STAR WARS®

ROLEPLAYING GAME



SECRETS OF NABOO

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Naboo Source Section

You hold in your hands a guide to Naboo, one of the key locations in *Star Wars:* Episode I *The Phantom Menace*. This book is divided into two sections. The first provides extensive source material on the planet of Naboo as it was during the Trade Federation blockade. The second offers an adventure that allows characters of 1st to 4th level to participate in freeing Naboo from the Neimoidians and their battle droid army.

Introduction

This section provides an in-depth analysis of the situation in the Naboo star system at the time of *The Phantom Menace*. This information takes the form of a briefing designed to acquaint Qui-Gon Jinn and Obi-Wan Kenobi with the details of the dispute they are on their way to mediate. Presented from the viewpoints of various Republic diplomats and Intelligence officers, it offers unique insights into the prevailing Republic mindset during the years before growing civil strife gave rise to the Empire.

The briefing begins with an overview of Naboo, its system, and the current situation. Next comes detailed information about the Trade Federation and the Neimoidians who control it. Also included are descriptions of the planet's two resident sapient species (Humans and Gungans), plus data on the native flora and fauna of the planet. Finally, you'll find some technological notes about each of these groups, plus personality profiles of their respective leaders.

Since this book is also a supplement to the *Star Wars Roleplaying Game*, much of this information must also conform to the game rules. To make it as easy as possible for the Gamemaster to reference needed information during play, all game-related material is presented as boxed text. In these boxes, you'll find either story ideas or GM notes for individual characters, creatures, or items. The "story idea" sidebars are undeveloped adventures that the Gamemaster can flesh out as desired. (You'll also find a series of fully developed adventure scenarios in Part Two.)

And now, imagine that it's a long time ago in a galaxy far, far away. . . .

A Letter from Chancellor Valorum

To: Qui-Gon Jinn, Jedi Master
From: Finis Valorum, Supreme Chancellor of the Republic
Security Status: Your Eyes Only
Re: Your diplomatic mission to the Naboo System

My Dear Friend,

Thank you for agreeing to come to the aid of the Republic yet again. In these troubled times, it seems that we must call upon your wisdom and experience more and more frequently. Never doubt our appreciation of your efforts.

You have undoubtedly heard about the "secret army" that the Neimoidians have been using to such great effect against pirates and smuggling rings for several standard months now. I'm sure you are also aware of the current dispute over whether the Republic has the legal authority to tax trade routes in the Outer Rim Territories. What you may not have heard is that the Neimoidians have recently brought their military might to bear on that very issue by blockading the sovereign system of Naboo—a member in good standing of the Republic.

The Naboo have long been recognized as the dominant sapients of their system. Though both TaggeCo and the Trade Federation have maintained commercial interests in that region for some years, neither has ever challenged Naboo control over the star system itself—until now. A standard Trade Federation battle fleet has effectively sealed the planet off from all commerce.

The unapologetic stance of Lott Dod, the Trade Federation's representative in the Senate, makes escalation of this situation very likely. If armed conflict occurs, the added strain on the galactic community could jeopardize everything the Senate and the Jedi have worked so hard to achieve. In a best-case scenario, it would serve to undermine the authority of the Republic in the outlying sectors even further. (As you know, we have been facing a growing number of challenges to Republic authority in recent years.) In a worst-case scenario, worlds with and without representation in the Senate might choose to bypass the procedures that have kept the galaxy at peace for centuries and try to settle their disputes on the field of battle.

Hyperbole, you say? Perhaps. But there is something in the air here on Coruscant—something unpleasant. I haven't been able to identify any specific problem, but Senator Palpatine recently approached me with concerns that echoed my own. I am loath to base my judgment on such vague impressions, since they may be nothing more than the delusions of two veteran soldiers who have grown too old for battle. But neither do I want to dismiss the possibility that this Naboo incident may be a calculated move to achieve a greater political (or even martial) end.

I will be calling a special session of the Senate to discuss the blockade of Naboo and the Trade Federation's opposition to the taxes being levied against trade routes. Needless to say, I would prefer to chair that session without Trade Federation battleships poised to rain death upon the innocent people of Naboo. I need to have as strong a



STORY IDEA: THE SECURITY LEAK

The heroes are trusted "troubleshooters" for Sei Taria, one of Chancellor Valorum's senior aides. She gives them what should be a simple assignment, but things quickly go awry.

Part One: Taria asks the heroes to collect a packet of information from a Trade Federation brokerage house on Corulag, another Core World. She gives them a number of extremely valuable rare coins with which to pay the informant.

Part Two: The adventurers arrive on Corulag, only to find their contact dead and a price on their heads for the crime of industrial espionage. Bounty hunters and Trade Federation security personnel are somehow able to track the characters unerringly. After several near-escapes (and perhaps even a death), the heroes learn that the hunters are using sensors to hone in on certain rare metals in the coins. Somehow, they knew how Sei Taria was going to pay her informant.

Part Three: Once they are safely back on Coruscant, the heroes can locate and reveal the security leak in Valorum's office—a greedy functionary who sold out the Republic and its agents for his own gain. Sei Taria is innocent of any wrongdoing.

bargaining position as possible. To that end, I am asking you to travel to Naboo and meet with Trade Federation Viceroy Nute Gunray, commander of the blockading fleet. As my personal representatives, perhaps you and your Padawan can lay the foundation for an agreement before the session even begins. I am once again placing the ship *Radiant VII* at your disposal. As you know, her captain is well versed in dealing with sensitive matters such as this.

I have told no one save you, the captain, and a few trusted members of my staff that I intend to open diplomatic talks via ambassadors. It is my hope that the unexpected involvement of the Jedi will not only shake the confidence of the Neimoidians involved in the blockade, but also cause the hidden hand that I sense here on Coruscant to move too quickly and thus become visible.

I have asked my most trusted aide to assemble the following dossier. The information therein should help you negotiate successfully with all potentially interested parties. The attached data files contain an overview of Naboo, its system, and the current situation. You will also find detailed information about the Trade Federation, the Neimoidians, and Naboo's two resident sapient species, plus data on the native flora and fauna of the planet.

I have complete faith in your ability to bring this incident to a peaceful conclusion. I have informed the Jedi Council of my request for your service and provided its leaders with a brief explanation of the mission, in accordance with protocol. May the Force be with you.

Finis Valorum

Situational Analysis in the Naboo System

To: Supreme Chancellor Valorum
From: Colonel Kaaver Tapps
Security Status: Top Secret
Re: Situational Analysis in the Naboo System

As per your request, sensor data has been subpoenaed from an ore hauler that has recently returned from the TaggeCo mining installation in the Naboo system. The Republic military intelligence specialists who subsequently analyzed this data package report that its contents precisely match information previously received via the HoloNet node at Naboo's Kwilaan Starport. The output from both sources has been archived in your personal database for you and your staff to review.

Both analyses indicate that the Trade Federation has recently increased its presence in the Naboo system dramatically, adding enough vessels to ensure an effective planetary blockade. In accordance with typical Trade Federation practice, most of these new ships appear to be freighters converted into battleship-class vessels, including at least one Droid Control Ship. Another of these "freighters" has taken up a guard position at the Trade Federation's outpost on the outskirts of the system. Its captain warns anyone entering the area that the Trade Federation has blockaded Naboo to protest the illegal taxes that the Republic has levied against the organization. He then extends a standard offer from the Trade Federation to purchase cargo bound for Naboo and replace it with an outbound shipment. Those who agree to these terms can make the cargo exchange at a Trade Federation distribution center in the Enarc system. So far, all incoming pilots have accepted the offer.

According to the captain of the ore hauler, Viceroy Nute Gunray heads up this fleet, and Captain Daultay Dofine is in command of its flagship. These two are veteran Trade Federation officers with extensive command experience, and they are well-known to both Republic Intelligence and the Sector Rangers. My staff can forward their full dossiers to your office upon request.

Based on the captain's testimony and the sensor data, it appears that the Trade Federation has not yet violated any Republic laws. The blockade fleet has not attacked any other vessels, nor have its leaders taken any direct action against the people of Naboo. This plus the experience of the officers in charge suggests that negotiation remains a viable option. Since Neimoidians are by nature conflict-adverse, a firm but polite argument presented by experienced diplomats could almost certainly convince the commanders to lift the blockade. Even if the Neimoidians prove recalcitrant, pointed reminders of the Battle of Ruusan might cause them to rethink any blatant disregard of the Republic's authority.

The Trade Federation

Under the control of the Neimoidians, the Trade Federation has become one of the most powerful trade organizations in the galaxy. Its banner now flies outside brokerage houses and retail outlets from Coruscant to the most far-flung Outer Rim colony. The Trade Federation has built thousands of way stations and limited-service starports in backwater planetary systems, some of which would not otherwise have had the resources to construct so much as a starship landing pad.

Of course, the Trade Federation does not build out of charity. Though such installations generally benefit the systems in which they are located, they clearly exist to increase the wealth of Trade Federation members. The organization does not deny any travelers access to these facilities, but it does charge outrageously high mooring and landing fees to cargo vessels not owned or operated by its members. This, of course, makes non-Trade Federation shipping in these areas prohibitively expensive and creates a near-monopoly on local commerce.

Current Agenda

Publicly, the Trade Federation's agenda remains the same as it has been for many years: Ensure that mercantile interests outside the Core sectors have a voice in the Senate and protect members against piracy and unfair trade practices. At present, the organization is directing much of its financial and political influence toward reinstating free-trade zones along its hyperspace lanes. To date, the Trade Federation has made little, if any, progress toward this goal.

Secretly, however, the Trade Federation has been devoting far more of its resources to building up military might than to any other activity in recent years. Of course, there is nothing illegal about the organization protecting its commerce from attack. In fact, the Republic has recently developed several fiscal incentive programs that encourage mercantile interests to shoulder part of the expense of defending the space lanes from pirates. Based on its current military capacity, the Trade Federation could use these programs to gain tax breaks that would more than offset the new financial burdens resulting from the proposed taxation of its space lanes. This state of affairs makes the continued secrecy surrounding the organization's military buildup all the more puzzling.

Several Republic Intelligence officers speculate that the Trade Federation has far greater things in mind than short-term profitability. They hypothesize that the Neimoidians—who believe anything they can take by trickery or force is rightfully theirs—intend to coerce outlying systems into signing Federation exclusivity contracts with the threat of military force. Such an action would certainly increase Trade Federation revenue enough to offset the Republic-imposed taxes, but it could also force other trade organizations out of the Outer Rim entirely. Based on this possibility, military analysts have advised the Senate to take decisive action before it is too late.

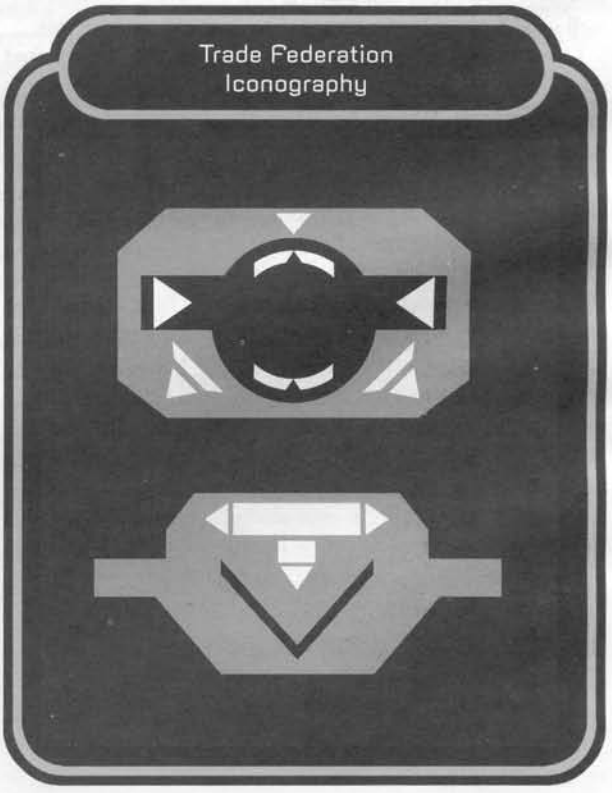
Xenosociologists, however, consider such developments unlikely, since the Neimoidians' cowardice has always outweighed their greed in the past. These experts firmly believe that the Neimoidians will not flout Republic laws forbidding the use of troops against sovereign worlds and recognized colonies. According to this school of thought, the current blockade of Naboo is about as far as the Neimoidians would dare go to advance their interests. Unless the Naboo government bows to the pressure, the Trade Federation will eventually have to back down.

Trade Federation Technology Briefing

The Trade Federation relies primarily on weapons, ships, and other technological items produced by its member species and industries. The organization's subsidiaries and partners manufacture a wide variety of high-tech products, many of which are in daily use on nearly every Republic world. However, the Trade Federation has also financed numerous technological advancements (primarily in the area of weapons) that it has not yet made available on the open market. At present, only the Trade Federation has access to the fruits of this covert research.

Important Technological Advancements

The Trade Federation's single most important innovation in recent years has been the rapid advancement of battle droid



technology. Once expensive to make and difficult to control, battle droids have become cheap and effective weapons of war in the hands of the Trade Federation.

These new battle droids come in infantry, pilot, security, and commander versions. Infantry droids are unmarked, but the other three types have colored markings to distinguish their function—blue for pilots, red for security, and yellow for commanders. Of these four types, only commanders and security droids are capable of independent thought. The others function like terminals of a computer network, executing instructions from a remote source. These droids now form the core of any Trade Federation military force.

The technology for managing them is elegant in its simplicity. Battle droids in the field receive their orders from the Central Control Computer aboard a Droid Control Ship, which always remains in space. In turn, the individual droids transmit everything they detect back to the computer, enabling it to track and respond to changing conditions anywhere in the theater of operation. The Central Control Computer broadcasts on rotating frequencies to avoid interception and minimize disruption.

The majority of the Trade Federation's battle droids are infantry or pilot units, which rely entirely on this constant exchange of telemetry to function. Should communication with the Central Control Computer cease for any reason, these models enter standby mode, then shut down completely if contact is not reestablished within seconds. Only the commander and security models can continue to function at all without input from the Central Control Computer, and then only for a few minutes.

This dependence on remote systems was developed as a cost-saving measure. Eliminating the use of individual droid brains—the most expensive part of other battle droid designs—was the key innovation that made fielding a droid army economically feasible. Although a Droid Control Ship is quite expensive to build, it is significantly less costly than installing an individual droid brain in each of several thousand troops.

This centralization of droid functions also provides a significant security benefit by negating the risk that battle droids could turn against their owners. Restraining bolts are not always enough to keep droids programmed for combat and security in check. Since the new Trade Federation battle droids depend on telemetry transmissions from the Droid Control Ship to operate, they can do so only with the express permission of their masters. This arrangement also prevents modification and reuse of a captured droid by a technically capable enemy—unless, of course, he or she happens to have a supply of spare droid brains on hand.

There is, however, an obvious flaw to this concept. Should an enemy manage to disable the Central Control Computer or disrupt its transmissions, nearly all the battle droids instantly cease to be a threat. Of course, this weak spot is very difficult to exploit, since the Trade Federation most commonly deploys battle droids for ground combat, and the Central Control Computer is located deep within the heavily armed and armored Droid Control Ship. For additional protection, backup power plants and redundant broadcast systems aboard the ship ensure both uninterrupted functioning of the computer and continuous transmission capability.

Like the Trade Federation battleships, droid control ships are actually retrofitted freighters, so the two vessels share many of the same weaknesses. However, the Neimoidians are always careful to deploy as many droid starfighters as it takes to defend the Droid Control Ship.

Battle Fleets

Trade Federation battle fleets are hardly a new sight along the space lanes. Very early on, the organization's founders established orders of battle for dealing with the pirates and rogue military forces that occasionally threatened trade.

In its early days, however, the Trade Federation relied on its members to provide warships in times of need rather than maintaining its own fleet. This led to a wide disparity in both the vessels' armaments and the training of their crews. Since the Neimoidians took over, the Trade Federation has abandoned this practice in favor of funding dedicated military forces with fees collected from its members. These forces are completely under the Trade Federation's control and are subject only to the standards of its Executive Board and Armaments Committee.

Trade Federation Starships

Like the Trade Federation itself, the ships in these blockade fleets have undergone a transformation in recent years. The changes are a direct result of the Neimodians' secret arms development program, so they are not obvious to the galaxy at large.

Two recent alterations are of military and political interest. First, the crew of a Trade Federation ship now consists almost entirely of droids, with only a few living officers present to direct their actions. Second, some of the vessels that appear to be freighters are actually a type of battleship that the Trade Federation has recently developed.

Trade Federation Freighter

Several centuries ago, the Trade Federation contracted exclusively with Hoersch-Kessel Drive, Inc. to construct its characteristic freighters. Their unique, tubular design stems from an Executive Board decision—namely, that Trade Federation cargo vessels should be easily recognizable. Each Trade Federation freighter has an orb-shaped command module (comprising the bridge, communications center, and hyperdrive) positioned at the very center of the ship. Cargo bays surround this unit on all sides, shielding the inner workings and crew of the vessel against attacks. This placement of cargo space also enables easy loading and unloading, making the ship one of the most efficient commercial vessels in the galaxy.

Hoersch-Kessel Drive has kept pace with improvements in technology while still retaining this distinctive design. So common are these vessels on commercial shipping routes that many populations on far-flung worlds have no idea that they are exclusive to the Trade Federation.

GAMEMASTER NOTES

Trade Federation Freighter

These immense ships have huge cargo capacities. With droid starfighters to protect them, they rank among the most reliable and cost-effective cargo carriers in the galaxy.

Trade Federation Freighter

Craft: Hoersch-Kessel Drive, Inc. LH-3210; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (3,170 m diameter); **Crew:** Normal +2 (500); **Passengers:** 200 battle droids or troops, 50 sapients (typically diplomats and trade representatives); **Cargo Capacity:** 25 million metric tons; **Consumables:** 500 days; **Hyperdrive:** ×2 (backup × 10); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 30.

Weapon: Quad lasers (28); **Fire Arc:** 1 battery front, 1 battery rear, 1 battery right, 1 battery left; **Attack Bonus:** –3 (–8 size, +2 fire control, +3 battery fire); **Damage:** 4d10×4; **Range Modifiers:** PB –6; S –4; M –2; L n/a.

Trade Federation Battleship

This camouflaged vessel, a modified freighter, forms the bulwark of the Trade Federation's space force. Though it would fare poorly in a normal space combat, the surprise factor stemming from the ship's resemblance to an ordinary cargo vessel often ensures its victory.

Trade Federation Battleship

Craft: Modified Hoersch-Kessel Drive, Inc. LH-3210; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (3,170 m diameter); **Crew:** Skilled +4 (150 droids, 25 Neimoidian command staff); **Passengers:** 50 landing ships, 550 MTTs, 1,500 troop carriers, 1,500 droid starfighters, 6,250 AATs, 139,000 battle droids; **Cargo Capacity:** 5 million metric tons; **Consumables:** 500 days; **Hyperdrive:** ×2 (backup ×10); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor), **Shield Points:** 300; **Hull Points:** 600; **DR:** 40.

Weapon: Quad lasers (42); **Fire Arc:** 2 batteries front, 2 batteries rear, 1 battery right, 1 battery left; **Attack Bonus:** +3 (–8 size, +4 crew, +4 fire control, +3 battery fire); **Damage:** 6d10×5; Range Modifiers: PB –6; S –4; M –2; L +0.

Trade Federation Battleship

From the very beginning, the Trade Federation Armaments Committee lobbied for a cargo ship versatile enough to transport weapons of war as well as trade goods. The committee correctly believed that no one would feel threatened by the seemingly harmless and slow-moving container ships, so such vessels could carry a large amount of military ordnance, and even troops, with no one the wiser. The wisdom of implementing this recommendation has since become obvious. Trade Federation cargo vessels are now familiar and welcome sights to billions of beings in the galaxy, most of whom are completely unaware of the potential danger such ships might present.

Shortly after the Neimoidians gained control of the Trade Federation, they accelerated the military buildup outlined in the committee's original plan. Not content simply to substitute disguised military transports for new cargo vessels, they also began retrofitting a percentage of the Federation's existing cargo vessels as battleships. (It is unknown exactly how many ships have received such modifications, but estimates range from 10% to 35% of the cargo vessels currently in operation.)

The extent of the Trade Federation's military buildup might have remained hidden from Republic Intelligence had the Neimoidians not undertaken these upgrades. Reports from independent traders who had encountered some of these freighters-turned-battleships were what first prompted the Republic to investigate the Trade Federation's shipyards.

These converted freighters bristle with deadly quad laser batteries. The weapons rotate inward when not in use, concealing the vessel's true nature until the fleet commanders decide to mount an attack. Republic military experts speculate that these battleships must also have some sort of sensor-dampening equipment to mask the intense power signatures of their powerful armaments.

In addition to installing extra weaponry, the retrofitting process converts a freighter's cavernous cargo holds into staging areas for military operations and quick-launch bays for C-9979 landing craft. The large electrified racks in the outermost hangar zones puzzled analysts at first, but recent information indicates that these bays house a new type of short-range space fighter. These droid starfighters, as they are called, first saw action during the Trade Federation raids against the Degan pirates in the Elrood sector. (See the droid starfighters entry elsewhere in this dossier for more detail on these devices.)

Such a modified cargo ship is ideal for carrying a concealed army to a deployment point. However, some potentially fatal shortcomings stem from its commercial origins. The most important of these is the fact that the only suitable place to install weapons is around the equator of the vessel. Therefore, although these battleships have enough firepower to disable or destroy other freighters (and most system patrol craft) within moments, large portions of their hulls remain undefended. Any small, maneuverable craft, such as a lightly armed attack fighter, capable of closing with a battleship could inflict significant damage. Trade Federation tacticians already know about this weakness, however, so swarms of droid starfighters usually cover these vulnerable spots during battles.



Regardless of their flaws, the Trade Federation's converted battleships are a force to be reckoned with in the galaxy. The fact that the Trade Federation controls large numbers of these vessels puts the organization in a position to change the rules of commerce throughout known space.

Trade Federation Droid Control Ship

The single most important unit in a Trade Federation battle fleet is the Droid Control Ship. This vessel is the linchpin of the organization's entire military strategy. Without it, the armies of battle droids in which the Trade Federation has invested so much capital would be nothing more than useless scrap metal.

A Droid Control Ship uses the same hull as the Trade Federation's freighters, but its exterior sports massive transmitters, signal receiver antennae, and monitor sensors. Its inner command module contains one of the most powerful arrays of computer banks ever installed on a starship, plus numerous reactors, power substations, and redundant backup systems to ensure its uninterrupted functioning. This immense computer system can receive and process input from every battle droid in the fleet and transmit back commands nearly instantaneously via the exterior assemblies.

Trade Federation C-9979 Landing Craft

Once the Trade Federation had settled on using battle droids as the foot soldiers of its secret army, the next issue was the method of deployment. The Neimoidians needed a landing vessel that could quickly transport both droid troops and attack vehicles from orbiting battleships to strategic positions on planet surfaces. The Armaments Committee quietly solicited plans from various manufacturers, carefully couching its requests in terms of profitability and market demand for military hardware. After much debate, the committee selected a design submitted by Haor Chall Engineering.

Similar in design to the Trade Federation's cargo barges, the huge C-9979 has a unique, double-wing design that provides extra stability during rapid atmospheric descents. Both sets of wings are removable to facilitate storage and maintenance. The key feature of the C-9979, however, is its tremendous antigravity lifting capacity, which is vital for transporting heavy armored cargo such as battle droids and ground vehicles. Though it usually travels under the protection of droid starfighters, the C-9979 has laser cannons capable of destroying any enemy fighters that manage to penetrate its escort.

Trade Federation Droid Starfighter

The complex, precision-engineered droid starfighter is one of the most sophisticated automated war machines ever built. It is actually not a ship at all, but a large, variable-geometry droid that can reconfigure itself for three different modes of travel: flight, attack, or walking. Thus, not only can it enforce either space or atmospheric superiority, it can also serve as a surface patrol unit should the situation demand it.

These shapeshifting droids required such specialized

GM NOTES

Trade Federation Droid Control Ship

Not only does this ship carry the all-important Central Control Computer, but it also usually carries the Neimoidian command staff for any mission. Considering that it is usually the best-defended ship in the fleet, this comes as no surprise.

Trade Federation Droid Control Ship

Craft: Modified Hoersch-Kessel Drive, Inc. LH-3210; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (3,170 m diameter); **Crew:** Skilled +4 (150 droids, 25 Neimoidian command staff); **Passengers:** 50 landing ships, 550 MTTs, 1,500 troop carriers, 1,500 droid starfighters, 6,250 AATs, 139,000 battle droids, 10 sapients (typically Neimoidian trade negotiators); **Cargo Capacity:** 4 million metric tons; **Consumables:** 500 days; **Hyperdrive:** ×2 (backup × 10); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 40.

Weapon: Quad lasers (42); **Fire Arc:** 2 batteries front, 2 batteries rear, 1 battery right, 1 battery left; **Attack Bonus:** +3 (–8 size, +4 fire control, +4 crew, +3 battery fire); **Damage:** 6d10×4; **Range Modifiers:** PB –6; S –4; M –2; L +0.

manufacturing methods that only the Xi Charrian engineers of Charros IV could actually build them. Fortunately for the Neimoidians, ultra-precision manufacturing is a religion to the Xi Charrians, and its initiates never concern themselves with the ultimate use of their creations. This made them ideal (and cheap) laborers for the Trade Federation.

Each droid starfighter is equipped with four blaster cannons and two energy torpedo launchers. This combination of weaponry gives it firepower far beyond its size class.

In their space fighter mode, droid starfighters can accelerate rapidly to velocities that would kill living pilots. Powered by unconventional (and expensive) solid fuel slugs, they can attain speeds that would disorient the sensors of conventional fighters and astromech droids, making it difficult for enemies to target them. However, this specialized fuel concentrate burns unusually fast. This fact, combined with the vessels' limited fuel capacity, sharply limits the duration of their space flights. Solar and kinetic energy converters provide power for droid starfighters in air or ground mode.

Trade Federation battleships typically begin space combat by deploying these short-range fighters in tremendous swarms from their outer hangars. Fleet commanders often include them with planetary invasion forces as well, to provide air cover for ground troops during skirmishes on the surface. Once a battle droid occupation force is in place, these variable-geometry machines can reconfigure themselves into towering, ungainly, surface-patrol troops. In this mode, they can pursue and destroy pockets of resistance, reinforce ground troops, or guard key installations.

Like the other droids in the Trade Federation's automated army, droid starfighters receive their instructions via a continuously modulated signal from the Droid Control Ship. Should anything disrupt this telemetry for more than

GM NOTES

Trade Federation C-9979 Landing Craft

This assault ship represents the state of the art in troop landers. Though designed to carry heavily armored cargo, it can also transport living armies with ease.

Trade Federation Landing Craft

Craft: Haor Chall Engineering C-9979; **Class:** Space transport; **Cost:** 200,000 (new), 75,000 (used); **Size:** Huge (370 m long); **Crew:** Skilled +4 (88 droids or 140 sapients); **Passengers:** 30 repair droids, 40 commander battle droids, 39 pilot battle droids, 15 security droids, 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing 112 battle droids); **Cargo Capacity:** 1800 metric tons (used primarily for storing AATs); **Consumables:** 1 day; **Hyperdrive:** None; **Maximum Speed:** Cruising; **Defense:** 14 (–2 size, +6 armor); **Shield Points:** 100; **Hull Points:** 200; **DR:** 15.

Weapon: Wingtip laser cannons (2 fire-linked pairs); **Fire Arc:** Front; **Attack Bonus:** +3 (–1 size, +4 fire control); **Damage:** 2d10×2; **Range Modifiers:** PB –0; S –2; M/L n/a

Weapon: Turret-mounted laser cannons (2 fire-linked pairs); **Fire Arc:** Turret; **Attack Bonus:** +7 (–1 size, +4 crew, +4 fire control); **Damage:** 3d10×2; **Range Modifiers:** PB –2; S –4; M –6; L n/a.

Droid Starfighter

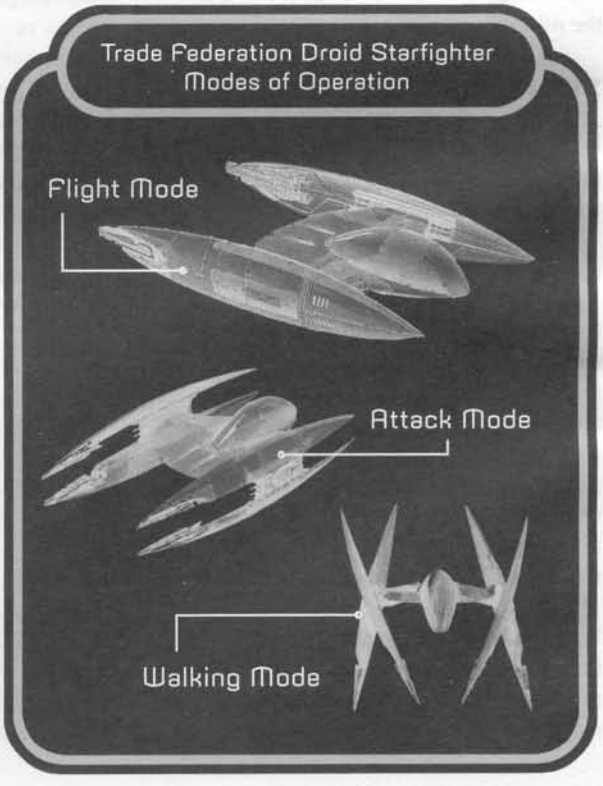
Though droid starfighters can accommodate neither pilot nor passengers, they behave in most other respects as spacecraft.

Trade Federation Droid Starfighter

Craft: Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. I; **Class:** Starfighter; **Cost:** 19,000 (new), 5,000 (used); **Size:** Fine (3.5 m long); **Crew:** Skilled +4 (n/a); **Passengers:** None; **Cargo Capacity:** None; **Consumables:** None; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Defense:** 28 (+8 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 5.

Weapon: Blaster cannons (2 fire-linked pairs); **Fire Arc:** Front; **Attack Bonus:** +8 (size); **Damage:** 5d10×2; **Range Modifiers:** PB –2; S –4; M/L n/a

Weapon: Two energy torpedo launchers (4 torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +8 (size); **Damage:** 9d10×2; **Range Modifiers:** PB –0; S/M/L n/a.



12 seconds, the starfighters automatically enter standby mode. If the connection is not reestablished within 6 minutes, they self-destruct. This security measure ensures that no enemy can capture a starfighter and duplicate its technology.

Trade Federation Ground Attack Vehicles

As part of its secret arms buildup, the Trade Federation has commissioned the development and manufacture of several ground assault vehicles. The organization's primary source for these is the Baktoid Armor Workshop (BAW), an armaments design house owned and operated by the Trade Federation for the benefit of its warring customers. According to Republic Intelligence, BAW's technicians and engineers have been highly successful in creating vehicles usable by and for battle droids. As with their battleships, the Neimoidians have thus far kept their advancements in ground warfare secret from the galaxy at large.

Trade Federation Multi Troop Transports

The MTT (Multi Troop Transport), built specifically for use with the Trade Federation's droid army, is one of BAW's most recent innovations. These huge tanks were designed to convey platoons of infantry battle droids to the battlefield and support them there. Their heavy frontal armor and reinforced faceplates make them ideal for use in traditional battle lines, as well as for ramming through walls to deploy troops directly into enemy buildings.

Each MTT can carry 112 battle droids armed with standard blaster rifles. The folded droids hang from the deployment racks on hydraulic rails during transport. A pilot droid sits in the upper portion of the MTT and drives it according to instructions transmitted from the orbiting Droid Control Ship. Beside the pilot sits another battle droid that operates the tank's weaponry. To deploy troops, the pilot droid opens the MTT's large front hatch, extends the hydraulic rails, and releases the battle droids, which then unfold into combat stance.

GAMEMASTER NOTES

Trade Federation Multi Troop Transport

This vehicle is especially vulnerable to rear attacks. Damage to the back of the unit in excess of its rear hull points causes the power plant to explode 2d6 rounds later, blasting a hole in the hull if the bay doors are closed at the time. This explosion instantly destroys any droids and kills any characters within the vehicle, as well as leaving the MTT gutted and useless.

Trade Federation Multi Troop Transport (MTT)

Craft: Baktoid Armor Workshop Multi Troop Transport; **Class:** Ground (Heavy armored troop transport); **Cost:** 138,000 (new), 80,000 (used); **Size:** Colossal (31 m long); **Crew:** Normal +2 (1 pilot droid, 1 gunner droid); **Passengers:** 100 infantry battle droids, 10 security battle droids, 2 commander battle droids; **Cargo Capacity:** 10 metric tons; **Ground Speed:** 20 m; maximum speed 35 km/h; **Altitude:** Ground to 4 m; **Defense:** 12* (–8 size, +10 armor); **Hull Points:** 120 (front), 60 (rear); **DR:** 25.

Weapon: Blaster cannons (2 fire-linked pairs in ball-turret mounts); **Fire Arc:** Front; **Attack Bonus:** –2 (–8 size, +2 crew, +4 fire control); **Damage:** 3d10×2; **Range:** 200 m.

**An MTT provides full cover to its passengers.*

Armored Assault Tank

Though the invasion of Naboo was the first use of these tanks in open combat, AATs had been deployed in a number of training actions prior to that. These early skirmishes left the vehicles scarred and weathered.

The ATT has two design flaws. First, its rear armor is extremely light to allow for proper ventilation of the power plant. Damage to the rear of the vehicle in excess of its rear hull points causes the power plant to explode in 2d6 rounds. Not only does this explosion instantly destroy any droids and kill any characters onboard, it also leaves the AAT a burned-out hulk. Second, the electrical systems are virtually unshielded. If the vehicle takes more than 20 points of damage from ion charges in a single round, its electrical systems short-circuit, shutting it down completely. Making the AAT operational again requires replacing the entire electrical system.

Trade Federation Armored Assault Tank (AAT)

Craft: Baktoid Armor Workshop AAT-1; **Class:** Ground (Armored assault tank); **Cost:** Not available for sale; **Size:** Gargantuan (9.75 m long); **Crew:** Normal +2 (1 pilot droid, 2 gunner droids, 1 commander droid); **Passengers:** 6 battle droids (using handholds on the tank's body); **Cargo Capacity:** 500 kg; **Ground Speed:** 40 m; maximum speed 120 km/h; **Altitude:** up to 4 m; **Defense:** 18* (–4 size, +12 armor) ; **Hull Points:** 180 (front), 60 (rear); **DR:** 15.

Weapon: Heavy laser cannon (1); **Fire Arc:** Front; **Attack Bonus:** +2 (–2 size, +4 fire control); **Damage:** 2d10; **Range:** 300 m.

Weapon: Light repeating laser cannons (4 front-mounted; 1 to either side of the laser cannon, and 2 below the cockpit); **Fire Arc:** Front; **Attack Bonus:** +2 (–2 size, +2 crew, +2 fire control); **Damage:** 1d10×4; **Range:** 100 m.

Weapon: Shell launchers (6 front-mounted); **Fire Arc:** Front; **Attack Bonus:** +0 (–2 size, +2 crew, +0 fire control); **Damage:** 3d10×6; **Range:** 100 m.

**An AAT provides full cover to its passengers.*

Armored Assault Tank

The Baktoid Armor Workshop and other arms manufacturers are continuing to push the envelope of weapons technology on behalf of the Trade Federation. In recent years, the growing unrest in the Outer Rim Territories and Expansion Regions has fueled security concerns among planetary governments. Rumors of piracy and the occasional skirmish with a neighboring culture have prompted local leaders to devote ever-increasing percentages of their worlds' resources to developing planetary defense forces. Some senators believe that such activities might eventually have a far-reaching impact on the galactic economy.

Based on these concerns, Republic Intelligence has been carefully monitoring the progress of arms development. To maintain a steady flow of information, Republic Intelligence has placed covert agents in the Research & Development divisions of virtually every arms manufacturer in the galaxy. It was one such agent at BAW who alerted the Republic to the development of a new battlefield innovation—the Armored Attack Tank (or AAT).

According to this agent's report, BAW applied repulsor technology to the standard hovertank. The prototype vehicle is low-profile, with a squat, shovel-nosed appearance. Its nose is almost solid armor, which makes it ideal for crashing though heavy walls as well as for supporting head-on combat in formal battle lines. Preliminary tests rate it faster than the standard hovertank, despite its heavy armor and weapons. The accuracy and fire rate of its weapons are also rated higher than those of its hovertank counterparts—a fact that engineers attribute to increased stability of the firing platform.

The AAT has one main cannon mounted on a turret above and behind the cockpit, plus four smaller lasers set low to either side. Six energy shell launchers are placed three to a side in the lower front section of the tank body. In field tests, these guns laid down a blistering hail of assault fire with an accuracy exceeding that of the best hovertanks on the market today.

The AAT requires a crew of four battle droids (one commander, one pilot, and two gunners) for standard operation. In addition, up to six additional battle droids can ride the tank into combat using the handholds on either side of the body.

Intelligence has no solid information on when BAW plans to begin production of these units. However, the Trade Federation's Marketing Division has been issuing oblique statements about holding demonstrations of new weapons technology sometime in the next few months. Presumably, new creations such as the AAT are on the agenda.

Single Trooper Aerial Platform (STAP)

The Trade Federation has long been known for its uncanny ability to turn failures into successes. A perfect example of this is the incorporation of the single trooper aerial platform, or STAP, into the Federation's battle droid army.

The BAW engineers who first developed the STAP intended it to be the perfect, low-cost, non-space-intensive reconnaissance vehicle. The original design depended on high speed and maneuverability rather than heavy armor to protect the operator from enemy fire. But this idea proved unworkable, since no living being could steer the STAP at the speeds required to evade enemy fire. The project was abandoned for a time, but when the Trade Federation assembled its droid army, the Armaments Committee revisited the STAP design. Tests showed it to be the perfect lightweight repulsor craft for individual battle droids, which did not have the limitations of flesh-and-blood soldiers.

Reportedly, the Trade Federation has now deployed STAPs manned by pilot droids in half a dozen raids against pirate havens. In these situations, the droids have served as battlefield reconnaissance scouts, quietly reconnoitering the target areas before the arrival of the main army. Pilot droids on STAPs have also proved effective as anti-personnel hunters, mopping up small targets with their twin blaster cannons.

GM NOTES

STAP

Used in combination with pilot droids, STAPs are effective in any situation that requires maneuvering at lightning speed.

Single Trooper Aerial Platform (STAP)

Craft: Baktoid Armor Workshop STAP-1; **Class:** One-being repulsor vehicle; **Cost:** Not available for sale; **Size:** Medium (1.9 m long); **Crew:** Normal +2 (1 pilot droid); **Passengers:** None; **Cargo Capacity:** None; **Ground Speed:** 100 m; maximum speed 300 km/h; **Altitude:** up to 20 m; **Defense:** 15* (+5 armor); **Hull Points:** 10; **DR:** 10.

Weapon: Blaster cannons (1 fire-linked pair); **Fire Arc:** Front; **Attack Bonus:** +4 (+0 size, +2 crew, +2 fire control); **Damage:** 2d10; **Range:** 20 m.

**A STAP provides one-quarter cover to its pilot.*

Trade Federation Droids

The Trade Federation has always used and sold droids, but its leaders have only recently displayed a strong interest in the development of new droid technology. Throughout their history, the Neimoidians have always delighted in displaying their authority. Considering their exaggerated sense of self-importance, it is not surprising that they habitually delegate menial and unimportant tasks to droids or servants. It was undoubtedly this mindset combined with the Neimoidians' deep-seated fear of death and violent confrontation that led them to create battle droids to fight their wars.

Battle Droids

Battle droids are the foot soldiers of the Trade Federation army. They serve as security forces, ground troops, and pilots for a variety of vehicles. Their strengths are their great

numbers, their ability to function even in hostile environments, and their efficient task resolution.

The Armaments Committee considered many designs for battle droid bodies before finally approving one. Their selection was loosely based on the physical form of the droids that guard burial sites on Neimoidia. Battle droid bodies are thin and skeletal, resembling desiccated Neimoidian corpses. Their faces are long and tapering, and each droid has "tails" hanging from the back of its head.

Inside their cranial cavities are powerful transceivers capable of maintaining a constant data interchange with the computer aboard a Droid Control Ship. This Central Control Computer broadcasts a constant stream of data, orders, and authorization codes to the droids in the field. In turn, each droid transmits constant updates on its situation, providing the computer with literally thousands of up-to-date situation reports on unfolding battles. Without this constant exchange of telemetry, the battle droids enter standby mode, shutting down completely if contact is not reestablished within the time frames designated for their types.

Another remarkable design feature of Trade Federation battle droids is their unique shutdown protocol. When damaged beyond its ability to function, or when deprived of contact with the Central Control Computer for a specified length of time, a battle droid's power shuts off. This in turn deactivates the electromagnets in its joints, causing its body to fall apart where it stands.

Though it might seem odd, this feature ensures that the destruction of one part does not ruin the whole machine. After a battle, cleanup droids gather the spent parts from the field. Workers in properly equipped shops can then reassemble the undamaged modules into working droids. In this way, the Trade Federation can recover a majority of the droids who fell in combat, thus maximizing its investment in the manufacturing process.

Commander Battle Droid: Commanders have yellow markings to differentiate them from other types. Each possesses a low-grade electronic brain, which allows it to react quickly to changing situations and make tactical decisions without consulting the Central Control Computer. Though their programming is simple by most droid manufac-

GAMEMASTER NOTES

Generic Trade Federation Battle Droids

The wound points given below for the various battle droid models are the maximum possible values for each type. Use these numbers for droids that have just been put into service and those that have received excellent maintenance. Damaged or poorly maintained droids typically have fewer wound points.

All skills listed for infantry and pilot droids represent knowledge and capabilities gained through contact with the Central Control Computer. The commander and security models have individual droid brains, which contain the necessary data to support independent skill use.

Commander Battle Droid: Thug 2; Init +0; Defense 13 (+3 armor); Spd 10 m; VP/WP –/8; Atk +3 melee (1d6+1, unarmed), +2 ranged (3d8, blaster rifle); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, electrobinoculars, integrated multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Search +4, Speak Basic, Spot +4.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 1,200 credits.

Droideka (Destroyer Droid): Thug 12; Init –1; Defense 16 (+1 Dex, +5 armor); Spd 4 m, wheel mode 25 m; VP/WP –/15; Atk +13/+8/+3 melee (1d4+1, unarmed), +13/+8/+3 ranged (4d8×2, heavy repeating blaster, crit 19–20); SQ DR 15; SV Fort +10, Ref +5, Will +3; SZ M; Rep 3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6; Challenge code: F.

Equipment: Two heavy repeating blasters, shields, remote receiver (5,000 km range), armor.

Skills: Listen +4, Speak Basic, Spot +6.

Feats: Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (heavy weapons).

Cost: 9,000 credits.

Destroyer Droid Attack Modes: The destroyer droid's default attack mode is to lay down a blistering hail of fire until the target stops moving. This is why droidekas have so many feats relating to weapon use. The bonuses these feats provide may be a bit daunting to calculate each round, however. Therefore, attacks for a destroyer droid using the Multishot feat (with or without the Rapid Shot feat) are presented in shortened form here.

First Blaster	Second Blaster	
Multishot	+7/+7/+7/+2/–3	+7/+2
w/Rapid Shot	+5/+5/+5/+5/+0/–5	+5/+0

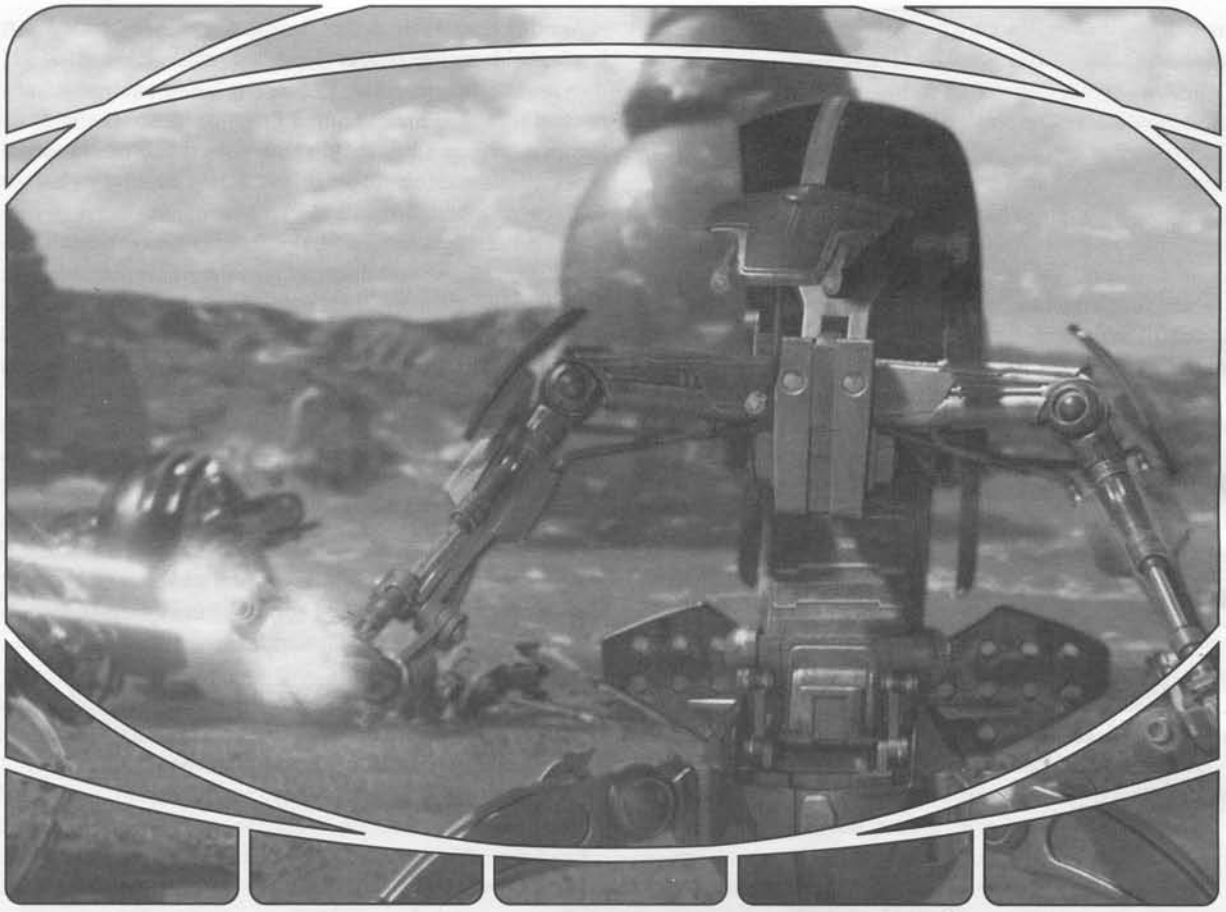
Infantry Battle Droid: Thug 1; Init –3; Defense 12 (–1 Dex, +3 armor); Spd 10 m; VP/WP –/8; Atk +2 melee (1d6+1, unarmed), +0 ranged (3d8, blaster rifle); SV Fort +1, Ref –1, Will –1; SZ M; Rep 0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, integrated multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Speak Basic, Spot +2.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 800 credits



turing standards, commanders can still develop rudimentary personalities if their brains are not periodically wiped.

Though even these droids require nearly continuous authorization from the Droid Control Ship to continue functioning, they do not instantly shut down upon losing contact with the Central Control Computer. They remain operational for 3 minutes after the telemetry exchange ceases, then stop moving and enter standby mode if contact has not yet been reestablished. If 10 more minutes pass with no contact from the Central Control Computer, they shut down.

Droideka (Destroyer Droid): Designed and manufactured by a species called the Colicoids, these droids are widely regarded as the current state-of-the-art in battle droid design.

The Trade Federation marketing executive who first viewed the prototype destroyer droid heard the Colicoids mention the word "droideka" in their lab. Thinking the term had an exotic ring that echoed the nature of the droid's design, he adopted it as the name under which the organization would later market the unit. Over time, that name and "destroyer droid" became synonymous in the minds of the Trade Federation members and many of their customers. What the marketing executive did not know, however, was that in the Colicoid native tongue, "droideka" simply means "drone."

The destroyer droid is a variable-geometry battle droid with two modes of operation—Wheel Form and Combat Stance. Equally at home aboard a starship or on a battlefield, droidekas roll into combat as high-speed, heavily armored wheels, then unfold into three-legged weapon platforms almost 2 meters tall. As they unfold, their built-in deflector shields activate, providing protection over and above that of their normal armor.

Although the Colicoids equip droidekas with high-quality droid brains, the Trade Federation removes these from the units it purchases and replaces them with transceivers similar to those in its battle droids. This ensures that the droidekas operate only at the command of the Central Control Computer.

Republic Intelligence estimates that the Trade Federation has one destroyer droid for every five hundred battle droids. The Neimoidians deploy them only when their armies encounter stiff resistance. Because of this tactic, the word "droideka" has emerged as a slang term for "reinforcements" among the Neimoidians.

Infantry Battle Droid: Trade Federation armies consist primarily of infantry battle droids. These unmarked units have no brains of their own, so they depend entirely upon signals from the Droid Control Ship to function. However, an infantry droid assigned by the computer to a commander in the field carries out that commander's orders as if they had come from the Droid Control Ship itself.

Upon losing contact with the Central Control Computer for any reason, infantry battle droids immediately enter standby mode. If contact is not reestablished within 15 seconds, they shut down.

GM NOTES

Pilot Battle Droid: Soldier 1; Init +1; Defense 16 (+3 armor, +3 Dex); Spd 10 m; VP/WP –/8; Atk +2 melee (1d6+1, unarmed), +4 ranged (3d8, blaster rifle); SV Fort +1, Ref +3, Will –1; SZ M; Rep 0; Str 12, Dex 16, Con 8, Int 6, Wis 8, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Astrogate +3, Computer Use +2, Pilot +4, Repair +1, Speak Basic.

Feats: 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).

Cost: 1,000 credits.

Security Battle Droid: Thug 2; Init –1; Defense 12 (–1 Dex, +3 armor); Spd 10 m; VP/WP –/8; Atk +3 melee (1d6+1, unarmed), +1 ranged (3d8, blaster rifle); SV Fort +2, Ref –1, Will –1; SZ M; Rep 0; Str 12, Dex 8, Con 8, Int 10, Wis 8, Cha 6 (+5 with uplink to central control computer); Challenge code: A.

Equipment: Armor, blaster rifle, integrated multichannel comlink, remote receiver (5000 km range), vocabulator.

Skills: Computer Use +2, Listen +2, Speak Basic, Spot +2.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 900 credits.

Pilot Battle Droid: The Trade Federation's droid manufacturers developed pilot battle droids to operate the various vehicles necessary for supporting the army. Pilots have blue markings and are capable of driving AATs, MTTs, and STAPs, as well as speeders and other simple vehicles.

If it loses contact with the Central Control Computer, a pilot battle droid shuts down all systems in the craft it is piloting and then enters standby mode. If contact with the computer is not reestablished within 5 minutes, the droid itself shuts down.

Security Battle Droid: Red-marked security battle droids assist with anti-personnel operations during and after battles. They are also excellent at defending captured areas and guarding valuables.

Like a commander, a security droid has its own brain. This allows it to react quickly to changing situations, to issue preprogrammed warnings or instructions to sentient beings within range of its visual sensors, and to evaluate their responses. It does not, however, allow the security droid to make tactical decisions for other droids.

The owner of a security droid can customize the phrases stored in its brain as desired. Standard communications include the following:

- "Halt! Access to this area has been temporarily restricted."
- "Show your identification."
- "You are permitted to pass."
- "Permission to enter this area must be obtained from [name]."

Like commanders, security droids can function independently for only a short time after losing contact with the Central Control Computer. They enter standby mode 5 minutes after contact ceases, then shut down 5 minutes after that unless the telemetry exchange is reestablished.

The Neimoidians

In just a few decades, the aliens known as Neimoidians have built the Trade Federation into the most powerful economic force the galaxy has ever seen. Xenosociologists studying the species have recently developed some theories about the cultural basis for this unprecedented success.

The following dossier combines material from Republic data archives with more recent information from current xenosociology journals. See the Republic Xenological Database, Subdirectory ORTNS23/917-NAN21, for a full treatment of the Neimoidian species and its culture.

General Notes

The Neimoidians are the dominant sapients in a handful of planetary systems within the same sector as their homeworld, Neimoidia. The Neimoidia system itself has a relatively small population, for most Neimoidians prefer to live offworld—the better to manage their business interests.

Neimoidians stand between 1.6 and 2 meters tall and are of slight build. Their skins are typically mottled green or gray, and their vaguely reptilian faces are rather flat and elongated. They have red eyes, thick lips, and no noses. Neimoidians consider clothing a status symbol, and most favor long robes of rich fabrics with elaborate collars, hats, and cloaks.

Neimoidian Society

The culture of the Neimoidians developed in near isolation over thousands of years. Even now, the nature of most Neimoidians tends to restrict the amount of influence that outside forces have on their society.

Neimoidian Values

Neimoidians have two prime motivations: to control their surroundings at all times and to acquire as much wealth and power as they can. The latter goal might seem to be merely a logical means of attaining the former, but to a Neimoidian, the pursuit of wealth and power is an end unto itself.

The means of achieving personal gain are unimportant; only the results count. Neimoidians constantly look for weaknesses in others—friends and enemies alike—and exploit them to the fullest. Thus, extortion and manipulation are perfectly acceptable practices, particularly when directed at other species. Most Neimoidians make an effort to hide such



Neimoidian Player Characters

Not all Neimoidians are servants of the Trade Federation, or even particularly exemplary of Neimoidian culture. As with all sapient species in the *Star Wars* universe, there are individuals who break the mold. In the hands of creative players and GMs, these few atypical Neimoidians can rise to great acts of heroism, or sink to the deepest levels of evil.

To create a Neimoidian character, use the character generation rules in the *Star Wars Roleplaying Game Rulebook* with the following species modifiers.

Personality: Status-obsessed, greedy, deceitful, cowardly.

Physical Description: Humanoid of slight build with mottled green or gray skin, red eyes, and no nose. A Neimoidian stands between 1.6 and 2 meters tall.

Neimoidian Homeworld: Neimoidia.

Language: Basic.

Names: Nute Gunray, Daultay Dofine, Tey How.

Adventurers: Neimoidian adventurers naturally gravitate toward the noble and scoundrel classes. They rarely become soldiers, as most Neimoidians consider the professions within that class either too dangerous or too menial.

Species Traits:

- –2 Strength, +2 Intelligence, +2 Wisdom. The Neimoidians spend their early lives struggling for every bit of food and comfort they can obtain. This makes them considerably more cunning and driven than many other species, but it also causes them to act on instinct rather than reason at times.
- Neimoidians are Medium creatures, so they have no size-based bonuses or penalties.
- The base movement rate for a Neimoidian is 10 meters.
- Neimoidians gain a +2 species bonus to Appraise checks. (This reflects their greedy, covetous natures.)
- Neimoidians gain a +2 species bonus to Bluff checks. (This reflects their desire to avoid conflict, yet still appear strong.)

actions behind veils of legality or "good faith efforts," however, so as to minimize personal liability and embarrassment. Nothing is more shameful to a Neimoidian than to be held accountable for the results of a failed scheme.

Thus, it is not surprising that organizational skill is also a highly valued attribute. Without it, Neimoidians could not orchestrate the elaborate deceptions they constantly use to increase their personal power. Strong organizational abilities also aid them in tracking the exact status of their personal affairs at all times—a technique that helps them avoid falling victim to the schemes of others.

Because of their obsession with power and status, nearly all Neimoidians have an exaggerated sense of self-importance. Their refusal to dirty their own hands with tasks that seem menial or unimportant sometimes annoys other species in business dealings.

Cultural Notes

The culture of the Neimoidians reflects their central belief that the acquisition of wealth and power is of paramount importance. The morality that motivates other species is absent in theirs; personal gain is the driving force of their society. The Neimoidians believe that anything they can appropriate—by fair means or foul—is theirs by right. Over the centuries, they have established this attitude as a species trait through a form of selective breeding.

Young Neimoidians are kept in communal hives and given limited amounts of food. The more acquisitive ones hoard more than they can eat; the others die of starvation. Thus, only those who are excessively greedy and/or fearful of death can survive to adulthood.

Community Standards

In the status-obsessed Neimoidian society, clothing is a clear indication of wealth and social position. Though most Neimoidian clothing is elaborate, there is particular symbolic meaning in the shapes of hats, cloaks, collars, and drapes, as well as colors and fabric types. Consult the Republic Xenosociological Database, Subdirectory ORT23/123,983-NAN21SD for details.

Another result of the Neimoidians' obsession with rank and power is the division of labor in their society. Regardless of their social class, they invariably try to delegate menial tasks to others of lesser rank. This is one reason that droids have become so prevalent in their culture—anyone can delegate work to them.

Political Organization

The Trade Federation, with its convoluted hierarchy of bureaucrats and trade officials, was the perfect vehicle for the growth and spread of Neimoidian ideals. Their values took root and thrived in the organization, eventually becoming the foundation for its methods of doing business.

GM Notes

Neimoidians

Most Neimoidians concentrate on building their skills in business. A few, however, manage to gain fame and social status on Neimoidia through their artistic talents.

Neimoidian Commoner: Init +0; Defense 10, Spd 10 m; VP/WP –/10; Atk –1 melee (1d3–1, punch), +0 ranged; SQ +2 species bonus to Appraise and Bluff skill checks; SV Fort +0, Ref +0, Will +01; SZ M; Rep 0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 10; Challenge code: A.

Equipment: Clothing appropriate to social status, datapads or tools appropriate to occupation.

Skills: Craft (any) +2, Profession (any) +2, Knowledge (any) +2, Speak Basic.

Species Features: –2 Str, +2 Int, +2 Wis.

Nute Gunray

Commanding Viceroy Nute Gunray exemplifies all the Neimoidian traits that so many other species consider flaws. His honeyed tongue gains him a +3 bonus on Diplomacy checks when he tries to inspire confidence in Neimoidians and other Trade Federation members. His infamy, however, outweighs his oratory skills where other beings are concerned, negating any such bonus.

Nute Gunray: Male Neimoidian Diplomat 12; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 26/8; Atk +6/+1 melee (1d3, punch), +6/+1 ranged (3d4, hold-out blaster); SQ +2 species bonus to Appraise and Bluff checks; SV Fort +3, Ref +4, Will +11; SZ M; Rep 4; Str 10, Dex 11, Con 8, Int 12, Wis 13, Cha 15; Challenge code: E.

Equipment: Mechno-chair with remote-control unit, multichannel comlink, hold-out blaster, clothing appropriate to rank and occupation.

Skills: Appraise +14, Bluff +16, Computer Use +4, Diplomacy +14, Knowledge (Republic law) +14, Knowledge (Trade Federation bylaws) +14, Profession (accountant) +8, Sense Motive +9, Speak Basic.

Feats: Dodge, Iron Will, Infamy, Skill Emphasis (Appraise), Skill Emphasis (Knowledge: Trade Federation bylaws).

Daultay Dofine

Dofine is neither particularly brave nor very original in his approach to problem-solving. His typical tactic is to ply challengers with platitudes while deciding the best way to rob them blind. Though he is a capable merchant captain, Dofine is not a visionary leader, nor does he have much experience in military matters.

Daultay Dofine: Male Neimoidian Scoundrel 7; Init +1; Defense 18 (+1 Dex, +7 class); Spd 10 m; VP/WP 29/11; Atk +5 melee (1d3, punch), +6 ranged (3d6, blaster pistol); SQ +2 species bonus to Appraise and Bluff checks, better lucky than good, illicit barter, sneak attack +2d6; SV Fort +1, Ref +5, Will +2; SZ M; Rep 5; Str 11, Dex 13, Con 11, Int 13, Wis 13, Cha 13; Challenge code: D.

Equipment: Multichannel comlink, blaster pistol, clothing appropriate to rank and occupation.

Skills: Appraise +12, Astrogate +6, Bluff +10, Computer Use +5, Diplomacy +5, Forgery +6, Intimidate +6, Knowledge (Republic law) +6, Knowledge (Trade Federation bylaws) +5, Pilot +7, Profession (starship officer) +6, Search +6, Sense Motive +8, Read/Write Basic, Speak Basic.

Feats: Dodge, Starship Operation (capital), Skill Emphasis (Appraise).

Rune Haako

Like most members of his species, Haako tries to avoid direct confrontations. As such, he has become quite adept at attacking by stealth. This aptitude gives him a damage bonus of +3d6 on each successful sneak attack.

Rune Haako: Male Neimoidian Scoundrel 6/Noble 2; Init +2; Defense 21 (+2 Dex, +9 class); Spd 10 m; VP/WP 38/10; Atk +5 melee (1d3, punch), +6 ranged (3d4, hold-out blaster); SQ +2 species bonus to Appraise and Bluff checks, better lucky than good, call in favor, illicit barter, inspire confidence (+1), sneak attack +2d6; SV Fort +2, Ref +9, Will +7; SZ M; Rep 5; Str 10, Dex 14, Con 10, Int 12, Wis 14, Cha 16; Challenge code: D.

Equipment: Multichannel comlink, hold-out blaster, clothing appropriate to rank and occupation.

Skills: Appraise +8, Bluff +13, Computer Use +5, Diplomacy +10, Forgery +8, Gather Information +9, Knowledge (Republic law) +10, Knowledge (trade regulations) +7, Knowledge (Trade Federation bylaws) +7, Listen +5, Pilot +6, Sense Motive +11, Sleight of Hand +7, Spot +11, Read/Write Basic, Speak Basic.

Feats: Skill Emphasis (Knowledge: Republic law), Skill Emphasis (Knowledge: trade regulations), Skill Emphasis (Knowledge: Trade Federation bylaws).

Neimoidian Commanders of the Naboo Blockade

Sources in the support staff of the Trade Federation Executive Board have identified the Neimoidians in command of the fleet that is now blockading the Naboo system. They are Viceroy Nute Gunray, Captain Daultay Dofine, and Settlement Officer Rune Haako. These three individuals are the only ones in the fleet who have authorization to negotiate on behalf of the Trade Federation.

Viceroy Nute Gunray

Commanding Viceroy Nute Gunray is a hands-on leader who personally conducts all negotiations in any operational theatres he commands. Unlike most other Trade Federation political leaders, he rarely attempts to shield himself from culpability for his actions, and he readily accepts responsibility for both the successes and the failures of those under his command.

Given this fact, it is obvious that any serious discussions regarding the Naboo incident must involve the Viceroy himself. Any other negotiating arrangement is merely a stalling tactic. Do not be fooled by attempts to make you reveal your purpose to lower-level bureaucrats as a matter of "cultural protocol." Be firm and polite in your demands to deal with Gunray personally.



Captain Daultay Dofine

Informants within the Trade Federation report that Daultay Dofine gained his current position through a combination of high birth-rank, well-concealed acts of backstabbing, and groveling before superiors. His primary talents are the ability to keep his convoys operating below budget and a talent for harassing non-Trade Federation freighters in ways that do not violate Republic law.

It is for this reason that his name is thoroughly despised by independent freighter captains who move cargo anywhere between the Expansion Region and the furthest reaches of the Outer Rim Territories. BoSS has compiled an extensive list of complaints against Dofine, most of which involve the illegal seizure of small freighters and cargo by Trade Federation convoys under his command. In such cases, Dofine always claims that he mistook the independent traders for smugglers or pirates. It is well known, however, that the Trade Federation has been trying to force several ports in this region to sign exclusive contracts. The fact that Dofine always makes such "mistakes" with freighters heading to or from those ports is not lost on anyone.

To date, no legal action has been possible against Dofine or any of his junior officers. Investigations of these incidents by Sector Rangers and Senate representatives have uncovered no major violations, and the Trade Federation has not quibbled about paying the required restitution for damaged property and lost trade. (For more information, consult the BoSS Open Investigations Database, Subdirectory SRI105-12,983/CDN-23. Proper security clearance is required.)

In light of this, Dofine's presence in the Naboo system is actually an encouraging development, as his noncon-frontational approach to problem-solving could be an asset during negotiations. He is undoubtedly already advising Viceroy Gunray against escalating the Naboo situation further, and he will doubtless champion any solution that allows the Trade Federation to lift the blockade without losing face.

Settlement Officer Rune Haako

Rune Haako has served as diplomatic attaché and legal council on several of Viceroy Gunray's missions, and his cunning and intelligence are legendary. Though he always maintains a low profile, Republic Intelligence credits Haako with masterminding many of the Trade Federation's more abusive commercial agreements. His reputation as one of the sharpest legal minds in the Republic is well deserved.

Rune Haako is always at Viceroy Gunray's side during any formal talks. Republic negotiators should guard against his attempts to trick them into making agreements, verbal or otherwise, until all ramifications are clear.

Technological Briefing

Neimoidians who venture off their homeworld for commercial enterprises usually rely on standard Republic technology rather than on devices unique to Neimoidia. This is not because their technology is inferior to that of other spacefaring species—in fact, Neimoidians have made noteworthy advances in certain areas. Rather, it is to maximize the availability of spare parts and minimize repair costs, no matter where in the galaxy a breakdown happens to occur.

Nevertheless, Neimoidians leaving their homeworld invariably bring along a few unique items, including mechno-chairs, data goggles, and the Neimoidian shuttle. Each of these items is described in detail below.

Data Goggles

Whether they are on the bridge of a capital-class heavy freighter or in the cockpit of a shuttle, Neimoidian pilots invariably wear data goggles. Originally created for harvester pilots on Neimoidia, these devices have proven useful on starships as well.

Data goggles represent an ingenious application of cybernetic interfaces to holographic technology. Each pair consists of two parts—the spectacle-like goggles and a cybernetic implant that links them directly to the pilot's brain. Of necessity, therefore, each pair of data goggles is attuned to the brainwaves of a specific user.

Data goggles provide the pilot with real-time, holographic displays of information, including status of the ship's systems, sensor readings, and data uplinks from any droids that are linked to the ship's computers or running off its power relays. The same two-way comlink that transmits these miniaturized data readouts gives the pilot instant access to any system that is tied into the ship's central computer or sensor grid. As a result, a pilot wearing data goggles can, quite literally, activate or deactivate any such system with the speed of thought. The main drawback to these goggles is that any disruption of the ship's internal comlink frequencies renders them useless.

Though these goggles could conceivably make Trade Federation pilots among the best in the galaxy, this has not occurred. For some reason, the Neimoidians have jealously guarded this technology, reserving it exclusively for pilots of their own species. When, or even if, they will make it available to others remains unknown.

Mechno-Chair

Each mechno-chair is a unique creation, handcrafted and ornately decorated by Neimoidian artisans. Upgrades to the basic design have been few and far between, so the devices remain ungainly and uncomfortable to ride. Each is equipped with a long-outmoded droid brain that allows the user to program the desired speed and gait from a small touchpad in the armrest. The droid brain also manages transmissions to and from the chair's built-in holopod.

To the Neimoidians, travel by mechno-chair conveys a sense of lordly grandeur. Many other species, however, view the devices as evidence of their owners' slothful and decadent natures. Whatever personal thoughts a visitor may have,

GAMEMASTER NOTES

Data Goggles

To be of any use, a pair of data goggles must be properly attuned to the wearer and linked to the ship's computer and communications systems. In that case, the wearer gains a +5 bonus on all Astrogate, Repair, and Computer Use checks, and a +10 bonus on all Pilot checks. However, should a successful attack disrupt the vessel's internal communications system, the user must make a successful Will save (DC 25) or be stunned for 1d6+1 rounds.

Another disadvantage of using data goggles is the heavy price that a pilot must pay to gain this level of communication with a particular ship. The installation of the cybernetic implant causes the pilot to lose 1d4 points of Intelligence and 1d4 points of Wisdom. (Both of these are permanent losses.) Still, many Neimoidians believe the gain outweighs the loss.

Though Neimoidian cybersurgeons are generally unwilling to implant the necessary cybernetic hardware in non-Neimoidians, a sufficiently large bribe could conceivably overcome this reticence. Since the technology is geared for Neimoidians, however, a character of another species who gains such an implant loses 1d4+2 points of Intelligence and 1d4+2 points of Wisdom in the process.

Data Goggles

Model: Stock Neimoidian data goggles; **Type:** Cybernetic interface; **Cost:** 2,000 credits (includes implants and surgery).

Mechno-Chair

Mechno-chairs are fully as ungainly and uncomfortable as they look. Each is unique and easily traceable if stolen.

Mechno-Chair

Model: Neimoidian mechno-chair; **Type:** Personalized one-person conveyance; **Cost:** 12,500; **Scale:** Character; **Size:** Diminutive (0.5 m to 1.5 m with legs fully extended); **Crew:** Normal +2 (1 pilot/passenger); **Cargo Capacity:** 20 kg; **Altitude:** Ground only; **Ground Speed:** 10 m (max. speed 40 km/h); **Defense:** 14 (+4 size); **Hull Points:** 20; **DR:** 1.

**A mechno-chair provides one-quarter cover to its passenger.*

it is advisable to refrain from expressing any negative sentiments about them. There are few things that offend Neimoidian viceroys or military commanders more than someone mocking their mecho-chairs.

Neimoidian Shuttle

Spacefaring Neimoidians generally prefer to conduct business in the conference rooms aboard their massive freighters and Droid Control Ships. On those rare occasions when senior Neimoidian officers must go to a planet's surface or another ship, they invariably travel in shuttles manufactured on their homeworld.

The Neimoidian shuttle resembles a species of giant clawed beetle found on Neimoidia, and several of its functions echo that similarity. For example, its landing struts double as claws, permitting the shuttle to clamp onto and dock with smaller Neimoidian vessels that do not have hangar bays. Republic engineers consider this strut design flawed, since vehicles so equipped cannot land on anything but hard surfaces. However, since the Neimoidians have no interest in landing their shuttles anywhere except on other spacecraft or on pads at fully equipped spaceports, they do not consider this a drawback.

Neimoidian shuttles are strictly short-range craft with no hyperdrive capabilities. Their owners use them primarily for transport from orbit to planetary surfaces. Despite this fact, the passenger lounges of these vessels have appointments luxurious enough to put those of the finest space yachts to shame. Shuttle owners insist that important negotiations often take place in these lounges. Others point to these spacecraft as examples of the decadence to which Neimoidian society has sunk.

GM NOTES

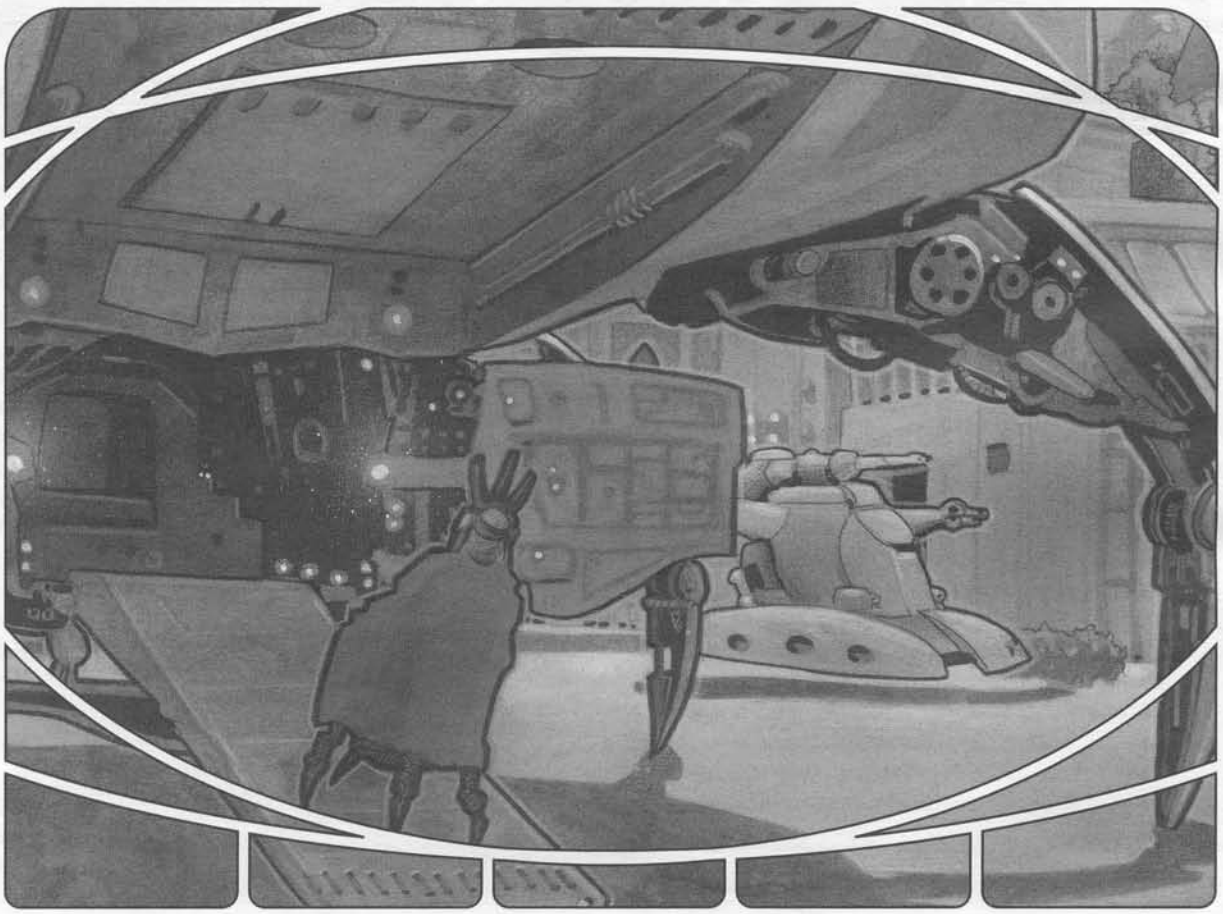
Neimoidian Shuttle

Like other Neimoidian transportation devices, these vessels reflect their owners' hunger for status at the expense of more practical considerations.

Neimoidian Shuttle

Craft: Neimoidian Shuttle; **Class:** Transport; **Cost:** 22,000 (new), 9,000 (used); **Size:** Tiny (15 m); **Crew:** Skilled +4 (2 pilot droids); **Passengers:** 5; **Cargo Capacity:** 500 kg; **Consumables:** 5 days; **Hyperdrive:** None; **Maximum Speed:** Cruising; **Defense:** 19 (+2 size, +7 armor); **Shield Points:** 30; **Hull Points:** 60; **DR:** 10.

Weapon: Blaster cannon (1); **Fire Arc:** Front; **Attack Bonus:** +4; **Damage:** 1d10; **Range:** PB +0; S/M/L/ n/a.



Naboo Planetary Brief

Naboo is located in the third orbit of a yellow, Mid Rim star that supports a sparsely populated planetary system of the same name. The Trade Federation charted many of the hyperspace lanes leading to Naboo, so until recently, trade there has been free of Republic taxes.

Pilots and navigators should consult the Bureau of Ships and Services (BoSS) Database for Republic-owned hyperspace lanes and updated travel advisories. All topics touched upon in this briefing are treated in more detail elsewhere in this packet.

Remarkable Planetary Features

Although sparsely populated, the small planet of Naboo is home to two intelligent species, each of which has created several beautiful cities. However, large sections of Naboo remain devoid of inhabitants. These areas offer sweeping vistas and breathtaking scenery to the those rugged few who venture outside the confines of civilization.

The planet is geologically unique for this system because it lacks a molten core. How and where such a body formed remains a mystery even to the planetologists who have devoted years of study to this system. Naboo's basic structure consists of ancient rocky masses fused together in a roughly spherical shape. An immense honeycomb of tunnels, many of them filled with water, pervades the planet's interior from surface to core. This system of water-filled caves and passages creates innumerable swampy lakes on the surface, between the interior landmasses and the open seas.

Dominant Sapients

The Gungans are the only known sapients native to Naboo. Because of the cultural and spatial isolation of this world, only one other sapient species—Human—has established major population centers there. Republic ethnographers predict that this situation will change in the decades to come, since the Naboo leaders have recently been attempting to attract more interstellar trade to their world.

Humans

The Humans of the Naboo system refer to themselves simply as "the Naboo." They are the descendants of ancient colonists who long ago pinned their hopes on this lush, outer Mid Rim world.

The Naboo enjoy a culture focused primarily on art and learning. They long ago established a tradition of selecting rulers based on their intelligence rather than their might, and that practice has persisted to this day. Centuries after the founding of the first colony on Naboo, the representatives of the Republic approached the descendants of the original settlers with an offer to join, which they accepted. Trade with other systems soon followed, and although the Naboo remain spatially isolated from the rest of the Republic worlds, they are no longer unknown. In recent years, they have gained a reputation as some of the most accomplished artists and philosophers in the galaxy.

The cities and villages of the Naboo are thinly scattered across the planet's main and southern land masses. Most of these communities are devoted to ranching or mining. Diplomatic interactions invariably take place in Theed, the political and cultural capital of the Naboo. Large tracts of uninhabited land separate the Naboo population centers, but the people have shown little interest in commercial development of their wilderness areas. The Naboo also control three stellar-class star starports, one of which is reserved for the use of the planet's government.

Gungans

The Gungans are amphibious humanoids who evolved in the swamps of Naboo. They dwell in huge bubble-cities beneath deep lakes and on the ocean floor.

The Gungans do not so much build their cities as grow them. They take great cultural pride in coexisting with nature, so they attempt to manufacture structures and artifacts that blend with their underwater habitat and consume only renewable natural resources. Most Gungan communities focus their efforts either on farming or on manufacturing goods for trade with other Gungan settlements. Diplomatic contact usually takes place in Otoh Gunga, a city established some centuries ago after the various Gungan city states united under one banner.

Although the Gungans routinely construct mechanized vehicles for underwater travel, they have put very little effort into land-based transportation. It comes as no surprise, therefore, that they still use living mounts, beasts of burden, and primitive, reptile-drawn wagons for their rare overland journeys, much as their ancestors did centuries ago.

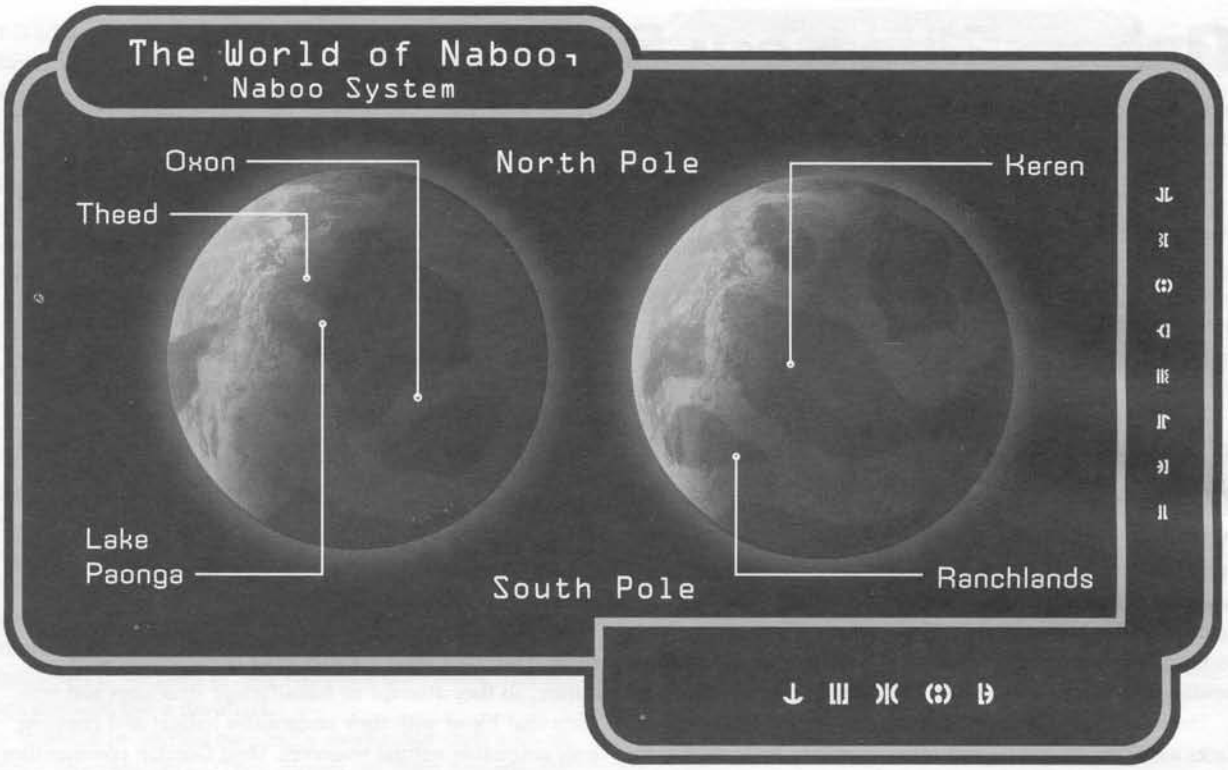
The Gungans have exhibited only limited interest in space travel, apparently preferring their underwater homes to any other locale. They control no stellar-class starports.

Cultural Advisory

A number of cultural and philosophical differences exist between the Gungans and the Naboo. The most important of these is that the Naboo pride themselves in creating elaborate structures that contrast with the gentle lines of Naboo's natural environment, while the Gungans strive to emulate nature with their architecture and technology.

Centuries ago, a bloody conflict between the Naboo and the Gungans claimed many lives on both sides. Ever since, both population groups have made a show of avoiding contact with each other. Their mutual dislike is based primarily on cultural differences—the Naboo consider the Gungans savages because of their reliance on nature for equipment and machinery, while the Gungans consider the Naboo weaklings because of their pacifistic ideals.

Despite this mutual animosity, a fair amount of interspecies trade occurs at the fringes of the two societies. The Gungans have incorporated Naboo power plants and engine



components into their vehicles, while the Naboo rely on the Gungans for certain food items and raw materials for construction. Thus, they are truly interdependent, though neither is willing to admit it. With the exception of the merchants who actually conduct this covert, intercultural trading, both the Gungans and the Naboo deny that it takes place at all.

Republic diplomats and xenoethnographers have had little contact with the Gungans to date. Nonetheless, they insist that Gungans are not "simpleminded barbarians who have barely mastered the most basic hallmarks of civilization," as the Naboo Senatorial Delegation would have the Republic believe. Visitors to Naboo should be careful not to give too much credence to biased views that the Naboo might express about the Gungans, and vice versa. The only objective information available about either culture is that contained in these mission dossiers.

The Naboo

The Naboo are the descendants of Human colonists who—more than three millennia ago—sought glory and wealth in the regions of Wild Space near established hyperspace routes. By establishing a colony on a planet outside the mainstream of galactic civilization, they hoped to exploit worlds that had previously gone unclaimed. After years of bloody conflict with the indigenous Gungans, however, the Naboo reinvented their culture—adopting reverence for peace, art, and knowledge above all.

Senator Palpatine currently represents the Naboo in the Galactic Senate. For more information on the Naboo and a history of their relationship with the rest of the Republic, consult the Republic Historical Database, Subdirectory ORT571-23,794,928/2N.

General Notes

There are no noteworthy genetic differences between the Naboo and most other baseline Human populations in the galaxy. Evidently, the Naboo were not isolated from the galactic community nearly long enough to evolve into a separate, Near-Human species. Therefore, xenosociologists postulate that their emphasis on pacifism and artistic pursuits reflects a cultural bias, not a genetic predisposition.

Naboo Society

In the four thousand years since the first colonists settled Naboo, the Human inhabitants have gone from being materialistic explorers to creating a truly enlightened, peaceful society. Art, music, and intellectual pursuits are the primary motivational forces in Naboo society.

Naboo Values

The Naboo are nonviolent people who value pacifism and rationalism above all else. Although they do argue, their disputes never sink to a physical level. The Naboo firmly believe that all parties to a conflict lose the moment anyone strikes a physical blow.

Cultural Notes

The culture of the Naboo reflects their devotion to art and philosophy. This emphasis on the finer things manifests itself in every aspect of their society. Naboo engineers plan cities and towns carefully, with an eye toward preserving as



NABOO SYSTEM CHARACTERISTICS

The following information describes the Naboo system and planet in detail.

Naboo System
Star: Naboo (yellow)
Orbital Bodies: 5 natural, 1 artificial

Name	Type	Moons	Known Settlements
Moth	Searing rock	0	None
Erep	Searing rock	1	None
Naboo	Terrestrial	3	Naboo and Gungan; Naboo research facility on moon #1
Widow	Barren rock	1	None
Storm	Gas giant	32	Naboo penal colony on moon #3, TaggeCo mine on moon #10
TFP-9	Space station	0	Trade Federation employees

Planet Naboo
Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type 1 (breathable for Humans); **Gravity:** Standard; **Terrain:** Mountains, plains, swamps; **Length of Day:** 26 standard hours; **Length of Year:** 312 standard days; **Sapient Species:** Gungans, Humans; **Starports:** 3 stellar, 4 limited service; **Population:** Unknown number of Gungans, 1.2 billion Humans; **Planet Function:** Cultural center, Gungan homeworld; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** Grains, works of art; **Major Imports:** Technology, processed foods.

much of the planet's natural beauty as possible. Thus, their cities look like adornments to the land rather than shackles upon it. The Naboo monarch dresses in elaborate finery that puts even the traditional costumes of most Core worlds to shame. Even in manufacturing, craftsmanship is the key factor. The Naboo never use assembly lines; instead, each worker or team completes an entire item before beginning the next.

The Naboo encourage their children to begin developing both intellectual and artistic skills as early as possible, regardless of the family's social status or the child's specific interests. Thus, Naboo children grow up actively seeking knowledge and methods of self-expression.

The educational system helps to reinforce this appreciation for the finer things. A student's rate of advancement and direction of formal study depend primarily on individual interests and ability, as measured by regular aptitude tests. The Naboo believe that people can reach their fullest potentials only when given the freedom to pursue their own interests at a pace that suits them. Since this world has produced some of the galaxy's most revered Human philosophers, this system must have some merit, at least for certain areas of study.

Of course, the percentage of acclaimed philosophers hailing from Naboo might also be a side effect of the culture's emphasis on engaging the minds of all citizens in intellectual and artistic pursuits. What is viewed as cultural refinement on most worlds is simply part of everyday life for the Naboo. Thus, visitors to the planet may overhear even the lowliest laborers debating the merits of one classical Naboo poet over another.

For such a civilized society, the Naboo have relatively few factories. This is primarily because the people are unwilling to accept the environmental pollution that usually accompanies heavy industry. Their clean environment comes at a price, however. Since they do not have their own factories to produce high-precision components, they must import items like hyperdrives and sublight engines from manufacturers on industrialized worlds. The Naboo engineers do fabricate some of their own parts, such as fuel tanks, computer casings, and sensor antennas, but they acquire most of the high-technology gear required for starships through trade with other worlds.

Since the Naboo abhor violence, they maintain no standing army. The Royal Naboo Security Forces, which provide protection for the monarch, consist entirely of volunteers. In matters of planetary security, leaders try to ensure their people's safety by maintaining peaceful relations with other worlds. Should these methods fail, they turn to the Republic for protection.

Political Organization

From the Republic's point of view, the single most important Naboo institution (and the only one that warrants treatment in a brief overview such as this) is the monarchy. The monarch is the primary point of contact for any offworld organization interested in establishing a presence on Naboo. Entrepreneurs with grandiose business plans had best gain the monarch's approval before proceeding, or they stand to encounter great resistance from the populace.

The monarch of the Naboo is truly the voice of the people. Despite his or her royal title, the ruler holds the throne by popular vote rather than by birthright. This system dates back to the earliest days of the colony, when the Naboo named one woman their leader during the conflict with the Gungans. This woman accepted both the position and the title of Queen, but she refused to establish a hereditary bloodline. Instead, she decreed that the people would choose the wisest among them to rule after she died.

Ever since then, the Naboo have utilized a system of meritocratic democracy to select their rulers at all levels of government—from mayors of remote villages to governors of large cities to the monarch of the planet itself. Thus, the monarch, the mayors, and even the local officials govern by the will of the people. All have limited terms of office.



NABOO COMMONERS

In keeping with the cultural ideals of the Naboo, each common citizen is skilled in a single craft, has some knowledge of a particular area of philosophy or history, and is skilled in at least one of the performing arts. However, an individual's expertise is always in a field that enables him or her to make money—construction, accounting, mechanical repairs, etc. Most of the common citizens apply Skill Emphasis to their Profession skills, although those who dream of someday becoming well-known artists or performers (or even politicians) sometimes apply it to one of the other skills instead.

Generic Naboo Citizen (Human Commoner): Init +0; Defense 10; Spd 10 m; VP/WP –/10; Atk +0 melee (1d3, punch or by weapon), +0 ranged (by weapon); SV Fort +0, Ref +1, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; Challenge code: A.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2, Knowledge (varies) +2, Profession (varies) +5 or Entertain (varies) +5.

Feats: Skill Emphasis (Craft, Knowledge, Entertain, or Profession).

including the monarch, who rules for a maximum of two four-year terms.

The right to vote on Naboo is based not on age, but on intellectual maturity, as determined by the aptitude tests given in the schools. Likewise, there is no chronological age requirement for holding a leadership position. Thus, though the current Queen of the Naboo is only fourteen years old, visitors may rest assured that she is wise beyond her years.

This unusual method of involving citizens in the operations of government has persisted since the founding of the first Human colony on Naboo nearly four thousand years ago. By encouraging all citizens to participate, the Naboo foster a sort of enlightened self-interest that gives each person a deeper understanding of governmental issues than inhabitants of other planets generally have. The result has been a planet free of polluting industries, cities that are clean and uncrowded, and a populace that focuses on making life as pleasant as possible for all citizens.

Leaders of the Naboo

The current ruler of the Naboo is Queen Amidala, a young woman who has held the throne for only six months. As is traditional on Naboo, she became Queen by popular vote. The circumstances surrounding this election, however, were somewhat unusual.

King Veruna had entered his second term prior to Amidala's election. According to rumors, Veruna became embroiled in less-than-noble offworld politics, a situation largely ignored or unknown on his homeworld. Evidently he succeeded admirably with this double agenda. After all, corruption in an elected leader was practically unknown on Naboo.

Meanwhile, Amidala was gaining respect and popularity within her village and beyond. Even as a child, she displayed wisdom and clarity of vision beyond her years. Since she showed an interest in and an aptitude for leadership, her parents and instructors encouraged her to run for office locally. Her successes mounted, and soon she was ready to try for a higher office.

Amidala was elected Princess of Theed at the tender age of twelve. Though Veruna was concerned lest this popular young woman become a threat to his power, he thought he would be able to control her. Even then, however, Amidala was far too bright and headstrong to become anyone's puppet.

As it turned out, the young Princess's devotion to traditional Naboo ideals contrasted so starkly with Veruna's "advancement agenda" that the populace turned against the king—in fact, the Naboo soon called for his removal from office. Faced with this situation, the king abdicated and went into seclusion in the countryside. Amidala then ran for monarch in the new election. She gained the throne by an overwhelming majority, easily winning the people's confidence with her intelligence, wisdom, and charm.



Since Amidala has ruled Naboo for only six months, Republic Intelligence does not yet know the precise dynamics of her court. It is clear, however, that while she listens to the suggestions of her Advisory Council, the young Queen makes her own decisions. Analysts believe that more changes in personnel will occur in the future, as the young Queen becomes more comfortable with her position. As far as the Naboo are concerned, however, Amidala's still-new government continues to grow more and more popular. (See the Important People in Theed section of this dossier for additional information on Queen Amidala and her court.)

Settlements of Note

Visitors to the planet are likely to spend their time in either Keren or Theed. Keren is the center of Naboo's commerce, whereas Theed is the planetary capital and seat of government. Both cities offer convenient access to all the amenities a galactic traveler could want. (Keren and Theed are detailed further in subsequent sections of this dossier.)

The other Naboo cities and villages have little to offer except firsthand views of the common Naboo citizen's lifestyle. Such settlements are often quite isolated, so the Republic Diplomatic Corps advises visitors wishing to explore outside the boundaries of Keren or Theed to secure local guides first. For a complete listing of all acknowledged Naboo settlements, their primary functions, and their estimated populations, consult the Republic Scout Service Database, Subdirectory OR5-23794-4N.

City of Keren

Since Keren is the largest city on Naboo, both planetary and interstellar merchants conduct most of their business here. Nearly any legal goods (and a few illegal ones) are for sale in Keren's markets.

Keren is also home to the Kwilaan Starport, one of the few positive legacies from King Veruna's reign. Despite their frequent disagreements, both Veruna and Senator Palpatine expressed an interest in strengthening Naboo's ties with the rest of the galaxy. To that end, the Royal Advisory Council suggested upgrading Kwilaan to a stellar-class starport. With the joint sponsorship of Naboo's king and senator, it took only a short time to accomplish this and obtain BoSS accreditation.

Despite its many positive features, however, Keren has of late become the center of criminal activity on Naboo. Republic Intelligence reports that at least one "mercantile guild consultant" who maintains an office in the Kwilaan Starport is in the employ of a noted underworld figure (see the entry for Shep Contopault, below). Even more troubling is the fact that the Keren City Council has recently petitioned the Royal Security Forces for aid in patrolling the city and surrounding countryside. This fact, combined with numerous reports of disappearances, may indicate that at least one slaving ring is operating in and around Kwilaan. Since unchecked slaver activity could threaten Kwilaan's BoSS accreditation, analysts anticipate a request for Republic assistance within six standard months.



NABOO PLAYER CHARACTERS

A player wishing to create a Human hero from Naboo should follow the standard rules in the *Star Wars Roleplaying Game Rulebook,* with the following exceptions. These adjustments are designed to capture the cultural mindset with which the character was raised.)

- The player may not select a combat-oriented feat (such as Armor Proficiency, Dodge, Two-Weapon Fighting, etc.) as the character's bonus 1st-level feat. This limitation reflects the Naboo cultural emphasis on pacifism.
- The player must apply the 4 bonus skill points that a Human character receives at 1st level to a specific field of Craft, Knowledge, or Entertain (player's choice). All 4 points may be assigned to a single skill, or the player can divide them among several skills, as desired. This adjustment reflects the Naboo love for the arts and cultural refinement.

Kwilaan Starport

Kwilaan is one of the few fully BoSS-compliant starports in the Outer Rim Territories. Speaking at its reopening ceremony, Senator Palpatine described Kwilaan as "a shining example of what all planetary governments should strive to build."

Named after the scout who charted the system and later led the original Human settlers to Naboo, the Kwilaan Starport has all the amenities of any other stellar-class port. It features full repair facilities with qualified mechanics and a reasonable stock of commonly used parts. Nevertheless, significant delays and extra costs often result when certain exotic items, such as components for Nubian hyperdrives, must be ordered from offworld manufacturers. An effort is underway to encourage shipbuilders, cargo brokers, and trade guilds from across the galaxy to open offices at Kwilaan. If this is successful, the overall flow of trade goods to and from Naboo should increase, and the response time on starship repairs should improve dramatically.

At present, the only non-Naboo organizations that maintain permanent presences at the port are the Republic Office of Xenosociology (ROX); Kazellis Corporation, and the Trade Federation. ROX scientists are conducting a long-term study of the Gungan civilization from their offices at Kwilaan. (The appropriate section of this dossier presents much of the information they have compiled.) Kazellis is a small manufacturing company headquartered in the Kathol sector. This branch facility supplies standard starship parts to the port's mechanics.

Although Kwilaan Starport is fully BoSS-compliant, its trade and traffic levels remain insufficient to warrant a BoSS administrative office. At last audit, the port was at 65% capacity for traffic and 47% for trade. Both these figures

must be at 77% for to justify the expense of a new office. Nonetheless, Senator Palpatine continues to file special requests with BoSS, claiming that its very presence at Kwilaan would bring more trade to the starport.

This situation may soon change with the imposition of Republic taxes on commerce in the former free-trade zones. Regulations require BoSS to open an office within one year in any region that trades taxable goods. Such a facility, at the very least, must provide proper training for customs inspectors and ensure that merchants dealing there adhere to Republic standards for commercial activity.

Important People in Keren

Republic Intelligence has assembled dossiers on the city's mayor, chief of police, and other important political figures. (For more information, consult the Republic Diplomatic Services Database, Subdirectory IR5-23734-7N. Access requires proper security codes.)

There may, however, be times when a representative of the Republic must deal with the planet's less savory elements, either to achieve a particular goal or to gain a more complete perspective of the world's internal political situation. Therefore, this dossier includes background information on two recognized underworld contacts: Hesh Verbon, the portmaster of Kwilaan Starport, and Shep Contopault, a free trader and known associate of crime lords.

Portmaster Hesh Verbon

Hesh Verbon is the portmaster and chief administrator of Kwilaan starport. She sets operating priorities and wields a great deal of influence over most procedures as well, regardless of BoSS regulations.

Though Verbon is a native of Naboo, she does not share all of her people's high-minded ideals. In fact, her nature is fundamentally criminal. When one of her early capers went awry, the authorities offered her the choice of a jail term or offworld service. She chose the latter and spent several years with the planetary militia of the Outer Rim world Dorvalla. During her service there, Verbon developed a preference for Core culture (particularly luxuries) that has remained with her ever since.

After serving out her time, Verbon returned to her homeworld and volunteered for service with the Royal Naboo Starfighter Corps. Though she genuinely seemed to love being a fighter pilot, she eventually turned her attention to greater things. How she managed to get Senator Palpatine's backing to serve as portmaster is unclear, but she gained the position largely at his behest.

Since then, Verbon has essentially treated Kwilaan as her private domain. She demands total loyalty from her employees and ensures it through both force of personality and her "employee bonus plan"—a system of formal payoffs designed to ensure cooperation.

Although she is always careful to ensure that no violations of BoSS safety or security regulations occur, Verbon does permit a wide variety of shady dealings at the port. Her price for looking the other way may be a percentage of the profit, a supply of luxury goods from the Core, or both. The only enterprises she does not condone are those that are illegal on Naboo (such as slaving) and those likely to harm her homeworld. As a result, Kwilaan has been steadily gaining a reputation as an excellent staging area for smuggling runs. In particular, Outer Rim smugglers use this starport to acquire or offload cargo that is heavily taxed or restricted in ports managed by the Republic.

Keren law enforcement officers have cooperated with Republic agents in investigating the activities at Kwilaan, but they have not yet managed to catch Verbon violating any Naboo laws. (Republic laws are another issue entirely.) Despite the problems her corruption creates for customs officials at other ports, however, the Republic is not terribly eager to put her out of business. In fact, she has more than once helped Republic Intelligence officers gather valuable information about the Outer Rim, and she has occasionally aided Republic agents on Naboo as well.

There is no question that Verbon could be a valuable source of assistance for Republic operatives who, for whatever reason, cannot go to the Naboo planetary government with a problem. Unless she suspects that doing so would endanger her position, she is often willing to render aid for a price—typically a gift of Core World liqueurs or other fine consumables. Verbon also loves to hear the latest news from the Core and often repays those who take time to gossip with tidbits of information about good places to buy and sell cargo in the Outer Rim.

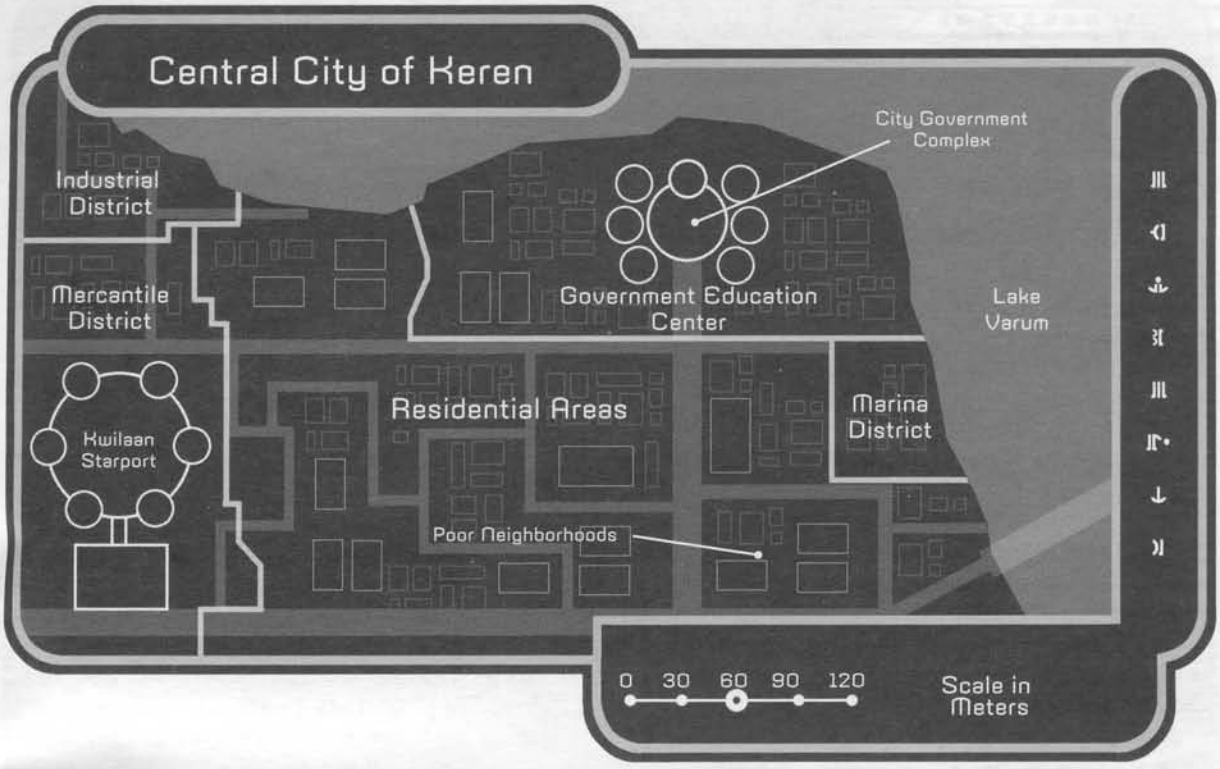
Naturally, the opening of a BoSS office at Kwilaan would bring Verbon's activities to a screeching halt, or at least make them less blatant. Thus, it is quite likely that she stands with the Trade Federation on the issue of taxation.

Shep Contopault

This aging confidence man has been associated with several criminal enterprises over the years. His exact function in these organizations is unknown, but Republic Intelligence believes he is an information gatherer for blackmail and other extortion operations. However, he has also worked with the Sector Rangers as a confidential informant, and numerous personnel from that office maintain that he has provided them with valuable tips. (For a complete treatment of Shep Contopault's criminal record, consult the Sector Ranger Database, Subdirectory CIH9-23734-23ORC. Proper security clearance is required.)

Now, however, Contopault insists that he has retired from his former life of crime and become a legitimate businessman based on Naboo. He currently resides in Keren and promotes himself as a "mercantile guild consultant" across the Outer Rim. When he first opened his office, he spent much of his time assembling a list of legitimate mercantile contacts on and off Naboo. More recently, he has been working with Hesh Verbon to develop a series of incentive programs for merchants. Their joint goal in this endeavor is to induce independent traders and manufacturing interests to establish permanent facilities at the port.

Thus far, the authorities have no evidence that Contopault is doing anything other than what he claims. However, the



GAMEMASTER NOTES

Hesh Verbon

Hesh Verbon is a slight woman in her thirties who favors Core World fashions when not in uniform. She may be turning her starport into a hive of scum and villainy by Naboo standards, but she doesn't want to see that infection spread too far into the countryside. Verbon has always steered clear of any slaving operations, and she expressly forbids such activities at Kwilaan. She does dabble extensively in shaak rustling and veermok exporting, however. (See the Flora and Fauna of Naboo section for further information.)

Verbon expects a 2% cut of the take, or its equivalent in Core goods, from any deal that takes place at her port. She rewards honesty with information and cooperation. Should Verbon discover that someone has been using her port illicitly without cutting her in, she orders the offender's ship impounded and its crew arrested for violation of BoSS regulations—even if her staff has to make up an offense. This is common knowledge to any scoundrel or noble with smuggling contacts in the Outer Rim, as is her love of Core libations and gossip.

Verbon still loves to fly fighters, so she spends one day a week in the duty lounge at the Royal Starport in Theed, chatting with the other pilots. The rest of the time she is somewhere within the Kwilaan starport.

Hesh Verbon: Female Human Scoundrel 5/Noble 2; Init +2; Defense 20 (+2 Dex, +8 class); Spd 10 m; VP/WP 23/11; Atk +2 melee (1d3, punch), +4 ranged (3d4, hold-out blaster); SQ Better lucky than good, call in a favor, illicit barter, inspire confidence +1, sneak attack +2d6; SV Fort +1, Ref +8, Will +5; SZ M (1.57 m); FP 2; Rep 4; Str 11, Dex 14, Con 11, Int 15, Wis 12, Cha 14; Challenge code: D.

Equipment: Datapad with memos and reports, multichannel comlink, starport administrator uniform, hold-out blaster.

Skills: Appraise +6, Astrogate +6, Bluff +6, Craft (woodworking) +5, Computer Use +4, Diplomacy +7, Forgery +6, Gather Information +8, Knowledge (BoSS regulations) +5, Knowledge (Naboo import/export laws) +7, Listen +7, Move Silently +6, Pilot +10, Read/Write Basic, Repair +7, Ride +4, Sense Motive +7, Speak Basic, Speak Sullustese, Spot +6, Swim +3.

Feats: Fame, Starship Operation (starfighter), Skill Emphasis (Pilot).

Starport Security

These men and women have "law enforcement official" written all over them, even when they are off duty. Most are former police officers who have signed on with Hesh Verbon simply for the money she offered. All of them are willing to overlook anything short of mass killings, large-scale destruction of property, and highly public firefights for a price, which they readily name if no bribe seems to be forthcoming. If the characters have already struck a deal with Hesh Verbon, the security personnel do not ask for bribes, though they still accept any that are offered.

Starport Security Personnel: Male or Female Human Thug 2; Init +0; Defense 11 (+1 blast vest); Spd 10 m; VP/WP –/10; Atk +2 melee (1d6, club/baton), +2 ranged (3d6, blaster pistol); SV Fort +3, Ref +0, Will +1; SZ M; Rep 0; Str 11, Dex 10, Con 10, Int 12, Wis 12, Cha 10; Challenge code: A.

Equipment: Datapad with starport and customs regulations, multichannel comlink, starport security uniform, baton, blaster pistol.

Skills: Craft (varies) +3, Intimidate +8, Knowledge (Republic customs law) +3, Profession (law enforcement) +8, Read/Write Basic, Sense Motive +3, Speak Basic, Spot +3.

Feats: Skill Emphasis (Intimidate), Skill Emphasis (Profession: law enforcement).

Shep Contopault

Shep Contopault is a tall Human with a dark complexion and blue-black hair. In his business dealings, he is both charming and shrewd.

Contopault really did give up his criminal past to found a Free Trader Association on Naboo. What's more, he did it with the blessing of his underworld contacts—a situation nearly unheard of in the Outer Rim Territories. It is, after all, a well-known fact that few people who work for such organizations ever resign and live to tell about it. But while Shep's motivations are honorable, those of his criminal masters are not. They're relying on Contopault to build an entirely new market for protection rackets on Naboo. Once some new businesses set up at Kwilaan, these crime lords intend to move agents in and rule Naboo's criminal elements from afar. So far, however, only one merchant has responded to the invitation to join Contopault's new Free Trader Association.

The new member of Shep's organization is Chee Mobok, a Twi'lek textile merchant who is away from Ryloth for the first time in his life. He assumed that the peaceful world of Naboo would be a good place to start building offworld business contacts. As things turned out, his timing for such a venture was less than perfect. (For more information about Chee Mobok, see the Peril on Naboo section.)

Shep Contopault: Male Human Scoundrel 6; Init +2; Defense 19 (+2 Dex, +7 class); Spd 10 m; VP/WP 26/11; Atk +4 melee (1d3, punch), +6 ranged (3d6, blaster pistol); SQ Better lucky than good, illicit barter; sneak attack +2d6; SV Fort +2, Ref +7, Will +2; SZ M (1.9 m); FP 3; Rep 3; Str 11, Dex 14, Con 11, Int 15, Wis 11, Cha 14; Challenge code: D.

Equipment: Datapad with warehouse inventory and names of suppliers and free traders in the Outer Rim, blaster pistol.

Skills: Astrogate +6, Bluff +6, Diplomacy +4, Forgery +6, Gather Information +10, Hide +7, Knowledge (criminal organizations) +6, Listen +9, Move Silently +2, Disable Device +2, Pilot +5, Read/Write Basic, Repair +7, Search +6, Sense Motive +4, Sleight of Hand +4, Speak Basic, Speak Huttese, Spot +3.

Feats: Alertness, Dodge, Quickness, Stealthy.

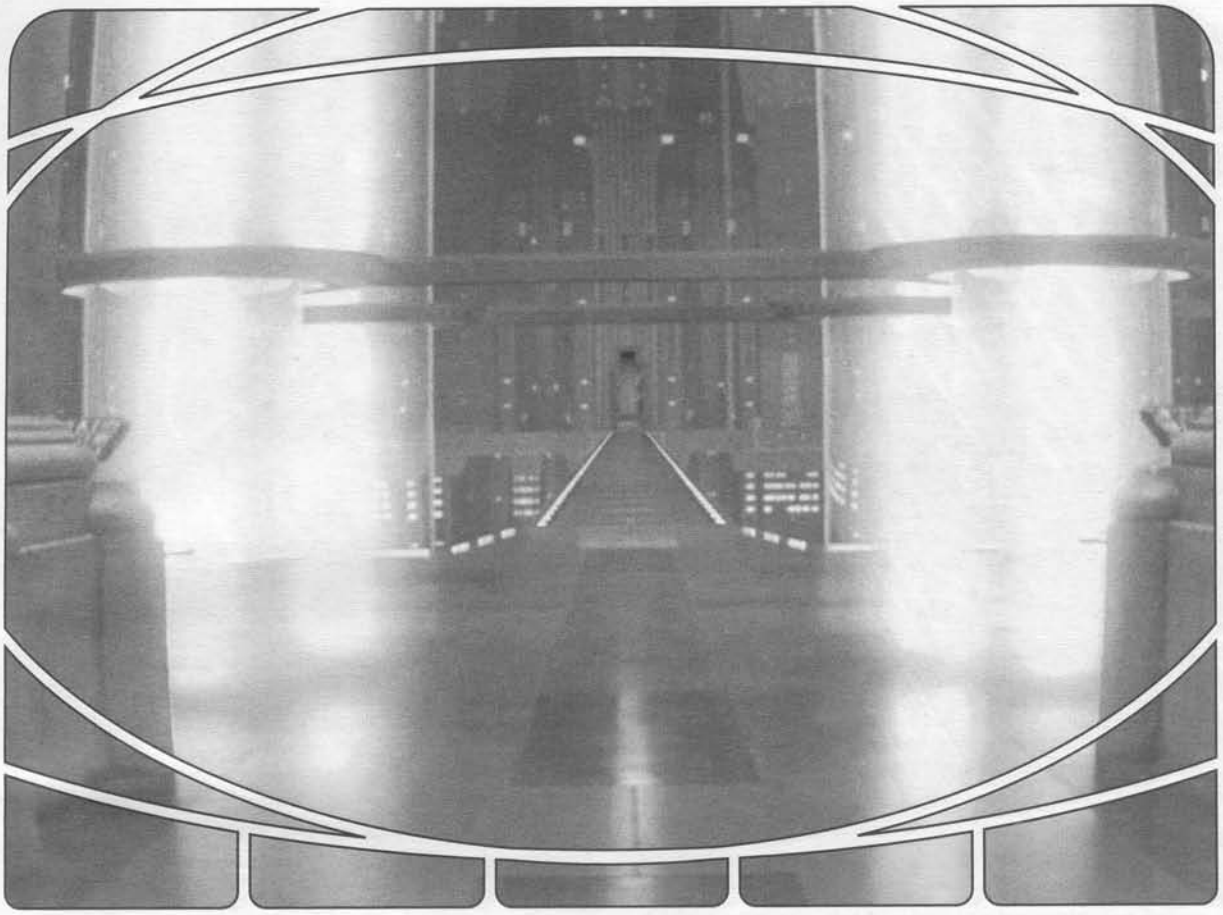
Sector Rangers know that many crime lords were watching the growth of Naboo's criminal underworld with great interest during King Veruna's reign, and that one or more of them may have plans to seize control of it. It seems only logical to suppose that Contopault is there as an agent of at least one of these organizations.

Regardless of Contopault's current loyalties, Republic Intelligence still considers him a reliable source of information about the movers and shakers in Outer Rim criminal circles. This plus the contacts he has made for his "legitimate business" could make him useful to Republic operatives there. Further, the Sector Rangers believe that he is trying to conceal his criminal past from his new associates. This fact might offer some leverage should an operative need to force Contopault's cooperation.

City of Theed

Theed, the second-largest city on Naboo, is the planet's ceremonial and political capital. It is the crown jewel of the Naboo civilization, home to its greatest libraries, museums, shrines, theatres, conservatories, and educational institutions. Built entirely in the unique Naboo architectural style, which features extensive use of porticos and domed roofs, Theed is the handiwork of the planet's most skilled artisans, architects, and urban planners.

The four most important structures in Theed are the Naboo Civic Spaceport, the Theed Generator, the Royal Starport, and the Royal Palace. These last three stand on the edge of a plateau from which the Solleu River spills into the lowlands in a spectacular waterfall.



The Naboo Civic Spaceport

The Civic Spaceport is located at the opposite end of the city from the palace. Like Kwilaan, this public port has the facilities to manage a significant volume of shuttle and freighter traffic, as well as the communication and sensor equipment needed to guide capital ships into orbit.

Every year, thousands of tourists come to experience the legendary beauty of Theed firsthand, and most of them pass through the Civic Spaceport. Many visiting dignitaries also arrive here, though any who have come at the express invitation of the monarch land at the Royal Starport instead.

The Civic Spaceport features a wide range of information kiosks, hotels, and rental agencies for the convenience of visitors. It does not have shipping facilities, but tourists can secure any services they require here. The port even has government-certified guides who can provide visitors with short tours of the city's highlights or lead month-long safaris into the wilderness.

Theed Generator

This building looms over the horizon at the edge of the city, across the Solleu tributaries from the Royal Palace. Like all of Theed's buildings, this one has a grandeur all its own. Indeed, the plant appears almost as regal as—and even more sturdy than—Naboo's center of government. Visitors claim that its grace and style rival those of actual palaces on other worlds.

The Theed Generator operates constantly, mining and stabilizing the planet's naturally occurring plasma from deep within its core. The generator's output supplies government installations and key civilian structures all across the planet. Medical centers, schools, homes, and even the Kwilaan Starport all pull their power from this one facility. (Of course, such institutions also have backup generators in case of emergency.) Thus, the plant has become a symbol of Naboo unity, just like the monarch.

The Royal Starport

Adjacent to the Theed Generator lies the Royal Starport. Visitors invited by the monarch arrive here and disembark from their craft into blastproof bunkers that open onto the cliff face just below the city. This private facility can handle vessels up to the size of small yachts; anything larger must come through one of the public ports. This starport also provides hangar storage for Naboo's fleet of N-1 starfighters.

Before the development of the N-1, the Royal Starport was located in caverns under the Royal Palace. But the new ships required an uninterruptable power supply, so King Veruna ordered the starport moved to a spot with direct access to the Theed Generator. Tunnels fitted with conveyances similar to turbolifts link the new facilities with the old ones, which now serve as barracks for the Palace Guards and on-duty fighter pilots.



The Royal Palace

The Naboo city planners designed Theed to radiate outward from the Royal Palace, as though the city drew its very life from that building. Furthermore, the street layout and building designs ensure that palace dominates the skyline when viewed from virtually anywhere in the city.

The palace is a stately edifice that gives the viewer an impression of strength and invokes the traditional architectural styles of the people it represents. Elegant, yet sturdy in construction, it expresses both the Naboo love of artistry and the strength of the planet's ruler. Parks and public squares surround the main building and the adjoining ones, and carefully landscaped sculpture gardens conceal the perimeter stations of the Palace Guard. Statues of Naboo's most revered philosophers, artists, and monarchs ring the palace and line the avenue that leads up to its broad steps.

The Queen typically holds public ceremonies either on these steps or in the courtyards surrounding the palace. When inclement weather prohibits this, the events take place in the cavernous hall just inside the main doors instead.

From this ceremonial chamber, several halls lead farther into the palace. A fully equipped security checkpoint protects each such passage. The interior of the building houses council chambers and various audience halls, as well as all the standard facilities required to support the Queen, her entourage, and the palace staff.

The throne room is another cavernous chamber with high, vaulted ceilings. Ample windows not only offer a marvelous view of the city, but also bathe the ruler in sunlight during audiences. The only furnishings are the monarch's throne, a workstation, and seats for the members of the Advisory Council. These simple appointments contrast sharply with the monarch's lavish dress and makeup, helping to focus visitors' attention on the ruler of Naboo.

In fact, the entire palace is furnished in the same austere style. Decorations are sparse and conservative, and furniture is invariably simple and utilitarian. Visitors familiar with the opulence of governmental buildings on other worlds invariably remark on this. But the palace designers developed the decorating scheme in accordance with traditional Naboo philosophy. The basic concept is that palace furnishings should not distract those who enter with the trappings of power, but rather focus their attention on the task at hand.

The Royal Court of Naboo

In decades past, an appearance before the Royal Court of Naboo was considered among the safest assignments a diplomat could hope for. Although Republic Intelligence cautions that, if King Veruna was indeed assassinated, the killer might still be at large, Senator Palpatine has been emphatic in his claims that the new regime is fully capable of maintaining law and order on Naboo.

In most royal courts, political power plays and subtle alliances abound. Visitors must always be wary lest they run afoul of some behind-the-scenes plot. But this has almost never been the case on Naboo.

Now, as in the time before Veruna, the functions of the Naboo royal court focus squarely on the monarch and the Advisory Council. Few of the regular participants have anything on their minds other than serving Naboo as best they can. Of course, some courtiers do reap a modicum of personal benefit from their status, but most consider this factor much less important than doing their jobs well. That is not to say that the Naboo court doesn't have its share of sycophants and self-important bureaucrats—no government has yet existed anywhere without them. The Naboo court just has fewer of them than most others do, and they tend to not advance very far in its hierarchy.

Court Protocols and Traditions

Naboo court proceedings are fairly simple. Nonetheless, there are some traditions that visitors should be aware of and several protocols that they should observe.

- For formal audiences, the monarch always wears elaborate, traditional Naboo dress and stylized makeup symbolic of Naboo's royal traditions. The monarch's upper lip is painted red and the lower lip is bisected by a red line—the "scar of remembrance." This mark is a reminder of the mass suffering on Naboo before the Great Time of Peace.
- The Governor of Naboo speaks on behalf of the monarch at all audiences, unless the monarch chooses to become directly involved. (Queen Amidala tends to be more forward than other monarchs have been, but the protocol still stands.) Thus, visitors should direct all remarks to the governor.
- The Naboo monarch is always addressed as "Your Highness." Members of the Royal Advisory Council are addressed either by their individual titles (which vary according to their function in society beyond the palace) or simply as "Councilor." Republic protocol experts advise the latter, unless visitors have had time to familiarize themselves with specific names and positions. The Governor of Naboo is addressed as either "Governor" or "Councilor."
- It is not customary to present either the monarch or the councilors with gifts when appearing for an audience. Such actions may even be frowned upon, depending on the temperament of the monarch and the perceived motivation behind the presentation. (In general, the Naboo take a dim view of attempts to buy the favor of either the ruler or anyone in the court.)
- Anyone seeking an audience with the monarch must first gain permission from the Royal Advisory Council. Supplicants denied permission to see the ruler may appeal such decisions to the Governor of Naboo, who is the final arbiter in such matters. Naturally, neither the Council nor the governor ever turns away any individual whom the Queen has commanded to appear.
- Tradition and Naboo law dictate the order in which supplicants who have been granted audiences actually see the monarch. City officials have first priority. Next come leaders of labor unions and trade guilds, then business leaders, then individual Naboo, and finally offworlders. Exceptions to this ordering occur only when the monarch has commanded a specific individual to appear, and then only if it is a matter of extreme importance to Naboo as a whole.
- The Governor of Naboo sets and maintains the monarch's audience agenda for each day, striking anyone who tries to slip ahead of others from the queue entirely. Such supplicants must then start over, meeting again with the Advisory Council to request another audience.

For a complete treatment of the Naboo court's traditions and how they evolved, see the Republic Historical Database, Subdirectory ORT571-23,794,928/4N.

Important People in Theed

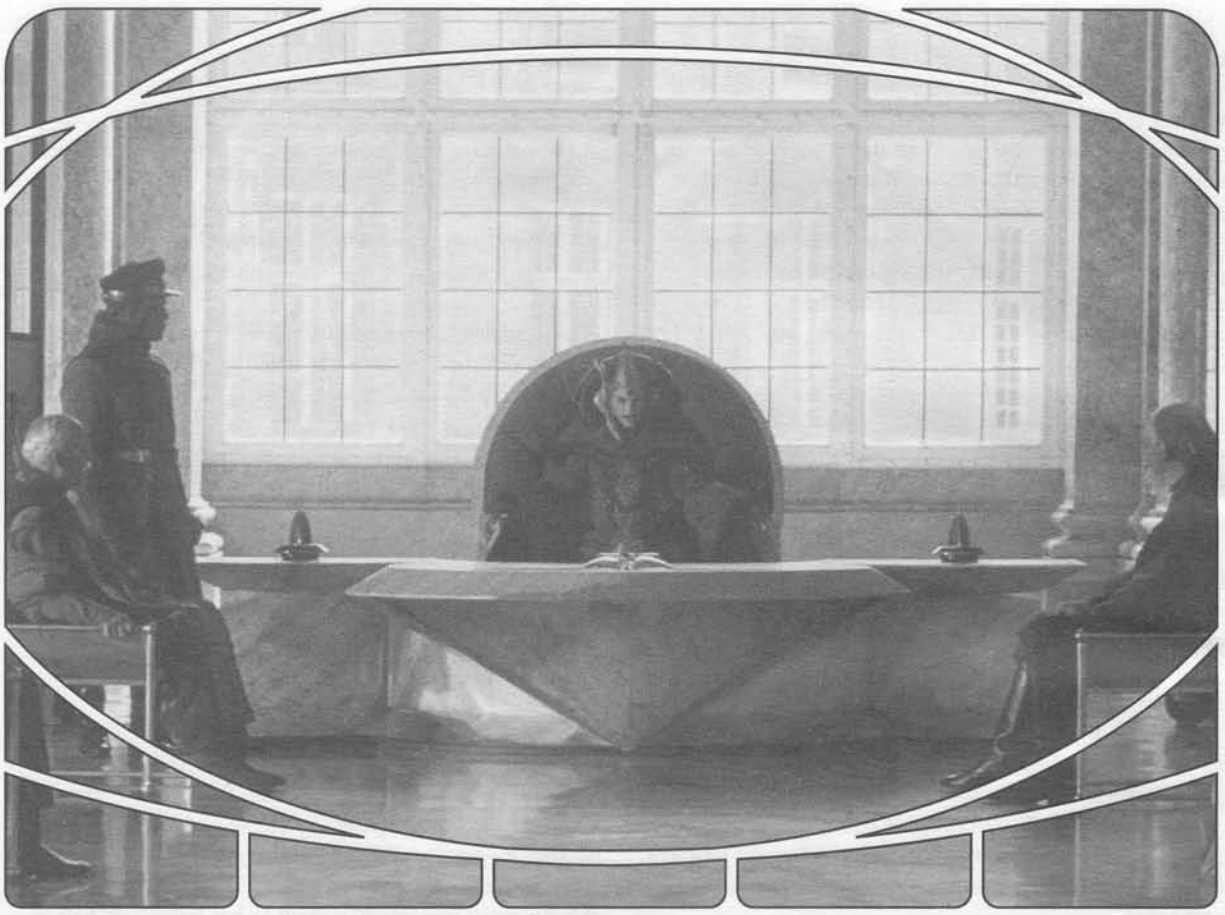
The Naboo view their monarch as the living symbol of their heritage and group identity. Thus, Queen Amidala is by far the most important person on Theed at this time. Other personalities likely to come into contact with visiting negotiators include the Queen's handmaidens, the Advisory Council, the captain of the Royal Security Forces, and the Queen's personal pilot.

Queen Amidala

At the age of fourteen, Amidala rules the Naboo with the freshness of her tender years combined with the efficiency of a true leader. The daughter of humble farmers from an isolated mountain village, this young woman is one of the Naboo educational system's greatest successes. Her leadership potential was clearly evident to her instructors before she was ten years old, thanks to the regular aptitude testing that all students must undergo. Sent to study in Theed on the recommendation of her teachers, Amidala spoke often and wisely in public on a variety of issues, thus becoming well-known for her insight. The people of Theed elected her Princess when she was only twelve.

There is an understandable tendency for offworlders to view Amidala as less than a legitimate ruler. After all, how could a mere child possibly be an efficient and responsible ruler? But it was exactly that line of thinking that led to her predecessor's downfall, and the Republic must not make the same mistake. There is no question that she has the courage to stand by her convictions as well as the determination to support her people's interests even in difficult circumstances.





GAMEMASTER NOTES

Queen Amidala

Amidala is fiercely dedicated to her people and to upholding the cultural ideals of Naboo. When faced with a tough choice, she listens to her advisors, but ultimately follows her own sense of right and wrong in making her decisions.

The Queen of the Naboo does not hesitate to put herself at risk for her beliefs if the situation demands it. Despite the fact that every one of her handmaidens doubles as a bodyguard, Amidala prefers to rely on her own abilities in a crisis. Thanks to extensive martial instruction from Captain Panaka, Amidala can also perform sneak attacks.

Despite her martial training, Amidala is first and foremost the leader of her people. Thus, she gains a +1 bonus on Diplomacy checks when using her oratory abilities to inspire confidence in her followers. She can also call upon any Naboo citizen for a service, and she may even receive the willing cooperation of other planetary leaders simply by asking. Despite her diplomatic skills, however, the Queen neither abuses her authority nor takes undue advantage of her people's goodwill.

Queen Amidala: Female human Noble 4/Soldier 2; Init +2; Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 28/11; Atk +4 melee (1d3–1, punch), +7 ranged (3d4, hold-out blaster); SQ Call in a favor, inspire confidence (+1); SV Fort +4, Ref +4, Will +7; SZ M; FP 3; Rep 8; Str 8, Dex 14, Con 11, Int 14, Wis 16, Cha 15; Challenge code: C.

Equipment: Hold-out blaster, comlink, extensive wardrobe, jewelry.

Skills: Bluff +6, Computer Use +7, Diplomacy +11, Disguise +14, Hide +5, Intimidate +8, Knowledge (Naboo) +8, Listen +8, Move Silently +5, Read/Write Basic, Read/Write Calamarian, Read/Write Ithorian, Repair +6, Sense Motive +9, Speak Basic, Speak Calamarian, Speak Ithorian, Treat Injury +8.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Fame, Point Blank Shot, Precise Shot, Skill Emphasis (Disguise), 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).

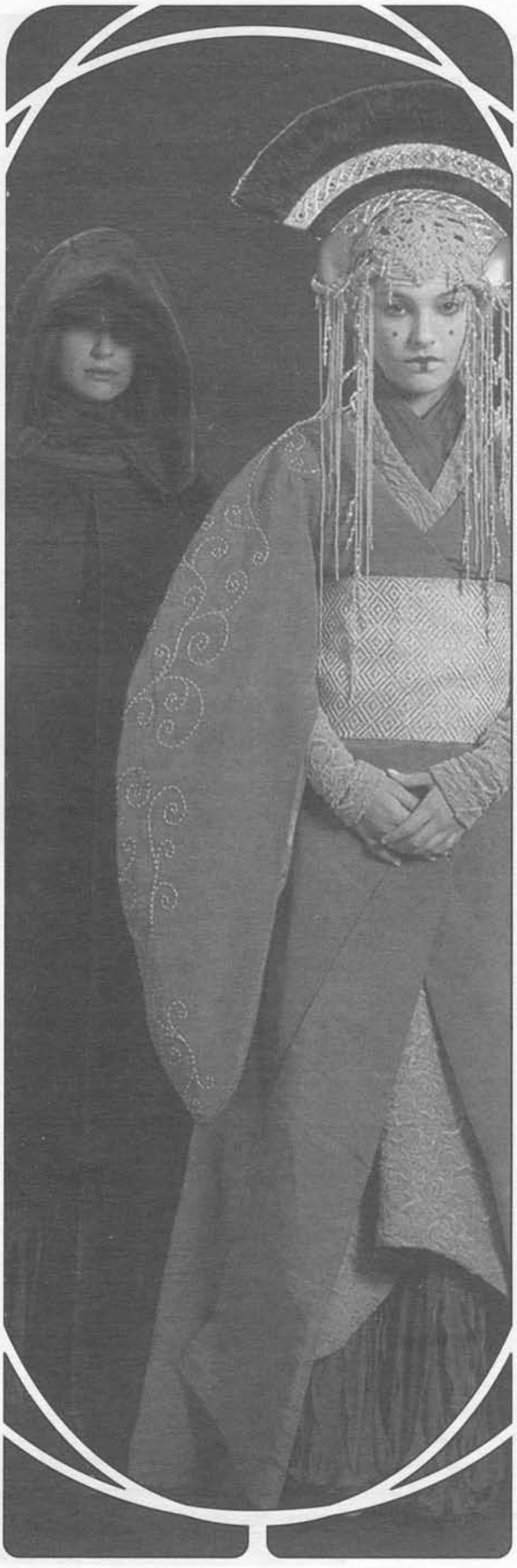


HANDMAIDENS AS PLAYER CHARACTERS

Though handmaidens are always natives of Naboo, a player wishing to generate one for a character need not conform to the restrictions previously listed for Naboo natives. Handmaidens tend to have more martial skills than other Naboo.

To generate a handmaiden character, follow the rules for creating Human heroes as presented in the *Star Wars Roleplaying Game Rulebook*, but apply the following modifications:

- All handmaidens are Human females who resemble Queen Amidala.
- Handmaidens must have minimum scores of 12 in Dexterity, 10 in Intelligence, 10 in Wisdom, and 12 in Charisma. Characters with lower attributes are considered unfit for training.
- Handmaiden characters must begin their careers in the scoundrel class. They cannot change classes until they have reached at least 2nd level as scoundrels.
- Handmaidens must put the bonus skill points they gain with each new level into Knowledge skills (such as royal Naboo protocol or the layout of the royal palace) or scoundrel class skills (such as Hide or Move Silently).
- Handmaiden characters are automatically proficient in the use of glie venoms.
- Each handmaiden character has a Naboo royal pistol and two doses of glie poison (player's choice of type) as part of her starting equipment.



The Queen's Handmaidens

A cadré of servants always attends a Naboo monarch, both on and off planet. The ruler's elaborate dress alone makes such aid a requirement. But the presence of royal attendants has never been as obvious nor as constant as it seems to have become in Queen Amidala's reign.

The Queen never appears in public without her handmaidens. During audiences on Naboo and trips to other courts, they quietly stand a few paces behind her, their simple, hooded robes providing a dramatic contrast with Amidala's regal costuming. Even when Amidala is in private conference, one or more handmaidens remains within sight of her, if not actually within earshot.

Very little is known about who the handmaidens are, or whether they play any role more important than assisting the Queen with the elaborate costuming, hairstyles, and makeup that Naboo tradition demands. Some Republic Intelligence agents have speculated that the handmaidens may also help protect the Queen in some fashion. Simple observation reveals that they are all of the same general height and build as Amidala. It is possible that their constant proximity to her could baffle attempts to lock onto her vital signs with sensors. Though such tactics are not part of the traditional security precautions for a Naboo monarch, the Royal Security Forces may have implemented unusual measures to protect an unusual Queen.

At one point, a Senate security officer proposed an even more outrageous theory. Although the passenger lists for Queen Amidala's Royal Starship always identified the same

The Queen's Handmaidens

The base requirement for handmaidens, of course, is a physical resemblance to the Queen. However, a successful candidate must also pass a battery of rigorous tests that try every facet of her personality and skills.

Thirteen handmaidens are on duty in the palace at all times, and five travel with Amidala whenever she leaves Naboo. In addition to serving as a bodyguard for Amidala and watching for possible threats to her life, each handmaiden is fully capable of standing in for the Queen should the situation require a decoy. When danger threatens, Amidala simply changes clothes with one of her handmaidens. While the handmaiden poses as the Queen, Amidala assumes the role of Padmé Naberrie, who supposedly serves as a royal messenger.

Eirtaé

Although less skilled in martial arts than her fellow handmaidens, Eirtaé has a particular talent for spotting treachery before it becomes an active threat. Thus, Amidala considers her a key member of her entourage.

Eirtaé: Female Human Scoundrel 2/Noble 2 (Handmaiden); Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 21/12; Atk +1 melee (2d4, vibrodagger), +4 ranged (3d4, Naboo royal pistol, crit 19–20); SQ Better lucky than good, call in a favor, illicit barter, inspire confidence (+1); SV Fort +1, Ref +6, Will +5; SZ M (1.65 m); FP 1; Rep 0; Str 9, Dex 12, Con 12, Int 13, Wis 14, Cha 15; Challenge code: C.

Equipment: Multichannel comlink, datapad with Amidala's daily agenda, two doses of glie poison (paralysis and sleep), handmaiden robes, Naboo royal pistol, vibrodagger.

Skills: Appraise +5, Bluff +7, Computer Use +5, Craft (sculpting) +6, Diplomacy +7, Disguise +7, Entertain (formal dance) +6, Hide +5, Knowledge (Naboo royal protocol) +8, Listen +6, Move Silently +5, Read/Write Basic, Sense Motive +7, Speak Basic, Spot +7.

Feats: Low Profile, Quickness, Stealthy.

Rabé

Rabé excelled at her training in both weapons and more subtle forms of persuasion. She has grown so close to Amidala that she is unable to imagine doing anything else.

Rabé: Female Human Scoundrel 2 (Handmaiden); Init +2; Defense 17 (+2 Dex, +5 class); Spd 10m; VP/WP 13/12; Atk +0 melee (1d3–1, punch or 2d4, vibrodagger), +4 ranged (3d4, Naboo royal pistol, crit 19–20); SQ Better lucky than good, illicit barter; SV Fort +1, Ref +5, Will +1; SZ M (1.65 m); FP 1; Rep 0; Str 9, Dex 15, Con 12, Int 14, Wis 13, Cha 14; Challenge code: C.

Equipment: Multichannel comlink, two doses of glie poison (intoxication and sleep), handmaiden robes, Naboo royal pistol, vibrodagger.

Skills: Bluff +7, Craft (pottery) +6, Disguise +7, Knowledge (Naboo royal protocol) +4, Hide +7, Listen +6, Move Silently +7, Profession (hair stylist) +7, Read/Write Basic, Sense Motive +6, Speak Basic, Speak Sullustese, Spot +6.

Feats: Low Profile, Point Blank Shot.

Sabé

Of all the handmaidens, Sabé bears the closest physical resemblance to Amidala—so much so that some have thought they were sisters. Thus, it is Sabé who usually has the honor of taking the Queen's place during times of great danger. Sabé has, in the last half year, become the Queen's best friend.

Sabé: Female Human Scoundrel 3/Noble 1 (Handmaiden); Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 14/11; Atk +1 melee (1d3–1, punch or 2d4, vibrodagger), +5 ranged (3d4, Naboo royal pistol, crit 19–20); SQ Better lucky than good, call in a favor, illicit barter; SV Fort +1, Ref +6, Will +5; SZ M (1.65 m); FP 1; Rep 1; Str 8, Dex 14, Con 11, Int 14, Wis 14, Cha 15; Challenge code: C.

Equipment: Multichannel comlink, datapad with Amidala's daily agenda, two doses of glie poison (paralysis and sleep), handmaiden robes, Naboo royal pistol, vibrodagger.

Skills: Appraise +6, Bluff +7, Computer Use +6, Diplomacy +6, Disguise +8, Entertain (acting) +6, Knowledge (layout of Theed palace) +5, Knowledge (Naboo royal protocol) +6, Gather Information +8, Hide +8, Listen +7, Move Silently +8, Read/Write Basic, Repair +5, Sense Motive +7, Sleight of Hand +7, Speak Basic, Spot +8, Treat Injury +4.

Feats: Alertness, Dodge, Stealthy.

Generic Handmaiden

Several other handmaidens also serve Amidala.

Generic Handmaiden: Female Human Scoundrel 2 (Handmaiden); Init +1; Defense 16 (+1 Dex, +5 class); Spd 10 m; VP/WP 9/10; Atk +1 melee (1d3, punch or 1d6, vibrodagger), +1 ranged (3d4, Naboo royal pistol, crit 19–20); SQ Better lucky than good, illicit barter; SV Fort +0, Ref +4, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 12, Con 10, Int 13, Wis 11, Cha 12; Challenge code: B.

Equipment: Comlink, two doses of glie poison (seizure and sleep), handmaiden robes, Naboo royal pistol, vibrodagger.

Skills: Bluff +4, Computer Use +3, Craft +2, Disguise +5, Escape Artist +4, Gather Information +2, Hide +4, Listen +5, Move Silently +3, Pilot +2, Read/Write Basic, Sense Motive +4, Speak Basic, Spot +5, Treat Injury +2.

Feats: Alertness, Low Profile.

five handmaidens—Eirtaé, Padmé, Rabé, Saché, and Yané—as members of her entourage, there was evidence that some of these "individuals" could have been different people at different times. This observation led the security officer to speculate that the handmaidens may actually function as true decoys for the Queen. He further suggested that at any given time, one of the handmaidens might actually be Queen Amidala, and that the Queen might herself be a disguised handmaiden.

The Royal Advisory Council

A five-person Advisory Council aids the monarch of Naboo with the task of governing the planet. Depending on the purpose of their visit to Naboo, Republic diplomats may have to deal with one or more members of the Advisory Council before meeting with the monarch, or they may be able to gain a decision from the Council itself.

The primary function of the Advisory Council is to serve as an intermediary between the people of Naboo and the ruler. The duties of its members focus primarily on matters relating to the world of Naboo, though occasionally they may consult on other matters at the monarch's request.

Headed by the Governor of Naboo, this body decides what matters should have the monarch's direct attention. Its members evaluate all requests for audiences with the ruler and decide which ones to grant. They also debate funding issues and present their recommendations to the king or queen. Finally, they assist the Governor of Naboo in managing contacts with regional officials and consult about any other issues on which the monarch has requested their advice.

Though such bodies on other worlds are usually made up of career politicians, this is not the case on Naboo. Except for the Governor of Naboo, the councilors are noted members of the arts and business communities who have briefly entered the field of public service and intend to return to their regular careers after their terms are over. Their reasons for seeking Council seats vary, but most often they either wish to achieve something they consider important for their world or feel a sense of duty to the interest groups they represent.

General Overview of the Advisory Council

The Council has one permanent position (the current Governor of Naboo, who chairs the group) and four rotating ones. The five nonpermanent members are the Music Advisor, who speaks for all artists and performers; the Master of Science, who speaks for all scientists, philosophers, and farmers; the Chief Architect, who speaks for Naboo's builders and merchants; and the Educational Regent, who speaks for all instructors.

All these offices are elected, in accordance with Naboo's democratic style of government. Council terms last for three years, or until the incumbent chooses to step down, whichever comes first. Alternatively, the Governor of Naboo can dismiss a Council member from office upon receiving evidence of criminal activity or other wrongdoing, though this has happened only a few times in Naboo's history. New elections are held within the appropriate interest group whenever a seat becomes vacant. Particularly accomplished council members may receive offers of permanent employment within Theed's bureaucracy, but most choose to return to their previous careers.

Council Leadership

The Governor of Naboo chairs the Advisory Council and is equal in rank to the Head of the Royal Naboo Security Forces. Anyone elected to the governorship serves for life, until abdication, or until the citizens call for a new election.

The Governor of Naboo's duties span a much wider range than those of most other civic leaders on Naboo. First of all, he or she must address the concerns of regional representatives and city officials. As head of the Advisory Council, the governor decides whether to handle particular issues relating to arts, science, architecture, and education at the Council level or to bring them before the monarch. This is also the official who screens requests from off-world mercantile and political interests for audiences with the monarch, unless the king or queen wishes to handle those personally. Finally, the governor manages the monarch's audience and appearance schedule. In that capacity, he or she must work closely with the head of the Royal Security Forces.

The current Governor of Naboo is Sio Bibble, a man with extensive political background. The Queen has placed the palace staff and the rest of Theed's managing bureaucracy at his disposal, should he need assistance with any aspect of his duties. Governor Bibble is likely to put any audience requests from Republic representatives before Queen Amidala without argument, and he may even rearrange her schedule to accommodate a swift meeting.

GM NOTES

Royal Advisors

Only Naboo natives may serve on the Royal Advisory Council. The councilors typically carry no weapons, although some do own blaster pistols.

Generic Naboo Royal Advisor: Male or female Human Diplomat 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 9/10; Atk +2 melee (1d3, punch); SV Fort +1, Ref +1, Will +4; SZ M; FP 0; Rep 4; Str 10, Dex 10, Con 10, Int 13, Wis 12, Cha 13; Challenge code: B.

Equipment: Datapad with memos and reports.

Skills: Appraise +6, Craft (relating to area of specialty) +5, Diplomacy +6, Gather Information +6, Knowledge (relating to area of specialty) +6, Profession (relating to area of specialty) +3, Sense Motive +6.

Feats: Fame, Skill Emphasis (Knowledge: relating to area of specialty), Skill Emphasis (Profession: relating to area of specialty).

Other Council Members

The current Music Advisor is Hela Brandes, a noted harpist who awed Senator Palpatine and his guests with her recent performance on Coruscant. Since traditional festivals in Naboo's cities generally involve musical programs and other performing arts displays, Councilor Brandes is in charge of arranging funding for them and overseeing the individual events. She has recently been attempting to convince Naboo artists and musicians to arrange exhibits and performances offplanet.

The current Master of Science is Graf Zapalo, one of Naboo's most talented oceanographers. During his tenure on the Advisory Council, the Naboo have expanded their research installations on the planet's primary moon. Even more encouraging is the fact that, for the first time in their history, the Naboo have begun an organized effort to chart the many tunnels riddling the core of their world.

The current Chief Architect is Hugo Eckener. Recently, he has been focusing his attention on Naboo's planetary infrastructure. Thus far, he has succeeded in improving freight, travel, and communication channels between the world's scattered towns and its starports.

The Governor of Naboo

Sio Bibble has been active in Naboo's politics for many years. Because of his extensive political experience, he remains a powerful force on the Naboo political scene despite the recent change in administration.

Prior to his career in public service, Bibble spent his much of his adult life teaching philosophy at one of the top Naboo universities. He was elected Governor of Naboo during King Veruna's reign, but he became an outspoken and harsh critic of the king's policies as that government became less and less focused on Naboo. Eventually, Veruna abdicated his position and the citizens elected Amidala as his replacement.

The Head of Security

The head of the Royal Naboo Security Forces is also a member of the royal court. In addition to overseeing every branch of the Security Forces, he or she is personally responsible for the monarch's safety.

The current Head of Security is Captain Panaka. Known in some circles as "the quickest eyes on Naboo," he is famous for his uncanny accuracy with a blaster pistol.

Panaka gained his combat experience in a Republic Special Task Force. After a distinguished term of service with the

GAMEMASTER NOTES

Sio Bibble

Governor Bibble gains a +3 bonus on Diplomacy checks to inspire others. Since he is a dedicated pacifist, he never carries weapons of any kind.

Sio Bibble: Male Human Noble 8; Init +0; Defense 16 (+6 class); Spd 10 m; VP/WP 40/11; Atk +6/+1 melee (1d3, punch); SQ Call in a favor (×4), inspire confidence +3; SV Fort +2, Ref +4, Will +11; SZ M (1.9 m); FP 0; Rep 0; Str 11, Dex 10, Con 11, Int 13, Wis 17, Cha 13; Challenge code: D.

Equipment: Comlink, datapad with daily audience schedules and meeting agendas, philosopher's robes.

Skills: Appraise +10, Computer Use +8, Craft (sculpting) +10, Diplomacy +12, Gather Information +10, Knowledge (Naboo philosophical schools of thought) +15, Knowledge (teaching methods) +12, Listen +5, Ride +4, Sense Motive +12, Speak Basic, Spot +4.

Feats: Fame, Iron Will, Trustworthy.

Captain Panaka

Panaka is completely devoted to Naboo and to Amidala. In general, he does not trust offworlders, but he recognizes the necessity for the Queen to deal with and even rely on them from time to time.

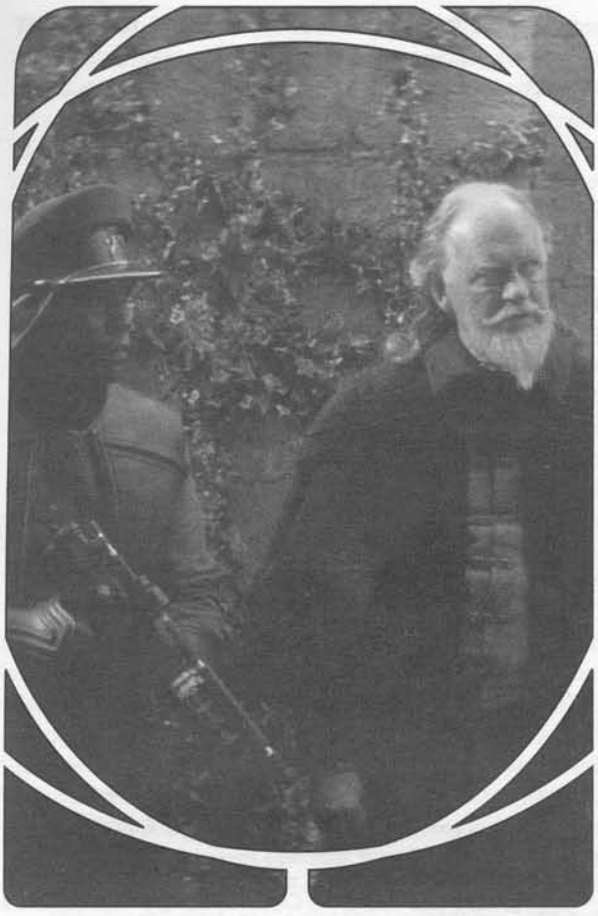
Panaka developed and implemented the institution of the handmaidens as part of a new security plan for Amidala. He continues to participate in the selection and ongoing training of these women.

Panaka: Male Human Soldier 11; Init +8; Defense 19 (+5 class bonus, +4 Dex); Spd 10 m; VP/WP 64/14; Atk +14/+9/+4 melee (1d6+3, martial arts or 1d6+3, baton), +15/+10/+5 ranged (3d8 or special, S-5 heavy blaster pistol or 3d4, Naboo royal pistol); SV Fort +9, Ref +7, Will +5; SZ M (1.95 m); FP 4; Rep 5; Str 16, Dex 18, Con 14, Int 16, Wis 14, Cha 13; Challenge code: E.

Equipment: Multi-channel comlink, S-5 heavy blaster pistol, Naboo royal pistol, Security Officer uniform with blast vest.

Skills: Appraise +5, Bluff +8, Computer Use +7, Craft (metalworking) +7, Demolitions +8, Intimidate +8, Knowledge (teaching techniques) +8, Knowledge (layout of Theed) +9, Knowledge (Naboo royal protocol) +7, Knowledge (small unit tactics) +9, Listen +6, Pilot +10, Read/Write Basic, Repair +9, Sense Motive +9, Speak Basic, Speak Huttese, Spot +12, Treat Injury +9.

Feats: Armor Proficiency (all), Far Shot, Improved Initiative, Martial Arts, Quick Draw, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (S-5 heavy blaster pistol), 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).



unit, Panaka returned to Naboo. He volunteered as a Palace Guard during the early days of King Veruna's reign, but eventually joined the Officer Corps. There, his duties included training and organizing volunteers for the Naboo Royal Security Forces.

Even though Panaka was a senior officer in King Veruna's administration, the Naboo seem to have no doubts about his loyalty to the Naboo planetary government in general and to Queen Amidala in particular.

The Queen's Pilot

The least visible member of the royal court is the monarch's personal pilot. This individual pilots the Royal Starship (or any other vehicle in which the ruler wishes to travel) and is responsible for its regular maintenance.

Queen Amidala's pilot is Ric Olié. When Amidala ascended to the throne, Captain Panaka and Governor Bibble began searching for a capable and trustworthy pilot. Olié's vast experience brought him to their attention, and it did not take them long to decide that he could serve Queen Amidala best at the helm of her personal yacht. Olié readily accepted the position and immediately expanded it to include piloting the Royal Starship and leading Bravo flight, the most notable unit of the Royal Starfighter Corps. In addition, he assists Panaka and other members of the Officer Corps in training the Royal Naboo Space Corps pilots to fly N-1 starfighters.

Armed Forces

The Royal Naboo Security Forces include the Naboo planetary militia, the defensive space fighter fleet, and the monarch's personal bodyguards. Volunteers fill its ranks almost entirely; only the Security Officers and staff officers are fulltime, professional soldiers.

Republic military analysts agree that the Naboo armed forces are both too small and too inefficient to protect their planet adequately. Even worlds that rely on volunteer militias for planet-based defense typically have professional, highly trained pilots standing by to protect their space from pirate incursions. The Royal Naboo Space Fighter Corps, however, amounts to little more than an honor guard for the monarch's unarmed Royal Starship.

The Royal Naboo Security Forces

Republic Intelligence estimates the active membership of the Royal Naboo Security Forces at between 10,000 and 15,000 volunteers at any given time. An additional 1,000 line and staff officers provide these troops with leadership and direction. The Royal Naboo Security Forces consist of several units, each of which is described below.

GM NOTES

Ric Olié

In his years as a pilot, Olié has developed a number of unusual techniques for improving the efficiency of space travel. Thus, he can often make a journey faster than expected. Make an Astrogate check each time he undertakes a journey. A check result of 15 or better shortens his travel time by 25%; a check result of 25 or better shortens it by 50%.

Ric Olié: Male Human Soldier 5/Starfighter Ace 2; Init +8; Defense 21 (+7 class bonus, +4 Dex); Spd 10 m; VP/WP 25/14; Atk +7/+2 melee (1d3, punch), +10/+5 ranged (3d4, hold-out blaster); SQ Familiarity +1, starfighter defense; SV Fort +8, Ref +8, Will +3; SZ M (1.83 m); FP 3; Rep 4; Str 13, Dex 18, Con 14, Int 13, Wis 11, Cha 12; Challenge code: D.

Equipment: Comlink, Space Fighter Corps overcoat, flight jacket, hold-out blaster.

Skills: Astrogate +11, Computer Use +5, Craft (poetry writing) +5, Knowledge (starfighter tactics) +7, Knowledge (desert survival) +3, Knowledge (frozen climate survival) +3, Pilot +14, Read/Write Basic, Repair +8, Speak Basic, Spot +5, Treat Injury +4.

Feats: Armor Proficiency (all), Improved Initiative, Starship Operation (space transport), Starship Operation (starfighter), Skill Emphasis (Astrogate), Skill Emphasis (Pilot), 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).

GM NOTES

Palace Guards

Palace Guards consider protecting the Queen to be the greatest honor they have ever received. Accordingly, they execute their duties with near-unfailing morale.

Generic Palace Guard: 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 special, S-5 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, Palace Guard uniform, blast vest, S-5 blaster pistol.

Skills: Computer Use +2, Craft +4, Intimidate +4, Knowledge (layout of Royal Palace) +5, Listen +3, Profession +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).

Security Guards

Security guards do not have the unfailing morale of the Palace Guard, but they are capable of executing typical police-type actions.

Generic Security Guard: 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, 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, CR-2 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).

The Palace Guard

The roughly 150 Palace Guards are the elite troops of the Royal Naboo Security Forces. The Palace Guard unit consists primarily of Naboo who have completed a tour of duty with an offworld military group, such as the Sector Rangers or the planetary militia of some other Outer Rim world. Generally speaking, those accepted into the Palace Guard have received commendations for bravery during their service with those other forces. Some have even had limited command experience.

The Palace Guards handle security in planetary governmental buildings and serve as bodyguards for the monarch, both on and off Naboo. Although few in number, they represent the backbone of Naboo security operations. Palace Guards average 20 standard hours of service per week, and they tend to remain in the unit for five to ten years each.

Palace Guards are outfitted with equipment befitting their roles as bodyguards to a planetary monarch. Their training is somewhat below the galactic standard, but they tend to make up for that with zealous dedication to duty.

The Security Guard

The Security Guard is the closest thing Naboo has to a regular infantry. Between five and six thousand men and women belong to this unit at any one time. This number tends toward the high end of the range if the Naboo perceive a threat to their world and monarch, and toward the low end otherwise. Security Guards serve an average of 15 standard hours per week and tend to remain with the unit for about two years.

Like the Palace Guard, most of the troops in this unit are Naboo natives who have performed military service elsewhere in the Outer Rim. However, it is not uncommon for nobles or businesspeople who have never been off Naboo to receive martial training from the Security Guard and then serve in its ranks.

Equipment and training for Security Guards roughly match the galactic norm for a police force rather than an army. Guards normally carry CR-2 blaster pistols, though in times of great peril, officers issue blaster rifles to all troops. As for more sophisticated weapons, Security Guards would not know how to use them if they had them.

Not surprisingly, military analysts agree that the Naboo Security Guards would not be able to defend their world against a military ground assault. They are, however, capable of handling riots and other civic disturbances efficiently. Just after the assassination of King Veruna, they were quite effective against certain elements of the Ralthar Syndicate that attempted to take advantage of a brief period of chaos.

The Security Officer Corps

The members of the Officers Corps are Naboo's only fulltime soldiers. Unlike the rank-and-file troops, these are career soldiers who could probably be earning much better pay elsewhere. But like many other Naboo, they put their commitment to and love for their homeworld ahead of personal gain. About 1,000 men and women belong to the Officer Corps.

The Security Officers fill most senior command positions within the Royal Naboo Security Forces. Their primary duties are organizing and training volunteer soldiers, though they also handle day-to-day administrative concerns for all branches of the Force. Officers answer only to the Head of Security.

During times of great peril, the Security Officers use Gian speeders or N-1 starfighters as mobile command centers. This allows them to provide both leadership and up-to-date intelligence information to their troops. Like all other Naboo ground forces, the Security Officers are lightly armed, typically carrying little more than S-5 blasters. However, as is often the case when a professional soldier is part of an army with as few restrictions as this one, many also carry weapons of their own preference.

The Royal Naboo Space Fighter Corps

Naboo fighter pilots fall into a slightly different category than the rest of the Royal Naboo Security Forces' volunteers. Most of these men and women are pilots by profession, with experience in flying everything from air taxis to interstellar passenger liners. The roughly one hundred pilots in the Royal Naboo Space Fighter Corps work 12-hour rotating shifts so that, at any given time, there are thirty-five launch-ready pilots occupying their special quarters at the palace. This pilot-readiness system enables the Naboo government to field a full wing of N-1 starfighters within two hours. Commanders can scramble only half that number on short notice, however.

The Space Fighter Corps exists as much for the sake of tradition as it does for military defense. Its primary function is to serve as an honor guard for the Royal Starship, but its pilots do train in N-1 starfighters on a regular basis. Thus, they are ready to defend their world and monarch in combat if necessary. Since laying down their lives for the Queen symbolizes doing so for the great free people of Naboo, combat service is a great honor. Therefore, though these are by no means the most dangerous space pilots in galaxy, they are nonetheless a fighting force of exceptionally high morale, and their presence makes Naboo a force to be reckoned with in local space.

Each pilot belongs to one of two squadrons—Alpha or Bravo. Since Bravo Squadron is typically the one from which the Queen draws her honor guard, Republic Intelligence believes that the most capable pilots eventually end up on that roster.

Naboo Technological Briefing

Since Naboo is a long-standing member of the Republic, it should come as no surprise that the technology in use there is little different from that found on the Core worlds. Still, certain vehicles and weapons unique to Naboo are worth noting, as are a few unusual cultural adaptations of widely used equipment.

Naboo Starships

As a result of the Naboo's love of artistic beauty, certain innovations in spacecraft technology were not incorporated until recently—most notably, the advanced shielding technology that protects Republic spacecraft from harmful rays in the upper reaches of planetary atmospheres. The Naboo instead developed a more aesthetically pleasing chromium finish that served the same purpose, but it was expensive to make and required hand finishing for maximum effectiveness. Even now that the Naboo have adopted the Republic's electromagnetic shield technology, they still use this chrome finish on some ships for decorative purposes. Now, however, only royal ships can have this treatment, and only the monarch's own vessel may be entirely chromed. Royal starfighters have partial chromium treatments, and nonroyal ships bear no chrome at all.

N-1 Starfighter

The Theed Palace Space Vessel Engineering Corps developed the single-pilot Naboo Royal N-1 starfighter especially for the volunteer Royal Naboo Security Forces. This ship embodies the Naboo love of elegant design, but its twin laser cannons and double magazine of proton torpedoes ensure that it can stand up to aggressors. N-1 starfighters have yellow exteriors with gleaming chromium accents on their forward surfaces. Purely decorative in nature, this finish indicates the ship's royal allegiance.

Created for planetary defense sorties, patrols, and formal

GM NOTES

Security Officers

This is the one corps in the Royal Naboo Security Forces in which a non-Naboo can hold a position. Such non-native officers are very rare, however, and are usually the spouses of Naboo natives.

Security Officer: Male or female Human Soldier 3; Init +1; Defense 14 (+1 Dex, +3 class); Spd 10 m; VP/WP 15/13; Atk +2 melee (1d3+1, punch), +2 ranged (3d8 or special, see S-5 heavy blaster pistol); SV Fort +5, Ref +3, Will +3; SZ M; FP 1; Rep 1; Str 13, Dex 13, Con 13, Int 14, Wis 13, Cha 12; Challenge code: C.

Equipment: Multi-channel comlink, S-5 blaster pistol, Security Officer uniform with rank insignia.

Skills: Computer Use +4, Craft +4, Diplomacy +4, Intimidate +4, Knowledge (small unit tactics) +5, Knowledge (teaching methods) +4, Pilot +5, Sense Motive +6, Treat Injury +4.

Feats: Armor Proficiency (all), Dodge, Iron Will, Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Naboo Fighter Pilots

Naboo Space Fighters are always native to the planet, though some have flight experience with commercial or military outfits of other Outer Rim worlds.

Generic Naboo Fighter Pilot: Male or female Human Soldier 2; Init +2; Defense 14 (+2 Dex, +2 class); Spd 10 m; VP/WP 10/10; Atk +2 melee (1d3, punch), +4 ranged (3d4, hold-out blaster); SV Fort +3, Ref +2, Will +1; SZ M; FP 0; Rep 0; Str 10, Dex 14, Con 10, Int 13, Wis 12, Cha 11; Challenge code: B.

Equipment: Comlink, flight suit, hold-out blaster.

Skills: Astrogate +5, Computer Use +5, Craft +5, Entertain +1, Knowledge (starfighter tactics) +3, Pilot +10, Read/Write Basic, Repair +4, Speak Basic, Spot +5.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Starship Operations (starfighter), Skill Emphasis (Pilot), 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).



STORY IDEA: YOUNG LOVE... SUCH A PAIN!

The heroes have come to Naboo with two teams of trade delegates wishing to petition the Naboo government for contracts in the wake of the Trade Federation's humiliation. The two team leaders have their families along, since they intend to live on Naboo permanently.

Part One: There is bad blood between the leaders of the delegation: the even-tempered, cautious Lady Hella Cordoni from Chandrila (female human, 4th-level noble) and the hot-tempered, brash Master Trader Van Kellen from Corellia (male human, 5th-level diplomat). But there is no such enmity between their teenaged children—Lady Hella's son Pellum and Master Kellen's daughter Remi (both 1st-level nobles). In fact, these two young people have fallen very much in love.

One or more of the heroes accidentally catches the teens in a romantic rendezvous. If the characters fail to report this to the leaders of the delegation, someone else does so instead. The fallout from the aggrieved parents eventually causes the young lovers to steal one of the delegation's landspeeders and run away together. Cordoni and Van Kellen order the heroes to find their children and bring them back.

Part Two: The heroes track the runaways to a shady expedition outfitter in Keren. For a price, he reveals that Pellum and Remi purchased maps of old Gungan ruins, medpacs, vacuum-packed rations, and other equipment suitable for an extended sojourn in a swamp. Further investigation, however, reveals that this particular outfitter is in league with a number of criminal groups, including an offworld slaving operation.

Whether or not the heroes discover this last bit of information, the outfitter and some of his criminal cohorts ambush the adventurers when they leave to search for the youngsters. If there are any Force-users among the heroes, the criminal band includes a Dark Jedi.

If the villains win, they ship any surviving heroes off to their secret hideout. If the heroes win, one of the criminals reveals that their band has already captured Pellum and Remi. After brainwashing the pair, the villains intend to ship them offworld to a slave auction on Tatooine. The informer knows where the group's base on Naboo is, but he isn't sure about the location of the secret landing field they use for their starships.

Part Three: The slaver base is located within a ruined Gungan city. To find the youngsters, the heroes must either escape captivity or infiltrate the base from the outside.

Once they are inside the base and free to move about, they discover that Pellum is already at the secret starport, but one of the band's leaders took a liking to Remi and decided to keep her. He is fast coming to regret his decision, however, as she is quite a hellion. No one except the leaders knows where the landing field is.

Remi, however, has managed to learn the location of the secret starport by rifling her captor's belongings and listening in on his conversations. If the heroes rescue her first, she can reveal or verify its location for them.

When the heroes reach the landing field, they face a tough fight to rescue Pellum. Their adversaries include a handful of slavers, plus a group of slightly tougher mercenaries in the employ of a Hutt crime lord. If there is a fallen Jedi with the group, any Force-users among the heroes may have to engage him in a final showdown. (Alternatively, if things go badly for the villains, the corrupt Jedi may use the battle as cover and escape to plague the heroes another day.)

Alternate Story Direction: If the player characters themselves are less-than-upright citizens, they can get into the story by hearing rumors to the effect that slavers have kidnapped the children of Lady Cordoni and Master Kellen. The heroes can then "liberate" the youngsters from the slavers and hold them for ransom. In this case, they themselves might become victims of Remi's troublesome, stubborn ways.

diplomatic escort missions, N-1 starfighters feature Nubian sublight engine components in a vectored J-type (twin-radial) configuration that greatly improves their maneuverability. These customized engines burn hotter than normal so as to burn cleaner—a design feature in keeping with the Naboo's general desire to avoid polluting their planet's environment. The long, pointed finials projecting from the engines add aesthetic balance to the craft and also serve a utilitarian purpose, acting as heat sinks that circulate coolant and dissipate the excessive heat generated by the N-1's engines.

The central finial provides power to the starfighter by linking it to the palace's main generators via a plug-in socket in the hangar. This device also acts as an input port for strategic coded information—including complete battle coordinates and strategic plans—downloaded directly from the palace battle computer. Once this data is transferred, the flight computer automatically sends the ship directly to the target coordinates. The pilot, meanwhile, is free to concentrate on special maneuvers and weapon fire. Because such battle information is accessible only through the hangar ports and the palace's primary security room, spies cannot easily acquire battle information from the palace.

Each N-1 also carries an Industrial Automaton R2 unit, which is loaded through a hatch in the underside of the ship. This droid performs in-flight systems management and performance optimization, as well as limited in-flight repairs when needed. Republic engineers have long recognized this pilot-droid configuration as ideal for small space fighter craft—particularly when less experienced pilots, like those of the Naboo Royal Space Fighter Corps, are at the controls.

Queen Amidala's Royal Starship

Shortly after King Veruna took the throne, he commissioned a new Royal Starship to replace the one that the previous administration had used. The king's specifications called for a unique vessel that would embody both the noble spirit of the Naboo people and the glory of the monarchy. There is no question that the Theed Palace Space Vessel Engineering Corps produced a design that accomplishes both these goals.

Completed six years ago, the Royal Starship is a work of art in every respect. Its unique spaceframe was handcrafted in Theed by artisans who considered it their greatest masterpiece. A bright, hand-polished chromium exterior covers over the entire ship, marking it as a monarch's vessel. Internally, its construction shows the same degree of care. Even its wiring was laid out by hand, with exacting precision, so that it runs in perfectly parallel rows.

The Naboo engineers did not limit themselves to Naboo-produced materials, however. Their design also incorporated many expensive, high-technology components imported from other worlds. Chief among these were the elegant Nubian 327 sublight and hyperdrive propulsion systems. These components and their requisite housings give the vessel both improved performance and a certain exotic look. The Theed engineers also utilized damage control systems designed by Kuat Drive Yards, as well as other advanced-performance monitoring equipment. These systems can not only pinpoint and repair damage, but also anticipate mechanical problems and alert the crew before malfunctions occur. In keeping with Naboo tradition, the ship carries no weapons—only deflector shields.

In this gleaming craft, Queen Amidala can travel to nearly any destination in matchless style. The Royal Starship conveys the Queen and her entourage to various sites on Naboo for royal visitations, parades and other observances, or offplanet for formal state visits with other planetary rulers. If need be, it could even carry her to Coruscant to present her case before the Galactic Senate. However, since the vessel was actually designed for shorter trips, its sleeping facilities are somewhat limited.

Naboo Ground Vehicles

The Naboo have made their own advancements in the design of speeders for ground use. Only two models, however, are armed—the Flash speeder and the Gian speeder.

Flash Speeder

Both private security forces and planet-based law enforcement groups employ a modified SoroSuub Seraph, often called a Flash speeder, for their ground operations. Flash speeders are designed for rapid pursuit and capture of lawbreakers, not for combat with armed enemies. These sturdy, patrol-grade vehicles feature finely balanced thrust engines, integrated navigational systems, and high-quality targeting computers. Thus, even a mediocre pilot can successfully maneuver a Flash speeder through narrow city streets at high speed.

Though the stock version of the Flash speeder comes equipped with a light blast cannon, such weaponry does not fit in with the Naboo philosophy of nonviolence. Therefore, the civilian Naboo ride in unarmed versions.

On Naboo, both regional police forces and Palace Guards use Flash speeders as their primary mode of transportation. The Palace Guard's vehicle roster lists fifteen dedicated Flash speeders, five of which are available to Guard units stationed in Theed. The remainder are permanently assigned to Palace Guards at various government installations across the planet. In addition, nearly every Naboo local police force has at least two Flash speeders available to officers.

Gian Speeder

Manufactured by the Sullustan-controlled SoroSuub Corporation, the Gian speeder is presently the heaviest armed surface vehicle available to Naboo's Security Forces. Popular with the militias of small colonies, the Gian speeder has enough armor to withstand glancing laser hits and prevent damage from all but the most powerful landmines. One notable design feature of the Gian is that its thrust pods are tucked behind the passenger compartment rather than mounted on wing struts, like those of the Flash speeder. This

GM NOTES

Naboo N-1 Starfighter

These state-of-the-art fighter craft took Naboo fighter pilots into space to battle the Trade Federation.

Naboo N-1 Starfighter

Craft: Theed Palace Space Vessel Engineering Corps N-1 Royal starfighter; **Class:** Starfighter; **Cost:** Not available for sale; **Size:** Tiny (11 m long); **Crew:** Normal +2 (1 pilot/gunner; 1 astromech droid); **Passengers:** None; **Cargo Capacity:** 65 kg; **Consumables:** 1 week, **Hyperdrive:** ×1, **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30, **Hull Points:** 60; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0; S –2; M/L n/a.

Weapon: Proton torpedo magazine (10 torpedoes); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 10d10×2; **Range Modifiers:** PB +0; S/M/L n/a.

Royal Starship

It is relatively easy to acquire this ship's Nubian components on centrally located or otherwise well-supplied worlds. However, they can be quite difficult to obtain on more remote planets.

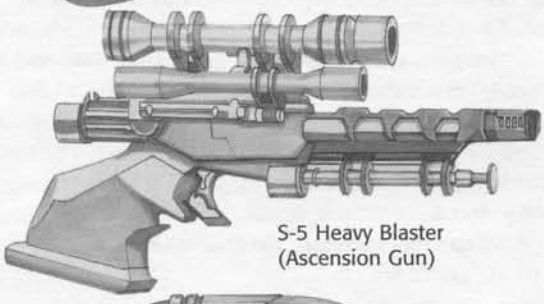
Queen Amidala's Royal Starship

Craft: Theed Palace Space Vessel Engineering Corps J-type Royal Starship; **Class:** Royal Starship; **Cost:** Not available for sale; **Size:** Medium +0 (76 m); **Crew:** Normal +2 (1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer, 8 astromech droids); **Passengers:** 10; **Cargo Capacity:** 4 metric tons; **Consumables:** 3 months; **Hyperdrive:** ×1/2; **Maximum Speed:** Cruising; **Defense:** 16 (+1 size, +5 armor); **Shield Points:** 90; **Hull Points:** 180; **DR:** 10.

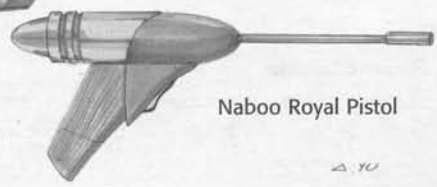
Weapons: None.



CR-2 Blaster Pistol



S-5 Heavy Blaster
(Ascension Gun)



Naboo Royal Pistol

arrangement reduces the Gian's target silhouette with respect to both frontal and rear attacks, but also makes the vehicle somewhat ungainly and hard to control.

The stock Gian speeder comes armed with a light ion cannon and two light repeating blasters—a combination that can disable or destroy most civilian vehicles in moments. Its built-in holo transceivers can receive data from either a stationary base or the command vehicle of a Gian speeder detachment. This communication system lets troops in separate vehicles react to changing tactical situations in unison.

Thus far, the Naboo have made few modifications to the Gian speeders they have purchased. This is probably because the Naboo authorities deploy these vehicles only in cases of grave emergency. The last time the Naboo Royal Guards used Gian speeders in anything other than parades and training exercises was during their unsuccessful hunt for King Veruna's assassins.

At this time, Naboo's government has only about thirty Gian speeders. At least ten of these belong to the Palace Guard unit in Theed, and at least sixteen more are in the hands of the authorities in charge of the world's other spaceports, planet-based transportation centers, and communication arrays. The research facility on Naboo's primary moon also has at least one speeder, as does the penal colony on Storm's third moon. In addition, Republic Intelligence believes that a handful of unregistered Gian speeders found their way into the hands of certain ranchers on the southern continent during the previous, corrupt administration.

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Flash Speeder

The Flash speeder's high-quality onboard computer and finely crafted steering systems give the vehicle's pilot a +2 bonus on all skill checks involving piloting and gunnery.

Flash Speeder

Craft: Modified SoroSuub Seraph; **Class:** Ground (speeder); **Cost:** 12,000 (new), 6,000 (used); **Size:** Large (4.5 m long); **Crew:** Normal +2 (1 pilot); **Passengers:** 1; **Cargo Capacity:** 10 kg; **Ground Speed:** 100 m (max. speed 200 km/h); **Altitude:** up to 2 m; **Defense:** 12* (–1 size, +3 armor); **Hull Points:** 18; **DR:** 5.

Weapon: Defense blaster; **Fire Arc:** Any; **Attack Bonus:** +5 (–1 size, +2 crew, +4 fire control); **Damage:** 3d8; **Range:** 20 m.

** A flash speeder provides one-half cover to its passengers.*

Gian Speeder

The armored and well-equipped Gian speeder is one of the few vehicle types on Naboo made for combat.

Gian Speeder

Craft: Modified SoroSuub V-19; **Class:** Ground (speeder); **Cost:** 12,800 (new), 7,500 (used); **Size:** Huge (5.7 m); **Crew:** Normal +2 (1 pilot, 1 gunner); **Passengers:** 2; **Cargo Capacity:** 10 kg; **Ground Speed:** 50 m (max. speed 160 km/h); **Altitude:** up to 1.5 m; **Defense:** 13* (–2 size, +5 armor); **Hull Points:** 80; **DR:** 5.

Weapons: Light repeating blasters (2 fire-linked ; 1 each mounted front right and front left); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +2 crew, +4 fire control); **Damage:** 3d8×2; **Range:** 40 m.

Weapon: Ion cannon (1); **Fire Arc:** Front; **Attack Bonus:** +4; **Damage:** Special; **Range:** 32 m.

**A Gian speeder provides one-half cover to its passengers.*

Naboo Weapons

This dossier provides information on armaments unique to the Naboo. Normally, only Naboo police and Royal Guards carry any weapons at all, but the situation may not be normal.

CR-2 Blaster Pistol

The CR-2 was the first mass-produced version of the modern personal blaster weapon produced on Naboo. Manufactured by Corellian Arms, this weapon shoots highly charged bolts of deadly plasma in its primary firing mode. It also features a secondary firing mode in which it discharges bolts of electricity capable of stunning most living targets. Although this weapon has long ago become an antique on most Core worlds, the Naboo still make widespread use of it. In fact,

GM NOTES

CR-2 Blaster Pistol

Although Corellian Arms merits little more than a passing mention in history books, there is no question that its CR-2 remains among the most durable and reliable blaster pistols ever designed.

CR-2 Blaster Pistol

Model: Corellian Arms CR-2 Basic Blaster; **Cost:** 450 (power packs: 25); **Type**: Blaster pistol; **Scale**: Personal, **Size**: Small, **Ammo**: 50; **Damage**: 3d6 (crit 20), **Range**: 12 m.

Naboo is home to the last operational Corellian Arms production facility.

The CR-2 is the standard-issue sidearm for both Royal Naboo Security Guards and police officers. It is also the weapon of choice for ranchers and wilderness guides who feel the need for extra protection.

S-5 Heavy Blaster Pistol (Ascension Gun)

One of the best known (and most expensive) exports from Naboo is the S-5 heavy blaster pistol. Manufactured by Theed Arms, this weapon was originally developed to give the Royal Palace Guards a variety of options for gaining control over unpredictable situations.

Like the CR-2, the S-5 fires both lethal plasma charges and stun charges. However, it can also fire anaesthetic microdarts that temporarily put opponents to sleep. In addition, it has a liquid-cable dispenser that enables it to fire a stream of liquid polymer. This substance hardens in air to form a strong, supple "cable" that can coil around enemies or, when used in conjunction with a grappling hook, allow the user to scale walls. Because of this unique feature, the weapon is often called an ascension gun. Each weapon is the unique product of a skilled craftsperson, even if there is a little less "heart" in each one than there would have been in earlier days.

When Queen Amidala took the throne of Naboo, her Head of Security, Captain Panaka, made the S-5 the standard sidearm for Royal Security Officers as well as the Palace Guard. This decision increased demand for the weapons at home. Thus, the price of a weapon that was already beyond the range of most potential buyers rose even further. Nonetheless, the S-5 continues to grow in popularity with private security forces and bounty hunters across the galaxy.

Naboo Royal Pistol

When Queen Amidala ascended to the throne, Captain Panaka took several unusual steps to heighten security around her. Among these was the creation of the Royal Pistol.

The Royal Pistol is a slim, lightweight weapon with a smooth casing that allows for easy drawing. It has two barrels: a short one that makes the gun easy to conceal but inaccurate beyond point blank range, and a longer one that allows it to function as a light blaster. The user can easily switch barrels simply by unsnapping one and replacing it with the other.

Royal Pistols are custom-made weapons. The size and weight are carefully balanced to make each weapon a perfect and natural extension of the intended wielder's hand.

Thus far, the Naboo have not made Royal Pistols available to anyone other than the Queen and her personal entourage. Therefore, should Republic representatives ever find themselves threatened with one of these distinctive weapons, they should either surrender immediately or return fire with their own blasters set on stun. Such a situation undoubtedly results from some misunderstanding, and it would not do to escalate the problem by killing an important Naboo official.

GAMEMASTER NOTES

Ascension Gun

The liquid cable feature of this weapon makes it a versatile addition to any adventurer's gear. Once hardened, the cable can support up to 500 kilograms without breaking. A successful hit against an opponent with liquid cable *ensnares* the target.

S-5 Heavy Blaster (Ascension Gun)

Model: Theed Arms S-5 Heavy Blaster Pistol; **Cost:** 1,000 (power packs: 25); **Type**: Heavy blaster; **Scale**: Personal; **Ammo**: 20 blast charges, 10 microdarts, 2 20-meter liquid cables; **Damage**: 3d8 (blast charges, crit 19–20), 1d2 + paralytic poison (microdarts, crit 20); **Range**: 10 m (12 m for liquid cable).

Naboo Royal Pistol

When fired by its intended user, the Naboo royal pistol grants a +1 bonus to attack rolls. The short barrel imposes a –2 penalty on the user's attack rolls at any range beyond point blank. With the long barrel, however, the pistol functions like a normal blaster.

Naboo Royal Pistol

Model: Theed Arms Royal Pistol; **Cost**: Not available for sale (power pack: 25); **Type**: Blaster pistol; **Scale**: Personal; **Ammo**: 50; **Damage**: 3d4 (crit 19–20); **Range:** 4 m (short barrel), 10 m (long barrel).



The Gungans

The Gungans are the only known sapients native to Naboo. The Republic has no official relationship with them, though by default, Senator Palpatine serves as their representative in the Galactic Senate.

Early in Naboo's recorded history, the Gungans maintained settlements on the planet's coastlines as well as underwater. Shortly after the arrival of the Naboo, however, the Gungans all but abandoned life on the surface and retreated beneath the lakes and seas. Present-day Gungans live in underwater cities that are reputedly of surpassing beauty. Once in a great while, they emerge from the depths and return to the decaying ruins of their ancestors' old surface cities. Republic sociologists speculate that this practice is a key factor in one or more religious rituals.

A study of the Gungan species and its culture is currently in its early stages, but much about them remains a mystery. For example, Republic Intelligence still has no information on the locations of any Gungan settlements except one—Otoh Gunga. Other information about this mysterious species remains very hard to acquire.

The following data is a distillation of everything Republic Intelligence agents have discovered about the Gungans so far. For a complete report, see the Republic Xenosociological Database, Subdirectory ORT831-23,794,928/1N. Be aware, however, that this is a work in progress and that updates occur on an irregular basis.

General Notes

Gungans are bipedal, amphibious humanoids who inhabit the swamps of Naboo. Adults average just slightly less than two meters in height.

At least two distinctly different races of Gungans exist: the Ankura and the Otolla. Although their physical features differ slightly, there are no notable social differences between them. The two races did segregate themselves from one another for a time, but they have long since come together as one society.

Because they have only limited contact with the Naboo and virtually none with the rest of the Republic, Gungans speak a unique form of Basic.

Gungan Society

One of the key precepts of Gungan society is coexistence with the natural environment. Thus, the Gungans tend to create organic artworks and vessels that express their closeness to the rhythms of life. As previously noted, the Naboo consider a beautiful structure to be one that accents its surroundings like a piece of jewelry. The Gungans, on the other hand, believe that architecture, tools, and conveyances created by sentient beings should be as close to nature as possible.

The foundation for most Gungan structures is a "bubble" formed from a hydrostatic field and supported by an organically grown shell. Gungan engineers produce both the fields

and the shells deep within their underwater cities and combine them to create fantastic items and buildings. Their precise methods are unknown, and they jealously guard the secret of this technology.

Gungan Values

In contrast to the more peaceful Naboo, Gungans have always maintained a strong warrior tradition. They believe every able-bodied adult member of a community should help defend it. The Gungans admire few things more than strength, and they respect only those authorities who have enough power to enforce their decisions.

Species that evolve from warrior backgrounds tend to retain certain behavioral traits, such as bullying, long after they have ceased active warfare. Based on the observations of one xenosociologist, the Gungans are no exception to this rule. In general, when they first come into contact with strangers, their initial actions focus on seeing how much they can push the newcomers around.

Cultural Notes

Gungan young hatch from eggs, after which the mother and father share the child-rearing responsibilities equally. Few oviparous species in the galaxy follow this model—typically, females carry the burden alone. Xenosociologists are certain that this unusual behavior has its basis in culture rather than ecology.

Gungan parents encourage their children to be strong and self-reliant so that they can defend themselves and the rest of the community from any danger. They also foster a deep respect for nature in their young, taking them on extended exploratory trips as soon as they are old enough to leave their homes.

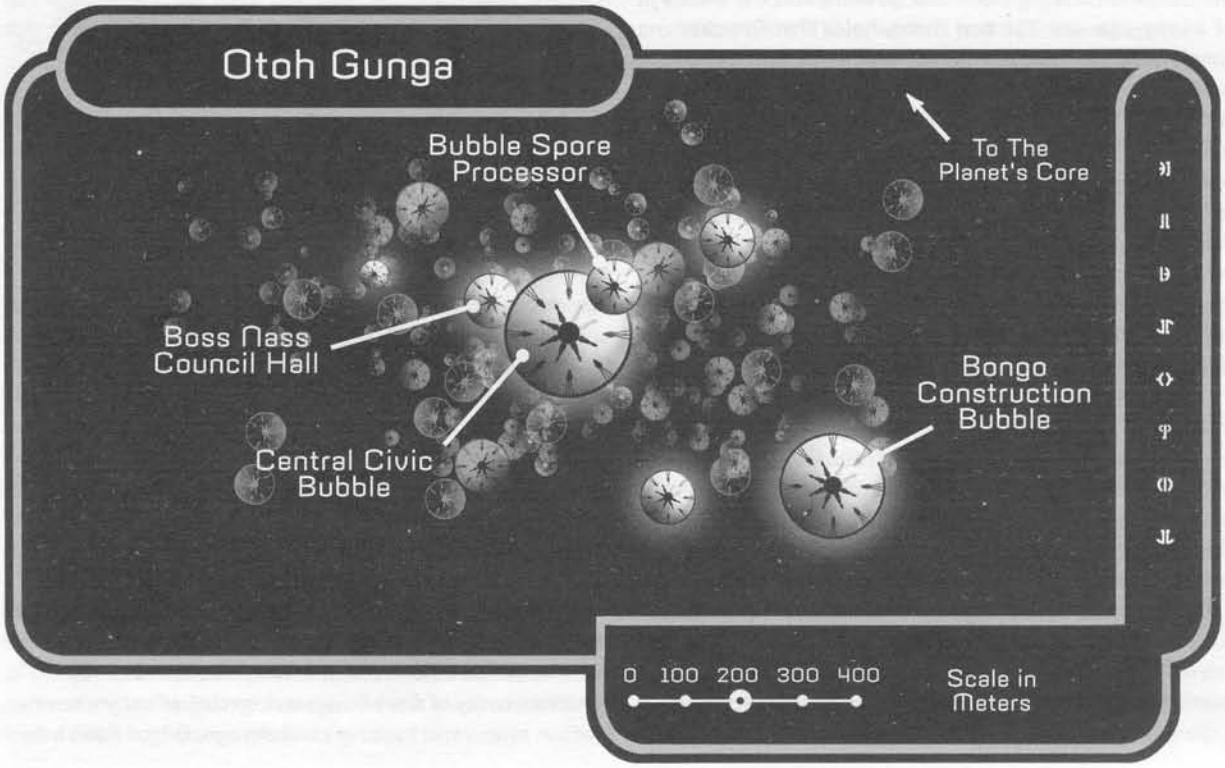
In general, Gungan society reflects these central values of strength, self-reliance, and harmonious coexistence with nature. Though they occasionally make use of technology, Gungans share the Naboo abhorrence for polluting their environment. Therefore, any technology they use tends to be well-concealed.

Because of the Gungans' warrior background, it is not surprising that they maintain a standing army, even though they have not been actively at war for hundreds of years. The Gungan Grand Army is more than just a defense—it is a social institution.

The Grand Army boasts advanced organic technology that has proved surprising to the Naboo, who had grown accustomed to viewing the Gungans as backward primitives. This technology—which includes explosive energy balls that the Gungans call "boomas," powered bongo submersibles, and potent shield technology, to name but a few examples—is powered by locap plasma.

Locap is an extremely long-lived plant that grows very slowly over the course of centuries. The locap extracts plasma from the planet itself, then converts it into a safe energy source through its digestive processes. The Gungans use harvesting subs to pick the plasma-rich buds of the locap plant. Even so, the job is not without danger—the buds are protected by a "mouth" of spiny teeth that closes tightly on any intruder.

The Gungans are also deeply spiritual beings who believe that when they die, their souls become part of the natural world around them. However, according to Gungan philosophy, such a departed soul still retains its individual awareness. Forever after, it continues to serve as a guardian spirit for its living family members, protecting them from harm and orchestrating good luck whenever possible.



Thus, it is not surprising that the Gungan religion centers around ancestor worship. Each household contains a shrine where the residents can go to call upon their loved ones for favors and protection. Rituals and annual festivals honoring ancestors happen at the community level as well. Some of these still take place on the surface of Naboo, in now-ruined temples that have been sacred to the Gungans since before their recorded history began. At present, it is unclear whether or not the Gungans maintain an established priesthood.

Community Standards

Little is known about customs and standards within Gungan communities. One thing, however, is clear: Among the greatest crimes a Gungan can commit is to endanger the safety of other Gungans. Evidently, a community can cast out any member who destroys property or harms others through carelessness. The exact procedures and legal requirements for such an action are unknown, but Republic xenosociologists have been attempting to gain information on this practice.

Beyond that, the only "standard" upon which all Gungans seem to agree is an intense dislike of the Naboo. As mentioned previously, considerable animosity, much of it directly attributable to cultural misunderstandings, exists between the two species. The Gungans dislike the Naboo so much that they categorically deny having any contact with them at all. Of course, this is an obvious falsehood, considering that Gungan propulsion systems and transport vessels have long incorporated Naboo-manufactured elements. Nevertheless, it is not advisable to bring up the Naboo when in the company of Gungans unless they do so first.

Recently, Republic xenosociologists have speculated that this denial of existing commerce goes beyond the memory of a long-ago war. The new theory holds that Gungans simply look upon any mercantile activity with disdain. Indeed, only limited trade seems to exist even between Gungan settlements, and the merchants who deal with the Naboo and other "surface-dwellers" appear to be virtual outcasts in their own society. This idea is still pure speculation, of course, as Republic Intelligence knows precious little about the inner workings of Gungan cities. It is equally possible that most Gungans view merchants who engage in surface trade with disdain because they think such individuals have picked up the bad qualities of the Naboo.

Political Organization

Sources agree that a single ruler leads the Gungans. They refer to this leader as "Boss" in Basic. Republic Intelligence has been unable to discover exactly how this leader is chosen, but the process does involve certain tests of will and strength.

By all reports, the boss's power is absolute. He or she can pass and repeal laws at will, mete out punishments for crimes, call out the Grand Army, and even order the relocation of Gungan settlements. The boss is also the final arbiter in all disputes between Gungan cities and individuals.



Gungan Commoners

Gungans are comfortable on land or in water. They have low-light vision that enables them to see twice as far as other beings in any sort of dim light, including moonlight and the filtered light found deep underwater.

Gungan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP –/13; Atk +0 melee (1d3, punch or 1d6, club), +0 ranged; SQ Low-light vision; SV Fort +1, Ref +1, Will -1; SZ M; FP 0; Rep 0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10; Challenge code: A.

Equipment: Variety of personal belongings and a simple club.

Skills: Listen +2, Craft (varies) +2, Profession (varies) +1, Swim +4.

Species Features: +2 Con, –2 Wis; +4 species bonus to Swim checks; +2 species bonus to Listen checks; +1 species bonus to Reflex saves.

The boss rules out of Otoh Gunga with the aid of a Rep Council. This body has no administrative power, but its members do provide the boss with information and advice about issues under consideration. Naboo sources report that there is a Rep for every important part of Gungan society, and that this individual speaks on behalf of both the citizens and the industries within that particular sphere of influence. The selection process for choosing Reps and their terms of office remains unknown.

Leaders of the Gungans

The current Boss is named Nass. Sources characterize him alternately as "fair but stubborn" and a "self-important, pompous windbag." Regardless of which description is accurate, Boss Nass is obviously an intimidating figure to his people.

Settlements of Note

A huge, permanent settlement called Otoh Gunga lies deep beneath the surface of Lake Paonga. Reports from Naboo agents have revealed the existence of two very important structures within this city—the Bubble Wort Processing Plant and the mansion of the boss.

Republic representatives who find their way to Otoh Gunga would be wise to seek out Boss Nass at his mansion before proceeding anywhere else. However, Republic Intelligence and a number of senators would appreciate any information that such visitors could obtain about the Bubble Wort Processing Plant. This is an area of great interest, as the Gungans reportedly create many of the raw materials used in their secret manufacturing processes here.

Otoh Gunga

Naboo historians claim that the Gungans established the underwater city of Otoh Gunga as a symbol of unity when the various tribes came together centuries ago. Orbital scans indi-



cate that the city consists of hundreds of floating, bubblelike structures anchored to immense rock pillars beneath the surface of Lake Paonga. Few Naboo have ever gained permission to visit Otoh Gunga, but those who have been there have invariably commented on the city's organic beauty.

As with most of their creations, the Gungans evidently grew the city's basic structures organically through some secret process. Once these "shells" were complete, Gungan engineers encased them in hydrostatic fields to form "bubbles" suitable for habitation. These seem to be quite effective at keeping water out and air in. Still more amazingly, however, the technology allows individuals and undersea vehicles to pass in and out of the "bubbles" without breaking the waterseal. Republic engineers are unsure exactly how the Gungans generate these fields, but they are certain that the process involves both force field technology and processed bubble wort.

Little is known about the contents of the various bubbles, except for the general information noted on the enclosed map. However, Republic xenosociologists have managed to verify that the largest bubble holds both the boss's palace and Otoh Gunga's bubble wort processing plant.

Bubble Wort Processing Plants

Bubble wort processing plants generate the raw material for all Gungan construction. One of these facilities stands at the center of every Gungan settlement, and it is always among the first buildings constructed in any new community.

Bubble wort is a natural substance found in a variety of plants and animals, though bubble spore is reportedly one of the best sources. Gungan scouts harvest flora and fauna rich in bubble wort from the surface and bring it down to the processing plant. There, workers boil it down, extract the bubble wort, and complete the secret, multi-step process that turns it into building material.

Important Figures in Otoh Gunga

An audience with Boss Nass is a requirement for any Republic representatives who visit Otoh Gunga. Other personalities likely to come into contact with visiting diplomats include members of the Rep Council and one or more patrol leaders.

Boss Nass

Boss Nass, the current Gungan leader, is a male of the Ankura race. Larger and of heavier girth than the Otolla, Ankura Gungans appear slow and ponderous, but reports indicate that this appearance may be deceptive.

According to a few Naboo who claim to have encountered Boss Nass, he is stern to the point of surliness and extremely unfriendly to outsiders—especially Naboo. Nevertheless, there seems to be no particular danger in approaching Boss Nass. According to those few Naboo who have been to Otoh Gunga, gaining an audience with the boss requires no formalities beyond a simple request for one. They do advise, however, that a gift of some sort accompany such requests, since there is no other recourse should the boss actually refuse.

GM NOTES

Boss Nass

Boss Nass is the stern, authoritarian leader of Otoh Gunga. Though he is by nature a short-tempered bully with little trust of outsiders, the wisdom that has come with advanced years usually helps him keep his more negative personality traits in check.

Nass: Male Gungan Noble 7; Init -1; Defense 15 (+6 class bonus, -1 Dex); Spd 10 m; VP/WP 33/12; Atk +5 melee (1d3, punch), +4 ranged (by weapon), SQ Low-light vision, call in a favor (×4), inspire confidence +2; SV Fort +3, Ref +3, Will +9; SZ M (1.7 m); FP 4; Rep 8; Str 10, Dex 9, Con 12, Int 15, Wis 15, Cha 16; Challenge code: C.

General Equipment: Crown of rulership, epaulets of military authority, long coat denoting social importance (+1 Defense).

Skills: Appraise +7, Bluff +7, Diplomacy +6, Gather Information +5, Handle Animal +5, Intimidate +8, Knowledge (administrative techniques) +5, Knowledge (Gungan history) +5, Knowledge (Otoh Gunga) +8 Listen +5, Read/Write Basic, Ride +9, Search +3, Sense Motive +7, Speak Basic (variant), Spot +4, Pilot +4, Swim +4.

Feats: Exotic Weapon Proficiency (atlatl), Exotic Weapon Proficiency (cesta), Iron Will, Skill Emphasis (Intimidate).

The Rep Council

Republic Intelligence is still uncertain about the size of the Gungan Rep Council, and progress in characterizing its members remains slow. Thus far, agents have managed to identify only three of the Reps in Nass's Council by name and profession. These are Rep Teers, who is in charge of maintaining the generators that power Otoh Gunga's hydrostatic bubble; Rep Been, a scholar and historian who serves as a legal and religious advisor to the boss; and Rep Slarm, who is widely regarded as the best bubble wort engineer in Otoh Gunga.

The Council meets whenever Nass calls it together. Whether it functions as a group, debating issues internally before approaching the boss, or simply as a collection of independent advisors is unknown.

Captain Tarpals

The name of Captain Tarpals comes up frequently in reports from Republic xenosociologists. This aged Otolla Gungan commands the patrol squadrons that protect Otoh Gunga from outside threats, such as the giant creatures with which the Gungans share the waters of Naboo.

Armed Forces

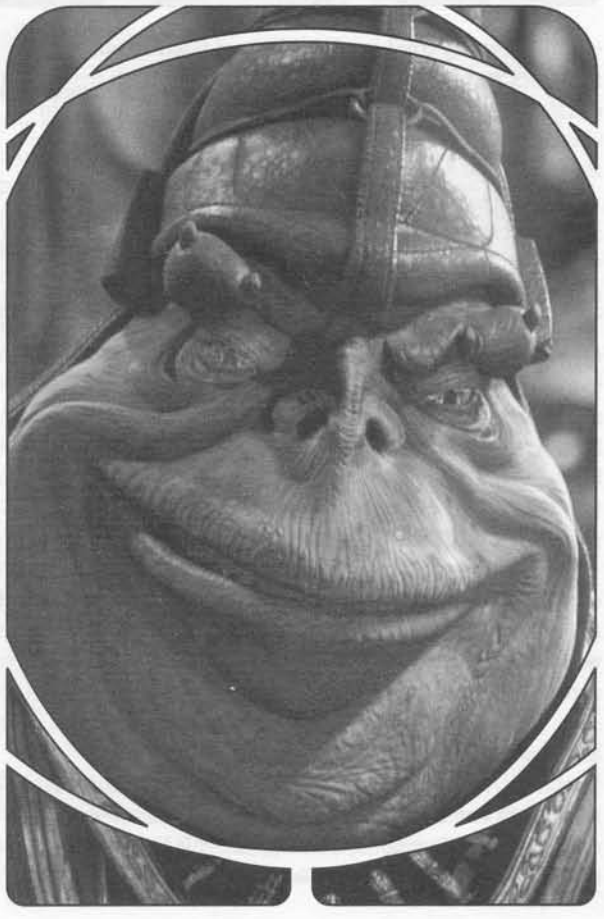
The Grand Army is a Gungan tradition dating back hundreds of years. This body reportedly forms only in times of great need and includes virtually all the able-bodied Gungans on the planet. Though Naboo sources state that the Grand Army has not formed in many decades—perhaps even centuries—the boss can still theoretically call for it at any time. Therefore, the Gungans continue to conduct annual drills and maintain combat readiness in case the need should ever arise.

When the call goes out, all able-bodied adult Gungans must immediately report for duty. Each Gungan settlement contributes troops and commanders to the Army's ranks. The boss himself appoints generals, who in turn select qualified residents of large and small settlements to fill the lesser command positions. Large cities typically provide scouts to guard the perimeter in addition to rank-and-file troops.

Each militiagung provides his or her own uniform, which by tradition must be green. No other requirements exist to regulate battlefield dress—a fact that Republic analysts speculate could make it difficult to tell who is in charge during combat. Rumor has it, however, that the officers are the ones mounted on kaadu and armed with electropoles. (As these are the basic trappings of the scouts who guard the perimeters of Gungan settlements, it is reasonable to assume that scouts are among the first to be tapped for officers in the Grand Army.)

The Gungans reportedly have enough equipment stockpiled in Otoh Gunga's weapons storehouses to equip every soldier in the Grand Army with a cesta, an atlatl, a personal energy shield, and a limited number of small energy balls. It is safe to assume, however, that more than a few soldiers would carry personal weapons into battle as well.

Regular annual drills ensure that everyone in the Gungan community understands what to do should the Grand Army



Gungan Reps

Reps come from all walks of Gungan life. Whenever Boss Nass decides that the Council should have a representative from another field, he asks for candidates and then appoints his choice from among them.

Generic Rep: Male or female Gungan Expert 4; Init +0; Defense 11 (+1 long coat); Spd 10 m; VP/WP –/12;Atk +3 melee (1d3, punch), +3 ranged (by weapon); SQ Low-light vision; SV Fort +2, Ref +2, Will +2; SZ M; FP 0; Rep 1; Str 10, Dex 10, Con 12, Int 12, Wis 8, Cha 11; Challenge code: B.

Equipment: Varies with job.

Skills: Appraise +4, Bluff +5, Diplomacy +7, Computer Use +3, Forgery +4, Gather Information +7, Listen +4, Profession (varies by field of expertise) or Craft (varies by field of expertise) +7, Knowledge (varies by field of expertise) +7, Knowledge (Gungan politics) +4, Read/Write Basic, Speak Basic (variant), Swim +4.

Feats: Skill Emphasis (Profession or Craft).

Captain Tarpals

In his years of service, Tarpals has seen many threats come and go. Chief among these, of course, have been the many varieties of lethal sea creatures roaming the murky depths around his underwater city. However, no sea creature has ever tested his mettle as much as Gungan-in-exile Jar Jar Binks.

Captain Tarpals: Male Gungan Soldier 6/Scout 2; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 44/13; Atk +8/+3 melee (1d3+1, punch or 2d6+1/2d6+1, electropole), +8/+3 ranged (by weapon); SQ Trailblazing; SV Fort +8, Ref +5, Will +6; SZ M; FP 0; Rep 0; Str 13, Dex 13, Con 13, Int 11, Wis 14, Cha 12; Challenge code: D.

Equipment: Blast vest, electropole, handcuffs.

Skills: Handle Animal +6, Intimidate +5, Knowledge (laws of Otoh Gunga) +6, Listen +5, Repair +4, Ride +7, Search +1, Sense Motive +6, Speak Basic (variant), Spot +5, Swim +6, Treat Injury +5.

Feats: Armor proficiency (all), Dodge, Exotic Weapon Proficiency (atlatl), Exotic Weapon Proficiency (cesta), 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), Track.

Gungan Scouts

Gungan scouts guard the perimeters of all Gungan settlements. They generally have some degree of combat experience from fighting off undersea predators, so they are likely to serve in command positions on the battlefield.

Generic Gungan Scout: Male or female Gungan Soldier 2/Scout 1; Init +2; Defense +15 (+1 Dex, +4 blast vest); Spd 10 m; VP/WP (19/13); Atk +3 melee (1d3+1, punch) or +3 melee (2d4+1, atlatl) or +3 melee (2d6+1/2d6, electropole), +4 ranged (2d8+2, energy ball); SQ Low-light vision; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; Rep 0; Str 12, Dex 14, Con 13, Int 11, Wis 10, Cha 12; Challenge code: B.

Equipment: Kaduu, blast vest, cesta with energy balls or atlatl, electropole.

Skills: Knowledge (swamps) +3, Listen +5, Ride +4, Speak Basic (variant), Spot +6, Swim +8, Track +5.

Feats: Armor Proficency (light), Armor Proficency (medium), Exotic Weapon Proficiency (atlatl), Exotic Weapon Proficiency (cesta), Skill Emphasis (Swim), Skill Emphasis (Knowledge: swamps), Weapon Focus (electropole), 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).

ever form again. Theoretically, the boss could mobilize the entire Gungan community within 36 hours of issuing the call.

If the Grand Army were to form today, most of its troops would have little or no combat experience. Nevertheless, the Gungans' warlike nature and dedication to the community at large would probably make up for any morale deficiencies. In fact, military analysts suspect that the Grand Army might be surprisingly effective in the field, but they admit that they have very limited information on which to base their opinions.

Gungan Technological Briefing

A common misapprehension among the Naboo and, as a result, among offworld Republic xenoethnographers who engage in sloppy research, is that the Gungans are a primitive, slightly dimwitted species. The fact that they have never exhibited any interest in space exploration further defines them as primitive according to some schools of thought. As is often the case when dealing with non-Human sapients, however, this is far from the truth. As a species, the Gungans are neither less evolved biologically nor less accomplished culturally than Humans; they are merely different.

Republic xenosociologists have yet to complete a full study of Gungan society, but it is already clear that members of the species have a respectable level of technological accomplishment. Despite their lack of interest in space travel, their other technologies often exceed those of other Republic cultures in effectiveness. To date, the Gungans have revealed neither how their most unusual devices function nor the method of their manufacture. Gungan warriors seem more than willing, however, to discuss the existence of their weapons and to display how powerful they are.

The Gungans produce many of their vehicles by the same secret construction method that they use for their buildings. This technique gives both structures and vehicles a distinctive organic look, which Gungan artisans then complement with artistic detail—even on simple vehicles like the sub. Gungans often combine several basic organic shells to create complex designs, then install electronic and mechanical components to provide needed functionality.

Some Intelligence analysts believe that the Trade Federation's true motivation in blockading Naboo is to obtain the carefully guarded secrets of Gungan technology. Therefore, this briefing focuses solely on devices that may be of commercial or military interest.

For additional information on Gungan technology and its development, consult the Republic Xenosociological Database, Subdirectory RS-12962/NG-54X.

Ground Vehicles

Upon their retreat beneath the surface of Naboo's lakes and seas, the Gungans ceased all development of surface transportation. Because of this, they have neither developed nor adopted the basic technologies that most beings consider hallmarks of an advanced civilization. Instead of the fusion- or ion-powered vehicles, mass-drivers, and repulsor technology common in other societies, Gungans utilize surface vehicles that beings from most Republic civilizations would consider quaint.

Battle Wagon

The battle wagon is the most obvious example of "quaint" Gungan technology. This two-wheeled cargo conveyance is pulled by a falumpaset trained to obey visual and auditory commands from kaadu-mounted soldiers.

Battle wagons come in two different varieties. The most common one (designated "Mark I" by Republic xenoethnographers) is a simple, open, wheeled container with ample cargo space. The Gungans typically use it to carry ammunition to Gungan artillery positions and to transport their wounded from the field after a battle.

The second variety (designated "Mark II") serves as transportation for a catapult—another example of the Gungans' reliance on primitive technology. Although simple and torsion-activated, the Gungan energy catapult can deliver its payload of energy balls (see Weapons section) with admirable speed and devastating accuracy.

Admittedly primitive, battle wagons nonetheless have some advantages over landspeeders and repulsor tanks. First, they have no electronic systems that ion charges can disrupt. Second, battle wagons have few working parts that can break, so repairs and replacements are minimal. Finally, these transports are so cheap to produce that even losing dozens of them in battle does not create a major hardship for the Gungan armed forces.

Aquatic Vehicles

In keeping with their low-tech, organic approach to transportation, the Gungans have developed a unique, multipurpose submersible known as a bongo. This is the only known underwater vessel currently in use in Gungan society, but it comes in a variety of styles.

GM NOTES

Gungan Battle Wagon

The Gungans use numerous battle wagons of both types during their part of the Battle for Naboo.

Battle Wagon (Mk. I and Mk. II)

Craft: Otoh Gunga Defense League Battle Wagon/Catapult; **Class:** Ground (low-tech military transport); **Cost:** Not available for sale; **Size:** Huge (8 m); **Crew:** Normal +2 (1 driver, 1 animal); **Passengers:** 0 (10 once payload has been expended); **Cargo Capacity:** 100 energy balls (800 kg); **Ground Speed:** 25 m (pulled by falumpaset); **Altitude:** Ground only; **Defense:** 8 (–2 size), **Hull Points:** 10; **DR:** 10.

Weapons: Catapult (Mk. II only); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +2 crew, +4 fire control); **Damage**: 3d8 energy ball; **Range:** 50 m.

Bongo Submersible

Bongos are highly versatile vehicles that can serve as cargo carriers, personal transports or both. Though unarmed, they are fast enough to outrun some of the more powerful undersea predators.

Bongo Submersible

Craft: Otoh Gunga Bonmeken Cooperative Tribubble Bongo; **Class**: Aquatic (submarine); **Cost**: 23,000 (new), 12,500 (used); **Size**: Gargantuan (15 m); **Crew:** Normal +2 (1 pilot); **Passengers**: 2; **Speed:** 80 m; **Cargo Capacity**: 1600 kg (800 kg in each cargo bubble); **Altitude**: n/a; **Defense**: 13* (–4 size, armor +7); **Hull Points**: 40; **DR**: 5.

Weapon: None

**A bongo submersible provides full cover to its passengers.*

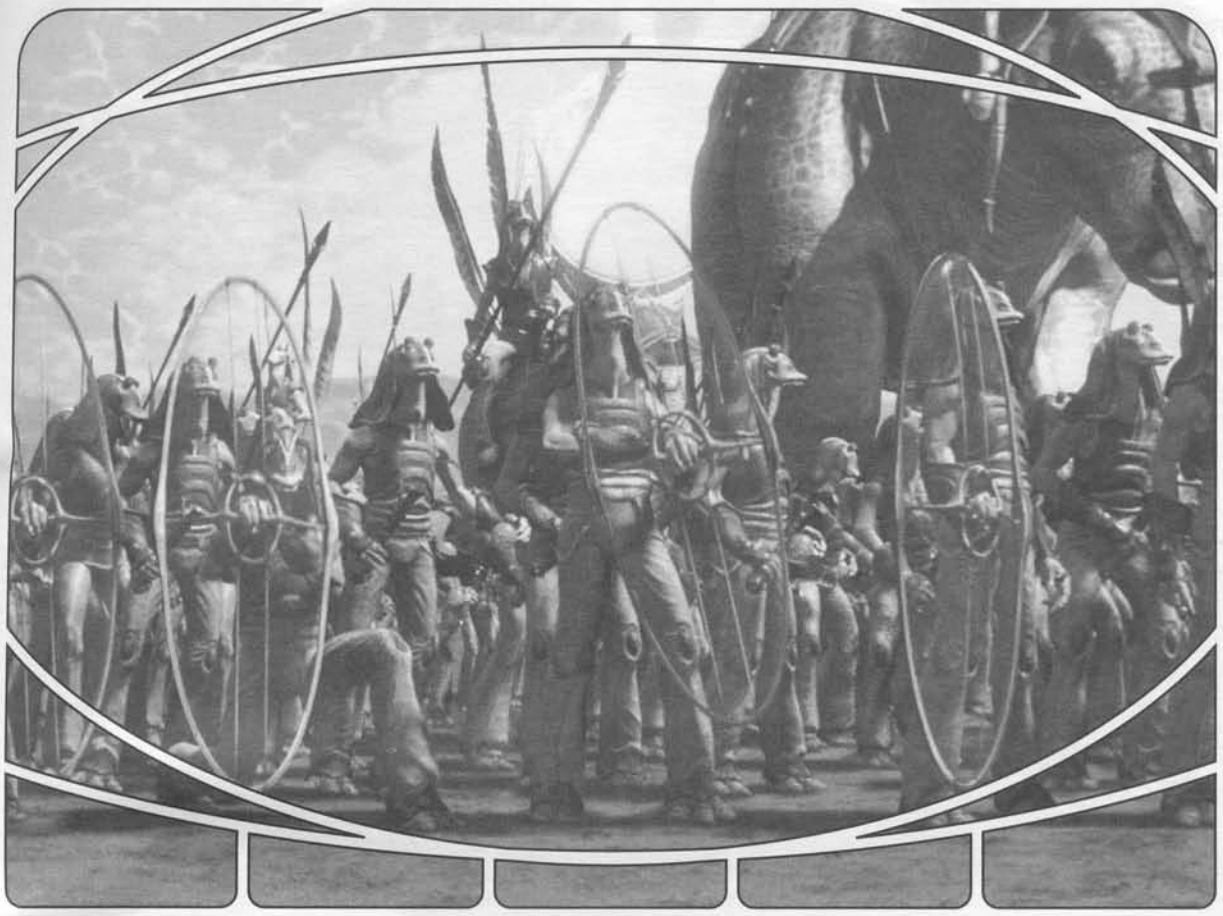
Bongos/Gungan Submersibles

The Gungans use the squidlike vessels they call bongos for underwater transport. These unarmed, multi-purpose utility craft can carry passengers, cargo, or both. The sub's distinctive form originates from both the Gungans' unique construction methods and their love of naturalistic design. Though the bongo's skeleton is exceptionally strong, the vehicle is still susceptible to damage by some of the larger sea monsters that inhabit the deeper waters.

The bongo's forward cockpit bubble houses only pilot and passengers, but the side bubbles can carry either passengers or cargo, depending on whether they have seats. Rotating tentacles powered by an electrofield motivator propel the bongo through the depths. The rectangular cargo containers in the cargo pods, however, are Naboo-made.

Weapons

Gungan weapons often appear quite primitive, and a few of them actually fall into this category. The rest, however, are actually technological wonders unique to the Gungan



species. This dossier examines those weapons typically used to defend settlements.

Electropole

The electropole is a defensive weapon used primarily by Gungan perimeter guards to drive off unfriendly sealife. Its design is remarkably similar to that of the force staff traditionally carried by the Coruscant Honor Guard. Republic xenoethnographers cannot agree on whether this similarity is simply an example of parallel invention or whether the Gungans used early Naboo technology in developing their weapon.

The tip of an electropole generates a concentrated electrical charge that can stun living targets—even those of considerable size. So far, Republic agents have discovered no electropoles capable of delivering lethal charges.

Energy Balls

Energy balls are grenadelike weapons that deliver a powerful electrical charge. They come in a variety of sizes, ranging from a few centimeters to a meter or more in diameter. According to reports, the Gungans reserve these weapons for the Grand Army, though city militias can requisition them for use against animals that threaten a settlement's perimeter.

Republic analysts have not yet determined how the Gungans manufacture energy balls. They do know, however, that the method involves infusing a liquid with a strong ionic charge, then encasing it in a plasmic skin. This outer covering exists not only to contain the charge, but also to protect handlers from the contents.

Energy balls explode on impact, stunning organic beings and overloading the electrical systems of droids or mechanized vehicles.

Cesta and Atlatl

Gungan soldiers can use these two simple weapons for both ranged and close combat. They are in fact two versions of the same weapon.

The cesta is a long staff with a small energy ball cradled in its tip. For ranged combat, the wielder can forcefully hurl the ball into enemy lines, then reload. In close quarters, the cesta doubles as a quarterstaff.

The atlatl is a shorter, one-handed version of the cesta. Because of its smaller size, it can be used effectively in conjunction with a personal energy shield. Troopers typically attach their atlatls to their backpacks for ease of transport.

Defense

The Gungans have developed a variety of sophisticated defensive shields, all of which rely on a variation of their hydrostatic bubble technology.

Personal Energy Shields

Gungan soldiers and scouts typically carry small, lightweight personal shields. Like the primitive metal shields commonly used by preindustrial societies, these devices can be either

strapped to the wearer's arm or held in one hand.

The Gungan energy shield projects a force field 1.5 meters tall and 0.5 meters wide at the touch of a button. By positioning the field to intercept incoming fire, the user gains protection from a variety of weapons, including blasters. Each shield has a micro-powerpack that permits 30 minutes of continuous operation.

Portable Shield Generators

Shield generators have become the cornerstone of the Grand Army's defensive tactics. Each shield generator consists of two massive parts: a generator and a capacitor. Because of their size, both are carried into combat by trained fambaas. Each part of the device requires one dedicated operator.

Once positioned on the battlefield, the generator fires an energy charge onto the capacitor, which spreads it into a circular shield canopy. This shield provides effective protection for everything within a 75-meter radius of the capacitor. If the operators position several shield generators so that their effects overlap, the fields combine and amplify one another, increasing both intensity and area of coverage.

Gungan engineers specifically calibrate these force fields to deflect large, slow-moving objects (such as troop transports and tanks) and small, fast-moving objects that generate extreme heat (such as projectiles from weapons fire). They do not, however, prevent the passage of small, slow-moving objects, such as foot soldiers—even if these are massed in great numbers. This feature allows Gungan troops to step outside the field and fling energy balls at the enemy, then step back inside for protection.

GAMEMASTER NOTES

Electropole

The electropole delivers both bludgeoning and electrical stun damage. The wielder determines what percentage of the total damage to allocate to each type. For example, a wielder might want to inflict 25% bludgeoning and 75% electrical stun damage against a creature with a particularly thick hide.

Electropole

Model: Otoh Gunga Defense League Electropole; **Cost**: Not available for sale; **Type**: Simple; **Scale**: Personal; **Size**: Medium; **Damage**: 2d6/2d6 (crit 20).

Energy Balls

When used against vehicles, energy balls function just like ion cannons (see Chapter 7 of the *Star Wars Rulebook*). A successful hit shorts out the target vehicle's operating systems and imposes a cumulative –5 penalty to all checks relating to systems operation, including piloting, firing weapons, and so forth. A hit against a droid disables it for 10+2d10 minutes unless it makes a successful Fortitude save. Any damage the hit inflicts applies to the droid's wound points, even if it still has vitality points at the time.

Energy Balls

Model: Otoh Gunga Defense League Energy Balls; **Cost:** Not available for sale; **Type:** Simple; **Scale:** Personal and Vehicle; **Size:** Medium; **Damage:** 2d8+2 stun or electrical systems overload (crit 20).

Cesta and Atlatl

Every Gungan soldier typically carries one or both of these weapons, plus a supply of energy balls for ammunition.

Cesta

Model: Otoh Gunga Standard Issue Cesta; **Cost**: Not available for sale; **Type**: Exotic weapon; **Scale**: Character; **Size**: Medium; **Damage**: 2d6 (crit 20), or by hurled energy ball (range 10m, 2d8+2, crit 20).

Atlatl

Model: Otoh Gunga Standard Issue Atlatl; **Cost**: Not available for sale; **Type**: Exotic weapon; **Scale**: Character; **Size**: Small; **Damage**: 1d6 (crit 20), or by hurled energy ball (range 20m, 2d8+2, crit 20).

Personal Energy Shield

The energy shield gives its user a +4 bonus to Defense against most attacks originating within the arc of fire that it faces. It does not, however, provide any bonus against successful sneak attacks.

Personal Energy Shield

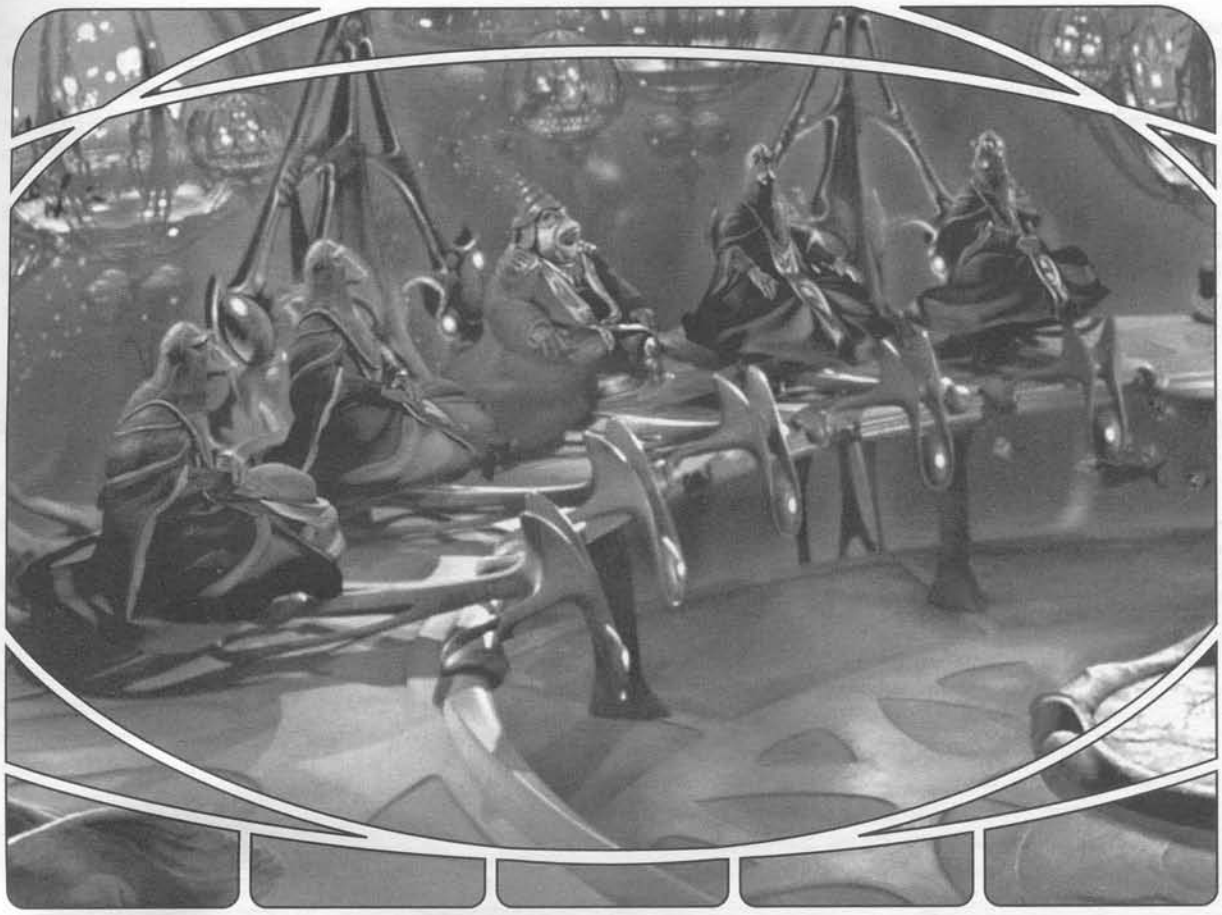
Model: Otoh Gunga Defense League Standard Issue Energy Shield; **Cost**: Not available for sale; **Type**: Personal force field; **Scale**: Personal.

Portable Shield Generators

The force fields produced by Gungan shield generators allow the passage of creatures no larger than Medium, moving no faster than 15 meters/round. Small projectiles that generate no energy signatures or only miniscule amounts of heat (such as arrows fired from a bow) can also pass through the fields. Each force field can absorb 50 points of damage before collapsing.

Portable Shield Generator

Model: Otoh Gunga Stock Shield Generator Units; **Cost**: Not available for sale; **Type**: Portable blast shield; **Scale**: Vehicle; **Crew:** 1, plus any fambaa handlers.



Flora and Fauna of Naboo

This section details the plants and animals native to the planet Naboo. This supplemental material is intended primarily for Republic representatives who intend to spend time in the planet's wilderness areas. Certain substances derived from native plants and animals, however, are common in the cities of Naboo as well.

Native Flora of Note

This subsection details both dangerous plants and those that have cultural significance to either of Naboo's sapient species. (For a more complete treatment of Naboo's flora, consult the Republic Scout Service Database, Subdirectory OR5-23794-2N.)

Bubble Spore

The Gungans process this rapidly growing plant into a substance called "bubble wort" by a means known only to their engineers. Bubble wort is a key element of Gungan technology, used in everything from building and vehicle construction to the production of energy balls.

Efforts to cultivate bubble spore on other worlds have so far met with failure. Nevertheless, both Santhe Industries and TaggeCo continue to fund research on it, since unlocking its secrets could revolutionize construction throughout the galaxy. (For additional information on bubble wort, see the Gungan Technological Briefing elsewhere in this dossier.)

Glie

Two varieties of this single-celled algae exist in the swamps and freshwater lakes of Naboo. Both the Gungans and the Naboo use red glie for water purification, cooking, and handicrafts. Green glie, however, is considered a dangerous pest.

Red Glie

Red glie grows abundantly on the surface of swamp water, and freshwater lakes sometimes support small colonies of it as well. Since it uses a photosynthetic process to reproduce, red glie thrives in sunlight. In fact, so dependent on sunlight is this life form that a particularly long period of overcast weather can wipe out an entire colony.

Red glie has an extremely efficient feeding process. It consumes bacteria and returns only a small amount of tasteless, odorless, waste to the water. These factors make it ideal for use in water purification. In fact, the Naboo often put red glie into the emergency cisterns of isolated settlements to maintain a supply of potable water for the inhabitants.

Both Naboo and Gungans view red glie as a delicacy—one of the few matters upon which they can agree. Thus, the algae is harvested regularly from carefully maintained colonies and sold in public markets. Both species use it for

salad dressing and as an ingredient in certain dishes reserved for special occasions.

The Gungans also use red glie in the construction of their bubble buildings. Addition of the algae to the organic shells during their growth phase gives them a red tint that Gungans find aesthetically pleasing.

Green Glie

The Naboo consider green glie an annoying hazard. The Gungans view it slightly more charitably, since it is a favorite food source of certain beasts they hunt.

Like its red cousin, green glie grows on the surface of water. Since it is not dependent on sunlight, however, it grows much faster than the red variety. In fact, a green glie colony can spread across 10 square meters of standing water per day. Because of its rapid growth, this organism can choke out other aquatic swamp plants if allowed to grow uncontrolled.

Though these chemicals are rarely lethal in diluted form, the criminal elements on Naboo have discovered several methods of refining water contaminated with green glie. These techniques produce a variety of tasteless, odorless, and extremely deadly poisons. Thus, it comes as no surprise that the Naboo criminal underground does a brisk trade in these substances. Green glie poisons are especially popular with assassins who specialize in the use of organic toxins.

Advisory Note: All Jedi who visit Naboo should be extremely careful when accepting hospitality from even the

GAMEMASTER NOTES

Green Glie

This algae can be refined into a poison toxic to all Human and Near-Human characters. Its lethality depends on the degree of processing it has undergone.

Glie Poisons

Characters with the appropriate chemistry or medical skills can refine green glie with a few rare chemical components to create a variety of potent toxins. Invariably, however, the process is both difficult and inefficient—it takes 10 kilograms of raw green glie to produce 1 gram of any processed compound. Therefore, all types of glie poison are quite expensive. Prices begin at 200 credits per gram for the least powerful toxin and go up from there.

The details of the processing vary with the toxin desired, but a key factor for all types is proper storage of the raw material prior to processing. Anyone wishing to create one of the substances on the table below must immediately place the freshly harvested green glie in a substantial amount of water (1 liter per kilogram) and keep it hydrated to that level until processing begins. Compounds derived from improperly stored glie merely produce stomach cramps and nausea, regardless of their intended effects. (For each gram ingested, the illness lasts 20 hours less the victim's Con modifier and imposes a –2 penalty to all attack and damage rolls, as well as ability and skill checks.)

The various glie toxins produce a wide spectrum of effects. In all cases, the minimum dosage required to produce the desired result is 1 gram for a Human, or up to 2 grams for particularly hardy species such as Wookiees. Amounts in excess of the minimum dosage produce no additional benefits, but insufficient doses cause only the cramps and nausea that normally result from improperly processed toxins (see above). Note that most of these toxins do not take effect immediately. During the onset time, the victim feels slightly lightheaded, but otherwise has no symptoms.

An anti-venom derived from the blood of the peko peko bird acts as an antidote for all glie-based poisons. Symptoms cease within 1d2 minutes of imbibing this substance.

All known glie poisons are listed on the table below, along with onset times and processing times. Also included are saving throw modifiers and Challenge Ratings for characters with the necessary medical skills to detect the substances in a victim's system.

Effect	Time to Refine	Onset Time	Fortitude Save Modifier	CR to Detect
Intoxication	1 hour/gram	1 minute	–4 penalty	20
Muscle spasm	1 hour/gram	1d4 minutes	–4 penalty (–2 on all attack and damage rolls, as well as ability and skill checks)	10
Seizures	2 hours/gram	1d6 minutes	–3 penalty (–4 penalty on all attack and damage rolls, as well as ability and skill checks)	15
Sleep	2 hours/gram	1d6 minutes	–2 penalty	10
Paralyzation	4 hours/gram	1d6 minutes	–3 penalty (death follows without care)	15
Heart failure	5 hours/gram	2d6 hours	–3 penalty	20
Death	5 hours/gram	1d6 minutes	–1 penalty	10
Death	8 hours/gram	1d6 hours	–2 penalty	15
Death	10 hours/gram	2d6 hours	–4 penalty	20

most trustworthy individuals. The Council is still investigating the death of young Jedi Knight Keiran Valn on Alderaan last month. Preliminary reports indicate that he died by ingesting a glie-derived compound at a banquet held by his own family.

Millaflower

These flowers grow wild in isolated Naboo valleys, but both Naboo and Gungans also cultivate them in flowerboxes and gardens.

Millaflowers are popular gifts in both the Naboo and the Gungan cultures. Details are sketchy as to the cultural significance of the flowers for the Gungans. Among the Naboo, however, the gift of a millaflower signifies that the presenter is honored to be in the recipient's company. Accepting such a gift is a sign that the recipient trusts the presenter.

These lovely flowers come in several bright colors, though red and blue are the most common varieties. Despite their great beauty, millaflowers are valued primarily for an airborne chemical they exude that causes oxygen-breathing beings to feel at ease. The more flowers there are, the more pronounced this effect becomes—in fact, a profusion of millaflowers growing in an enclosed space produces a slight tranquilizing effect.

When extracted and distilled, this chemical becomes an organic tranquilizer powerful enough to kill if administered in sufficient dosage. For this reason, Naboo law prohibits anyone except a licensed drug manufacturer from producing it and anyone except a licensed pharmacist from purchasing it.

Live millaflowers are one of Naboo's more exotic and lucrative exports. The flower's unique scent and natural tranquilizing properties have made it increasingly popular for use in aromatherapy. Kuati physicians commonly prescribe millaflowers for everything from relaxation to muscle aches, as do other medical professionals who specialize in homeopathic approaches to health. Some of these exported plants, however, have found their way into the hands of illicit drug manufacturers, who are using them to augment their current lines of "spices." This and other potential problems with millaflower trade are currently under review by a Senate subcommittee. For now, however, both the flowers and their extracts remain legal everywhere except Naboo.

Native Fauna of Note

Despite the presence of two sapient species, Naboo remains a relatively untamed world. It should come as no surprise, therefore, that the planet supports a tremendous variety of animal life.

This section describes only those creatures that either have cultural significance to a native sapient species or are particularly dangerous. For a more complete overview of Naboo's fauna, consult the Republic Scout Service Database, Subdirectory OR7-23794-4N.



GM NOTES

Millaflower

The natural millaflower has no special game effect. Breathing its scent may soothe a frustrated character's ragged nerves, but it provides no bonuses of any sort.

The chemical compound derived from millaflowers has a variety of game effects, depending on the amount ingested within any 24-hour period (see table). The onset time for all such effects is 1 hour, and the duration is 10 hours less the character's Con modifier. Both of these times remain the same regardless of the dosage.

Millaflower extract is a powder with a bitter, chalky flavor. The legal version of the tranquilizer comes as single-dose capsules or pills. Both forms are available from pharmacists in thirty-dose bottles for 15+2d6 credits. The same amount of illegal millaflower tranquilizer costs 30+2d10 credits. Those wishing to administer this substance to unsuspecting victims often use food or wine to mask the taste, but it becomes detectable anyway in quantities of three or more doses at a time.

During the onset period, a character under the influence of millaflower extract feels a continual increase in relaxation and well-being. This culminates with a final effect corresponding to the dosage, as given on the table below. A drugged character is entitled to a number of Fortitude saves equal to the number of doses ingested. Each successful saving throw negates one dose for the purpose of determining the final effect. Thus, a character who ingests four doses and succeeds at one of the four saving throws becomes intoxicated after one hour, but does not fall asleep.

Dose	Effect	Fortitude Save to Resist Effect	CR to Detect
1	Relaxed	+2 bonus	30
2	Uninhibited	+1 bonus	25
3	Intoxicated	+0 bonus	20
4	Sleep	–1 penalty	15
5	Paralyzation	–2 penalty (death in 1 hour without care)	10
6	Heart Failure	–3 penalty (death without care)	5

Note that the dosages and effects given on this table are for Humans. Double the listed dosages for heartier species and halve them for weaker ones.

Clodhopper

These fast-breeding, omnivorous, insectoid creatures are native to the swamps of Naboo. Though they thrive in moist, warm environments, they shun actual contact with water, as their heavy exoskeletons cause them to sink rapidly. Thus, they traverse the swamps by leaping from one dry patch of earth to the next. It was this unique mode of travel that earned them their descriptive name.

Adult clodhoppers can grow to a maximum of 1 meter in length. With their powerful hind legs, they can leap up to 10 meters at a time. Though they prefer vegetable matter as food, these creatures are fully capable of eating any living thing in their paths.

On Naboo, a number of natural enemies keep clodhopper populations in check. The Gungans, who find clodhopper meat quite tasty, also use the creatures' exoskeletons in the production of musical instruments and tools. Their semi-annual harvests help to keep the clodhopper numbers within an acceptable range.

The introduction of clodhoppers into ecosystems where they lack natural enemies, however, has led to several planetary-scale disasters. Left to breed unchecked, clodhoppers can defoliate entire continents. The creatures are so adaptive to pesticides and natural toxins that they can develop resistance within a single generation. Thus, wiping out a whole community of clodhoppers often ensures that the new hatchlings are immune to whatever destroyed their parents.

As an example of what these creatures can do, consider the failed Republic colony in the Galaan System, Corva

GM NOTES

Clodhopper

On Naboo, various predators keep clodhopper numbers low. On any other world, the creatures breed quickly, forming swarms of 200 to 2,400 (2d12 × 100) individuals within a week of arrival. Thereafter, each such swarm grows by an additional two hundred clodhoppers every two days.

It takes 24 hours for two hundred clodhoppers to consume all the vegetable matter on a square kilometer of territory. Each additional one hundred clodhoppers in the swarm reduces that time by 1 hour and increases the area of devastation by 0.5 square kilometers. For example, four hundred clodhoppers can strip two square kilometers of vegetation in 22 hours.

Once the swarm has consumed all the vegetable matter in a given area, it moves on to another. With a successful attack on a character, a swarm of clodhoppers inflicts 2d6 points of damage, minus 4 points per point of Defense bonus from armor.

Clodhopper: Vermin 1; Init +5; Defense 22 (+5 natural, +2 size, +5 Dex); Spd 30 m; VP/WP 5/12; Atk -2 melee (1d2,swarm); SQ +15 to Fort saves involving poisons and pesticides if a clodhopper successfully saves against its first exposure to the compound, attack; SV Fort +8, Ref +9, Will –5; SZ T; Rep 5; Str 3, Dex 20, Con 25, Int 0, Wis 0, Cha 0; Challenge code: A.

Skills: Climb +12, Jump +12.

Feats: Dodge, Mobility, Lightning Reflexes.

sector. Investigators remain uncertain as to how clodhoppers got there, but there is some evidence that they arrived via shipments of grain imported from Naboo. By the time rescue vessels arrived, the creatures had devastated the entire planet and consumed 87% of the colonists as well.

The incident at Corva has caused a number of Outer Rim planetary governors to institute additional security procedures for processing imports from Naboo. This is difficult and expensive, but the people of these worlds want Naboo products too much for the leaders to ban imports entirely. Naturally, however, they would prefer that someone else shoulder the expense of extra inspections to protect their planets from clodhopper infestation. Therefore, a number of the planetary governors actually support the Trade Federation's desire to force Naboo into its network.

Colo Claw Fish

This creature is one of the largest predators on Naboo. Measuring roughly 6 meters in length at birth, it can grow as long as 40 meters. The colo claw fish lives primarily in the oceans and in the underwater tunnel system that the Naboo call the World's Core.

The colo claw fish hunts by concealing itself in the tunnels that riddle Naboo's ocean floors and lying perfectly still. Its body is covered with sensitive nerve bundles that allow it to detect movement in nearby water. When a likely meal passes, the colo suddenly springs forth and seizes it with the large, mandibular claws for which it is named. As it attacks, the claw fish utters a hydrosonic shriek that disorients its prey and any other creatures nearby. This sound is so piercing that it can knock lowgrade sensors offline in nearby submersible craft.

Once it captures its prey, the colo claw fish bites its victim several times with its venomous fangs to paralyze it, then swallows it whole. The colo's uniquely hinged jaws allow it to swallow prey larger than its own head, and the skin of its body can stretch and distend to accommodate considerable bulk. Thus, the colo can easily swallow and digest a creature up to three times its own size. The creature's stomach acids are weak, however, so it may take considerable time to digest a meal.

Many Naboo and Gungan folktales use the colo claw fish to represent an untrustworthy or treacherous being. It also appears in traditional Naboo artwork—including paintings, bas-reliefs and tapestry designs—as a symbol of fear and distrust.

Colo claw fish tend to be indiscriminate about their prey, attacking nearly anything that draws close to them. Therefore, visitors traveling Naboo's oceans in submersible craft should avoid diving too deeply. Republic representatives are advised to stay completely clear of the World's Core unless in the company of a Gungan guide.

Falumpaset

Highly intelligent and powerfully built, the reptilian falumpaset ranks among the largest of Naboo's land-dwelling creatures. Its powerful, long legs allow it to move with a speed that belies its size, and its great strength makes it ideal as a pack animal.

The Gungans have kept domesticated falumpasets throughout their recorded history. Traditionally, they use these immense creatures to draw their battle wagons into position during war and to convey high-ranking Gungan leaders to and from conferences. Because of this extensive domestication, falumpasets all but vanished from the wild centuries ago. Only after the Gungans retreated from the surface and allowed a number of them to go feral did small herds of the creatures start to reappear in Naboo's grassy highlands.

Falumpasets are not particularly gentle or cooperative creatures, even when domesticated. But the Gungans put up with the creatures' stubborn, ornery, jealous ways because they are easily the strongest hauling beasts on all of Naboo.

It takes two specially trained Gungan handlers to control and direct each falumpaset. One Gungan folktale holds that such handlers cannot permit themselves to form close relationships with other beings, lest their charges grow jealous and stop cooperating with them.

Fambaa

The fambaa is a huge, hardy, even-tempered reptile. Like falumpasets, fambaas have been used as beasts of burden by the Gungans for centuries. The Naboo like to point to this as further evidence of the Gungans' primitive state. According to Republic xenosociologists, however, such assertions are not only baseless, but positively bigoted.

At present, the Gungans use fambaas primarily to haul trade goods to and from the secret rendezvous points with Naboo merchants. However, reports indicate that the crea-

GM NOTES

Colo Claw Fish

The colo's primary attacks are its bite and its swallow. A critical success on a bite attack against any creature smaller than Large or any vehicle smaller than Small indicates that the colo claw fish has swallowed it whole. Any creature injured by a colo claw fish bite must make two Fortitude saves against DC 15. A failure on the first save results in 1d6 Dex damage. A failure on the second save (one minute later) results in paralysis. The duration of this paralysis is 36 hours minus the victim's Con modifier (see the "Poison" entry in Chapter 12 of the *Star Wars Roleplaying Game Rulebook*).

Colo Claw Fish (average adult): Aquatic Predator 6; Init +4; Defense 19 (+13 natural, –8 size, +4 Dex); Spd 150 m; VP/WP 126/256; Atk +15 melee (2d10 +11, claw) or +10 melee (4d10 +11, bite), +6 ranged; SQ Low-light vision, venom; SV Fort +21, Ref +3, Will –5; SZ C; Rep 5; Str 32, Dex 18, Con 32, Int 2, Wis 1, Cha 1; Challenge code: G.

Skills: Hide +2, Move Silently +15, Spot +10.

Feats: Dodge, Mobility, Power Attack.



STORY IDEA: THE DEFOLIATION AGENDA

Republic Intelligence has learned that a humanocentric terrorist group known as the Knights of the Core intends to smuggle clodhoppers onto Stend IV. Their specific target is a continent inhabited primarily by Gran and Elomin colonists. The Chancellor's office, a member of the Galactic Senate, or even an official of one planetary government or the other calls upon the heroes to stop the terrorists.

Part One: The heroes must first find and infiltrate the hideout of the local Knights of the Core on Naboo. Next, they must discover which outgoing freighter is carrying a clodhopper-infested cargo. They can accomplish this either by capturing and interrogating a high-ranking member of the terrorist organization or by going through computer records and other data sources at the hideout. Whichever method they use also reveals that the terrorist group possesses highly detailed information on Republic Navy and customs protocols. This means that the terrorists have a good chance of sneaking their lethal cargo past both of these groups successfully, even if the heroes alert them.

Part Two: Agents of the Knights of the Core shoot it out with the characters at the Kwilaan Spaceport, hoping to delay them until the freighter has departed. Even if the heroes are victorious, the chief of Starport Security detains them, ostensibly to verify their identification.

In the meantime, the freighter carrying the clodhopper-tainted cargo makes the jump to hyperspace. If the adventurers attempt to stop the freighter after takeoff—perhaps in a ship of their own—a flight of Naboo fighters intercepts their craft and orders it back to the spaceport. Once on the ground, the heroes are again detained by members of Starport Security, who take considerable time to check out their story.

The chief of Starport Security is, of course, in league with the Knights of the Core. Should the heroes persist in attempting to leave Naboo, he stages an attempt on their lives. The heroes must not only survive the attempt, but also keep the security chief from escaping to join his fellow terrorists.

Part Three: Eventually, the adventurers arrive on Stend IV. Once there, they must convince the port officials of the danger. (These Elomin officials are not corrupt, just obsessed with ordered procedures, as are many of their species.) After they have permission to check out the starport, they must find and hold the tainted cargo containers before the Knights of the Core can ship them out. Once the heroes have defeated another group of terrorists, they should be able to impound the containers from the freighter.

Alternatively, the GM may wish to create one last bit of tension here by letting a single cargo speeder leave the starport before the heroes can stop it. They must then track down that lone speeder before anyone can unload it and open its cargo.

Alternative Plotline: In this version, the characters *are* the terrorists. They must figure out a way to get the clodhopper-tainted cargo safely off Naboo and onto their target planet. The starport chief on Naboo is in league with them, but other factions there and on the target planet conspire to prevent them from accomplishing their mission.

tures have a more important function during wartime—carrying the heavy Gungan shield generators and heavy artillery units into battle.

Until the Gungans began to abandon the surface of the planet, wild fambaas were virtually unknown on Naboo. Recently, however, naturalists have found a few small herds in the deepest recesses of the planet's southern continent. It is a testament to uncounted centuries of domestication that it is relatively easy to train even a feral fambaa to serve as a pack or riding animal.

Kaadu

These agile, fleet-footed, flightless birds are as fast in the water as they are on land. For that reason, the Gungans were quick to domesticate them for use as mounts. Unlike the land-based fambaas and falumpasets, however, kaadu are just as useful to the Gungans underwater as they are on the surface.

Kaadu are still the traditional mounts of Gungan military officers and scouts. Limiting their use in this manner is a tradition born not from vanity, but from sheer practicality. These creatures are both more intelligent and more temperamental than fambaas, though they are not as stubborn as falumpasets. Nevertheless, kaadu still possess very independent natures, even after centuries of domestication.

Kaadu do not accept just any would-be riders. Only someone who has cultivated a deep emotional bond with a particular kaadu can predict its response to commands and control it. Anyone who has not taken the time to do this invariably finds the creature nearly impossible to ride.

Nuna

Barely 0.5 meters in height, this flightless bird is a voracious omnivore that feeds primarily on swamp plants and small amphibians. Nuna are solitary creatures that seek out their own kind only during mating seasons (early spring and late fall) or for their rare migrations.

A capable runner, the nuna always flees when faced with danger. If trapped, it kicks viciously with its powerful legs and bites with its sharp beak. Though scales line the nuna's back, they provide little protection against its many natural enemies. In fact, the nuna's only defense against extinction is its extremely high rate of reproduction.

Both Gungans and Naboo consider nuna meat a delicacy. Literally dozens of traditional meals in both cultures feature the bird as either a main course or an ingredient in side dishes, and roasted nuna is a staple at festival dinners and many official functions. Although the Naboo raise these creatures on farms, young Naboo hunters often venture into the swamps to hunt them for sport. It is not uncommon for

Naboo nobles to organize nuna hunts in the early fall, just before the birds' mating season begins.

Dietary Advisory: Rodians and Twi'leks suffer from a potentially lethal allergy to nuna meat. Before consuming any meals on Naboo, members of these species should ensure that no nuna has been used in its preparation—not even as an ingredient in a sauce or broth. According to the Republic Diplomatic Corps, neither the Naboo nor the Gungans take offense if someone declines a meal for medical reasons.

Opee Sea Killer

The opee sea killer is one of Naboo's most unusual lifeforms. It possesses a curious combination of traits ordinarily found in a range of disparate life forms—primarily crustaceans, reptiles, and amphibians.

At birth, the opee sea killer is a 2-meter-long creature resembling a tadpole, but it swiftly matures into its fearsome adult form—that of a huge fish with tail fins that double as legs and a gigantic, toothy maw. An opee sea killer's powerful jaws can exert enough force to crush most ship and submarine hulls with ease.

The opee sea killer has only one natural enemy—the colo claw fish. Naboo naturalists have recorded more than one instance, however, when an opee sea killer has managed to chew its way out of a colo claw fish's belly and make a meal of its attacker.

A persistent and cunning predator, the opee sea killer hunts by clinging to undersea cliffs with its tail legs and wiggling an appendage on its head to lure prey. When a potential meal comes close, the opee sea killer strikes with its long, adhesive tongue, then draws its prey into its huge maw. If the opee sea killer misses its target, it pursues its fleeing victim via a form of jet propulsion, drawing water through its mouth and ejecting it through openings under its skin plates.

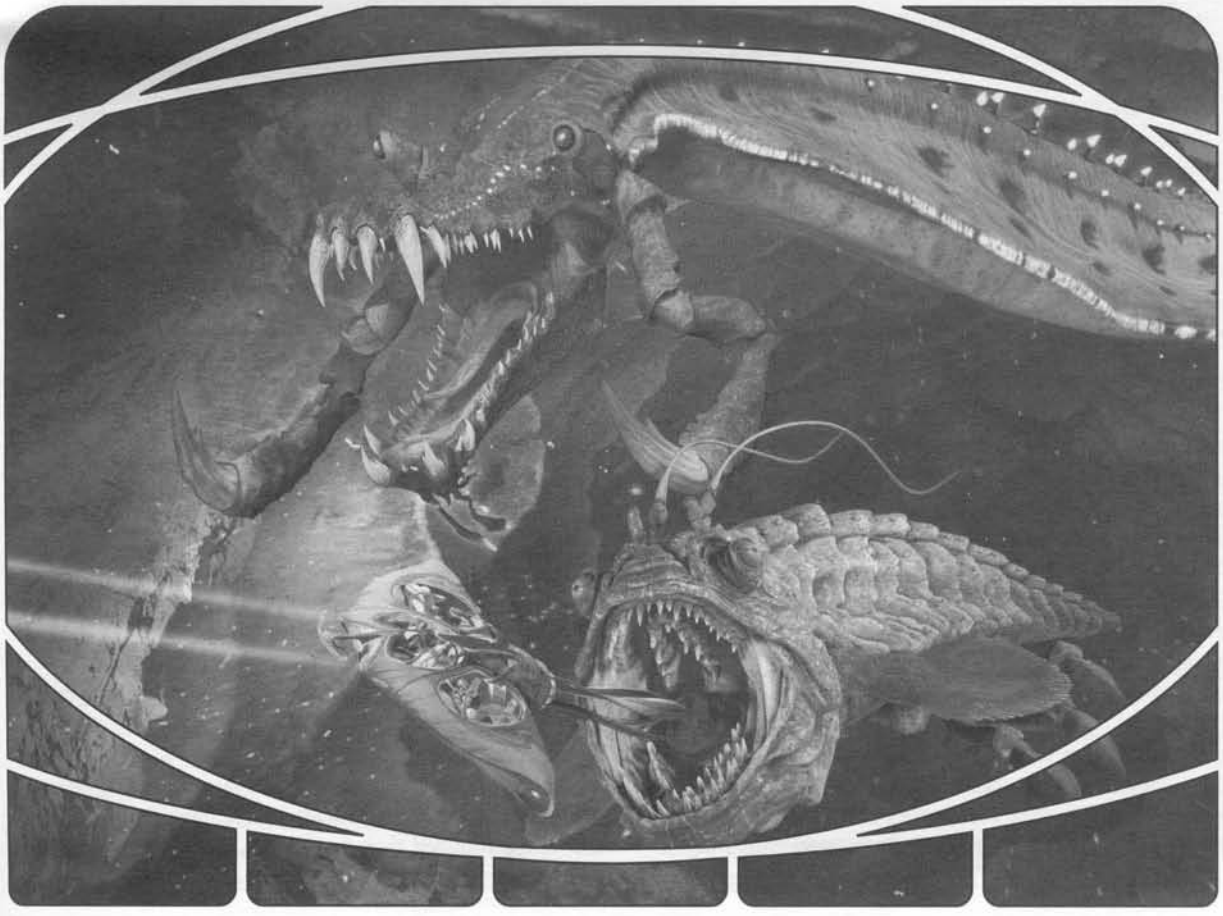
A hunting opee sea killer's speed and maneuverability are truly astonishing to behold. These creatures can easily outmaneuver and outrun even the fastest Naboo seafaring vehicle, and they have been known to challenge Gungan submersibles as well. This rapid movement coupled with their unmatched aggressiveness and persistence are enough to earn them the respect of anyone who travels Naboo's oceans.

Although they typically stay close to underwater cliffs and reefs or wander the World's Core, opee sea killers have occasionally drifted into open water during violent storms. This has given rise to a Naboo folk saying typically offered in response to an ill-considered course of action: "Afterward, we'll celebrate our success by cruising the North Sea during winter season."

Peko Peko

One of the most magnificent creatures to grace the skies of Naboo is the peko peko. This large, agile, blue bird reaches an average adult size of 2.5 meters from beak to tail tip.

The peko peko lives in the swamp forests, where it makes



Falumpaset

Domesticated falumpasets respond to a series of hand signals and whistles known only to their Gungan handlers. These commands constitute a separate language for game purposes. Should there be even the slightest deviation in their accustomed signal sequences, the creatures refuse to obey.

Falumpaset: Herd Animal 2; Init +1; Defense 13 (+5 natural, –2 size); Spd 30 m; VP/WP 4/40; Atk +7 melee (1d6+8, headbutt); SV Fort +8, Ref +0, Will -2; SZ H; Rep 2; Str 26, Dex 13, Con 20, Int 2, Wis 1, Cha 2; Challenge code: B.

Skills: None.

Feats: Iron Will.

Fambaa

Fambaas are herbivores that rarely attack unless provoked. Unlike falumpasets, they require only minimal training and no special handling.

Fambaa: Herd Animal 5; Init –1; Defense 11 (+4 natural, –2 size, –1 Dex); Spd 20 m; VP/WP 15/40; Atk +10 melee (1d6+10, claw) or +10 melee (2d6+10, bite), +1 ranged; SQ Low-light vision, grab-and-bite attack; SV Fort +5, Ref -1, Will -5; SZ H; Rep 2; Str 30, Dex 8, Con 20, Int 1, Wis 1, Cha 0; Challenge code: C.

Skills: None.

Feats: Great Fortitude, Toughness.

Kaadu

Kaadu are equally nimble in the water and on land. Because of the deep emotional ties they must forge with their kaadu, many Gungan officers treat the creatures more like family pets than mounts.

Kaadu: Herd Animal 2; Init +1 (Dex); Defense 15 (+5 natural, –1 size, +1 Dex); Spd 20 m; VP/WP 12/15; Atk +3 melee (1d6+3, kick) or +3 melee (1d4+3, bite), +1 ranged; SQ Low-light vision; SV Fort +3, Ref +0, Will +0; SZ L; Rep 1; Str 16, Dex 13, Con 15, Int 8, Wis 9, Cha 10; Challenge code: B.

Skills: Climb +4, Listen +4, Swim +8.

Nuna

A Rodian or Twi'lek who tastes even one bite of a dish containing nuna meat must immediately make a Fortitude saving throw. A character who fails the save begins to have trouble breathing 1d6+1 minutes later. This condition imposes a –1 penalty on all attack rolls, ability checks, and skill checks. Five minutes later, the character's throat swells shut, completely cutting off his or her airways. If not treated swiftly with the appropriate antitoxin or Force skills, the character dies of asphyxiation (see Suffocating and Drowning in Chapter 12 of the *Star Wars Rulebook*). (A successful skill check in either First Aid or Knowledge: medicine allows a character to determine the appropriate treatment.)

Even if the saving throw is successful, severe headaches and stomach cramps set in 1d2 hours after the meal. This condition imposes a –2 penalty on all the victim's attack rolls, ability checks, and skill checks. A Force-user so affected has difficulty concentrating, which imposes a –4 penalty on all Force skill checks. Unless treated with the appropriate antitoxin (determined as above), the condition persists for 20 hours.

Nuna ("Swamp Turkey"): Herd Animal 1; Init –1; Defense 12 (+1 natural, +1 size); Spd 5 m; VP/WP 1/12; Atk –1 melee (1d6–2, kick) or –1 melee (1d3–2, bite); SV Fort +2, Ref +1, Will –5; SZ S; Rep 1; Str 6, Dex 9, Con 12, Int 1, Wis 1, Cha 1; Challenge code: A.

Skills: Hide +2, Run +4, Search +4.

Feats: None.

its way through the dense foliage by means of its clawed wings. Its short legs give it an awkward gait on the ground, though its graceful flight is lovely to behold. With its powerful beak, the peko peko can easily break small branches and crack open the shell of the toxic jut nut, its favorite food.

Peko pekos mate for life, and each couple occupies and defends its own specific area. According to Naboo folklore, the rare sight of more than two peko pekos flying together is a good omen.

Neither of Naboo's sentient species hunt the bird for its meat, which has a stinging, sour taste. Both Gungans and Naboo, however, use a certain anti-venom derived from the creature's blood in their folk medicines. Gungans also use peko peko feathers to craft simple, but elegant, ornaments.

Shaak

The shaak is a calm, friendly, harmless herbivore native to the drier plains of Naboo's main continent. Since these four-legged herd animals have an aversion to dampness, they travel throughout the continent so as to avoid the rainy seasons.

Though the shaak is fleet of foot, its physical weakness makes it useless as either a pack animal or a mount. However, the Naboo do prize the animals highly for their meat, which is easy to store and requires little preparation before consumption. Because of its popularity as a food source, the shaak remains a popular game animal even though it has been domesticated since three decades after the Naboo founded their first colony.

GM NOTES

Opee Sea Killer

Nothing short of catching its prey or dying can make an opee sea killer give up its pursuit. A target hit by its tongue must make a Strength check (DC 25) to break free. Failure means the sea killer draws the victim into its jaws and bites on its turn the following round.

Opee Sea Killer: Predator 6; Init +1; Defense 13 (+6 natural, –4 size, +1 Dex); Spd 60 m; VP/WP 44/112; Atk +13/+8 melee (1d6+11, tongue) or +13/+8 melee (3d10+11, bite); SQ Low-light vision; SV Fort +14, Ref –2, Will –3; SZ G; Rep 1; Str 32, Dex 13, Con 28, Int 2, Wis 1, Cha 1; Challenge code: D.

Skills: Hide +15, Swim +12.

Feats: Alertness, Iron Will, Lightning Reflexes.

Peko Peko

The anti-venom derived from peko peko blood is the preferred antidote for glie-based poisons. The blood of one bird produces enough anti-venom to counteract up to 2d4+2 doses of any glie poison.

Peko Peko: Herd Animal 2; Init +4 (in flight), –3 (on the ground); Defense 7 (–3 Dex while on the ground) or 15 (+5 Dex while in flight); Spd 5 m (ground), 30 m (flight); VP/WP 3/10; Atk +2 melee (1d4+2, bite); SQ Flight; SV Fort +10, Ref +3, Will –1; SZ M; Rep 1; Str 10, Dex 19 (in flight) , 4 (on the ground), Con 10, Int 0, Wis 2, Cha 2; Challenge code: A.

Skills: Spot +10.

Feats: None.

Shaak

These herd animals are harmless unless provoked. Typically, they try to run from any threat, but if cornered, a shaak can deliver a vicious kick.

Shaak: Herd Animal 1; Init +1; Defense 10 (–1 size, +1 Dex); Spd 20 m; VP/WP 2/20; Atk +1 melee (1d4, kick); SV Fort +7, Ref +1, Will –5; SZ L; Rep 1; Str 11, Dex 12, Con 20, Int 1, Wis 2, Cha 0; Challenge code: A.

Skills: Listen +4, Spot +4

Feats: None.

Cultural Advisory

The western portion of the southern continent consists almost entirely of shaak ranches. The typical town in this region consists of three or four buildings and a limited-service landing strip nestled at the center of hundreds of square kilometers of arid range land.

The ranchers are among the less hospitable Naboo, for they must constantly guard their herds against shaak thieves. In addition, Republic Intelligence agents have reported at least one pirate ring operating in the Naboo system that does a brisk trade in stolen shaak. (Consult the Sector Ranger Database, Subdirectory PA90,842-N024/B for more information.) For their own safety, therefore, Republic representatives should avoid entering the range lands in any vehicle other than a speeder or transport registered to the Naboo government. Even then, it would be best to have recognized Naboo officials along to conduct any negotiations.

Tusk-Cat

These large felines are common throughout Naboo's southern continent. Fierce hunters, they stalk their prey in a variety of terrains, attacking with claws and teeth when the time is right.

Over the years, the Naboo have managed to establish a small population of domesticated tusk-cats, which they use for riding animals. These are particularly popular among the ranchers, who have trained them to herd shaak. An untrained tusk-cat, however, can quickly decimate a shaak herd.

Wild tusk-cats are favorite targets for Naboo sports hunters, but harsh laws protect the tame ones. To help prevent accidental shootings, most tusk-cat owners implant electronic identification chips under the animals' skins. The signals from these chips register on the targeting scopes of hunting weapons.

GM NOTES

Tusk-Cat

Like most other felines, tusk-cats can see well in low light and track prey over long distances.

Tusk-cat: Predator 6; Init +7; Defense 13 (+1 natural, –1 size, +3 Dex); Spd 20 m; VP/WP 18/16; Atk +10/+5 melee (1d6+5, claw) or (1d8+5, bite); SQ Low-light vision; SV Fort +5, Ref +8, Will –2; SZ L; Rep 1; Str 20, Dex 17, Con 16, Int 4, Wis 2, Cha 2; Challenge code: B.

Skills: Listen +10, Move Silently +5. Spot +8.

Feats: Improved Initiative, Run, Track.

Veermok

Veermok are quickly becoming the favored type of guard beast among criminals in the Outer Rim.

Veermok: Predator 6; Init +8; Defense 14 (+4 Dex); Spd 15 m; VP/WP 20/15; Atk +6/+1 melee (1d4, claw, 1d6 bite, 1d6, gore); SQ Low-light vision; SV Fort +7, Ref +9, Will –2; SZ M; Rep 1; Str 10, Dex 18, Con 15, Int 2, Wis 11, Cha 16; Challenge code: D.

Skills: Hide +8, Intimidate +12, Jump +8, Move Silently +12, Spot +9.

Feats: Improved Initiative, Dodge.



Veermok

The veermok is a short-tempered, ravenous predator that dwells in isolated areas of Naboo's larger swamps. These vicious beasts make traveling in the planet's wetlands extremely dangerous.

Veermok walk either on their hind legs or on all fours. Either way, however, they move with deadly stealth. Roughly the size of a baseline human adult male, a veermok can pounce upon its prey with lightning speed thanks to its powerful hind legs. Its powerful, claw-tipped, front legs can rip through a blast vest or even a light environmental suit with ease.

These solitary animals zealously defend their territory against others of their kind and view most other creatures that enter it as prey. Veermok interact with one another only during the mating season, after which the females return to their own lairs to give birth. Litters average eight young, of which five generally grow to adulthood. When a young veermok is capable of survival on its own, its mothers and siblings drive it away from the nest. At that point, it must either carve out its own territory in the wilderness or perish in the attempt.

If trained from infancy, however, veermok can become extremely loyal to and protective of humanoids who treat them kindly. The relationship is similar to that between a mother veermok and her litter except more lasting—evidently because the animal never views the humanoids in its care as capable of independence. Despite their solitary natures, therefore, xenobiologists theorize that veermok may actually miss the security and companionship they enjoyed in infancy.

When the Gungans maintained cities on the surface of Naboo, they routinely domesticated veermok for use as guard animals. Gungan merchants who interact with the Naboo at the edges of the swamps still use the animals for this purpose. They have fallen out of favor with Gungan society as a whole, however—primarily because they fear deep water.

The Gungans are not the only ones who domesticate these beasts. A number of Naboo's known criminal groups have recently taken to using veermok as watch animals, and Republic intelligence operatives suspect that these and other underground groups are in the process of setting up kennels for veermok breeding on other Outer Rim worlds. (Consult the Sector Ranger Database, Subdirectory DCS23,122-N04/A for more information.)

With the exception of sports-hunters, the Naboo studiously avoid veermok habitats. This is primarily because, unlike many other predators, veermok do not fear humans. Parties of less than three are especially subject to attack by these predators in the wilderness. Therefore, the Republic advises visitors not to travel into veermok habitats without experienced guides.

Peril on Naboo

This adventure, which takes place at the same time as the events of *Star Wars* Episode I: *The Phantom Menace*, tells the tale of several brave heroes trapped on a world that is under attack by ruthless invaders. The action begins with Trade Federation battle droids marching through the streets of Theed and concludes during the final battle for Naboo.

No less than four characters of levels 1–3 should try to tackle this adventure. By upgrading the Challenge Rating of each hostile encounter, the Gamemaster could adapt the adventure for as many as six characters. More heroes than that would be pushing things, however, as they would almost certainly find themselves getting in each other's way.

Introduction

Chaos has come to the small planet of Naboo. After a long blockade, the Trade Federation has now launched a full-scale invasion, sending massive landing ships full of battle droids to the surface of this once-peaceful planet. Meanwhile, the organization's battleships remain in orbit around Naboo, prohibiting shipping and blocking all communications with the Republic.

The natives of Naboo are not the only ones menaced by the greedy Trade Federation, however. The organization has denied departure even to small groups of offworld visitors—traders, students, diplomats, and such—and even fired upon those few who attempted to pass through the blockade. Such a group even now makes hasty plans to escape the invasion while Trade Federation forces bear down on the capital city of Theed.

Plot Overview

This adventure unfolds over three acts. The heroes' goal at the start is to avoid capture by the villainous Trade Federation, but it gradually expands to include helping Queen Amidala reclaim her throne and free Naboo.

Act I begins with the heroes fleeing Theed just after the invasion begins. They eventually manage to appropriate a speeder and escape across the Great Grass Plains with battle droids on STAPs in hot pursuit. The adventurers finally land in the midst of some angry Gungans, who force them to move on—right into an enemy patrol.

In Act II, the heroes encounter a Naboo resistance fighter, who informs them that an underground movement is being formed to oppose the Trade Federation. Once adventurers have rested up from their flight, he invites them to a planning session. There, the Resistance leaders ask them to work with the Gungans in capturing a battle droid transport.

This transport comes in handy in Act III, when the Resistance uses it to get back into the city. During the final battle, the heroes intercept a Neimoidian trade officer who is carrying falsified data that could sabotage all the Queen's efforts.



Diverging from *The Phantom Menace*

Of course, certain things happen during the course of this adventure that could affect future events in the *Star Wars* universe. The important events in the movie are that Darth Maul kills Qui-Gon Jinn and subsequently dies at the hands of Obi-Wan Kenobi, Anakin Skywalker accidentally pilots a starfighter into space and ultimately destroys the Trade Federation's orbiting Droid Control Ship, and Queen Amidala fights her way into the Royal Palace and forces Trade Federation Viceroy Nute Gunray to surrender.

How much or how little the heroes' actions can alter these happenings is up to the Gamemaster and the players. The GM is encouraged, however, to arrange things so that such major events play out more or less as they did in *The Phantom Menace*. Significant departures will mean more work later on in the campaign, as the Gamemaster will have to adapt future sourcebooks and adventures to reflect the "alternate reality" the players' actions have created.

Getting the Heroes Into the Story

Before beginning play, decide with your players what their characters are doing on Naboo in the first place. Some may actually be native to the planet. If any of these are Gungans, you may have to spend a little extra time deciding exactly why they're in their enemies' capital city! Heroes who are not natives might have come to Naboo as part of a previous adventure, or at the orders of their mentors. Whatever their reasons for being in Theed, however, the characters should be merely interested bystanders, not active participants in the Naboo-Trade Federation conflict.

Once you and the players have decided why everyone is in Theed, it's up to you to develop background information as needed. Whatever backstory you come up with should ensure that the characters are all in the city of Theed waiting for a chance to get off the planet at the time the adventure begins.

Staying "On the Map"

Heroes not always being heroic, the players may decide to go their own way rather than helping the Naboo oust the Trade Federation. Be prepared to improvise a few "course corrections," either to put the heroes back into the adventure, or to give them something to do while larger events play out elsewhere. Try not to force characters who insist on doing their own thing back into the scenario, but you don't need to reward them for being nonheroic, either. At best, going their own way should let such "independent" characters skip a scene or two, but ultimately lead them back to the real adventure.

Act I: Invasion

The adventure begins on the day the Trade Federation invades Theed, as recounted in *The Phantom Menace*. The heroes had booked passage offplanet on a passenger

freighter called the *Crescent*. When the ship took off, however, the Trade Federation's droid starfighters fired upon it, forcing it to make an emergency landing outside Theed. The pilot, Nuun Pargen (NEW-un PARG-un) asks the heroes to retrieve some parts and medical supplies from the city, but the invasion begins before they can return.

Scene One: Flight From Theed

Read the following aloud to the players:

> The greedy Trade Federation has blockaded the peaceful world of Naboo. The young Naboo monarch, Queen Amidala, has been working diligently to resolve the situation through the Republic Senate.
>
> In the meantime, however, the blockade has stranded numerous uninvolved bystanders such as yourselves on Naboo. You had all booked passage out on the *Crescent,* a passenger freighter captained by Nuun Pargen of Alderaan. But just after Pargen took off, the Trade Federation's droid starfighters fired on the *Crescent,* along with several other ships that were attempting to leave the planet. Pargen managed to make an emergency landing on the Great Grass Plains outside Theed, but his young daughter, Inea, was wounded in the attack. She's stable now, but she'll need more than the ship has in the way of medical supplies to make a full recovery. Pargen has asked you to fetch the necessary supplies from the city while he watches over her and makes repairs on the ship.
>
> When you arrived in Theed, the capital was in chaos. It seems that some residents of the outer sectors had spotted an army of Trade Federation battle droids marching toward the city. You tried to hurry your business along, hoping to be out of the city before the invaders arrived.
>
> Unfortunately, you got what you needed just a little too late. Just as you're leaving the Theed med center, you hear the sound of distant fighting. Apparently, the battle droids reached the city sooner than anticipated. You don't know what will happen to you if the Trade Federation arrests you, but it's a sure bet that Inea Pargen won't get her medicine.

The situation on Naboo has just turned sour—especially for the adventurers. Theed is not a walled city, but there's now an army of battle droids between the heroes and their way off the planet. If the characters can't find a way past the Trade Federation's invasion force, they might have to spend the rest of their days as prisoners of war. And what will become of Captain Pargen and his daughter if that happens?

The heroes' goal at this point is to get their two boxes of medical supplies (each containing three medpacs and one unit of bacta) out of Theed as quickly as they can. They must avoid confrontation with the invaders whenever possible, as the battle droids are arresting any citizens they catch out on the streets. These mechanized troops are incapable of making any distinction between "citizen" and "visitor"—even in the case of an obvious alien.

The battle droids have instructions to take any and all prisoners to internment camps located on the edge of the plain, just outside the city. Any hero who becomes their prisoner can expect to suffer that fate.

Panic in the Streets

As the Trade Federation's army of battle droids begins to move toward the Royal Palace, the Naboo react with a mixture of courage, fear, determination, and panic. Pitifully small squads of the Naboo Royal Security Forces struggle valiantly to defend the surface routes to the Royal Palace and to buy time so that groups of refugees can find safe ways out of the city. The Trade Federation is jamming even ground communication, however, and the defenders have no idea whether they are making progress or not. Thus, the beautiful capital city is in chaos.

Use the following boxed text of the invasion as a guideline for describing what the characters see as they move through the city:

> Theed has become a confused mass of fleeing refugees, shouting citizens, screaming children, and frightened animals. Those who stop to talk generally don't do so for long, as they have far more important things to do before the city falls.
>
> Some people are making for the roads out of the city; others are hurrying to fight. A few are even preparing to surrender in the hope that, as prisoners, they can at least remain with their loved ones.
>
> The sky overhead is full of ships making for other parts of the planet. Some people are even taking landspeeders out over the Solleu River or along the cliff edge, seeking whatever safety they can find.

Key to the Battle of Theed

This nightmarish episode is divided into fixed and random encounters. The fixed encounters are described in detail (see below), but the Gamemaster should also roll on the following chart once every 10 minutes to determine whether the heroes have stumbled into someone else. Add +5 to this die roll if the heroes are close to the Royal Palace, or +10 if they are in the vicinity of one of the Main Boulevard bridges. Apply a –5 modifier to the die roll if the heroes are near the cliff edge, or if they decide to cut through a building for some reason.

To help evoke the depth and flavor of the Naboo capital, you might want to vary the specific setting when describing encounters. Feel free to use main streets, back streets, staircases, bridges, walkways, colonnades, galleries, arcades, courtyards, and the like as desired.

Random Encounter Key

1d20	Encounter
1–2	Dead End
3–10	No encounter
11–14	Refugees
15–16	Soldiers
17–26	Battle droids
27+	Destroyer droid

Dead End

The heroes have made a wrong turn somewhere and are unable to go any farther. Each may attempt a Wisdom check (DC 15) to find a way around the dead end without losing any time. Otherwise, locating an alternate route requires an additional 10 minutes of game time and another encounter check.

Refugees

The heroes come upon a small group of refugees making their way out of the city. They are heading for Theed's main avenue, hoping to slip out before the Trade Federation army arrives. (They have no idea that it's already too late.)

If the heroes don't simply avoid them, the refugees share any rumors they have heard about the invasion. The GM can choose a rumor at random or select one that either supports or contradicts something the heroes have already heard:

- "The Jedi Council got tired of waiting for the Senate to resolve this, so it sent a platoon of Jedi Knights to arrest the leaders of the Trade Federation. But they failed! The Trade Federation was too much for the Jedi, and now they're all prisoners on one of the war freighters. That's why the Trade Federation is finally attacking. The Neimoidians know for sure now that no one—not even Jedi—can stop them!"
- "Queen Amidala's own handmaidens were spies working for the Neimoidians! They've already captured her and taken her to a Federation ship to await execution. But Governor Bibble escaped. He's gone to the Lianorm Swamp to gather what's left of the RSF and start a resistance movement. We'll join up as soon as we get clear of the city."
- "The Trade Federation promised to leave the Gungans alone if they would spy on us. That's how those battle droids were able to get so close to the city so fast. Savages! I knew the Gungans would never be content to share the planet with us!"

The refugees invite the heroes to accompany them out of the city, though they really have no better idea how to escape than the adventurers do. If the heroes do not take charge of any such group, the refugees make any necessary decisions essentially at random.

Generic Naboo Citizens (1d6+1): VP/WP –/10 each.



Soldiers

A group of 1d4+1 Security Guards hurries past the characters, heading for one of the following locations (roll 1d6):

1–3	The Main Boulevard bridge
4–5	The Royal Palace
6	The cliff edge

The Guards advise the heroes and anyone with them to evacuate as quickly as possible, for Theed is doomed.

Generic Security Guards (1d4+1): VP/WP –/8 each.

Battle Droids

A squad of 1d4+2 battle droids approaches the heroes and orders them to surrender. The droids retreat whenever their opponents outnumber them two to one.

Infantry Battle Droids (1d4+2): VP/WP –/8 each.

Destroyer Droid

A destroyer droid rolls toward the heroes in wheel mode. It stops 20 meters away from them and unfolds into its combat stance, which takes 1 round.

If the characters retreat, it does not fire or follow them, but they lose 10 minutes of travel time. (The GM rolls once on the Random Encounter Table for that delay.) Otherwise, the heroes have one round to withdraw before the droideka attacks.

Droideka (1): VP/WP –/15.

Fixed Encounter Key

These encounters are keyed to locations on the Map of Theed. Whenever the heroes pass through a marked area, run the encounter listed.

A. Battle Droids

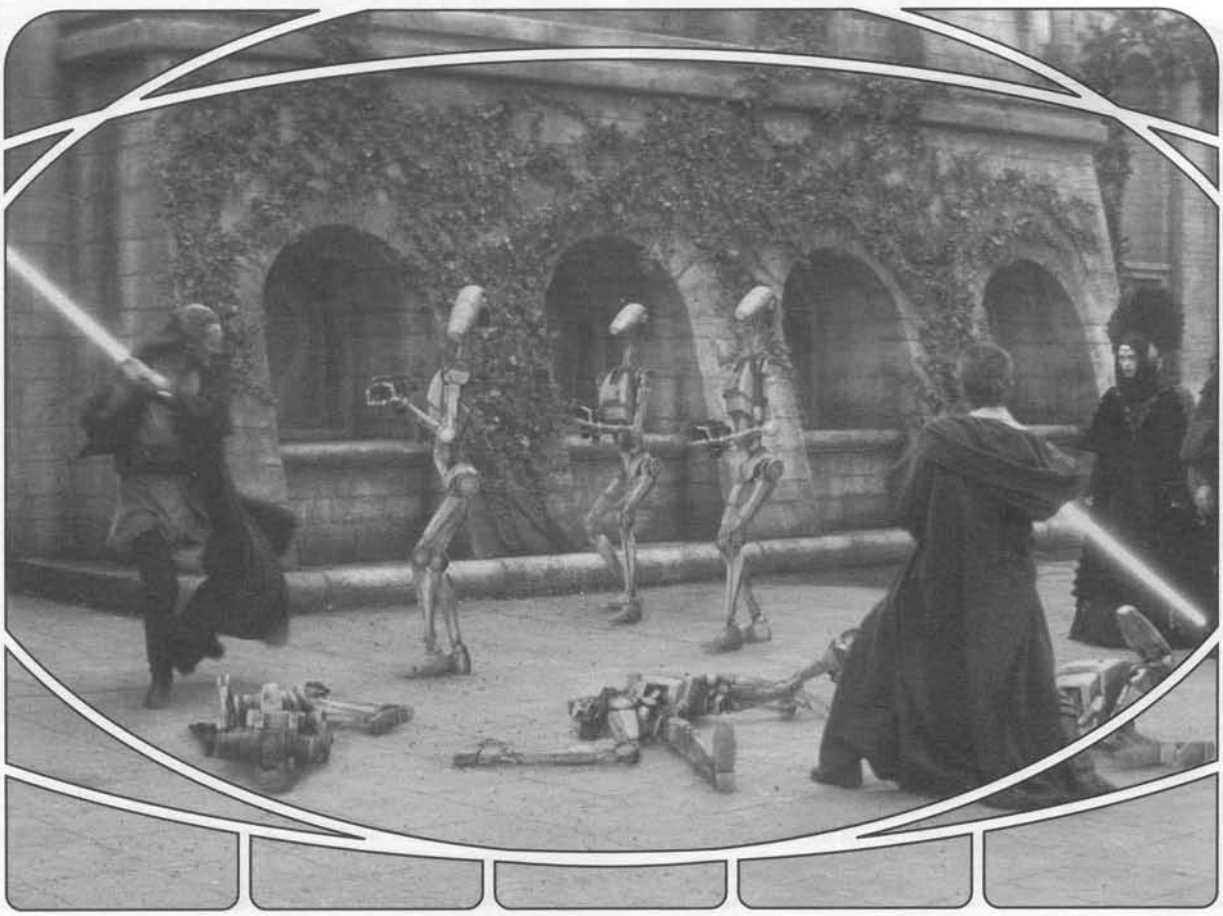
The heroes encounter a squad of 1d4+2 battle droids that are scouring the city for citizens to arrest. If they have a chance to do so before the heroes attack them, they demand that the characters lay down any weapons and surrender. If this works, the battle droids arrest the group. If it fails, they attempt to subdue the heroes and anyone with them.

The battle droids' programming requires them to request reinforcements for any situation in which they are unable to quell resistance within 30 seconds (5 rounds). If they make such a request, another squad of 1d4+2 infantry battle droids arrives on the scene 1 minute (10 rounds) later. Any group of battle droids outnumbered by more than two to one, however, simply flees without waiting for backup.

Infantry Battle Droids (1d4+2): VP/WP –/8 each.

B. Destroyer Droid

Read the following aloud to the players when their heroes reach this area:



> You hear a faint, low whine that grows louder as you listen. Suddenly, a metallic wheel rounds a corner and rolls straight toward you. When it reaches a point about 50 meters away from you, it stops and comes apart, unfolding into a Trade Federation destroyer droid. This mechanical engine of death then trundles forward, bringing its blasters to bear on you.

The Trade Federation has sent a number of destroyer droids down with the invasion force to soften up resistance at the Royal Palace. Should the heroes manage to disable this droideka, the nearest droid transport dispatches another, which arrives 1d6+6 rounds later. This continues until the heroes leave the vicinity of the royal Palace.

Droideka (1): VP/WP –/15.

C. Refugees

Read the following aloud to the players when their characters approach this area:

> In a courtyard just off the main street, you notice several well-dressed Naboo—a family, apparently—piling their possessions onto an already overloaded speeder. You're fairly certain the craft won't even get off the ground, and if it does, the poorly-balanced load is likely to tip during flight.

These Naboo nobles are trying to get as many of their possessions aboard the speeder as possible. The craft is dangerously overloaded though, with a family of five (two adults, a teenager, and two children) and several hundred pounds of luggage.

Balancing the load properly requires a successful Pilot check (DC 14). If any hero accomplishes this, the nobles are grateful for the assistance. They claim that with the invasion force so close, the only possible way to get out of the city is to take a speeder upriver and make for the Great Grass Plains. Unfortunately, several other people have had the same idea, and speeders are particularly hard to find right now.

If the heroes don't stop to help, or if whoever tries to do so fails the check, the load shifts almost as soon as the speeder takes off. The speeder overbalances, throwing everyone aboard into the street, then crashes into an empty restaurant. The impact destroys its stabilizers, rendering it completely inoperative. The nobles each take 1d6 points of stun damage, which leaves them injured, but alive.

Whether the heroes stopped to aid them before or not, the nobles are extremely grateful for any help they can offer now. If the group spends a few minutes administering first aid, the noble's wife presses a valuable brooch (worth 800 credits) into one of their rescuers' hands. "Thank you for all your help," she says. If the hero tries to give it back, she refuses, saying, "These will be hard times. You may need to trade for food or medicine."

The nobles refuse to accompany the heroes out of the city, even if the group offers that option. They claim that they and their possessions (which they refuse to leave behind) would only slow the group down.

D. Prisoners

Read the following aloud to the players when their heroes reach this area:

> The sound of marching feet catches your attention. Far ahead, you see a squad of battle droids marching several Naboo prisoners through the streets.

The Trade Federation has already captured hundreds of Theed's citizens. Just ahead, a squad of 1d4+2 infantry battle droids is escorting 2d6+2 Naboo captives to a detention center. The group of prisoners includes both civilians and Security Guards in approximately equal proportions.

A hero who chooses to stay out of sight while the squad passes gains a +2 bonus to his or her Hide check, since the battle droids are busy keeping their prisoners under control. If any battle droid makes a successful Spot check before combat breaks out, it sees at least one hidden hero. In that case, the squad immediately stops and orders the characters to surrender, as per its programming.

If the heroes attack the battle droids or fail to comply with an order to surrender, two members of the squad stay with the prisoners while the rest engage the intruders. The battle droids flee, leaving their prisoners behind, if more than half of their number are destroyed.

Should the heroes defeat the battle droids, the prisoners share some of the rumors they've heard (see Refugees for a list). They also tell the characters that the main avenue out of the city is now a dead end, as a column of battle droids is already entering the city from that direction. They advise heading for the Royal Palace and making a stand there by protecting the Queen. They then move off in that direction, whether or not the heroes go with them.

If none of the heroes interfere or are spotted, the squad reaches its destination (an abandoned building) a few minutes later. Once the battle droids at this detention center have finished searching and screening the prisoners, the commanders order the captives shipped out to internment camps.

Infantry Battle Droids (1d4+2): VP/WP –/8 each.

E. Main Boulevard Bridge

Read the following to the players when their characters arrive in this area:

This looks very bad. The intricate ceremonial gates of Theed stand wide open. Waves of battle droids, battle tanks, and troop transports are pouring across the main bridge and moving along the Main Boulevard toward the Palace. It appears that the battle droids have already defeated the city's small contingent of defenders, and squads of battle droids are herding prisoners off to a waiting transport. Plainly, this is not a viable way out of Theed.

The Trade Federation's invasion force has already taken the city and is now merely consolidating its holdings. Any hero who comes within 100 meters of a battle droid must make a successful Hide check to avoid notice. A battle droid officer dispatches a squad of 1d4+2 battle droids to arrest any heroes who fail this check.

Attacking the battle droids is a courageous, if futile, gesture. The heroes can choose to engage as large a segment of the battle droid army as they like, from ten infantry droids up to the entire army. Unless the invaders have already spotted them, they should even have the element of surprise on their side. Because there are so many battle droids in the vicinity, however, the heroes find themselves facing twice the number of foes they chose to engage 1d6+4 rounds later. The battle droid force continues multiplying in this fashion every 1d6+4 rounds until the characters flee or their opponents capture them. Obviously, a frontal assault is not a wise move.

A second option is the diplomatic approach. The heroes might try to speak with the battle droid leaders and attempt to bluff their way out of the city. During the consolidation process, however, the commander battle droid in charge of this area denies any request for conversation. Instead, it dispatches a squad of ten infantry battle droids to detain the individuals in question until the occupation is complete. If the heroes capitulate, the battle droids take them prisoner and the adventure is over. Otherwise, they must either fight the squad and its commander or overcome them by some other means.

If by some miracle the heroes do manage to speak to the battle droid commander, they find that it has very little real authority. Commanders can issue orders concerning small groups of people (such as, "Release those prisoners" or "Allow these people to leave the city"), but they cannot halt the invasion—they simply have no authority to do so. Neither do they have any secret information to divulge, even by accident. Like the other battle droids, they receive their orders from the Central Control Computer aboard the Droid Control Ship.

Infantry Battle Droids (10): VP/WP –/8 each.
Commander Battle Droid (1): VP/WP –/8.

F. Firefight

Read the following aloud to the players when their characters enter the area:

Ahead, you hear the sounds of a pitched battle. Stealing a quick look, you see a handful of Security Guards arranged behind a colonnade on one side of a wide plaza. A small horde of battle droids is approaching them in waves from the other side. The Naboo have already lost several men; it doesn't look like they can't hold out much longer.

If the characters don't intervene, the Security Guards are obviously going to lose. Even so, the battle provides an excellent distraction for any heroes wishing to slip past.

Should the adventurers opt to pitch in, run the fight normally. If the battle droids win, they take everyone, including the heroes, prisoner. Otherwise, the remaining Security Guards thank the characters. Read the following aloud:

"We appreciate your help," says the Guard leader, "but you can't stay here. You could help even more by evacuating as many civilians as possible on your way out. Communications are out, so people don't know what to do. We're going to stay here to buy time for the evacuation, but someone has to let the civilians know that Theed has fallen."

The soldiers accept any other aid the heroes offer, but they are adamant that their rescuers must now save themselves. They insist that the Trade Federation will just capture or kill anyone who remains here.

Infantry Battle Droids (20): VP/WP –/8 each.
Generic Security Guards (5): VP/WP –/8 each.

G. Chee Mobok

Read the following aloud to the players when their heroes enter this area:

As you near the river, a Twi'lek, his eyes full of panic, springs up from behind a vine-covered railing and points a Naboo blaster at you. "Fling your vegetables!" he orders in a shaky voice.

This is Chee Mobok, a Twi'lek textiles merchant who was on a buying expedition when the Trade Federation arrived. Now he is trapped here, just like the heroes are.

Unfortunately, Mobok speaks very little Basic, and even that quite badly—especially when he's nervous. (He's actually in the wrong city altogether, though he doesn't realize that. He's quite furious with his contact, Shep Contopault, for not showing up to any of their scheduled meetings.) Any hero who speaks Twi'lek can find out who Mobok is and why he's here, and perhaps even calm him down.

If the heroes manage to subdue Mobok one way or the other, he surrenders his weapon—a blaster with no charges left. He is quite willing to explain how he came to be here,

though the GM should decide how clear his story is if none of the heroes can speak Twi'lek.

Mobok claims that he was on his way out of the city when his speeder went out of control and crashed. (In fact, while trying to avoid a battle droid that was pursuing him on a STAP, he steered the craft right into a large pond. He leaves out this part of the explanation unless pressed, however.) Unable to get the speeder out of the water, Mobok decided to set out on foot. Since then, he has been getting more and more panicky with each near-escape from roving battle droids. As an alien who barely speaks the local language, he's not sure whom to trust.

At this point, however, Chee Mobok is willing to throw in his lot with anyone who promises to help him get out of the city. His original intention was to get a recovery vehicle to pull his speeder out of the water, but has no idea where to find such a thing. If the heroes don't suggest it themselves, he suggests that they help him retrieve the speeder and use that to get him and themselves out of Theed.

Chee Mobok: VP/WP –/10.

H. Speeder

The heroes come upon Chee Mobok's speeder floating in a large pond near the edge of the city. It is actually still in working order, though its intakes are submerged.

Physically hauling the speeder out of the water requires a successful Strength check (DC 30). Alternatively, a character who makes a successful Pilot check (DC 20) could move the speeder far enough onto the shore to drain the water from its intake manifolds. Whichever method they choose, the heroes have a way out of the city if they can get the speeder out of the water.

Other Ways Out of Theed

The Trade Federation's forces occupy most of the plains right outside the city, so the heroes can't get out of Theed by air without a ship of some kind. The best and fastest way to leave is to acquire a speeder and follow the river, but the heroes could always devise a different way of escaping the invasion. Some possible alternatives are detailed below. In the end, it's up to the GM whether a particular plan works, but any idea that's both reasonable and heroic should stand a chance.

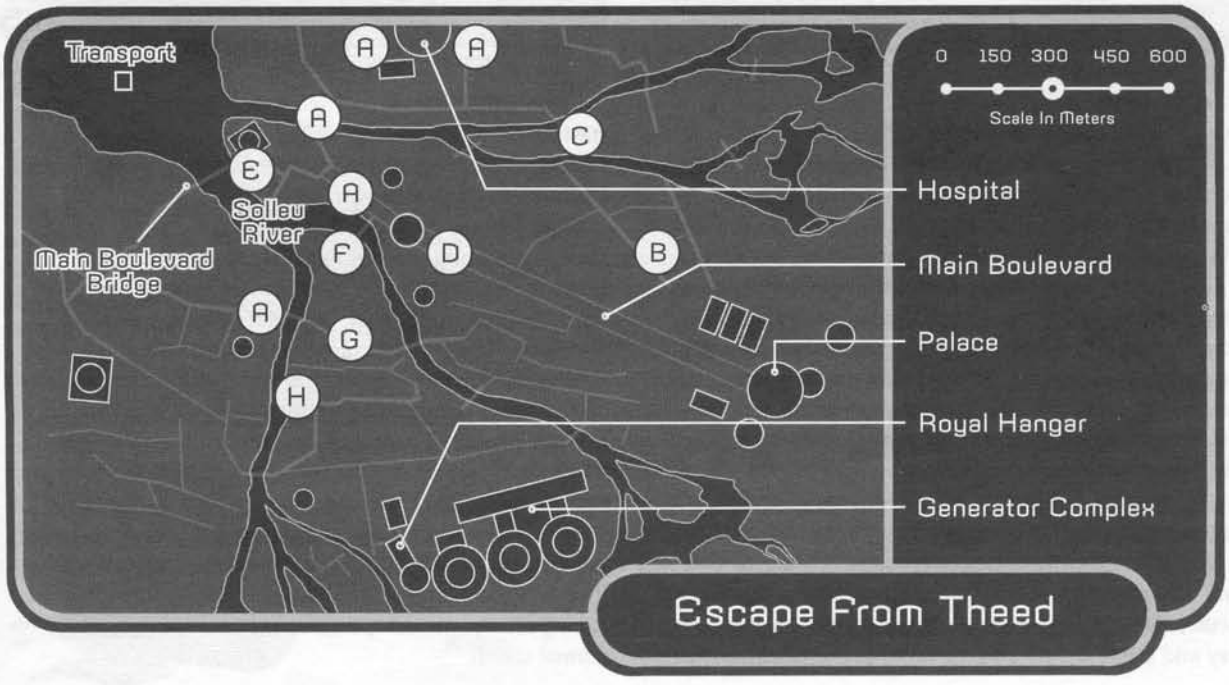
The Great Grass Plains

Leaving Theed via one of the other roads out of town is actually a grand idea—though, of course, the Trade Federation's battle commanders have already thought of it. Heroes attempting to reach the Great Grass Plains via any route other than the Main Boulevard Bridge encounter first a patrol group of 2d4 infantry battle droids, then two STAPs, then an AAT. All of these groups first attempt to arrest the heroes, then open fire if they meet with any resistance.

The goal of these battle droids, however, is to keep the Queen and the other important nobles from escaping. Therefore, they more or less ignore aliens and any others who are obviously not nobles of Theed unless attacked.

The Cliffs

The lower plateau beneath the cliffs is 800 meters below the top of the ridge. Thus, climbing down requires 240 Climb checks (DC 16). A hero who manages not to fall eventually reaches the lower plateau safely. Each fall, however, drops the character onto a ledge about 5 meters below and inflicts 2d6 points of damage. Obviously, this escape route could prove painful.





CAPTURED BY THE TRADE FEDERATION

If things go badly for the heroes, they might at some point find themselves prisoners of the Trade Federation. Fortunately, the Neimoidians ostensibly don't want to conquer Naboo; they simply want a raft of trade concessions that unfairly favor the Trade Federation. (At least, that's their story, and they need to keep up appearances—no one must know that they are allied with the Sith.) Hence, their battle droids have orders to intern prisoners rather than execute them.

The battle droids first relieve new prisoners of any obvious weapons—that is, anything bulky or prominent. Next, 1d4+2 infantry battle droids march their captives off to a waiting area—a journey that takes 1d4 × 10 minutes. After an additional 1d4 × 10 minutes, five security battle droids and a pilot battle droid arrive on a repulsorlift sled to take the prisoners to an internment camp on the outskirts of Theed.

The heroes can try to overcome their guards and escape at any point during this process. The battle droids carry the character's weapons along with their own until they reach the internment camp.

Should the heroes actually reach the camp, their captors herd them, along with 6d10 other prisoners, into an open-air force field enclosure. This prison is 30 meters long by 15 meters wide, with a single gate and minimal comfort facilities. Once they have the prisoners secured, they transfer all confiscated weapons to the nearest landing ship for resale offplanet.

The heroes can escape from the prison by disabling the gate control with a successful Disable Device check (DC 20). Then they must defeat the 2d6+2 security battle droids that guard the facility. If they can't get themselves out, Mett Habble (see Act II) eventually leads a mission to free all the Naboo imprisoned in that particular camp. If this occurs, go directly to Act II, Scene One and alter the encounter details to reflect the new circumstances.

The Palace

Observant heroes may note the high spire running from the Royal Palace to the lower plateau. Although the characters could conceivably cross this bridge and climb down various ladders and stairways with successful Climb checks (DC 5), getting *to* the spire is difficult. Assuming the heroes make it past one of the destroyer droids near the Royal Palace, they must deal with 2d6 Palace Guards at any entrance they choose. The Guards refuse entrance to anyone they don't know unless such an individual can produce diplomatic credentials. These Guards won't run from a fight, since they know what's at stake if the enemy manages to get into the Palace.

Lying Low

A slightly less heroic approach is to find a place to hide and stay there until the fighting is over. Assuming the heroes don't head out earlier, they can stay put for about a day and a half before a battle droid patrol discovers them. If they manage to avoid arrest, however, this plan actually works in their favor. The battle droids have recovered Chee Mobok's speeder, parked it on the shore at location G, and left only two infantry battle droids to guard it.

Surrendering

This is the least valiant option. Hopefully, heroes who choose this course of action have some grand plan up their sleeves for escaping captivity and restoring freedom to the people of Naboo. If not, they must watch the fall of Theed from a pen outside the city (see Captured by the Trade Federation, below).

Scene Two: Pursued by STAPs

Although the heroes have found a viable way out of Theed, they have not yet escaped. A pilot battle droid on a STAP spots them just as they are starting off and gives chase. Several more STAPs join the pursuit as the heroes flee along the Solleu River. During this chase, one of the STAPs collides with a tree. Though this is a plus in itself, the chase takes the heroes far, far away from their rendezvous point with Captain Pargen.

The speeder can hold five characters in relative comfort—two in the cockpit and three in the passenger section. Up to two additional characters could safely ride on the engine housing, provided the pilot doesn't do too much erratic maneuvering.

When the heroes are ready to depart, read the following aloud:

> No sooner have you started moving than a tiny spot of darkness detaches itself from the smoke and chaos and heads in your direction. You quickly realize that this is a STAP—a Single Trooper Aerial Platform. That means a battle droid scout has spotted you and is moving to intercept your vehicle.

Initially, the pilot battle droid merely pursues the heroes, staying out of firing range while it reports back to its commander. After 3 rounds, it receives orders from the Droid Control Ship to shoot down the speeder.

At that point, the STAP accelerates to get within range, then begins firing. Various modifiers apply to attack rolls, Pilot checks, and Defense values for the speeder based on its speed, as given in the *Star Wars Roleplaying Game Rulebook*. Here is a brief rundown on how this works: A modifier based on the vehicle's speed applies to Pilot checks and to attack rolls originating from the vehicle or its passengers as follows: +2 for cautious (one-half normal speed), +0 for cruising (normal speed), –2 for high (twice normal speed), and –4 for top (quadruple normal speed). But while high speed penalizes attack rolls and Pilot checks, it increases the vehicle's Defense by the following modifiers: +0 for cautious (one-half normal speed), +0 for cruising (normal speed), +2 for high (twice normal speed), and +4 for top (quadruple normal speed).

Thus, any character aboard the speeder can fire back at the STAP, but penalties apply according to both the situation and the vehicle's speed. First of all, any passenger properly strapped into a seat in the main compartment suffers a –2 penalty on attack rolls for firing from a moving vehicle. Should the pilot decide to fire at the STAP while flying the speeder, he or she suffers a –4 penalty to attack rolls and a –2 penalty to Pilot checks. Any character who tries to fire back at the STAP while hanging onto the outside of the speeder suffers a –4 penalty to the attack roll and must make a successful Dexterity check (DC 15) to avoid falling off with each such attempt. These penalties stack with any other modifiers that may apply based on the vehicle's speed.

Pilot Battle Droid (1): VP/WP –/8.

The Main Boulevard Bridge

Unless the heroes are making for the cliff edge (a suicidal course of action, since the speeder doesn't so much fly as hover), the heroes and their pursuers eventually arrive at the Main Boulevard Bridge. As described in the fixed encounters in Scene One, the bulk of the Trade Federation's invasion force is currently entering Theed via this bridge. Unfortunately for the heroes, the Droid Control Ship has been monitoring the chase from orbit and has ordered several of the battle droid troops on the bridge to fire on the speeder as it passes.

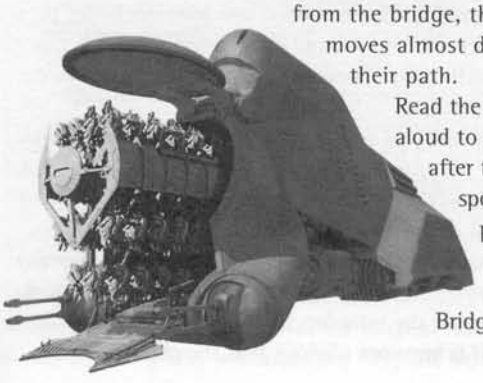
When the heroes approach the bridge, let each make a Spot check (DC 14) to notice a full squad of ten battle droids lined up along the bridge with weapons pointed at the speeder. These battle droids have one-quarter cover, which grants each a +2 AC bonus and a +1 bonus to Reflex saves. All ten open fire as soon as the speeder is within range of their weapons. Although an individual blaster hit isn't likely to disable the speeder, the hero piloting the vehicle should seriously consider using the Total Defense action until the vehicle gets past the bridge.

Assuming the speeder does get through successfully, it is now out in the open water at the edge of the city. Two more STAPs now join the chase as well.

Infantry Battle Droids (10): VP/WP –/8 each.

The Multi Troop Transport

Outside Theed, a battle droid transport moves slowly across the river. Its mission is to bring additional battle droid troops deep into the city. As the heroes speed away from the bridge, the MTT moves almost directly into their path.



Read the following aloud to the players after their speeder has passed the Main Boulevard Bridge:

> Behind you, the battle droids on the bridge scramble to keep shooting. But not only do they get in each others' way, they also manage to foul the progress of the other invaders crossing the bridge. If nothing else, you've obviously succeeded in slowing down the fall of Theed a bit.
>
> You've also picked up some new pursuers. A pair of STAPs appears from the other tributary of the river and races after you, blasters blazing. And to make things worse, a massive battle droid transport moving across the river ahead of you abruptly slows, apparently trying to block your path.

The character piloting the landspeeder must try to maneuver around the Trade Federation MTT while avoiding blaster fire from the STAPs. Essentially, this boils down to a choice between speed and maneuverability. Decelerating by one, two, or three speed categories to improve the vehicle's chance to avoid the MTT requires a successful Pilot check (DC 0, 10, or 25, respectively). Actually going around the MTT requires a separate Pilot check (DC 15), modified by speed factors as noted above. Note, however, that decelerating may increase the pilot droid's chance to hit the speeder and its passengers by decreasing the vehicle's Defense modifier (see above).

If the hero piloting the landspeeder succeeds at his or her Pilot check to avoid the MTT, the speeder swings safely around the transport. If the check fails, the speeder passes underneath the transport, just skimming the water. Everyone on board must make a Fortitude save or become disoriented by the repulsorlift energy and exhaust. This disorientation imposes a –2 penalty on all ability and skill checks for 1d4 rounds.

Regardless of the speeder's fate, one of the pursuing STAPs isn't as lucky. Read the following aloud at an appropriate moment:

> You've managed to slip past the huge transport, but one of the STAPs pursuing you is not so lucky. A sharp explosion suddenly cuts short the whine of its engine as it slams headlong into the underbelly of the transport. The MTT shudders, rolls, and slips noisily into the river in a cloud of steam. Within seconds, it sinks out of sight.

Scene Three: The Swamp

The heroes' escape from the STAPs has done considerable damage to their landspeeder, which breaks down just inside the Lianorm Swamp. Unbeknownst to the characters, the spot where their forced landing occurs is only a few miles from the Gungan sacred place. The Gungan sentries guarding this area insist that the heroes leave immediately, before any battle droids enter the swamp looking for them.

Read the following aloud to the players when they are ready to begin this scene, adjusting to text as needed to fit their circumstances:

> Trade Federation forces chase your landspeeder off and on all the way up the Solleu River and across the Great Grass Plains. The sheer number of battle droid patrols on the plains has forced you to detour several kilometers from your desired route, and now you are far from the spot where you had planned to rendezvous with Captain Pargen and the *Crescent*. Even worse, your speeder has started to break down under all the punishment. It gradually decelerates, periodically coughing gouts of black smoke. Soon, it's crawling along just a few centimeters off the ground as a continuous plume of smoke drifts into the sky from its engine.
>
> "Our heavy cup flows no higher," Chee Mobok observes dejectedly.

The detour the characters have taken, though inconvenient, has given them 1d4+2 hours to rest and recover lost vitality points. Let the heroes do any additional healing they wish before proceeding.

A successful Repair check (DC 15) reveals that the landspeeder is irreparable without replacement parts. Because the smoke provides such a ready beacon for battle droid patrols, it would be wise for the heroes to abandon the speeder here and get as far away from it as they can before anyone comes to investigate. Fortunately, they're just half a kilometer inside the Lianorm Swamp, and its vegetation provides heroes on foot with plenty of cover from airborne STAP patrols.

Once the characters have a chance to take stock of the situation, though, they should slowly begin to realize that they are not alone. A successful Spot or Listen check (DC 14) reveals that something large is shadowing the heroes—sometimes ahead of them, sometimes behind. What they don't realize is that two completely different entities are stalking them: a Gungan patrol and a predatory veermok in search of a meal. It is the Gungans they hear, but the veermok will strike first.

As the heroes prepare to take action against the hidden danger, read the following aloud:

> The noise abruptly stops, as though whatever is following you realizes that you have noticed it. Suddenly, from a completely different direction, you hear a scrambling noise, then something very large pounces into your midst.

If Chee Mobok is still with the group, he has already begun to edge nervously away from everyone else. This makes him the veermok's target of choice. If for some reason Mobok isn't a likely target, either choose a similarly isolated hero or decide randomly.

The veermok attacks only its target—ignoring even ranged weapon fire—so long as no one else approaches to within 2 meters of it. (With nothing close by, the creature doesn't understand why it's feeling pain, so it doesn't retaliate against the source.) As soon as it loses more than half its wound points or is engaged with two or more of the characters (not counting Chee Mobok, who is too terrified to fight), it breaks off the attack and flees.

Veermok (1): VP/WP 20/15.

The Gungan Patrol

While the heroes have been fighting the veermok, the Gungans have been taking advantage of the distraction to surround the group unnoticed. Should the veermok escape the characters, it utters a short cry moments after disappearing into the underbrush, then falls silent, having met its end at the hands of the Gungans.

Regardless of which group kills the veermok, half a dozen Gungan warriors rise up from the brush all around the heroes as soon as it is dead. If the characters don't react with violence to the appearance of so many armed strangers, read the following to the players:

> One of the Gungans steps forward. "Mesa Sergeant Mokem," he says in a deep, severe voice. "Yousa no welcome here. Yousa comen here, da mackineeks comen after. Yousa leave da swamp, or da Gungans gonna hafta crunchen yous." He shifts his grip on his weapon so that it's aimed in your general direction.
>
> "No talken," he says. "Yousa go. Now."

The Gungans have a straightforward agenda. They don't want non-Gungans moving farther into the swamp because they fear that the battle droids will follow and discover their underwater settlements. However, they also don't want to have to kill anyone to accomplish this goal. They realize that the Naboo consider them savages, so pride demands that they try to behave otherwise.

Despite his stern words, Sergeant Mokem is actually willing to parley. The characters can use the Bluff or Diplomacy skills to aid negotiations, if desired. Having a Gungan among the heroes grants any character a +2 bonus on Bluff and Diplomacy checks, but having a Naboo imposes a –4 penalty on both. (All such modifiers are cumulative.)

With a successful skill check of either type, a hero can gain one or more limited favors from Mokem. He is perfectly willing to escort them to the edge of the swamp, guard them for a short time while they use medpacs or the Force to heal, or even give them directions to their rendezvous point with the *Crescent*. Under no circumstances, however, will he let them go any farther into the swamp. His orders are to keep this war from reaching the Gungan cities, and he intends to do whatever is necessary to meet that goal.

The Gungans avoid combat unless it becomes absolutely necessary. If the heroes attack, the Gungans either use Total Defense or fight defensively. The former option grants each Gungan a +4 dodge bonus to Defense; the latter grants a +2 dodge bonus to Defense, but also imposes a –2 penalty on attack rolls. They keep this up for as long as they think there is a chance the intruders might reconsider and leave peacefully. If it becomes obvious that the characters have

chosen battle instead of communication, the proud Gungans fight to the bitter end. However, such an outcome could sabotage the heroes' future relations with the Gungans. Any Gungans who learn that the characters played a part in the deaths of Sergeant Mokem and his troops immediately cease cooperating with the group and seek revenge.

Generic Gungan Scouts (5): VP/WP 19/13 each.
Sergeant Mokem: VP/WP 18/13.

Pirates

If the heroes do not kill the Gungans, the patrol accompanies them right up to the edge of the swamp. Read the following aloud to the players when their characters reach the border between the swamp and the plain:

> After a short, muddy walk, you reach the border between the swamp and the Great Grass Plains. "Wesa sorry it gotten be like dis," Sergeant Mokem tells you. "But da Naboo made dis war—no ussen." Sergeant Mokem signals his troops to return to the swamp, then pauses to consider for a moment. "Yousa can walk on da edge o da swamp if yousa want—just no goen in. May da guds go wit' yous," he says, then follows the other Gungans. In a few moments, there is no trace of any of them.

The heroes are now several kilometers from Theed, but only a few kilometers from their rendezvous point with Captain Pargen. If they keep to the edge of the swamp as Sergeant Mokem advised, it takes them no more than 2 hours of easy walking to reach their destination.

As the heroes approach the rendezvous point, they see no sign of the *Crescent*. They do, however, see two other vehicles and several beings. Read the following aloud to the players when this occurs:

> You seem to have stumbled onto some kind of pirate raid. Right about where the *Crescent* should be, a pair of Naboo Security Guards huddles behind a stack of crates, while a third tries desperately to start a damaged speeder. Meanwhile, a group of aliens composed of least three Rodians and a pair of Grans sprays the hapless Naboo with blaster fire from behind another speeder. One of the Guards gets in a lucky and apparently lethal shot on one of the Rodians, but his companions retaliate in kind, taking out one of the two Guards behind the crates. The Naboo are losing, and it looks like the pirates are going to get away with a pile of supplies.

The remaining Security Guard behind the crates is Mett Habble, a sort of field agent for the nascent Naboo Resistance. He gladly welcomes any help the heroes offer—both because his life depends on it and because he sees them as potential new recruits for the Resistance.

The pirates are in the employ of a crime lord who has decided to take advantage of the chaos on Naboo by robbing refugees of their supplies. The newly formed Naboo Resistance is putting up a fight, but they're losing quickly.

If the heroes don't intervene, the pirates make short work of the remaining Security Guards and begin loading crates onto their own speeder. They fight only if the heroes try to prevent them from escaping with their loot.

If the characters come to the aid of the Security Guards, one of the Rodians gets off a lucky shot at the speeder on his next turn. His blaster bolt destroys the Naboo speeder and kills the Security Guard who was trying to start it. The pirates continue fighting until one of the Grans goes down, or until they realize they're outnumbered.

Should the heroes manage to capture one or more pirates alive, they can interrogate the villains at their leisure. The Rodians claim to be working for the Trade Federation, but the Grans maintain that they serve the crime lord. Both, however, insist that their employers will be arriving shortly to pick them up and will probably take a very dim view of the heroes' interference. This is false, but if even one pirate manages to escape and report back, the heroes will have a powerful enemy to contend with in the future. On the bright side, however, they now have an ally in the Naboo Resistance—Mett Habble.

Rodian Pirates (2): VP/WP –/10 each.
Gran Pirates (2): VP/WP –/15 each.
Mett Habble: VP/WP 18/10.

GM NOTES

Mett Habble

Mett Habble is a lesser noble who works as a secret agent for Governor Sio Bibble. As such, he spends a great deal of his time in disguise—often as a Security Guard—carrying coded messages, gathering data, and running sensitive errands. Queen Amidala has never met him, but she knows him by reputation as a man who accomplishes difficult missions.

Now that the Trade Federation has invaded Naboo, Habble has taken it upon himself to organize a Resistance in preparation for Queen Amidala's return. He continues to maintain his favorite disguise as a Security Guard in case the enemy forces capture him. Habble has heard that the Trade Federation usually interrogates nobles heavily and keeps them well-guarded, but questions Security Guards only briefly before imprisoning them with other citizens.

Act II: The Naboo Underground

After their harrowing escape from the Trade Federation's invasion force, the heroes get an opportunity to meet with the newly formed Naboo Resistance. Though they find many ways to aid the Resistance fighters, things begin to look progressively bleaker as the days tick by. At last, however, word arrives that Queen Amidala has returned to lead the Naboo against the invaders.

Scene One: Missed Rendezvous

If the heroes didn't step in and save Mett Habble during the pirate attack in the previous scene, another Resistance leader comes in search of the missing Security Guards. This officer, though not a noble, makes the characters the same offers as Habble would have.

If the heroes did save Habble, read the following when the battle is over:

> "Thank you for saving my life," says the tall Naboo man, dusting off his Security Guard uniform. "I'm Mett Habble, of the Royal Naboo Security Forces and, more recently, the Naboo Resistance. Is there anything I can do to return the favor? Do you need food? Rest? Medical assistance?"

If the heroes ask for food, Habble offers to share the contents of the crates with them. If they want rest, medical aid, or any other form of help, read the following aloud:

> "Why don't you come back to the Resistance camp with me? It's not far from here, and though our supplies are limited, I think we can accommodate you with no problem."

If Chee Mobok is still with the group, he immediately accepts Habble's offer. Read the following aloud:

> Chee Mobok steps forward and nods gravely to Mett Habble. "Give me vegetables, and I will resist you," he says with conviction. Habble looks somewhat perplexed at this response.

Habble has by now decided that it's well worth his time to try to recruit this group for the Resistance. Therefore, if the heroes decline his offer, he makes one more attempt. Read the following aloud:

> "Look, some of you need medical attention," Habble says kindly, "and all of you need some rest. You won't get it here—especially if more of those pirates show up. If you come with me, I can at least guarantee you a hot meal. Of course, we'd love to have you join us, but there'll be no pressure."

If the heroes ask about the *Crescent*, read the following aloud:

> "We had heard some rumors about a ship grounded at this site," says Habble, frowning slightly, "so we came out to see if we could hire its captain to spirit some of the more important nobles offplanet. But the ship was gone when we arrived. There definitely *was* a ship here—we found signs of a landing, some repair work, and a takeoff. But the only things actually here were these cases of supplies—all just sitting out in the open. We waited in hiding for a bit, but no one showed up to claim them, so we started to load them on our speeder. That's when the pirates showed up on their speeder and attacked.
>
> "I figure the ship probably belonged to the pirates in the first place, and the story and the supply crates were just bait to lure us out of hiding. They probably hoped to catch some important Naboo nobles and turn them in to the Trade Federation for a reward." Habble scratches his head thoughtfully and gazes at the crates. "Of course, the fact that there really are supplies in these boxes pokes a few holes in that theory, doesn't it?"

Habble answers any other questions the heroes have to the best of his ability. (He does not, however, reveal that is isn't really a Security Guard.) He is quite willing to share what news he has of the invasion. He's also interested in what the heroes have seen since they left the city, since that's data the Resistance will eventually need. However, he doesn't press for information yet; he's willing to "prime the pump" first with information of his own.

Habble reveals the following items in response to appropriate questions from the heroes:

- Queen Amidala made it safely off Naboo in the company of a pair of Jedi Knights. By now, she should be making her case to the Senate on Coruscant. That means the invasion could be over any day.
- The Trade Federation has been rounding up "free Naboo" (those who didn't surrender) and moving them to internment camps.
- Having learned about the Gungans from their spies on Naboo, the Neimoidians have begun sending submersible tanks into some of the larger lakes.

- The Resistance leaders are concentrating on building their forces and collecting weapons. The longer the Gungans can keep the Trade Federation busy, the better prepared the Resistance will be when the Trade Federation discovers its existence.

If the heroes agree to go back to the Resistance camp with Mett, he points out that they would make better time in the pirates' speeder. He asks whether the heroes have a pilot in their group, and if so, whether that person would mind flying the speeder.

If the characters want to wait for the *Crescent*, Habble objects, claiming that it's unsafe. Instead, he recommends that they go back to camp with him and have a hot meal while he checks to see whether anyone knows what happened to the ship. Should the heroes still refuse his offer, he waits there with them until another two pirate speeders show up. This pirate force is double the size of the last one. Habble hurriedly makes his offer again, but if the heroes still refuse to go with him, he leaves them to the tender mercies of the pirates. Should the heroes decide to look the Resistance up at some later time, two Resistance scouts arrive to pick them up just in time for the return of Queen Amidala in Scene Two.

The Resistance Camp

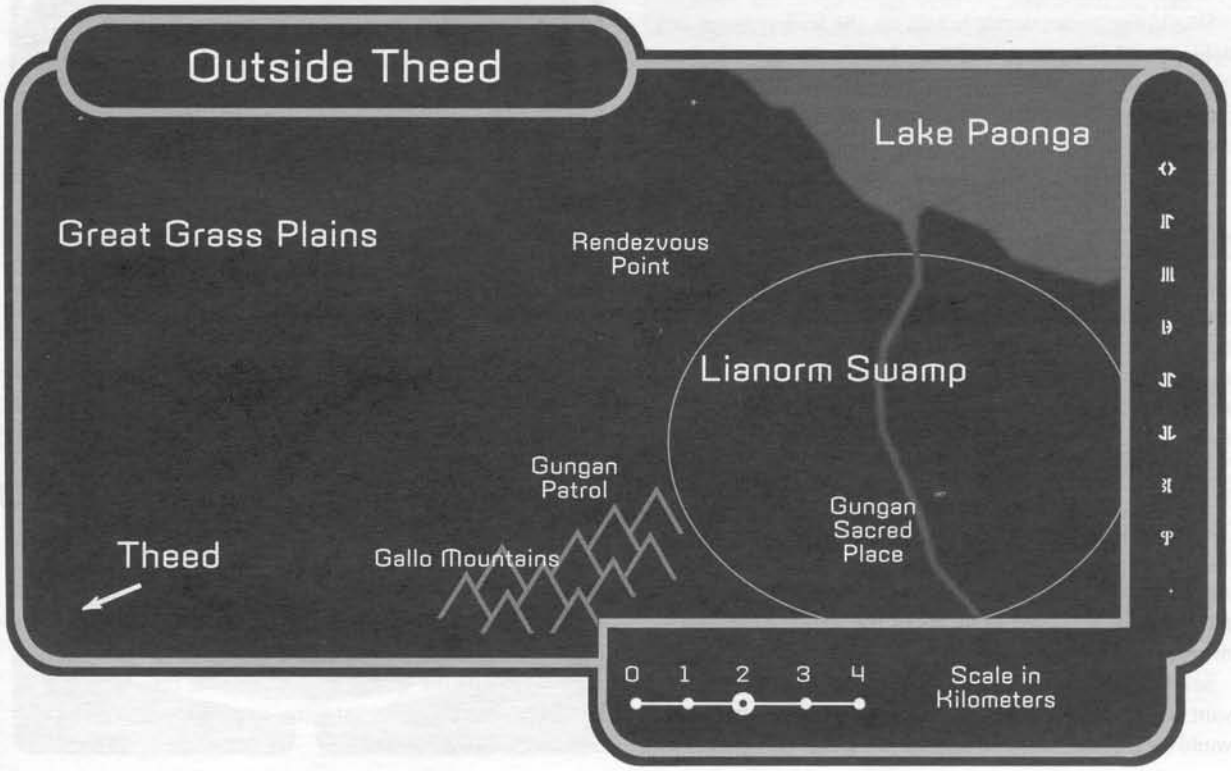
If the heroes agree to accompany Habble to the Resistance camp, he provides directions, but lets one of the heroes fly the pirates' speeder. If the heroes insist, he flies it himself, but he would rather check out their piloting skills for future reference.

The vehicle has only one weapon—a kind of harpoon gun—but it's useless unless the heroes manage to procure more ammo. (The pirates used its sole projectile to cripple the speeder on which the Security Guards arrived.)

En route to the camp, Mett tries to sound the heroes out about joining the Resistance. He makes no offers unless they ask about helping out. He does, however, want to get some idea of their sentiments on the subject, since he knows it will inevitably come up later. To that end, he asks the characters a variety of general questions, such as, "How did you get out of the city?" or "How did you avoid the STAPs?" or "How did you defeat the battle tank?" Although he claims to be collecting data on the enemy's capabilities, he's actually trying to determine whether the heroes have been clever or just lucky so far. The Resistance needs people who can act both independently and successfully.

A little more than half an hour later, the group arrives at the Resistance camp on the far side of the swamp. Hidden among the trees, the camp consists largely of temporary shelters. There are also a number of speeders parked throughout the area. Some of these are Flash speeders, but most are recreational or commercial vehicles. Patrols consisting of uniformed Security Guards (including a few Palace Guards) and civilians in street clothes keep watch along the perimeter. Each patrol member carries some type of blaster weapon. The bulk of the people here, however, are unarmed civilian refugees. The camp's residents number just over one hundred, including guards.

Mett takes any characters in need of medical aid to the camp's temporary med center—a large, recreational hover



vehicle that has been converted for medical use. After seeing to their care, he escorts the rest of the group to the makeshift kitchen and urges them to have a hot meal and then rest anywhere they can find a comfortable spot. If any characters offer to help out, he assigns those with medical skills to the med center and the others to one of the guardposts. In either case, each hero is relieving someone who has been working without rest since the invasion began.

Eventually, Habble gathers the heroes and takes them to meet with two other Resistance leaders: Lieutenant Camaran of the Security Guard and Oti Trinta of the Naboo Diplomatic Corps. Camaran is in charge of security for this cell of the Resistance, and Trinta is in charge of general operations. If the characters have already indicated their willingness to join the Resistance, this meeting is about introductions and seeing where the heroes can do the most good. If they wish to stay out of the conflict, or have plans of their own for taking Naboo back from the Trade Federation, the three are disappointed, but understanding. Read the following aloud:

> "If what you've told me about your escape is any indication," says Habble a bit sadly, "we could certainly use you—if only to educate and encourage our own people. But, if you feel you need to look out for yourselves, then that's what you must do."

Even characters who refuse to join the Resistance may stay in the camp if they like, though many of the refugees quickly develop a strong dislike for them.

Should the heroes decide to join up, the leaders assign any Nobles and Jedi to Mett, and the other characters to Camaran or Trinta, according to their skills. For the time being, the heroes are given support duties, but the Resistance leaders stress the importance of being ready for action when the time comes to take Naboo back from the invaders.

Scene Two: The Queen's Plan

While the heroes rest up in the Resistance camp, events critical to the fate of Naboo are playing out elsewhere. After spending several days on Tatooine, Queen Amidala journeys to Coruscant to address the Republic Senate. When this produces no action against the Trade Federation, she resolves to deal with the matter personally. Returning with Captain Panaka, Qui-Gon Jinn, Obi-Wan Kenobi, Jar Jar Binks, and young Anakin Skywalker, Amidala contacts the Gungans and convinces them to join her cause. The combined Gungan and Naboo forces begin planning how to oust the Trade Federation while Captain Panaka tries to gather up the scattered elements of the Naboo Resistance—including the heroes.

Several days pass while all this is occurring. If the heroes want something a little more exciting than sentry duty, this would be a perfect time to arrange for a few encounters with battle droid patrols, or even have them run afoul of some of Naboo's wildlife. None of these encounters should be too deadly, however—the heroes must be at full strength when it's time for the battle to free Naboo.

Whether or not the heroes have any adventures during their stay at the Resistance camp, they receive an urgent summons from Mett Habble about a week after joining up. Read the following aloud to the players when this occurs:

> You find Mett Habble and a few Security Guard officers loading his speeder with supplies and weapons. "Glad you're here," he says curtly. "We got some good news: Queen Amidala has returned. Not only does she have a couple of Jedi Knights with her, but she's somehow convinced the Gungans to fight alongside us—*and* she's got a plan. Captain Panaka has asked me to meet with her at a Gungan shrine out in the swamp for a planning session. She wants me to bring along my best people, so right away I thought of you. What do you say? Want to meet the Queen?"

If the heroes decline, they'll miss out on the main action of the adventure. If they agree to go, Habble tells them to gather their gear and load up a second speeder.

Mett pilots his speeder, which carries a half-dozen other Guard officers. He lifts off and signals the heroes to follow him, then skims through the forest toward the edge of the Great Grass Plains. At the journey's end, read the following aloud to the players:

> The two speeders set down just inside the swamp, at a spot not too far from where you landed before. Immediately, several Naboo Guards and Gungan warriors jump from concealment to help unload your supplies and camouflage your vehicles. In a few short minutes, you are on your way deeper into the swamp.
>
> After a half-hour walk, you arrive at a marshy clearing. Ancient stone statuary, most of it overgrown with vines and even trees, sprouts from the swamp all around you. Soldiers are everywhere, and tension is in the air. On one side of the clearing, you can just make out the chromium hull of a starship peeking out from beneath its camouflage netting. A cluster of people stand around the boarding ramp, and as you approach, one of them steps forward.

Exactly who comes to greet the heroes is up to the Gamemaster, but it should be someone the players would enjoy meeting: the Queen dressed as one of her handmaidens, Sabé dressed as the Queen, one of the Jedi, Boss Nass, a homesick little boy from Tatooine, or perhaps even a plucky astromech droid.

Until they are ready to get down to business, let the players roleplay with one or more of these people. Use the following notes and the personality descriptions given in the sourcebook section of this book and the *Star Wars Roleplaying Game Rulebook* to bring these interactions to life.

- The Queen is gracious and polite, though preoccupied with her thoughts and quite worried about the upcoming battle.
- Sabé is strong and sure of herself. She stays as close as possible to the Queen.
- Boss Nass is boisterous and eager to "crunchen da mackineeks to junk."
- Qui-Gon Jinn is calm and collected, though he seems very concerned about the young boy, Anakin Skywalker.
- Kenobi is eager to get on with the task at hand. He talks about the upcoming battle, but is a bit more guarded about his opinion of Anakin.
- Of everyone here, Anakin Skywalker is actually the most eager to talk to the heroes. Though he misses his mother, he's excited by this "adventure" and wants to tell everyone how it's gone so far. He's especially keen to talk about Podracing and to explain the details of the sport to those who are unfamiliar with it. Anakin is also intensely curious about the heroes' own adventures, though Qui-Gon has warned him not to pry into other people's affairs.



The Planning Session

Eventually, Captain Panaka gathers everyone together into a large circle for the strategy meeting. There, the two Jedi, Anakin, Panaka, Habble, several Gungan generals (including one very nervous, recently appointed General Binks), a host of Gungan and Naboo officers, and the heroes listen to Queen Amidala and Boss Nass outline the general plan.

In essence, the Gungans plan to draw the main battle droid force out onto the Great Grass Plain, while Amidala leads a small force into the Royal Palace. Her group will then try to capture Nute Gunray, the Trade Federation viceroy, and force him to call off the invasion. Read the following aloud:

> "We intend to use the secret passages here, on the waterfall side to enter the city undetected," Queen Amidala says, as her astromech droid displays a hologram of the city. "Unfortunately, our scouts report heavy battle droid patrols along the lower plateau. I don't see any way we can get to the secret passages without being spotted."
>
> "If we are forced to fight before we reach the passages," notes Qui-Gon Jinn, "the Trade Federation might discern our plan and set up an ambush in the passages."
>
> "We could capture a Trade Federation transport," suggests Captain Panaka. "With that, we could move a *hundred* troops into the city right under their noses, then enter the palace without tipping off any guards."
>
> "But transports always have battle tank escorts," Obi-Wan Kenobi points out. "Fighting them would be costly. And the news that we had captured a transport would certainly put the Trade Federation on its guard."
>
> "Mebbe dey lost one somewheres?" queries one of the Gungan generals, in a high, squeaky voice. The other Gungans glare at him, and he falls silent.
>
> "General Binks may have a valid point," says Queen Amidala slowly. "Do we know of any transports that have been damaged or disabled in the field? One, perhaps, that the Trade Federation has not yet recovered?"

If the heroes bring up the battle droid transport that sank into the river as they were leaving Theed, Queen Amidala and Captain Panaka become extremely interested. If none of the players think to mention it, let the heroes attempt Intelligence checks to recall that incident. If this still fails to bring the matter to light, one of the Resistance fighters mentions it. Read the following aloud in that case:

"There's one in the Solleu River!" shouts one of the Security Guards excitedly. "I saw some STAPs chasing a landspeeder, and one of them collided with the transport. The collision pretty much vaporized the STAP, but it also took out the transport's cooling fins. The thing made a big cloud of steam when it hit the water—and it didn't come back up."

The Queen's Plan

The plan that the Queen, Boss Nass, Captain Panaka, and the two Jedi Knights eventually devise—for those who haven't seen *The Phantom Menace*—is threefold. First, the Gungan army will create a distraction, drawing most of the battle droid forces out of Theed and onto the Great Grass Plains.

Meanwhile, Queen Amidala and her small force will infiltrate Theed and make for the Royal Palace. Because the Gungans are no match for the sheer numbers and technology of the Trade Federation army, one of the Queen's first priorities will be to get some of the Naboo pilots into the N-1 starfighters that are kept in the hangar. Once in space, their mission will be to destroy the Droid Control Ship orbiting Naboo. This should shut down every battle droid, destroyer droid, and droid starfighter on or near the planet.

While all this is going on, the Queen herself will try to capture the Trade Federation viceroy, Nute Gunray, and force him to surrender. Even if the Naboo pilots fail, Queen Amidala could force the viceroy to transmit a cease-fire order to the Droid Control Ship, thus ending the war. Whether or not such a step becomes necessary, having the viceroy as her prisoner will give the Queen a much better bargaining chip for her future negotiations with the Trade Federation.

The heroes' role in this plan is to get the Queen and her forces to the secret passage undetected, aboard the captured MTT. Then, after the troops have disembarked, the heroes must stay behind and guard the transport so that the Queen and her forces have an escape route should things go badly. If the battle droids manage to capture the MTT, the Queen and her party will be trapped.

Heroes in Alternate Roles

So why would the Resistance assign an ace pilot to guard a transport? Why can't an infiltration expert help the Queen get into the throne room? Why shouldn't a Jedi Padawan go along with the Jedi Knights?

Some of the characters in this adventure may have skills that seem more appropriate to other elements of the plan. Mett Habble tries to talk them into accepting transport duty, but he doesn't insist on it. If one of the heroes argues that his or her talents could be better used in some other way, so be it. Amidala has no objection, provided that all the heroes follow her orders. She does, however, take a dim view of any hero who accompanies her merely to avoid guarding the transport.

Qui-Gon Jinn treats any Jedi among the heroes almost exactly as he treats Anakin—that is, he expects them to obey his instructions without question. In fact, when the assault team reaches the hangar, Qui-Gon orders any Jedi hero with the group to watch over Anakin until he returns. Shortly thereafter, of course, Darth Maul appears and lures the two Jedi away, and Anakin steals aboard a pilotless starfighter.

Should any of the heroes volunteer to join the space battle, the Queen politely refuses the offer. Though some of the heroes may have excellent piloting credentials, she is adamant about using only members of the Naboo Space Fighter Corps to pilot the starfighters. Read the following aloud if this becomes an issue:

"We do not have enough starfighters for everyone," the Queen explains patiently. "For this battle, I prefer that pilots who have training and experience with these particular vessels be the ones to fly them. If, after this is over, you wish to seek a commission in the Space Fighter Corps, you will have my very own endorsement."

Making Other Plans

The players might also come up with their own plan—one that deviates from the Queen's idea. Amidala has no objection to adopting a different strategy, provided that it addresses all the major goals of her own plan and doesn't place anyone at unnecessary risk.



For example, the heroes might devise a better way to get to the secret passages than using the sunken MTT. If they do, feel free to skip the next scene entirely and move on to Act III. Alternatively, you could simply adapt the next scene to fit whatever scenario the heroes come up with. Just remember that the principals of the operation should veto any plan that fails to take into account the guards on the bridges into the city and the STAP patrols along the cliffs above the lower plateau.

Scene Three: Underwater Salvage

Assuming that the heroes agree to Queen Amidala's request, their first task is to take a squad of Gungans and retrieve the sunken MTT. Unfortunately, the disabled vehicle has come to rest in the vicinity of a hungry colo claw fish, so the heroes must distract this monster while the Gungan engineers recover the transport.

The Task

Once everyone has agreed to the basics of a plan, the principals turn their attention to the problem of salvaging the sunken transport. Boss Nass says he can arrange to move it back upriver, where Naboo technicians can repair its damaged repulsors. Unfortunately, however, the Gungan scouts who have been to Theed recently didn't notice any transport in the river. That means either that someone has moved it, or that they weren't looking in the right place.

Since the heroes know exactly where the transport sank, Queen Amidala asks them to accompany the Gungan technicians as both guides and guards. Read the following aloud:

> "The Gungans will be occupied with attaching stabilizers and motivators to the hull of the transport," the Queen explains. "They will need someone to warn them of danger. Even more importantly, however, we need to reassure the Gungans that we are truly committed to mutual cooperation. Will you do this?"

If the heroes decline this duty, the Queen wants to know why. Unless the heroes come up with an extremely good reason—such as having no one with the Pilot skill in their group—Amidala icily questions their commitment. Read the following aloud if this occurs:

> The Queen stares at you coldly. "We—the Naboo and the Gungans—are fighting for our homes—for our very lives," she exclaims. "Not for personal gain. If you want some form of compensation, you might consider offering your services to the Trade Federation. I understand they pay quite well for mercenaries."

If the heroes still refuse the task, Amidala angrily dismisses them. Mett Habble then takes one more stab at convincing them to help, but if he can't, the principals simply leave the heroes out of all future planning—except to ask them if they're willing to pilot the MTT.

The Bongos

Should the heroes accept the assignment to lead the Gungans to the submerged transport, Boss Nass personally shows them to a trio of the odd Gungan submersibles known as bongos. Read the following aloud when the heroes get their first glimpse of these unusual vehicles:

> "Desa be yousa bongos," Boss Nass rumbles proudly. "Tekken yous down to da sub pen, meet da Gungengineeren. Yousa try dem out! My afraid my cannot go wit yousa." With a nod, he strolls away, leaving you to familiarize yourselves with the Gungan subs.

Each bongo consists of three compartments—the cockpit, which can accommodate the pilot and two other characters, and two cargo holders that flank the cockpit. Each of these latter compartments connects to the cockpit via a small hatchway, but is otherwise independent. Thus, a hull breach in one compartment doesn't flood the others as well. The bongos carry neither armaments nor special shielding.

The heroes must take all three bongos; otherwise, they won't be able to accommodate the engineers. The group should decide on one person to pilot each bongo, plus up to two others to act as its "crew." Though only the pilot actually has anything to do, any crew members in the cockpit can help by using the Cooperation rules. (With a successful Pilot check (DC 10), each additional crew member can grant a +2 bonus to the pilot's Pilot check for a specified action.)

However, since no one has given the heroes any instructions on how to operate a bongo, they'll have to experiment a bit to figure out the controls. As GM, you could simply allow some time to pass and then declare that the heroes are now capable of piloting the vehicles, or you could require a successful Pilot check (DC 16, with a +5 bonus for anyone who speaks Gungan) to identify each of three necessary systems (hydrostatic field, electromotive field, and repulsorlift).

One other, less obvious task that the heroes might want to accomplish before setting out is establishing communications between the subs. Engaging the communications system requires a successful Pilot check (DC 12) from each pilot. If all three sub crews fail to activate their communications, they must rely on hand signals and Read Lips checks to talk with each other during their mission.

As soon as the heroes submerge their bongos, a light begins flashing on each of their display screens. This is a homing signal from the sub pen Boss Nass told them about, though it may take the characters some time to realize this. Any character in the cockpit who makes a successful Pilot

check (DC 16) realizes that the light responds to the movement of the ship.

If the pilot maneuvers the vehicle so that the light is always in the center of the screen, it eventually arrives at the pen. Once the heroes decide to follow the indicator light (perhaps after returning to the surface for more information or some instruction), read the following aloud:

> The delicate ships slip down into darkness, illuminated only by their own lights. Even so, the view is amazing. Graceful underwater vegetation and rock formations seem to drift by, and aquatic lifeforms dart across your path. Ahead, you can see a distant, pale glow that grows slowly larger. Eventually, it resolves itself into a fantastically elaborate bubble held in place by elegant, organic-looking supports. At first it looks like some sort of underwater temple, but as you draw nearer, you can see that it contains several Gungans who are working with piles of equipment on some sort of three-armed platform. The spaces between the platform arms look like they might be docking bays. As you approach, the Gungans begin gesturing at these areas.

To dock, each pilot must maneuver his or her bongo through a portal zone (essentially a hydrostatic field that serves as an airlock) and into a docking bay. Accomplishing this requires a successful Pilot check (DC 14), but the only real consequence of failure is that the pilot has to keep trying while the Gungans inside watch nervously. Each bay is large enough for one bongo.

Read the following aloud when the heroes have deactivated their bongos:

> You step from your bongo into the surprisingly fresh air of the sub pen as one of the Gungans comes forward to greet you. "Mesa Koh Pa Wupps," he says, "a Gungengineer. Wesa getten da mackineek carrien moven. Yousa taken us deres?"

Koh Pa happily demonstrates any functions of the bongos that the heroes haven't yet divined while the rest of his crew begins loading cargo. The heroes can also use this time to revise their piloting arrangements, if they so desire.

By the time the heroes are ready to go, each of the six cargo compartments contains one Gungan and a great deal of organic-looking equipment. Koh Pa gives the compartments a quick check, then climbs into his own and signals the heroes to depart.

Koh Pa Wupps: VP/WP –/10.

Gungan Engineers (5): VP/WP –/6 each.

Monsters of the Deep

The plan is for the heroes to take Koh Pa and the other Gungans down the Solleu River, to within sight of the city of Theed, and begin searching the river bottom for the sunken MTT. Once they find it, the Gungans will disembark from the cargo compartments, examine it, and get it moving while the heroes essentially stand guard.

Koh Pa is not so much concerned about battle droids spotting the group. If any such carnivorous sea creatures approach while the Gungans are working, the heroes must buy enough time for the Gungans to finish. Read the following when the heroes discuss strategy with Ko Pah:

> "No mackineeks looken inna ribber, anyhows," says Koh Pa knowingly. "Yousa no worry bout dat. Yousa crunchen any fish dat comes after ussen. Deys bombad dangerous monstairs down deres, munchen itty Gungans right up."

The Journey

The heroes' first task, obviously, is to pilot the bongos down the Solleu River to Theed. Koh Pa advises against taking the direct route through the Planet Core, however. Instead, he directs the heroes to take the long way—around Lake Paonga, up the lower Solleu River, and to the bottom of the waterfall below Theed.

> "Crazy bombad down dere!" declares Koh Pa, pointing down toward the planet's center. "Dos Jedi goen troo dere got maxibig lucky. Wesa go round, mesa tink, den troo da core a lil."

Assuming that the heroes follow his directions, the bongos emerge beneath the waterfall. Koh Pa then directs the heroes along an underwater path to the upper Solleu River. In the midst of a large, underwater cavern, however, waits a small school of very large fish—four opee sea killers. The first real test of the heroes' piloting skills is to maneuver past these aggressive creatures without being detected. Read the following aloud to the players when they enter the cavern:

> As you quickly move through the murky depths, you notice a disturbance in the waters ahead. As you draw nearer, you see four very large, crablike fish fighting over some unrecognizable chunk of food. "Opee sea killers," Koh Pa says nervously from the cargo compartment. "Dissen berry bombad. Wesa bedda goen round."

If the heroes want to follow Koh Pa's advice, have the pilot of each bongo make a Pilot check (DC 15). Any character with the Hide skill (including the pilot) can attempt to help. Each character who makes a successful Hide check (DC 10) adds +2 to the pilot's Pilot check result.

If all three pilots succeed at their Pilot checks, the bongos slip past the sea killers undetected. If even one fails, however, one of the opee sea killers suddenly turns and darts after the sub. The best tactics for the unfortunate bongo pilot at that point are

either to try outrunning the monster or to attempt the same check as before to slip into a crack in the cavern wall and hide. Should the opee ever catch up with the sub, it attacks, using its adhesive tongue to draw the ship into its mouth.

If the opee sea killers destroy one of the subs, the surviving passengers can squeeze into the remaining two. If the heroes lose two subs to the sea killers, the Gungans offer to hang onto the outside of the remaining one while the nonaquatic heroes ride inside. Note that the loss of the machinery aboard the bongos means that moving the MTT will take much longer, but is still possible.

Opee Sea Killers (4): VP/WP 44/224 each.

Finding the MTT

Once they get past the opee sea killers, the heroes can pilot their bongos more or less safely to the Solleu River. Locating the MTT requires time, not skill. Though finding it requires at least one successful Search check, the players can take 20 on it if desired, as there is no consequence for failure other than having to try again.

As soon as the heroes locate the transport, read the following aloud:

> Just as you're beginning to feel that you've searched the entire length of the Solleu River, there it is in front of you—the massive bulk of the battle droid transport, resting among the rocks at the river bottom. The armored hull is scratched and scarred very deeply, and there may even be some punctures.
>
> "Wesa goen inda water now," Koh Pa says. "Yousa watchen ours back. Wesa hurry-up, den we all goen back up da ribber—no goen troo da core gain! No wit dos *monstairs* waiten down dere."

Koh Pa and the other Gungan engineers immediately begin unloading the cargo compartments and moving their equipment over to the transport's hull. This activity does attract some unwelcome attention, however. Have each character attempt a Spot check (DC 16) once per round. Those who fail notice nothing unusual. If anyone succeeds within the first 5 rounds, however, read the following aloud:

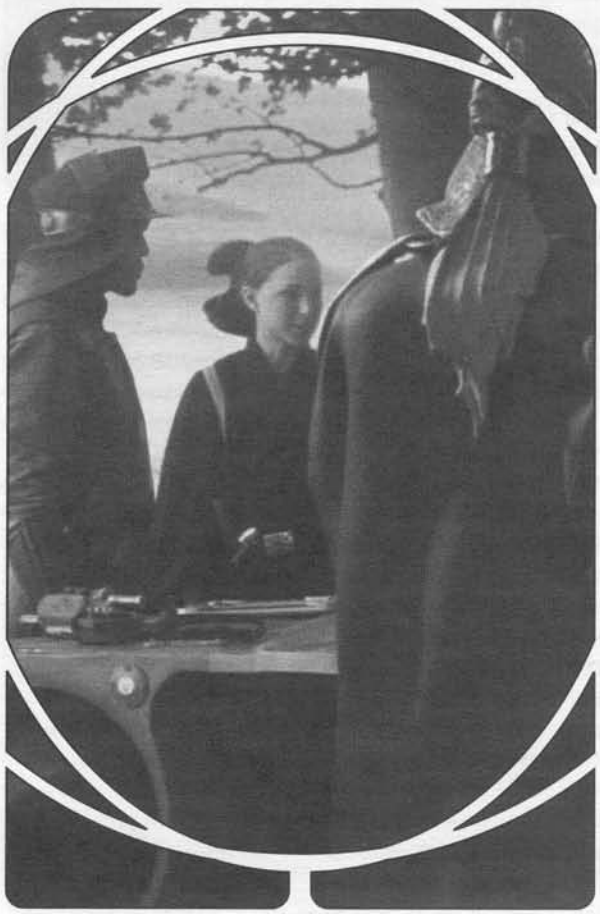
> While the Gungans are working on the transport, you catch a glimpse of a large shape moving quickly along the river bottom a few hundred meters away. As it turns and edges closer, you can see that it's a long, leechlike fish with huge fangs and great, grasping claws to either side of its snapping jaws. It must measure at least 200 meters from the tip of its snout to the end of its tail. This monstrosity is moving toward the unprotected Gungans, though it's hard to tell whether it's actually spotted them yet.

If none of the characters successfully makes the Spot check after 5 rounds, read the following instead:

> Abruptly, a huge shape darts out of the darkness toward one of the bongos. You get a brief glimpse of fang-studded jaws, grasping claws, and a leechlike body twice as long as a bongo before it is upon you.

This nightmare creature is a young colo claw fish, only half the size of a full-grown monster. When the opee sea killers in the cavern set upon and devoured its mother (see Monsters of the Deep, above), this youngster fled up into the Solleu River. Since then, it has been slowly starving to death, as there isn't nearly enough suitable food here to sustain it. The fish has been tearing at the sunken transport periodically, hoping to find softer meat within—thus the scratches and punctures in the transport's hull. The colo was on its way to make another attempt when it noticed the bongos and decided that they looked much less difficult to open. The colo hasn't actually discovered the Gungans yet, however.

Even a young colo is usually an extremely dangerous hunter, but this one is weak from hunger and has broken several teeth gnawing on the MTT. It attacks one of the bongos first, but each round thereafter, it tries for whichever



target is closest—be that a bongo or a Gungan near the transport. Thus, if the heroes can continually present it with new targets, they can confuse it. In this way, they can hopefully avoid too much damage to any one ship and keep their Gungan companions alive.

Getting the colo to follow a given sub requires getting its attention. If it has not yet gotten its teeth into any targets, a bongo might be able to distract it simply by coming closer to it than any other potential target. At that point, make a Spot check for the claw fish to see whether it notices the new target. If so, it breaks off any pursuit to pursue the newcomer. Otherwise, it continues to chase its target of the previous round.

If the colo has already hit a bongo, distracting it requires actual contact, or at least a very near miss. The claw fish's sensitive tail warns it when predators are approaching, so that's the area the heroes must aim for. Ramming the tail requires the pilot to make a successful Pilot check (DC 11). A successful hit convinces the creature that it's in danger. It immediately turns to face the new threat, foregoing its attacks for that round and allowing its chosen prey to escape. A successful ram inflicts no impact damage on either the fish or the bongo, but the colo takes 2d6 points of damage from contact with the hydrostatic field surrounding the crew and cargo compartments of the ship.

The heroes may be able to defeat the colo with a program of such hit-and-run stunning attacks. However, there's obviously considerable danger involved if it actually gets to hit a particular bongo more than a few times. Thus, two other possible strategies are detailed below.

The Opees

The heroes could use their bongos to lure the colo into the underwater cavern where the opee sea killers are. The heroes must move almost directly through them to bring the claw fish into a position where the sea killers consider it a target. Have any character attempting this tactic make a Pilot check (DC 10). If the check succeeds, the sea killers attack the colo as it passes. If it fails by 9 or less, the sea killers fall into line, chasing the colo at short range. If it fails by 10 or more, one of the opee sea killers chases after the sub instead.

The Waterfalls

The heroes could also try to lure the colo to the edge of the cliff, where the current might catch it and drag it over the falls. When the monster comes within 200 meters of the waterfall, make a Spot check (DC 15) for it. If it fails, make another Spot check (DC 10) when it comes within 100 meters of the falls. A second failure means it goes over the falls, dying in a spectacular impact at its base. If it succeeds at either check, however, it can attempt to resist the pull of the current and return to the deeper, calmer water outside Theed. This requires a successful Swim check (DC 15 at 100–200 meters from the falls or DC 20 at 100 meters or less). Success moves the colo 50 meters back upriver. Failure at 100–200 meters from the falls moves it 100 meters closer to the falls, but it can try the Swim check at the higher DC the following round. Failure at 100 meters or less sends it over the falls. If the colo ever succeeds in moving more than 200 meters away from the falls, it is safe.

Note that the heroes in the bongo must go through the same process to avoid going over the falls, except that their pilot must make a successful Pilot check rather than a Swim check. The DCs for these checks are the same as those for the claw fish. Two consecutive failures send the bongo over the falls, destroying the ship and dealing 200d6 points of damage to each passenger. Obviously, the heroes can't survive that, but the Naboo will remember them as heroes.

Regardless of the outcome of this encounter, the colo claw fish that swam through the city becomes a folk legend among the Naboo.

Colo Claw Fish, Young (1): VP/WP 32/144.

Act III: Assault on Theed

With the battle droid transport repaired, the Naboo Resistance is ready to recapture Theed. Once the attack is underway, the heroes discover that the Trade Federation isn't above a little subterfuge to cement its control of Theed.

Scene One: Return to Theed

While the Gungans mobilize for their diversionary attack, Naboo technicians repair the transport. Its battle droid crew and troop complement have all short-circuited in the water—unless, of course, you want to add a little excitement to the preparation stage of the attack. The transport's control signal receiver is still functional, though, and the Resistance can use it to listen in on Trade Federation communications.

After the Naboo technicians have cleared away all the battle droids, they adapt the cargo bay to accommodate the Naboo troops. They also manage to restore one of the antipersonnel blaster cannons to working order. All that's required now is to find a capable pilot for the massive vehicle.

The Queen's plan requires the pilot and a small group to remain with the transport throughout the infiltration. This ensures that if things go badly, the Queen and her party have an escape route handy. Mett Habble has already nominated the heroes for this duty, and Queen Amidala has agreed (see The Queen's Plan).

Early the next morning, all the Gungans clear out of the camp. Less than half an hour later, Queen Amidala (disguised as a handmaiden), her handmaiden Sabé (disguised as the Queen), Captain Panaka, Mett Habble, the two Jedi, young Anakin, and about three dozen grim-faced Naboo board the transport. The astromech droid called R2-D2 is already in the vehicle's control room, preparing for departure.

Habble gives the heroes a Naboo comlink and asks whether they need anything else before the operation commences. He can supply up to two simple weapons per hero (player's choice), as well as anything else that would be readily available on occupied Naboo. (See the *Star Wars* Weapons table in the *Star Wars Roleplaying Game Rulebook* for a full listing.) Habble reminds the heroes that they'll be



VOCAL DISGUISE

One item the characters might request is a voice modulator of some kind. Without some means of imitating a battle droid, the heroes won't be able to respond to hails from the Trade Federation without giving themselves away.

Though the Resistance doesn't have such a device, the organization can certainly supply the parts necessary to build one. With a successful Repair check (DC 16), a character can assemble the parts to create a workable, if inelegant, voice modulator. When plugged into the transport's comm system, it makes any outgoing transmission from the transport sound as though it's coming from a battle droid.

The heroes can also try to imitate battle droid voices on their own. The appropriate skills are Disguise (which requires advance preparation) and Entertain (mimicry). Using either skill under these circumstances requires a successful opposed check against the listener's Listen skill. (Note that Entertain skills are not ordinarily opposed rolls.) A –2 penalty applies to the hero's check result for trying to imitate a mechanical voice.

Success prevents the listener from realizing that the speaker is not a battle droid; failure means the ruse is discovered. The Gamemaster may allow bonuses to the checks of any heroes who provide suitably convincing performances, such as adding "Roger Roger" to their responses.

the only ones covering the escape route and urges them to take extra power packs for their weapons. He also insists that each hero take at least one medpac, though he hopes they won't need those.

Unless the heroes have any special last-minute preparations, read the following aloud:

> The main hatch then lowers quietly, if a bit unsteadily, into place. "No matter how this ends, we are going home," says the Queen somberly, and the assembled Naboo nod grimly. Qui-Gon Jinn signals the pilot to proceed. In minutes, the battered transport is moving noisily along the edge of the Great Grass Plains toward the lower plateau.

Anakin Skywalker, always fascinated with mechanical devices, asks for permission to visit the control room. If this is all right with the heroes, Qui-Gon has no objection. While there, Anakin watches everything with keen interest while trying to stay out of the way.

Approaching the Secret Passage

Mercifully, the trip to the secret passage in the cliff below Theed is mostly uneventful. In the transport's control room, the heroes occasionally hear Trade Federation communications or receive signals on their sensor screens. But no one challenges the transport, nor is there any news about the Gungan army. Queen Amidala comments that the Gungans probably have not yet moved into the open. She doubts that the battle droid army will leave the city until her group is already in the secret passages.

Three long hours pass before Captain Panaka comes to the control room and says it's time to start looking for the secret entrance—a jagged, diagonal cleft in the cliff wall. The transport has sensor readouts, but no external monitors, so the heroes can't actually see what's outside. With Panaka's help, however, they soon identify the unique configuration of the passage entrance.

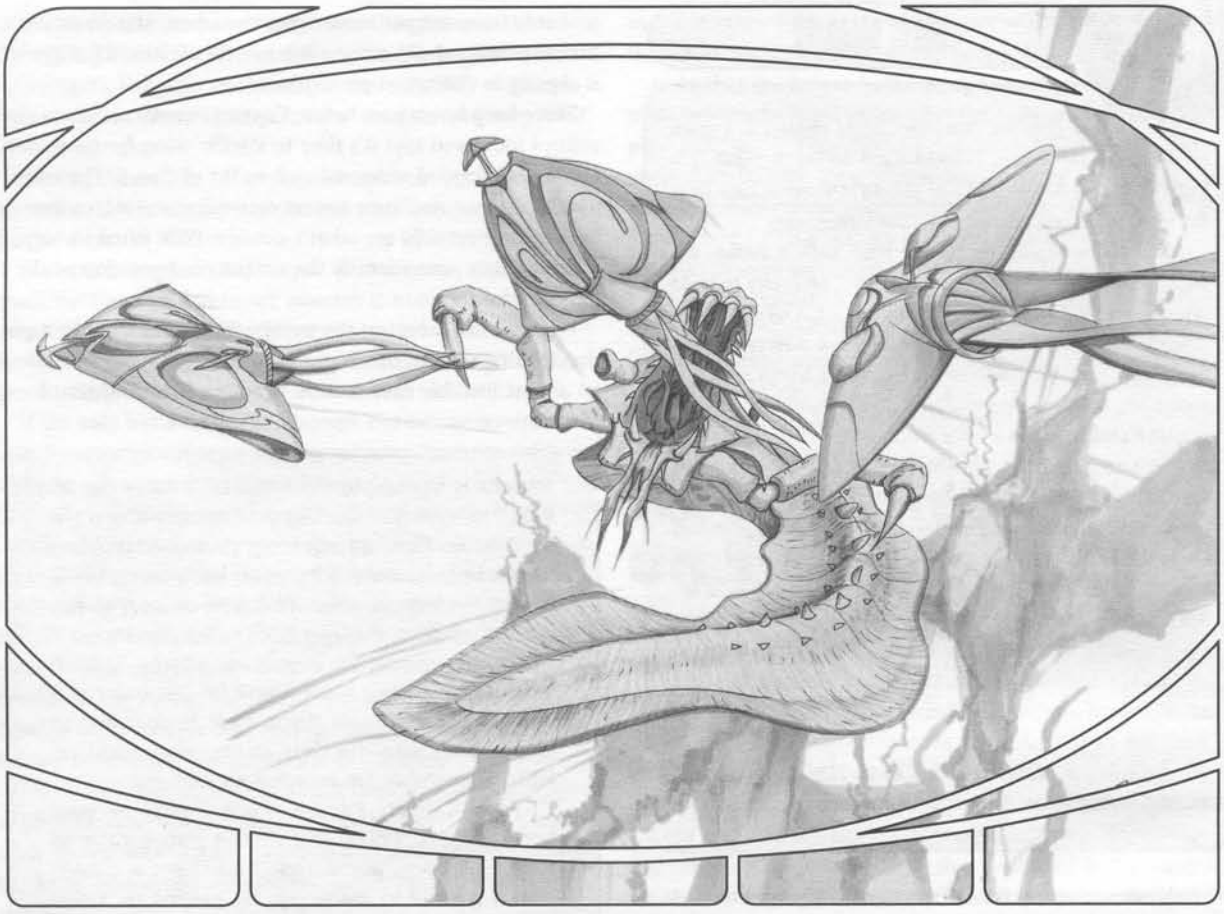
Within a few minutes, the transport has squeezed through the opening. The troops begin to debark and move toward an almost invisible cave mouth. Read the following aloud when this occurs:

> Panaka is the last to leave the MTT. "Stay out of sight," he says gravely. "Use your comlink if you get into trouble. If we're really lucky, your worst problem will be boredom. But if things go badly for us, you'll be our rendezvous point. Wait here as long as you can for survivors, then get back to the Resistance. If the Queen returns, she is your first priority. As soon as she's on board, leave. Don't let her order you otherwise. I don't care if you have to stun her, so long as she's safe." He gives you a serious look and adds, "Remember, I'm counting on you."
>
> Then Captain Panaka shakes each of your hands in turn. "I don't know if this plan is going to work," he says, "but in case I don't get a chance later, I wanted to thank you for helping us. Good luck." Then he joins Qui-Gon Jinn at the cave mouth and ducks inside with a salute. The Jedi Master nods solemnly to you, then follows.
>
> You are alone in the cleft.

Unwanted Attention

The Naboo have been gone for only half an hour when the transport's control signal receiver suddenly starts humming, and information begins scrolling across a screen on the pilot's console. A moment later, a small hologram of a battle droid officer appears on the console's projection unit. Read the following aloud:

> A tiny hologram of a battle droid flickers in the dim cockpit. "This is OOM-9," says the image in a crackling voice. "An army of Naboo primitives is approaching the city from the direction of the swamp. Report to your sub-officers for battle assignments."
>
> The hologram flickers again, and a subtly different-looking battle droid appears. "This is PDA-2," it says. "Our unit's assignment is to guard the city until the battle is over." The battle droid suddenly looks down, then back up. "Transport seven-one-four: We have you listed as sinking into the river during the invasion," says the droid, puzzlement creeping into its mechanical voice. "How did you get to the lower plateau?"



Hopefully the heroes have prepared some way of sounding like a battle droid (see the Vocal Disguise sidebar). If they fail to respond, or if they answer in their regular voices, the battle droid commander sends a pair of battle tanks, each with six infantry battle droids on the hull, to see what the problem is. If they have prepared, however, they can give whatever answer they like. PDA-2 is more confused than curious, so nearly any plausible explanation is sufficient.

The droid then asks whether the transport is in good enough shape to reach the city. If the heroes respond in the affirmative, PDA-2 orders them to start moving immediately. If they say they are not able to comply—perhaps because the transport is so badly damaged—PDA-2 tells them to stand by, and his hologram disappears. After a few moments, the transport's control signal receiver hums again, and the vehicle begins moving along the base of the cliff toward the city of Theed by itself. The hologram of PDA-2 reappears and explains that it is overriding manual control and remote-piloting the tank to the repair bay in the capital city.

The controls are effectively useless to the heroes at this point, unless they disable the control signal receiver. They can do this either by dealing damage to it with a weapon or by disconnecting it. Damaging the receiver requires an attack roll against an object. Success not only stops the transport, but also kills communication with PDA-2. Disconnecting the receiver requires a successful Computer Use check (DC 20), but does not cut communications. In either case, however, PDA-2 becomes suspicious at the loss of control and routes two battle tanks (crewed as above) to investigate.

Calmer heroes might use their comlink to contact Captain Panaka before taking any action. Read the following aloud if they think to call him:

> "Don't try to resist," says Panaka. "I'll inform everyone that the new rendezvous point is the repair bay, below the main hangar. Don't let them find out who's really in the transport, though. Use any means necessary to make sure they don't discover you." He pauses for a moment. "This could work to our advantage," he continues. "When the assault begins, I'll signal you. Clear the repair bay of any Trade Federation forces, then wait either for the all-clear, or for the retreat signal."

If the heroes don't try to resist the automatic routing, their ride to the city is uneventful—even smoother, in fact, than when they were piloting the transport. In about 20 minutes, the transport arrives at the base of the cliff below Theed. Maintenance droids emerge to attach a crane cable and repulsorlift assists to the MTT, then begin hauling it upward. Five minutes later, the transport is inside the repair bay.

Key to Occupied Theed

The following key gives the Gamemaster an idea of what sort of encounters the heroes might face if the Resistance uses some other plan to enter the city, or if the heroes decide to leave the repair bay for some reason. Remember that most of the Trade Federation's occupation force is already on the Great Grass Plains. What's left in Theed is a small rear guard—just enough to secure the city.

A. Main Boulevard Bridge

The Trade Federation has posted guards on each of the bridges between the islands of the city to regulate non-military traffic. Since the Main Boulevard Bridge is the primary approach to the city proper, it merits extra guards. Two squads of battle droids supported by a pair of battle tanks are stationed here, with PDA-2 in command.

PDA-2: VP/WP –/8.

Infantry Battle Droids (20): VP/WP –/8 each.

B. Bridge

Four battle droids are posted at each of these locations, two on either end of the bridge. They challenge anyone who attempts to cross and arrest anyone who doesn't have proper authorization. (See Captured by the Trade Federation for the results of this.)

Infantry Battle Droids (4): VP/WP –/8 each.

C. Sentries

The Trade Federation posted extra troops at certain locations identified as particular security risks. Eight infantry battle droids are stationed at each of these locations. They either stand guard at the entrances of buildings or patrol in a pattern. Like other such guards, these battle droids attempt to arrest anyone who isn't carrying proper authorization.

Infantry Battle Droids (8) VP/WP –/8 each.

D. Palace Plaza

The main contingent of the Trade Federation's remaining forces in Theed is currently guarding the Royal Palace. In the plaza alone, there are one hundred battle droids and four battle tanks. Another one hundred battle droids keep watch at various stations inside the palace. Heroes attempting to enter the plaza before Anakin Skywalker immobilizes the battle droids are in for a terrible fight.

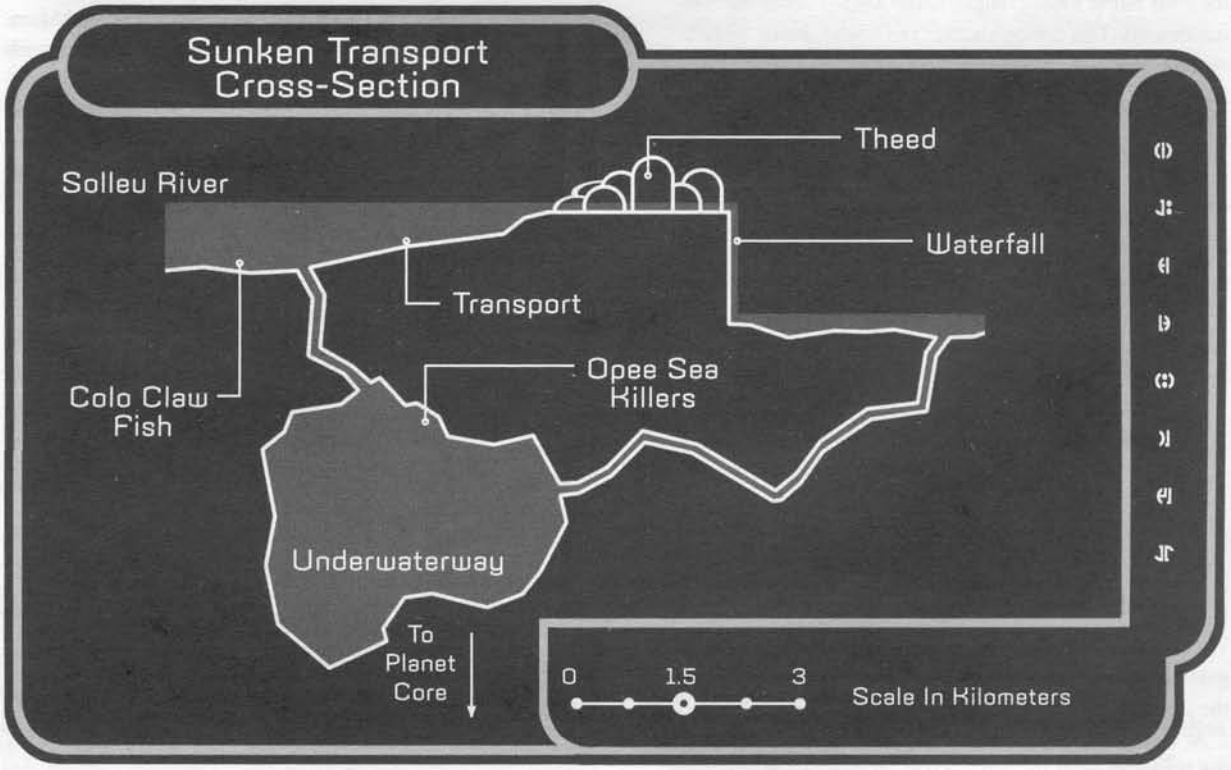
Infantry Battle Droids (100): VP/WP –/8 each.

E. Makeshift Landing Pad

At this location sits Gode Takrab's shuttle, awaiting his return. (See The Fighting Begins and The Neimoidian Shuttle for more details.)

The Repair Bay

Provided the heroes haven't had to fight their way into the city, the repair bay is quiet when they arrive. Another battle droid commander named ADO-8 instructs them to park the MTT in a corner of the cavernous building. Read the following aloud to the players when the characters enter the repair bay:



The repair bay is a huge facility obviously meant to accommodate cargo freighters. One wall is open to the air; it seems to look out from the cliff face to the plateau below Theed.

The bay is full of cargo containers and repair equipment. At present, its staffing seems to consist of four infantry battle droids, a commander battle droid, and five maintenance droids.

"Deploy your troops before you shut down," the commander orders. "All available units report immediately to the palace to protect the viceroy."

The characters can try to concoct a plausible reason why the ship's deployment rack won't work and use the Bluff skill (opposed by ADO-8's Wisdom) to convince the officer. If the heroes win the check, ADO-8 accepts their explanation and orders them to wait inside until another transport becomes available to offload the deployment rack. Luckily, ADO-8 treats the transport as though it isn't even there after that. If the check fails, read the following aloud:

The commander droid says, "We've had this problem before. Open up and I'll have the maintenance droids take a look."

If the heroes open the hatch, two maintenance droids come aboard. The battle droids outside the MTT quickly become suspicious if they hear any unusual noises (such as combat), or if the maintenance droids don't emerge to fetch tools and parts. One minute after the two maintenance droids enter, the four battle droids follow, while ADO-8 sends for reinforcements. This brings another ten battle droids 2d4+2 rounds later.

ADO-8: VP/WP –/8.
Infantry Battle Droids (14): VP/WP –/8 each.
Maintenance Droids (5): VP/WP –/5 each.

The Destroyer Droid

Once the heroes have dealt with the droids in the repair bay, they can leave the transport. After the characters clear away any debris from the previous fight, read the following aloud:

Things have just quieted down in the repair bay when you hear a distant, odd droning noise. It very quickly grows louder, and you recognize the sound a moment before its source appears—a destroyer droid! The droideka rolls into the repair bay in its wheel formation, then stops and unfolds into its combat stance.

The Droid Control Ship dispatched this droideka to investigate some suspicious movements in the repair bay—namely the arrival of the damaged transport.

At this point, the best place for the heroes to be is inside the transport with the hatches sealed. Depending on what they have been doing since they reached the repair bay, however, they may be elsewhere in the area. Each of these possibilities is detailed below.

In the Transport, Hatches Sealed

If ADO-8 and the other battle droids are still in control of the bay, they move into supporting positions while the destroyer droid conducts its inspection. The maintenance droids pause in their work to watch curiously. If no battle droids are in evidence, or if it looks like a battle has occurred, the droideka unfolds into its combat stance and approaches the MTT, firing at its hull. After 3 rounds of this, a section of the hull gives way, and the droideka climbs aboard. Once inside, it searches the transport. If it passes a hidden character, make a Spot check for it to see whether it detects the intruder. It immediately stops and fires on any characters it finds.

Out in the Open

If the destroyer droid sees anyone other than battle droids here, it stops about 20 meters away and attacks.

Hiding in the Bay

If the heroes have taken up strategic positions inside the repair bay, the destroyer droid scuttles about in a preprogrammed search pattern. It moves back and forth across the bay, starting in the middle and working toward the transport. Make a Spot check for it whenever it passes a character's hiding place. If it succeeds, it stops and attacks.

Aboard the Transport (Hatches Open)

If the heroes have remained aboard the transport but neglected to close the hatches, the destroyer droid climbs aboard and takes a look around. If any characters are hiding inside the main compartment, it can find them with successful Spot checks. Once again, it immediately attacks any intruder it detects. Characters in the control room are more or less safe—though the destroyer droid might still linger at the ladder.

If a fight begins inside the hangar bay, any remaining repair bay battle droids join in while the maintenance droids take cover. However, as long as the droideka is outside the transport, any character in the MTT's control room can use the transport's antipersonnel blaster cannon to destroy it, along with any other opposition.

Destroyer Droid (1): VP/WP –/15.

Outcome

Whether the droideka attacks or not, the Naboo begin their assault on the palace 5 rounds after it appears. Read the following aloud to the players at that point:

Suddenly, your comlink begins to beep insistently. It's Captain Panaka's signal that the Queen's party has begun its assault! A scant heartbeat later, the destroyer droid snaps back into its wheel configuration and rolls backward, heading out of the repair bay at high speed.

The Figure in Black

This encounter is not vital to the outcome of this adventure. Rather, it is here to provide color and give the players a sense of the larger events happening in and around Theed. Feel free to omit this encounter if you feel that it could prove fatal to the heroes. Otherwise, after the encounter with the destroyer droid, read the following aloud:

> You suddenly become aware that you are not alone in the repair bay. Glancing up, you notice a humanoid figure dressed in a long, black robe near the entrance. A ghastly red face seems to float in the darkness of its large hood as it surveys the situation. After a moment, its feral yellow eyes lock on the entrance to the service passageway—the one through which the Queen and the Jedi passed not so very long ago. Suddenly the figure wheels about, disappearing with amazing speed in the direction from which it came.
>
> You're not sure why, but you're very, very glad that whatever that was, it isn't interested in you.

This, of course, was Darth Maul, searching for Qui-Gon Jinn and Obi-Wan Kenobi. Any Jedi in the group can attempt an Intelligence check (DC 12) to realize that this was probably the same being that Qui-Gon Jinn mentioned earlier, when the heroes first met him. Specifically, they remember the Jedi Master describing this individual as "a skilled warrior, trained in the darker uses of the Force—very possibly a Sith Lord, and very definitely lethal."

If the heroes wish to pursue Darth Maul, you should find some way to prevent them from catching up with him. Even the whole group together probably couldn't survive a fight with the Sith Lord, and this adventure is not about pitting the heroes against unreasonable odds.

Scene Two: The Fighting Begins

In this scene, the heroes encounter a Neimoidian trade officer trying to escape the attack. The falsified recording he carries could render all of Queen Amidala's efforts futile.

If all has gone well so far, the heroes are in the repair bay when the Queen and her party begin their assault on the palace. If not, you may have to adapt the following events based on the heroes' situation. For instance, if the battle droids have captured the heroes, they are somewhere outside the city when the Naboo fire the first shots.

Regardless of their exact situation, the heroes should eventually find themselves more or less separated from the main



fighting—even if this takes a while to arrange. (If they managed to reach the repair bay in the previous scene, they have automatically fulfilled this condition.) Once this occurs, read the following aloud:

> You can hear the sounds of distant fighting, almost like an echo of your escape from Theed. Somewhere nearby, the growl of starfighter engines dopplers rapidly away. Presumably, that means the Naboo pilots made it to their ships and are now on their way to destroy the Trade Federation's Droid Control Ship. Things seem to be going well—but the battle is far from won.
>
> Abruptly, several security battle droids burst through a nearby door. They seem to be escorting someone, but is it a prisoner or an important Trade Federation officer? Either way, it's probably someone you'd like to talk with.

These battle droids are escorting a Neimoidian trade officer named Gode Takrab to his shuttle, which is in the hangar. They have detoured to the repair bay because Takrab ordered them to go around a firefight between Captain Panaka's troops and some battle droids.

Takrab has been working on a special mission: to create a convincing set of documents and transmissions that make it appear as though Queen Amidala has agreed to Nute Gunray's demands. He had just received final approval on the finished products from his superior, Rune Haako, when the Naboo launched their attack. Haako assigned a contingent of security battle droids to make sure that Takrab got safely back to the Droid Control Ship so that he could transmit his false evidence to the Republic Senate.

When he sees that there are a few heroes opposing his bodyguards, Gode Takrab orders the battle droids to clear the characters out of the way and get him to his destination. The battle droids try their best to obey his orders, but Takrab himself makes it difficult for them by immediately ordering four of them to shield him with their bodies. This leaves only six security battle droids to fight the heroes. To make matters even worse, Takrab then begins running back and forth in a panic, trying to avoid blaster fire and any direct confrontation with the heroes. Unfortunately, this occasionally puts him directly in the path of his own troops' fire. Since he's wearing a "friend-or-foe" identifier, this actually prevents them from shooting. The overall effect of this is that each time a battle droid tries to fire at one of the heroes, there's a 1-in-6 chance that it loses the opportunity to shoot that round because Takrab is in the way.

Gode Takrab: VP/WP 10/8.

Security Battle Droids (6): VP/WP –/8 each.

The Counterfeit Holo

If Takrab's security battle droids somehow manage to defeat the characters, the Neimoidian orders them to leave the heroes behind in the repair bay and finish escorting him to

his shuttle. In that case, the characters probably can't prevent him from completing his mission.

Given Takrab's interference with his own bodyguards, however, he should soon be in the hands of the heroes. If that occurs, he immediately claims to be an officer of the Trade Federation and demands that the characters release him. Assuming this fails, he then resorts to bribery, offering the heroes 5,000 credits to escort him to his shuttle. (If they seem inclined to bargain, Takrab continues trying to find their price, eventually offering as much as 20,000 credits.)

Assuming the heroes don't decide to let Takrab go, they can easily keep him prisoner in the repair bay. Like most Neimoidians, he is terrified of personal harm, so even one character with a blaster is sufficient to hold him.

A successful Search check on Takrab's person uncovers his faked holo recording in addition to his regular possessions. It does not, however, reveal the friend-or-foe identifier in his cowl unless the players state that their heroes are specifically looking for such a device.

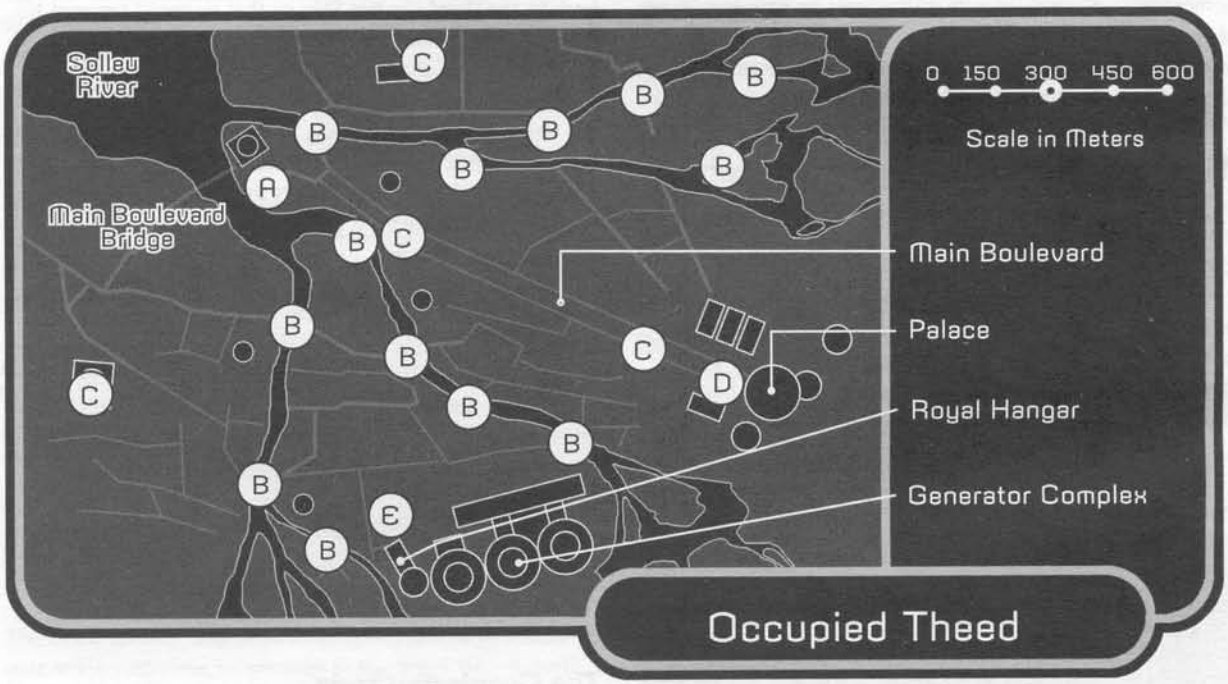
The heroes can also use any number of Charisma-based skills to interrogate Takrab, though he interprets the use of Diplomacy as an opportunity to haggle. With a successful check against any appropriate skill, the Neimoidian confesses that his orders were to deliver a holo recording to the Droid Control Ship, but he pretends that he doesn't know what's on it or what the officers aboard that ship intended to do with it. Getting him to admit the whole truth requires a second successful check that beats his opposing check result by at least 5 points. If the heroes manage to get a full confession out of him, he explains the plan in detail, including the fact that the Droid Control Ship has orders to transmit the holo directly to the Republic Senate. Read the following aloud if this occurs:

> "Even if only half of the Senate believes the message is real," Takrab says, "the delay in achieving a legal resolution will give the Trade Federation more time to consolidate its hold on Naboo. In addition, whether or not the Queen signs the real agreement becomes completely irrelevant."

If none of the heroes stumble onto the fact that Gode Takrab has accidentally revealed the existence of a falsified trade agreement document, allow each character to attempt a Wisdom check (DC 18) to realize this. If no one catches on even then, Takrab himself realizes his gaffe and promptly clams up, refusing to answer any more questions. Whether or not the heroes make any additional successful skill checks to interrogate him, all he says thereafter is, "I wish to speak to my protocol droid."

The Forged Agreement

Should the heroes decide to verify Takrab's story by viewing the holo recording, they must find a holo viewer with which to do so. If no one has such a device, they can use the one in the transport control room. As soon as the heroes begin playing the holo, read the following aloud:



An image of Queen Amidala appears. She is wearing her formal garb, and her face is painted snow white. The Queen bows slightly and takes a deep breath, then begins to speak. "Supreme Chancellor and honored delegates of the Republic," she says, "I appear before you today to beg your forgiveness. My inexperience with the responsibilities of state has led me to make a faulty judgment. I hereby reverse my decision.

"Today I signed an agreement guaranteeing commercial exclusivity with the Trade Federation," Amidala continues, holding up a data slate. "Under the terms of this contract, Naboo and the Trade Federation will enter a new era of mutual prosperity—one which we hope will ultimately benefit all the member systems of the Republic."

Amidala bows her head. "I respectfully request that you review the legality of these documents in preparation for my return to Coruscant. Once there, I will personally confirm this agreement before the Senate. We are grateful for your patience. End transmission."

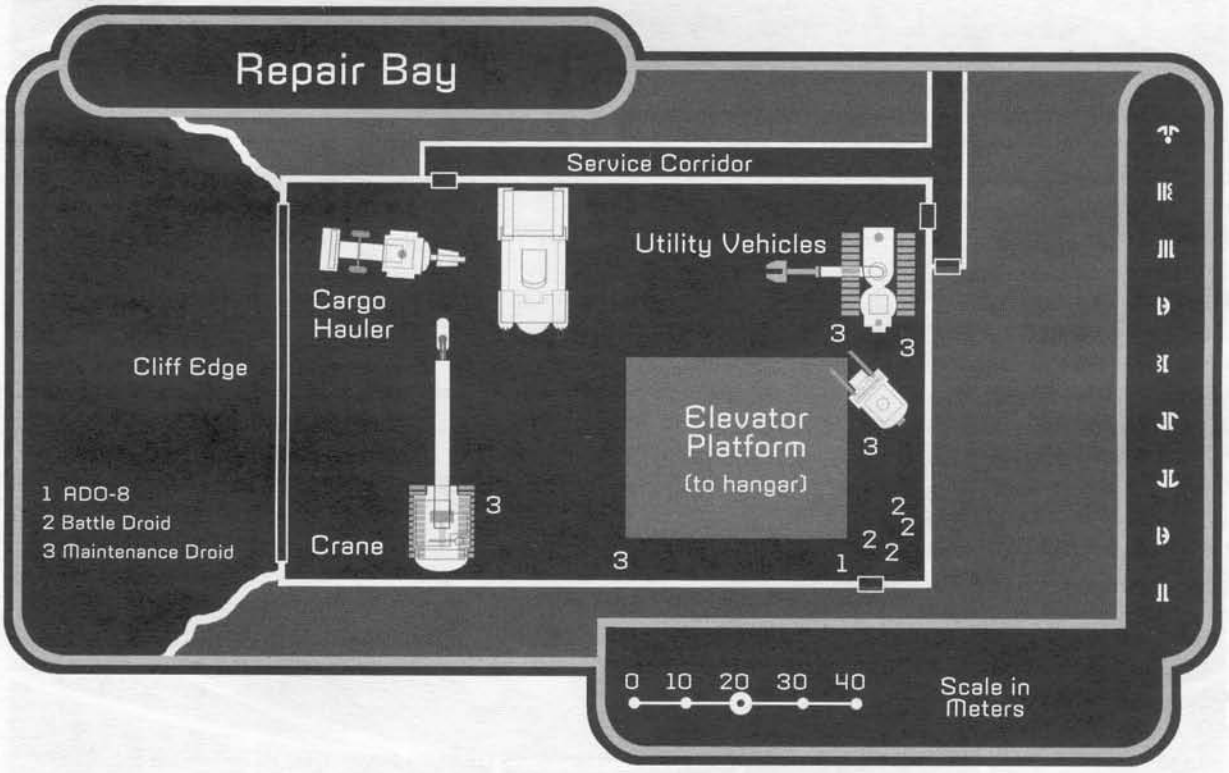
If the heroes failed to notice Gode Takrab's accidental reference to the forged documents earlier, each hero can now try the Wisdom check again. A +5 bonus applies to each check now that the hologram of Queen Amidala has not only mentioned the documents, but displayed them. Even if the heroes still don't catch on, however, Takrab assumes that they have. Read the following aloud:

"So now you know," Takrab says heavily. "But you'll never find the false agreement. I hid it myself."

Sooner or later, the heroes are going to realize that Gode Takrab has one more secret—the location of the trade agreement that bears the Queen's forged signature. If they don't simply guess that the documents are aboard Takrab's shuttle, they can try interrogating him again. This time, however, it's slightly more difficult. Takrab is so afraid of what will happen to him if he blurts out this last vital secret that he gains a +5 bonus on all his checks to oppose their attempts.

If Takrab dies before revealing his mission, or the heroes fail to get the information from him, you can either give them something else to do until the battle droids shut down or drop a nice big hint on them. For example, you might have Captain Panaka ask them to capture a Trade Federation shuttle known to be near their position to ensure that Viceroy Gunray has no ready escape route.

If the falsified document should actually reach the Republic Senate, the ramifications extend far beyond the events of this adventure. There are massive legal battles, shouting matches in the Senate, negotiations with the Trade Federation, and so on—all of which fall squarely on the



Queen to resolve. If this adventure is part of an ongoing campaign involving the planet Naboo, the heroes' failure to intercept this document will decidedly not win the heroes any favors from her . . . nor from the Naboo people.

Scene Three: The Neimoidian Shuttle

The battle for Naboo is nearly at an end. Even as the heroes wrest information out of Gode Takrab, the Gungans are retreating from the battle droid army on the Great Grass Plains, Anakin Skywalker is racing toward the Trade Federation's Droid Control Ship in a Naboo starfighter, Queen Amidala is confronting Nute Gunray in the throne room, and Qui-Gon Jinn is battling Darth Maul alone in the generator complex. Many different fates will be resolved in the next few minutes.

The heroes, however, have no way of knowing exactly what is happening elsewhere—let alone how soon they can expect the Trade Federation's army of battle droids to shut down. At this point, it should be clear that their goal is to prevent Gode Takrab's forged trade agreement from reaching either the Republic Senate or the Trade Federation.

With or without Takrab, the heroes should eventually arrive at his shuttle, which stands in an open plaza near the generator complex. As the heroes approach it, read the following aloud:

> About 20 meters away, in the center of a broad plaza, squats a small shuttle that looks for all the world like some sort of gigantic, dusty yellow insect. Two security battle droids stand before its open hatch, and a silver protocol droid waits on the boarding ramp.

The heroes could try a variety of tactics to get aboard the shuttle. Some of the most likely ways and the results they bring are detailed below.

Shootout

At present, the two guards outside the shuttle are the only battle droids in the vicinity. If the heroes attack them, the protocol droid, TC-11, retreats into the shuttle and seals the hatch. It takes a total of 3 rounds for TC-11 to accomplish this (1 round to enter and 2 rounds for the hatch to move into position), so heroes intent on getting inside before the hatch closes should have enough time. If TC-11 manages to seal himself inside the shuttle alone, he sends for reinforcements. (See **Reinforcements**, below.)

Security Battle Droids (2): VP/WP –/8 each.
TC-11: VP/WP –/6.

Forcing Cooperation

Instead of forcing their way aboard the shuttle, the heroes might instead wish to use Gode Takrab as "cover." If they try to make him order the battle droids away from the ship, Takrab claims that only TC-11 can do that.



Of course, this is a lie. Takrab is hoping to trick the heroes into letting him speak to the droid in code. If the heroes are uncertain about trusting him, they may attempt Sense Motive checks opposed by Takrab's Bluff check. Should they fall for his ruse and allow him to give the "pass-phrase," he says: "Initiate subroutine 47-D." Any hero who succeeds in another Sense Motive check against the Neimoidian's Bluff can understand what Takrab is trying to do and stop him before he finishes. If the Neimoidian manages to get any part of the order out before the heroes stop him, TC-11 acts on whatever portion he heard, and the heroes have 3 rounds to prevent him from carrying them out.

The Direct Approach

On the other hand, if the heroes don't immediately attack the battle droids and don't fall for Takrab's story about a pass-phrase, they can try simply approaching the shuttle. When they come within 10 meters of the ship, the battle droids order them to drop their weapons and attempt to place them under arrest. Should the characters actually submit to this, the two battle droids keep them covered while TC-11 sends for reinforcements (see **Captured by the Trade Federation**). Otherwise, the battle droids attack.

Hostage

The heroes could try threatening to kill Takrab if the battle droids do not drop their own weapons. Faced with this choice, one of the battle droids says "Evaluating hostage

status" and pauses. This means that the droids are trying to determine whether Takrab is important enough to merit concern about his safety. It takes them 2 rounds to scan the Neimoidian for his friend-or-foe identifier and process the information it contains.

Such identifiers, however, carry only data concerning the bearer's identity and sociopolitical status, not about the importance of any specific missions he or she may have. Since Gode Takrab is only a minor functionary in the Trade Federation, the battle droids don't care whether the heroes kill him or not. The identifier does prevent the battle droids from harming him directly, but not necessarily from allowing harm to come to him. Of course, if Takrab no longer has his identifier for some reason, the droids assume he never merited any protection at all.

Locating the Document

If the heroes manage to defeat the two battle droids and prevent TC-11 from closing the shuttle, they can board the craft and search for the forged trade agreement. Finding it is quite tricky, however, as it is stored electronically in TC-11's memory. The data slate that the hologram of Queen Amidala was holding is no more real than the image of the Queen herself. Gode Takrab was planning to transfer the electronic document from the protocol droid onto a data slate like the one in the hologram once he was safely aboard the Droid Control Ship. He may still be able to carry out that plan if the heroes allow TC-11 to go free.

Assuming that the heroes aren't expecting the document to be stored in a protocol droid, they may try any of several strategies to find it, or at least prevent it from falling into enemy hands. Four of these options are covered below. Feel free to extrapolate from these to cover any other options the players devise.

Searching the Shuttle

Heroes looking for a physical data slate can ransack the shuttle's passenger section in 6 rounds. A successful Search check (DC 10) reveals that the data slate is not simply tucked in a compartment or any other obvious enclosure. Looking for hidden compartments takes another 6 rounds and requires a second Search check (DC 20). If successful, this search reveals that there is no data slate aboard the shuttle, though it does turn up one secret compartment containing a pair of Trade Federation friend-or-foe identifiers. (Smart heroes may want to keep these in case reinforcements arrive.) If the heroes decide to search the outside of the shuttle as well, a successful Search check (DC 20) reveals that the data slate is not concealed in an exterior compartment, either.

Stealing the Shuttle

If they can't locate the document, the heroes might try simply sealing up the shuttle and flying it somewhere out of



the Trade Federation's reach. This is perhaps an overly optimistic approach, since the heroes don't yet know that the Naboo are going to break the blockade, but allow them to try it if they wish.

Powering up the shuttle requires a successful Pilot check (DC 10), but actually getting it off the ground requires an authorization code. Gode Takrab says he doesn't know the code, but TC-11 does. (This is actually the truth. Gode Takrab isn't a pilot, so he never thought he'd need to know the code.) Unfortunately for the heroes, this protocol droid doesn't intimidate easily. On the other hand, both TC-11 and the shuttle's onboard computer respond well to a little judicious code-slicing. Breaking into either requires a successful Computer Use check (DC 25), but slicing the protocol droid requires additional preparations before anyone can try the skill check. Since TC-11 has no external controls, the heroes need the appropriate equipment to open him up and make the necessary connections. They must also physically restrain him during this process to prevent him from removing any input-output devices they decide to use. A successful check against either TC-11 or the onboard computer allows a character to either learn the code or override it, respectively. A hero who makes a second successful Computer Use check (DC 25) against TC-11 can find the falsified trade agreement in the protocol droid's memory and delete it.

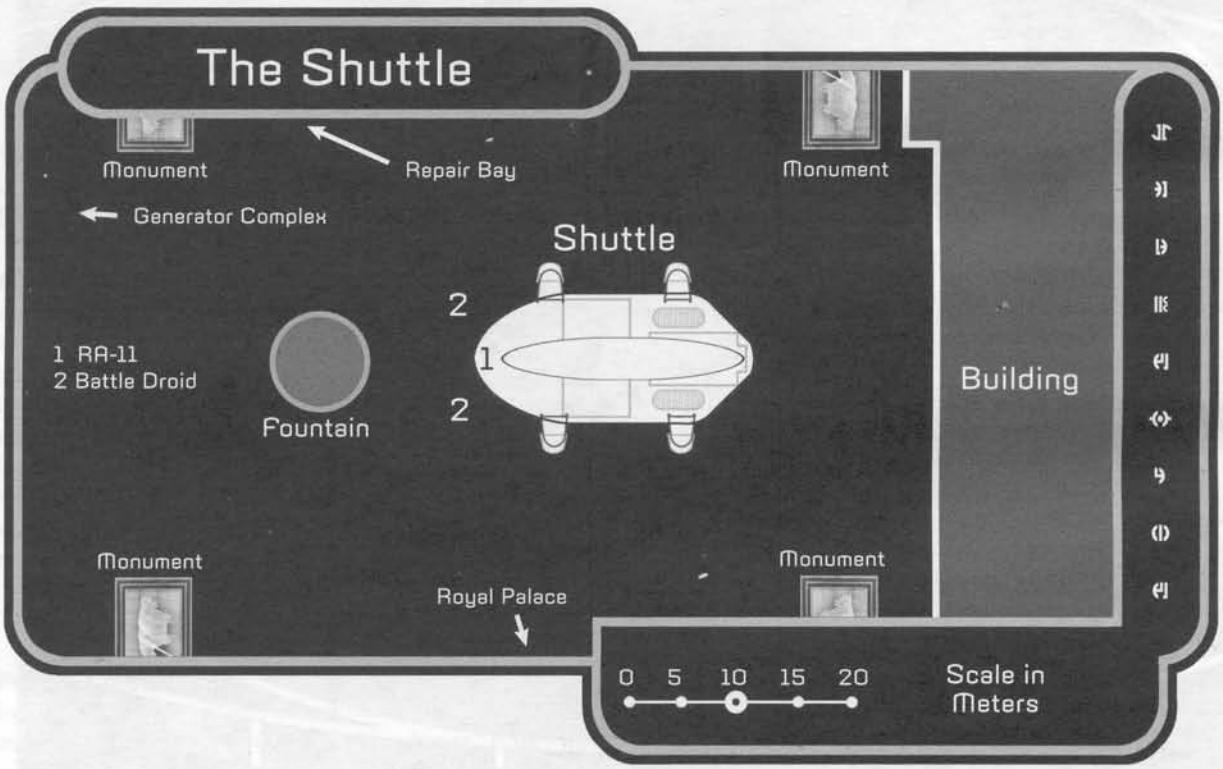
Once they have the security code, the heroes can pilot the shuttle wherever they like without much interference. The battle droids in Theed are too busy trying to capture the Queen and protect Viceroy Gunray to worry about an escaping shuttle, and all the droid starfighters are occupied with fending off the Naboo who are attacking the Droid Control Ship.

Destroying the Shuttle

The heroes might simply try to destroy the shuttle and the document with it. This it is not as easy as it sounds, however. Unless they have picked up some explosives along the way, they must either rig their blaster power packs into a crude bomb or cause the shuttle to self-destruct. Simple blaster fire alone won't do the trick, though destroying the control panels certainly renders the shuttle inoperative.

Assuming all the power packs are readily available, cobbling together a bomb requires 5 rounds and a successful Demolitions check (DC 25). Setting the device to destroy the shuttle rather than merely disable it requires a second successful Demolitions check, this time at DC 10. Alternatively, a Repair check (DC 15) allows a character remove a vital component from the engine, which causes the shuttle to self-destruct on power-up.

In either case, those still aboard the shuttle when it explodes suffer 8d6 points of damage, those within 10 meters of it suffer 6d6 points of damage, and those 11–20 meters from it suffer 4d6 points of damage. Of course, if the explosion doesn't destroy TC-11, the heroes have merely blown up an empty vehicle, not destroyed the fake trade agreement. This may, however, be a reasonable strategy for dealing with the attacking battle droids.





ENDING THE WAR

At this point, the Battle of Naboo is almost over. The heroes just have to hold out until the Naboo pilots can destroy the Droid Control Ship and shut down all the battle droids.

Exactly when the action comes to a sudden stop is really up to you as Gamemaster, based on the dramatic requirements of the scene. After all, it would hardly do for the battle droids to shut down as soon as they arrive if the heroes are still spoiling for a fight. By the same token, if the battle droids are pounding the heroes into so much jelly, you might not want to wait too long. Just remember—even if the players know this is coming and are counting on it, they won't be happy if the timing is such that they think you're just letting them win.

The only story constraint you have in ending this final battle is that the Battle of Naboo is only minutes from ending once Anakin Skywalker makes it into space aboard his N-1 starfighter. During those minutes, the heroes are encountering Gode Takrab, finding his shuttle, and searching for the forged trade agreement. Depending on how efficient the heroes are about all this, those activities could take quite some time. The key is to keep the suspense high and avoid letting the heroes drag their feet. Try to avoid artificially extending the space battle if possible, but at the same time, remember that your ultimate goal is to make sure that the ending is as dramatic and exciting as the rest of the game.

Holding the Shuttle

The heroes could also choose to occupy the shuttle and wait for the war to end. This plan works quite well as long as the heroes remember to close up the hatches. Of course, if the shuttle is sealed when the battle droid reinforcements arrive, the latter immediately attempt to open it (see Reinforcements).

The real danger here is that the heroes may decide the cramped passenger compartment is not big enough to share with a protocol droid. In that case, they may unwittingly allow TC-11 to escape with the very documents they need.

Reinforcements

Regardless of which option the heroes choose, more battle droids arrive at some point to complicate the situation. One minute (10 rounds) after the heroes have finished off the two security battle droids guarding the shuttle, read the following aloud:

> The clatter of running feet alerts you to the approach of more battle droids. A full squad bursts into the plaza with a commander battle droid in the lead. "Secure the shuttle!" he commands. "Kill anyone who resists!"

The sudden arrival of eleven battle droids may prove problematic for the heroes if they are not already aboard the shuttle. The commander, RK-7, has orders from Nute Gunray himself to secure the vehicle. This action serves two purposes: to ensure that the forged document reaches the Trade Federation and to provide a handy escape for the viceroy should Darth Maul fail to dispatch the two Jedi Knights. Of course, if Queen Amidala has been successful, Gunray won't get a chance to escape, and if the heroes have been successful, the false trade agreement is beyond the reach of the Trade Federation.

However, it the heroes have not yet discovered the location of the falsified document, the appearance of RK-7 and the battle droids may hamper the group's search efforts. In addition, TC-11 takes advantage of any negligence on the part of the heroes to try to slip away. However, since the battle droids do not themselves know that the protocol droid holds the document, they continue trying to secure the shuttle even if TC-11 escapes.

The heroes can defend against the battle droids in any way they wish. A few possibilities are outlined below:

Holding the Shuttle

Holing up in the shuttle until the battle droids all shut down is a valid strategy—at least, for a while. If the heroes try this, RK-7 orders six of the battle droids to pry open the shuttle's hatch by brute force. Unless the heroes move the craft out of their reach or open the hatch themselves to counterattack, the battle droids succeed a mere 2 rounds before the Droid Control Ship explodes.

Frontal Assault

Perhaps the worst strategy is to take the fight to the battle droids. Rushing into the midst of armed opponents may be advantageous for heroes who are good at fighting in close quarters. Unless the characters have some reasonable defenses, however, giving up their cover to wade into crossfire is probably suicidal.



Friend-Or-Foe

If the heroes have discovered any of the friend-or-foe identifiers—either Gode Takrab's or the spares hidden aboard the shuttle—they may be able to attack the battle droids with little fear of retaliation. The battle droids can't attack anyone wearing such an identifier—all they can do is request that he or she stand aside. If there are more than three heroes, however, not everyone can have one of these devices. In that case, the best tactic is to put a character wearing an identifier in the hatchway. That hero can then fire at the battle droids, but they can't fire back. Meanwhile, any characters standing behind the protected one can shoot from one-half cover. This state of affairs continues until RK-7 gains confirmation from the Droid Control Ship that it is acceptable to fire on the hero wearing the identifier. For dramatic effect, however, this occurs only a round or two before all of the battle droids shut down.

A more dynamic tactic is for one or more heroes wearing friend-or-foe identifiers to take the fight to the battle droids. Those heroes can then attack with impunity, but the battle droids themselves can pursue only those tactics that do not involve fighting back, such as opening the hatch or attacking characters without identifiers. Again, if RK-7 survives long enough, he eventually receives approval to attack the characters wearing identifiers. Once again, the battle droids shut down within a couple of rounds after that.

RK-7: VP/WP –/8.

Infantry Battle Droids (10): VP/WP –/8 each.

Ending the Battle

The combat with the battle droids ends when there are no more battle droids left, or when Anakin Skywalker shuts down all the battle droids by destroying the Droid Control Ship. This occurs whenever the Gamemaster feels it is dramatically appropriate (see **Ending the War**).

When the battle ends, read the following aloud to the players:

> The entire city abruptly grows very quiet. None of the battle droids are so much as twitching. It looks as though the Naboo have won!
>
> Your comlink suddenly crackles with reports from all the Naboo units.
>
> "That was amazing! Who is that guy? Where did he come from?"
>
> "Panaka to group 5—it looks like it's over," says the familiar voice of the Security Chief. "Signal your location if you need medical assistance."
>
> "Dissen Boss Nass. All da mackineeks goen out. Da Gungans trowen a party don heres—alla yous Naboo imbided!"
>
> "Padmé to Qui-Gon Jinn . . . come in, please . . . Qui-Gon Jinn or Obi-Wan Kenobi, can you hear me? *Please* come in. . . ."

If the heroes don't report in immediately, Panaka contacts them within a few minutes to check on their situation. He also relays a message from the Queen, who wants to know whether the heroes found the shuttle and the forged trade agreement in the repair bay. Hopefully, the heroes have good news to report on that issue!



If they need medical aid, he sends a speeder to pick them up. Otherwise, Panaka orders them to report to him at the Royal Palace as soon as they can, and to relay the same instructions to any other Resistance fighters they meet. If the heroes have not yet located the false document, they have one last chance to try before heading for the palace.

Epilogue

There is a great deal of news waiting for the heroes at the Royal Palace. Thanks to Anakin Skywalker, the war is over and Queen Amidala has regained her throne. Obi-Wan Kenobi sadly reports that Qui-Gon Jinn fell fighting the mysterious Sith Lord who attacked the Queen's party in the hangar. Communication with the rest of the galaxy has been restored, and the Republic is sending relief vessels to help return the world of Naboo to normal.

To that end, Captain Panaka puts the heroes to work freeing prisoners from the internment camps outside the city—though not before Queen Amidala has thanked them for their service to the Naboo and to her personally. If they recovered the forged trade agreement, she also confers on each of them the honorary title of Palace Guard. Read the following aloud:

"You will always be welcome in my home, wherever it may be," says the Queen as she confers the title of Palace Guard on each of you. "The people of Naboo owe you a tremendous debt of gratitude—one that I hope I can someday repay."

Despite her effusive thanks, the Queen is in no position to offer the heroes any monetary rewards. Naboo needs its funds right now to rebuild.

At some point after the battle, the heroes receive a visit from the man who unwittingly got them into all of this—Captain Nuun Pargen. Read the following aloud:

You've spent the better part of a day doing some of the most bittersweet work you've ever done—returning Naboo prisoners to their homes. You've lost count of how many freed prisoners have shaken your hands, hugged you like long-lost relatives, or cried on your shoulders. You've been able to reunite some of them with family members who fled the city during the invasion, but others will be alone for the rest of their lives.

As you tend to the prisoners in yet another internment camp, a loud roar signals the approach of a ship. You look up to see the *Crescent*, the very ship that was supposed to take you off the planet before the invasion began. It hovers over the camp for a moment, then dumps dozens of lifeless battle droids from its cargo bay into an empty prison enclosure. A ragged cheer goes up from the haggard Naboo as the ship settles to the ground not far away.

A few moments later, Captain Pargen emerges from the ship with his daughter, Inea, who thankfully looks healthy again. "I've been looking all over for you!" Pargen says. "I waited as long as I could at the rendezvous point, and even left you some supplies. But I was attracting way too much attention there—battle tanks, mostly, and even a pirate vessel once. So I had to move the *Crescent*. I was on my way back when I lost power right over Lake Paonga! I spent days under 40 meters of water before some Gungans found me and helped me repair my primary power cell. They also helped me take care of Inea. Since then, I've been repaying them by clearing away all these dead droids. But what about you? I hear you've been playing heroes since I last saw you!"

By way of apology for getting them into all this mess, Captain Pargen offers to fly the heroes anywhere they'd like to go, free of charge. "But I've got a feeling," he jokes, "that wherever you go, you're just going to find more ways to play hero!"

Game Statistics

This section may be photocopied for personal use.

Characters

ADO-8, Commander Battle Droid: Thug 2; Init +0; Defense 13 (+3 armor); Spd 10 m; VP/WP –/8; Atk +3 melee (1d6+1, unarmed), +1 ranged (3d8, blaster rifle); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6; Challenge code: A.

Equipment: Blaster rifle, macrobinoculars with integrated multichannel comlink, remote receiver (5000 km range), vocabulator.

Skills: Search +4, Speak Basic, Spot +4.

Feats: Weapon Group Proficiency (blaster rifles).

Chee Mobok: Twi'lek male; Diplomat 2; Init –1; Defense 10; Spd 10 m; VP/WP -/10; Atk +1 Melee (1d3 –1, punch) +1 Ranged (3d4, crit 20, hold-out blaster); SQ low-light vision; SV Fort +1, Ref -1, Will +2; SZ M; Str 8, Dex 9, Con 10, Int 12, Wis 9, Cha 12; Challenge code: A.

Equipment: Hold-out blaster.

Skills: Appraise +5, Diplomacy +5, Gather Information +5, Knowledge (textiles) +5, Profession (merchant) +5, Read/Write Basic, Read/Write Twi'lek, Speak Basic, Speak Ryloth, Speak Lekku, Treat Injury +2.

Feats: Skill Emphasis (Knowledge: textiles).

Gode Takrab: Male Neimoidian Trade Officer Noble 3; Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 10/8; Atk +1 Melee (1d3 –1, punch), +1 ranged (3d4, hold-out blaster); SQ Inspire Confidence +1; SV Fort +1, Ref +1, Will +4; SZ M; Str 8, Dex 8, Con 10, Int 14, Wis 12, Cha 10; Challenge code: B.

Equipment: Hold-out blaster, friend-or-foe identifier, holographic forgery.

Skills: Appraise +6, Bluff +6, Diplomacy +4, Forgery +11, Listen +5, Read/Write Basic, Sense Motive +5, Speak Basic, Spot +3, Computer Use +10.

Feats: Skill Emphasis (Forgery), Skill Emphasis (Computer Use).

Koh Pa Wupps: Male Gungan Expert 4; Init +0; Defense 10; Spd 10 m, swim 5 m; VP/WP -/10; Atk +3 Melee (1d3, punch) or +3 melee (1d4, tool), +3 ranged (by weapon); SV Fort +1, Ref +2, Will +4; SZ M; Str 10, Dex 11, Con 10, Int 14, Wis 10, Cha 10; Challenge code: A.

Equipment: Tools, repulsor gear.

Skills: Computer Use +6, Demolitions +6, Disable Device +8, Knowledge (submersibles) +6, Listen +2, Pilot +6, Profession (mechanic) +8, Repair +12, Speak Basic (variant), Spot +2, Swim +4.

Feats: Skill Emphasis (Repair), Skill Emphasis (Profession).

Mett Habble: Male human Noble 4; Init +0; Defense 12 (+2 blast vest); Spd 10 m; VP/WP 18/10; Atk +3 Melee (1d3, punch), +3 ranged (3d6, crit 19-20, blaster pistol); SQ Inspire Confidence +1; SV Fort +2, Ref +2, Will +4; SZ M; Str 11, Dex 11, Con 12, Int 13, Wis 10, Cha 12; Challenge code: B.

Equipment: Blast vest, blaster pistol, medpac.

Skills: Bluff +3, Computer Use +5, Diplomacy +5, Disguise +5, Gather Information +5, Listen +4, Entertain (acting) +5, Pilot +2, Sense Motive +4, Speak Basic, Spot +2, Survival +2, Treat Injury +2.

Feats: Armor Proficiency (light), Quickness, Skill Emphasis (Gather Information).

PDA-2, Commander Battle Droid: Thug 2; Init +0; Defense 13 (+3 armor); Spd 10m; VP/WP –/8; Atk +3 melee (1d6+1, unarmed), +1 ranged (3d8, blaster rifle); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6; Challenge code: A.

Equipment: Blaster rifle, macrobinoculars with integrated multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Search +4, Speak Basic, Spot +4.

Feats: Weapon Group Proficiency (blaster rifles).

TC-11, Protocol Droid: Init +0; Defense 10; Spd 8m; VP/WP –/6; Atk –1 melee(1d6, punch), 0 ranged (by weapon); SV Fort +2, Ref –1, Will +0; SZ M; Str 8, Dex 10, Con –, Int 16, Wis 10, Cha 10; Challenge code: A.

RK-7, Commander Battle Droid: Thug 2; Init +0; Defense 13 (+3 armor); Spd 10 m; VP/WP -/8; Atk +3 melee (1d6+1, unarmed), +1 ranged (3d8, blaster rifle); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6; Challenge code: A.

Equipment: Blaster rifle, macro-binoculars with multi-channel comlink, remote receiver (5000 km range), vocabulator.

Skills: Listen +4, Speak Basic, Spot +4.

Feats: Weapon Group Proficiency (blaster rifles).

Sergeant Mokem: Male Gungan Soldier 3; Init +0, DC 16; Spd 10 m, swim 5 m; VP/WP 18/13; Atk +3 Melee (1d4, cesta, bludgeon) or (1d4+1, atlatl) +3 Ranged (2d8+2, cesta, energy); SV Fort +4, Ref +2, Will +1; SZ M; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 11; Challenge code: B.

Equipment: Energy shield, blast vest, cesta, atlatl, Gungan binoculars.

Skills: Hide +2, Intimidate +6, Listen +6, Ride: Kaadu +4, Speak Basic (variant), Swim +5, Treat Injury +4.

Feats: Armor Proficiency (all), Alertness, Weapon Focus (cesta), 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).

Creatures

Colo Claw Fish (Young): Aquatic Predator 2; Init +4; Defense 19 (+9 natural, –4 size, +4 Dex); Spd 150 m; VP/WP 32/72; Atk +4 melee (1d6+6, claw) or +4 melee (2d6+6, bite); SQ Low-light vision, venom, grab-and-bite attack; SV Fort +7, Ref +3, Will –5; SZ G (18 m); Str 22, Dex 18, Con 18, Int 2, Wis 1, Cha 0; Challenge code: C.

Skills: Hide +2, Move Silently +10, Spot +10.

Feats: Dodge (Mobility).

Opee Sea Killer: Predator 6; Init +1; Defense 13 (+6 natural, –4 size, +1 Dex); Spd 60 m; VP/WP 44/112; Atk +13/+8 melee (1d6+11, tongue) or +13/+8 melee (3d10+11, bite); SQ Low-light vision, grab-and-bite attack; SV Fort +14, Ref –2, Will –3; SZ G; Rep 6; Str 32, Dex 13, Con 28, Int 2, Wis 1, Cha 1; Challenge code: D.

Skills: Hide +15, Swim +12.

Feats: Alertness, Iron Will, Lightning Reflexes. [END

Veermok: Predator 6; Init +8; Defense 14 (+4 Dex); Spd 15 m; VP/WP 20/15; Atk +6/+1 melee (1d4, claw, 1d6 bite, 1d6, gore); SQ Low-light vision; SV Fort +7, Ref +9, Will –2; SZ M; Rep 5; Str 10, Dex 18, Con 15, Int 2, Wis 11, Cha 16; Challenge code D.

Skills: Hide +8, Intimidate +12, Jump +8, Move Silently +12, Spot +9.

Feats: Improved Initiative, Dodge.

Droids

Commander Battle Droid: Thug 2; Init +0; Defense 13 (+3 armor); Spd 10 m; VP/WP –/8; Atk +3 melee (1d6+1 unarmed), +2 ranged (3d8, blaster rifle); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, electrobinoculars, integrated multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Search +4, Speak Basic, Spot +4.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 1,200 credits.

Droideka (Destroyer Droid): Thug 12; Init –1; Defense 16 (+1 Dex, +5 armor); Spd 4 m, wheel mode 25 m; VP/WP –/15; Atk +13/+8/+3 melee (1d4+1, unarmed), +13/+8/+3 ranged (4d8×2, crit 19–20, heavy repeating blaster); SQ DR 15; SV Fort +10, Ref +5, Will +3; SZ M; Rep 3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6; Challenge code: F.

Equipment: Two heavy repeating blasters, shields, remote receiver (5,000 km range), armor.

Skills: Listen +4, Speak Basic, Spot +6.

Feats: Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (heavy weapons).

Cost: 9,000 credits.

Destroyer Droid Attack Modes: The destroyer droid's default attack mode is to lay down a blistering hail of fire until the target stops moving. This is why droidekas have so many feats relating to weapon use. The bonuses these feats provide may be a bit daunting to calculate each round, however. Therefore, attacks for a destroyer droid using the Multishot feat (with or without the Rapid Shot feat) are presented in shortened form here.

Infantry Battle Droid: Thug 1; Init –3; Defense 12 (–1 Dex, +3 armor); Spd 10 m; VP/WP –/8; Atk +2 melee (1d6+1, unarmed), +0 ranged (3d8, blaster rifle); SV Fort +1, Ref –1, Will –1; SZ M; Rep 0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, integrated multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Speak Basic, Spot +2.
Feats: Weapon Group Proficiency (blaster rifles).
Cost: 800 credits

Pilot Battle Droid: Soldier 1; Init +1; Defense 16 (+3 armor, +3 Dex); Spd 10 m; VP/WP –/8; Atk +2 melee (1d6+1, unarmed), +4 ranged (3d8, blaster rifle); SV Fort +1, Ref +3, Will –1; SZ M; Rep 0; Str 12, Dex 16, Con 8, Int 6, Wis 8, Cha 6; Challenge code: A.

Equipment: Armor, blaster rifle, multichannel comlink, remote receiver (5,000 km range), vocabulator.

Skills: Astrogate +3, Computer Use +2, Pilot +4, Repair +1, Speak Basic.

Feats: 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).

Cost: 1,000 credits.

Security Battle Droid: Thug 2; Init –1; Defense 12 (–1 Dex, +3 armor); Spd 10 m; VP/WP –/8; Atk +3 melee (1d6+1, unarmed), +1 ranged (3d8, blaster rifle); SV Fort +2, Ref –1, Will –1; SZ M; Rep 0; Str 12, Dex 8, Con 8, Int 10, Wis 8, Cha 6 (+5 with uplink to central control computer); Challenge code: A.

Equipment: Armor, blaster rifle, integrated multichannel comlink, remote receiver (5000 km range), vocabulator.

Skills: Computer Use +2, Listen +2, Speak Basic, Spot +2.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 900 credits.

Maintenance Droid: Init +0; Defense 12 (+2 armor); Spd 8 m; VP/WP -/5; Atk +1 Melee (1d4, manipulator); SV Fort +1, Ref –1, Will +0; SZ M; Str 12, Dex 10, Con –, Int 8, Wis 6, Cha 4; Challenge code: A.

Equipment

Atlatl
Model: Otoh Gunga Standard Issue Atlatl; **Cost**: Not available for sale; **Type**: Exotic weapon; **Scale**: Character; **Size**: Small; **Damage**: 1d6 (crit 20), or by hurled energy ball (range 20m, 2d8+2, crit 20).

Cesta
Model: Otoh Gunga Standard Issue Cesta; **Cost**: Not available for sale; **Type**: Exotic weapon; **Scale**: Character; **Size**: Medium; **Damage**: 2d6 (crit 20), or by hurled energy ball (range 10m, 2d8+2, crit 20).

CR-2 Blaster Pistol
Model: Corellian Arms CR-2 Basic Blaster; **Cost:** 450 (power packs: 25); **Type**: Blaster pistol; **Scale**: Personal, **Size**: Small, **Ammo**: 50; **Damage**: 3d6 (crit 20), **Range**: 12 m.

Electropole
Model: Otoh Gunga Defense League Electropole; **Cost**: Not available for sale; **Type**: Simple; **Scale**: Personal; **Size**: Medium; **Damage**: 2d6/2d6 (crit 20).

Naboo Royal Pistol
Model: Theed Arms Royal Pistol; **Cost**: Not available for sale (power pack: 25); **Type**: Blaster pistol; **Scale**: Personal; **Ammo**: 50; **Damage**: 3d4 (crit 19–20); **Range:** 4 m (short barrel), 10 m (long barrel).

Personal Energy Shield
Model: Otoh Gunga Defense League Standard Issue Energy Shield; **Cost**: Not available for sale; **Type**: Personal force field; **Scale**: Personal.

S-5 Heavy Blaster ("Ascension Gun")
Model: Theed Arms S-5 Heavy Blaster Pistol; **Cost:** 1,000 (power packs: 25); **Type**: Heavy blaster; **Scale**: Personal; **Ammo**: 20 blast charges, 10 microdarts, 2 20-meter liquid cables; **Damage**: 3d8 (blast charges, crit 19–20), 1d2 + paralytic poison (microdarts, crit 20); **Range**: 10 m (12 m for liquid cable).

Sapients

Gran Pirate: Thug 1, Init +0; Defense 10; Spd 10 m; VP/WP –/15; Atk +2 melee (1d3 +1, punch), +0 ranged (3d6, blaster pistol); 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.

Equipment: Blaster pistol.

Skills: Intimidate +2, Search +1, Speak Basic, Speak Gran, Spot +3.

General Feat: Toughness.

Gungan Engineer: Init +0; Defense 10; Spd 10m; VP/WP –/10; Atk +1 melee (1d3, punch), +2 ranged (by weapon); SV Fort +1, Ref +2, Will +1; SZ M (1.9 m); Str 9, Dex 11, Con 10, Int 12, Wis 10, Cha 10; Challenge code: A.

Equipment: Tools.

Skills: Listen +2, Repair +6, Speak Basic (variant), Swim +4.

Feats: Skill Emphasis (Repair).

Generic Gungan Scout: Male or female Gungan Soldier 2/Scout 1; Init +2; Defense +15 (+1 Dex, +4 blast vest); Spd 10 m; VP/WP (19/13); Atk +3 melee (1d3+1, punch) or +3 melee (2d4+1, atlatl) or +3 melee (2d6+1/2d6, electropole), +4 ranged (2d8+2, energy ball); SQ Low-light vision; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; Rep 0; Str 12, Dex 14, Con 13, Int 11, Wis 10, Cha 12; Challenge code: B.

Equipment: Kaduu, blast vest, cesta with energy balls or atlatl, electropole.

Skills: Knowledge (swamps) +3, Listen +5, Ride +4, Speak Basic (variant), Spot +6, Swim +8, Track +5.

Feats: Armor Proficency (light), Armor Proficency (medium), Exotic Weapon Proficiency (atlatl), Exotic Weapon Proficiency (cesta), Skill Emphasis (Swim), Skill Emphasis (Knowledge: swamps), Weapon Focus (electropole), 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).

Generic Naboo Citizen (Human Commoner): Init +0; Defense 10; Spd 10 m; VP/WP –/10; Atk +0 melee (1d3, punch or by weapon), +0 ranged (by weapon); SV Fort +0, Ref +1, Will +0; SZ M; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11; Challenge code: A.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2, Knowledge (varies) +2, Profession (varies) +5 or Entertain (varies) +5.

Feats: Skill Emphasis (Craft, Knowledge, Entertain, or Profession).

Generic Palace Guard: 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 special, S-5 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, Palace Guard uniform, blast vest, S-5 blaster pistol.

Skills: Computer Use +2, Craft +4, Intimidate +4, Knowledge (layout of Royal Palace) +5, Listen +3, Profession +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).

Rodian Pirate: Thug 1, Init +1; Defense 11; Spd 10 m; VP/WP –/10; Atk +0 melee (1d3 –1, punch), +2 ranged (3d6, blaster pistol); SV Fort +0, Ref +2, Will +0; SZ M; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 9; Challenge code: A.

Equipment: Blaster pistol.

Skills: Listen +2, Move Silently +2, Search +2, Speak Rodese, Spot +2.

General Feat: Track.

Generic Security Guard: 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, 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, CR-2 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).

Vehicles

Bongo Submersible

Craft: Otoh Gunga Bonmeken Cooperative Tribubble Bongo; **Class**: Aquatic (submarine); **Cost**: 23,000 (new), 12,500 (used); **Size**: Gargantuan (15 m); **Crew:** Normal +2 (1 pilot); **Passengers**: 2; **Speed:** 80 m; **Cargo Capacity**: 1600 kg (800 kg in each cargo bubble); **Altitude**: n/a; **Defense**: 13* (–4 size, armor +7); **Hull Points**: 40; **DR**: 5.

Weapon: None

**A bongo submersible provides full cover to its passengers.v*

Single Trooper Aerial Platform (STAP)

Craft: Baktoid Armor Workshop STAP-1; **Class:** One-being repulsor vehicle; **Cost:** Not available for sale; **Size:** Medium (1.9 m long); **Crew:** Normal +2 (1 pilot droid); **Passengers:** None; **Cargo Capacity:** None; **Ground Speed:** 100 m; maximum speed 300 km/h; **Altitude:** Ground to 20 m; **Defense:** 15* (+5 armor); **Hull Points:** 10; **DR:** 10.

Weapon: Blaster cannons (1 fire-linked pair); **Fire Arc:** Front; **Attack Bonus:** +0; **Damage:** 2d10; **Range:** 20 m.

**A STAP provides one-quarter cover to its pilot.*

Trade Federation Armored Assault Tank (AAT)

Craft: Baktoid Armor Workshop AAT-1; **Class:** Ground (Armored assault tank); **Cost:** Not available for sale; **Size:** Gargantuan (9.75m long); **Crew:** Normal +2 (1 pilot droid, 2 gunner droids, 1 commander droid); **Passengers:** 6 battle droids (using handholds on the tank's body); **Cargo Capacity:** 500 kg; **Ground Speed:** 40 m; maximum speed 120 km/h; **Altitude:** up to 4 m; **Defense:** 18* (–4 size, +12 armor) ; **Hull Points:** 180 (front), 60 (rear); **DR:** 15.

Weapon: Heavy laser cannon (1); **Fire Arc:** Front; **Attack Bonus:** +2 (–2 size, +4 fire control); **Damage:** 2d10; **Range:** 300 m.

Weapon: Light repeating laser cannons (4 front-mounted; 1 to either side of the laser cannon, and 2 below the cockpit); **Fire Arc:** Front; **Attack Bonus:** +0 (–2 size, +2 fire control); **Damage:** 1d10×4; **Range:** 100 m.

Weapon: Shell launchers (6 front-mounted); **Fire Arc:** Front; **Attack Bonus:** +0 (–2 size, +2 crew, +0 fire control); **Damage:** 3d10×6; **Range:** 100 m.

**An AAT provides full cover to its passengers.*

Trade Federation Multi Troop Transport (MTT)

Craft: Baktoid Armor Workshop Multi Troop Transport; **Class:** Ground (Heavy armored troop transport); **Cost:** 138,000 (new), 80,000 (used); **Size:** Colossal (31 m long); **Crew:** Normal +2 (1 pilot droid, 1 gunner droid); **Passengers:** 100 infantry battle droids, 10 security battle droids, 2 commander battle droids; **Cargo Capacity:** 10 metric tons; **Ground Speed:** 20 m; maximum speed 35 km/h; **Altitude:** Ground to 4 m; **Defense:** 12* (–8 size, +10 armor); **Hull Points:** 120 (front), 60 (rear); **DR:** 25.

Weapon: Blaster cannons (2 fire-linked pairs in ball-turret mounts); **Fire Arc:** Front; **Attack Bonus:** –2 (–8 size, +2 crew, +4 fire control); **Damage:** 3d10×2; **Range:** 200 m.

**An MTT provides full cover to its passengers.*

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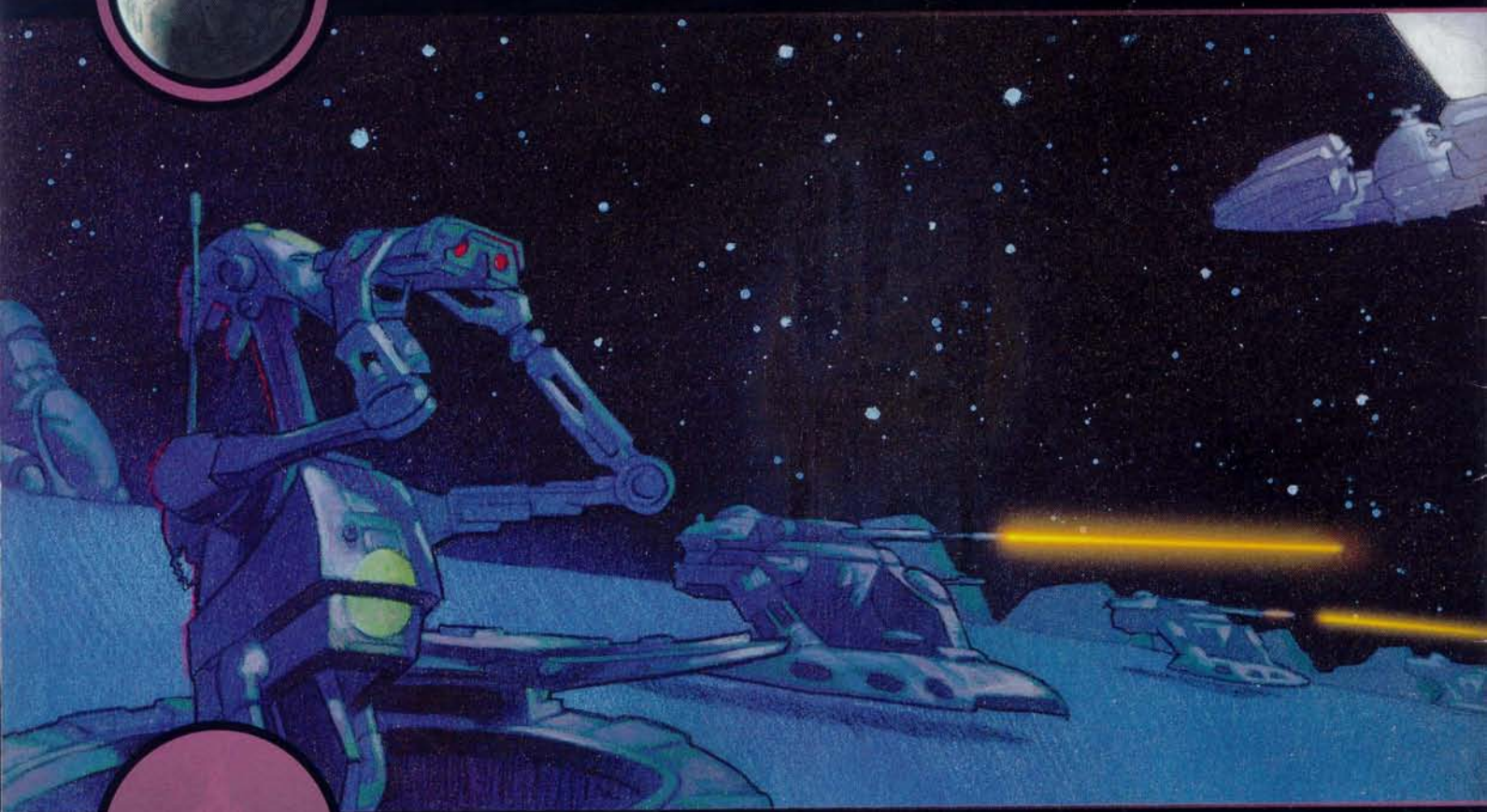

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