

THE

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ADVENTURER'S JOURNAL

PRESENTS

The Minos Cluster

A short adventure for use with *STAR WARS: THE ROLEPLAYING GAME*



Escape from the Supersmelter!





It is a period of financial depression.

*With the destruction of the DEATH STAR
by galactic terrorists, galactic markets
are in disarray.*

*Citizens, who once held stable careers, find
themselves adrift.*

*Many head out for the frontier with
nothing but hope.*

*The Minos Cluster is as far from the Galactic
Core as one can get.*

*We find our heroes working on a ship for
the MINOS-MESTRA CORPORATION
hoping to start over, out here on the edge...*

The Minos Cluster

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INTRODUCTION

Timeline

It is within a year of the destruction of the first Death Star. Galactic markets are in disarray and many are out of work, including the player characters.

Location

The Mestra System, in the Minos Cluster, contains no planets but has one of the galaxy's largest asteroid fields. While an accurate count has never been made, it fills up the entire system with over 100 trillion asteroids ranging from moon-sized planetoids to space-suit tearing rubble. Mining operations are active in the Mestra system. The Mestra system has some of the richest deposits of dureilium ore. Dureilium is one of the more valuable metals in the galaxy, for it is essential in the construction of hyperdrives.

People of Interest

The Minos-Mestra Corporation (The MMC)

A mining and large-scale manufacturing company which owns most of the rights to the Mestra System. They provide the utilities, police, emergency services, and the armed forces in the Mestra System.

Poundies

Indentured, inter-generational workers of several huge Minos-Mestra Corporation smelting ships that traverse the Mestra System's asteroid belt.

The Free Miners

Independent miners trying to scrape a living together in the Mestra System.

Episodes and Synopsis

Mutiny Aboard the Supersmelter

Working on a huge ore processing ship, the characters become involved in a mutiny and escape from a dying ship.

- The characters try their hand at a hard day's labor in ore processing.
- The characters learn more about the ship and each other at the mess hall.
- The characters are recruited to help with a mutiny and are involved in a firefight on the starship bridge.
- Security forces recapture the bridge and chase the characters to a docking bay where an escape craft waits. The characters must start a freighter and escape while combat ensues in the docking bay.

Chase & Dogfight

A chase and dogfight in the asteroid field.

- The characters navigate the hazardous wreckage of the ore processing ship.
- Police craft show up and attempt to apprehend the characters.
- News droids show up and follow the battle.
- The characters must survive the navigational hazards of the asteroid field.

Space Slugs & Ancient Treasure

A space slug swallows the characters' ship and they find an ancient treasure.

- The characters' ship is swallowed by a space slug when they escape into uncharted regions of the asteroid field.
- Mynocks swarm and disable the characters' ship. The characters explore a starship graveyard.
- On a swallowed asteroid ruin lies an ancient temple to explore.
- The characters participate in a combat with an ancient creature to uncover treasure.
- The characters must chase and fight one of their own.

Ending the Adventure

The characters can get away with a pile of credits, a ship, treasure, and embark out into a universe full of possibilities.

THE MESTRA SYSTEM

Minos Cluster Crawl

Share this crawl style intro with your players at the start of your adventure.

<https://tinyurl.com/minosclusterintro>

After they have watched the video read the following aloud:

You heard that the Minos-Mestra Corporation is always hiring seasonal help.

'Seasonal' - what a load of bantha dung.

Yes, they offered steady pay and a guaranteed position on a starship. They even shipped you out to the Minos Cluster in the first place. All you had to do was sign a contract agreement. With a signed contract in hand, the Minos-Mestra Corporation shipped you off to work on one of the roving mining cities that ply the asteroid lanes.

What they didn't tell you is that the Minos-Mestra Corporation owns this entire sector. They provide all of the basic services in the system- medicine, food, oxygen, and so forth. They take money for those services out of your paycheck. Those 50 credits a day they offered turns out to be about 4 credits after charges. Coupled with the contract, it will take a long time for any of you to pay the Minos-Mestra Corporation for transport off-ship.

Especially when they charge a 200% markup...

Minos-Mestra Corporation: You've been recruited!

All traffic into the Minos Cluster is routed through Travnin - the Imperial seat of the Minos Cluster (attached star Map). Anywhere they go on Travnin they should be bombarded by Minos-Mestra Corporation (MMC) recruitment ads; you see ads showing miners rolling in credit, luxurious suites and three course meals. There are long lines at recruitment booths and MMC transport ships depart daily. Each character came to the cluster for their own reasons, but the intent is that they were each running from something, and looking to start over. There's no such thing as luck: the player characters are all present on the same ship, in the same duty team.

The players find out that the 'free' shuttle cost them about 200 credits, their jumpsuits, 25 credits and food and lodging about 50 credits a day. They perform piece work-it is only by working harder that they get paid per tonnage of ore processed. The Quality Control inspector finds faults with almost all the work and a reason to dock the full price per tonnage.

So the player characters have found themselves thrown into a life of indentured servitude, stuck on a flying ore refinery. They suffer long hours in hot blast-furnace plants extracting minerals from the asteroid fragments.

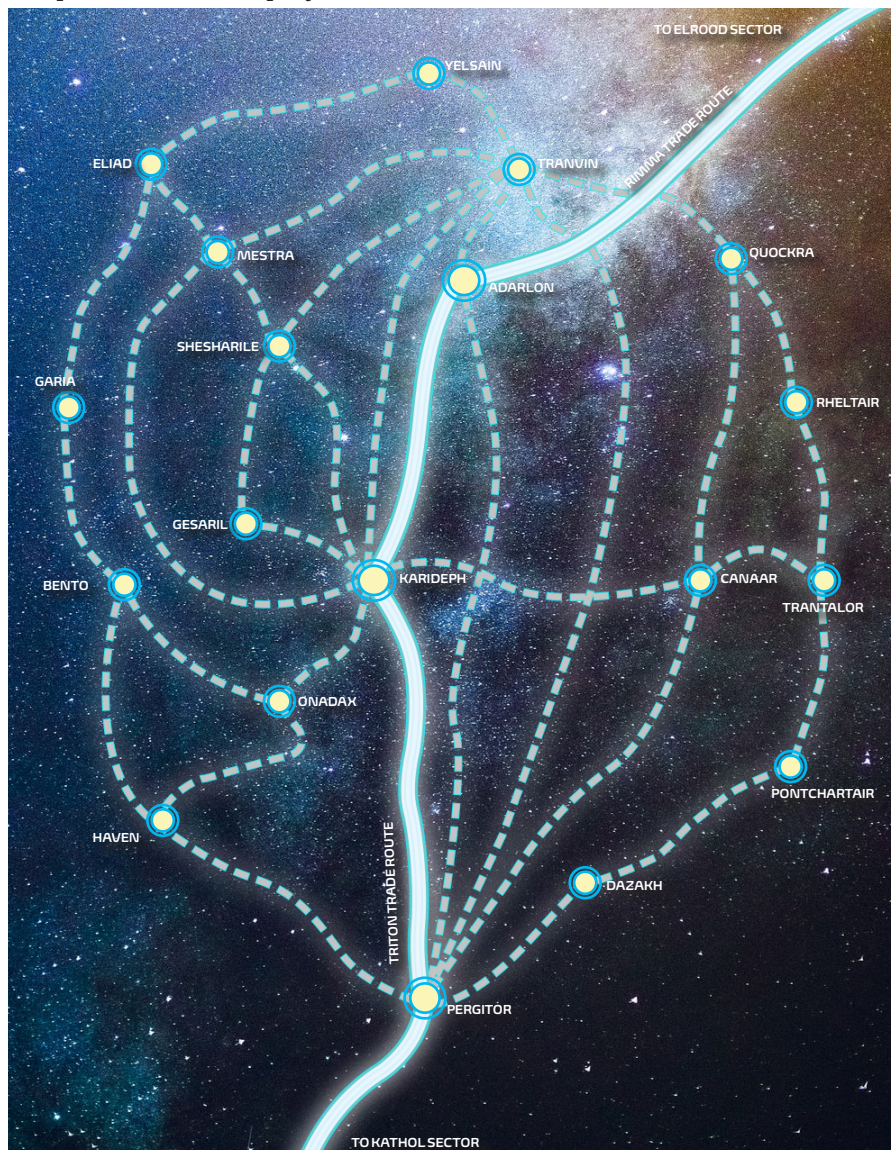
'Poundies' are a pejorative term for the inter-generational workers of several huge Minos-Mestra Corporation smelting ships that traverse the Mestra System's asteroid belt. The ships can pulverize a whole asteroid, sucking in the debris, and then extract the minerals from the fragments. Groups of Poundies run these ships for the company.

The independent miners, known as Free Miners, do not work for the MMC. The Free Miners hate the MMC and the Poundies that work for them. There has been a number of times the Poundies have cheated miners out of their fair share of a claim by expediently crushing an entire asteroid, claim marker and all. Sometimes the Free Miners get enough warning to leave the asteroid before their life's work is pulverized. Sometimes they do not get a warning.

The party has been assigned together as a maintenance and labor team. Day after day they work in ore processing, a petty menial job involving cleaning and sifting of promising pulverized rock fragments. The characters stumble into the mess hall of the Minos-Mestra Corporation Supersmelter ship prior to another

duty shift on this flying behemoth that they have learned to call home these past few weeks. They have nothing more to look forward to than a day of ore processing ahead of them.

It is important for the characters to not have any starting blasters or many credits. They can have vibroknives or other small hand weapons. Replace their starting gear with MMC tunics and a small collection of 10d6 credits each. Included in this chapter are two maps you can use for reference.



Planets of the Minos Cluster

The Minos Cluster is a backwater section of the Galaxy, where the Empire doesn't have a huge degree of control. Normally characters involved in a *Star Wars* Campaign are directly involved in the Rebellion as fighters for the Resistance. In the Minos Cluster, characters are first and foremost star-traders operating solely for profit, trying to keep their freighter in space long enough for just one more jump...

MESTRA

Astronavigation Data: Mestra System

Government: Corporatocracy

Terrain: Dense Asteroid Fields

Areas of Interest: See adventure.

Major Exports: Durilium

Major Imports: Labor, consumables

Background: See adventure.

TRAVNIN

Astronavigation Data: Travnin System

Government: Imperial Governorship

Terrain: Prairie, Desert, Mountains

Areas of Interest: Travnin Starport, Grav-train depot, The Grand Design

Major Exports: Minerals, biofuel

Major Imports: Luxury Items, machinery, food

Background: Travnin is a moon which orbits a gas giant in the double-star Travnin system. It is the sector capital of the Minos Cluster, covered in dry prairie with grasses that reach eight meters tall. Some areas are mountainous with intense winds. Travnin Starport is built into the side of a mountain cliff, with a grav-train depot at the base of the mountain. There is an equator-spanning grav train which services all the settlements on the moon. The Grand Design is a famous spacer's cantina at the starport.

ADARLON

Astronavigation Data: Adarlon System

Government: Democracy

Terrain: Fjords, highlands, oceans, tropical climate

Areas of Interest: New Alderaan City, Theme Parks

Major Exports: Entertainment acts, holos

Major Imports: Food, drugs, luxury goods, household devices, raw materials

Background: Many colonists from Alderaan settled here during the Old Republic times for its beauty. The Spaceport is located at the outcropping of a peninsula where waves crash against the shoreline. A whisper-transit line services New Alderaan City, a beautiful and well-designed city of glass and transparisteel. There are a number of theme parks where the rich pay to "Live-Action-Role-Play" and never break character. There is also a

bustling nightlife scene. Entertainment is paramount here, and most of the population is involved one way or another with the Holofilm production industry.

ELIAD

Astronavigation Data: Eliad System

Government: Republic-in-exile with Imperial Governor

Terrain: wide-ranging, all biomes

Areas of Interest: Jesart Spaceport, Fortress Eremark

Major Exports: Minerals

Major Imports: Luxury items, machinery, workforce, entertainment

Background: Eliad is a planet of Old-Republic nobles and ex-senators in permanent exile after the end of the Clone Wars. Eliad is one of the planets as the destination for this exodus, at the edge of the galaxy. The nobles maintain much of their wealth. They live aristocratic lives on opulent palatial grounds and estates, of which Fortress Eremark is typical. The estate spans several kilometers and has farmlands, gardens, and an estate, complete with nobles and their attending footmen. The world itself is mutedly anti-imperial, but a garrison of 800 stormtroopers and a Lancer Frigate anchored in orbit above the planet's only spaceport ensures that no nobles leave the system.

KARIDEPH

Astronavigation Data: Karideph System

Government: Feudal Clan structure

Terrain: Terraced gardens, subterranean tunnels, large oceans

Areas of Interest: Kari Tunnels, The Roasted Mynock Fortress, Skyhook Highsong

Major Exports: Droid parts, machine parts, food

Major Imports: Food, communication devices, minerals, raw materials, black market goods

Background: Karideph is one of the most overpopulated planets in the galaxy. The planet is the homeworld of the Kari, an insect-like species reminiscent of Mantises, standing about 1 meter tall. They congregate in hives, and have a hive-mind link to those nearby. See page 54 of Galaxy Guide 6: Tramp Freighters for more information on Kari. The planet is one of the economic hubs of the Minos Cluster, with much of the imports and exports focused on keeping the population fed.

All of the exposed surface of the planet is covered by terraced gardens and farms, with hydrofarms extending out kilometers onto the surface of the planet's oceans too. The Kari tunnel networks extend down to the planet's mantle in some places. There are several islands and archipelagos known as smugglers' drop points—that are just too hard for the Kari to reach out in the middle of the ocean. The Roasted Mynock Fortress is one of these havens. The Empire has a strict embargo on the Kari developing spacefaring technology, so there are several skyhooks tethered to the planet to serve as starports. Cargo vehicles constantly lift up and return from Skyhook Highsong full of cargo at all hours of the local day.

YELSAIN

Astronavigation Data: Yelsain System

Government: anarchistic democracy

Terrain: Forests, bogs, swamps

Areas of Interest: Tradetown Spaceport, Universities, Thunder Islands

Major Exports: Wood

Major Imports: Basic mechanical equipment, electronics, repulsorcraft and speederbikes

Background: Yelsain is a planet that has almost no heavy metals. The gravity here is lower than standard, and the settlers of Yelsain grow tall, almost 2.5 meters. The trees grow tall too, nearly 400 meters. The atmosphere is higher in oxygen content than normal, so characters typically get dizzy at first. They live in settlements in trees, with paths extensively made of intertwined rope and branches. Highly dangerous creatures prowl the bogs and the forest floors. Settlers of Yelsain are renowned as great warriors and great learners-Yelsain is famous for its schools of higher learning. Nearly everyone on the planet has advanced training in a specialized field. Students travel from outside the Minos Cluster to attend the many prestigious universities of Yelsain. Government on the planet is forbidden by law, so the Empire simply imposes a 20% tax on all imports and exports, rather than dealing with well armed humans in the jungles.

TWIN MOONS OF SHESHARILE

Astronavigation Data: Shesharile System

Government: Organized Crime

Terrain: Trash mountains, subterranean cavities

Areas of Interest: Geofront cities

Major Exports: Munitions, illegal spice

Major Imports: Food, illegal spice, luxury items, garbage

Background: Shesharile 5 & 6 are moons that circle the same gas giant. The surface is covered with filth, pollution, and garbage mountains. Reclamation droids stomp through, slowly tending to their work. The spaceport and population centers of the planet are sunk into geofronts, large subterranean cavities open to the sky. Starships work with spaceport control to navigate the entrance to the cavities in a safe manner. Shesharile is going through a depression and economic decline, with gangs and organized crime taking over. It's quite possible for characters to show up here and their cargo becoming worthless while in transit.

PERGITOR

Astronavigation Data: Pergitor System

Government: Authoritarian theocracy

Terrain: Lava fissures, canyons, plains

Areas of Interest: Waypoint Station, Repentance Tower, Cathedral of the Infinite Perception

Major Exports: Minerals

Major Imports: Smuggled luxury items, machinery

Background: Pergitor has a semi-toxic atmosphere, with breath masks needing to be worn at all times when out of doors. The primary

authoritative body is a religious fundamentalist state, the Church of the Infinite Perception. Decadence is long gone, and the Church is a solid supporter of the Empire. 600 Stormtroopers support the starport here. The church has very strict rules punishable by death: no medpacks, no use of the Force, no singing, or laughing in public. The church has its own heavily armored Paladins to enforce order and doctrine.

Waypoint Station is in the Pergitor System and not affiliated with the Church on Pergitor. Waypoint is located at the terminus of the Minos cluster, in the Pergitor System. It serves as a last stop for the months-long journey into the Kathol Outback. Years of underuse and poor management have left its once bustling hub and promenade in disarray, with many shops boarded up and closed. A few stubborn citizens work hard to make sure that the warehouses are stocked and shops stay open, hoping and believing that one day it will become an active hub again

NIM BARONS

Astronavigation Data: Nim Barons System

Government: Rural

Terrain: Water world

Areas of Interest: Nim Barons Casino

Major Exports: Fish

Major Imports: Labor, consumables

Background: Nim Barons is a water world in perpetual night sky, with glorious views of the starry heavens. A massive, multi-kilometer tall casino ship has situated itself here for the past year, with breathtaking views of the local Nim Barons' pulsar. High society from across the galaxy pay a lot of money for the hyperspace coordinates to this planet for the exclusiveness of attending this Casino.

JILLSARIA

Astronavigation Data: Jillsaria System

Government: Imperial Governorship

Terrain: Wide-ranging, all biomes

Areas of Interest: Imperial Governor's palace, Senatorial facilities.

Major Exports: Luxury goods

Major Imports: Smuggled weapons, smuggled repulsorlift parts

Background: Jillsaria is homeworld to a species of muscular humanoid sentients with four arms. They typically had orange skin or brown fur. The local ecosystem is considered sacred, thus livestock and food products are forbidden from import to Jillsaria. The Senator here has been recently dismissed from the Imperial Senate. Tensions are running hot as the local Jillsarian population is nearing ready to revolt against the Imperial Governor.

HAVEN

Astronavigation Data: Haven System

Government: Alliance Command Structure

Terrain: Small Planetoid

Areas of Interest: Rebel Alliance listening post

Major Exports: None

Major Imports: None

Background: The Rebel Alliance maintains a small resistance center and listening post on the Haven planetoid. There are no known maps to this location, and the Rebel Alliance Intelligence would like to keep it that way. A point on the outskirts of this system is to be used as a rendezvous point in the event of evacuation from a base. The rendezvous point is located beyond the Galactic Rim, far above the galactic equatorial plane and far away from the system star.

BENTO

Astronavigation Data: Bento System

Government: Local Mayors

Terrain: Prairie, Desert, Mountains

Areas of Interest: Travnin Starport, Grav-train depot, The Grand Design

Major Exports: Foodstuffs

Major Imports: Medicine, machinery

Background: Bento is a world of former warriors from the Clone Wars. The settlers here were once famed for their martial prowess but now spend their days farming, or pursuing leisure hobbies. No active hyperlanes are maintained to Bento, but there are some smugglers who know of the routes. Some local warlords plague settlements, unable to accept the new peaceful ways of life.

GARIA

Astronavigation Data: Garia System

Government: Mining Commune

Terrain: Mountains, scoured plains

Areas of Interest: The Eye of the Stormport

Major Exports: Minerals

Major Imports: Spice, foodstuffs, mining equipment

Background: Garia is a planet of freak weather. Hazardous city-flattening rain storms scour the planet's surface and expose rich mineral deposits. Prospectors can set up mining operations before the next storm rolls through-but it is always risky. Many prospectors lose everything in this high-stakes game. The Eye of the Stormport at the north pole of the planet is a place of relative calm, so a primitive starport is available. The starport is still drenched and muddy, but the life threatening hazardous conditions do not manifest here. No active hyperlane is maintained to Garia, but the route can be purchased for the right price.

ONADAX

Astronavigation Data: Onadax System

Government: Imperial Governorship

Terrain: Dust-filled, rocky and barren

Areas of Interest: ODT Droid Manufacturing

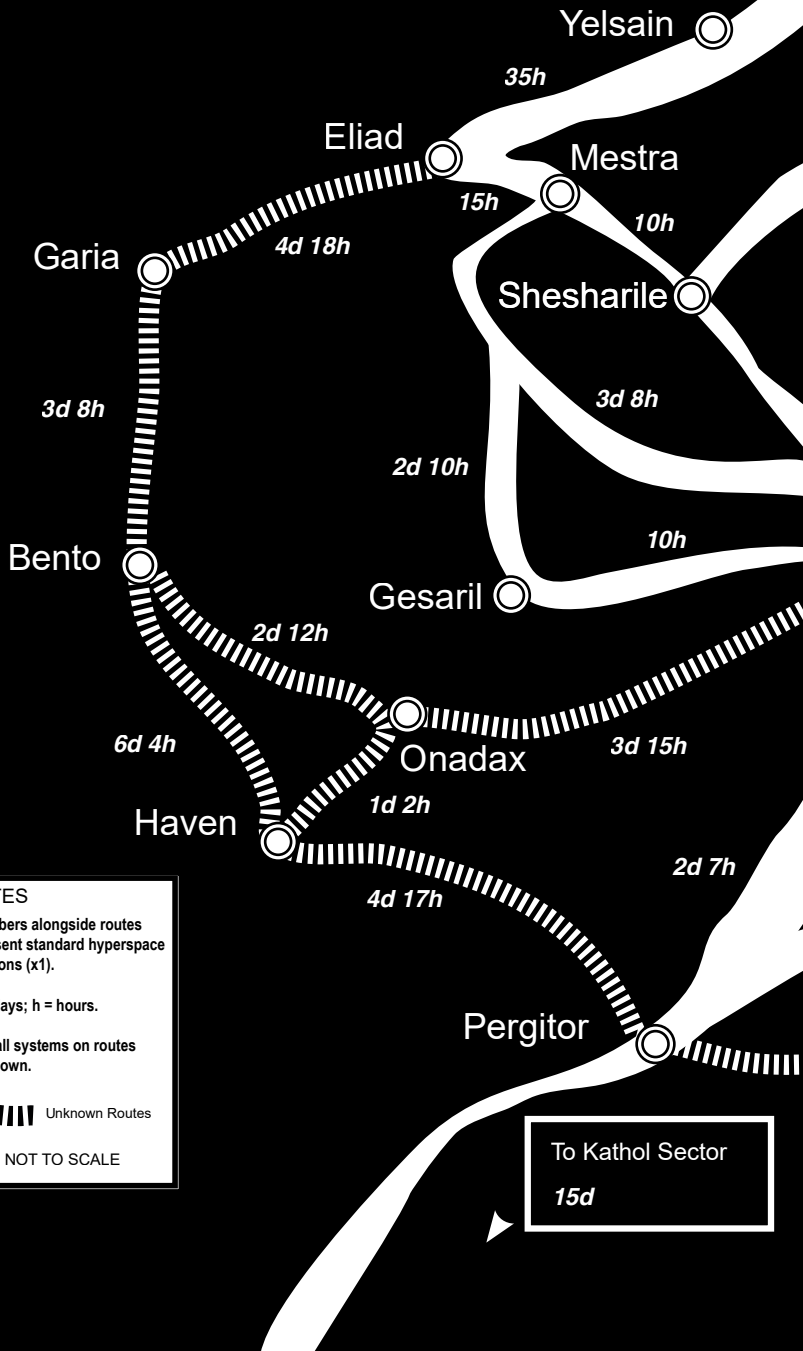
Major Exports: Droids and droid parts

Major Imports: Spice, food, luxury items, weapons

Background: Onadax is a small world, or rather an agglomeration of asteroids that have fused together into a stable body. A tough place, filled with all manner of lowlifes gather here at the various shadowports and

The Minos Cluster

Astrogation Map



NOTES

- Numbers alongside routes represent standard hyperspace durations (x1).

- d = days; h = hours.

- Not all systems on routes are shown.

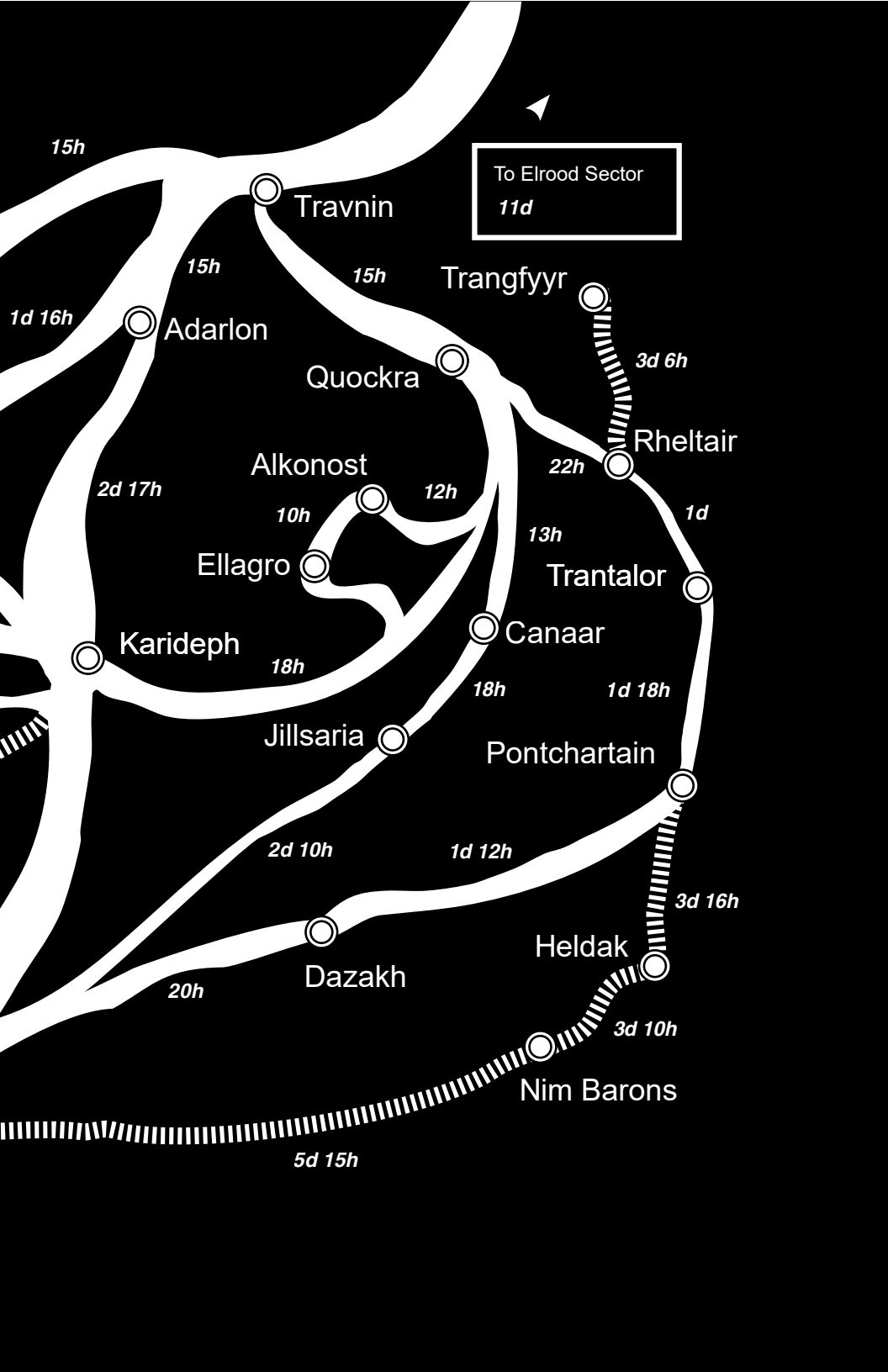


Unknown Routes

NOT TO SCALE

To Kathol Sector

15d



manufacturing facilities. ODT Droid Manufacturing maintains a large R&D presence here, hoping to one day create life-like human replica droids. Onadax is a very dusty world, with dust storms that blow through and leave waste-high piles of dust against anything exposed.

GESARIL

Astronavigation Data: Gesaril System

Government: Tribal

Terrain: Thick jungle, floating above swamplands

Areas of Interest: Shipwrecks, The Imperial Sector Prison

Major Exports: None

Major Imports: None

Background: Gesaril is known as a Forbidden Planet, and the system broadcasts a warning beacon to all who enter. This planet is the homeworld to the small furry Gesarils, creatures strong with the Force who are rumored to be able to telekinetically pull starships out of orbit when the creatures gather in large numbers. This has never been proven, but a large number of unexplained crashes provides plenty of stories around the spacer's cantinas. Farther out on the outskirts of the system there is the Imperial Sector Prison. An Imperial Gozani Cruiser, The Emperor's Reach, guards the prison and enforces the quarantine on Gesaril.

QUOCKRA

Astronavigation Data: Quockra System

Government: Unknown

Terrain: Desert, relatively flat

Areas of Interest: ODT Droid Manufacturing

Major Exports: High technology, large machinery

Major Imports: Droids

Background: Quockra is a desert world, relatively flat. It can get quite hot in the day, and very cold in the night, requiring protective gear during both times of day. The world is populated almost entirely by droids-of a thousand different varieties, from the clone wars, to the common era, to alien models which seem to be in charge. Yellow alien droids conduct trade with imperial droids as interpreters. There are actual Quockrans who live underground and love to dabble with machinery. Few offworlders have seen a Quockran, as they are nocturnal and xenophobic. For someone who does manage to interact with a Quockran, they are black and slug-like. More information about the species can be found on page 65 of Galaxy Guide 6: Tramp Freighters.

RHELTAIR

Astronavigation Data: Rheltair System

Government: Imperial Governor

Terrain: Solar collection arrays, wide-ranging biomes on Rheltair Prime

Areas of Interest: Shantar's Folly, Rheltair Prime Corporate Offices

Major Exports: Energy packs, Power cells, hyperfuel

Major Imports: Repair parts, high technology

Background: Rheltair's star is a massive blue giant, showering numerous worlds in the system in sapphire-white light. A massive lensing array close

to the star focuses and beams concentrated solar energy and radiation to collectors on various planets in the system.

Glarkonine: This desolate planet is the closest to the blue-hot star. Massive hexagonal solar arrays on skyhooks focus and redirect solar energy deeper in the system. Most of the work on Glarkonine is performed by droids, and rarely sees visits unless something goes wrong.

Shantar's Folly: There's a massive capital ship crash site on Shantar's Folly, where a desert oasis community has sprouted up in the skeletal wreckage.

Rheltair Prime: most of the planet is taken up by energy receiving and processing facilities. The settlers here are tough and take pride in their work. Most of the energy used in the Minos Cluster comes from the facilities on Rheltair. Accidents are not uncommon, and large swathes of land have been scoured away by misalignments with the solar focusing. An old Maurader Corvette guards the restricted zone of the inner system to keep trespassers out.

TRANGFYR

Astronavigation Data: MC-42 System

Government: None

Terrain: Icefields, mountainous fangs of ice

Areas of Interest: Iceosaur Boneyard, Wookie Monastery

Major Exports: none

Major Imports: Consumables, medical supplies

Background: Frosty ice planet on the frontier. There's a wookiee colony among ice pillars kilometers high. These wookiees are a religious sect. They wear robes and have all taken vows of silence. They claim the colony is their sanctuary away from it all, and the hyperspace routes to get here are hard to locate. Terrible large blue ice beasts prowl the grounds below the fangs of ice, and some of the Iceosaur beasts are larger than rancors. Chattering frost baboons and tentacle-faced steeds leap across the plains.

TRANTALOR

Astronavigation Data: Trantalor System

Government: Corporatocracy

Terrain: Nebulae, some manufacturing planets

Areas of Interest: Empty Wellie egg shell fragments

Major Exports: Machinery

Major Imports: Ore, consumables, wood

Background: A large purple nebula permeates most of the Trantalor system. Gigantic space-borne creatures nicknamed "Wellies" return every 500 years to spawn in the nebula from beyond the galactic rim. Imperial scientists are very interested in the creatures' biochemical faster-than-light travel organs.

PONTCHARTAIN

Astronavigation Data: Pontchartain System

Government: Crime syndicates

Terrain: Lowlands and shield wall mountain ranges

Areas of Interest: Susreap Nov's Menagerie, Droid fighting pits

Major Exports: Foodstuffs, illegal spice, moonshine, hyperfuel

Major Imports: Beasts of burden, raw materials, luxury goods

Background: Pontchartain is a superheavy habitable planet in the Minos Cluster. It maintains a large ring system thirty times larger than many conventional systems, reaching out to a radius of tens of million kilometers. All piloting in a ship near the planet is increased by a difficulty or two depending on time taken by the pilot. Repulsorlifts are completely unreliable due to the gravity and magnetosphere. Beasts of burden replace them for the hearty natives here, and brave colonists who call Pontchartain home. The massive ring system offers sensor blinds and many distortions, offering safe haven to many unscrupulous ships and crews. The navigational beacon for hyperspace travel is located two hours away from the planet to avoid gravity well interference with the jump. Plenty of ships have been lost to pirates in that travel duration.

DAZAKH

Astronavigation Data: Dazakh System

Government: Imperial Governor

Terrain: Dense Asteroid Fields

Areas of Interest: See adventure.

Major Exports: Minerals, Food

Major Imports: Wood, machinery, livestock

Background: Dazakh is a quad-star solar system. Imperial and private scientists frequently visit the planets in this system to conduct research. There are also some frontier stone-age settlements in the system. Imperial buoys warn against landing on certain planets.

Atwater has a pre-iron age sith cult that worships some starship crash from eons ago as a fallen deity.

Tyuuug has a gemstone mineral-rich mountain range. These mountains also happen to be inhabited by four-meter tall giants that do not take kindly to outsiders.

Ganvar is home to several scientific communities and orbital observatories monitoring the four suns. Local lore has it that the four stars are not a natural occurring phenomenon, and that strange flashes happen and people disappear when the four suns are in alignment.

Vlork has a few agricultural farms. Desert-dwelling communities with saloons and high-noon shootouts are common. Bandits frequently patrol the region.

HELDAK

Astronavigation Data: MC-G302 System

Government: None

Terrain: Fungal Continents

Areas of Interest: Bothan Science Outpost

Major Exports: Biomatter

Major Imports: Food, medicine, consumables

Background: Most of the planet is completely uninhabitable. The planet's magnetosphere does not have enough pull to keep a consistent atmosphere clinging to the world's skin. There are gigantic slippery fungal growths that penetrate to the planet's mantle and leech material to keep themselves alive. These are huge, continent-spanning growths. They expel enough gasses to create a meager, barely breathable atmosphere in the center of these growths. Acid rains and spore volcano eruptions are common. A small scientific outpost is stationed here, with biologists studying the fungal phenomena.

CANAAR

Astronavigation Data: Canaar System

Government: Imperial Governor

Terrain: Many biomes, lots of prairie and rolling hills and alien fauna

Areas of Interest: Rainsmouth, Blark's Point Graveyard, Quardeen's Canteen

Major Exports: Food

Major Imports: Labor, machinery, luxury goods

Background: Canaar's green star casts a yellowish-green glow across the system. Many of the planets and moons are arboreal and photosynthesize better than comparable plants of other systems. Several planets have agriculture farms for shipping food out-system. Canespeak is the local tongue, and it's a warped, rural version of Galactic Basic.

Canaar Prime is an agricultural world. The major export is an algae that blooms after monsoon storms across the plains. Dried algae dust blows everywhere. The town of Rainsmouth is nestled between two large coral outcroppings, and is typical of towns on Canaar Prime. Ranchers own large swampy farms, and use bag-like local cattle to vacuum up algae for processing. They have a proboscis like an anteater but are translucently like jellyfish. Sometimes the ranchers get into feuds with each other over territory rights.

Blark's Point Ship Graveyard: Blark's Point was the site of a major battle during the Clone Wars. A major separatist battleship is memorialized here, with a visitors center and gift shop. B1 Battle droids are on exhibit, along with clone trooper uniforms. The drive and weapon systems have been removed, and the current power plant has been replaced with something incredibly underpowered, just to run life support and lighting.

ALKONOST

Astronavigation Data: Alkonost System

Government: Corporatocracy

Terrain: Barren Asteroid with Agridomes

Areas of Interest: Alkonost Greenhouses

Major Exports: Food, minerals

Major Imports: Machinery, high technology, consumables

Background: The high radiation output of the star requires special shield modifications to reach Alkonost, where some of the most interesting flora thrives in the known galaxy under special greenhouses. Some of this flora may be sentient. Sometimes people disappear at Alkonost, and while the official news is usually shield modification failure, some spacers claim there are carnivorous plants.

ELLAGRO

Astronavigation Data: Ellagro System

Government: Coalition of Nation-States

Terrain: Archipelago

Areas of Interest: Madame Gleemus' Opera House

Major Exports: Crafts, foodstuffs

Major Imports: Raw Materials, high technology

Background: A cool, moist world, only 5-15% of the surface is covered by land. Due to the high concentration of water on the surface, the land that is there is mostly bog or swampland. Days here are about 16 hours due to the planet's high rate of spin. There are several starports maintained by different nation-states, and they're each vying for freighters to land. There are spacers' tales and rumors of a lost city of gold beneath the waves. Whether that is clever marketing for tourism is up for debate, but strange golden trinkets do wash up from time to time...

MUTINY ABOARD THE SUPERSMELTER

MMC PRIDE OF THE BELT

Alignment: Minos-Mestra Corporation

Craft: Hoersch-Kessel Drive, Inc., Solarforge Supersmelter

Type: Interstellar Ore Refinery Ship

Scale: Capital

Length: 500 meters

Skill: Capital Ship Piloting: Supersmelter

Crew: 800 (Career MMC), skeleton: 160/+15

Passengers: 8600 (Poundies)

Cargo Capacity: 90,000 metric tons

Consumables: 2 years*

Cost: Not for sale

Hyperdrive Multiplier: x6

Hyperdrive Backup: x20

Nav Computer: Limited to 4 jumps

Space: 2

Atmosphere: 80; 230 km/h

Hull: 5D

Shields: 1D

Sensors: Passive: 20/0D • Scan: 30/1D • Search: 40/1D+2 • Focus: 1/2D

Weapons:

Tractor Beam Emplacements

Fire Arc: 6 front, 2 left, 2 right

Crew: 10

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Defensive Auto Blasters

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Crew: 10

Skill: Capital ship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1-8/25/40

Atmosphere Range: 100-800/2.5/4 km

Damage: 3D

*Consumables may be considerably extended because the Supersmelters can break down and reconstitute various elements from asteroids.

NOTABLE LOCATIONS IN THE SUPERSMELTER



1. MESS HALL – The mess hall has a rusty, orange tinged light coming in from the viewports that peer out upon the Mestra System asteroid belt. Something long ago blasted all the planets in this system into over 100 trillion rocks of various sizes. Miners forced in similar indentured situations to the characters scramble over flecks of duralium, a crucial component to hyperdrive motivators. There are dust motes slowly drifting through light beams in the air. The room smells of dry peat and ozone, the oxygen scrubbers probably having long burned out from age and disrepair.

There's an autochef droid in the galley who specializes in 'roid cremá. Whoever programmed it is still laughing somewhere about that name. It doles out a whipped white nutrition paste into a tortilla-like crepe. It tastes like mud and leaves grit in characters' teeth, fangs or proboscis.

There are a few Poundies seated at the long duraluminum tables. The tables typically seat twenty people lengthwise and are placed in two rows of five tables. Poundies are career miners for the Minos-Mestra Corporation. With the steep charges, many of them either never leave or were born into life on the Supersmelter.

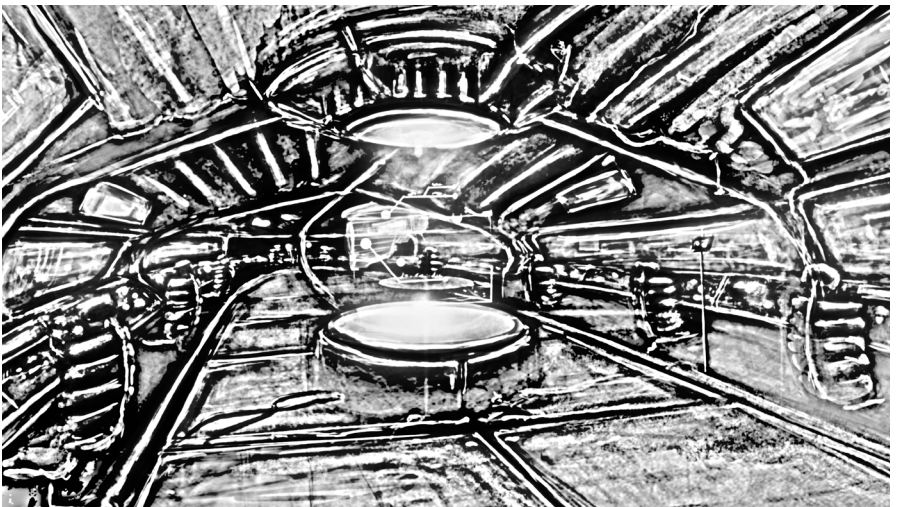
2. MAIN BRIDGE – Looking much like a Star Destroyer's crescent shaped bridge, there are two crew pits that flank a large, circular holographic display. The Captain, Dante Inarro Rhone, and Executive Officer usually discuss operations around the holo-

display. The ship's usual Executive Officer was recently wounded in a mining accident and a replacement was shipped in from the corporate office: Commander Anes Russon. MMC regulars refer to her as the 'X.O.'

The current asteroid being pulverized is currently projected on this center display. Arrows and paths of debris and small heads-up-display keys float through the dusty, orange air. There are crossways behind the crew pits which hold two alcoves: an MMC security station, and a scanning station. The bridge is off-limits to all Poundies.

3. ENGINEERING – Like the bridge, main engineering is completely off-limit to Poundies. Crewed by career MMC, the mighty furnaces keep rudimentary air flowing to the Poundie slums, power to the molecular asteroid deconstructor, and the engines functioning. There is always an armed security detail here of MMC police.

4. ORE PROCESSING – This dimly lit, hot, clanging monstrosity of a bay is claustrophobia itself. Large rocks and stones fly down conveyor belts for Poundies to process. Injuries happen all the time, and some are caused by Poundies fighting over choice bits of durreilium mineral-laden asteroids. Underperforming Poundies are first docked pay, with that escalating to the point of being blacklisted by the MMC. Once blacklisted they are fair game for anyone. The overseer and duty manager here is Ruto Seb Tan, a gaunt, grey haired human who wants nothing more than to leave the Minos Cluster.



5. HALLWAYS AND SLUMS – The Poundie levels are dimly lit zones controlled by gang territories. Minos-Mestra Corporation police forces will patrol the hallways in case of shipboard emergencies, but typically steer clear of the slums. The slums are where families of Poundies are born, live, and die—all in space, on the Supersmelter. These families are insular and look out for their own. They might harass the Characters or demand money for protection. There are also folks like the player characters: humans and aliens down on their luck who have signed on with the Minos-Mestra Corporation.

The different levels of the ship are owned by different gangs and family clans, and the territory lines are only understood by the Poundies themselves. The characters could easily accidentally cross from a friendly zone to an unfriendly zone without noticing.

6. MEDICAL – Almost completely nonexistent, shipboard Poundies who are unfit for work are ejected into space. The ship's MMC command crew are the only ones granted access to medpack usage, driving a high market in the slums for underworld medical gear.

7. DOCKING BAY – Constantly receiving fresh 'seasonal labourers', the docking bay hums with activity. Large transports come and go. On the bridge, an Easy Computer Programming/Repair roll grants the characters knowledge about the captain's personal craft, the Luminar. The Luminar is a corellian vessel in a private docking bay.

ADVENTURE POINTS

1. ORE PROCESSING – The blast furnaces are roaring. Temperature and tempers run hot in Ore Processing as the foreman barks orders from an observation post. The characters are cracking rocks for Dureilium. Bits of asteroid dump from a chute at one end of a long repulsor belt. Everyone around them gets to work with their mining picks. They have to smash a certain weight in ore to get their credits for the week. The characters must each pass a Difficulty 15 Strength Check.

Those who succeed have smashed enough ore fragments and get a pat on the back and a free drink token at the Mess Hall. In the mess hall it becomes a Difficulty 16 Willpower Check to not buy more. One player who does very well has their mining pick stolen, and the burly person next to them says: "You've got to look after your stuff better. That will be 200 credits to loan another pick."

Those who fail the Strength check do not bring in enough ore for the shift, and earn less than the 50 credits a day cost of living. They'll have extra days tacked onto their tenure here.

2. TALAMONT 'TOOTHLESS' DUSTWEATHER – At one of the tables the characters see 'Toothless', a career Poundie. There are rumors that his family is rich and has their own mining holdings. He's an overweight human in a grungy, unbuttoned MMC jumpsuit. He's an engineer that has taken a liking to the player characters.

He makes conversation about the newly transferred Executive Officer. "She's never served aboard this ship, or any other Poundie ship before from what I heard. But she's a big shot Commander here with us. Fancy that."

He also talks in hushed tones about the Captain's ruthlessness and how he makes quota "by any means necessary".

He should also include some sob stories about the Free Miners:

- *"You see, the capt'n does the Corp's dirty business. Been doin it for years. He's stolen asteroids with Free Miners' claim markers on them, and smashed them whole."*
- *"It ain't right, but we get paid at least.."*
- *"..a group of Free Miners that couldn't afford to keep their ships going. Fewer than half of the families in a mining caravan were able to make it to a neighboring system alive.."*

The mess hall scene is a great moment to have characters interact with each other and share back-stories to get a feel for the other characters in the group.

3. THE DUTY MANAGER'S TASK – "There you are!" comes a gravelly call from the duty manager, Ruto Seb Tan. He's talking to Toothless, who is quite drunk by this time. Ruto is quite insistent: A security workstation has overloaded again on the bridge and Toothless is the engineer to fix it.

Ruto Seb Tan tosses a repair kit to Toothless, and Toothless misses the catch, spilling its contents out on the floor. Toothless is clearly not up to the task. A moderate perception roll shows Ruto quickly putting a blaster pistol back into the bag.

If anyone notices and questions him about it, he'll deny it. Nonetheless, the duty manager turns to look at the characters around him. A twinkle comes into his eye as he makes all of the

characters go drag the drunk engineer up to the bridge to fix the security station.

“Take me there, I’ll fix it.” Toothless falls over, but is as cheery as ever. He just requests a little help. If anyone asks if they all have to go, Ruto responds:

“How many mynocks does it take to change a glow plug? What do you think the answer is? Don’t answer me. All of you. Get up there.”

He hands out an additional large repair kit to the characters. Normal miners and Poundies are forbidden from accessing the bridge. A quiet “For Mestra” passes his breath as the characters nearly pass out of perception range.

4. THE ETHICAL DILEMMA – “Are you the repair crew? It’s about time. Station’s over there.” Upon entering the bridge the Captain and the Executive Officer are huddled around a large display and center of the room that’s projecting a hologram of a large asteroid with arrows, heads-up icons, and Aurebesh symbols blinking around it. The player characters are ushered over to the burned-out Security Alcove for repair duty, and things begin to seem not-quite right.

A bridge navigator asks, “Why are we even over here, Sir? It’s too thick. Lots of ships have gone missing around these depths.” The Captain and the Executive Officer begin arguing. The asteroid that the two are admiring on the holo display is apparently one of the richest veins of Durelium the Captain has ever come across. The Executive Officer protests that there are currently free miners on this rock, excavating their own legal claim. Brushing her off, the Captain smugly declares that the miners will see the Supersmelter coming and will have plenty of time to get out of the way. He also mentions something about cutting out the middleman, and the MMC getting all the mined ore in the system anyway, one way or another. The Executive Officer pleads her case one last time but it falls on deaf ears.

An Easy perception or technical roll repairs the terminal. A Moderate roll reveals that the security station was intentionally sabotaged. A Difficult roll points fingers at the Executive Officer. The lack of a functioning security terminal has left no MMC security force stationed on the bridge today. A search of the repair toolkits reveal one Blaster Pistol (4D, 3-10/30/100) in each bag.

When the ship arrives at the rock there are several small Free Miner mining craft huddled around it. The Captain almost doesn’t

even give them notice to get off and an easy Perception roll reveals that the Executive Officer is being really fidgety during this time.

5. MUTINY – The Captain gives the order to smash the rock, and the Supersmelter advances. The characters, armed with two Blaster Pistols, should be wanting to get off the ship by now. But if they don't take the initiative, the Executive Officer pulls her Blaster out, opens ship-wide comms, and states "Sir, I am relieving you of command on behalf of the citizens of Mestra. Today, one way or another you will answer for your crimes."

Several bridge crew rush to help the Captain. Several others join the Executive Officer. The whole ship erupts into pandemonium, and sounds of fighting can be heard in every hallway. Who do the characters help?

6. ESCAPE! –A running firefight follows the characters to the docking bay. The cold captain's yacht, the Luminar, requires four successful Moderate Space Transports Operation rolls to start up, over the course of four combat rounds while fending off attackers. Entry to the craft requires a Moderate Security Roll, or the captain's Key Card. If the characters sided with the Free Miners, MMC Security should be following and engaging the characters. If they sided with the captain against the mutineers, they'll be fighting a large press of Poundies as they drag the captain to his getaway ship.

7. I HAVE A BAD FEELING ABOUT THIS – Explosions go off at the front of the supersmelter. This seems to go beyond mere mutiny. The asteroid itself is rigged with detonite, and the mutiny is a distraction-Anes Russon, Ruto Seb Tan, and all mutinous parties involved on the Supersmelter are not aware that this was going to take this turn for the worse. Decks pitch, gravity fails at a dramatically appropriate moment, lights flicker, and the ship begins to come apart. The engines keep pushing the ship forward, and continue to plow forward into the asteroid debris, all but signaling the end of the Supersmelter as it shreds itself against the asteroid shoals. The Free Miners clearly wanted to send a signal to the Minos-Mestra Corporation, and this is how they chose to do it.

ENCOUNTERS

THE SHAKEDOWN: A gang in the slums of the Supersmelter shake down the new recruits (the characters) for rations. MMC Shipboard security turns a blind eye.

A DESPERATE MINER: A desperate mining ship tries to ram the Supersmelter with an asteroid in its grapple. It gets chewed apart easily by the point-defence blasters. The crew laughs. Are the MMC really the good guys?

FORGOTTEN SOMETHING?: After the Player Characters have reached the Tramp Freighter, one of the characters might have forgotten an important item in their quarters and the characters might want to retrieve it. A trip back into the depths of the ship will result in combat between police forces or Poundies.

CAN WE FLY THIS THING?: While the bridge is evacuated and the mutiny is taking place, the characters may want to fly the Supersmelter. A skeleton crew of 160 pilots are needed to coordinate the piloting systems, and avoid asteroids. The terrain difficulty should be set at Very Difficult with a +15 penalty for being below the minimum skeleton crew. Systems will also begin to wink out while control is transferred to Main Engineering. Perhaps the characters with good rolls can save some of the ship, but security will definitely be breaking down the door to the bridge very soon.

THE BODYGUARD: Sargent Nröluk is a security guard who was stationed on the bridge. He is the Captain's personal guard, festooned with multiple blasters and heavy armor. Along with a platoon of MMC Security, they retake the bridge and push the characters out. His primary goal is to secure the bridge and get the Captain to safety (Hopefully after the characters have retrieved the code cylinder that unlocks the Tramp Freighter). The characters can see this ominous armored figure approaching one of the bridge doors on security cameras.

THE DEATH OF A GIANT: The Free Miners have sprung a trap on the Supersmelter and rigged the asteroid to give off false readings of valuable materials. It's strapped with a large quantity of detonite and explosives, and will detonate as the Supersmelter begins to disassemble the asteroid. The forward mining apparatus and molecular asteroid disassembler will at least be damaged beyond repair. At worst the whole ship could blow up due to the asteroid explosives. It depends how well the characters helped Poundies along the way, or worked to stop the ship on the bridge.

NOT WITHOUT THE SOUP: Mayhem ensues. During the Mutiny and subsequent triggering of the Asteroid bomb, fights break out between Poundie gangs. Some are stealing food from the cafeteria, others are raiding medicine, others are trying to break into engineering. There are escape pods for MMC officers, so they will probably be a target as Poundies search for code cylinders.

A RANGE OF OUTCOMES: The goal should be to push the characters into the Luminar freighter. They were at the scene of the crime and at the start of the mutiny. Poundie gangs want to get on the tramp freighter. MMC Police wants them detained.

GAMEMASTER CHARACTERS



RUTO SEB TAN

Capsule: Ruto Seb Tan has been directing miners and overseeing Ore Processing since he was a middling. He's seen his share of Minos-Mestra Corporation cruelty from his years as a duty manager on the Supersmelter.

Recently he has been approached by a group of Free Miners with enough credits for him to retire and leave Mestra forever. He just has to cause a diversion long enough for Anes Russon to start a mutiny. He most recently saw his credit account padded by six digits for his services. Ruto thinks the newest batch of recruits might have someone disposable enough to cause a distraction.

Type: Human MMC Duty Manager / Overseer

DEXTERITY 2D+2

KNOWLEDGE 3D+1

Languages 4D, Scholar: Mining 5D, Survival 5D, Willpower 5D+1

MECHANICAL 1D+2

Musical Instrument Operation: Valachord 3D

PERCEPTION 2D+2

Command 3D, Command: Poundies 5D, Con 3D+2, Search 4D

STRENGTH 3D

TECHNICAL 2D+1

Character Points: 4

Move: 10

Equipment: Enforcer Stick (Very Easy) (STR+1D), Comlink



TALAMONT 'TOOTHLESS' DUSTWEATHER

Capsule: Toothless always smells of heavy pistachio spirits, has watery eyes, and he gives the characters a big grin with a mouth full of white shining teeth. "Toothless" refers to the lack of his business acumen to continue the family mining business.

A young Talamont ran up debts and joined the MMC to pay them off. An accomplished engineer, Toothless has made friends and gotten some choice jobs from

the duty manager, Ruto Seb Tan.

The player characters can't ever really tell whether Toothless is about to go on shift or come off of one. In the characters' encounters with him these past few weeks, Toothless has taken it upon himself to teach the characters the ropes of life on the Supersmelter.

Toothless has begrudgingly become involved with the Free Miner movement to free the Mestra System from the MMC. Toothless has reservations about any use of force and is close to retirement. A few more weeks and he will have saved enough money to buy passage off ship and go see his daughter, Chompérs, who he hasn't seen for years. The first thing he'll do is apologize to his father, Sir Edwix Dustweather over at Stars Acres, the place where successful miners retire.

Type: Human Poundie Engineer

DEXTERITY 2D+1

Dodge 3D

KNOWLEDGE 2D+2

Scholar: Mining 4D, Survival 4D

MECHANICAL 2D

Machinery Operation: Ore Processing 6D

PERCEPTION 1D+2

STRENGTH 3D

TECHNICAL 2D

Capital Ship Repair 5D, Machinery Repair: Ore Processing 7D, Security 4D

Character Points: 1

Move: 7

Equipment: None



CAPTAIN DANTE INARRO RHONE

Capsule: Dante Inarro Rhone captains the MMC Supersmelter, Pride of the Belt. He ran the ship with the post for three years, after the previous Executive Officer was removed by Corporate for “not being aligned with company profits”. Captain Rhone is ruthless and always makes quota, by any means necessary.

He views the non-MMC miners scrambling over the rocks as unclean scavengers and does not hesitate to show disdain towards them. Calling them “middlemen”, he

views the handful of Supersmelters out in the belt as the most cost-effective way to mine the Mestra System's Durilium. There's been more than one time that he's smashed asteroids whole with miners and claim-markers and all. Every year that Dante Inarro has been captaining the ship, the MMC contingent has gotten their yearly bonus for making quota. Nothing trickles down to the Poundies aboard, however. The end of the quarter is coming up, and he'll need to make their quota again soon...

Type: Human MMC Supersmelter Captain

DEXTERITY 2D+2

Blaster 4D, Dodge 4D

KNOWLEDGE 4D+1

Scholar: Mining 9D, Survival 7D, Willpower 8D+1

MECHANICAL 2D

Capital Ship Piloting 7D+1

PERCEPTION 3D+2

Con 7D+2, Persuasion 7D+2, Command 7D

STRENGTH 3D

TECHNICAL 2D+1

Character Points: 1 per Player Character

Move: 10

Equipment: Code cylinder for Tramp Freighter, Blaster Pistol (4D), Comlink



EXECUTIVE OFFICER ANES RUSSON

Capsule: Anes recently transferred aboard the Supersmelter, The Pride of the Belt. Working together with her husband, Garleo Russon, they secretly have been supporting a Free Miner revolution in the Mestra System. She's waiting for a signal from Free Miner operatives to lead a mutiny on the Supersmelter, after Garleo's imprisonment by the MMC.

Her credentials aren't forged, she's quite a capable starship commander. She worked hard for this assignment, and a few bribes in the right hands has placed her onboard the ore processing vessel. Her prior assignment was as a decorated officer in the Ellagro system planetary defense force. Garleo Russon's freighter carries ore in the Mestra system, and that's how they became involved with the Free Miners.

Type: Human Executive Officer, Free Miner Sympathizer

DEXTERITY 2D+1

Blaster 4D, Dodge 4D

KNOWLEDGE 3D+2

Business 5D, Alien Species 5D, Languages 4D, Streetwise 5D, Willpower 5D

MECHANICAL 2D+2

Repulsorlift Operation 3D, Capital Ship Piloting 4D

PERCEPTION 4D

Command 6D+2

STRENGTH 2D+1

TECHNICAL 2D

Character Points: 2

Move: 10

Equipment: Hold-Out Blaster (3D)



SERGEANT NRÖLUK

Capsule: Nröluk serves as Captain Rhone's personal bodyguard. Nröluk has always shown loyalty to the captain, and rose fast through the MMC Police Force's ranks. The Captain turns a blind eye to Nröluk's Spice addiction. Nröluk is an ammonia breather and finds other gases toxic to his respiratory system-including oxygen.

Type: Gand MMC Security Officer & Bodyguard

DEXTERITY 4D

Blaster 5D, Dodge 6D+2

KNOWLEDGE 2D+2

Languages 3D+2, Law Enforcement 5D, Streetwise: MMC 4D+2

MECHANICAL 2D+2

PERCEPTION 3D

Command 6D+2

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 2D

Character Points: 2

Move: 10

Equipment: Blaster Rifle (5D), Vibroblade (STR+3D, MAX: 6D), MMC Blast Armor (+1D energy, +2D Physical), Spice pack, Breathing mask.

TYPICAL POUNDIE:

DEX 2D+1, KNO 1D+2, MECH 2D, PER 1D+2, STR 3D, TECH 1D+1,

Blaster 3D, Dodge 3D, Melee combat 3D+1, Scholar: Mining 3D. Shivs or Knives (Easy, STR + 1D).

Most Poundies stay to their decks and keep to their own business, but many family clans throw loud parties when not on shift. Many Poundies lounge around in overalls without shirts, unshaven, et cetera. During the mutiny many will try to take advantage of the situation and move to secure the public docking bays and escape the Supersmelter.

MMC SHIPBOARD SECURITY:

DEX 3D+1, KNO 3D, MECH 2D, PER 2D, STR 4D, TECH 2D

Blaster 3D+2, Dodge 4D+2, Melee combat 4D+1, Law enforcement 5D+2, Streetwise 4D. Comlink, Blaster Pistol (4D damage, 3-10/30/120), some replace blaster with assorted vibro weapons (4D damage).

The Minos-Mestra security forces are the paramilitary police arm of the MMC. They provide both shipboard and station security at installations around the Mestra system. They are little more than well-equipped mercenaries.

MMC BRIDGE CREW

All Stats 2D

Capital Ship Gunnery 2D+1, Capital Ship Piloting: MMC Supersmelter 3D+1, Appraisal 4D, Bargaining 3D, Intimidation 4D. Comlink.

The Minos-Mestra Bridge crew rotate out on three month assignments, with several weeks of downtime before they have to ship out again on duty. Many are loyal to the MMC and will defend the captain. Some will flee and call for help. One or two will join the mutiny. There are probably 12 of them on the command deck. None are armed.

TYPICAL FREE MINER

DEX 2D+1, KNO 1D+2, MECH 2D, PER 1D+2, STR 3D, TECH 1D+1

Blaster 3D, Dodge 3D, Melee combat 3D+1, Scholar: Mining 3D. Assorted Mining Equipment and Vessel.

Most of the Free Miners working the Mestra belt are free in name only, as the Minos-Mestra Corporation is the only organization in the system licensed to buy or sell ore, and has a monopoly on most vital goods and services in the system: food, oxygen, and so forth. Animosity has been building up over the past few months due to the number of claims jumped by the Mino-Mestra Corporation, as well as the loss of Free Miner life at the hands of Minos-Mestra Corporation.

TYPICAL FREE MINER MESTRAN MINING SHIP

Alignment: Free Miners

Type: Mining ship

Scale: Starfighter

Length: Various, 20-30 meters

Skill: Space Transports: Mining Vessel

Crew: 2

Passengers: 6-15

Cargo Capacity: 50 metric tons

Consumables: 2 months

Cost: 55,000 credits (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 km/h

Hull: 4D

Shields: 1D

Sensors: Passive: 30/1D • Scan: 60/2D • Search: 90/4D • Focus: 4/4D+1

In the asteroid encounter, several of these vessels hover around the target asteroid, appearing to be performing mining operations. In reality they have just rigged the asteroid with fake sensor beacons and detonite to snare the Supersmelter while the command deck is distracted by the mutiny.



EPISODE I REWARDS

Each player gains 5 character points to advance their characters. They may spend the points on any skills, not just those used in this episode. They may advance skills up to two “pips” if they pay the proper cost.

EPISODE II

GRAND THEFT STARSHIP



As the characters blast off from the Supersmelter, a blinding flash and roaring firestorm engulf the capital ship from which they just escaped. The superstructure and armor peel away as both the reactors go critical and explode. The characters, in the stolen Luminar freighter, must quickly contend with the dangers of the Mestra System's asteroid field, as well as the Minos-Mestra Corporation.

NOTABLE LOCATIONS IN THE MESTRA SYSTEM ASTEROID FIELD

1. THE SUPERSMELTER WRECK – The nearby vicinity of the supersmelter is quickly becoming hazardous. Well, more hazardous than just an asteroid field. Escape pods drift, debris from the Supersmelter is expanding outward, and rescue and paramilitary craft are on their way. Comms channels are all jammed full of distress calls and radio chatter. And, are those radiation levels increasing due to the exposed Supersmelter reactor?

2. JAVIS-12 – The Javis-12 spaceport is the only asteroid in the system with any sort of landing beacon or starport. Ship repair and refuel services are available (for which the charge is an even 200 percent of list price). The spaceport consists of a series of domes and caves on one of the largest asteroids in the system.

Javis-12 is roughly egg-shaped, and about 400 kilometers across. It is located on the edge of the asteroid belt. All spin has been taken off of the rock, and the spaceport faces directly away from the belt, making it fairly safe from stray asteroid hits.

3. *BADGE STATION* – The MMC Police Headquarters is located near Javis-12, out of visual range and above the plane of the ecliptic. It is near enough to the spaceport to patrol and provide customs enforcement. This facility staffs several fast responder craft and security vehicles.

4. *JAVIS-5* – Deep within the asteroid field lies an abandoned mining facility on one of the larger asteroids. This facility on Javis-5 has been converted into a Free Miner port. Tunnels burrow down into this large asteroid, honeycombed with old mining equipment and living spaces. A small promenade allows for the basic buying and selling of goods. A contingent of Free Miners has been stockpiling military-grade weapons in preparation for a clash with the MMC here.

5. *THE LANES* – There are relatively navigable paths through the belt. These well-travelled lanes are well established and have stable and tracked asteroid rocks in them. It is Moderate terrain to fly through the lanes.

6. *THE SHOALS* – Along the walls of the slow moving lanes are shoals. Dense asteroid eddies and currents can pick up and quickly pull a ship off course and deep into uncharted field territory, if you have a good pilot. Commonly the shoals will smash ships who have sub-par pilots. Navigating the Shoals is Difficult to Very Difficult Terrain.

7. *THE DUST CLOUDS* – Pockets of charged mineral clouds flare up like storms from time to time in the Mestra asteroid belt. These ionized gases cling to ships hulls and can easily short out systems like sensors or engines. Sometimes bad ones will run a high voltage charge through a ship like an electrical conductor.

8. *STARS ACRES* – Stars Acres is where Mestran High Society lives. Opulent mansions and apartments dot one of the domes on Javis-12. Typically retired miners who have struck it rich give themselves fancy titles and throw parties here. If someone can get an invitation to one of these parties, there is usually no shortage of contacts and work that can be found...

ADVENTURE POINTS

1. ASTROGATION NEGATIVE – The Luminar has a functional hyperdrive, but the dense asteroid field makes it impossible to jump without disastrous consequences. They will need to clear the field before they can leave the Mestra System.

2. THE FREE PEOPLE OF THE BELT – A communication comes across all realspace and hypercom channels: The Free Miners are organizing and have claimed responsibility for the acts against the Supersmelter. If Anes Russon or Toothless is with the characters they clearly feel used and betrayed.

“The actions taken today were steps towards freedom and equality in the Mestra System, and the Minos Cluster in its entirety. We the Free Peoples of the Belt take responsibility for the destruction of the MMC “Pride of the Belt”. Shaped proton charges were placed on an asteroid the greedy corporation was stealing from poor children, women, and families. Our actions were forced by the treatment of miners. Loss of life today is on the hands of the MMC, not us.”

3. THE MMC POLICE – The Minos-Mestra Corporation’s law enforcement show up. They fly two Firespray vessels, like Boba Fett’s ship from Empire Strikes Back.

The characters have heard stories that these guys are not to be messed with; being the only law enforcement in this sector they answer to no one and abide by only their own rules. The shooting starts almost immediately, aiming to disable the stolen freighter.

“Stolen Minos-Mestra Vessel, we have security footage showing you responsible for the mutiny aboard the MMC Supersmelter (Pride of the Belt). You’re accused of disturbing the Empire’s peace, murder, grand theft starship, and conspiring to commit terrorism against the MMC and Imperial Citizens. There will be no further communications contact.”

4. ROCKS AND SHOALS – The characters can evade, dodge into the thick asteroid shoals, disable, or otherwise lose their pursuers. Chances are good that they will find themselves pushed into rock currents and eddies, or forced into the shoals made from hundreds of small pieces of asteroids. Encounters with static dust clouds will deactivate shipboard power. They’ll need to figure out something creative to get out of the dust clouds that are shorting out systems, and restart the engines. But not before they’re pushed deeper into the tumbling maelstrom that is the uncharted

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shoals of the Mestra System asteroid field.

ENCOUNTERS

Hear me baby, hold together: During the dogfight with the MMC police craft, a glancing hit could start a fire aboard the Luminar.

Crazy to follow us: The ship accidentally slips out of the lanes and into a fast-moving asteroid current, and must navigate out of the stream or get smashed to bits.

This Just in, Live from the Mestra System: A news droid from a local news agency starts following the chase, broadcasting every second of the 'pitched battle.' Of course, that one vehicle will soon be joined by others. Now, the characters aren't going to be able to escape (unless they can lose the news agency craft) and they're most certainly going to be identified.

Take them in for Processing: What happens if the characters are captured? Will Free Miners or one of the other gamemaster characters they have met along the way break them out of Badge Station? Will both vessels be swept along in the asteroid shoals into Episode III?

We're in this Together: If the characters have a particularly difficult time escaping the clutches of the MMC police craft, increase the number of Free Miner mining vessels in the vicinity. The police would have to choose who to pursue, and the Free Miners might even assist slightly: using their tractor beams to hurl small rocks into the way of the police craft, discharging ionized dust to slow the police pursuit, or move large objects into the way. They have it out for the MMC, and will want to cause as much trouble as possible.. Contact with the miners should be limited due to jamming from the police craft.

GAMEMASTER CHARACTERS

MMC FIRESPRAY POLICE PILOTS

DEX 3D+2, KNO 2D, MECH 4D, PER 3D, STR 3D, TECH 3D, Astrogation 5D, Planetary Systems 4D, Starfighter piloting 6D, Starship gunnery 5D. Comlink, Blaster pistol (4D damage, 3-10/30/120), stun baton, boarding charges, syntherope, stun binders.

These guys are not to be messed with; being the only law enforcement in this sector they answer to no one and abide by only their own rules. The shooting starts almost immediately. Hearing the declaration of responsibility from the Free Miners, these police pilots want to bring in any ships fleeing the scene of the Supersmelter wreck.

MMC "POLICE" PATROL CRAFT

Alignment: Minos-Mestra Corporation

Type: Kuat Systems Engineering Firespray-class Patrol Vessel

Scale: Starfighter

Length: 21.5 meters

Skill: Space transports: Firespray patrol/attack craft

Crew: 1; gunner: 1

Passengers/Prisoners: 8

Cargo Capacity: 30 metric tons

Consumables: 1 month

Cost: Not for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x15

Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 km/h

Hull: 4D

Shields: 1D

Sensors: Passive: 10/0D • Scan: 25/1D • Search: 50/1D+2 • Focus: 2/2D

Weapons:

2 Twin-Mounted Blaster Cannons (fire separately)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D

2 Light Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D



LUMINAR

Alignment: Player Characters (Formerly MMC)

Type: Modified CEC ZA-8050 light freighter

Scale: Starfighter

Length: 28.4 meters

Skill: Space transports: ZA-8050

Crew: 2, gunners: 1; skeleton: 1/+15

Passengers: 5



Cargo Capacity: 120 metric tons

Consumables: 2 months

Cost: 110,000 (Used, Modified)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x5

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 480; 800 kmh

Hull: 4D

Shields: 2D

Sensors: Passive: 10/1D • Scan: 25/1D • Search: 40/2D • Focus: 2/3D

Weapons:

2 Heavy Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship Gunnery

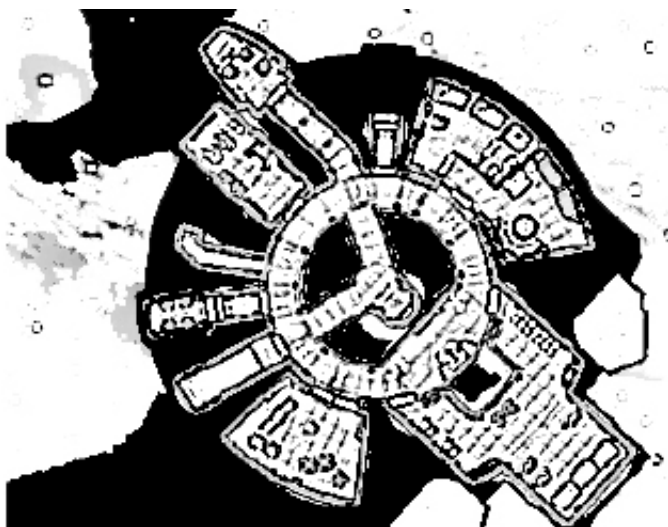
Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Ammo: 10 Missiles

Damage: 8D



The Luminar is the freighter hijacked during the first episode. Most of the amenities onboard match a luxury yacht: fine foods and beverages, some personal stores from the MMC Captain, Dante Inarro Rhone.

There is a small armory and various emergency supplies containing a Blaster Rifle (5D), some Space Suits, breath masks, and a vibroknife. The escape pods contain a medipack each

EPISODE II REWARDS

Each player gains 5 character points to advance their characters. They may spend the points on any skills, not just those used in this episode. They may advance skills up to two “pips” if they pay the proper cost.

EXOGORTH NESTING GROUNDS

As the characters escape from the MMC police forces, they find themselves in a densely packed and uncharted part of the asteroid field. After restarting the ship's power and attempting to get their bearings, a space slug (the same kind from the Empire Strikes Back) makes an appearance and swallows the character's ship.

THE EXOGORTH

Also known as space slugs, Exogorths are members of a silicon-based sentient species that reside in the hollows of asteroids and who maintain an ecosystem within their bodies. They feed on the minerals of asteroids, various stellar energy fields, mynocks (another silicon-based lifeform), ships, and other unfortunate creatures that unknowingly pass into its mouth. This one is massive, capable of swallowing a Corellian Corvette. It's wrapped around and intertwined with several asteroids.



UZ-TEK, THE SPACE SLUG

DEX 2D, PER 1D, STR 4D (capital scale).
Teeth: Do STR+1D damage.

Silicon-based lifeform. Survive in the vacuum of space. Size: very big (1200m).

NOTABLE LOCATIONS IN THE SPACE SLUG

- 1. MYNOCK NEST** – A quantity of Mynocks greets each ship that the Space Slug captures.
- 2. STARSHIP GRAVEYARD** – A graveyard litters the entrance—various mining craft, old probes, and scout vessels have found their final resting place here. They've all been drained of power by the Mynocks.
- 3. THE ECOLOGY** – A near-tropical jungle ecology lines the inside of the dark space slug. Rebreathers are needed, but there

are mynocks, strange snakes, bog wings, and bits of alien growth that might be trees.

4. THE ANCIENT MESTRAN TEMPLE – Beyond the starship graveyard and after a trek through the ecology is a temple ruin. The temple was on an asteroid eaten by the space slug thousands of years ago. The remains of that asteroid float within the space slug. There's a power signature coming from within. Inside the temple lies an ancient secret, if the characters can get past the guardian protecting it. The structure itself is old, and wet, and crumbling. It is more like a cave structure than a clean stone temple. Stalagmites hold up purple flower patches which generate light when the characters walk near. They are force sensitive flowers and react to the presence of life. There is a pedestal in the middle of a large open space in this temple which holds a small pile of treasure. Not gold or shiny metal treasure, but rather objects made from clay such as cups, spoons, or a flute. Power signatures emanate from these artifacts. There's an anger and dark side energy that is felt here in the heart of the temple emanating from Uz-Tek, the Space Slug. The slug's anger is directed at the Miners in their big ships who pillage the ores and minerals around the Mestra System.



ADVENTURE POINTS

1. THE GUARDIAN – The pedestal is guarded by a shadowy beast. Tendrils of pure muscular darkness connect with the floor

and pull its mass forward. It is hunched like a wolf, and powerfully built. It is the last remains of a security system from a millennia ago. It will bark at, growl, and wait for the characters to approach. It will hide in the darkness. He knows he has good cover and will attack and incapacitate anyone who comes near the pedestal with the artifacts. He is baiting the characters to approach.

2. MESTRAN TREASURE – These ancient Mestran artifacts focus the Force. Scientific analysis will date them back to the time when the Mestran Asteroid field was formed. A character which possesses one begins to feel power coursing through them, and must make a moderate willpower roll to not succumb to feelings of anger, fear, or aggression. Each artifact has a specific power and an artifact's ability may not be changed after first use. To determine the power, roll 1D and consult the special abilities found on the Empowered Anes Russon/Toothless gamemaster character sheet below. Once per day an artifact gains one charge, and a character may expend that charge to use the artifact's special ability. The ancient Mestran artifacts may be used by both Force Sensitive and normal characters.

3. WE HAVE TO HELP THEM – Outside the space slug, garbled transitions reveal the MMC are hunting all the Free Miners as payback for the destruction of the Supersmelter. Anes Russon or Toothless, if they are present with the characters, argue to use the Ancient Mestran artifacts to help the miners completely destroy the MMC. They become desperate enough to attempt to steal the characters' ship to do so. The gamemaster character grabs a handful of the artifacts, and is completely overpowered by them. Their eyes glow orange, and the characters can expect a running chase through the Space Slug ecosystem to stop the crazed gamemaster character, complete with telekinetically thrown stones and rocks and other force abilities. TOBY will do whatever this gamemaster Character wishes, including acting as transportation.

ENCOUNTERS

Mynocks, chewing on the power cables: A power drain begins to occur on the characters' ship as more mynocks flock to the newest ship to join the ecosystem inside the space slug. They swarm from the starship graveyard.

Repairs and Salvage: There are no active fusion generators in the starship graveyard, but some poor-quality and low-quality

common starship repair parts to be found. One of the starships contains a deactivated butler droid, TOBY. TOBY will follow the characters around for the remainder of the adventure. He is desperate for companionship and affirmation in his duties as a butler.

High Lord Sroff, I Presume?: Choose the most unique member of the party. Be it the droid, the meter-short Jawa, or the Talz who doesn't speak Basic. Toby the Butler droid treats this player character as royalty, and the rest of the characters as their support staff.

Getting Out: The ancient artifacts give off a power signature, and could be used to restart the starship reactors to get out of the space slug.

GAMEMASTER CHARACTERS

MYNOCKS

DEX 3D, PER 1D, STR 1D.

Survive by draining energy from starships. Flying. Silicon-based lifeform. Survive in the vacuum of space. Move: 9, 1 (Space Units).



TOBY THE BUTLER DROID

All Stats 1D, except their interpersonal skills which are 3D. Repulsorlift engine, Internal Comlink. Move: 12.

Toby is very excitable, and wishes nothing more than to make their master's life easier, by opening doors for them, adjusting the temperature for them, and will constantly ask if there's anything they can do to help... several times a minute.



THE GUARDIAN

DEX 8D, PER 4D, STR 2D, Brawling: Claws 8D. Claws do STR+1D and are an Easy difficulty to hit. Move 15. Special Ability: Shift:

Once per round after a claw attack, the Guardian may make a free cautious move even if they have used their full movement this turn. Ideally this is used to return the Guardian to darkness and cover.

It will endeavor to harry a character using his speed and special ability. It will declare multiple actions for the purpose of ambushing a character when he is in cover. It will also attempt to dodge any melee attacks or blaster shots. It will attempt to end his movement behind a rock formation or rubble to



gain +1D cover modifier. If the characters reach the pedestal it abandons all strategy and rushes them, attacking as many times as possible. The Guardian attempts to stay out of the light of the local purple flora patches, as it would give away its cover. If for some reason the Guardian comes into contact with the purple flowers it will become stunned for a round.

Low Light in the Temple: In the temple, the low light and stale air make it difficult to see. The following applies: if the Guardian is more than 5 meters away from the characters, the difficulty to hit it increases by +2D due to low light. If the Guardian is more than 15 meters away from the characters, the difficulty to hit it increases by +4D due to darkness.

EMPOWERED ANES RUSSON/TOOTHLESS

Type: Crazy human with Ancient Mestran Force Powers

DEX, KNO, MEC, PER, STR, TEC remain the same

Character Points: +2 per player character

Force Points: +1 per player character

Dark Side Points: +2 per player character

Move: 10

Equipment: Hold-Out Blaster (3D), Assorted Ancient Mestran Force artifacts (+3 Charges per player character)

Special Abilities:

(1) Modified Absorb/Dissipate Energy: Use 1 charge to add +3D to a strength roll to resist energy damage. This may be used as a reaction.

(2) Modified Resist Stun: Use 1 charge to discard a result of "Stunned" from the damage table. This may be used as a reaction.

(3) Modified Anger: Use 1 charge to gain an +1D on all dice rolls the next two rounds. Only one instance of Modified Anger may be active at any time.

(4) Modified Dim Another's Senses: Use 1 charge to cause all target characters in sight to subtract -1D from their Perception rolls for initiative.

(5) Modified Instinctive Piloting: Use 1 charge to gain +3D to Mechanical and Technical skill rolls for 10 minutes. Only one instance of Modified Instinctive Piloting may be active at any time.

(6) Modified Telekinesis: Use 1 charge to cause 4D damage to a target character as a rock, stone, or starship component flies through the air and strikes them. Modified Telekinesis may also be used in a non-damaging way to push a character back 5 meters. A Moderate dodge roll can evade either of these attacks.

Note: This villain can be any gamemaster character that came with the characters, Anes Russon, Toothless Dustweather, or even Captain Rhone. It all depends on the player's choices up to this point. Add the stat bonuses here to the original gamemaster character stats from the earlier episode. For the sake of simplicity the rest of the template will refer to her as Anes Russon.

Capsule: Gathering up many of the artifacts, she realized the true potential of themselves as a living weapon. Her eyes glow, her voice sounds hollow, and she intends to steal the characters' ship and destroy the MMC with their newfound power.

Combat: Anes Russon, empowered by a collection of Ancient Mestran artifacts, will attempt to move to the Luminar, where she will power it up and take off to cause havoc in the Mestra System. TOBY will become enthralled by her and assist as a repulsorlift transportation, increasing her move to 12. Ideally she does this in the Luminar, or near it when the characters pick up radio transmissions from the MMC hunting the

Free Miners. She will spend charges of Modified Dim Another's Senses to decrease the player characters' initiative, and will use any number of charges of Modified Absorb/Dissipate Energy and Modified Resist Stun to resist damage. Modified Anger will increase her rolls to dodge and shoot her blaster better.

Objective: Her goal will be to steal the ship and go use her newfound powers on Javis-12, MMC's regional headquarters. Hopefully the player characters can stop her in time!

Ending the Adventure

As the characters look to the future, there's only one way out of the space slug. They have a ship, they have each other, they have priceless artifacts in their possession, and a galaxy of possibilities ahead of them. While use of these artifacts will most likely draw the attention of the Empire's sinister agents like Darth Vader - that is a problem for another day. Punch it.

Post-Session Scene

Minos-Mestra Corporation rescue ships recover an escape pod. The captain of the Supersmelter, Dante Inarro Rhone, wakes up later in a medical bay and angrily places a large bounty on the player characters' heads... If the empowered gamemaster character gets away with the Luminar in the final scene, things might look different! Perhaps this is the start of a new recurring villain...

GAME MASTER NOTES:

We hope you enjoyed this one-shot adventure in the Mestra System. These notes were compiled from adventures my gaming group started a few years ago. Thanks to all the players who provided input.

On the Player Characters:

We have included a few pregenerated characters for this adventure below. However, because part of the fun of role playing games are players getting to design their own character, if your players want a quick way to get started, use the following template at the end of this chapter to generate characters quickly. The artwork included in this section is used with permission by DeviantArt user "Phraggle". See more of their work at <https://www.deviantart.com/phraggle>

PREGENERATED CHARACTERS:



THE FRIENDLY ALIEN

DEXTERITY 2D+2

Blaster 3D+2, Dodge 3D+2

KNOWLEDGE 2D

Intimidation 4D, Survival 3D,

MECHANICAL 3D

Starship Gunnery 4D

PERCEPTION 2D

STRENGTH 5D

TECHNICAL 3D+1

Droid Repair 4D+1

Character Points: 10

Force Points: 2

Move: 10

Story Factors: You have trouble speaking Galactic Basic but can understand it perfectly fine.



THE REVOLUTIONARY

DEXTERITY 3D+2

Blaster 4D+2, Grenade 4D+2

KNOWLEDGE 2D+2

Planetary Systems 3D+2, Survival 3D+2

MECHANICAL 2D+2

Beast Riding 3D+2

PERCEPTION 2D+1

Command 3D+1

STRENGTH 3D+2

TECHNICAL 3D

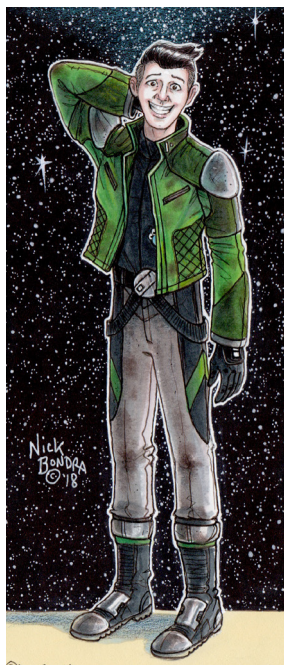
Demolitions 4D

Character Points: 10

Force Points: 2

Move: 10

Story Factors: Your past in the war haunts you.



THE BRASH PILOT

DEXTERITY 3D

Dodge 4D

Running 4D

KNOWLEDGE 2D

MECHANICAL 4D

Astrogation 5D, Repulsorlift operation 5D, Space transports 5D, Starfighter Piloting 5D

PERCEPTION 4D

STRENGTH 3D

Climbing/Jumping 4D

TECHNICAL 2D

Character Points: 10

Force Points: 2

Move: 10

Story Factors: Your wanderlust and impulsive need to sit at the controls of every vehicle you see sometimes gets you into trouble.



THE EX-BUREAUCRAT

DEXTERITY 2D+1

KNOWLEDGE 4D

Bureaucracy 5D, Law Enforcement 5D

MECHANICAL 2D+2

PERCEPTION 4D

Bargain 5D, Con 5D, Forgery 5D

Persuasion 5D

STRENGTH 2D+1

TECHNICAL 2D+2

Security 3D+2

Character Points: 10

Force Points: 2

Move: 10

Story Factors: Being an ex-Imperial dataworker is sure to raise some questions and some eyebrows.



THE SMUGGLER

DEXTERITY 3D+1

Blaster 4D+1

KNOWLEDGE 2D+1

Languages 3D+1, Streetwise 3D+1,
Value 3D+1

MECHANICAL 3D+2

PERCEPTION 3D

Con 4D, Gambling 4D

STRENGTH 3D

TECHNICAL 2D+2

Space Transports Repair 3D+2

Character Points: 10

Force Points: 2

Move: 10

Story Factors: You owe someone a lot of money and are suspicious of everyone.



THE MECHANIC

DEXTERITY 3D+1

Pick-Pocket 4D+1

KNOWLEDGE 3D

Bureaucracy 4D

MECHANICAL 2D+1

Sensors 3D+1, Starship Shields
3D+1

PERCEPTION 2D+1

Search 3D+1

STRENGTH 3D

TECHNICAL 4D

Computer Programming/ Repair
5D, Repulsorlift Repair 5D,
Starship Repair 5D

Character Points: 10

Force Points: 2

Move: 10

Story Factors: You cannot help but steal small objects for your collection.

PLAYER TEMPLATE

DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Character Points: 10
Force Points: 2
Move: 10

- Decide on a former career, like Smuggler, Pilot, Bureaucrat, Technician, Medic, Scout, or more.
- Choose two attributes to increase to 4D, two attributes to increase to 3D, and leave two at 2D.
- Choose two skills related to your character's former career by +2D.
- Choose three other skills to increase by +1D.
- Select a name, species, and join the Minos-Mestra Corporation for an adventure and steady pay.

About the Tramp Freighter:

For simplicity's sake we included stats for the freighter Luminar in the adventure. However, if your players are starting their own campaign, they should design the craft themselves. Make that designed freighter be the craft that the Supersmelter captain (Dante Inarro Rhone) owns as his yacht. Add flavorful modifications, complications, or flaws—perhaps the landing gear sticks on occasion, the deck plating is loose in the cargo bay, or weapon systems take three rounds to power up.

On Advancement:

Designed as a one shot with starting characters, this adventure gives a large amount of character points between each episode to give the players the ability to advance their characters. The character points are spent and no training time is required for the purposes of this adventure. If the players plan on playing beyond Episode III, give them five more character points.

ADVENTURER'S JOURNAL

PRESENTS

Your Guide To The Star Wars Minos Cluster!

Escape a dying mining barge, evade nefarious forces, and explore strange new worlds in the Star Wars universe!

This standalone issue of the Adventure Journal features *Escape from the Supersmelter*, a wild and wondrous adventure to get players started in the Minos Cluster. When the galactic markets crash due to the destruction of the Death Star, and the player characters set out for regions unknown. They sign on to a mining operation in the Minos Cluster that turns out to be more trouble than they bargained for. The adventure is designed to be run as either a “one-shot” or a start to a larger campaign.

Normally characters involved in a *Star Wars* Roleplaying Game Campaign are directly involved in the Rebellion as fighters for the Resistance. *Tramp Freighters (Galaxy Guide 6)* introduced us to the Minos Cluster, a region on the outer rim where characters are first and foremost star-traders operating solely for profit—and trying to keep their freighter in space long enough for just one more jump.

Other features in this issue include:

- A Minos Cluster map, done in the style of the original West End Games star maps.
- Planetary profiles on new systems in the Minos Cluster
- A handful of pre-generated characters to jump right into the adventure.



AJ-111721

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