

MESTRA

THE MINOS CLUSTER

ASSEMBLED BY ERIK PEARSALL

A STAR WARS D6 ADVENTURE

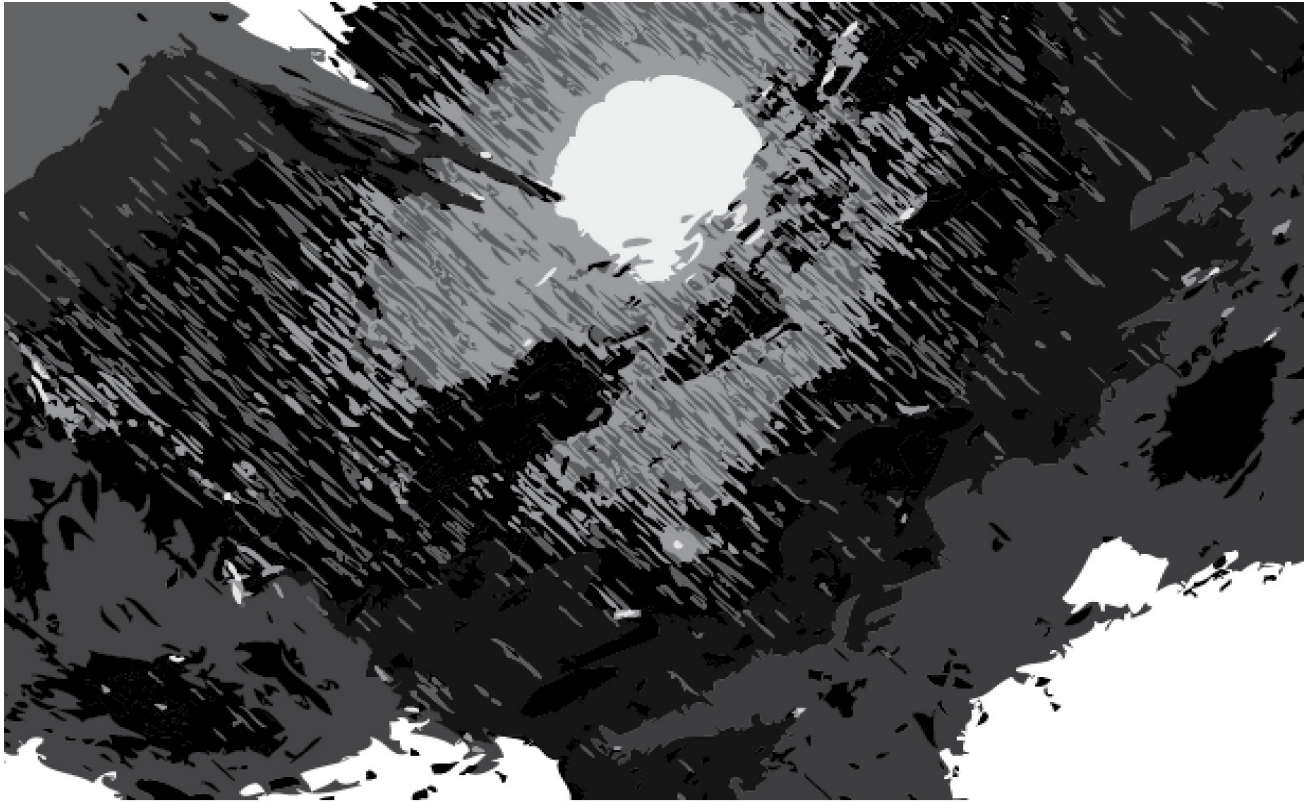


It is a period of financial depression. With the destruction of the **DEATH STAR** by intergalactic terrorists, galactic markets are in disarray. Galactic citizens, once who held stable careers, find themselves adrift. Many head out for the frontier with nothing but hope. The **MINOS CLUSTER** is as far from the **GALACTIC CORE** that 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...

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GALAXY GUIDE 6: TRAMP FREIGHTERS**

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2016

THE MESTRA SYSTEM

You heard that the Minos-Mestra Corporation is always hiring seasonal help. "Seasonal" — what a joke. They offered steady pay and a guaranteed position on a starship, which is what brought you to the 'Cluster for in the first place. They were more than willing to bring you on, pay for your training, and ship you out here. All you had to do was sign a noncompete. With signed contract in hand, the MMC shipped you off to work on the Supersmelter, the "Pride of the Belt".

Unfortunately what they didn't tell you that the MMC owns this entire sector. They provide all of the basic services in the system - medicine, food, oxygen, and so forth. They take tax for those services out of your paycheck. Those 50 credits a day they offered turns out to be about 4 credits after taxes. Coupled with the noncompete, it will take a long time for any of you to pay the MMC for transport off-ship. Especially when they charge 200% markup.

PRIOR TO PLAY

Have the characters design a tramp freighter by letting them agree upon a stock model. You may let each player pick a modification within reason to customize to it (e.g. Extra cargo capacity, shielded compartments, concussion missile launcher, et cetera).

As the Gamemaster you may approve/deny the requests, adding complications if warranted.

Also, it is important for the first adventure to strip the players of any starting weapons and credits, aside from vibroknives or shivs. Replace their starting gear with MMC tunics and 10d6 credits each, not forgetting to include the wild die. If a '1' is rolled, half the player's starting credits. if a '6' is rolled, continue rolling the wild die and adding the result until a non-'6' is rolled.

INTRODUCING THE PLAYER CHARACTERS

Upon arrival to the Minos Cluster, the PCs all took the first jobs you could find. 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. Either the Force, dumb luck, or some puppetmaster has orchestrated that the players are all present on the same ship, in the same duty team.

The mess hall scene is a great moment to have players visit back-stories and get a feel for the other characters in the party. "Toothless" is present for exposition purposes, as he's taken it upon himself to teach the PCs the ropes.

NOTE FROM THE GAMEMASTER

I compile this information with the intent of archiving play data, notes, NPC stats, plot paths, et cetera into one journal for the consumption and sharing of a campaign my play group ran in 2016.

It may seem railroady at times if followed exactly, but feel free to modify the sandbox for another Gamemaster's playgroup and their style.

The stats presented here use the Star Wars Roleplaying Game, 2nd Edition Revised and Expanded rules. The game group included the following characters:

- Armiss, a Trianii warrior who had lost his master.
- Calo Reedus, a human ex-imperial bureaucrat.
- Crev Lendrix, a human pilot and starship mechanic.
- Sroff, a Talz tinkerer and mechanic, who couldn't speak Basic.
- Sumail, a Chiss explorer with a sordid past.

Other characters have come and gone, to include a Trandosha Bounty Hunter, a Gand chemist, and a Zero-G Maintenance Droid.

The tramp freighter they chose was a CEC ZA-8050 light freighter, with upgraded dual laser cannons, a proton torpedo system, some hidden compartments, and upgraded shields. Sadly those shields have been blown out for at least an adventure or two while they raise funds for replacements...



The Minos Cluster setting is a fun sandbox, away from traditional galactic affairs. The PCs can square off against corruption, the wilderness, rogue agents, farmers, pirate guilds, their pasts, and more in a way that Star Wars is best in. The lines are blurred, evil is not always the Empire, and the everyman is just trying to earn a living, plying the spacelines in THE MINOS CLUSTER.

This campaign uses star system information presented in Galaxy Guide 6: Tramp Freighters as the setting. That supplement is recommended reading.

THE SUPERSMELTER
"PRIDE OF THE BELT"



"Poundies" are a pejorative term for the operators of several huge Minos-Mestra Corp smelting ships that traverse the Mestra System asteroid belt. The ships can pulverize a whole asteroid, suck in the debris, and then extract the minerals from the fragments. Groups of "poundies" run these ships for the company.

The miners hate the poundies almost as much as they do the police, because of the number of times the poundies have cheated miners out of their fair share of a claim by the simple expedient of crushing an entire asteroid, claim marker and all. Giving a miner just enough warning to leave the asteroid before it is pulverized.

So the player characters have found a life of indentured servitude been stuck on a flying ore refinery. These huge Minos-Mestra Corp smelting ships traverse the Mestra System asteroid belt, pulverizing whole asteroids, suck in the debris, and then the PC's job is to extract the minerals from the fragments.

The players 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 been assigned together as a maintenance and labor team. Day after day they work in ore processing, a pretty menial job involving cleaning and sifting of promising pulverized rock fragments. Their duty shift starts soon, and have a fun day of ore processing which to look forward.

But first, everyone gathers for breakfast as a team. What do they do? What do they discuss?

■ SUPERSMELTER "POUNDIE" ORE REFINERY

Alignment: Minos-Mestra Corporation

Type: Immense Smelting Ship

Scale: Capital

Length: 500 meters

Skill: Capital ship Piloting: "Poundie" Supersmelter

Crew: 800, skeleton: 60/+15

Passengers: 2800

Cargo Capacity: 90,000 metric tons

Consumables: 6 months

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

Tractor Beam Emplacements

Crew: 10

Fire Arc: Forward

Skill: Capital Ship Gunnery

Scale: Capital

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 200-1/3/6KM

Damage: 6D

The forward Tractor beams are for moving and capturing asteroids for pulverizing and mining.

Point Asteroid Defense Blasters

Fire Arc: 360 degrees

Crew: 10*

Skill: Capital ship gunnery

Scale: Starfighter

Fire Control: 4D*

Space Range: 1-3/5/7

Atmosphere Range: 100-300/1 km

Damage: 4D

*These fast-tracking guns are computer controlled for protection against small asteroid strikes. If for some reason the sensors become inoperative, or the computer goes offline, Fire Control is reduced to 0D, and the ship could be in trouble. Extra crew will have to be focused on manning the guns, with several combined action rolls/command rolls.

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 yours scramble over flecks of Dureilium, a crucial component to hyperdrive motivators. You can see dust motes slowly drifting through light beams in the air. The room smells of dry peat and ozone, the O2 scrubbers probably having burned out from dust blockage.

There's an Autochef in the galley who specializes in 'roid cremá. Some programmer is still laughing somewhere about that one. It doles out a whipped white nutrition paste into a tortilla like a crepe. It tastes like mud and leaves grit in your teeth or fangs.

There are a few "poundies" seated at the long duraluminum tables. The tables typically seat 20 lengthwise and are placed in two rows of 5 tables. Poundies are career lifers for MMC. With the steep taxes, many of them either never leave or were born into life on the Supersmelter.

2. **MAIN BRIDGE:** Shaped 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 XO usually discuss operations around the holo-display. The ship's typical XO was recently wounded in a mining accident and a replacement has shipped in from corporate, Commander **Anes Russon**.

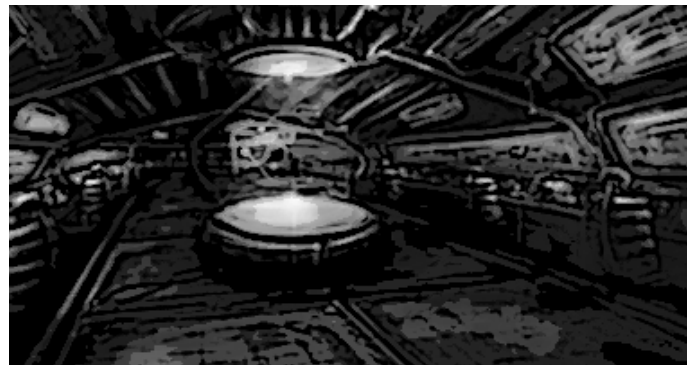
The current asteroid being pulverized is currently projected on this center display. Arrows and paths of debris and small heads-up-display keys float through the dusty, orange air. There are cross-ways behind the crew pits which hold two alcoves: an MMC security station, and a scanning station. The bridge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

5. **ENGINEERING:** Like the bridge, main engineering is completely off-limit to most 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.
6. **ORE PROCESSING:** This dimly lit, hot, clanky monstrosity of a bay is claustrophobia itself. Underperforming Poundies are hauled away never to be heard from again. The overseer and duty manager here is **Ruto Seb Tan**, a gaunt, grey haired human who wants nothing but to leave the Minos Cluster.
7. **THE HALLWAYS AND SLUMS:** The poundie levels are dimly lit zones controlled by gang territories. MMC police forces will patrol in case of shipboard emergencies, but typically steer clear. There are the true poundies who crew the ship

and are born into this life. As such they are insular and cliquey. They might harass the PCs or demand royalties for protection. There are also folks like the players, humans and aliens down on their luck who have signed on with the MMC.

The different levels of the ship are owned by different gangs or families. Most stay to their decks and keep to their work. Lots of poundies when not on shift throw parties. Many of them lounge around in overalls without shirts, unshaven, et cetera.

9. **MEDICAL:** Almost completely nonexistent, shipboard poundies who are unfit for work are spaced. The ship's MMC command crew are the only ones granted access to medpack usage, driving a high market in the slums for med gear.
10. **DOCKING BAY:** Constantly receiving fresh "seasonal laborers", the docking bay hums with activity. Large transports come and go. On the bridge, an Easy Computer Programming/Repair roll grants PCs knowledge about the captain's personal yacht in a sequestered docking bay. That ship is the Tramp Freighter that the players designed before the start of the game.



NPCS

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).*

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 vibroweapons (4D damage).*

MMC Bridge Crew All Stats 2D, *Capital Ship Gunnery 2D+1, Capital Ship Piloting: "Poundie Supersmelter 3D+1, Appraisal 4D, Bargaining 3D, Intimidation 4D. Comlink.*

MUTINY ABOARD THE SUPERSMELTER



ADVENTURE POINTS

1. **Toothless** At one of the tables the players see "Toothless". He's overweight and in a grungy, unbuttoned MMC jumpsuit. He's a miner that has taken a liking to the Player Characters. He always usually smells of heavy pistachio spirits constantly has watery eyes. The PCs can't tell whether he's about to go on shift or coming off of one. In your chance meetings with him these past few weeks he's taken it upon himself to teach the players the ropes. He stuffs down another rolled up nutrition paste crepe. He asks questions about the newly transferred XO. *"She's also never served aboard this ship, or any other poundie ship before from what I heard."*

He also talks in hushed tones about the Captain's ruthlessness and how he makes quota "by any means necessary". There should also be a sob story about the miners out there. *"You see, the capt'n does the Corp's dirty business. Been doin it fer years. He's stolen asteroids with miners' claim markers on them, smashed em whole." "It ain't right, but we get paid at least.." "group of miners that couldn't afford to keep their ships going. Fewer than half of the families in the mining caravan were able to make it to a neighboring system alive.."*

2. **The Duty Manager's Task** "Hello friends!" comes a joke from the Duty Manager, Ruto Seb Tan. It's weird that he came to the mess hall today to meet the PCs, as he typically never leaves Ore Processing. *"Are any of you mechanics? Have skill in the repairing arts? Yes? I have a need for your skills then. In fact, I think its best if you all go to work on our little problem."*

He hands out a pair of large repair kits, and explains the security workstation has overloaded on the bridge. Normal

miners and poundies are forbidden from working on the bridge, but since the players are neutral to the Poundie. MMC politics, their duty team has been assigned to repair it.

3. **The Ethical Dilemma** *"Are you the repair crew? it's about time. Station's over there."* Upon entering the bridge the Captain and the XO 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 PCs are ushered over to the burned-out Security Alcove for repair duty, and things begin to seem not-quite right.

The Captain and the XO begin arguing. The asteroid that the two are admiring on the holodisplay is apparently one of the richest veins of Durelium the Captain has ever come across. The XO protests that there are currently miners on this rock, excavating. 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 XO pleads her case one last time but it falls on deaf ears.

A **Moderate Capital Ship Repair** Roll reveals that the security station was intentionally sabotaged, and an **Easy Search** roll of the repair toolkits reveal one Blaster Pistol (4D, 3-10/30/100) in each bag. Another **Moderate to Difficult Perception** roll can reveal that there are no MMC Police stationed on the Bridge due to the burned-out security station.

When the ship arrives at the rock there are several small

mining craft huddled around it. The Captain almost doesn't even give them notice to get off and a **Moderate Perception** roll reveals that the XO is being really fidgety during this time.

4. **Mutiny** The Captain gives the order to smash the rock, and the Supersmelter advances. The players, armed with two Blaster Pistols, should be wanting to get off the ship by now. But if they don't take the initiative, the XO pulls her Blaster out, and 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 XO. The whole ship erupts into pandemonium, and sounds of fighting can be heard in every hallway. Who do the players help?

5. **Escape!** A running firefight ensues to the docking bay. The cold captain's yacht 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. MMC Security should be following and engaging the PCs as Mutineers. 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. Either way, the Captain or XO should be rendered unconscious or mortally wounded in the firefight.

ENCOUNTERS

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 players are meant to feel that the Supersmelter is on the wrong side.

FORGOTTEN SOMETHING?: After the Player Characters have reached the Tramp Freighter, one of the players might have forgotten an important item in their quarters and the team will need to split up to retrieve it.

CAN WE FLY THIS THING?: The short answer is no. While the bridge is evacuated and the mutiny is taking place, the players may want to fly the Supersmelter. A skeleton crew of 60 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 Engineering.

THE DEATH OF A GIANT: The 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. Decks pitch, gravity could fail on a 1D6 roll of 4+, lights flicker, and the ship begins to come apart. The engines are unable to be

turned off, and continue to plow forward into the asteroid debris, all but signaling the end of the Supersmelter as it shreds its superstructure against the asteroid shoals.



■ CAPTAIN DANTE INARRO RHONE

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 for each Player Character

Move: 10

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

Capsule: Dante Inarro Rhone captains the MMC Supersmelter, *Pride of the Belt*. He's run the ship with the post for three years, after the previous commanding officer was removed by corporate due to "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 Deurilium. 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 quota again soon...



■ EXECUTIVE OFFICER ANES RUSSON

Type: Human XO, Miner Sympathizer

DEXTERITY: 2D+1

Blaster 3D, 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: 1

Move: 10

Equipment: Hold-Out Blaster (3D)

Capsule: Recently transferred aboard the Supersmelter, *Pride of the Belt*. Working together with her ex-husband, Garleo Russon, they secretly have been supporting a miner revolution in the Mestra System. She's been recruited by Ruto Seb Tan to lead a mutiny on the Supersmelter, after Garleo's imprisonment by the MMC. Her credentials aren't forged, she's actually quite a capable XO, serving under prior planetary defense forces in the Ellagro System. Garleo Russon's freighter carries ore in the Mestra system, and that's how they became involved with the miners.

THE MINERS

Most of the miners working the Mestra belt are freelancers in name, but 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 - the miners are more indentured servants than they are freelancers.

Typical 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.*

■ TYPICAL MESTRAN MINING VESSEL

Alignment: Mestran 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 kmh

Hull: 4D

Shields: 1D

Sensors:

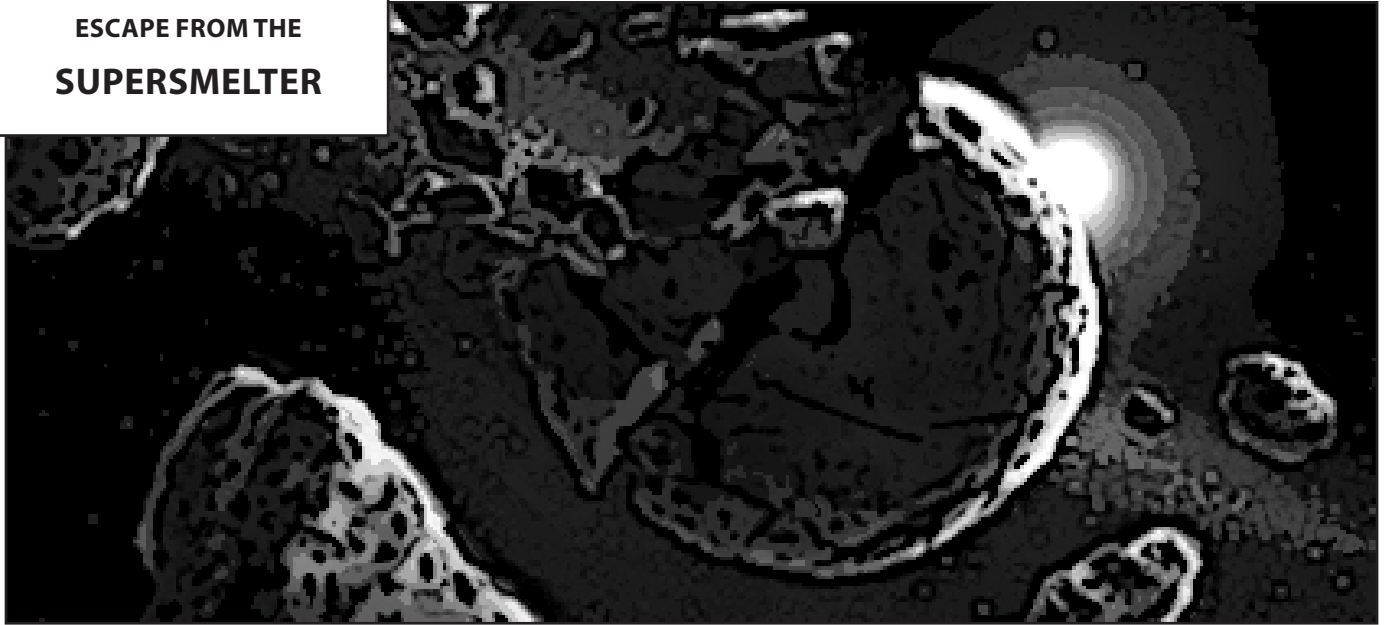
Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

ESCAPE FROM THE SUPERSMELTER



FRYING PANS AND ROCKS

As the Players blast off from the Supersmelter, a blinding flash and roaring firestorm engulf the capital ship from which they just escaped. The superstructure and armor peeling away on fire as either the reactor explodes, or the asteroid sabotage detonated.

THE MMC POLICE

On your way out of the exploding superstructure, the Minos-Mestra Corporation's law enforcement show up. They're flying to firespray vessels, like Boba Fett's ship from Empire Strikes Back. You've 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. They are hailing you; what do you do?

Two Firespray-class patrol boats show up to the scene, and begin chasing the players after they fail to transmit proper identity codes to the police.

"Stolen Minos-Mestra Vessel, we can only conclude that you were 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 audio contact."

The shooting begins immediately. If the players can evade, dodge into the thick asteroid field, disable, or otherwise lose their pursuers, they can safely make it to a safehouse at STARS ACRES. Depending on whom they backed during the mutiny, either :

A) The Captain, Dante Rhone, can direct them to the safehouse—he doesn't know if he can trust the MMC at the moment. **OR**

B) Anes Russon can direct them to the safehouse—she used to own it with her ex-husband.

THE LEAGUE OF ACCOUNTABLE VOICES

Once a disparate band of Pirate forces and other unsavorables, the League of Accountable Voices. Considered to be a mostly legitimate trade organization now, they run the government of a small moon on Pontchartain. Led by the Bothan, Mondy Clese, who is trying to build better lives for those out here on the frontier by taking this large band of pirates and scoundrels "straight and legitimate".

Unbeknownst to most, some of the LAV believe that political violence is needed to achieve the goal of Independence from the Galactic Empire. The roots of this belief stem from the disenfranchisement of its members during the Clone Wars, and subsequent losses when a majority of the Minos Cluster aligned with the CIS Separatists during the Clone Wars.

The Galactic Empire acknowledges the LAV as an official government and business administration. The LAV follows all the rules and pays hefty taxes and bribes.

ADVENTURE POINTS

A note on running chases, and/or space combat: Use counters, miniatures, a hex grid, however it best works for your players to visualize that they are actually getting away, or that the enemy is closing. Adding a few Asteroids for cover on a hex grid is probably one of the more fun ways to have your players become immersed in the action.

1. **It's Not My Fault!:** A former pleasure yacht intended for near-orbit travel only, the players discover a lack of a Navigation Computer aboard their tramp freighter when

they go to jump away from the police. Their first goal should be to escape the immediate area, seek refuge, and attempt to attain either a Navigation Computer or Astromech Droid to enable them to leave the Mestra system. It's worth noting that a blind jump could either end the campaign quick, or spiral it off to new directions with a very difficult or heroic Astrogation roll.



2. **The Lavatory who?** A communication comes across all subspace, realspace, and hypercomm channels with the LAV, the League of Accountable Voices taking responsibility for the acts against the MMC ship.

"The actions taken today were a steps towards freedom and equality in the Mestra Systeem, and the Minos Cluster in its entirety. We the league accountable voices take responsibility for the distraction 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 what we felt to be inequalities in the treatment of miners. Loss of life today is on the hands of the MMC, not us."

ENCOUNTERS

Hear me baby, hold together: PC's getting away too easily? Have a fire break out aboard.

Crazy to follow us: The ship accidentally slips into an 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.

NPCS

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.*

■ 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

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



GRAND THEFT STARSHIP

The *Luminar* is the Tramp Freighter the players decided upon before the game started, and hijacked during the first chapter. So here I will list it's starting stats, but only as an example. Other game groups are encouraged to build completely different vessels.

Modifications during game setup include:

Starslinger Ion Drive (Space 6)

Backup Hyperdrive upgraded to Lifesaver 1000 (x5)

Double turreted Heavy Laser Cannons

2D in Shields

Concussion Missile System

2 Ton Shielded Cargo Space under Passenger Area



■ THE 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: No

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

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

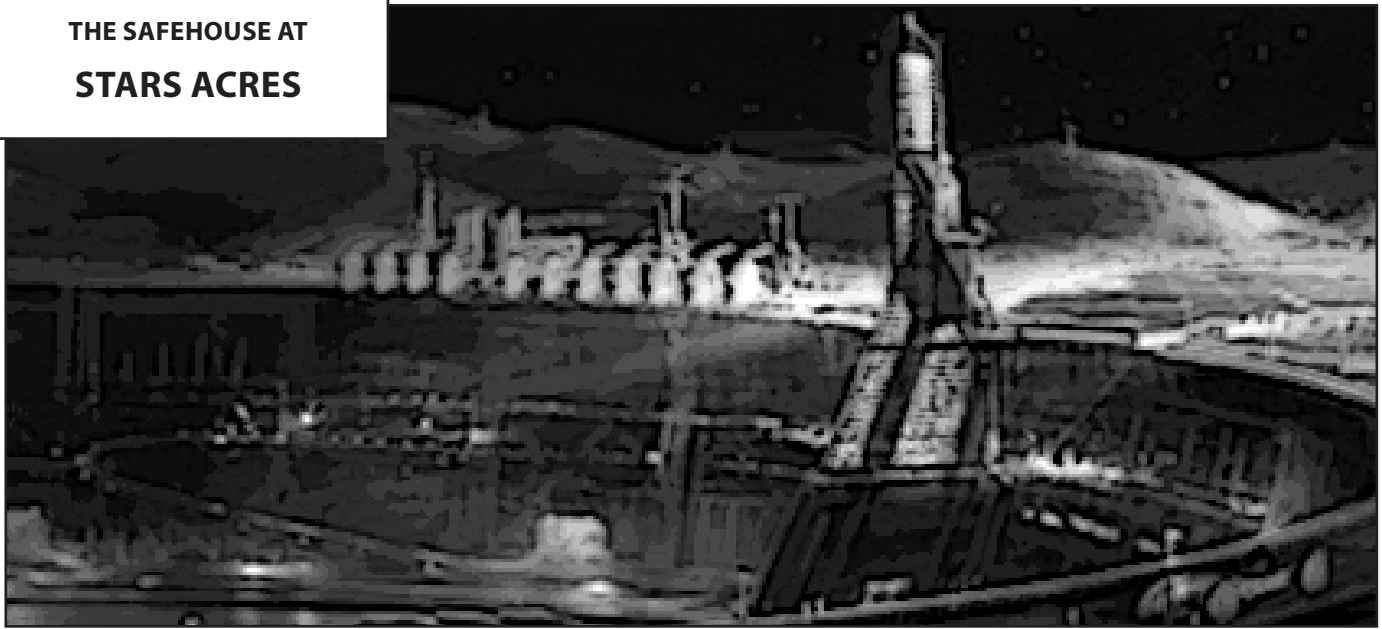
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Ammo: 10 Missiles

Damage: 8D

THE SAFEHOUSE AT STARS ACRES



STARS ACRES

Depending on whom they helped during the Mutiny, either the Captain or the XO has directed the characters to fly to a mansion apartment over in “Star’s Acres”, the High Society of the Mestra System Asteroid Belt.

The people who have settled here are the few miners who have struck it rich and have retired. The asteroid is bowl-shaped and faces the system star. There’s a large apartment complex spire coming out of the bowl made of ferroconcrete and glass. All around are star mansions of the Mestra system elite. In our game, the players sided with Anes Russon, and these notes reflect that choice. As payment for dropping their passenger off, she offered to help them solve their Nav Computer problem.

ADVENTURE POINTS

The players should want to lie low here, as the building was described as a safehouse to the players, a place to lay low from the MMC Police and plan their next steps. If they want to strike out on their own they can attempt manual calculations for hyperspace, but should be accosted by MMC Police forces while they attempt it.

1. **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 players as indentured servitude in the Lord’s retinue.
2. **The Brothers Lammas:** This Safehouse was sold by the Russon family to the Brothers Lammas, two excentric alien brothers. The Lammas Brothers are two identical looking alien twins. They look near-human except for their red skin and black facial hair. They are tall, pushing two meters.

They host many parties to cover the comings and goings

of Mestran Miner Sympathizers. They are gone for a day or two, leaving the players to get exposition from Anes and the droid household system is very courteous. Toby recognizes Anes and allows her and the Players in, but if the players do anything stupid or steal something Toby will have no problem freaking out and calling the authorities.

Anes’ history was that her ex-husband was jailed for staging a demonstration in support of miners’ rights. She does not know his current whereabouts, and went off to wage her own private war against injustice in the belt, which led her to working with the LAV terrorists.

3. **We MUST have a Party!** When the Brothers return, introductions are in order. They address they royal character only, and bid the retinue to make themselves useful with cleaning tasks and menial chores. They say that Anes has informed them of the players need for a Nav Computer, but don’t have any repair parts or droids to spare. They can however throw a party of everyone who’s anyone on this rich little asteroid, and maybe the lordly PC can trade for something they need there.
4. **Sir Edwix Dustweather:** There’s one noble in the corner who laughs after the characters stand up to Garleo, and scare him off. He hasn’t had that much fun since he was younger. It’s Toothless — although older. Sir Edwix Dustweather is the CEO of Dustweather Pharmaceuticals. Turns out Toothless was the name of his son, who joined the MMC out of necessity but disagreed with his father’s political views, et cetera. He disowned him when he signed up with the poundies and the MMC. But now his granddaughter has gone missing too.

“I’ve got an old astro droid, I think.” “It might be broken but I’ll have it delivered to your ship. No charge, but I will hire you for a job. Find my granddaughter, Chompérs Dustweather.”

She disappeared last month and was traveling with some of my servants. Stole one of my merchant ships, and we haven't been able to catch up with it. Here are the three possible locations it's been registered recently..."

Roll randomly and give the players three possible destinations among all the systems in the Minos Cluster. This quest, coupled with any jobs they pick up during the party should be ample momentum to begin the campaign.

Turns out the droid is an R3 unit's clear dome head. It doesn't have a torso and will have to be hardwired into the player's ship. The players can name it, and plug it into the Luminar to serve as the navigation computer.

ENCOUNTERS

Repairs and Refueling: There are no repair parts in the Safehouse landing bay, but there are fusion generator link-ups for those who look. The bays are arranged in a hexagonal honeycomb pattern, with 1D-3 assorted short-range yachts and speeders in various bays. Players who try to circumvent security systems or break into other bays will probably get the MMC called upon the party.

Hired Help: Toby will need some help serving the guests, may we employ some of your manservants for the evening? Of course we'll reimburse you--What's their rate? PCs will have to serve food and drink like servants. Excellent opportunity to shmooze with other servants, while the Lordly Royal PC will have to interact with the more high-society Nobles.

Toby's Interlude: Toby the house butler droid is SUPER excitable. He explains far more than he should to strangers, and at a high speed and excitement level. He's SO excited to have people around. Toby can provide changes of clothes to the PCs if they're still in MMC Supersmelter jumpsuits. Toby shows them all to rooms. Pestres them constantly about the temperature. Opens and closes doors remotely for them. Is super excited to be helpful.

"Did the doors open fast enough for you?" "Would you guys like some food? Drink?" "A moment for refreshment?" "How's the temperature in here?" "I am so excited! OH! I'm leaking. " He spurts oil, and flies off to repair himself.

An Honor Besmirched: Any 'indentured' Player Character or the lordly PC offend another noble? Everything going too well? Have another noble question the nobility of the lordly PC. The lordly PC is challenged to a Duel. The catch is that the weapon is a jeweled and antique black-powder pistol. Duelists are stripped of their armor, and each have one shot. The onlookers and other nobles watch from the edges of the room.

To quick draw, the character splits his or her Archaic Guns skill dice among two areas: speed draw dice and accuracy dice. To see who draws and who fires first, each character rolls their

speed draw dice. The character who rolls highest fires first; the character who fires first then rolls their accuracy dice to see if the target is hit. Neither duelist is allowed to dodge without being branded a coward and losing the duel.

Antique Dueling Pistol. Skill used: Archaic Guns, Ammo: 1, Range: 3-10/30/60, 3D Physical Damage.

Partycrashers: MMC Security shows up, going door to door, to make sure everyone is all right after the Super Smelter's Explosion. Very courteous, until they see PCs.

NPCS



Toby the Butler Droid: All Stats 1D, except Interpersonal Skills which are 3D. *Repulsorlift engine, Internal Comlink.*

Mestra Nobles: All Attributes 2D, *Archaic Guns: Antique Dueling Pistols 6D, Bargain 5D+2, Business 6D, Con 3D+2, Persuasion 3D+2, Scholar: Mining 3D, Streetwise 2D+2. Character Points: 3, Fine Clothes, Datapads with transaction records, comlink, retinue of 1D6 servants at the party. Assorted wares for sale or trade.*

Elia, The Dutchess of Dust — Rich Alien furs
Duke Shin — CEO of Shiny Metals
Ong Bask — The Lord Protector of the Belt
Shamus Leto — CEO of Durelium Dynamics
His Excellency, Lars Hobbes — Stuffed animals
Don Nal — Chieftain of Trade
Jaa Horne — Textiles
Race Laga — Dangerous rare animals
Sir Edwix Dustweather — See Adventure Point Four



The R3 Unit: All Attributes 1D. *Astrogation 5D. Head unit only.*



The Brothers Lammas, Kire and Kyne: All Attributes 2D+2. *Bargain 5D+2, Blaster 4D, Business 6D, Dodge 4D, Persuasion 4D+2, Scholar: Mining 4D, Streetwise 5D, Willpower 5D+2. Character Points: 8, Fine Clothes, Toby, Owners of the Safehouse at Stars Acres. Retired Miners and Resistance Sympathizers. Red Aliens with flamboyant personalities.*



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