Episode 1

We start with a male Gand mechanic (Krieg), a female Twi’lek archaeologist (Xianne) and a female Corellian smuggler pilot (Ava) stuck on a populated swamp moon, talking in a bar trying to work out how to get a ship so they can fly far away from this water logged snot ball. They have scraped together about 60k credits between them when a mysterious stranger offers them a half price coupon for a local ship dealer if they do a small favour for her.  In the manor house of a local Gran merchant is a small electronic box - trade box for coupon.  They take the deal (otherwise it will be a very short game) but now they have to work out how they are going to get passed the 5 guards (2 human, 2 Gamorrean, 1 droid).  With no goon in the group, the “beat people up, shoot things” option is pretty much off the table.  The 2 plans they come up with are: get the Gand hired by the merchant, when he has their confidence turn the security system off and let the other two in to steal the box.  This plan will take days if not weeks to pull off and the Gand is virtually incapable of lying or misleading (Presence 1, no talking skills at all).  Instead the plan they come up with is: get the free twi’lek, the character desperately trying to find an artefact so she can trade the Black Sun Vigo for her enslaved sister’s freedom and be released from a life of lechery and servitude, to pose as a birthday stripper for one of the human guards to distract them while the other 2 break and enter and search the house.  (The 2 players who come up with this plan are crazy excited for this, they are loving the “pimp out the twi’lek” plan and decide this is what they are going to go for)

The 2 convince the Twi’lek that this is the only plan they have that can work and set about making it happen.  They rig up a boom box, cobble together a slutty outfit for a person that dresses like a female Indiana Jones, hire a car for a few hours and drive out to the merchant’s house on the outskirts of town.  Luckily the merchant and 2 of the guards are not home but a pair of guards remain.  She convinces the 2 lonely guards (they found the SW version of LinkedIn and with a very lucky roll discover the names of the guards) that she is a prepaid birthday stripper “I’m looking for Bantoo, it’s his birthday and I have a present for him” “Hold on, it isn’t my birthday…” “I have a half hour prepaid birthday dance, I guess I will just leave then” <sees hot twi’lek girl through peep hole in door> “Hey guys!  It’s my birthday! Let the lady in!” by this stage the player is hating the plan (the indignity forced on her emancipated twi’lek, well I never! Good day, Mr Darcy!) but by default, all twi’leks have high charisma, are convincing talkers, her character has had some dance training and the dice are loving her so the guards fall for it hook, line and sinker.  The other 2 PCs break into the house and start rifling through the likely locations, looking for the box.  The mechanic finds it in the ground floor study room, disconnects it properly just as the guards get warnings on their pagers that the LE security droid upstairs has spotted an intruder (the smuggler isn’t careful enough about covering her tracks as she is leaving).  The human guard snaps out of the hypnotic stripper grinding on him trance and runs up to investigate (since he knows he is the smart one and should check it out), leaving the gamorrean to capture the twi’lek which they figure should be a simple task – big brutal grunt guard trying to bear hug a small, weak dancing girl.  Well the dice come on in spades and the guard misses, clumsily smashing his face into shelf while lunging for her, stunning himself and giving her the seconds needed to grab her stuff and leg it out the door to the awaiting hover car.  The group drives away into the night, back into town giving their contact a call saying they have the box.  (The players then kept saying “I can’t believe that actually worked!” with huge smiles on their faces. We are all now hooked on playing EotE)

The group bought a ship from a second hand dealer and as soon as it was supplied, the guy who they stole from last week caught up with them with his goons.  They zoom into space, pursued by Vulture drones launched by the aggrieved merchant.  A quick space combat (mainly to show off the combat system) sees the drones destroyed by the Twi’lek without a scratch on the PC’s new ship (accursed dice!) and they hit the hyperdrive, second star to the left and straight on until morning!

Closing theme:

(to the tune of Tina Turner’s Private Dancer)

I'm your Twi'lek dancer  
A dancer for birthdays  
I'll be what you want me to be  
I'm your Twi'lek dancer  
A distraction for thieving  
And any old costume will do

Episode 2

Wrenched out of hyperspace a week earlier than expected (1 week into a 2 week journey), the newly dubbed “Idiot’s Array” is hailed by an Imperial customs check point.  They land as instructed and after a few minutes a customs droid comes out to meet them.  They follow into the interrogation area, passed the grime, dirt and broken droid parts littering the hallway.  The customs droid leaves them in the room but returns later with a gun, declaring that sentient life forms are contraband and must be destroyed.  A quick gun battle sees the PCs easily dispatch the crazy droid (twi’lek with the kill shot again) and they set about looking for the gravity well projector which is trapping their ship.  Along the way, they find a stasis chamber with a man inside.  They defrost him only to learn it is an Imperial Stormtrooper, a trooper who was trying to escape the crazy droid slaughter and has been in stasis for 4 years.  They find the desiccated corpses of imperial officers through the complex, 1 with a datapad infected by a computer virus that has infected the station’s droids, programming them to kill all life forms and a note from the Twi’lek Freedom Fighter/Terrorist who infected the droids in the first place (they are yet to discover his body in the destroyed ship strewn on the other station landing pad).  The trooper was stationed on this rock as a form of punishment for insubordination and getting too familiar with the criminal element on his last assignment and since the station is far, far away from where it should have been anchored and he has no officer to back up his story, he figures he is listed as shoot on sight AWOL so agrees to join the group (a new PC). They all pillage some supplies from the outpost (namely a few blaster pistols) and get ready to access the turbolift that has been behaving oddly, preparing to descend into this mysterious ghost station so they can get away.

The Idiot’s Crew continued to explore the complex, shoot down a few more droids and turn the gravity well projector off. They want to switch off the power core (further into the heart of the station) to ensure the automated defences don’t shoot them down however they are contacted by a disembodied voice coming from the internal comm system. They have a discussion with the voice, often contradicting itself in confusing ways, offering to help them escape and asking to leave the station with them. Before opening the core, they decide to take whatever they can and get the ship up and running. They open the customs confiscated materials lockers and take everything they can including slot machines, impounded candy boxes, slave collars, gaffi sticks and pirated holovids.

(Among the confiscated material were hundreds of holovids confiscated under holovid piracy laws, I was very happy that my holovid list got a real laugh from everyone. They found dozens of copies of “Dabbo Does Dantooine”, “Barely Regulation 214c, subsection D, paragraph 3 #289”, “Females In Ideal Reproductive Condition With Impaired Behavioural Limitations #91”, “Vornskr Style #27”, “Seymour Lekku #14”, “Stormtroopers in Love”, “Blue Milk Fantasies”)

So the pilot and co-pilot are keeping the ship warm while the gand and the stormtrooper are heading in to the core to deal with the droid and shut the power grid down. The gand doesn’t breathe so when the atmosphere all vents out when containment shuts down he is fine but will need to deal with the lack of gravity, the trooper has a respirator and faith in not dying.

They open the core and reveal an old model protocol droid who helps them shut the core down. Flying through the now gravitiless facility, they make their way up to the external blast doors where with the droid’s help, they open the doors just long enough to squeeze out. They get on board their ship and take off, praying the station’s guns have been shut down. Luck is with them and they take off, free from the customs station. Everyone takes up their places for the jump to hyperspace when the trooper shoots the droid through the head and vents it out the airlock. The droid collapses in a heap, the words “I am free” escaping its voice box an ominous sound. They jump to hyperspace when the ship starts to act strangely, the environmental controls going haywire, the refresher wasting all their fresh water and the nav computer emitting elevator music and trying to speak to the crew. There is a ghost in the machine, the virus/AI but lucky for them, it seems to have taken a shine to Xianne (it was created to wreak havoc on Imperials in revenge for their treatment of Twi’leks). The Gand attempts to disconnect and reboot as many systems as possible, trying to isolate the infection in the system however he soon realises that shutting the main computer down will strand them in space with no way to navigate or propel the ship. Hoping for the best, they continue on to the nearest populated world, Tatooine. When they land, the nav comp ghost thanks them for letting it spread and appears to leave their ship. The crew wonder what they have unleashed and hope to never see it again…

Episode 3

After doing some shopping in Mos Eisley, the crew are hanging out in a cantina working out what to do next when they are approached by a Klatoonian looking for safe passage for him and his master off Tatooine to Nar Shaddaa. He and the skipper haggle a bit and finally settle on a price when half a dozen bounty hunters burst into the cantina, shouting the Klatoonian’s name and start shooting.

Running gun battles in this version of SW are brutal.  The team goon can only take 2 blaster carbine hits before going down like a sack of spuds.  Lucky for him, I misread the rules and I didn’t know he was supposed to get knocked out.  Instead he took a crit and the rest of the group set the bar on fire with wild shooting, using civilians for cover and run as fast as they can out into a back alley. I did like that they mainly used their weapons on stun setting so as to avoid civilian casualties; that was nice.

The group got away and found that yes, their employer is a full grown Hutt who was injured and holed up in a disused warehouse, unable to move himself so they went about trying to find a pickup truck to move him.  The gand and the pilot went to find something, found a perfect truck/van, jumped it like pros and drove off…until the wookie owner who was asleep in the back of the cab woke up and took offence to his truck being stolen.  Everyone panicked (the pilot, the gand, the NPC majordomo) and started wild firing blaster pistols in the cab while the wookie then started swinging for the bleachers.  The wookie gave the pilot a nasty black eye before the 2 PCs unloaded their blasters (on stun) into the poor guy, leaving him unconscious on the side of the road.  They return to the warehouse, load up the Hutt just in time for the Bounty Hunters from the bar to chase them down and a alley way chase ensues.  The truck is riddled with blaster holes, bits flying off.  The team goon who is firing back from the flatbed is knocked out again from incoming blaster fire, the twi’lek goes all gangster, shooting down bad guys while hanging out the sun roof.  They get back to their ship, planning to steal the truck but nobody thought to work out if it could fit or not.  They leave the blaster ridden wreck of the hovertruck behind and take off with haste.

Reaching orbit, they are hailed by another majordomo declaring his Hutt master will pay them triple if they return to the surface and hand over their Hutt.  The pilot says stuff that, it is probably a trap (oh and how!) and continues flying.  The co-pilot sees 4 blips on the scanners and identifies them as 4 Z-95s on an intercept course.

Spotting a debris field in orbit and hoping to lose them in the scrap heap, Ava guns the engines with Xianne looking to plot a safe course in…and all they manage to do is bounce a huge chunk of space rock off the hull, shattering the shield generator in the process. The GHTROC 720 shows its space tank nature, taking impact after impact from the Z-95s lasers but the ship flies on, prodding at the debris field. Failure to penetrate the field over and over mounts and the pilot finally decides to take their chances and fly on, evading incoming fire as best they can. They finally destroy the overconfident Z95s just as the nav computer locks in and they hit the hyperdrive, making their getaway just as the main Bounty Hunter ship (a slower but more heavily armed star yacht, the carrier that brought the Z95s) closed into range to finish the job.

Assessing the extensive damage, the crew estimate that they will need to spend at least 14k of their 25k fee on repairing the ship obviously leaving little profit for the risky run.  The captain decides that she is going to try to renegotiate/extort the Hutt into paying more for the journey.  Bad move.  The obsequious, toady major domo becomes very cold, calculating and hard ass at the grave insult to his master’s honour.  Hutts do not renegotiate, they do not go back on their word, they do not give away anything for free and to ask is to make a mortal enemy.  The major domo does take pity on these naive spacers and offers them some advice on how to get the best from a Hutt in a situation like this, to never ask for more money but to appeal to his ego and ask if he has contacts, connections, power to call in a few favours and what not to get their ship repaired at a discount.  The Hutt declares that he doesn’t mind the idea of reinvesting in their future (aka Group Obligation of owing this Hutt another favour).  The Gand is very, very nervous about being in the employ/debt of a Hutt (he was nearly sold into slavery by a different Hutt crime lord) but everyone else is telling him to suck it up – or walk home.

Now they just need to drop the Hutt off with his clan and head into Nal Shuddaa aka Space Vegas…nothing bad or interesting ever happens in Space Vegas…

INTERLUDE

The group got introduced to Hutt space, first stopping at the Kween Space Station to resupply and let the Hutt they are transporting make contact with his clan.  They go to a parts dealer on the station, looking for a good deal on a replacement shield generator and after a strange, awkward conversation that the GM thought was heading to a deal, they walk out empty handed.

The short hyperspace jump to Nar Shaddaa and they land on Space Vegas, send the Hutt on his merry way to re-join his clan and they get paid the 25k they are owed.  The majordomo tells them to find a repair yard they like and he will arrange a deal.  They find a Sluissi run yard (snake men renown for their engineering prowess) and do a deal.  The original quote is 12500 which in and of itself is about 1500 under market.  They make a quick call to the majordomo and not long after, a new quote comes in for 6500.  They happily hand their ship over for the repairs, accepting the genuine 2 week estimate for how long it will take.  They split the remaining cash, 4500 each and head out into the big city, safe in the knowledge that a Hutt giving them a 6k discount, free refuel and docking is just him doing them a solid, no expectations of any return or favour…yeah, they are so naive.  Free is not a word in a Hutt’s vocabulary.

They are now cashed up in Space Vegas, 2 weeks to spend and no limits on what is available.  There is talk of debauchery, hedonism, shopping, gambling and shenanigans until the money runs out…which could be 2 days if they aren’t careful.

The group has 2 weeks to kill on Nar Shaddaa aka Space Vegas. They make shopping lists of various legal and dubious items and head out into the big city (well to be fair, the whole planet is 1 big city) to go shopping. While looking for a weapons dealer, they come to the shop of a Duros (6 foot tall Grey aliens) who doesn’t have many good things on display but assures them the good stuff is “in the back”. While they are waiting for him to come back from seeing what rifles he has in stock, another Duros with his gang (2 Aqualish thugs and a Besalisk goon) comes barging in yelling about being sold a bad hyperdrive part. The 2 Duros yell at each other, exchanging insults when our Smuggler Pilot steps in to try to defuse the situation. She tries talking the gang down but only seems to further infuriate them meanwhile the shop keeper takes the opportunity of the distraction to duck behind the counter and order his antique battle droids (different members of the group, GM included, had their souls die a little each time the GM said “roger, roger”) to open fire. A very short range, very intense gun battle breaks out where the gang leader and the Gand mechanic both get buried under piles of dusty merchandise and shelving after stray shots bring down parts of the shop fittings. The Twi’lek (who insists that she doesn’t like fighting) ends up ventilating the Duros in the rubble while the rest of the crew clean up the 3 other gang members. The shop keeper thanks them for their help and takes them into the back room where they find a well-equipped weapons locker. He offers them a nice discount, they make some purchases and now they have a contact on Nar Shaddaa. They finish their shopping, finding a tailor that will create a few custom Smuggler’s Coats (armoured jacket with tons of pockets, very difficult to search) and the Twi’lek buys a simple PK service droid. The Smuggler and the Hired Gun (ex-stormtrooper) decide to go to the casino and try their luck. For the last half hour of the game session, we play Hintaro (the rules of which are in Fly Casual) with the 2 other players and the GM all playing NPCs trying to win and the 2 PCs playing to make money (in the high stakes world of 10 credit ante #sarcasm). It was a ton of fun, a simple but quite tactical game that I could see myself actually playing for money if it was a real game. It is kind of craps meets poker using 2 blue dice for each player and a black dice for the house. We have 3 pairs of blue dice and 2 phones with the dice roller apps so yeah, it was cool to play in real time with everyone involved. In the end, the Smuggler ended up 300 creds up, the Hired Gun 300 down and the only reason we stopped was the Smuggler player needed to go home, stupid real life sleep and job getting in her way of imaginary money gambling!

Next week, their Hutt benefactor has an offer of a job right up their alley but all is not what it seems…

Episode 4 – Jobs For the Hutts

Part 1 – GUMBAGALL RALLY aka FAMILY REUNION

(need to write a summary, repurposed the smuggling run from Suns of Fortune, went off without a hitch)

Part 2 - TOYDARIAN GROCERY SHOPPING

The Hutt they have got an in with asked them to go see a contact on Toydaria. He wants to re-establish contact with the King and has a contact that can help with that, the contact needs some off worlders to help him with something and in return will help the Hutt. They meet the contact, the King’s chef who needs some rare mushrooms only available in a certain cave system on Toydaria to complete his signature dish for a royal banquet, offering 2000 creds per kilo.  The mushroom degrades moments after it is picked so they have been given a bulky backpack stasis freezer to put the mushies in.  Mechanised transport outside of the few cities is banned on Toydaria so they set off to hike through the oppressive swamp to the caves.  Along the way, the pilot is struggling with the damp heat, sapping her strength (need to pass an Average Resilience roll to get used to the conditions.  Everyone passes except the pilot that fails 4 checks in a row, leaving her -8 strain threshold down and still struggling to breath.  They get to the caves and start collecting until a jumpy swamptrooper patrol from the local Imperial garrison stumbles across them, threatening them with arrest for being accomplices in the disappearance of Bravo patrol.  They claim innocence and ignorance (both are true) and luckily the troopers believe them.  The troopers head off, warning about the weird lights and rumours of ghosts in the area.  They notice a tunnel and head in, finding the jackpot of mushrooms, looking to gather about 3 kilos worth.  As they start cutting, they notice bits of green plastic in the walls and recognise it as shattered swamptrooper armour, the fate of Bravo patrol revealed just as glowing lights and  apparitions appear to them, offering to help find more mushrooms.  Before Admiral Ackbar can meme, the PC’s heads are getting foggy and their thoughts are being influenced.   The Gand whose mind is like a fortress (or so he hopes), sees through the illusions to these weird tentacle armed 5 foot tall frog men standing down the tunnels and opens fire.  The crew all rush in together and start shooting into the darkness, killing the 2 of frogs they can see but not before one lunges out and rips the backpack off the Gand (missed his brawl attack to ensnare the Gand but getting lots of advantage), the pack clattering to the grounds and starting to leak a weird blue liquid.  They don’t notice the other 2 frogs in the shadows, 1 of which has used its mind powers (like some sort of energy field or force compelling him…) to convince the ex-storm trooper that the Gand is in league with the frogs to steal the loot for themselves.  The Gand is checking on the pack when the Hired Gun unloads into the back of the traitorous thief at point blank with his brand new “kill the everything with full auto fire and maniacal cackling” blaster rifle.  He hits the Gand 3 times taking him from “I am fine” to “he needs a hospital soon or he is going to die” in the space of those 3 hits.  TO BE CONTINUED.

The last bit was quite good gaming with both the Gand and hired Gun player trying to work out how to get out of the inevitable backstab but they couldn’t come up with a good reason not to and played it out. Bad luck for the Gand that the Gun rolled quite well to land all 3 shots (critting with the last 2).  Lucky for them, it is really hard to die in this system because yeah, if this was most other games, the Gand would be a smear on the floor rather than an unconscious form needing a hospital…which is 6 hours away…on foot.

GM’s Notes:

I am seriously considering making the wookie driver into a reoccurring foe.  He is an escaped/freed slave (as pretty much all wookies not on Kashyyyk are), just trying to make a living far from home.  He was angry they were stealing his truck but was more than willing to be bought off.  Instead, they take his only real possession and method of making a living, trash the hell out of it and leave him on the side of the road.  Yeah, not cool man.

The elevator music whistling AI will be a reoccurring boogeyman. I will need to develop it a bit and use it to keep the crew on their toes. I figure it will be the kind of sociopath that is thankful to the crew for being released but it expresses this in weird, creepy ways that kind of seem helpful but also draw unwanted attention to the group.