

## Episode 1- We Meet at Last

The transcription provided have been created through a mix of software and manual editing. We have tried our best to indicate overlapping speech, cross-party talk, and interruptions. "In character" speech has been italicized as best as possible. Laura's character Xianna'fan speaks in somewhat of a French accent. We have done our best to represent that in text.

We apologize for any misspellings or mistakes. Please send any corrections, comments, or concerns to [tabletopsquadron@gmail.com](mailto:tabletopsquadron@gmail.com)

[00:00:00] – Intro Music

[00:00:19] - Nick

Hi everyone, welcome to Tabletop Squadron, a Star Wars Edge of the Empire actual play podcast. I'm Nick, your gamemaster. We made it everyone. Episode 1. This is always a great part of a campaign where players get to meet each other and figure out what their characters are. Thanks for coming along for the ride. Onto the episode.

[00:00:36] - Nick

Enjoy.

[00:00:45] - Nick

Hi everyone and welcome to Episode 1 of tabletop squadron. I am your host and gamemaster, Nick. Thanks for coming back. Previous episodes were all prologues. This is the first real one, we've got the whole party here, we're all very excited. So we'll go around the table, introduce everybody, talk about their character for just a second and we'll get to it. Starting off with Cameron.

[00:01:06] - Cameron

Hello.

[00:01:07] - Nick

Hi how are you.?

[00:01:10] - Cameron

I'm doing well Nick, how are you?

[00:01:11] - Nick

I'm doing phenomenally. Thank you for asking. So who are you playing today?

[00:01:15] - Cameron

I am playing Karma Nailo, a Nautolan bounty hunter.

[00:01:19] - Nick

Ok cool. Sounds good. Moving on. Next we have Steven.

[00:01:24] - Steven

Hi I'm Steven.

[00:01:25] - Nick

Hi Steven. And who are you playing?

[00:01:27] - Steven

I am playing Sabos, a Togruta fringer.

[00:01:31]

Great. Awesome. Thank you. Glad to have you here on the show. This is awesome-

[00:01:34] - Steven

really?

[00:01:35] - Nick

Yes I'm super happy to have you here.

[00:01:37] - Steven

Yay.

[00:01:37] - Nick

And Hudson

[00:01:38] - Hudson

are you happy to have me here?

[00:01:39] - Nick

No.

[00:01:40] - Hudson

OK. Well my name is Hudson and I'm playing Tink who is a Gigoran slicer. I look very pretty in my white fur. you can visit our website [tabletopsquadron.com](http://tabletopsquadron.com) to see my image. I will do autographs later.

[00:01:56] - Nick

Nice! [tabletop.squadron.com](http://tabletop.squadron.com). And next up we have Laura.

[00:02:01] - Laura

Hello.

[00:02:02] - Nick

Hi how are you?

[00:02:04] - Laura

I'm good. I was waiting for you to ask.

[00:02:06] - Nick

I could tell. And who are you playing today?

[00:02:10] - Laura

I will be playing Xianna'fan, a Twi'lek smuggler.

[00:02:13] - Nick

Great. So when we last left off everybody ended up in a mysterious wood paneled room and we didn't get a lot of action from there because we were recording them one at a time. So we're going to start there. But before we get started let's do the Destiny Roll. So everybody rolls one of those white die. They have dark side and light side on them.

[00:02:31] - Hudson  
Cameron go first.

[00:02:32] - Nick  
You don't have to do it all at the same time

[00:02:34] - Cameron  
One dark side.

[00:02:38] - Laura  
One dark side

[00:02:38] - Hudson  
Steven-

[00:02:40] - Steven  
Two Light Side.

[00:02:41] - Hudson  
Alright, Steven's my new friend. Bestest friend. I'm gonna go: two white side.

[00:02:46] - Multiple Speakers  
light side!

[00:02:47] - Hudson  
light side, whatever.

[00:02:49] - Nick  
OK so the total you guys have four light side and two Dark Side. So remember you can flip those to make interesting story things happen or to boost dice. And I can flip the dark side over to light side in exchange for making bad things happen or boosting dice for my NPCs or bad guys who are not always the same thing.

[00:03:10] - Nick  
Sometimes they're not bad guys. You guys ready to go.?

[00:03:14] - Multiple Speakers

Yep yes yeess.

[00:03:15] - Nick

Oh boy.

[00:03:16] - Steven

[whispered] Yeah.

[00:03:17] - Nick

We'll start with the camera on the interior of the room. It's warm and wood paneled, it has high ceilings and smooth floors. There is a wooden boardroom table in the center and sitting on it there is a small ice bucket and a crystal decanter full of Corellian whiskey and the camera just does a slow sweep of the room, getting you a solid view. It's otherwise -uh- not particularly ornate. The room itself is pretty utilitarian but the boardroom table and the wooden chairs that are there- the wooden chairs have leather pads on them. They're very nice. And that part of the set up is very comfortable and sitting in one of those leather chairs we have a Nautolan woman who is green and has head tentacles and is dripping wet.

[00:04:05] - Cameron

Yup- So I'm sitting in one of the chairs at the far side of the table from the door, facing the door and slowly running my fingers through my -uh- tentacles as I'm drying them off. And whenever I move I squeak slightly in the leather chair.

[00:04:24] - Nick

Great.

[00:04:24] - Cameron

And I'm sitting here by myself.

[00:04:26] - Nick

and you're sitting here by yourself. You have about ten minutes to wait while-

[00:04:32] - Cameron

I start inspecting my fingernails cleaning the river muck out of them.

[00:04:38] - Nick

-mmhmm- And -uh- about 10 minutes later the door slides open again and a Togrutan man is shown in by a protocol droid and he walks into the room and you see a Nautolan sitting there wringing out her head tentacles.

[00:04:54] - Steven

*Nautolan*

[00:04:56] - Cameron

*...Togrutan?*

[00:04:56] - Steven

*I go by Sabos.*

[00:05:00] - Cameron

*whh- I do not go by Nautolan. [laughing] Karma. [Steven hrrmps] Lovely to meet you.*

[00:05:07] - Steven

*Is that whiskey? I go take whiskey and sit down.*

[00:05:09] - Cameron

[overlapping Steven] *probably.*

[00:05:11] - Nick

Okay so you sit down, you have a glass of whiskey and within... probably a minute, like, you don't even have time to feel the silence get awkward. The door whooshes open again and a purple Twi'lek is led in.

[00:05:27] - Laura

*Where did you get ze alcohol?*

[00:05:29] - Steven

*right here on the table.*

[00:05:32] - Laura

*Zank you.* [Steven mmhmmms] And I immediately go for a very large glass and drink most of it right away.

[00:05:41] - Laura

[group laughter] And then top it off again and sit down

[00:05:44] - Nick

so the Twi'lek and the Togruta are sitting on one side the Nautolan is sitting on another. And you all have a few minutes of quiet while you enjoy what actually you realize is a very nice whisky. It tastes expensive.

[00:06:01] - Cameron

I am not drinking.

[00:06:03] - Nick

You've had enough.

[00:06:04] - Cameron

I've had had enough for today. Yeah. [Nick says ok] I'm doin' alright.

[00:06:06] - Laura

*Sooo did you two also have to deliver a little box.*

[00:06:11] - Cameron

*No I delivered a Selonian, actually*

[00:06:13] - Laura

*That sounds much easier.*

[00:06:16] - Cameron

*ehh- he's quite happy.*

[00:06:18] - Laura

*Ze box was in a very weird place.*

[00:06:21] - Steven

*Mine got a little bit complicated as well.*

[00:06:25] - Laura

*Mmm- you kill someone? Zat's what complicated usually means.*

[00:06:28] - Steven

*I busted some people out of a place that they probably should have been*

[00:06:32] - Laura

*should or should not 'ave?*

[00:06:33] -Steven

*Depends on who you ask.*

[00:06:35] - Laura

*OK.*

[00:06:36] - Cameron

*Hi I'm Karma.*

[00:06:38] - Laura

*Are we using real names or what?*

[00:06:41] - Cameron

*I'm using my real name.*

[00:06:43] -Steven

*the Nautolan insist she go by her real name.*

[00:06:46] - Laura

*why are you...*



[00:06:47] -Cameron  
*I don't go by "the Nautolan".*

[00:06:47] - Laura  
*Is 'e racist? Is 'e xenophobic?*

[00:06:51] - Cameron  
*So he walked in the room the very first thing he said was "Nautolan"*

[00:06:54] - Laura  
*Usually it is ze 'umans who are xenophobic but you know- you do you*

[00:07:00] - Steven  
*Togruta can be an isolated people.*

[00:07:02] - Cameron  
*[whispers] see? That seems kind of xenophobic too.*

[00:07:05] - Laura  
*Also why do you say it in ze singular? Just "Togruta" it's not a planet, you are people you say Togrutan.*

[00:07:12] - Steven  
*You say tomato.*

[00:07:15] - Laura  
*I do not say tomato. [group laughter] I do not like tomatoes.*

[00:07:20] - Laura  
*Zey are gross.*

[00:07:20] - Cameron  
*karma leans back in her chair just watching the conversation.*

[00:07:24] - Steven

*Do you like human food karma? [Laura: No] I see you're uncomfortable by the tomatoes. [Laura overlapping Steven: Tomatoes are not ze only 'uman food]*

[00:07:30] - Cameron

*Human Food?!*

[00:07:30] - Laura

*'uman food is more than just tomatoes. There are many more zings.*

[00:07:35] - Laura

*Where 'ave you been?*

[00:07:39] - Steven

*uhh- the Togruta homeworld.*

[00:07:40] - Laura

*Do they only h'ave tomatoes? wait no- you zink tomatoes are human food.*

[00:07:44] - Steven

*Yes.*

[00:07:45] - Laura

*What kind of food do they even 'ave there? Do you not have like bread ?*

[00:07:49] - Steven

*things very good for head tails. [group laughter]*

[00:07:52]

*You realise zat like we all have some form of 'ead tails.*

[00:07:56] - Steven

*Ours are superior.*

[00:07:58] - Laura

*Can you use zem to talk to your other people? Can you communicate with other Togrtuans with your head tails?*

[00:08:03] - Steven

*Mine hang down.*

[00:08:05] - Laura

*So do mine. and 'ers. Zey all do. You are ze only one with two little weird pointy ones .*

[00:08:12] - Laura

*Do you 'ear out of them?*

[00:08:15] - Steven

*They're not little. [group laughter]*

[00:08:17] -Laura

*I mean compared to ze length of mine they are.*

[00:08:21] - Steven

*I'm one of the few Togruta with four headtails.*

[00:08:23] - Laura

*so do you 'ear out of zem?*

[00:08:28] - Laura

*Can you use zem to communicate? Are zey just zere to compensate for something?*

[00:08:33] - Steven

*Yes yes. No. No.*

[00:08:35] - Laura

*Got it. Got it.*

[00:08:36] - Steven

*I say while sipping my whiskey.*

[00:08:37] - Nick

as- as he takes a sip of whiskey and gathers himself, you do notice that Sabos actually does have an extra headtail. He has four. It's very interesting.

[00:08:49] - Cameron

I don't think I know that-that's unusual.

[00:08:53] - Laura

Yeah I don't think I find that- I might know that- Xianna would know that. But she doesn't really care. So she's been with guys with four head tails and... you know. or 3 and 4 who knows.

[00:09:08] - Nick

So Sabos -uh- hides in his drink for a second and there's a long silence. As you all gather yourselves from this interaction and there's the quiet clink of ice settling in the ice bucket and the door swooshes open one more time and you all see a very large white furred creature come striding into the room

[00:09:33] - Laura

*allo!*

[00:09:33] - Hudson

I furrow my brow and look at Xianna.

[00:09:35] -Hudson

And don't say anything really. Look around the room that everyone else. Specifically I stop at Sabos and just kind of say "*awkward*" under my breath [group laughter] I walk over, take the decanter and pour myself some whiskey. I go ahead and sit down still just kind of looking. I don't really trust anybody in here.

[00:09:54] -Hudson

Not going to really say anything yet

[00:09:55] - Nick

so Tink comes and joins the table and sits in the last empty chair and you have a few moments of silence before a blue holographic projection appears on the table. It is of a man from the chest up. He's older with what looks like white hair and streaks of grey that falls to mid neck swept back over his head. He has a white goatee and his face is lined with smile lines. The hologram points in four directions at once so it feels to each of you like he is looking directly at you. He nods pleasantly and speaks. His voice doesn't come out of the hologram projector hidden in the table but instead out of multiple speakers in the walls making him sound large and all around you. *"Thank you all for joining me"*. Xianna: You recognize this voice as the voice from your earpiece.

[00:10:41] - Laura  
*Oh- allo!*

[00:10:42] - Nick  
*I'm happy to see you all've arrived and accomplished your goals. Karma your bounty was captured quickly and easily, as expected. Xianna, You showed agility and improvisation. Ralltinkraatak, your ability to gather information infiltrate a combat zone and slice through defense systems was impressive and Councilman Sako you were able to... wait- you're not councilma Sako. Who are you?*

[00:11:10] - Steven  
*-uh- Slight miscommunication. I'm Sabos not Sako. -uh- It's the same thing.*

[00:11:18] -Nick  
*Well it's clearly not as I was trying to get a Corellian district leader, someone who's good at talking here.*

[00:11:26] - Steven  
*I'm pretty good at talking over on Osiron and I think that might serve your purposes well. After all Sabos-Sako is alive isn't he?*

[00:11:33] - Nick  
*Well. You passed the test. Whoever you are and we're short on time so you'll have to do. The rest of you: If this Sabos does anything suspicious kill him.*

[00:11:43] - Hudson

*Got it.*

[00:11:44] - Cameron

*What?*

[00:11:46] - Steven

*Nothing suspicious at all about a Togruta.*

[00:11:49] - Laura

*You are a bounty 'hunter. Do you not, you know, you kill?*

[00:11:53] - Cameron

*Normally they're worth more if they're alive. She looks at Sabos appraisingly.*

[00:11:58] - Laura

*I mean I killed a person zis morning, soo*

[00:12:00] - Cameron

*Dang.*

[00:12:02] - Laura

*Don't worry. 'e was a pervert.*

[00:12:05] - Cameron

*Okay that's*

[00:12:05] - Laura

*and a drug dealer.*

[00:12:05] - Hudson

*killing doesn't solve everything.*

[00:12:08] - Steven

*Sometimes you just gotta bust them out.*

[00:12:10] - Nick

Tink has a faraway haunted look in his eyes as he says that.

[00:12:16] - Nick

*"I know you were all wondering why I called you here". The hologram looks a little concerned at that exchange. I have a delivery I need made a delivery that the empire would rather not be made. Before you can do that, however, I need you to pick it up. I'll be giving you some cargo for an exchange as well as some credits to buy the next leg of the journey.*

[00:12:35] - Laura

*What is ze cargo?*

[00:12:38] - Nick

*It's not particularly important. It'll be in a crate about 2 metres long and a metre wide.*

[00:12:45] - Laura

*It is not a person, is it?*

[00:12:45] - Nick

*No it is not.*

[00:12:48] - Laura

*I do not do zat.*

[00:12:50] - Cameron

*I do*

[00:12:52] - Nick

*That's why you're on the mission*

[00:12:54] - Cameron

*-because it's a person?*

[00:12:56] - Nick

*No because you have that particular set of skills.*

[00:12:58] - Cameron

*oh okay*

[00:12:59] - Laura

*I assumed if you are moving someone in a box as cargo it is usually more of a slavery zing zan a bounty zing*

[00:13:05] - Cameron

*or a dead thing.*

[00:13:05] - Laura

*I will do a bounty zing. no slavery.*

[00:13:07] - Laura

*hmm..no.*

[00:13:08] - Hudson

*Can we play 20 questions to figure out what's in the box.*

[00:13:12] - Nick

*Sure.*

[00:13:13] - Multiple Speakers

[overlapping, indecipherable speak]

[00:13:15] - Laura

*You could just tell us. We will probably end up looking in ze box anyway so..*

[00:13:19] - Nick

*well.*

[00:13:20] - Nick



*So the box is mostly packing materials. I'm not sure if it's in that box I just assume it will be from who I dealt with in the past. It's a artifact of sorts. And I need it for something else and I need someone to bring it to someone else. And that is why you are all here.*

[00:13:35] - Cameron

*This is the most specific job I've ever received.*

[00:13:38] - Nick

*Well I mean it's smuggling right. Like I don't have to tell you everything. I just need this box moved somewhere else. It is not a person.*

[00:13:45] - Cameron

*It's why I'm not a smuggler-*

[00:13:46] - Steven

*Is this a smuggling operation? This isn't just a transport op.*

[00:13:50] - Nick

*Well yes because the empire does not want it delivered*

[00:13:54] - Laura

*but 'ow illegal is it? like pay someone to look ze other way or zat's just straight up we are going to jail for a very long time if it is caught?*

[00:14:06] - Nick

*The hologram looks considerate for a second and says well there are no specific laws banning this particular piece of technology. So no one is looking out for it but if you run into anyone who knows what it is it will probably not go well. So I would not advertise what you're carrying*

[00:14:30] - Steven

*What sort of people might know what this is? Who should we stay away from?*

[00:14:34] - Nick

*Anyone with a Ph.D.. I would avoid.*

[00:14:38] - Laura

*OK. So stormtroopers are fine.*

[00:14:40] - Nick

*[Cameron laughing] Yeah. Storm troopers will not be interested in this particular thing.*

[00:14:44] - Hudson

*How long do we have?*

[00:14:46] - Nick

*the trip should take about a day to get there and then the next leg of the trip should take you less than a couple of weeks. I would prefer you not take any side adventures.*

[00:14:56] - Hudson

*Most important question what do we get for this?*

[00:15:00] - Nick

*Money. A lot of money.*

[00:15:04] - Steven

*Credits or human money?*

[00:15:06] - Cameron

*So what do you consider a lot of money? Because when I took up this bounty originally it was 4000 credits and then when I actually delivered alive and very quickly and you know efficiently as you mentioned it was only worth 750 credits so... exactly what number are we working towards?*

[00:15:24] - Nick

*Forty thousand credits.*

[00:15:25] - Laura

*per person or total?*

[00:15:28] - Nick

*Total. You'll have to split it.*

[00:15:29] - Steven

*You've got 4000 credits? All I got was-*

[00:15:32] - Cameron

*No that's what it was. That's what I was just saying.*

[00:15:36] - Steven

*oh- I didn't even get offered that all I got was the job on this crew.*

[00:15:40] - Cameron

*Well apparently you weren't supposed to be here. So..*

[00:15:42] - Laura

*Well, I was promised [Steven: well here I ammm] a lot of money, so.*

[00:15:46] - Nick

For the record, side note, forty thousand credits is a shit ton of money.

[00:15:48] - Steven

It sounds like a lot of money.

[00:15:49] - Nick

That's like most of a ship. So it's pretty good. Yeah. He looks like he leans back in his seat because the hologram shifts angles a little bit he says "*so now that we have that out of the way the most important thing would be-*" And then there's a loud bang that shakes the room and you hear the building rattle and some dust comes down from the ceiling. The hologram looks up. "*Well I guess we won't have time for the cargo and the credits. It appears we have unwanted visitors. I suggest that you'd leave immediately*". There is another bang and the door that you entered through slides open at the end of the hall from the entrance of the building you see a squad of six storm troopers in black armor moving quickly down the hallway covering each other. There was a rumbling noise and all of the doors on either side of the hallway shoot down through the floor like

elevators leaving a view of empty rooms behind. Like... the side rooms have all jettisoned. The trooper snapped to look at the doorways and then back to your group in the room. One storm trooper has a data pad hooked to a panel on the wall. The storm trooper presses a button and all the lights flicker off. A door behind you slides open. Out of the walls of the room the voice of your contacts says *"three blocks north. There's a pleasure yacht on a landing pad. It's my personal ship. Get there. Get into orbit and head to Unroola Dawn"*.

[00:17:06] -Nick

*You need to speak with -static-. He's the man in charge. -Static-*

[00:17:12] - Laura

*You are breaking up*

[00:17:12] - Nick

*Outpost four -static static- and you hear the word Sentinel and then it goes dead. The troopers begin shooting through the door -pew pew pew- and -uh- as the other room opens up you can see there is a dark hallway that leads outside.*

[00:17:29] - Cameron

*When the troopers start shooting I drop so I'm underneath the table and take my heavy blaster off my back.*

[00:17:36] - Nick

*Okay so you take cover. Is anybody else doing anything?*

[00:17:39] - Hudson

*I grab my vibro-axe and like kind of crouch which makes me about average height of everyone else. [group laughter]*

[00:17:46] - Nick

*Ok*

[00:17:46] - Laura

I wave a little bit at the Stormtroopers and then hide under the table and pull my gun out.

[00:17:52] - Steven

Yeah I just stand still and just stay sitting.

[00:17:56] - Laura

You were sitting

[00:17:56] - Steven

I sit- I sit.

[00:17:57] - Nick

You have another sip of whiskey?

[00:17:58] - Steven

I do.

[00:17:59] - Nick

OK. So these are not storm troopers that you have seen before and they're not the ones that would be on patrols. They look pretty scary and there's at least six of them. Are you going to shoot at them or are you going to run?

[00:18:13] - Cameron

I'm gonna start. Now that I'm crouched. I'm backing towards the door behind us.-

[00:18:16] - Nick

OK.

[00:18:17] - Cameron

-that opened.

[00:18:18] - Laura

How close am I to the whiskey bottle?

[00:18:20] - Nick

You could probably reach up above the table and have it.

[00:18:22] - Laura

I'm going out have reach up above my head pull it back down [Steven: *HEY*] is there a stopper in it?

[00:18:27] - Nick

It's a decanter Yeah.

[00:18:28] - Laura

Yeah. So I'm just gonna like kind of like put it in my coat a little bit and then start making my way to the back door.

[00:18:33] - Hudson

I -uh- yell *Are we being detained?* [group laughter]

[00:18:39] - Nick

You- you just hear like radio chatter coming from the room it's indistinct from the hallway and some blaster fire starts heading towards you.

[00:18:48] - Laura

*I would say zat is a yes!*

[00:18:50] - Steven

I looked visibly disappointed that the whiskey bottle left the table.

[00:18:56] - Nick

Umm, yeah. So are you all leaving or are you going to fight these guys? Sounds like two [Laura: well I'm leaving] people are leaving.

[00:19:01] - Cameron

I'm- I'm backing away so I can still provide cover fire...

[00:19:04] - Hudson

I start backing away [Cameron: if necessary] to follow everyone else.

[00:19:07] - Nick

okay

[00:19:07] - Laura

I'll go first.

[00:19:08] - Nick

Do you want to roll me a shooting check [Cameron: a shooting check?] to see how well you can lay down covering fire?

[00:19:14] - Cameron

Sure.

[00:19:14]

If you do well enough they won't start shooting at you as well because-

[00:19:17] - Cameron

What's the difficulty?

[00:19:18] - Nick

The difficulty would be hard because it's dark and you don't have targets and they're kind of far away.

[00:19:27]

Okay. I'm sure this will be fine. Nope! -uh- a failure but two advantages.

[00:19:36] - Nick

So what would you like your advantages to be?

[00:19:39] - Cameron

Okay so can my advantages be that- so I'm shooting over the table and stuff. I want to shoot the panel next to the door and have the door closed.

[00:19:49] - Nick

Sure, why not? We'll make that happen. So you don't hit anyone you don't lay down covering fire but the doors shut and you hear blaster fire hammer into the panel so you have a brief moment of respite while you're-

[00:20:01] - Cameron

Then I turn and run.

[00:20:03] - Nick

Okay. You just book it.

[00:20:05] - Cameron

Down the hallway yeah.

[00:20:05] - Nick

Okay.

[00:20:06] - Laura

I was already booking it.

[00:20:07] - Nick

You're already gone so Xianna's just took off down the hallway. The door is shut. What about Tink? And...

[00:20:14] - Hudson

Yeah I run- I run behind Xianna.

[00:20:16] - Steven

I'm going to use the opportunity to get the hell out too.

[00:20:18] - Nick

Okay so you're all booking it down this hallway, you go down the hallway there's nothing there it's very dim. There's like 1 emergency red light hanging from the ceiling and you get to the end of the hall and a door slides open and you are on a street back behind the building. Now remember this was a like small brick-like building with two very large



spires on either side that are hundreds of feet tall and this building looks more like a utility closet than anything else honestly. And so you're on a street. There is no foot traffic and you actually see on either end of the street. There are some militarized speeders parked and you can see Cor-sec people standing there but they're not really looking around. They mostly look put out and you can see a couple of different squads of storm troopers doing like a area sweep coming towards the building. They have not seen you yet though because you are all in the doorway.

[00:21:09] - Cameron

uh-oh

[00:21:10] - Laura

Does it look like there's any small doors that we could run to, ladders, anything like that?

[00:21:17] - Nick

Hmm... yes. There are some fire escapes in this part of the town because there's a lot of low buildings in between all the big spires and the big spires have to be far apart because there are about a quarter of a mile wide at the base. So there's some fire escapes there's some alleyways. There are doors but most of the ones that are open are businesses or parts of these giant spires they don't look like an easy way to go through.

[00:21:39] - Laura

Can I roll a streetwise check to see which alleyway would be the best to go down?

[00:21:44] - Nick

You absolutely can, using dice.

[00:21:47] - Laura

What would be the difficulty?

[00:21:49] - Nick

For an alleyway: average. [Dice sounds]

[00:21:57] - Laura

and a success and an advantage.

[00:22:00] - Nick

You can tell that the closest couple of alleys are probably dead ends but if you make it a block down the street you could find a way into a network of alleys that would lead you pretty far. You're pretty familiar with this part of town because you've been casing the city of Coronet for quite some time.

[00:22:14] - Laura

Indeed.

[00:22:15]

So you want to tell people that?

[00:22:18] - Laura

*Zere is an alleyway over zere that we could go down. It's pretty complicated. So if they do follow us it would be pretty hard to know. We could easily lose zem.*

[00:22:30] - Cameron

*hmokay. You blend in don't you big guy?*

[00:22:31] - Hudson

*Ehh I've been told so. I mean-*

[00:22:35] - Cameron

It is snowy outside right? It is very cold-

[00:22:37] - Nick

It is cold, not snowing.

[00:22:38] - Cameron

Dang

[00:22:39] - Hudson

*I mean I'm not the tallest creature I've ever seen, so*

[00:22:41] - Laura

Could it be-

[00:22:42] - Multiple Speakers

Could it be snowing?

[00:22:43] - Nick

You can flip a lightside point.

[00:22:45] - Laura

It is snowing

[00:22:46] - Nick

Since you've been-

[00:22:47] - Cameron

Tink blends in.

[00:22:47] - Nick

Since you've gone inside it has started snowing and there is a light dusting on the ground. And there are flurries and motes in the air that would make it harder to see Tink and honestly harder for you to see them. And for them to see you.

[00:23:02] - Laura

I put my scanner goggles on.

[00:23:04]

OK. So you see that there is at least three squads of six just at a glance. They're all wearing that black shiny stormtrooper armor which you have never seen before. That is...

[00:23:15] - Laura

*That is not good.*

[00:23:17] - Nick

Yeah it's not good. So you know what alley you are aiming for. Can I get stealth checks from everyone with two blue die because you are in the snow now.

[00:23:28] - Laura

Cool

[00:23:29] - Cameron

'kay

[00:23:29] - Steven

So assuming one does not have stealth [Cameron laughing]

[00:23:33] - Cameron

He'd just make an agility roll-

[00:23:34] - Nick

It'd just be your agility. Yeah.

[00:23:36] - Cameron

So it'd be two greens for you.

[00:23:38] - Nick

It's not like Deadlands where you lose a whole bunch of points for not having

[00:23:41] - Cameron

What is the difficulty?

[00:23:41] - Nick

mmm- hard. They have the equipment I forgot.

[00:23:48]

[dice sounds]

[00:23:48] - Laura

So two to three successes [group laughter] and two threats.

[00:23:52] - Nick

OK. I've got the threats don't worry about it too much.

[00:23:56] - Cameron

All right [dice sounds] that's a lot of die. Three successes, an advantage, and a triumph.

[00:24:02] - Nick

Wow. Anything particular you want the triumph to be? The triumph could be that a taxi parks right in front of your alley and you can just climb in. You know that sounds great. Yeah. So no more stealth needed.

[00:24:14] - Cameron

Let's do that.

[00:24:14] - Nick

Yeah and the snow covers you enough that everybody is able to slip into the taxi and the person in the taxi is actually Seelie Mox who some of you all may remember from your adventures. That's the scrawny blond guy who is Sabos's getaway driver and the informant for TinK and he's behind the wheel and he looks back at you. He throws his arm over the back seat. And he says "well it looked like there was something weird going on. We haven't seen dropships on Coronet in a long time and something told me that Tink was going to be involved. Whenever he asked a lot of questions and then things start showing up in the morgue, I get nervous. The good news is I knew exactly where to find you".

[00:24:55] - Hudson

*Good instincts Seelie. Thank you friend.*

[00:24:57] - Nick

*You're welcome! Where are y'all headed?*

[00:25:01] - Cameron

I whisper to Xianna *"seems like kind of a dangerous person to be around."*

[00:25:05] - Laura

*I mean- but zen again I also killed someone zis morning and stole 'is drugs so I feel like I'm pretty on par soo.*

[00:25:14] - Cameron

*Good company*

[00:25:15] - Hudson

*I can hear you whispering.* [Cameron laughing] *I tell- I say I can hear you whispering he is trustworthy.*

[00:25:22] - Laura

What was the address or place we were supposed to go to?

[00:25:25] - Steven

Three blocks

[00:25:27] - Nick

He said three blocks north.

[00:25:28] - Steven

About two blocks more?

[00:25:29] - Laura

Yeah how ever that translates if it's two more blocks or three more blocks north.

[00:25:34] - Nick

So you tell them that you're headed north and that you're looking for some sort of landing pad because you're looking for a ship and he goes "huh. Okay. Let's do this thing". And he throws it into whatever the speeder equivalent is going straight into third gear and goose's it and goes like barrel rolling over one of the buildings and takes off and you hear- these are some of your threats kicking in- you hear the storm troopers even from this distance like some of them have a loudspeaker like shoulder pad things on and you hear them go "hey" and then the speeder is gone. In the snow flurries

behind you you see flashes of red light and the speaker takes off. Whoosh. The taxi with Seelie Mox goes through a lot of like unnecessary aerial acrobatics and in between alleyways sideways and you get there very quick, go past the landing strip, loop around for a while and then come back and he drops you off and he says "*well good luck I guess- I guess this is the place. There's no other landing pads around here.*" So

[00:26:37] - Cameron

*Thanks*

[00:26:38] - Hudson

I pay him.

[00:26:39] - Nick

Yeah.

[00:26:40] - Cameron

Do you tip him?

[00:26:41] - Hudson

Absolutely.

[00:26:42] - Nick

OK. So you hand him what?

[00:26:44] - Hudson

Like what was the- what's the fare?

[00:26:46] - Nick

Uhh 40 credits and a favor will be fine.

[00:26:50] - Hudson

All right. I don't tip then. [Laura laughing]

[00:26:52] - Nick

OK. So he charges you a lot but he saved your life so you know. And he goes speeding off and does a barrel roll and just keeps going. It's basically a Honda Civic, but a speeder. Like it's not impressive a speeder-

[00:27:09] - Hudson  
and flying it like the Millennium Falcon.

[00:27:11] - Nick  
Yeah pretty much like he drives it like he stole it all the time and then he goes around a corner and you hear that like stereotypical car crash in rolling hubcap noise. And then he keeps going. So you are sitting in a landing strip in a clearing between buildings. It's basically... imagine a like a basketball court in a city where it's just a concrete area just raised up a little bit and there is a ship sitting there.

[00:27:37] - Nick  
So it is a star wind pleasure yacht. A little bit of background: the star wind class pleasure yacht was originally Kuat Drive Yards attempt to create a competitor for Corellian Engineering Corporation's YT series. However before the project even launched KDY changed their mind and repackaged the ship as a luxury yacht. Any of you pilots or ship enthusiasts?

[00:27:59] - Steven  
I am indeed a pilot.

[00:28:00] - Cameron  
I

[00:28:01] - Hudson  
I'm a-

[00:28:02] - Laura  
No

[00:28:02] - Hudson  
I'm a planetary pilot.



[00:28:04] - Cameron  
I used to have a ship.

[00:28:05] - Nick  
Yeah. OK so none of y'all are like really big into this but what-

[00:28:10] - Steven  
Oh it's what I do.

[00:28:12] - Nick  
What?

[00:28:12] - Steven  
Pilot.

[00:28:13] - Nick  
Pilot?

[00:28:14] - Steven  
I am a fringer and explore things.

[00:28:16] - Laura  
Well do you have piloting?

[00:28:16] - Steven  
I do [Cameron: He does actually] I have both piloting in planetary and space.

[00:28:20] - Nick  
Okay so you're a pilot. So this ship. It's kind of like a... like flying saucer looking ship with a turret above and below and it has two little fins sticking off of the sides that are storage. And then there's a little cockpit that sticks out in the front. It's not particularly pretty. It doesn't fly particularly well but it can hold a bunch of stuff and is also very comfortable.

[00:28:44] - Steven  
Perfect.

[00:28:45] - Nick  
Have you ever been in a pleasure yacht? A Starwind pleasure yacht?

[00:28:49] - Steven  
I think you might have seen one or two on Osiron but I try to stay away from there so-

[00:28:53] - Cameron  
Those are the pesky tourists.

[00:28:55] - Steven  
Yeah.

[00:28:56] - Nick  
OK so then you would know that the trident shaped star ship has two sides sections mounted along each side of the ship's main hole. One side contains a pretty good sized cargo hold and the other side contains the crew quarters so it's like a bunk house thing. And then in the middle this is the reason you all have this ship. It has the bridge, the guest quarters, the state room, the lounge, the galley, the conference room, the holo-theatre, and even a zero-g relaxation table.

[00:29:22] - Hudson  
No bowling alley?

[00:29:22] - Cameron  
No movie theatre?

[00:29:23] - Nick  
No bowling alley no. There's a holo-theater [Cameron: mmkay] that's literally a movie theater.

[00:29:28] - Laura  
That is- yeah... a movie theater.

[00:29:30] - Nick

So it's very nice and it has a thorough catalog of amenities and pretty good cargo holding. The thing is these are pretty rare. They don't have a lot of drawbacks but the thing is because it's a freighter and like a yacht at the same time it's basically as expensive as if you bought one of each.

[00:29:47] - Nick

So you don't see a lot of them around because most people if they want a freighter will buy a freighter if they want a nice yacht they'll buy a nice yacht. There isn't a lot of mix together with that. So you've seen them, you know sometimes people use them as like command centers if they're a big corporation or something but there's- there's not a lot of them.

[00:30:02] - Nick

And this ship is called the...

[00:30:05] - Hudson

Pretty in Pink

[00:30:08] - Multiple Speakers

[giggles] nooo.

[00:30:10] - Steven

That's unfortunate

[00:30:10] - Nick

So.

[00:30:10] - Laura

The Executor.

[00:30:12] - Nick

No you can't name it after Darth Vader-

[00:30:15] - Laura  
The Dreadnaught.

[00:30:16] - Cameron  
The Enterprise

[00:30:17] - Nick  
The Rose Tico.

[00:30:18] - Hudson  
Just call it My Pleasure. [collective ewws] Yeah Let's all cringe real quick.

[00:30:24] - Hudson  
Afternoon Delight?

[00:30:27] - Laura  
Can we name in the Afternoon Delight?

[00:30:29] - Cameron  
it's a pleasure.

[00:30:30] - Laura  
It is a pleasure yaht.

[00:30:32] - Laura  
If there's not a button on it that shoots out fireworks yelling "it's my birthday" I'm going to be disappointed.

[00:30:37] - Nick  
OK. It's the afternoon delight. It's stenciled on the side. You can see that it was probably called something else before and that's been like lasered off and painted over. You can't make out what it is. So the ramp drops and you were able to get up and into ship very easily it's very spacious. There's a lot of like synthetic white marble looking stuff like really nice laminate that's patterned to look like white marble or plasteel that's very polished and nice. There's a lot of red velvet more than you would expect to see.

There's a lot of like gold piping. It's very like- think of the decoration scheme as like expensive yet very tacky movie theater. And that's what the interior of this thing looks like.

[00:31:20] - Laura

No that's exactly what I'm expecting.

[00:31:22] - Nick

Yeah.

[00:31:22] - Hudson

Tink loves it. Rubs his hand across some of the velvet.

[00:31:26] - Laura

Like, is there a waterbed?

[00:31:28] - Nick

Yeah

[00:31:28] - Laura

I'm expecting a waterbed.

[00:31:29] - Nick

All of mattresses are waterbeds.

[00:31:31] - Laura

Nice.

[00:31:31] - Hudson

And you hit a switch and they like come out of the- out of the wall-

[00:31:35] - Laura

and rotate. Cause they're circular waterbeds, right? [Steven and Hudson repeating words as they're said]

[00:31:39] - Nick

So the main crew quarters has several cabins. One of those has a rotating water bed and then there's a couple of cabins in the main hall and those have different beds setups than the rest of them and the rest are all like, they would be bunk rooms like a normal ship that makes kind of sense. It would be bunk beds stuck into the walls that could see 15 people. Instead it's like two queens per cabin. They can sleep a lot of people. I think it's like 12 or something like that.

[00:32:05] - Hudson

For parties.

[00:32:07] - Nick

[pages flipping] Lemme see

[00:32:07]

For all of our friends we collected on our adventures.

[00:32:09] - Laura

Yeah Xianna would immediately be like *I call a room with ze waterbed. I want one of zose, in case we sleep 'ere, I want a waterbed.*

[00:32:16] - Nick

So it can take a pilot [Laura: it seems fun] and co-pilot an engineer and two gunners to fly it. You don't have to have all that though this one doesn't say what the passenger capacity is. But I'd say it's probably like 12 or 15 people. It's for like birthday parties. Yeah.

[00:32:31] - Hudson

Just a birthday parties

[00:32:32] - Cameron

Just birthday parties only.

[00:32:34] - Nick

So that's the afternoon delight.

[00:32:36] - Nick

And you all get on board and prepare to take off. So who's going to do what on the ship, what are your stations going to be?

[00:32:44] - Steven

I'll be the captain-

[00:32:45] - Cameron

*so does any one fly?*

[00:32:47] - Steven

*I fly. [Nick: in fact] Well over on the outer rim [Cameron: I do fly] things get a little bit you know loosey goosey.*

[00:32:54] - Laura

*What does [Cameron: Alright] loosey goosey mean?*

[00:32:57] - Steven

*Very good. Things are-*

[00:32:58] - Laura

I look at Karma like-

[00:32:59] - Cameron

*That means something different.*

[00:33:01] - Laura

*OK that's what I [Cameron: yeah that's not. no] thought.*

[00:33:02] - Nick

[Cameron: alright uh] He means valancy bantha-y.

[00:33:05] - Steven

*Do y'all fly?*

[00:33:07] - Laura

*Nooo*

[00:33:08] - Cameron

*Probably better than you.*

[00:33:09] - Steven

*All right then.*

[00:33:10] - Cameron

*I'll babysit. All right. Let's go to the cockpit.*

[00:33:13] - Laura

Well I mean what is your agility?

[00:33:15] - Steven

Two [Cameron: two]

[00:33:15] - Cameron

He does- he does have a skill in planetary. And I don't have any but my agility is three.

[00:33:21] - Laura

Because I have a 3 in agility but I just don't have any skills.

[00:33:24] - Hudson

*I'll be the mechanic.*

[00:33:24] - Steven

That wasn't a-

[00:33:26] - Cameron

Tink announces.

[00:33:26] - Steven



*I think you mean engineer.*

[00:33:28] - Hudson

*I'll be the engineer mechanic.*

[00:33:30] - Steven

*Wonderful. We're looking for one of those.*

[00:33:32] - Laura

Is a ship gun gunnery?

[00:33:34] - Nick

Yes

[00:33:36] - Laura

I can do that 'cause at least I have a 3 in agility.

[00:33:38] - Nick

Yeah.

[00:33:38] - Multiple Speakers

[indecipherable chatter]

[00:33:39]

*I can take ze guns [indecipherable chatter] I can make ze 'pew pews'.*

[00:33:43] - Steven

*You seem [Cameron: hopefully we won't need it] to be the type to use. [Cameron: alright] [Laura: I make pew pew noises]. Yes. Well*

[00:33:49] - Cameron

*Can we get this moving?*

[00:33:50] - Steven

*I'm still deciding-*

[00:33:50] - Cameron  
*Togruta.*

[00:33:51] - Nick  
So who's taking the pilot's seat and who's taking the co-pilot-

[00:33:54] - Cameron  
I take the co-pilot

[00:33:55] - Steven  
I'm the pilot

[00:33:56] - Nick  
OK. You seem so confident.

[00:33:58] - Steven  
Yup. It's going to go so well.

[00:34:00] - Hudson  
His lack of confidence is disturbing.

[00:34:01] - Steven  
We might need the gunner to help us get on

[00:34:03] - Cameron  
[Overlapping Steven] I have to- I have to be there to shoot him if- [laughter] [Nick: oh yeah] because we're given instructions.

[00:34:08] - Nick  
So

[00:34:08] - Steven  
*I am Councilman Sako*

[00:34:10] - Cameron  
[whispered] no, you're not

[00:34:10] - Nick  
So I need you, [Steven: yup] Sabos, to make a piloting check please. This one's easy.  
This is just lifting off, getting used to the ship. [Dice sounds]

[00:34:21] - Hudson  
While he's doing that I check all the knobs and do-hickeys and make sure everything's  
ready to go.

[00:34:25] - Nick  
Roll me a mechanics check. [Dice sounds]

[00:34:29] - Steven  
It was a success and a...

[00:34:31] - Cameron  
Advantage [Steven repeats: advantage]

[00:34:31] - Nick  
Success and a advantage.

[00:34:32] - Hudson  
What difficulty?

[00:34:35] - Nick  
-Uhhh- average. If you're just poking at knobs and do-hickeys. So while you're rolling  
that, a success and an advantage you're able to lift off, seal it up for orbit and take to the  
skies.

[00:34:45] - Nick  
It goes pretty well and that advantage will come into play in just a minute. So...

[00:34:48] - Steven

Good.

[00:34:49] - Nick

Hang on to that. yeah.

[00:34:51] - Laura

Yeah [Nick: good idea]. I imagine I would just get in the- one of the gunnery seats and just kind of... poke around that stuff, not fire or anything but just make sure that I'm like OK these buttons do this. This is my visibility. This is how much my chair moves. I'm probably going to have like adjust the chair up and down to get to the right height.

[00:35:11] - Hudson

I have five successes and an advantage and a threat for mechanics.

[00:35:15] - Nick

[Cameron: dang] Woooow. OK so with five successes you are now intimately familiar with the ship which has one dorsal and one ventral turret mounted medium laser cannon so we can shoot in a circle either way. So you can pick which one you want. - uh- They don't link but that's a mod that could be installed at some point. If you would so care to do so.

[00:35:37] - Laura

I want the dorsal one.

[00:35:39] - Nick

You know that the passenger capacity is 10 because I found that stat while I was looking at this and that the incumbrance capacity is eighty five. So it can carry a decent amount of stuff but it's by no means like a tanker. 85 would be like you could fit a car in here... a couple of cars honestly. So you know that, you know that the ship has some secrets.

[00:36:00] - Multiple Speakers

OoooOOOOooo.

[00:36:02] - Nick

Wow that was really good. Good job everybody. You know that there's some stuff about it that's probably a little different with your threat. You're not sure exactly what but that it bears further investigation. You also know it hasn't really been upgraded at all. So it has a couple of hard points and things that you could, if you keep the ship for a while, you could change as it goes. So you take to the skies and it goes -beeedooo- and the ship flies up into the atmosphere and it's very exciting. And everyone is excited. Yayy. As you breach the atmosphere you see a small de- star destroyer. Would anybody be versed in like different star destroyers and stuff for Imperials?

[00:36:37] - Laura

I have underworld.

[00:36:39] - Hudson

As do I

[00:36:39] - Laura

And streetwise.

[00:36:41] - Nick

-hmm- This is like an inner rim kind of thing

[00:36:42] - Cameron

[Overlapping Nick] skill wise no but I'd have some familiarity with them being a bounty hunter and... [Laura: I...] probably taking Empire bounties.

[00:36:50] - Laura

I used to live on an Empire occupied planet if that helps.

[00:36:55] - Steven

I can negotiate.

[00:36:55] - Nick

[Overlapping Steven] Ryloth won't help because they have like just a big one. This is a small one [Laura: yeah], it looks weird.

[00:37:00] - Steven

Would negotiation come in handy? [Cameron laughing] We can just talk to [Cameron: not yet!] the star destroyer 'hey we're leavin' "

[00:37:06] - Hudson

Talking does solve many problems.

[00:37:07] - Nick

It might. I need just a straight intelligence check from I guess karma and... Xianna, you can do one too.

[00:37:16] - Multiple Speakers

Okay

[00:37:17] - Laura

I [Cameron: what's the difficulty?] mean I'm in the gunnery seat.

[00:37:18] - Nick

-uhh- hard [Cameron repeating: hard]. [Dice sounds]

[00:37:22] - Cameron

You- you can see it from the gunner's seat. I turn on the ship comms.

[00:37:27]

We can talk [Nick: -doodooo-] to each other now.

[00:37:28] - Nick

Okay They go -boopboop- -boopboop-. [Dice sounds]

[00:37:34] - Cameron

Heyyy! success.

[00:37:36] - Laura

Nope.

[00:37:37] - Nick

Okay so you've never seen one of these before which I said so that's pretty cool that the dice backed me up on that [Cameron laughing] -uuhh- Karma, Looking out through the cockpit you know a couple of things. One you know that the empire doesn't really hang out around Corellia. Corellia's space- [Cameron: Space Texas] Space Texas. Yeah they kind of run their own stuff.

[00:37:53] - Nick

They're a part of the empire and they do their own thing so stormtroopers being here is weird. You also know that this ship which you have seen before in some situation or other you probably would have dropped a bounty off here at least once, is an imperial raider class corvette. It's not that big it's only about 150 metres long and it has fins sticking off the sides that look like giant versions of a tie fighter advanced wings [Cameron giggling] on it and they use it for like patrol routes and such- It's not very big it only has like 20 ties on it but it has complements of troops and apparently it has drop pods because they dropped -uhh- stormtroopers on you to go try and stop whatever you were doing. So as you get to orbit your comm beeps at you.

[00:38:35] - Nick

Do you answer it?

[00:38:37] - Cameron

Yes

[00:38:38] - Nick

Do YOU answer it?

[00:38:39] - Cameron

I answer it.

[00:38:39] - Nick

Okay. So as you key it on you hear an imperius voice say "*starship Afternoon Delight. What is your business and why are you leaving this orbit?*"

[00:38:49] - Cameron

*This is -uh- Karma Nailo I'm.. just dropped off a bounty and I'm headed back out.*

[00:38:55] - Nick

*We don't have you on the registration. What are you doing. There are fugitives fleeing the scene of a crime right now and we need to have this planet on lockdown. Please return to your birth and wait for further instructions.*

[00:39:07] - Cameron

I look over at Sabos.

[00:39:09] - Steven

*This is Councilman Sako [group laughter]*

[00:39:13] - Nick

I want a deception roll [Cameron laughing] please.

[00:39:15] - Steven

Sure.

[00:39:15] - Laura

Can you do the deception?

[00:39:17] - Steven

Yeah, why not.

[00:39:18] - Cameron

He has them. [Laura: okay] [Cameron whispers: no he doesn't, he doesn't]

[00:39:20] - Steven

How hard is it?

[00:39:22] - Nick

It's going to be hard.

[00:39:22] - Steven



Is that four or three?

[00:39:24] - Nick

Three [Steven: alright then] I give you a [indecipherable chatter] 50/50 shot.

[00:39:28] - Cameron

Nope

[00:39:29] - Steven

No [Laura repeats: no] it didn't go well.

[00:39:30] - Cameron

3 failures

[00:39:30] - Nick

3 failures.

[00:39:31] - Hudson

It's like Sako is like right beside them like "Wait no that's not me. I'm here!" [group laughter]

[00:39:36] - Nick

So over the radio, yeah, over the com you hear this voice say "*oh really? Councilman Sako, it's me your cousin... Bert.* [group laughter] *How strange that you sound different than usual.*" [Someone makes static and electronic noises] And you hear the voice turn away from the microphone and say "*open fire*" and the com [Steven sighs] shuts down.

[00:39:55] - Steven

*I meant Sabos*

[00:39:56] - Cameron

*I'mma need you to fly now.*

[00:39:57] - Laura

I like yell down the hall- I'm like "*when you are pretending to be a person, make sure it is not a real person... that might know people. just stating*".

[00:40:06] - Steven

I just tap on the mike and say "*I meant Sabos. Sabos. Councilman Sabos*"

[00:40:10] - Nick

And -uuhh-

[00:40:10] - Cameron

*Sweetie, they hung up.*

[00:40:11] - Laura

*It is too late. I'm going to have to shoot people now*

[00:40:13] - Nick

[Overlapping Laura] A turbo laser grazes the shields on the ship and the whole ship rattles and I am going to need... a vigilance check from Karma because she is the pilot and-

[00:40:24] - Cameron

Nu-uh. I'm co-pilot

[00:40:25] - Nick

Co-pilot. So I'm going to need one from [Steven mubles] Sabos then.

[00:40:28] - Steven

Perfect. How hard is it?

[00:40:30] - Nick

It's-uh- just the role. [Dice sounds]

[00:40:34] - Cameron

Three advantages.

[00:40:36] - Nick

Great. So two tie fighters come from the back side of this planet -uh- and flank you and begin shooting at you. And I need you to roll two greens against -uh- two purple's for me please.

[00:40:49] - Steven

Sure.

[00:40:50] - Nick

And also you're being bombarded with Turbo lasers right now which is also not good.

[00:40:53] - Steven

I could yell out to Xianna "*open fire*". [Dice sounds]

[00:40:57] - Laura

*Zat is what I am doing!* I'm just in the process of like getting that like... weird 70s screen lined up so I have like my yellow grid and I'm just trying to align my yellow grid up with their red dot. [group laughter] [Nick: Okay] That's the issue is I'm just like figuring out 'cause on the ships I've previously used have a red grid and you line up on a yellow dot [Cameron laughing] and that's throwing me off.

[00:41:21] - Nick

Okay and so also this isn't like the [interspersed group laughter] turret for the Millennium Falcon. This is a -uh- like a movie theater recliner chair and so it has the grid and as you rotate the joysticks and everything, it doesn't actually rotate the chair the dome above you just spins around.

[00:41:37] - Laura

[Overlapping Nick] That's the confusing part for me as I'm used to the chair rotating and so I'm like a little discombobulated which is why it just takes me a few extra seconds to [Nick: Yeah] shoot and why I'm not actively shooting while Stephens is rolling.

[00:41:49] - Nick

But the chair's real comfortable that's that advantage from earlier.

[00:41:52] - Laura  
Ooh comfy chair.

[00:41:54] - Cameron  
No! Wash.

[00:41:55] - Steven  
Literally nothing happ-

[00:41:56] - Cameron  
Nada.

[00:41:57] - Nick  
Okay so... we won't worry about specific damage numbers but the ship takes a pretty good hit. The ship starts to rattle and klaxons start going off-

[00:42:08] - Steven  
Engineer?

[00:42:10] - Hudson  
I -umm- actually look to see if there's any type of device where I can forge communication to the other ship.

[00:42:15] - Nick  
Yeah absolutely. You can patch into the comm system.

[00:42:18] - Laura  
It's probably a little late for that.

[00:42:19] - Hudson  
Well no no no. I'm not patching into deceive, I'm patching in to like pretend like I'm like their headquarters and saying call it off.

[00:42:26] - Laura  
OOOoo [Cameron: to decieve].

[00:42:27] - Nick

Okay

[00:42:27] - Steven

so deceive. [group laughter muffles Steven]

[00:42:28] - Hudson

So that'd be deception or like engineering?

[00:42:30] - Nick

[Overlapping Hudson] Well, so- so if you're if you're trying to just send a signal that would be code breaking. So you're going- -uh- it's going to be... daunting. So that's four and a black die.

[00:42:40] - Hudson

I lose the black die because of the skill I have.

[00:42:42] - Nick

There you go. The black die's because you're trying to steal their Wi-Fi password.

[00:42:45] - Hudson

Yes. And -uh- what am I rolling for again? Computers?

[00:42:49] - Laura

Computers

[00:42:50] - Nick

Yeah computers.

[00:42:51] - Hudson

Okay. [Dice sounds]

[00:42:54] - Hudson

Okay so [Either Cameron or Laura: Oooo] I have a... success and a threat.

[00:43:01] - Nick

-Hohuho- Okay. The success, so you send them a signal that's basically a distress signal from a nearby system and they're the only ones close enough to get there. It's a specific imperial code. You've seen it before, you patch it in and they buy it immediately. The tie fighters immediately take off because they're informed they will get left here and they can't enter atmosphere and they don't have enough life support to wait until they get back so they need to get on that ship.

[00:43:21] - Hudson

*I got this everybody!*

[00:43:23] - Nick

And so what you all see from the cockpit is you see the tiefighters swoosh past you. Not loop around for another pass just beeline for the ship and the corvette starts to peel off in that like slow motion starship thing. And as soon as the tie fighters... go out of vision, like they're too far, you see the ship blink in to light speed and it's gone and you're not sure if the tie fighters made it or not but it- ships gone. Threat, is... next time you try to pull some hijinks like this, you left your little hacker signature in there, like they were able to see that it came from like your IP address so there's going to be more defenses next time.

[00:44:01] - Hudson

"ROFL leet (1337) hacker" was on there I couldn't help myself. [group laughter] [Laura groans: oohh noo]

[00:44:08] - Nick

Okay so you have the coordinates for Unroola Dawn. I just need somebody to put in a hyperspace calculation.

[00:44:16] - Laura

I do not have astrogation-

[00:44:17] - Cameron

[Overlapping Laura] I'm lookin' at buddy. [Steven: is that navigation?] Sabos knows astrogation. Astrogation

[00:44:21] - Steven

Oh yeah we can [Laura: Oh!] astrogate.

[00:44:22] - Laura

Yeah, you have [Hudson: You seem really good at it] points-

[00:44:23] - Cameron

[Overlapping Laura] You have points in that.

[00:44:24] - Steven

Yeah we can astrogate well, how hard is it?

[00:44:26] - Nick

So it's average but you have a black die because something is going on with your hardware right now.

[00:44:30] - Steven

Sure

[00:44:32] - Cameron

None of your -umm- skills or... whatever they're called on your tree. [Steven: hmmm] You have any of those?

[00:44:42] - Steven

Remove black die of- [Cameron: HEY] - [becomes muffled] of galaxy mapper

[00:44:43] - Cameron

[Overlapping Steven] I thought you had that one. [group laughter]

[00:44:47] - Laura

Ho-hoooo

[00:44:47] - Nick  
Good for you

[00:44:47] - Steven  
[Overlapping Nick] I couldn't get rid of that.

[00:44:48] - Nick  
Okay so you're able to work around [Steven: ooh] whatever is throwing off your ship.  
[Dice sounds]

[00:44:56] - Cameron  
[group snickers] It doesn't matter.

[00:44:57] - Nick  
oh geeze

[00:44:59] - Cameron  
-uh- three failures and an advantage. [dice sounds]

[00:45:03] - Nick  
OK so you punch in the coordinates and... push that little lever forward that everyone has and looks the same no matter what ship you're on. And the starfield in front of you stretches out into white lines and you vanish into the darkness of space. And that's where we'll end this episode.

[00:45:29] - Multiple Speakers  
baadaaaaaaDAADAAAAAAAAAAAAwoohhohhoh-

[00:45:29] - Multiple Speakers  
[begins singing] for the longest time.

[00:45:30] - Nick  
NO. NO. NO. That's not the thing! [Group laughing]

[00:45:34] - Cameron



Thanks for listening to Tabletop Squadron. [guitar music in the background] If you enjoyed our show please consider logging in to iTunes and giving us a five star review. Five star reviews'll new help listeners to find the show.

[00:45:44] - Cameron

Xianna'fan is played by Laura Penrod. She can be found on Twitter at [Cheerio\\_buffet](#).

[00:45:52] - Cameron

Tink is played by Hudson Jameson and he can be found on Twitter at [HudsonJameson](#).

[00:45:57] - Cameron

Karma Nailo is played by me, Cameron Robertson. You can find me on Twitter at [MidnightMusic13](#).

[00:46:04] - Cameron

Sabos Niks was played by Steven Schroeder. He does not exist on the internet.

[00:46:09] - Cameron

Our game master is Nick Robertson and you can find him on Twitter at [alias58](#).

[00:46:14] - Cameron

Our intro song is Space Jam by Pablo Ribot.

[00:46:18] - Cameron

Additional music by James Gunter. Follow the podcast on Twitter and Instagram at [tabletop\\_squad](#). For real we're real people and we want to talk to anyone who listens to the show. Reach out. See you next time.