Operation: Clodhopper

A Secrets of Naboo Mini-Adventure with a Nefarious Twist

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Based on an adventure idea, creatures,
and characters designed by [Steve Miller](#)

Operation: Clodhopper is designed with semi-experienced players and Gamemasters in mind. While not as involved as a full-length adventure module (more complicated concepts like hyperspace travel, for example, have been simplified), it's assumed that players and GMs have moved on from the *Invasion of Theed Adventure Game* to the core rulebook.

Gamemasters should be sure to read the entire adventure before proceeding, and draw a few maps where appropriate (these maps can all be quite simple: a bar, a docking bay, a city street, and the standard starship combat template from the *Star Wars Roleplaying Game* core rulebook). Four 3rd-level heroes should be able to complete this adventure over the course of one or two long gaming sessions. Feel free to adjust the difficulty of encounters to suit your gaming group. GMs, read or paraphrase the descriptive shaded text for your group.

Shady Characters

Heroism, like beauty, is often in the eye of the beholder. The following adventure is based on the "Defoliation Agenda" story idea contained in the new *Secrets of Naboo* campaign pack. In this variation, set just after the events of Episode I, the heroes are in the employ of an ecoterrorist group looking to export dangerous fauna off of Naboo for political gain. Heroes without a greedy bone in their bodies might wish to look elsewhere; alternately, those with more noble aspirations might be along as infiltrators or undercover agents.

INTRODUCTION

At long last, peaceful relations have been established between Gungans and Humans on the pastoral world of Naboo. This newfound peace has brought many newcomers to Naboo from offworld, including agents of the Army of Life -- a terrorist group with criminal ties that purports to support the "resurrection of primitive ecosystems across the galaxy." These agents provocateur plan to remove something dangerous from Naboo and introduce it into the ecology of Stend IV, an Outer Rim world colonized by the Gran. Even now, the Army of Life organizes in the populous city of Keren....

PART I: RENDEZVOUS AT FRUNDLE'S

A Secret Meeting

The heroes, who have made it known that they are looking for gainful employment, have been contacted by Talbrek, a Kubaz information broker operating out of Kwilaan Spaceport. He notifies them of the job, and tells them they are to meet their new employers at Frundle's Cantina. As the adventure begins, the heroes are proceeding down the streets of Keren to Frundle's. The Kubaz told them to simply walk in and get a table, their contact would find them and identify himself with the code phrase "Banthas breathe nothing in a vacuum." The heroes, in turn, are to identify themselves with the phrase "Hawk-bats drink nothing in the desert."

> The entrance to Frundle's Cantina is easy to find -- a steady stream of heavy foot traffic, as well as the word "FRUNDLE'S" painted on the side of the outside wall in meter-high letters is a dead giveaway. A brightly-lit notice above the door proclaims that no one beats Frundle's drink prices, a sure sign that virtually every bar in Keren is less expensive.
>
> Just inside the entrance, a small vestibule awaits. A host droid -- a modified auto-bartender with a humanoid torso riding on a tracked lower half -- offers to seat entrants, although most beings seem to be ignoring the droid. The bar is busy, but not packed. Various species intermingle throughout the smoky environs, although most beings appear Human or Gungan. The droid points you to three open booths: one in a darkened corner far from the entrance, one well-lit and near the bar, and a third near the entrance (and behind a booth full of noisy Gungans).
>
> Which table do you choose?

The host droid points out three open tables that can seat up to six comfortably: a booth in the darkened rear of the cantina (barely visible from the entrance), a well-lit table near the bar (where it would be logical to assume one might find faster service) and another booth, closer to the entrance but near a boisterous group of Gungans. The droid will offer to take them to any of these tables, although it will politely request a gratuity after seating them. Whether or not the heroes refuse, it offers to take their drink order (although if they don't tip, it will probably get the order wrong). If they take the table near the entrance, proceed to "You Talkin' to Me?". Otherwise, proceed to "Del Binjitt."

If the heroes refuse to order at all, the droid simply leaves. Heroes who watch the droid notice with a Spot check (DC 10) that the droid goes directly to the Human bartender and has a brief conversation. The conversation cannot be heard, but the droid does gesture in the heroes' direction.

Del Binjitt

Their contact, a Human male, approaches their table (if the heroes fought the Gungans, this takes place after things have settled back down). He is there to confirm that the Kubaz, and not the authorities have sent them. He carries a datapad with the location of the job the heroes have taken, along with a forged cargo manifest and security codes for the ship they will be using.

> A young, nervous-looking Human male approaches you, dressed in a featureless gray technician's jumpsuit. Without pausing, he takes an open seat at the edge of your booth. Gazing intently at each of you, he finally speaks: "Banthas breathe nothing in a vacuum," he says, awaiting your response.
>
> What do you do?

If the heroes respond with the answering phrase, ("Hawk-bats drink nothing in the desert") Del relaxes -- a bit -- and proceeds to brief them on their mission. If they cannot recall the response code, or choose to ignore it, Del excuses himself, says he must have the wrong person, and quickly leaves the bar. If the heroes stop or follow him (he's not very good at being elusive) they can still get the following information from him by beating a DC 12 Intimidate or Diplomacy check.

They are to proceed to docking bay 33 at Kwilaan Spaceport and take control of a ship docked there, the *Majestic Gundark*. This ship has been loaded with their cargo -- a shipment of bio-material, he says, that they are to take to the remote colony world of Stend IV. There, they are to land outside the largest settlement, unload their cargo, and release it into the environment. He warns the heroes not to bother opening the crates: the locks on each one are chemically bonded, and will only open when exposed for a full minute to air that matches the exact atmospheric composition of Stend IV. They will not get paid, he says, unless the Army

You Talkin' to Me?

If the heroes took the table near the entrance (and the rowdy Gungans) the Gungans (or perhaps the heroes) will attempt to pick a fight. If this happens, the Gungans will only fight unarmed -- they aren't out for blood, they've just had some liquor and want to have a rollicking brawl. At the first sign of mortal damage or blaster fire on either side, the lead Gungan (Bimbam) will call his boys off. (The heroes may continue to fight, even to the death: GMs should remind heroes that such an action might earn them a Dark Side Point). If the heroes do kill the Gungans, give each one a Dark Side Point -- regardless, their contact will still come to them afterward.

As always, adjust the number of foes depending on the size of the heroes' party.

Important Note: If the heroes do not choose the booth near the Gungans, the heroes will encounter the rowdy Gungans on the streets of Keren on the way to their job.

Gungan Brawler (4): male Gungan Thug 1; Init +2; Def 12; Spd 10m; VP/WP -/13; Atk +3 melee (1d3+2, punch), +3 ranged; SQ Hold breath, low-light vision; SV Fort +3, Ref +3, Will +0; SZ M; FP 0; Rep 0; Str 14, Dex 14, Con 10, Int 8, Wis 10, Cha 10. Challenge Code: A
Equipment: Leather belt pouch w/1d4 credits, tools.
Skills: Listen +2, Intimidate +1, Repair +2, Speak Basic (variation), Speak Gungan, Swim +6.
Feats: Toughness.
Tactics: The Gungans work as mechanics at Kwilaan Spaceport. They're looking for a quick rumble, not a fight to the death. When threatened with a blaster or other energy weapon, they will attempt to withdraw.

sees that the crates were opened on the planet for which they were intended. When pressed about how they will prove that they were successful, Del simply replies, "We'll know" and refuses to elaborate.

He gives the heroes a datapad that includes directions to docking bay 33, the security lock-out codes for the *Majestic Gundark* and the hyperspace coordinates for their journey. He gives them a credstick containing half of their payment (the full payment should work out to about 1,000 credits per hero, adjust the amount of credits on the stick according to the size of your group). Del tells them he will meet them at the Bent Lekku cantina in the Twi'lek capital city of Kala'uun on Ryloth to deliver the rest of their payment.

> **Bimbam Toop:** male Gungan Thug 3; Init +2; Def 13; Spd 10m; VP/WP -/13; Atk +5 melee (1d3+3, punch) +5 melee (1d6 +2, club), +5 ranged; SQ Hold breath, low-light vision; SV Fort +4, Ref +4, Will +1; SZ M; FP 0; Rep 0; Str 15, Dex 14, Con 10, Int 8, Wis 11, Cha 12. Challenge Code: A
> *Equipment:* Club, cred stick (1d6 +2 credits), leather belt pouch, tools.
> *Skills:* Listen +2, Profession (mechanic) +2, Repair +3, Speak Basic (variation), Speak Gungan, Swim +7.
> *Feats:* Toughness.
> **Tactics:** Bimbam is the foreman of this Gungan work crew, and actually instigated this round of head bashing. If the heroes don't provoke the Gungans, Bimbam will provoke the heroes. Like the others, he just wants a good fight, he isn't out to kill or be killed.

Once the datapad and credstick are in the heroes' hands, Del moves to leave (he will stay briefly if the heroes have questions, but will remain evasive -- truthfully, he doesn't know any more than he's telling the heroes). As he leaves, he quickly raises a fist to his heart and solemnly says, "For the Life."

Del Binjitt: male Human Expert 1; Init +0; Def 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) +0 ranged; SV Fort +0, Ref +0, Will +3; SZ M; FP 0; Rep 0; Str 11, Dex 10, Con 10, Int 13, Wis 12, Cha 8.
Equipment: Comlink, datapad (with encrypted Army contact information), toolkit.
Skills: Computer Use +7, Disable Device +5, Forgery +5, Gather Information +3, Knowledge (Army of Life) +3, Knowledge (security codes) +3, Profession (technician) +5, Repair +7, Read/Write Basic, Speak Basic.
Feats: Cautious, Gearhead.
Tactics: Del is a member of the Army of Life, an illegal ecoterrorist group. Therefore, he treats the characters with suspicion. Still, as far as Del is concerned, these strangers are helping "the cause," so this suspicion will not lead to confrontation. If faced with violence, he will flee.

On to the *Gundark*

The heroes should now be ready to proceed to the docking bay. (If they didn't face the pugnacious Gungan's at Frundle's cantina, they are accosted by the aliens outside -- go back to "You Talkin' to Me?".) Otherwise, they have little trouble locating docking bay 33. They enter through the front, and find the *Majestic Gundark* -- a basic YT-1300 freighter -- parked inside.

The Army of Life

This extremist ecoterrorist group is a loosely organized affiliation with broad anti-technology goals. Their leader, a mysterious individual (assumed by all to be Human) known only as Paladin, preaches the belief that while sentients have a right to explore the galaxy, they should leave the ecology of every planet as wild and random as possible." His speeches, never given to a live audience but distributed via HoloNet to his followers, encourage acts of terrorism large and small against cities, new colonies on any world, or any other "targets of opportunity."

PART II: DOCKING FEES

The heroes have arrived at docking bay 33, ready to board their borrowed craft, the *Majestic Gundark*. (For statistics on the *Majestic Gundark*, simply use the "unmodified" Corellian YT-1300 from the *Star Wars Roleplaying Game* core rulebook and double the number of laser cannons, giving it one top turret and one belly turret.) Docking bay 33 is one of a number of identical berths in Kwilaan Spaceport, the largest such port on Naboo. Note: Though the spaceport is named "Kwilaan," it is located in the city of Keren. This is made clearer in *Secrets of Naboo*.

> The entrance to docking bay 33 is open to the street, and from inside it's apparent that the roof is open to the sky. A Corellian YT-1300 transport rests inside. A small utility droid in the process of detaching a long, thick fusion generator supply hose has just completed fueling the vessel. The ship appears locked and powered-down, and other than yourselves and the utility droid, the bay seems to be empty.

Ambush!

Of course, it couldn't be that simple. The bartender at Frundle's reported to the Security Forces that there were suspicious customers headed out of his bar. (Unknown to Del Binjitt, he had been under surveillance.) As soon as the heroes key in the security code to open their new ship, they are ambushed by security, who enter from the rear of the bay (opposite where the heroes entered).

> "Freeze!" Shouts a voice from the shadows behind the *Majestic Gundark*. "Spaceport security!" A uniformed guard steps from the rear of the ship, blaster pistol leveled at you. "You're under arrest for suspicion of smuggling." He raises his free hand and waves back toward the direction he came. "They don't look like much trouble, boys," he says, "Let's nab 'em."
>
> What do you do?

The heroes will probably fight it out with the security guards as they make their escape. In this case, the heroes will simply need to hold off the guards long enough to get the ship off the ground and into the sky (a process that will take a total of 3-4 rounds once someone is in the cockpit -- one round to start up the engines, another round or two to get everyone on board, and a round to blast off through the open roof). If they decide to fight to the death, another group of guards appears after 8 rounds, and another 8 rounds after that, and so on.

The guards will fight for a total of 8 rounds, after that any survivors will be joined by reinforcements. If the guards manage to defeat the heroes, they will place manacles on the heroes' wrists and line them up along the wall. Then read the following:

"Keff, you and the others get back to headquarters and let them know what happened," one guard orders another of his comrades. "I'm going to interrogate this bunch right here."

"As ordered, sir," replies a younger guard.

As the sound of the rear exit clanging shut reverberates throughout the bay, the remaining guard leans over you and whispers, "For the Life." With that, he raises a fist to his heart and keys a small device with his thumb. The manacles drop from your wrists.

"Now go, and strength to you. I will remain here until you have departed, and tell them you jumped me. Just remember who your friends are." He winks and backs away from you, gesturing toward the *Majestic Gundark*.

What do you do?

The players will probably head for their ship, but if they question the security chief further, he will remain evasive and mysterious (again, like Del, he only knows what he's been told by his superiors).

Security Guard (4): male or female Human Soldier 1; Init +1; Defense 13 (+2 blast vest, +1 Dex); Spd 10 m; VP/WP 6/12; Atk +1 melee (1d3+1, punch), +2 ranged (3d6 or 1d6/DC 15 stun, blaster pistol); SV Fort +2, Ref +2, Will +0; SZ S; FP 0; Rep 0; Str 12, Dex 12, Con 12, Int 12, Wis 11, Cha 10. Challenge Code: A.
Equipment: Comlink, blaster pistol, security guard uniform (with blast vest).
Skills: Computer Use +1, Craft +2, Intimidate +3, Pilot +4, Entertain +2, Profession +5, Read/Write Basic, Sense Motive +2, Speak Basic, Spot +3, Treat Injury +2.
Feats: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Skill Emphasis (Spot).
Tactics: The security guards are there to catch the interlopers, not kill them. Their blaster pistols are set to stun. If they're mowed down from the start, they may call in reinforcements early, otherwise another group of four arrives after 8 rounds.

Security Guard Chief: male Human Soldier 2; Init +2; Defense 14 (+2 blast vest, +2 Dex); Spd 10 m; VP/WP 8/11; Atk +3 melee (1d3, punch), +4 ranged (3d8 or 1d8/DC 18 stun, heavy blaster pistol); SV Fort +3, Ref +2, Will +1; SZ M; FP 1; Rep 0; Str 13, Dex 14, Con 11, Int 12, Wis 12, Cha 11. Challenge Code; B.
Equipment: Comlink, guard uniform, blast vest, blaster pistol.
Skills: Computer Use +2, Craft +4, Intimidate +4 Listen +3, Pilot +6, Profession (security chief) +4, Read/Write Basic, Sense Motive +4, Speak Basic, Spot +2.
Feats: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Tactics: The chief intends to let the heroes get away and make the fight look good -- it turns out he's an Army sympathizer. He takes a -8 on all attack rolls against heroes, since he's not really trying to hit them. He also takes 9/10 cover behind some cargo crates once the shooting starts. If the heroes are defeated, he will dismiss the other guards and release the heroes to their ship.

PART III: ACCELERATED DEPARTURE

Once on board the ship, the heroes have no trouble taking off and entering orbit (assume at this point that they have reached cruising speed, but you might want to check with the player running the hero who is piloting). Once in orbit, they'll need to enter the hyperspace coordinates and go to lightspeed. Unless they entered the coordinates immediately, the spaceport will scramble a pair of N-1 starfighters to catch them.

> A flashing indicator lights up in the cockpit -- incoming ships! A quick look at the scanner reveals two N-1 starfighters at long range and closing on the *Gundark*. A voice comes over the comm panel: "*Majestic Gundark*, this is Lt. Davonn of Guardian flight. Return to port or we will be forced to shoot you down."
>
> The hyperspace coordinates will take a little time to program into the nav computer, but the *Gundark* is not without teeth. It's also not quite as fast as an N-1 at sublight speeds.
>
> What do you do?

Starfighter Pursuit

Here's where you'll need to break out the starship combat template from page 175 of the *Star Wars Roleplaying Game* core rulebook. The *Majestic Gundark* should be in the center circle. The N-1 starfighters appear at Long range, moving at Attack speed to catch up with the heroes. The heroes have 8 rounds to program in the coordinates for hyperspace.

The heroes might try several things at this point. For example, bluffing their way out of the situation. This is certainly within the realm of possibility, but remember that these pilots will be resistant -- they've been sent after this ship specifically. The heroes must beat a DC of 25 on a Bluff check to get the N-1s to break off their pursuit. The most likely scenario will see one hero staying in the pilot's seat, another either assisting his piloting checks (by beating a DC 10 on a pilot check, an assisting hero grants +2 to the primary pilot's roll)

Whoops! No Pilot!

A ship, naturally, requires a pilot. What if your group of heroes has no one with that skill? You have a few options that can keep the game moving without an embarrassed pause while you rewrite your adventure.

First, let a GM character fly for them. In this case, that should be the Security Chief, an Army of Life sympathizer with a few ranks in Pilot. He's going to have his hands full, though, without the Starship Operation feat. Still, he should make it.

Second, you could have a droid do the job. Most astromech droids have fantastic Pilot skills, and conceptually they can simply hook into the computer on the ship. This will be safer for those on board.

Third, one of the heroes can give it a try untrained. It will simply be a Dex check in that case, but without the Starship Operation feat, it will be at a -4 penalty. Definitely the riskiest option.

If any of these eventualities occur, you may consider skipping the starship combat presented next -- it will be extremely dangerous. Still, the freighter is armed, and the characters can still fire those weapons at a -4 penalty. Just don't say we didn't warn you.

or manning the scanners, and one hero each in a gunnery turret. Scanners can be used to track the location of pursuing ships.

Alternately, the heroes might decide simply to "go evasive" and run for it. It's unlikely the N-1s will bring the ship down before this happens. The heroes might even decide to follow orders, in which case you can end your adventure early!

N-1 Tactics

For statistics on the N-1 starfighter, refer to Chapter 11 of the *Star Wars Roleplaying Game* core rulebook and assign Challenge Code: C to this particular pair.

The N-1s are under orders to force the *Gundark* back to Kwilaan Starport, or failing that, shoot it down. They appear on the *Gundark*'s scanners at Long range, moving at Attack speed, and will first attempt to close the firing range. Once at Short range or closer, they will attempt to establish pursuit. If they fail to establish pursuit once, they simply open fire with laser cannons whenever in range for the rest of the combat. At the 7th round, they will begin using proton torpedoes (if they are at Point Blank range).

Of course, the *Gundark* has guns as well. If either N-1 starfighter loses all of it's shield points and takes hull damage, it will break off pursuit to call in reinforcements. By that time, the *Gundark* should be well on its way.

Inside the *Gundark*: What's in the Box?

Although a map isn't really necessary for the inside for the YT-1300 freighter *Majestic Gundark*, the GM may wish to fill out the ship with a few descriptive details. The interior looks more or less like the Millennium Falcon -- lots of gray, tubing, circuitry, a lounge area, gun turrets on top and bottom. In the rear is the cargo area, containing two good-sized cargo containers measuring 2 meters by 2 meters by 2 meters.

The heroes may decide they want to pop the crates open and see what's inside. They're quite securely sealed, and require a DC 20 Disable Device check to open the lock without resorting to violence. If the heroes decide instead to blast the crate(s) open or cut the lock with a lightsaber, the lock has the following stats: Def 18; Hardness 10, WP 5. If the heroes decide to skip the lock and top cut or blast

> **The Clodhopper**
>
> Clodhoppers that have been removed from their native ecology on Naboo are a disaster waiting to happen on another world. These insectoid omnivores can grow up to 1 meter long, and attack their food in swarms. On Naboo, they are semiannually harvested by the Gungans for their meat and carapaces, and face a number of other wild predators that keep their numbers in check. They get their name from the way they traverse the swamps of Naboo: by hopping from one dry patch of ground to another (their thick exoskeletons would cause them to sink in open water).
>
> They reproduce with abandon; a single pair of clodhoppers can become over 2,000 within one week. After that, they level off a bit, but still add 200 to their number every two days. The creatures never stop eating. Two

through the side of the container, the container has Def 5, Hardness 7, and WP 10 -- however, they will automatically destroy 50% of the cargo unless they make a Reflex save against DC 18.

The crates each contain 200 small, eyeball-sized clodhopper eggs. Each egg rests in its own "nest." Upon exposure to atmosphere, the eggs immediately begin to incubate and hatch simultaneously after 1d10 + 10 minutes. The act of hatching takes 1d4 +2 rounds. Once they hatch, the immature clodhoppers immediately swarm for food. That means they will attack *anything* organic, including the heroes. Of course, the heroes, if they open the crate, might also reason that these creatures are meant to spread havoc on Stend IV (and they'd be right).

Short of opening the ship to a vacuum, the best way to eradicate the infestation of the ship might be to land on a planet and unload the deadly cargo. Fortunately, the heroes are on their way to do just that!

Next Stop: Stend IV

The trip to Stend IV can take as long or as little time as you like in this instance, especially if you have wounded heroes. The *Majestic Gundark* is equipped with one medpac per hero. Beating a DC 30 search check will also reveal a small, hidden bacta tank. After the heroes have a chance to heal up, the ship drops out of hyperspace near the fourth planet of the Stend system.

If the heroes opened one of the crates on the ship, or if there are undercover agents among the heroes, the players might begin to raise some questions about the ethics of their job. As a GM, encourage the heroes to roleplay these issues, as it will affect the final part of the story drastically -- heroes with, shall we say, a looser moral code might have no problem with continuing the mission, others might do anything to stop it from being completed. Use this debate to decide which course you'll follow as the GM.

hundred clodhoppers can completely defoliate one square kilometer of land in 24 hours, and every hundred clodhoppers in addition to the original 200 takes an hour off of that time and increases the area of defoliation by half a square kilometer. Although they prefer plants, they will eat anything organic -- whether sentient or not -- if no other food is available.

Clodhoppers never stop reproducing, and grow quickly. Hatchlings are between 8 and 10 cm in length, but are otherwise fully-developed as an aid to survival and reproduction. An individual clodhopper reaches half a meter in length after a week, 75 centimeters after two weeks, and a full meter after three. They have hard chitinous shells and amazingly adaptive immune systems: once a poison is used to eradicate a clodhopper infestation, one or two usually survive; any clodhoppers spawned from those two will be extremely resistant to whatever killed their ancestors. After clodhoppers were responsible for the complete and utter devastation of numerous colony worlds centuries ago (once they finished with the plants, they ate the colonists, too), the harshest possible penalties were instituted for the crime of exporting the insects.

The following statistics are for a freshly-hatched clodhopper. The adult will be presented in *Secrets of Naboo*.

Clodhopper (hatchling): Vermin 1; Init +5; Defense 22 (+4 natural, +4 size, +4 Dex); Spd 20 m; VP/WP 3/8; Atk -1 melee (1d2,swarm); SQ +15 to Fort saves involving poisons and pesticides if a clodhopper successfully saves against its first exposure to the compound, grab-and-bite attack; SV Fort +6, Ref +7, Will -6; SZ D; Rep 5; Str 2, Dex 18, Con 24, Int 1, Wis 1, Cha 1. Challenge Code: A (single); C (swarm).
Skills: Climb +10, Jump +10.
Feats: Dodge, Mobility, Lightning Reflexes.

PART IV: SHOWDOWN ON STEND IV

Stend IV is a colony world with very little in the way of high technology, no planetary defensive shield, only a few isolated settlements, and no military to speak of aside from a rag-tag colonial militia -- making it a perfect target for the Army of Life. The planet has been colonized by the Gran, who have no idea that an ecoterrorist group has decided to make a devastating example of their world.

A quick scan of the world will detect only one settlement large enough to properly be called a "town." The heroes have been told to land near the largest settlement and unload their cargo.

> A thick white cloud cover obscures much of the surface of the fourth planet in the Stend system, evidence of its lush tropical climate. What can be seen of the surface is either clear blue oceans or thick green jungle. A quick scan of the surface indicates a collection of refined metals and artificially constructed structures that can only be the capital settlement, Gev-Toosa. Other than the *Gundark*, there does not appear to be another ship in the entire system.
>
> What do you do?

Gev-Toosa had no spaceport, therefore there is no control tower to contact for landing procedures. Any attempt to raise Stend IV on the comm system will simply be met with an automated signal instructing visitors to Gev-Toosa to land outside the town and walk in.

Strange Visitors

Upon landing, the heroes are attacked by a small group of Gran militia, led by a Gran Jedi. (It turns out that word has gotten back to the Jedi about the stolen clodhoppers. Scattered throughout the galaxy putting out a number of small fires, the Jedi are spread so thin that they have sent Dree-Tekes, a fifth-level Jedi guardian, to deal with the problem.)

Dree-Tekes located the few Gran on the planet with some military experience -- exactly four of them -- and let them have the weapons she was able to scrounge on her way to the planet -- two blaster carbines, an extremely old heavy blaster cannon, and a grenade launcher (weapons are listed on page 116 of the core rulebook, the grenade launcher holds 6 frag grenades, one of which is launched as soon as the heroes land). It is a grenade striking the *Gundark* that alerts the heroes to the problem outside.

Immediately after the *Gundark* touches down, a WHUMPF! rocks the ship. Could it be an attack? A look outside will detect a five Gran armed with an assortment of weaponry, most of it primitive -- although a large cannon of some kind is plainly visible on the shoulder of one of the aliens, smoke curling form the end of the barrel, and another seems to be aiming an antique blaster cannon. One Gran, who appears to be leading the rest, carries an ignited lightsaber and wears the simple robes associated with the Jedi.

What do you do?

Fighting the Jedi? Why not? The heroes need to ensure that at least one of the crates is exposed to the environment of Stend IV for at least a minute (or ten rounds). This is not a problem if they already opened one -- in that case, they simply need to get the little buggers off of the ship -- but if the crates are still sealed, they will need to be protected from the Gran defenders.

This will be a tough fight -- some heroes might not survive, and some (especially if they lose their nerve) might even turn on their comrades once they see who they're fighting. Get creative with this one: set up some cover for the heroes as well as the defenders, and let them wail on each other. Once they see a crate off of the ship, they will not fire on it -- doing so might only blow the crate open, still releasing the clodhoppers, which will eventually defoliate the entire planet. Instead, all surviving Gran will rush the crate and attempt to take it, reasoning that they can still destroy the eggs once the crate opens (it will take several minutes for the 'hoppers' to hatch).

The fight can end a number of ways: the heroes might well be stopped, or at least chased off of the planet. If so, they will not be paid, and will probably end up on the run from the actual owners of the *Majestic Gundark* if the vessel does not promptly show up on Ryloth. The heroes might kill all the Gran (including the Jedi), which will give each one a Dark Side Point. (If you're feeling really nasty, remind them that their ship is armed with two laser cannons). Or the Jedi and his companions might kill a few of the heroes. Either way, it's sure to be a climactic battle!

Gran Militiaman (4): Thug 1, Init +0; Defense 10; Spd 10 m; VP/WP -/15; Atk +2 melee (1d3 +1, punch), +0 ranged (3d8, blaster rifle) or +0 ranged (4d8, blaster cannon) or +0 ranged (4d6/2d6, grenade launcher, 5 grenades, range 12m); SQ darkvision (60 m), +2 to Spot checks; SV Fort +2, Ref +0, Will +0; SZ M (1.2-1.8 m); Str 13, Dex 10, Con 12, Int 10, Wis 12, Cha 13. Challenge Code A (blaster riflemen); B (cannoneer, grenade launcher).
Equipment: Blaster rifles (3), blaster cannon (1), grenade launcher (1).
Skills: Intimidate +2, Search +1, Speak Basic, Speak Gran, Spot +3.
General Feat: Weapon Group Proficiency (blaster rifles, heavy weapons).
Tactics: These four brave Gran have had limited experience in the military, and have been recruited by Dree-Tekes to stop this infestation. As long as she stands, they will fight to the death, and rush the cargo containers as soon as they see one. If possible,

they will drag the container back behind their defensive line where they hope to dispose of it. If Dree-Tekes falls before they do (even if she is only unconscious), the remaining Gran lose their nerve and flee, leaving the Jedi behind.

Dree-Tekes: female Gran, Jedi Guardian 5, Init +3; Defense 19; Spd 10 m; VP/WP 41/14; Atk +6 melee (1d3 +1, punch) or +6 melee (3d8+1, lightsaber), +8 ranged (3d6, blaster pistol); SQ darkvision (60 m), +2 to Spot checks; SV Fort +6, Ref +7, Will +4; SZ M; FP 3; Rep 4; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10. Challenge Code D.
Equipment: Blaster, lightsaber, comlink.
Skills: Battlemind +10, Enhance Ability +10, Force Push +8, Move Object +8, Speak Basic, Speak Gran.
General Feat: Alter, Blind-Fight, Burst of Speed, Control, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sense.
Tactics: Dree-Tekes has been sent by the Jedi to stop the infestation from going to ground on Stend IV. As soon as the ship lands, Dree-Tekes will rush for the ramp, even if it's still up, and attempt to cut through the hull of the ship with her lightsaber. If she manages to inflict 20 Wounds against the underside of the ramp (which has Defense 7 and 40 WP) it will drop, allowing her access. However the ramp is opened, she will charge into the ship and begin swinging her saber if the cargo has not yet been unloaded. If it has, she will simply try to take the cargo and retreat. She feels responsible for the other defenders, but more to their world: therefore, she will not go back to help wounded or dying Gran until the cargo is safely contained.

EPILOGUE: WHAT NEXT?

So ends this installment of the adventures of the freelance ecoterrorists and the Army of Life. The end of this scenario should serve as a launching point for any number of "fugitive on the run" storylines as the heroes look for their next job, try to get payment from Del while avoiding the revenge of the Jedi, or something entirely unrelated to these events. Has a Hutt taken out a particularly rich bounty on a criminal in a nearby system? Does a hyperspace anomaly drop the heroes out of lightspeed and into a petty civil war?

The possibilities are endless. Stay shady!