! After watching my master liquidate so many Republic pilots my assassination protocols are practically begging to be utilized in a more…intimate environment."

Agent Galen is strapped in to the jump-seat of the Strike Fighter. Unless the PCs turn and flee immediately, the Imperial Hero and HK-51 initiate combat. The transport takes-off as the combat starts.

Epilouge

If the Imperials are defeated, the PCs can board their transport and return to Carrick Station with Agent Galen, who is turned over to Republic Soldiers from the warship *Taris.* They are thanked by the Chancellor, and by General Val Suthra. As the final transmission ends and the heroes head to their ship to return to Carrick Station, a Republic NovaDive scout fighter lands near their ship, and their hero exists the craft.

Walking over, exhausted, the Hero asks "Well, that was exciting and terrifying all at once. What have you folks been up to since I've been away? Anything interesting?"

If the PCs are defeated, The Hero of the Empire takes Galen and boards his fighter, leaving HK-51 to execute the PCs and meet up with the other Imperial Strike Team. The companion PCs are killed, and as their lives fade to nothing they learn that they clearly only made it as far as they have due to the prowess of the Republic Hero.

Party Obligation and Duty Tables

These tables work a little differently than normal. Gamemasters running "The Big Leages" should roll on these tables to see which character's backstory comes into play in the adventure. Adjustments to Strain Threshold and Wound Threshold should be made as normal.

Havok Squad (Trooper)

Roll	Result
01-15	Tanno Vik (Obligation: Betrayal)
16-30	Aric Jorgan (Duty: Counter-Intelligence)
31-45	Yuun (Obligation: Duty-Bound)
46-60	M1-4X (Duty: Combat Victory)
61-75	Elara Dorne (Obligation: Betrayal)
76-100	None

Hero of Tython (Jedi Knight)

Roll	Result
01-15	Obligation (Obligation: Addiction-Fame)
16-30	T7-O1 (Duty: Support)
31-45	Lord Scourge (Obligation: A Score to Settle)
46-60	Sgt. Rusk (Duty: Combat Victory)
61-75	Kira Carsen (Obligation: Bounty)
76-100	None

The Jedi Bar'senthor (Jedi Consular)

Roll	Result
01-15	Tharan Cederax (Obligation: Debt)
16-30	Felix Iresso (Duty: Personnel)
31-45	Qyzen Fes (Obligation: Fervor)
46-60	Zenith (Duty: Sabotage/Assassination)
61-75	Nadia Grell (Obligation: Oath)
76-100	None

Crew of the Voidhound (Smuggler)

Roll	Result
01-15	Guss Tuno (Obligation: Criminal)
16-30	Risha Drayden (Obligation: Bounty)
31-45	Akavi Spar (Obligation: Family)
46-60	Bowdarr (Obligation: Collateral Accountability)
61-75	Corso Riggs (Obligation: Responsibility)
76-100	None

HUTTBALL Rules

Huttball is "*a dangerous sport that captured the hearts and minds of the people on the Smuggler's Moon of Nar Shaddaa*. The game pits two teams against one another in a no-holds-barred attempt to gain possession of the ball and bring it into the opposing team's camp. Violence and cheating are encouraged in Huttball. Sponsored by the famed Giradda the Hutt, Huttball pits some of the most powerful heroes in the galaxy in a contest with fame and fortune at stake.

Rules

The Objective of Huttball is to score the most points within 10 rounds. Each team scores one point when the Huttball is carried over the opposing team's goal line. A point is also scored if the Huttball is thrown and caught by a player in the opposing team's goal zone. This is the only way to score points in Huttball, but certainly not the only actions that can be taken during the game.

The organizers encourage violent action between the players, allowing for live-weapons and powers to be utilized within the arena. To add an extra level of danger and chaos to the match, the Huttball arena is a maze of catwalks, platforms, and pedestals filled with traps and pitfalls.

The organizers also encourage cheap shots and out-right cheating as part of the gameplay. Participants are encouraged to be on their toes for opportunities to exploit during the match.

The only real "rule" of Huttball is that you cannot kick the Huttball (Hutts don't have feet). Players who violate this rule run the risk of enraging the Hutts (see **Kicking the Huttball** below).

Winning

The winner is the team with the highest score after 10 rounds of play. Additionally, if one team ever leads by 5 points, that team wins as soon as the goal is scored.

Set-Up
Each team starts on one edge of the arena, behind their respective Starting Zone Force Field.

- PCs start on the **Frogdogs** side of the arena (Gold).
- NPCs start on the **Rotworms** side (Purple)

All characters make **Vigilance or Cool checks** at the beginning of the match (player's choice) to determine initiative order. Since the players know when the starting zone force-fields will drop, they can elect to keep their **Cool** and prepare for field to drop or remain **Vigilant** for the start of the match. Once the Force Field drops at the start of the match players move into the arena to capture the Huttball (or attack opposing players).

Getting the Ball
The Huttball is suspended in a repulsor-field above a central column. Sensors on the pedestal detect when someone moves to Engaged range with the pillar and weakens the field. A player can retrieve the Huttball from the central pedestal as an Incidental action if Engaged with the pedestal.

Force-users with *Force Power: Move* may attempt to pull the ball to them (or another player in range) with the Force. If there are no players engaged with the Central Pedestal, the Force-user treats the Huttball as a Silhouette 2 object to overcome the repulsor field since the pedestal does not detect anyone reaching for the ball. (NOTE: The Huttball is a Silhouette 0 object if used as a projectile.)

Handling the Huttball
Once a player has the Huttball, it is imperative that they move towards the opposing team's starting zone to score. The Hutts want a lively, active game, and the higher the scores the better. Possession of the Huttball by the same player for three turns without scoring will cause the Huttball to explode, dealing 10 Damage (Breach 1) to the player carrying the ball. The Hutts may also detonate the ball on a whim if they feel that one team is

hogging the ball and not attempting to score with it, or simply just to liven things up during the match. If a Huttball explodes, a new one is dropped onto the central pedestal.

Carrying the Huttball does not interfere with the character's actions, but does complicate the character's life in many ways. All opponents gain ■ when making combat checks against the ballcarrier due to the distractions caused by carrying the Huttball (announcer's comments, spotlights tracking the ballcarrier, roar of the crowd, etc.). If ball carrier rolls ▽ during any check, it may be spent to fumble the ball causing it to reset to the central pillar. If a ball carrier ever rolls ▽▽ during a check, the Hutts have become bored with the action and detonate the Huttball.

Table A-1 : Ball Carrier Defeated Results

Cost	Result Options
❂❂ or ✦	If attacker or allied player is Engaged with opposing Ball Carrier, may retrieve the ball before the reset tractor-beam engages
❂❂❂ or ✦	An ally Engaged with the Ball Carrier may recover the ball as the ball-carrier falls unconscious
◈◈ or ▽	An opponent Engaged with the Ball Carrier recovers the ball.
◈◈◈ or ▽	An opponent at Short Range with the Ball Carrier rushes in to Engaged range and recovers the fumbled ball.

Dropping the Huttball

Usually when the Huttball is unattended, the Arena's tractor beams grab the Huttball and pull the ball back to the starting column. The Arena Tractor beams reset the ball before the start of the next character's turn.

In the event that the Huttball is dropped, either by fumble, disarming attacks, or by an attack or effect that knocks the ball-carrier unconscious, the Huttball may be able to be recovered before being whisked back to the central column via the Arena's reset tractor beams.   Refer to **Table A-1: Ball Carrier Defeated Results** for details.

Throwing the Huttball

Players may throw the Huttball as an Action, declaring a player they wish to throw the Huttball to as part of their action. To throw the ball, the players **make an Assisted skill check using Athletics** or **Ranged (Light).** The difficulty is based on range as if it were a Range [Short] thrown weapon.   Upgrade the difficulty of the thrower's check once for each opponent Engaged with either character. Add ■ as normal depending on environmental conditions (Cover & Concealment). Additional effects can occur based on the die results on **Table A-2: Huttball Pass Results.** Effects can chain together, so if ◈◈ and ▽ are rolled an opponent could move to Engage the catcher and intercept the ball.

If the result of the roll is a success, the ball has been successfully passed to the receiving character. If the roll is a failure, then the throw was off target and the unattended ball is yanked back to the central pedestal by the arena's tractor beams.

Kicking the Huttball

Kicking the Huttball or using certain talents may launch the ball at allies who are quite a ways across the arena. Be careful though, the Hutts may be offended by certain tactics and detonate the Huttball on a whim (if ⬡ is rolled).

Table A-2: Huttball Pass Results

Cost	Result Options
🜂🜂🜂 or ✦	Receiver breaks away all Engaged opponents
✦✦	Receiver breaks away from any Engaged opponents and gets a free Maneuver
◎◎	An opponent at Short range gains a free maneuver to Engage either thrower or receiver
◎◎◎ or ⬡	Ball intercepted by intervening opponent (opponent must be engaged with either player or have provided cover during the throw)

Hazards of Play

Throughout the arena are several unique terrain features that can create advantages and complications for the players during the match. Some of these hazards can launch a player closer to the endzone, or in pursuit of opposing players, while others cause random havoc, chaos, and injury to those who blunder into their paths.

Repulsor-Jets

Located North and South of the central pillar, the repulsor-jets will launch players into the air, possibly even in the direction they intended to go. If a player moves onto or through the Repulsor-Jet launch pad, the player picks a destination point within Short range and rolls ◇. The result determines where the player lands in relation to their intended target, per **Table A-3: Repulsor-Jet Results**.

Regardless of the landing point, this extra movement is in addition to, not part of, a players Movement maneuver. So if a Player ends their first maneuver on the Repulsor-Jet, they may try to launch the full distance allowed by the Repulsor Jet and take a second movement Maneuver after they land (provided no other game effect is impeding that second Maneuver).

Table A-3 : Repulsor-Jet Results

| Roll	Result
◯◯	Character lands on-target
◯	Travels same distance but lands ~45-90 degrees left or right of the landing point (player's choice)

●	Travels same distance but lands ~45-90 degrees left or right of the landing point (opponent's choice)
●●	Character travels the intended distance in the exact opposite direction they wanted to go

Example: Kira's movement takes her onto a Repulsor-Jet as she tries to launch to the upper catwalk (so her teammate can throw her the Huttball on their next turn). She chooses her landing zone (A) and rolls ⬡ . She rolls ◯, and must choose a landing point within arc B (same distance as her intended landing point, but off target. If she rolled ◯◯ she would land right on target at A. If she rolled ● her opponent could have her land
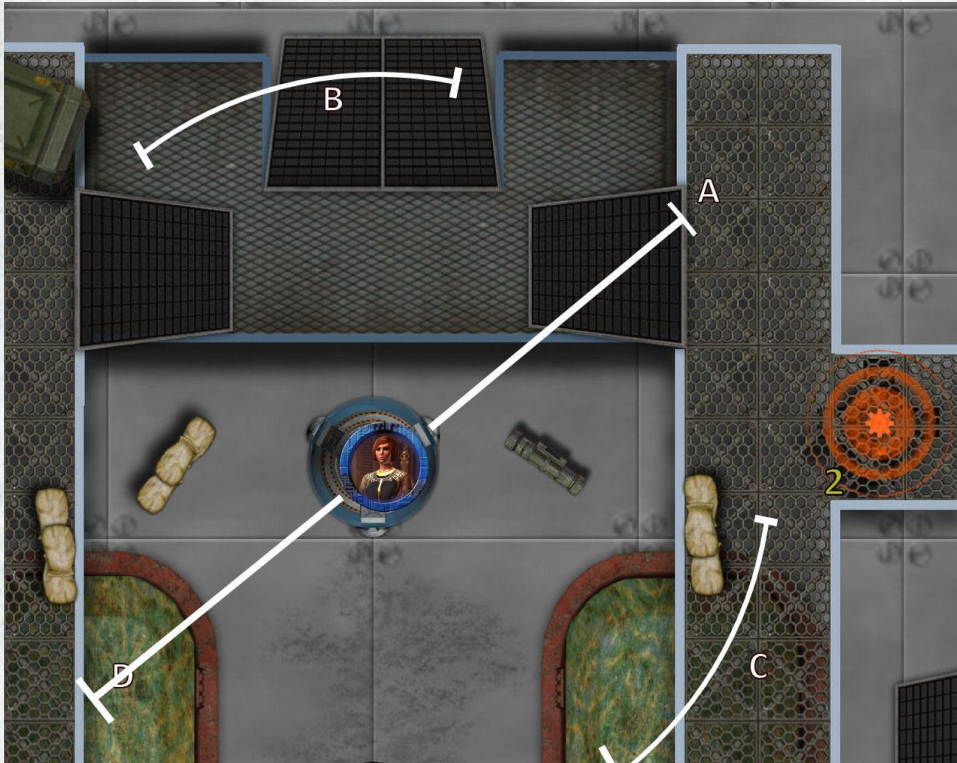
anywhere along Arc B or C (which could land her in an Acid Pool). If she rolled ●● she would land at D and be right in the Acid Pool behind her.

Hot Plates

On the catwalk-bridges are a series of circular projectors that will occasionally shoot fire into the air. Anyone standing in one of these locations when the jets go off, or who are pushed into these jets while they are active suffers **Rating 5 (Breach 1, Burn 3) fire damage**. When the plates are Warming, they are hot buy can be crossed over without injury (the heating elements are under the catwalk grating).

The Hot Plates will turn on and off on a rotating schedule, starting with the first round of the match. Each Hot-Plate has a corresponding number next to it on the Huttball Map; 1 or 2. These numbers indicate which jets are on (or off) at any given time.

- Round 1, all jets are off. GM rolls 1d10 to determine which plates are warming. If an odd number is rolled, the Number 1 prime for ignition. If an even number is rolled the Number 2 plates prime to ignite. The plates that are priming are noted with an orange glow, or halo, or some other marker.
- Primed plates ignite at the top of the next round and stay on until the start of the following round. Ignited plates are noted by a fire-marker, token, or some other marker.
- The second set of plates prime for ignition at the start of the 2nd round (when the first plates are firing), and ignite at the start of the 3rd round (while the first set are now dormant)
- The cycle repeats as the match progresses. Plates are off for one entire round after they ignite, then prime for a round, then ignite for a round. This cycle repeats for each set of hotplates until the end of the match.

OFF ⇒ *WARMING* ⇒ *IGNITED* ⇒ *BACK TO OFF*

Acid Pools

Located East and West of the central pillar are two large, shallow pools of the toxic, corrosive liquids from the planet Quesh. The acid in these pools are harmful to organics, causing **Rating 3 (Breach 1) acid damage** when a player comes in contact with the liquid in the pool. The acid clings to character's clothing, **dealing damage for the next two rounds**. Players can take an action and make an **Average (♦♦) Athletics check** to brush the acid off, stopping the continuing damage if successful.

Inorganic objects (and beings) are not affected by the acid.

Acid Pool
(Extends Under Catwalk)
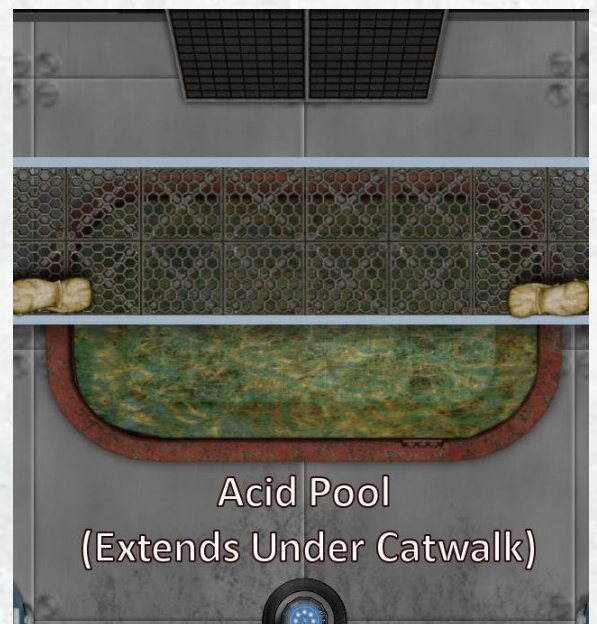
Falling

There are many elevation changes in the arena that allow the players to traverse various heights and depths in their task of playing Huttball. Each half of the arena has a pit that characters can jump down into without much difficulty. Over these pits are various catwalks of different elevations that players can weave their way through to proceed over the pits or to find cover from those shooting from lower elevations.

Each elevation has a border around it of increasing brighter tones of grey. The brighter the color, the higher the elevation. A player can safely drop two elevations without injuring themselves. Any larger elevation change is treated as a Short Fall that deals 10 Wounds and 10 Strain. An **Average (♦♦) Athletics or Coordination check** can reduce the falling damage by 1 Wound per ☼ and 1 Strain per 🙂.

Important Note: A player on the Level 3 Catwalk is not affected if standing over the Hot Plate on the Level 1 Catwalk below while it is ignited. That player may blunder into the flames if they're not paying attention (See below).

Paying Attention to Your Surroundings

Huttball is a fast paced game with 8-12 players running around a dizzying arena with lights, crowd noises, and other distractions. It's important for players to remain aware of their surroundings, but sometimes that can be exceedingly difficult with everything that occurs during play. If an acting player rolls ⚙⚙⚙ or ▽ during a skill check, their opponent may elect to spend that result and move the acting character into the nearest hazard up to a Short distance away (Into an Acid Pool, on a Hot Plate, onto a Repulsor-Jet, or off a Catwalk).

Unlit Hot Plates count as a hazard (they may light next turn).

If moved onto a Repulsor-Jet, the opposing player decides what the target landing point is

Injury and Incapacitation

Huttball, as previously stated, is a no-holds-barred activity where lethal force is allowed and cheating is encouraged. Naturally, players will be hurt, and sometimes killed, as a result of this competition.

Anyone who exceeds their Wound or Strain Threshold during play is rapidly transported to their starting area via the arena's tractor beams and deposited behind their team's Starting Zone Force Fields (whether up or down). This transportation occurs after the acting character finishes their turn, just before the start of the next character's turn. When they arrive in their starting zone, the players are administered stimpacks by Expert Medic Droids at the beginning of the next round. These Medical Droids have 3 Ranks of **Stimpack Specialization.** They will apply as many stimpacks needed to get the character to fully healed without wasting any healing.

Example: A player has 18 wounds when he arrives at the starting zone. Assuming this is the first time the character has received a stim-pack today; the Medical Droids will administer two Stimpacks (for 8 and 7 points of healing respectively). The final 2 wounds remain, as the application of that third stimpack would have wasted healing.

If a character arrives who has exceeded their Strain Threshold, the Droids have access to **Boostpacks** (see Equipment) and will administer those until the character is awake. The droids will not administer a Boostpack unless the character has fallen unconscious due to exceeding their Strain Threshold, and will only administer enough Boostpacks to awaken the character.

The droids do not heal any Critical Injuries suffered by players during the match.

"Huttball Arena" -By Phil Maiewski   Inspired by *Star Wars: The Old Republic* (c) Bioware & LFL 2014

"Let's Go Berserk!" –Baron Deathmark

Equipment

Huttball Uniforms

Huttball Uniforms are large, bulky suits of padded armor designed to assist the wearer in carrying the Huttball and protecting them from harm, while still allowing the wearer maximum mobility to throw, catch, and climb in the Arena. Most uniforms are colored in vibrant, if not gaudy colors usually displaying the logos of the team the player is playing for or that of corporate sponsors.

Huttball Uniform: +2 Soak, grants ■ to Athletics checks. Hardpoints: 1, Encumberance 4, Price: 600cr

Boostpacks

In those situations where players are dazed into unconsciousness rather than wounded, the Arena Medical Droids are able to administer something they call a "Boostpack". A concoction of caffeine, hydration fluids, and Lesai spice, the Boostpack heals strain just as a Stimpack heals wounds. A character that is administered a Boostpack recovers 3 Strain. Use of a Boostpack counts as a Healing effect for stacking purposes with Stimpacks and Force Power *Heal.* Price: 100cr

Because it is infused with Lesai these boostpacks are illegal on worlds where the spice is Restricted.