

Episode 2- New Kids On The Block

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

[00:00:00] – Intro Music

[00:00:18] - Nick

[guitar background music] Hi everyone and welcome to Tabletop Squadron. A Star Wars Edge of the Empire actual play podcast. I'm Nick your gamemaster. Every other Thursday our story follows a thief, a bounty hunter, a fringer, and a slicer as they explore the galaxy helping a mysterious benefactor and each other. Thanks for tuning in and we hope you enjoy. But before we get to the episode I have a quick note from Laura about some exciting developments.

[00:00:45] - Laura

Hello squadron this Laura here letting you know that we have some cool new artwork but we will only release it when we hit 10 iTunes reviews. Yes. We are holding our own artwork hostage. So please head over to iTunes and leave us a review, every review helps new people find us. So... leave us a 5 star review.

[00:01:17] - Nick

Hi everyone and welcome to Tabletop Squadron episode 2. I'm here today with everybody let's go around the table, introduce yourselves and say who you play.

[00:01:26] - Cameron

Hello I'm Cameron and I'm playing Karma.

[00:01:29] - Steven

I'm Stephen. I'm playing Sabos. Or if the rolls go well Councilman Sakko

[00:01:33] - Hudson

I'm Hudson and I'm playing Tink

[00:01:36] - Laura

I'm Laura and I'm playing Xianna.

[00:01:38] - Nick

Great. So when we last left off you guys had-

[00:01:41] - Cameron

Who are you?

[00:01:42] - Nick

I'm Nick

[00:01:43] - Laura

Who are [Nick: hi] you playing?

[00:01:43] - Steven

What do you do?

[00:01:44] - Nick

I'm- I'm in charge of [Cameron: what do you do here?]. I don't- What do I do here? I think that's a fair question. I'm everyone else, that's- that's what I do.

[00:01:52] - Nick

So all right so before we get started let's do the destiny roll

[00:01:55] - Steven

yes let's [dice sounds]

[00:01:57] - Cameron

two light side

[00:01:59] - Hudson
one black

[00:02:00] - Cameron
aww [snickers] dark side

[00:02:01] - Laura
one dark side [dice sounds]

[00:02:03] - Steven
one light side

[00:02:05] - Cameron
Alright yeah three light side, two dark side.

[00:02:07] - Nick
Great. Not too bad. Yeah. OK. When we last left off you... got a job from a mysterious hologram decided to work together for an exorbitant fee.

[00:02:19] - Nick
Were assaulted by stormtroopers in scary black armor got a ship called the Afternoon Delight, got into space, were attacked by a small star destroyer and made a jump to light speed with three failures.

[00:02:39] - Laura
I'm sure it'll be fine-

[00:02:39] - Cameron
[overlapping Laura] and one advantage

[00:02:41] - Nick
and one advantage

[00:02:43] - Laura
yes

[00:02:43] - Hudson

we got [Cameron: an important-] that advantage [Cameron: -distinction] its- thats- that's some blue dice we will need.

[00:02:49] - Nick

Yeah [Cameron laughing] All right so let's get started. The camera starts at the back of the cockpit. It's like that classic Millennium Falcon shot. So it's looking over the shoulders. Who all is in the cockpit right now? You've been in space for like 12 hours at this point so you've had time to move around.

[00:03:06] - Laura

Xianna is sleeping.

[00:03:07] - Cameron

I'm in the cockpit and I have my feet up on the dash.

[00:03:10] - Steven

I, Sabos, am in the cockpit.

[00:03:12] - Hudson

I'm rolling my chance cube over and over again and taking down statistics [Cameron laughing]

[00:03:16] - Nick

In the cockpit or somewhere else on the ship.

[00:03:17] - Hudson

[overlapping Nick] Somewhere else on the ship.

[00:03:18] - Nick

OK. Are you doing it on the zero g relaxation bed?

[00:03:22] - Hudson

Yeah. Or actually is there a velvet couch or chair?

[00:03:25] - Nick

Oh absolutely. They're all over [Hudson: I'm on-] the place [Hudson:I'm on one of them]

[00:03:26] - Laura

I'm assuming everything is velvet.

[00:03:29] - Nick

Yeah. Like that crushed [Hudson: everyone-] red velvet.

[00:03:30] - Hudson

Everyone's [Laura: yeahh] been- been like picturing purple too, right?

[00:03:33] - Nick

No it's red [Cameron: it's red!]

[00:03:34] - Hudson

Oh, red.. velvet

[00:03:34] - Cameron

Like a dark movie theater red.

[00:03:36] - Hudson

Ooookay

[00:03:36] - Nick

You can [Laura: yeah] your- your quarters can be purple.

[00:03:39] - Hudson

OK.

[00:03:40] - Nick

It's the purple room.

[00:03:41] - Hudson

I like to be different. Yeah. Ok purple room.

[00:03:43] - Nick

So your quarters let's just talk about Tink's quarters for a second. It's an extra large bed that's like sunk into a compartment on the wall. It's a water bed mattress. The floor is all purple shag carpeting. The walls have that movie theater like it looks soft and you touch it and it's kind of not, wallpaper but it's carpet-y stuff and you're sitting in a purple velvet couch over a gold and glass coffee table rolling your chance cube taking down statistics.

[00:04:15] - Hudson

Laura had a visceral reaction to you saying purple shag carpet [group laughter] no one actually see that.

[00:04:21] - Laura

I [Cameron- hard to hear chatter] mean it's glorious

[00:04:24] - Hudson

ughh

[00:04:24] - Laura

but

[00:04:26] - Hudson

but, ehgg

[00:04:26] - Nick

Tink likes it, it reminds him of home.

[00:04:28] - Hudson

Yes

[00:04:28] - Laura

ya know- I imagine-

[00:04:29] - Nick

[overlapping Laura] the planet of Gigoran by the way, just purple shag, the whole thing.

[00:04:34] - Laura

Purple shag everywhere

[00:04:35] - Nick

Which is a bummer because their fur shows up on it like really obviously

[00:04:39] - Laura

And it's really hard to vacuum because of it.

[00:04:41] - Nick

Yeah. So you're doing that. So the camera is just looking over Karma with her boots on the dash placed ever so carefully amongst all the buttons and dials and controls sticks that are on this.

[00:04:53] - Cameron

Yup.

[00:04:53] - Nick

There is a big red button that says Do not touch and your- you've got your boot- the heel of it kind of wiggling back and forth while you're humming to yourself and every time it gets really really close to this big red button. Sabos, have you noticed that?

[00:05:08] - Steven

I'm sure I know where I'm going.

[00:05:10] - Nick

well-Okay.

[00:05:10] - Cameron

He's not [Steven laughs] in the cockpit.

[00:05:10] - Nick

He said said he was-

[00:05:12] - Steven

[overlapping Nick] oh I'm in the cockpit. [Cameron: oh you are?] I'm very intently staring out the window because I definitely know where I'm going.

[00:05:16] - Nick

Okay. [Cameron: You realize-] so you're very focused on that.

[00:05:19] - Steven

Yes

[00:05:19] - Cameron

You realize you don't have to drive while it's in hyperspace right?

[00:05:22] - Steven

[overlapping Cameron] I am sure I know where I'm going.

[00:05:24] - Nick

He's looking [Cameron: cool, well-] for landmarks. [Steven laughs]

[00:05:26] - Cameron

The ship at this point is kind of doing it itself so.

[00:05:28] - Steven

Yup.

[00:05:31] - Cameron

Alright, good talk.

[00:05:32] - Steven

haha yup

[00:05:32] - Cameron

ooh- during this time at some point I took out the data stick that I stole off the curly haired woman who attacked me and plugged into my -umm- data pad.

[00:05:44] - Nick

So I can [Nick: OoOoh] see what information was on it.

[00:05:46] - Nick

OK what information-

[00:05:47] - Cameron

'Cause it can't be tracked while I'm in hyperspace.

[00:05:49] - Nick

Oh yeah that's true. Okay so from the data stick you learn that the bounty hunter that you tangled with on your way to this mission's name was Bettany Boatthrower and that she is Corellian and she's from Coronet originally and so there's a lot of personal data on there, bounties that she's taken in. She has one message from the bartender that you met, Jerfrederick Douglass, and he's basically-

[00:06:15] - Cameron

[overlapping Nick] yeah, my friend Freddy.

[00:06:15] - Nick

And your friend Freddy and he's basically inviting her to the bar on that day for something unrelated and she happened to be there and then it's... a lot of like business emails. Basically she's a member of a like bounty hunting tip network. So her sending stuff out to get points and her spending points to get info on stuff. So that's mostly what's on there. Was there anything particular you were hoping for?

[00:06:40] - Cameron

I was mostly trying to figure out who she was.

[00:06:43] - Nick

Yeah, so

[00:06:44] - Cameron

Because I did not recognize her.

[00:06:45] - Nick

Yeah she's pretty small time. And you don't go to Corellia's very often so if it's someone who specializes in Corellia you probably wouldn't know them. Oh- there's a letter in there from someone that just says like Nana. And it says "I hope you enjoy the new blaster we saved up such a long time to get it for you".

[00:07:04] - Cameron

Alright. Also at this point I don't know that Tink rescued her.

[00:07:07]

Yeah. That hasn't come up-

[00:07:09] - Cameron

[overlapping Nick] and left her so... I feel a little bit better about having left her blaster where she can easily find it,.

[00:07:14] - Nick

-mhhmm- at the bottom of the canal?

[00:07:17] - Cameron

-Uhh- that she pushed me into. Yes.

[00:07:18] - Nick

OK. -uuh-

[00:07:19] - Cameron

She didn't want it getting wet. She shouldn't've pushed me into the canal.

[00:07:23] - Nick

So your flipping through this data stick getting information. Sabos is desperately looking for some sort of landmark in hyperspace that will-

[00:07:32] - Steven

[overlapping Nick] I'm seeing all of them too. [group laughter]

[00:07:35] - Nick

"*Oh yeah I recognize that star*".

[00:07:36] - Laura

I don't think he knows how hyperspace works.

[00:07:38] - Steven

Every landmark. [group laughter]

[00:07:39] - Hudson

Is he convincing himself or no [Steven: noo] one around him?

[00:07:44] - Steven

Yes. [Steven laughs]

[00:07:46] - Nick

And Tink is doing statistics research and -uh- Xianna is sleeping?

[00:07:52] - Laura

Yes she definitely picked a waterbed and-

[00:07:55] - Nick

-mhmm- well they're all waterbeds.

[00:07:56] - Laura

Well they're all waterbeds. But she made sure she picked a round one that will rotate [Nick: hmm] and I'm sure that there are gold pillows on it and if there aren't mirrors on the ceiling I am leaving.

[00:08:09] - Nick

Yeah, no, there's mirrors -uh-

[00:08:10] - Laura

Yeah there's mirrors on the ceiling, probably like half the stuff in her pockets are just like thrown about the room. [Nick: Alright] right now, like already, like the weird mask in the box is sitting on a shelf though. She put that on the shelf. [Cameron: The decanter's on the bedside table-] -uhh- and the Twi'lek totems are on the shelf. The decanter is already empty on the floor. The stopper's gone... somewhere. Like, her scanner goggles are thrown on the floor and she's probably like half in the bed? And like... at least one foot is hanging out of the bed.

[00:08:42] - Nick

Okay so I'm picturing her sprawled on her back unconscious one leg kind of dangling. There is a disco ball hanging from the ceiling [Laura: oh definitely] that's spinning. There's like-

[00:08:50] - Laura

[overlapping Nick] And it's on.

[00:08:51] - Nick

There's low jizz music playing and the bed is rotating so your foot occasionally will kick like [Laura: yeah] your boots or something on the way around. And then we do a quick flashback to when Xianna first walked into the room. What color scheme do you think the room is? Is it the- the red gold?

[00:09:04] - Laura

[overlapping Nick] I'm imagining the dark red and gold, [Nick: okay] like, just gold everywhere.

[00:09:12] - Nick

So Xianna walks, in the comforter on the bed is red and gold leopard print-

[00:09:16] - Laura

yesss

[00:09:17] - Cameron

niceee

[00:09:18] - Nick

Loth-leopard [Laura: it's gotta be-] print I guess? [Laura: uhhm] Space leopard.
whatever

[00:09:21] - Laura

Some sort of space cat.

[00:09:21] - Nick

Yeah, space cat and she walks in and she looks around and she goes and she says
outloud "*if there aren't mirrors on the ceiling I am leaving*" and-

[00:09:30] - Laura

if zere are not mirrors on ze ceiling I am leaving.

[00:09:33]

Yeah. And you look up and you see mirrors and you [2 clap spounds] clap to yourself
and then the disco ball comes down from the ceiling. [Cameron laughing]

[00:09:41] - Laura

Ooooh [Nick: and the bed starts-] *zis is definitely my rooom!* and I just like go [6 clap
sounds] and I just like keep watching it like go up then go down. Then I leave it down
and start throwing stuff everywhere.

[00:09:53] - Nick

Then it flashes back forward, does Xianna snore?

[00:09:57] - Laura

-Ehh- Probably not.

[00:09:58] - Nick

okay, to her just drooling slightly out of the side of her mouth while she's asleep and-

[00:10:02] - Steven

[overlapping Nick] also you definitely described the low jazz music as low jizz music.

[00:10:05] - Nick

Yeah-

[00:10:07] - Multiple Speakers

[various, overlapping murmurs] in Star Wars

[00:10:07] - Steven

oh is it really? [Nick: yeah] [Laura: it's called jizz] ooh!

[00:10:11]

[group laughter] [group chatter]

[00:10:12] - Nick

Star Wars, yeah

[00:10:12] - Laura

[overlapping Nick] I mean, we all love some hot jizz.

[00:10:13] - Nick

If, so for anyone who isn't way too into Star Wars, yeah jazz is called jizz music. Gotta get you some of that hot jizz whenever you're listening to music in Star Wars

[00:10:24] - Laura

[overlapping Nick] We are gonna- We are gonna earn our explicit rating only by saying jizz 40 times a podcast.

[00:10:32] - Nick

So that's- that's what everyone is doing and -uhh- Tink, you and Xianna, Xianna comes awake as they feel the ship drop back into normal space. And -uh- I need a vigilance roll from Sabos right now. right now right now right now.

[00:10:49] - Steven

Okay.

[00:10:49] - Laura

Xianna tumbles out of the bed and is like *oh are we here?*

[00:10:55] - Steven

[group chatter] -a hard vigilance roll?

[00:10:55] - Cameron

Can he have a blue die cause I'm copiloting?

[00:10:57] - Nick

Not on the vigilance roll, on the piloting check [Cameron: ok cool]

[00:11:00] - Steven

Is there a difficulty [Cameron: nope] associated?

[00:11:01] - Nick

-uuhh- yeah [Cameron: oh] average. 'cause you did say that you were sitt- yeah that's good- you did say you were sitting up straight.

[00:11:11] - Cameron

Total wash.

[00:11:12] - Nick

-hmm- Great. Well that's going to make this trick harder. So you drop out of hyperspace.

By your calculations you shouldn't have yet. You're about 100 yards from a forest.

[Cameron laughing] You are well within [background music plays] this planet's atmosphere and you overshot a little bit and so you frantically grab the stick and try to pull up and Xianna, even with the inertial dampeners, which is really cool Star Wars

thing where you don't get turned into paste when you turn too hard, you are thrown out of the bed and Tink your chance cube goes bouncing away from you and down

[Hudson: noooo] the hallway of the ship. [group laughter]

[00:11:45] - Laura

I take it we are not zere.

[00:11:49] - Steven

-uh- *There was a slight miscalculation. Everything is fine up here. You're good.*

[00:11:53] - Cameron

I can see trees [laughter]

[00:11:54] - Nick

and so you desperately [Laura: *trees?*] need [Cameron: *trees!*] to pull up so I need a hard pilot check.

[00:11:59] - Steven

It's a planetary?

[00:12:02] - Nick

No, its still- planetary is -uh- planetary and space are the kind of vehicles you have. You are in a space ship. So it is space and [Steven: wonderful] you have a black die because you did not do well on your vigilance roll.

[00:12:14] - Steven

[whispers] wonderful. Hope this is going to be fine.

[00:12:15] - Cameron

can he have a blue die though

[00:12:17] - Nick

yes, you can have [Cameron: for the piloting check, 'cause I'm copiloting] a blue die because... -uh- probably she has [Cameron: I- I removed-] kicked the stick-

[00:12:24] - Cameron

[overlapping Nick] my feet from the dash very quickly when I saw trees.

[00:12:26] - Steven

Lemme just double check that I don't have [muffled, hard to hear speech. most likely: anything] to help me out here. [dice sounds]

[00:12:32] - Nick

I'm really excited that Sabos is the pilot. You guys, this is great.

[00:12:36] - Steven

Yup, oop!

[00:12:37] - Laura

It'll all be fine. [Dice sounds]

[00:12:38] - Nick

Look at this team. We're gonna to do great.

[00:12:40] - Steven

Yes.

[00:12:41] - Cameron

Triumph.

[00:12:42] - Nick

Really?

[00:12:42] - Cameron

Hold on..

[00:12:43] - Steven

yup

[00:12:44] - Laura

I mean I see a lot of threats.

[00:12:45] - Cameron

[Overlapping Laura] Hold up. Recalculating.

[00:12:46] - Hudson

Recalculating

[00:12:47] - Nick

You know how I like to spend threats you guys.

[00:12:50] - Laura

I see three.

[00:12:51] - Cameron

Okay so [Nick: yayy][Laura: oh boy] a success, three threats and a triumph.

[00:12:55] - Nick

huh... OK. It is a very Cameron type role. [Cameron: good job Steven] So the success you managed to pull up above the treeline, the triumph that thing that had been knocked loose from the ship snaps back into place. [Steven: Oh yes] -uh- It was a rear stabilizer that was going to make doing things very difficult until you figured that out and a little- I'm assuming Tink is probably jacked into the system diagnostics on his data pad right now. Like that's what you do when you enter an area is just like connect to every network. [Hudson: yeah] So as that sounds back into place a little diagnostic pop up shows up on your data pattern as you're like chasing after your chance cube and it's rolling around in the hallway and it says like "rear stabilizer detached. temporary fix" and it shows you like exactly how to fix it. So all you have to go out there in like is go out there and weld something down and it's good.

[00:13:45] - Hudson

Remind me to tell you all about a slight issue later.

[00:13:50]

-uh- So that's-

[00:13:50] - Laura

I zink we are having a slight issue right now.

[00:13:53] - Steven

No we are fine.

[00:13:54] - Hudson

[Overlapping Steven] *This is not a- This is not a slight issue*

[00:13:55] - Nick

So Xianna - Xianna, goes actually- as- with all the acceleration in the sudden change, she's sliding down the hall and she slides past -uh- Tink with her arms crossed saying that. So that's fun

[00:14:06] - Cameron

Proud of you Steven.

[00:14:08] - Steven

That was a good roll.

[00:14:08] - Nick

Yeah. Good job. And then the three threats. Hey guys guess what happens if you get three threats in Star Wars.

[00:14:13] - Cameron

You fall down

[00:14:14] - Nick

You fall prone! [dramatic bass noise] It's my favorite thing ever. So you fall out of the chair.

[00:14:20] - Cameron

The ship falls prone. [dramatic bass noise]

[00:14:23] - Nick

No- not the ship! [Cameron laughing]

[00:14:24] - Laura

The ship falls down.

[00:14:24] - Nick

Sabos falls prone. [dramatic bass noise]

[00:14:27] - Nick

And the ship is actually very nice even if it's a little tacky. And so as he falls out of the chair it senses no one's in the pilot's seat and gives you full control of the ship Karma.

[00:14:36] - Cameron

Oh goodness!

[00:14:37] - Nick

And with the acceleration to avoid hitting the trees he had to punch it. So as he falls backwards out of his chair he goes sliding off down the hall and into the rest of the ship. So...

[00:14:47] - Cameron

Alright I'll just hang out in here.

[00:14:49] - Nick

And as you're flying you get readouts of like local scanning and fauna. There's some very big animals although you can't identify what they are. And you see that the planet-well you would have seen from space if you had been in space. [Cameron giggles] But you can gather kind of from what you can see the planet is mostly large forest and there's a lot of scrub bush and stuff everywhere but it's mostly pine trees and things like that and not like Douglas fir pine trees it's like the big tall ones that just have pine needles at the top. And -uh- you also see some lakes like some mega lakes scattered around. So Lake Erie sized give or take you imagine, because it disappears on the horizon. But the way it's shaped you can see that it's not an ocean.

[00:15:31] - Steven

As I slide down the hallway and past them I say "*Hey guys, I came down here to tell you I think we're here*". [group laughter]

[00:15:38] - Hudson

Thanks.

[00:15:40] - Nick

And at this point the inertial dampener has caught up and you guys are able to stand up and move freely about the cabin. You made it to the back by the wet bar.

[00:15:48] - Steven

Wonderful.

[00:15:49] - Cameron

Karma says over the coms *This is why we wear seat belts.*

[00:15:53] - Laura

Ze ship 'as seatbelts?

[00:15:55] - Cameron

Yep I'm wearing mine [Cameron snickers]

[00:15:57] - Laura

Zere were not belt in my bed. I checked.

[00:15:59] - Cameron

That does make sense. I was talking specifically about the pilot flying through the back.

[00:16:03] - Steven

[Overlapping Cameron] *The captain's chair did not have a seatbelt and so-*

[00:16:05] - Cameron

It- it totally does! I can see it.

[00:16:08] - Steven

It was not attached.

[00:16:09] - Hudson

Were there [Cameron: well yeah. no duh] *restraints on the bed?*

[00:16:12] - Laura

Noo. I checked for those. [group laughter] Zere were none.

[00:16:15] - Hudson

OK.

[00:16:16] - Steven

The important thing is we miss the trees. I mean the important thing is we are definitely at the planet.

[00:16:21] - Laura

Are we?

[00:16:22] - Steven

We're at a planet. Aren't we?

[00:16:23] - Cameron

[Overlapping Steven] *Can confirm we are at a planet.*

[00:16:26] - Nick

That sounds like a check doesn't it.

[00:16:27] - Cameron

It does sound like a check.

[00:16:28] - Nick

Either astrogation- this is all Karma 'cause she's the only one that's nearby.

[00:16:33] - Cameron

I can see it.

[00:16:34] - Steven

I can't look out the back window by the wet bar?

[00:16:35] - Nick

I mean you can see trees in a lake.

[00:16:38] - Steven
Perfect.

[00:16:38] - Nick
astrogation or knowledge outer rim.

[00:16:42] - Steven
Can I use outer rim with my trees [Cameron: ss-what's the-]and a lake?

[00:16:44] - Nick
Sure

[00:16:45] - Cameron
what's- what's the difficulty?

[00:16:47] - Nick
Average... you're here and you have all the readouts of everything.

[00:16:49] - Cameron
Can I have a blue die from looking at the ships navi-computer?

[00:16:55] - Nick
Sure

[00:16:55] - Multiple Speakers
[hard to hear chatter]

[00:16:58] - Nick
so half [Cameron: -an idea of where we are?] of the navi-computer- half of the navi-computer readouts are just like question marks and "UNKs" and things because it was not expecting there to be a planet here. It had been assured that there was not a planet here when someone programmed it.

[00:17:15] - Cameron

-mmhmmm- [dice sounds] oh goodness.

[00:17:16] - Cameron

So... [Laura: ooooew] I fail with four advantages?

[00:17:21] - Nick

great. You don't fall prone.

[00:17:23] - Cameron

Correct. I don't think I would from a knowledge check.

[00:17:26] - Nick

How did you do Sabos?

[00:17:27] - Steven

So I have three threats [Cameron: also two-] two successes and two- so I have-

[00:17:31] - Cameron

[overlapping Steven] Yes, you two threat- or one threat and two successes [Steven at the same time: two successes].

[00:17:34] - Nick

Okay so you know you're definitely on Unroola Dawn. The threat is... you've been here before so that's part of the reason you recognize it but some people may recognize you if you are unlucky [Steven: mhhmmm] and you had-

[00:17:47] - Cameron

Four advantages.

[00:17:49] - Nick

How do you want to spend the advantages. [Cameron: hmmm] Four is a lot.

[00:17:53] - Cameron

We're approaching the lake. There is a nice clearing to land the ship in. [Nick: mhhmm] What else?

[00:17:59] - Nick

So one of the advantages you can see that there is a settlement near the lake as well.

[00:18:04] - Laura

Yeah [Hudson: you can make the perfect cocktail] Does Tink have to fix anything with the ship? [group chatter]

[00:18:08] - Cameron

He'll have to repair the dampener once we land.

[00:18:10] - Nick

[overlapping Cameron] but it will be really easy to do.

[00:18:12] - Laura

Okayyy

[00:18:12] - Hudson

It's not bad

[00:18:13] - Nick

[overlapping Hudson] It'll take him like five minutes.

[00:18:14] - Laura

While we're landing and I'm up, can I get an advantage for a skullduggery check to just check around the ship to see if there's any cool hiding spaces?

[00:18:23] - Nick

Sure.

[00:18:24] - Cameron

Yep I'll give you a blue day.

[00:18:26] - Laura

Is there difficulty?

[00:18:27] - Nick

Probably hard, because if they are cool they'll be hard to find right? Oh and one of your advantages can be spent on the navi-computer resets and you see that it's outpost 4 which is where you were supposed to go. [dice sounds]

[00:18:40] - Steven

Oh we made it.

[00:18:41] - Nick

good work

[00:18:42] - Cameron

but you don't know that- you can't see it. [Steven laughing]

[00:18:46] - Laura

Okay so that's 2 succ- no, 3 successes a threat, and a triumph.

[00:18:52] - Cameron

four successes.

[00:18:54] - Laura

Oh! four suc- [Cameron: the triumph as well] yeah, the triumph has a success in it.

[00:18:57] - Nick

Okay so with the triumph and all those successes, yeah there are several good hiding places. In fact one might say mechanically that one of the hard points on the ship is used up by smuggler compartments

[00:19:08] - Laura

Nice

[00:19:08] - Nick

yeah, rather than it being like floor panels or something there's a lot of little nooks and crannies where things can go. There are some that are bigger for like big size stuff but there's lots of small little stache-y hideaways. How many threats was it?

[00:19:21] - Cameron

One

[00:19:21] - Nick

So the threat is one of the places where you think is a hiding place is actually like a garbage disposal and you may accidently throw something out if you put it there.

[00:19:31] - Laura

oh, okay.

[00:19:32]

It looks like a hiding place but it's got a little trap door-

[00:19:35] - Cameron

[overlapping Nick] [in a foreboding voice] and you don't know which one.

[00:19:37] - Nick

...yeah. So cool that may come up so you, karma, you see that you were approaching that open clearing by the lake and there is a settlement over there and it is outpost four, which is one of the things that you overheard your contact telling you you needed to visit

[00:19:54] - Cameron

Cool. I'mma go fly over to that clearing.

[00:19:57] - Nick

Okay you're going to land?

[00:19:59] - Cameron

Yup.

[00:20:00] - Nick

So that takes probably like five or six minutes to come in. No one comms you. There doesn't appear to be air traffic control or anything you can just come in for a landing. What are you guys doing during that five or six minutes everybody but karma.

[00:20:12] - Hudson

Getting my tool kit together.

[00:20:13] - Nick

Okay

[00:20:14] - Laura

Putting my shoes, on picking [Cameron laughing] my stuff up and then looking around the ship. I'm probably like looking for the compartments like as I'm putting shoes on and stuff so I'm just like walkin' around like putting shoes on like poking panels.

[00:20:26] - Nick

-hmm- Ok

[00:20:27] - Steven

I'm taking a drink. Very happy with myself. I didn't crash in the trees.

[00:20:30] - Nick

OK what Sabos's drink of choice?

[00:20:32] - Steven

Corellian whiskey.

[00:20:33] - Nick

OK the wet bar is not as well stocked as you would expect.

[00:20:36] - Steven

I'm sure it has some Corellian...

[00:20:38] - Nick

[overlapping Steven] the- so it has some whiskey it has some space gin it has like some of the main stuff it doesn't really have any mixers and most of the bottles are only like a quarter full. So it's like this ship was taken on a pretty long journey and then never restocked.

[00:20:54] - Hudson

doesitave a White Gigoran in it? It's a white russian with hair

[00:21:01] - Multiple Speakers

Eww [group snickers]

[00:21:01] - Nick

So you [Steven- hard to hear chatter] have the hair to supply. There is some space BalBailey's but it's not refrigerated so it's kind of sour.

[00:21:09] - Hudson

Get my tools together anyway. Don't need a drink before a job.

[00:21:12] - Nick

Cool. So -uh- Sabos is just leaning against the bar looking out the back window acting like nothing ever went wrong everything is great.

[00:21:18] - Steven

Everything went to plan and we're on a planet.

[00:21:20] - Nick

Yeah. So [Steven laughs] you can see that outpost 4 is a large camp settled in the wilderness of Unroola Dawn. It has a ring of durasteel walls around it that slope inward and you can see the tops of prefabricated buildings peeking over the wall you can see several imperial shuttles and a couple of civilian ships parked in the clearing outside. There is a large automated gate on one side. It's like a... a sliding flat door that has overlapping triangles that go across and you can see that the settlement is pretty plain. It has dirt roads and most of the buildings are like one story and square and they're arranged in kind of concentric circles around the middle of the settlement where there is

a larger building. That's about all you can tell before you settle into a landing. So. You have landed. Congratulations, you did not die. This is good.

[00:22:09] - Cameron

Karma [Hudson: I whi-] like slowly peels her fingers off of... [group laughter] like- the controls and like rolls her neck and stretches like "*Okay that was stressful*". Which you all hear because the ship's comms are on.

[00:22:22] - Laura

Yeah Xianna looks over at Sakos and is like "*do you actually know 'ow to fly?*"

[00:22:30] - Steven

we're on a planet aren't we?

[00:22:32] - Cameron

He flew alright. It's the astrogation checks I'm not so sure of.

[00:22:36] - Steven

I might have overshot the- well here's what happened. You remember that orbiting destroyer thing that was just such a problem.

[00:22:45] - Laura

You mean...

[00:22:45] - Cameron

that left?

[00:22:47] - Laura

the ship?

[00:22:48] - Steven

I decided to skip the orbit this time. Boom.

[00:22:51] - Laura

I do not zink zat [Steven: we just went right on it] is a good zing. I zink zere's a reason zat ships usually stop zat.

[00:22:59] - Nick

I want to flip a darkside point and Xianna you, you're still talking a big game but you're genuinely unsure if he did it on purpose or not. [Steven and Laura laughing] You probably wouldn't be thrilled to see him piloting but also you think maybe he's good at it. You're not sure.

[00:23:16] - Laura

Oh no. I'm going to let him pilot again. I'm just like almost legitimately concerned if like *is that actually how that is?* [overlapped, hard to hear speech] I know but like does it??
[group laughter]

[00:23:30] - Steven

We just orbited the trees instead.

[00:23:32] - Hudson

Can I look out? I was about to like get my tool bag, whistle a tune and go out there to fix the thing. But can I do a perception check to look and see if anyone's around the ship?

[00:23:42] - Nick

Sure. It's pretty easy. In fact I would say it was easy.

[00:23:48] - Hudson

Oh nice.

[00:23:49] - Steven

How convenient. [dice sounds]

[00:23:51]

I'm really excited about how many of our- our characters are trained in perception in this game.

[00:23:56] - Hudson

One success

[00:23:57] - Nick

So you can see this is the equivalent of like concert parking. So it was it was a grass field. It's all kind of beaten down, the grass is mostly dead but it's not muddy because of the thatch effect and there's not really anyone around the ships, the civilian ships appear to be to have their own onboard security systems, the imperial shuttles are all folded up but over by the gate you can see that there are two storm troopers standing guard.

[00:24:26] - Steven

What are they dressed him?

[00:24:28] - Nick

It's the forest cammo ones from Endor. [Laura: OOoooO] So they're like the scout troopers with those stupid visors that make it so they can't see. it's the black body suit and then the armor panels are all like the spray painty cammo.

[00:24:40] - Hudson

So I walk off the ship and go to the back to fix the- what do I fix?

[00:24:44] - Cameron

the dampener

[00:24:44] - Steven

horizontal stabilizer

[00:24:46] - Nick

The- the rear stabilizer. You guys were all close.

[00:24:48] - Hudson

I walk off of the ship to fix the rear stabilizer.

[00:24:51] - Nick

OK. So you climb down the scouts the scout troopers see you make like the tap on the side of the visor hand gesture that they're acknowledging that you're there and it's aimed towards you and each other and they don't mess with you. They just kind of stay put.

[00:25:06] - Hudson

I do a similar action back.

[00:25:08] - Nick

You tap [Hudson: tap- tap on the side of my head] on the side of the head and they just kind of ignore you and go back to their thing. They look bored which is weird for storm troopers. Well have you ever interacted with Storm Troopers before, besides being shot at by them a second ago?

[00:25:19] - Hudson

Yeah. I mean off and on, just that nothing ever- never been like arrested by them I don't think.

[00:25:26] - Nick

OK. So if you've ever seen them walk by doing their tour de force thing they're almost always at extreme attention. They're always like really focused and emanating scary aura. These guys are like leaning against the wall and look bored.

[00:25:40] - Hudson

I kind of want to go play hacky sack with them but I suppress that urge to go fix the ship.
[group laughter]

[00:25:45] - Nick

OK. So you swing around to the back of the ship and there are two tall fins on the back and one of those was obviously at an angle and this kind of bent back you figure if you take this wire and connected it here and if you spot weld this piece it'll be fine like not even a patchwork job. It'll just be good it'll be solid. So you climb up there and make me a mechanics check. This one's easy.

[00:26:08] - Hudson

Yayyy. So I'm- I'm pretty good on mechanics. [dice sounds]

[00:26:13] - Nick

You say to yourself. [group laughter]

[00:26:14] - Hudson

I'm just holdin' the wrench like yeah man, I'm doing good job. [Dice sounds] Three advantages.

[00:26:23] - Nick

Okay so it's not fixed. You realize that you're out of -uh- fluid for your welder torch. It will last for a while. Like it's mostly good. This was just preventative maintenance so it doesn't break again basically. And your advantage is one of your advantages is that the storm troopers see you doing that and see your tool kit and they make note that you're someone who's good at mechanics. They overheard you say that like "*huh cool*". [group laughter]

[00:26:51] - Hudson

He talks to himself.

[00:26:52] - Laura

[mimicing a stormtrooper] *Hey he's good at mechanics.*

[00:26:54] - Nick

[using a stormtrooper voice mod] *Hey, that guy's good at mechanics. Maybe we'll have a job for him.*

[00:26:58] - Hudson

Yeah That's it for me.

[00:26:59] - Nick

Okay you...

[00:27:00] - Hudson

I go back into the ship after I'm finished. Cool. So what are you all doing?

[00:27:06] - Hudson

I let them know that there's two storm troopers by the door so anyone should kind of give up if they're wanted across the galaxy. Now

[00:27:12] - Multiple Speakers

ummmmmmm

[00:27:15] - Laura

is anyone wanted specifically on zis planet?

[00:27:20] - Cameron

I've never been here before.

[00:27:21] - Laura

I don't zink I am.

[00:27:23] - Steven

I'm not.. I'm not wanted on this planet.

[00:27:26] - Hudson

I've never even heard of Unrooly Dooly so I haven't been here-

[00:27:28] - Laura

[overlapping Hudson] *well actually-*

[00:27:29] - Cameron

[Overlapping Laura] *Yooou Sabos? Or you Sako?*

[00:27:30] - Laura

Yes. You seem to have two different names. I'm not really sure which is which soo.

[00:27:33] - Cameron

You [Steven: I-] first introduced yourself as Sabos.

[00:27:37] - Steven

I Sabos-

[00:27:37] - Cameron

[overlapping Steven] *the mysterious voice thought you were Sako.*

[00:27:40] - Steven

I Sabos am not wanted on this planet. I think I've been here to try to establish some trade routes.

[00:27:45] - Laura

Are you sure? You don't seem sure.

[00:27:46] - Cameron

[overlapping Laura] *that would be how you knew the hyperspace route so well.*

[00:27:51] - Steven

Yeah [Cameron: hmm] I came in from a different side this time I am used to coming from Osiron you see

[00:27:55] - Cameron

[overlapping Steven] *yeah the- the planet placement depending on which side you come at can really impact the [Steven: East or West] astrogation check. Yeah.*

[00:28:02] - Steven

Yeah.

[00:28:02] - Cameron

Mm

[00:28:03] - Laura

hmm. Is zere an east or west in space?

[00:28:06] - Steven

Relative to the planet's gravity and [Nick laughs] axis alignment. [Laura: okay] I astrogate.

[00:28:12] - Laura

Anyways . I [group laughter] I am putting it out zere. I do not know whether or not I am wanted on zis planet. [Steven laughs] probably not. I would say a solid 80 percent for no. It depends on how good their warrant system is.

[00:28:27] - Nick

Hey guys. Will you flipped me that Darkside point please

[00:28:29] - Cameron

oh no.

[00:28:30] - Nick

Don't worry about it. I'm sure it'll be [Cameron: I think so] fine.

[00:28:32] - Laura

Xianna has [Cameron: we-] been arrested many times.

[00:28:35] - Cameron

We now have 5 light side.

[00:28:38] - Laura

So we will be using that. 'cause yeah. Xianna has been arrested a handful of times at least three, probably more.

[00:28:46] - Hudson

Okay so...

[00:28:47] - Cameron

I've been in the cockpit shutting engines down and [Nick makes engines turning off sounds] doing all that stuff. flipping all the switches

[00:28:53] - Steven

So -uh- Karma? You know where we are? I mean I know where we are but do you. You are the co-p-

[00:28:59] - Cameron

I mean so the navigation computer says we're in sector 4.

[00:29:03] - Steven

sector 4 perfect!

[00:29:05] - Nick

You are by outpost 4.

[00:29:06] - Cameron

oh- thank you. *The navi-computer says were by outpost 4 .*

[00:29:09] - Steven

[overlapping Cameron] *That's where I was aiming.*

[00:29:11] - Cameron

I'm sure you were-

[00:29:12] - Steven

[overlapping Cameron] *It's wonderful.*

[00:29:13] - Cameron

Yup -uh-. Unroola Dawn, it's a planet.

[00:29:16] - Steven

That's the planet I was going for too.

[00:29:18] - Cameron

-mmhhmm- *Yeah*

[00:29:18] - Steven

it's a good landing.

[00:29:19] - Cameron

There's a gate over there with some storm troopers in front it, and a little outpost beyond.

[00:29:24] - Steven

Well I-

[00:29:25] - Cameron

and I haven't been off the ship yet. So that's what I know

[00:29:27] - Steven

[overlapping Cameron] *I assume all we have to do is -uh- deliver said cargo to the- to the outpost?*

[00:29:32] - Cameron

[overlapping Steven] *We have to get the cargo first, right?*

[00:29:35] - Steven

I thought we already saw the two meter by one meter box.

[00:29:38] - Nick

No. you're picking it up here to take it somewhere else.

[00:29:41] - Laura

Yeah, [Nick: Oh] we have to get the box

[00:29:42] - Cameron

[Overlapping Laura] *Did anyone catch the name of who we're supposed to talk to 'cause [Possibly Nick makes gurgle/static noises] it's kind of garbled.*

[00:29:48] - Laura

I only [Cameron: yeah that's what I heard too] 'eard the words Sentinel? And I don't-

[00:29:52] - Hudson

I thought it was centennial. [group laughter]

[00:29:56] - Laura

No that [Steven: Sentinel!] means one hundred.

[00:29:57] - Hudson

Yeah it was confusing to me too

[00:30:00] - Laura

No, I zink- [group laughter] Sentinel.

[00:30:02] - Hudson

-uh- Okay

[00:30:03] - Laura

zat is what I 'eard

[00:30:05] - Hudson

we'll go with what you heard.

[00:30:06] - Cameron

[overlapping Hudson] *I did too. But I don't know what that means.*

[00:30:07] - Laura

I zink it is someone who watches zings?

[00:30:11] - Steven

Well there's two sentinels there.

[00:30:13] - Laura

Yes. Zat is- Yeah. Like a guard.

[00:30:16] - Cameron

We were warned [Cameron giggles while talking. Most likely says: -to watch who we asked-] about it though so maybe asking the storm troopers isn't the best idea.

[00:30:21] - Hudson

Let's just get past the storm troopers and figure it out from there.

[00:30:25] - Cameron

Cool. Did you fix the ship?

[00:30:28] - Hudson

-uhhh- It's gonna work.

[00:30:30] - Cameron

Cool. [group laughter]

[00:30:32] - Laura

Zat sounds like a no

[00:30:35] - Hudson

so. It's not a no because I'm just missing some welding fluid and after I get that then we'll be 110 percent. But right now we're not- we're 100 percent

[00:30:45] - Laura

okay [Cameron: alright]

[00:30:46] - Steven

I believe you.

[00:30:47] - Hudson

I don't even have to roll for that.

[00:30:49] - Nick

No you're good. -uh- So you all head down the ramp.

[00:30:53] - Laura

Yes

[00:30:54] - Nick
and towards-

[00:30:54] - Cameron
[overlapping Nick] I take out the key and boopboop [Nick repeats: boopboop] and lock the ship.

[00:30:57] - Nick
Ok. You arm it. It's -uh-

[00:30:59] - Steven
I take the key back.

[00:31:02] - Cameron
nooo. [Cameron laughs] Karma does not give you the key.

[00:31:02] - Steven
[overlapping Cameron] I attempt to take key back.

[00:31:04] - Cameron
Yeah you don't get it.

[00:31:05] - Nick
I mean is this- is this important enough to you that we need to make an opposed roll on this right now?

[00:31:10] - Steven
Would it be a brawl or a melee?

[00:31:13] - Nick
Are you like fighting her for it?

[00:31:15] - Laura

[overlapping Nick] oh no, Xianna is going to step in between them and just look at Sabos and be like *-mmmmm- just let her 'ave ze key okie? please?* I want to use charm
[Cameron: do a charm check] Imma roll charm.

[00:31:25] - Nick

You- you can charm. What's your discipline Sabos?

[00:31:28] - Steven

I have some discipline. by that I mean none.

[00:31:30] - Cameron

Two green.

[00:31:32] - Nick

Okay, so two purple [dice sounds]

[00:31:38] - Laura

an advantage?

[00:31:40] - Nick

You are unimpressed by her attempting to make you think it's a good idea to not take the keys but you also don't want to like start a fight. That's the advantage. You're not sure that's going to go well.

[00:31:53] - Steven

I don't want to start a fight.

[00:31:54] - Cameron

I put it [Steven: I might try-] in my breast pocket. [Cameron snickers]

[00:31:57] - Steven

I might still try to grab it later.

[00:31:58] - Nick

Yeah that's fine.

[00:32:00] - Steven

Now that she's revealed where the key is. [Nick: -mmhmm]

[00:32:02] - Hudson

that sounded predatory, be- cause [Cameron laughs] of where she put the key. [Hudson laughs]

[00:32:06] - Nick

Sheese- getting intense. Okay.

[00:32:09] - Cameron

I put- put- put both my hands back and I'm gonna flick my head tentacles so several of them fall over my shoulders in front.

[00:32:14] - Steven

I flick my head tentacles too. Unsure what's going on. [Hudson laughs]

[00:32:17] - Laura

Why are you-

[00:32:19] - Cameron

[overlapping Laura] I give you an unimpressed look as you only have four.

[00:32:22] - Steven

sorry, had tails. -wooh- Not tentacles. I don't want those. [Cameron laughs]

[00:32:25] - Nick

She has tentacles.

[00:32:26] - Cameron

[Steven: yeah] I don't care what you call them.

[00:32:28] - Laura

Xianna's just like looking back and forth like "*are we flipping our 'ead tails for a reason?*"
[Hudson: I whisp-] *is- is zis a zing now?*

[00:32:35] - Cameron
-uh- no. mine are still a little soggy.

[00:32:37] - Hudson
I- I whisper to Xianna *I think he's just trying to copy people. I don't think he knows how to actually do things.*

[00:32:45] - Laura
[whispers] *zat makes sense. Also I zink zey can hear us.*

[00:32:50] - Hudson
nooo, we're good. [group laughter]

[00:32:53] - Cameron
Tink's like whispering but he didn't lean down at all to talk to Xianna so it's just like seven foot tall whispering

[00:32:59] - Laura
I imagine that he's like standing at full height just looking down and not really whispering like it's his version of a whisper. But it's still fairly loud [Nick: ooh] because his translator probably can't handle like the [Hudson: there's no volume] full whisper

[00:33:15] - Nick
No, so I really like the idea. So one thing I have to apologize for the previous episode with Hudson his mask is a translator mask not a breather mask, for an alien race that shows up in the background of Rogue One for 20 seconds I think we did a pretty good job.

[00:33:28] - Laura
They're in like two episodes of Aphra in [Nick: oh] the background as like bodyguards.

[00:33:33] - Nick

and buy episodes you mean issues

[00:33:35] - Laura

[overlappin Nick] Two issues. I'm [Nick:ok, it's a comic-] sorry. It is a comic book.

[00:33:37] - Nick

I was going to say if there- I'm missing an Aphra show I need to know. So he's got his- his mask set. But I really like the idea that if he whispers, it is designed to be easy to understand so it just says whispered and then says whatever [group laughter]

[00:33:51] - Steven

Does Tink not speak basic?

[00:33:53] - Nick

No he [Steven: ooh] can't. His vocal chords aren't set up right. It's kind of like Chewbacca who can only speak Chewbacca

[00:33:58] - Laura

But unlike- I guess most people understand Wookie. So everyone seems to understand Chewbacca. Nobody speaks Gigoran.

[00:34:07] - Hudson

Yeah

[00:34:07] - Laura

so he has to use one

[00:34:09] - Cameron

I bet it does like the [in a robotic voice] -sarcasm- [group laughter]

[00:34:12] - Nick

No. so like it can do...

[00:34:14] - Hudson

It's only when volume is modulated.

[00:34:15] - Nick

Yeah it can do tone of voice and stuff like that because otherwise then he would just sound like HK 47 all the time. So after that long exchange under the ship within sight of the scouts of like arguing and head flipping and whispering and everybody just kind of looking at each other. The Scouts still look bored. Do you approach the gate?

[00:34:33] - Laura

Yeah. Xianna's just gonna be *like follow me! We go into ze city* and.. -uh- starts walking that way.

[00:34:39] - Nick

Okay so you get up right next to them and the gate is on a motion sensor and slides open and the scouts are watching you but they don't say anything.

[00:34:47] - Laura

I wave at them [Cameron: and I-] I like waving at people.

[00:34:49] - Cameron

I give the one on the right a smile and flicked my head tail [whispers] and walk through.

[00:34:53] - Nick

So the one that you smile and flick at is just deadpan. As far as you can tell and the one that Xianna waved at kind of cocks his head slightly to the side. And it makes that high pitched armor creaking noise that they make when they get thrown into trees in Return of the Jedi, the like [Nick makes a creaking noise] noise but he doesn't say anything either. So it looks like he can probably just go straight through.

[00:35:14] - Steven

I also salute with one of my headtails.

[00:35:16] - Laura

Why would you [Cameron: with one of your headtails?] salute with the head tail? Do you understand how creatures-

[00:35:19] - Steven

[overlapping Laura] it's kind of acknowledged by moving the head tail.

[00:35:22] - Laura

Oooh, oh.

[00:35:23] - Cameron

[overlapping Laura] So you like pick it up?

[00:35:23] - Nick

No. So the head

[00:35:24] - Cameron

What? [group laughter]

[00:35:26] - Laura

I [Steven: no] was imagining [Steven: -apossible] he picked it up in [Steven laughs]
[Steven: ohh nooo] his hand and then [Nick: noooo] sort of slopped it onto his forehead
[Nick: That's what I was thinking] and put it back down.

[00:35:31] - Nick

Cause it's about his prehensile as like a dick is, so. [group laughter] You can't like
gesture with it.

[00:35:39] - Steven

[overlapping Nick] So I have some facing up so I can-

[00:35:40] - Nick

-uh hu- So you like wiggle them at him just-

[00:35:42] - Laura

[overlapping Nick] your two montras.

[00:35:43] - Cameron

It's- It's like wiggling your ears.

[00:35:45] - Steven

Yeah, just the one [Cameron: you can wiggle your top montrals]side though.

[00:35:46] - Laura

So like the top ones are called like montrals.

[00:35:48] - Steven

Yeah those aren't the headtails that's right.

[00:35:49] - Hudson

like the thing jocks do when they pass someone and they do that like head tilt up like just [Cameron: but it's like-] slightly, [Cameron: but it's with the montrals], but-uh- so yeah.

[00:35:55] - Cameron

[Laura: I mean-] They twitch slightly

[00:35:57] - Hudson

We'll say he did that.

[00:35:58] - Laura

They're not prehensile though.

[00:35:58] - Cameron

It's way [Steven: it's you know body language] less creepy than picking one up and saluting with it.

[00:36:02] - Steven

[Steven laughs] oh yeah not like that

[00:36:02] - Laura

swinging it around

[00:36:03] - Cameron

[overlapping Laura] that's really weird

[00:36:05] - Nick

Gross. You head through the gate. Like I said before the inside of the settlement is pretty plain. It has dirt roads and a small one story buildings arranged in a ring around the middle, the center you can tell now is a pre-fabricated imperial barracks. They all look the same. So if you've ever seen one you've seen all of them and you can see squads of storm troopers jogging in formation a group goes by and you hear [stormtrooper voice mod][singing] "*I don't know but I've been told the sarlacc's welcome is my cold*" and they're echoing back and forth to each other and jogging around. So it's a pretty much an independent town within these walls. A lot of it appears to be imperial military but you can see several outpost shops. There is a building off to the side where you can see off duty Imperial's. You recognize them by their gait and their posture, coming like into and out of some of them look kind of drunk and there is a building furthest from the gate that's actually made of wood and not prefabricated and looks to be more comfortable than the other buildings and in front of that one there are three white armored storm troopers posted up front and one of them's standing directly in front of the doors. So that's what Outpost number 4 is like.

[00:37:09] - Laura

So who are we meeting?

[00:37:12] - Steven

-uh- Sentinel

[00:37:15] - Laura

[Someone makes static noises] ze[Cameron: sentinel] *Crinkle crinkle noise. crinkle noise sentinel. -mmh- Yes*

[00:37:18] - Cameron

That's what we got.

[00:37:19] - Steven

I was hoping one of y'all understood that in y'all's native tongue.

[00:37:23] - Hudson

Do any of you know who was talking to us on the hologram in the room.?

[00:37:25] - Laura

'e would not tell me 'is name.

[00:37:28] - Hudson

And none of you knew? Okay. Nobody knew him before.

[00:37:30] - Multiple Speakers

Nooo.

[00:37:31] - Cameron

He just hired me for a bounty job.

[00:37:33] - Hudson

Hmm let's find some shady character in town and ask them.

[00:37:37] - Laura

Let's find a non-stormtrooper.

[00:37:41] - Hudson

Can I use... underworld and find someone?

[00:37:45] - Nick

Actually so finding someone would be streetwise. [Hudson: -uhh]

[00:37:48] - Laura

I have streetwise

[00:37:49] - Hudson

Let's have [Steven: I can do that] whoever has the most.

[00:37:52] - Nick

Someone could add a boost to it if you're trying to help.

[00:37:55] - Cameron

No. help me.

[00:37:56] - Steven

How do I do that?

[00:37:57] - Nick

Oh just say you're helping her and she gets [Cameron: one, three, hey] a boost die.

[Cameron: I'm listening to you].

[00:38:00] - Steven

I'll help her. Do I roll the same as I would normally?

[00:38:04]

No you don't even have to roll, if [group chatter] you help someone they get a boost.

[00:38:07] - Laura

Difficulty?

[00:38:08]

To find a shady person in an imperial outpost?

[00:38:12] - Laura

Or just like-

[00:38:12] - Nick

average

[00:38:14] - Laura

yeah, okay.

[00:38:14] - Cameron

non-storm trooper

[00:38:15] - Nick

A non-storm trooper is average. [dice sounds] Yeah there are some.

[00:38:21] - Laura

[dice sounds] 5 successes and one advantage

[00:38:24] - Nick

five successes and one advantage. So you instinctively hone in towards the building that the drunk storm troopers were coming out of. And you go in and there are long low tables and people like the black form suits that they wear under the armor. And some people in officers uniforms. [low bar noises begin playing] But it's like the shoreside officers uniforms not the Navy ones so [Laura: yeah] they're just kind of like brown boring clothes and sort of the super legit like gray uniforms and they're sitting very structured by rank and most of them aren't talking but they're drinking some of the soldiers are whispering to each other but it's a very quiet restrained atmosphere and behind the bar there is a person that you assume must be a native you haven't seen anyone like them before. They have kind of lanky black hair. It does the crow feather kind of purple highlight thing to it and they have a very tan face. They have broad features and long cheeks and it's a guy with a like ratty brown apron on and no shirt. And he is in the process of handing a can of beer to somebody.

[00:39:29] - Cameron

Can I roll a xenology check?

[00:39:31] - Nick

Sure

[00:39:31] - Cameron

what would be the difficulty?

[00:39:34] - Nick

-uh [Cameron whispers: on a xenology roll] easy.

[00:39:34] - Cameron

[dice sounds] Nope. I fail with three advantage.

[00:39:38] - Nick

So you can spend the advantages however you want there probably human, honestly like there's a lot of weird- So you don't know specifically about this group but there's a lot of weird -uh -races in Star Wars that are like human except for this one thing or this guy looks a lot like that. He's ripped. Think Conan the Barbarian ripped. And like lotza stretched out really ugly looking scars like on his arms and things like not action hero scars like there are divots where stuff is missing but he seems to serve a can of beer pretty well.

[00:40:08] - Cameron

Cool

[00:40:09] - Laura

I'm probably already at the bar.

[00:40:11] - Nick

Ok... so everyone else paused to look around and see what was going on. You just walked right up to.

[00:40:17] - Laura

Yeah. Are there like seats at the bar?

[00:40:20] - Cameron

I use my advantage, there's four seats together.

[00:40:22] - Nick

Sure, there are four seats together and one of them's even big enough for a Gigorin.

[00:40:28] - Cameron

It's the end seat. [Nick: yeah] So he can stretch out.

[00:40:30] - Hudson

So I passed down a message so I'm not speaking to the whole bar saying one of the ladies should try to get some info.

[00:40:37]

-hmm- You could have said that like from the doorway.

[00:40:39] - Laura

yeah I mean I'm- I'm already at the bar.

[00:40:41] - Nick

The whole volume thing is just for comedic effect. I'm not going to screw you over.

[Cameron laughs]

[00:40:44] - Hudson

Great. okay

[00:40:44] - Nick

Yeah.

[00:40:45] - Laura

So while they're still looking around I'm already at the bar in the stool, like chin in my hand, like leaning on the bar table. I mean, like *'allo -uh- I would like a beer? is all you have beer?* [Steven mutters something]

[00:41:00] - Nick

Well the beer is the one thing I can guarantee isn't contaminated but we have some starshine.

[00:41:09] - Laura

-umm- ze beer is fine zank you.

[00:41:12] - Nick

All right. One imperial ale coming right up. And he takes out- there like the high baller cans. And he sits it on the bar. And you reach for it and he stops you he puts a hand out and he reaches over and [Nick makes a can opening noise] opens it for you. And like turns it towards you.

[00:41:26] - Laura
Zank you.

[00:41:26] - Nick
that'll be six credits.

[00:41:30] - Laura
OK. Xianna is just like internally is like *Damn, zat is expensive.*

[00:41:37]
We don't know who we're trying to look for.

[00:41:41] - Hudson
Don't say that to him. [group laughter]

[00:41:44] - Cameron
So as we- at that point Tink leans over and said the- or passes the message that he thinks one of the lady folks should try and get information. The three of us are still by the door Xianna's the only one who went by the bar.

[00:41:58] - Hudson
[overlapping Cameron] oh Okay. In that case I'll just talk. OK. We're still by the door then I'll say when talking to them... played dumb like you are- like you supposed to go and grab this package so that we can have plausible deniability if they say Wait you're smugglers or something like that.

[00:42:13] - Laura
I'm already at the [Steven: i can be-] bar.

[00:42:15] - Cameron
Yeah. [hard to hear chatter] it's just the three of us talking. [Hudson: just the three of us]

[00:42:17] - Laura
[overlapping Cameron] So, yeah, I want to-

[00:42:18] - Steven

All right guys I'll be the lady folk.

[00:42:20] - Laura

I want to be charming for a little bit but then I want to... Would it be maybe skullduggery to do like some very subtle like hint droppings

[00:42:31] - Nick

That's streetwise

[00:42:32] - Laura

Streetwise? OK. I can-

[00:42:33] - Nick

[overlapping Laura] streetwise is talking to people and people not thinking you're a narc.

[00:42:36] - Laura

Yeah. So I want to do... just do like I guess a straight charm role. Just be friendly for a little bit and then-

[00:42:42] - Nick

[overlapping Laura] You can use the charm roll to try to get advantages on the streetwise role.

[00:42:45] - Laura

Yeah.

[00:42:46] - Cameron

Honestly I think Xianna's going to be the best person to be talking since they tend- -uhu- Imperials tend not like aliens but they tend to find Twi'leks sexy.

[00:42:57] - Hudson

I don't know if I trust her but we'll go ahead.

[00:42:59] - Steven

I'm legitimately confused because most Togruta are female so I don't really understand what's going on.

[00:43:05] - Laura

[Cameron: cool] Two successes and two threats.

[00:43:07] - Nick

OK the successes. This guy likes you. And obviously the people around aren't much of conversationalists. So you catch him- You say something that's like mildly entertaining and he -ha ha ha ha haaaa- And you can tell he's just totally hook line and sinker whatever you need from him. The threats are that some of the officers sitting in the corner noticed that laugh and are now, they don't look suspicious but they're definitely paying attention to you. They're curious about what's going on.

[00:43:37] - Laura

I mean I'm smiling at them. [Nick: mhmm] OK. And then yeah I guess-

[00:43:40] - Nick

[overlapping Laura] They're not taken by your charms. They were not directed at you.

[00:43:43] - Laura

Well yeah. You have to like direct it. You can only project in one direction. That's how [Nick: Sometimes in two if you-]charm works.

[00:43:51] - Nick

-If you have more than one kind of asset I guess.

[00:43:53] - Cameron

At this point we've been standing at the door long enough. So I kind of usher everyone out of the door way over there to the extra seats.

[00:43:59] - Laura

What wou- would the streetwise check be?

[00:44:01] - Nick

At this point, it'd probably be hard but you get a blue dye. [dice sounds]

[00:44:08] - Nick

And we're like very much Level 1 and you guys still are starting out with these huge dice pools.

[00:44:14] - Laura

Two successes.

[00:44:15] - Nick

Nice. So what are you... What information are you trying to get out of him or what hints are you dropping?

[00:44:21] - Laura

I'm trying to drop that we're here for a job and we need to pick something up and try to be like real subtle that we're not exactly sure where to be going. So if he knows of anyone who's providing a job for someone... let me know. [Nick: OK] If he knows anything. Yeah.

[00:44:43] - Nick

This takes a while. By the time all of you are seated at the bar, who's drinking? Is anyone drinking?

[00:44:49] - Hudson

I'll be drinking.

[00:44:50] - Steven

Yeah I [Cameron: I am-]am drinking for sure.

[00:44:51] - Cameron

-I'm not drinking.

[00:44:52] - Laura

I'm already [Nick: you're just sip-] drinking my beer.

[00:44:55] - Nick
Okay so-

[00:44:55] - Cameron
I'm scanning the room.

[00:44:57] - Nick
i-

[00:45:00] - Steven
[overlapping Nick] I'll go with starshine

[00:45:01] - Nick
Oh you're getting starshine?

[00:45:02] - Steven
Yeah

[00:45:03] - Nick
That's four credits but I need a resilience check from you. [group laughter]

[00:45:07] - Steven
Perfect

[00:45:10] - Cameron
Two greens.

[00:45:10] - Steven
[overlapping Cameron] That's going to go well. How hard is said resilience check?

[00:45:12] - Nick
It is hard.

[00:45:13] - Steven
Oh is it?

[00:45:14] - Nick

Yeah this stuff is legit.

[00:45:18] - Steven

Hard is three?

[00:45:18] - Laura

three. [Nick :mmhhmm] [dice sounds]

[00:45:22] - Steven

[whispers: yeah it's going to go well] Yeah it goes fine.

[00:45:25] - Cameron

[whispers] no it doesn't [Laura: oooh boy]

[00:45:26] - Steven

Two failures and one advantage.

[00:45:27] - Nick

You have an advantage?

[00:45:27] - Laura

He does.

[00:45:28] - Nick

Okay so you're gonna take four strain-

[00:45:32] - Steven

Sure

[00:45:32] - Nick

-and you are mildly inebriated. It hits you a lot harder than you thought and it hurts, like your stomach hurts but you get a good buzz off of it. So as far as you're concerned this

was a- a good deal. -uh- you can- Is there something you want to spend the advantage on.

[00:45:48] - Steven

I would like to know the brand of the starshine.

[00:45:51] - Nick

The starshine, it- it's-

[00:45:52] - Steven

Is it is actually from this planet?

[00:45:54] - Nick

Yeah. Like it- the guy makes it in a bathtub out back.

[00:45:56] - Laura

Yeah it's [group chatter] starshine. There's no brand.

[00:45:59] - Steven

Well, I didn't know if it was like you know one of the regulated starshines that come from Corellia.

[00:46:02] - Nick

[overlapping Steven] no. This is like bathroom gin or bathtub gin-

[00:46:06] - Steven

[overlapping Nick] I ask- I asked to be excused to go look at the tub it's made in.

[00:46:09] - Nick

Oh he goes with you. [Steven: perfect] So there's a little a side of you standing around and you kick at it and he's like pointing out the still and everything and he's like *yeah we amke it right here out of these berries we're not- They don't really have a name that's pronounceable in basic but they -uh- they have a pretty good kick* and so you have a little thing and he likes you and you guys are best friends so. Good job. And then back to the hints of the job and everything. Heee... kind of gets what you're saying and- and

thinks about it for a bit and says *Well most people that aren't imperial are here for one reason or another, we don't see a lot of people come here for no reason but the guy who handles most of these jobs is actually out right now. Went on a hunting expedition. He should be back pretty soon. But you would want to talk to him. He's the guy who- who lives in that- the bigger building in the back of the complex.*

[00:47:02] - Laura

Okay. zank you

[00:47:03] - Nick

He says *his name is Falx Urnstad. He's -uh- he's kind of a big deal* and around then the imperial officers get up to order more beers and he kind of clams up and goes back to pulling them out. You see there isn't any refrigeration or even electricity in this building like it's a prefab building but the inside is all like cobbled together wooden tables and stuff like they just cut two by fours. It doesn't have any refrigeration or lights like they never hooked it up so he just has an Imperial issue cooler with ice in it that the beers are all stuck in

[00:47:33] - Cameron

Is it shaped like a Death Star?

[00:47:36] - Nick

No it isn't. [Cameron laughs] It's square. It's a case that is about three metres long and two metres wide.

[00:47:43] - Cameron

[whispers] missed oppurtunity

[00:47:44] - Nick

Yeah well-

[00:47:44] - Steven

it's a big imperial cooler

[00:47:46] - Nick

the Deathstar doesn't exist as far as you know so...

[00:47:50] - Cameron

yeah I know -yyyhh- thought they had begun merchandising.

[00:47:54] - Nick

-hmmhmmmmhmm- That's- that's what you get from him before the Imperials walk up- they're doing that hip lean in the bar thing while they're looking at you, kind of like as an invitation to talk but they're not making a first move

[00:48:05] - Laura

And I just kind of like politely smile at them and then when I'm done with my drink look at everyone else to suggest like we should gooo.

[00:48:16] - Hudson

I down my drink- [Cameron: Karma gets up and walks out]

[00:48:18] - Hudson

-I down my drink and get up and go.

[00:48:20] - Steven

I stumble a bit and say that *starshine is to die for*. [Nick laughs] and get up and go

[00:48:25] - Nick

Okay. As you come outside you hear the sound of speeders in the distance and you see the trees rumbling and the gate slides open and you see three offroad vehicles come in. They're are speeders but they're rigged up- their air intakes and stuff have a lot of heavy grating over them so they can go through the jungle. The one in the middle has a crane arm and is holding some strange creature that is dripping black ichor from it. It looks like a great white shark but with scales and teeth where its fins should be. Can I get a perception check or xenology check from somebody?

[00:48:57] - Steven

sure [Cameron: sureee]

[00:48:59] - Laura

Ew. I can do perception

[00:49:00] - Cameron

I can do perception

[00:49:01] - Steven

[overlapping Cameron] I can xenology.

[00:49:02] - Cameron

Can we all percept?

[00:49:03] - Nick

Sure.

[00:49:05] - Laura

What's the difficulty again?

[00:49:06] - Nick

-uh- This one's hard. [Steven: sure] [dice sounds]

[00:49:11] - Nick

Are you rolling preception or xenology Sabos?

[00:49:12] - Steven

Xenology, but it didn't go well.

[00:49:15] - Nick

Okay so you [Cameron: you suc-] don't know what this is.

[00:49:16] - Cameron

You succeeded with three threats.

[00:49:18] - Steven

yeah

[00:49:19] - Nick

-hhmm- You fall prone. [loud bass sound] [Steven laughs]

[00:49:22] - Cameron

But he knows what [Cameron laughs] it is.

[00:49:23] - Nick

But you know what it is.

[00:49:26] - Laura

Four successes on my perception check. [dice sounds]

[00:49:29] - Hudson

What's the difficulty of the perception check?

[00:49:31] - Multiple Speakers

Hard [dice sounds]

[00:49:33] - Steven

[muffled] I- throwin' the side of it.

[00:49:34] - Cameron

One success... for karma.

[00:49:37] - Hudson

Okay I have [Laura and Hudson snicker] a failure.

[00:49:41] - Laura

One of those gets cancelled out.

[00:49:43] - Cameron

It's [Hudson: I see] a failure, a threat, and a triumph.

[00:49:45] - Hudson

I have a failure, a threat, and a triumph.

[00:49:46] - Nick

Okay so you don't see anything so Sabos you identify this as a Kersten's beast. It's -uh- pretty rare, they like jungle environments and they're real real real real scary and it's such a surprise to you that you fall on your ass in the mud. [loud bass sound] There is no mud in this outpost except for one puddle that you managed to find, so your clothes are dirty now.

[00:50:09] - Steven

Wonderful.

[00:50:10] - Nick

So Karma and Xianna, you see that han- from this creature hanging -uh- it has thousands of like Millipede legs hanging off the bottom of it [Cameron: ew] and [Laura: Eww] some of them are still kind of twitching. Yeah And that- [Cameron and Laura: ew gross]

[00:50:24] - Steven

I say *Hey guys I think this is a Kersten's beast. They're pretty fucking scary.*

[00:50:28] - Cameron

No shit.

[00:50:30] - Laura

I can see zat.

[00:50:31] - Steven

what

[00:50:32] - Cameron

Karma goes *no kriff.*

[00:50:33] - Laura

I can see it's weird little leg zings

[00:50:37] - Cameron

There's so many [Hudson: ccccreepy] legs and so many teeth.

[00:50:40] - Nick

All of the storm troopers snapped to attention as the speeders pulled to a stop at the square around the barracks. You guys are all within probably 40 yards. You're close enough to see but not close enough that you're going to draw immediate attention. A squad of storm troopers pile out of one speeder and it's a mix of white armored storm troopers and the scout troopers and out of the other two speeders who come people who are obviously military but are wearing expeditionary outfits. They are pale like they are used to wearing helmets and have short utilitarian haircuts. Out of the front speeder comes two grizzled looking people you can only assume are locals like the bartender. There's a man and a woman. They look pretty similar. They have dark lanky hair and a deep tan and scars, just like the bartender did. They were wearing clothes that look like they started as the expeditionary outfit but have been patched together and strengthened with animal hides. their blasters look simple but customized, they're stripped down to- So there are as little parts that could fail on them as possible but they still seem to be pretty deadly. And as you're getting all that after a small pause the scarred people look behind them and one more person steps out of the speeder. It's a Zabrak male. He has facial tattoos but they're subtle, only a darker brown than his already tanned skin. He has a light blaster strapped to his thigh and a pure white version of the expeditionary outfit on, it's spotless. There's an imperial insignia above the left breast. He surveys the crowd that's gathered. The stormtroopers are all still at attention and looks perplexed for a second, then appears to remember something. He leans back into the lead speeder and pulls out a canteen and... a martini glass. He pours the contents into the glass and tosses the canteen back into the speeder. He sighs to himself -sigh- and waves at everyone to go back to their duties. The two locals that are with him go to cut down the lizard monster. He looks around and says *oh boy it sure is good to be home.*

[00:52:30] - Nick

And that's where we'll end it this time.

[00:52:33] - Cameron

He must a King, he doesn't have shit all over him. [group laughs]

[00:52:36] - Laura

He doesn't have shit all over him! [group laughter]

[00:52:43] - Multiple Speakers

[sings] baDAA

[00:52:43] - Nick

Oh my gosh. [group laughter]

[00:52:44] - Hudson

-for the longest time. [group laughter]

[00:52:45] - Nick

oh nooo

[00:52:46] - Cameron

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

[00:52:58]

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

[00:53:05]

Tink is played by Hudson Jameson and he can be found on Twitter at [HudsonJameson](#). Karma Nailo is played by me, Cameron Robertson. You can find me on Twitter at [MidnightMusic13](#).

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

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

Our intro song is Space Jam by Pablo Ribot. 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.