

Episode 5 Death Doesn't Fall Far From the Tree

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 apologize for any misspellings or mistakes. Please send any corrections, comments, or concerns to tabletopsquadron@gmail.com

[00:00:18] - Nick

[background guitar 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. Additional music this week is In Suspense by Psychedelic Pedestrians.

[00:00:41] - Steven

Hey Squadron. Just so you know we'll be releasing the drink and food recipes we mention in the episodes on our website. www.tabletopsquadron.com. Check it out.

[00:00:52] - Nick

We hope you enjoy the episode.

[00:00:54] - Nick

Hello and welcome to Episode 5 of Tabletop Squadron. I'm your host Nick and I am sitting here with the whole squad yet again. You're still here. Are you OK? Go around the table and say who you are and what character you're playing.

[00:01:10] - Steven

Hi I'm Steven. I'm playing Sabos the Togruta

[00:01:15] - Hudson

I'm Hudson. It's great to be here. I'm playing Tink the Gigoran.

[00:01:20] - Laura

Hi I'm Laura. I play Xianna. I'm a Twi'lek.

[00:01:24] - Cameron

Hi I'm Cameron I'm playing Karma and I'm a Nautolan.

[00:01:29] - Nick

Great. So we've gotten some experience points since the last time we played and everybody has spent some so go around the room and just say how you have upgraded your character.

[00:01:40] - Steven

This is Sabos. I bought street smarts and grit.

[00:01:43] - Nick

Good work.

[00:01:44] - Steven

Yeah

[00:01:45] - Nick

I'm sure that will come in handy.

[00:01:46] - Steven

It probably won't.

[00:01:47] - Nick

It might. You don't know, you're in a jungle right now but it could happen.

[00:01:52] - Hudson

This is Tink and I upgraded to level 2 on melee. [Group: Oooooohhh] Suuuper Smaaaaash Brother

[00:02:01] - Nick

Now we'll get sued! Next.

[00:02:03] - Laura

This is Laura. I just play Xianna. I guess those two are like, going full Daniel Day Lewis up in here and becoming-

[00:02:11] - Cameron

Could you not tell by Hudson's fur suit?

[00:02:11] - Laura

-they're character.

[00:02:13] - Steven

I do have four head tails.

[00:02:16] - Laura

They are really going for it. I bought ranks in cool and deception.

[00:02:21] - Nick

All right so now you have like one of those flat brimmed baseball caps...

[00:02:24] - Cameron

Noooo

[00:02:26] - Nick

and shutter shades.

[00:02:27] - Laura

I've popped my collar and yeah, put on some shutter shades.

[00:02:31] - Nick

Nice.

[00:02:32] - Cameron

For Karma. I upgraded melee to rank 2 and vigilance to rank 2.

[00:02:40] - Nick

All right so before we get started let's do the Destiny role.

[00:02:46] - Hudson

I'll go first. I'll go first.

[00:02:48] - Cameron

Okay.

[00:02:50] - Hudson

One light side [dice sounds]

[00:02:52] - Laura

1 light side

[00:02:56] - Steven

One dark side.

[00:03:00] - Cameron

One dark side.

[00:03:01] - Laura

That side of the table is not doin' good.

[00:03:06] - Nick

Good work everybody. We're all very proud.

[00:03:09] - Hudson and Laura

I'm not. [Group laughs]

[00:03:11] - Laura

This side of the table rolled light side. So we're proud of ourselves.

[00:03:16] - Nick

Makes sense.

[00:03:18] - Cameron

I still support you Steven.

[00:03:19] - Steven

Thanks

[00:03:20] - Nick

You shouldn't.

[00:03:23] - Cameron

Not in character though.

[00:03:24] - Nick

Oh so things that have happened recently. Falx gave you all a job in exchange for the contraband that you were sent by Sentinel to go and fetch he sent you after some deserters that may have blown some stuff up and killed some people on their way out of town they're hiding out in the jungle somewhere and you fought really weird centipede monkeys with lobster tails and some people got stabbed and-

[00:03:55] - Steven

just one

[00:03:56] - Nick

Someone got stabbed and your guide Mills ran off and the last thing that happened was he came back with a bunch of corpses of more millipede monkeys and said *well we'll scatter these around to make sure that we have a moment. We need to we need to take a second to plan and so that's where we will take it back up again.* So he immediately starts shredding up some of these monkey guts. The good news is they all have big blaster holes in them so he just kind of reaches in and roots around and he starts scattering it around like a flower girl at a wedding in a circle around this clearing. So he says *that'll that will keep the trees back. Hey could someone go to the back of the speeder? There is a silver shiny box in there we're gonna need that for a minute.*

[00:04:45] - Hudson

I ran back to the speeder and get it.

[00:04:46] - Steven

You mean the stone breaker?

[00:04:49] - Nick

I don't know what that is.

[00:04:52] - Laura

-Shhhh- Do not say things.

[00:04:53] - Steven

My bad

[00:04:53] - Laura

I thought- I thought we talked about this last time. Do not talk ever.

[00:04:57] - Steven

[whispers] *ever.*

[00:04:57] - Laura

Just-

[00:04:58] - Steven

[whispers] *-the monkey wounds*

[00:04:58] - Laura

Be quiet.

[00:05:00] - Hudson

I go get the -uh- box.

[00:05:02] - Nick

Okay so you head over to the speeder. It is a large speeder with room for everyone that is setup for off road. So it's got kind of skids under the repulsors in case it bottoms out and on the back there's a big crate and so you head to the back and open it up and you see a silver like cubic case with some latches on it and on the ground next to you, you see Sparks who as you may remember the junior officer that was riding with you. And there's a monkey on his chest chewing through his neck right now so I need a vigilance roll from you on how quickly you respond. As it looks up in you and goes -hhheeeeeesss- and gets ready to jump at you.

[00:05:39] - Hudson

Oh [Steven: not Spark Duelson] no.

[00:05:41] - Cameron

We're not behind the thing.

[00:05:42] - Hudson

One success

[00:05:44] - Nick

One success. Okay so you can roll an attack against this thing before it gets to you.

[00:05:48] - Hudson

Yayyyyyy I'd like to roll an attack against it. So that's going to be two yellows and a green. What's the difficulty?

[00:05:56] - Cameron

Melee is always 2.

[00:05:58] - Nick

She's right.

[00:06:01] - Hudson

[dice sounds] So we have three successes and an advantage.

[00:06:05] - Nick

Okay how much damage does your massive vibroaxe do?

[00:06:09] - Hudson

6

[00:06:10] - Cameron

So plus 3

[00:06:11] - Nick

Plus your brawn right?

[00:06:12] - Hudson

Nope, my brawn plus 3 is 6.

[00:06:14] - Nick

Oh okay

[00:06:15] - Cameron

plus 3

[00:06:16] - Nick

So 9 damage?

[00:06:17] - Hudson

So 9 damage.

[00:06:17] - Nick

Yeah you just slice this thing in half and it goes -hiiiiisss- -eep- and it just kind of falls apart. Mills walks up behind you goes *oh you're adding to the circle. Great* and he looks down and Sparks, the junior officer is super dead like his throat is chewed all the way back to the bone and he's just on the ground he's not even twitching and Mills kind of looks down and goes *Oh... eh*. And he and he just keeps walking around. He says grab that grab that case and lets go. So he finishes the circle and stands in the middle of the clearing.

[00:06:50] - Cameron

I walk back over to the back when I see Mills walk back there and see Sparks on the ground. Feel sad for a minute because he's had the same length of life as my sons and that's sad. And then I pull him to the side a little bit. So the speeder is blocking Mill's view and I search his pockets.

[00:07:07] - Nick

Oh... okay.

[00:07:09] - Laura

Xianna walks over and she's like *is there something behind the speeder?*

[00:07:14] - Cameron

Yup

[00:07:14] - Laura

Ohhhh zat's sad.

[00:07:17] - Cameron

Yup

[00:07:19] - Laura

I was going to mess with him.

[00:07:21] - Cameron

Yeah, well the monkeys did first.

[00:07:25] - Steven

what monkeys

[00:07:26] - Nick

so I guess searching his pockets I would need a average skullduggery check from you.

[00:07:32] - Cameron

Okay. Hey I have a skulduggery. Okay... average. [dice sounds] Alright. That is a success and an advantage.

[00:07:43] - Nick

OK so you find not a lot like you find less on this guy than you would expect for somebody who was going on an expedition with potential hostiles in a hostile environment. You do find a really low clearance imperial code cylinder in his pocket and he had a light blaster pistol on a holster and he had like a couple of ration bars, just... crackers, cracker bar things.

[00:08:13] - Cameron

How many?

[00:08:14] - Nick

...Three

[00:08:15] - Cameron

Three.

[00:08:16] - Nick

Yeah

[00:08:16] - Cameron

Three crackers.

[00:08:17] - Nick

Yes. And really that's it. He was pretty light on gear. It's almost like he got assigned this very quickly and didn't have time to pack or didn't understand where he was going. One or the other.

[00:08:30] - Cameron

Cool.

[00:08:31] - Laura

What rank was he again?

[00:08:32] - Nick

He was a petty officer.

[00:08:34] - Laura

Okay

[00:08:35] - Hudson

But we do have his clearance card now right?

[00:08:36] - Cameron

Yes I do-

[00:08:37] - Nick

You have his code cylinder. It [Cameron: I tuck the code cylinder-] probably opens-

[00:08:39] - Cameron

-into my jacket.

[00:08:41] - Nick

It opens some things maybe.

[00:08:42] - Cameron

Put the crackers in whatever bag I'm carrying. And then strap the light blaster to my other hip that doesn't have a heavy pistol on it.

[00:08:51] - Nick

You're just collecting guns.

[00:08:53] - Cameron

Yep. I have a light blaster, a heavy pistol and a blaster carbine.

[00:08:58] - Nick

The good news is you're strong. The bad news is eventually incumbrance may be a thing.

[00:09:02] - Cameron

I'll start handing out guns to other people as they deserve them.

[00:09:04] - Nick

OK. [group laughs] It's-

[00:09:07] - Cameron

I feel like your good with your axe though.

[00:09:09] - Hudson

[too muffled to hear] -either but I don't have one.

[00:09:10] - Cameron

Maybe we'll have a training session.

[00:09:12] - Nick

You're handing out guns like a kindergarten teacher hands out star stickers.

[00:09:16] - Cameron

Yeah. Good job, you gain a gun on your chart.

[00:09:19] - Nick

OK so Tink, do you bring the silver box to the middle?

[00:09:23] - Hudson

Yes.

[00:09:24] - Nick

All right. So Mills says *thanks*. As he like wipes his hands on his pants and you see he's made a pretty decent circle out of monkey guts and maybe you're imagining it but the trees do seem to be kind of leaning back a little bit from the circle. It's probably just a trick of perspective. I wouldn't worry about it and Mills with a click snaps the four latches off the top and pulls the top off and the four sides of the box fall open like a industrial

flower. And inside there's another one of those heater lantern things like you had in your guest quarters slash tool shed-

[00:09:59] - Cameron

Garden house

[00:10:00] - Nick

garden shed. Yeah. And he turns on the heater and the warm light makes you feel a little better he says *These trees put spores out and we don't want to track those back to the base. Also you know like, they eat flesh but it's not a big deal this will bake them out so we'll take a minute here to do that. Shame about Sparks. At least that's probably what I'm supposed to say. I don't really like the Empire that much. One of the officers is dating my sister*

[00:10:29] - Cameron

Ahhh.

[00:10:30] - Hudson

Hmm

[00:10:31] - Nick

He seems pretty milk toast. I don't understand, as he like pulls bits of guts off of his out of his chest hair from his shirt. He flicks them into the heater and they like sizzle and vaporize. So I'm just working for them because they're the only people here at this point but they're probably bunkered down somewhere up ahead. That's why there might be so many bug monkeys around so maybe if we can find their camp you can take these guys out or whatever you're supposed to do. What's the plan?

[00:11:01] - Laura

Do any of you know like how to track people or hunt or you know do things in the wilderness?cause I do not.

[00:11:14] - Steven

One could say I have limited survival skills. [Cameron laughs]

[00:11:18] - Laura
Define limited.

[00:11:19] - Steven
More than you.

[00:11:20] - Hudson
OOOoooo

[00:11:21] - Nick
Mills goes Oooo

[00:11:21] - Laura
I mean-

[00:11:22] - Cameron
-she

[00:11:22] - Laura
maybe.

[00:11:23] - Cameron
She did just say that she had very limited nature.

[00:11:27] - Laura
I tend to stay in cities. That is where there are people you know to steal things from.

[00:11:33] - Cameron
Normally my bounty hunting jobs aren't this remote. They're normally criminals hideout where there's other people but I am pretty good at sneaking up on people.

[00:11:44] - Hudson
I nominate Sabos.

[00:11:46] - Laura

I am good at the sneaking. the sneaking I can do. the tracking-

[00:11:51] - Cameron
the finding.

[00:11:52] - Laura
the finding.

[00:11:53] - Steven
[overlapping Cameron and Laura] As an explorer I probably do have some survivals.

[00:11:56] - Laura
Do you have a rank in survival?

[00:11:57] - Steven
I do.

[00:11:58] - Laura
That is what I am asking about.

[00:12:01] - Cameron
[laughs] His answer, he [mumbles] you have a rank in 'ze sneak'.

[00:12:04] - Laura
I do have a rank in the sneaking. I have ranks in the... the streetwise and-

[00:12:10] - Cameron
I'm going to slowly start speaking in Xianna's accent.

[00:12:14] - Laura
If you have ranks in survival you should try tracking.

[00:12:17] - Steven
Rank in survival.

[00:12:18] - Cameron
How cunning are you?

[00:12:19] - Laura
I have lots of cunning so I could help.

[00:12:21] - Steven
[mumbles]

[00:12:22] - Cameron
You got three cunning.

[00:12:23] - Laura
I have four cunning so I can always assist.

[00:12:25] - Nick
Yes so when people help and someone has a better base stat but someone has better training. You get to use the best of both. So if Xianna helps Sabos to track you get 3 green die and a yellow.

[00:12:38] - Multiple Speakers
Yes.

[00:12:39] - Steven
we should do that.

[00:12:40] - Nick
Great. So-

[00:12:42] - Steven
Let's track things. I guess we are looking for the escaped uhh Lira and Williams.

[00:12:47] - Nick
Yup you're looking for Lira and Williams.

[00:12:50] - Steven

We don't know what they look like other than they're guy and a lady.

[00:12:52] - Cameron

One of them's a trooper.

[00:12:55] - Multiple Speakers

[gumbled mumbling]

[00:12:56] - Cameron

Lira's a trooper so she's probably in the trooper uniform.

[00:13:00] - Steven

Maybe

[00:13:01] - Cameron

Williams is an officer. He's probably not in a trooper uniform. There are also three missing troopers.

[00:13:07] - Steven

OK. I'll just I'll look around the circle [mumbles]

[00:13:09] - Nick

Well and you'll remember last session you found a small blood trail leading off from the there.

[00:13:15] - Steven

That's right.

[00:13:16] - Cameron

Then the monkeys attacked.

[00:13:17] - Steven

[mumbling] tracks the bloodtrails?

[00:13:19] - Nick

Yeah.

[00:13:21] - Cameron

What's the difficulty? Cause I don't think you're rolling any difficulty dice.

[00:13:24] - Laura

Yeah, you need difficulty dice.

[00:13:26] - Nick

Haaard

[00:13:26] - Laura

Hard?

[00:13:27] - Steven

Three?

[00:13:27] - Cameron

That's three, yeah.

[00:13:29] - Nick

So you already found the general direction last time. [dice sounds]

[00:13:31] - Steven

Yes.

[00:13:34] - Cameron

Nice.

[00:13:35] - Steven

Well that worked out well. I have two successes and two advant-ah- no

[00:13:38] - Cameron

Nope

[00:13:38] - Laura

No.

[00:13:38] - Cameron

One success., one advantage.

[00:13:41] - Nick

Great.

[00:13:42] - Steven

[whispers] shitty roll.

[00:13:43] - Nick

So-

[00:13:44] - Cameron

most of the purples were blank. That was fine.

[00:13:46] - Nick

so you tracked and you got one success and one advantage.

[00:13:50] - Cameron

Yes.

[00:13:51] - Nick

Is there any way you would particularly like to spend the advantage?

[00:13:56] - Steven

...not encountering monkeys.

[00:13:58] - Laura

Can... I'm assuming we're gonna try to be sneaky when we approach them can the least sneaky of us have a blue dice when they make a stealth roll?

[00:14:08] - Nick

I think that is a great tactical decision. How would you explain that using cool descriptions and story stuff?

[00:14:15] - Cameron

[overlapping Nick] We're gonna put them in the back and the people in front will sneakily fold down any like foliage or anything that's in the way.

[00:14:24] - Multiple Speakers

Foliage

[00:14:24] - Cameron

Well there we go. Fold down any foliage [laughs] gosh!

[00:14:27] - Hudson

Any 'foliage'?

[00:14:28] - Steven

[whispers] You know foliage

[00:14:29] - Cameron

We're gonna fold down any plant stuff in the way.

[00:14:31] - Laura

Yeah so-

[00:14:32] - Cameron

So that there's less crinkle noises from the people behind us as we walk.

[00:14:35] - Laura

Yeah Xianna would make sure that Sabos is in the back probably walking... maybe not completely in the back, walking next to someone. Probably Karma. And then-

[00:14:45] - Cameron

Who can throw her arm out to stop him.

[00:14:47] - Laura

And then Tink and Xianna would be more in the front cause surprisingly Tink is kind of sneaky.

[00:14:53] - Hudson

I'm pretty sneaky.

[00:14:54] - Cameron

You do blend into the jungle.

[00:14:56] - Hudson

Well, it's more-

[00:14:56] - Cameron

As a giant white fluffy thing.

[00:14:58] - Hudson

It's more just sneaky in general. Give me some credit.

[00:15:01] - Laura

I think it's his feet are very soft and padded with all the fur so he doesn't make a lot of sound when he walks.

[00:15:07] - Hudson

Speculation will just confuse the mind. Just know I am sneaky.

[00:15:09] - Steven

but my forehead tail just rubs all the branches the wrong way [Cameron: oh god]. [group laughter]

[00:15:15] - Laura

I think that's just Sabos in general.

[00:15:18] - Nick

Just, Oooooo

[00:15:19] - Steven

It's the fourth head tail.

[00:15:21] - Multiple Speakers

hmmmmmm

[00:15:22] - Cameron

That does seem to be his defining characteristic.

[00:15:25] - Laura

It's like the only one.

[00:15:27] - Steven

And him being a male Togruta.

[00:15:29] - Laura

There are many male Togrutas.

[00:15:30] - Steven

No there's not!...There's like many female Togrutas.

[00:15:34] - Cameron

There's also many males.

[00:15:35] - Laura

There's also many males. You're not like a Selonian.

[00:15:38] - Nick

No it's an actual thing.

[00:15:39] - Laura

It's an actual thing but it's not like Selonian level.

[00:15:42] - Steven

[overlapping Laura] 15 percent to 85 percent is like pretty darn snark.

[00:15:47] - Nick

Well the Selonians, it's like 1 per 100 or something.

[00:15:50] - Steven

Oh

[00:15:51] - Nick

Yeah the otter-people

[00:15:53] - Steven

Yeah

[00:15:55] - Nick

So based on your success and the fact that you're staying in the back to where you're not going to break a buch of branches and be super obvious. You can tell from the blood trail and the age and everything, it's probably going to be about an hour trek through the jungle or you can take your speeder and try and drive closer. Which would you all choose to do?

[00:16:18] - Steven

I'm pretty comfortable hoofing it, but [whispers] I'm not sure.

[00:16:20] - Hudson

I'll grab the speeder!

[00:16:22] - Nick

You want to drive?

[00:16:24] - Steven

I can drive

[00:16:25] - Cameron

You're not driving.

[00:16:27] - Hudson

I can drive for I have the necessary skills required.

[00:16:31] - Steven

As do I.

[00:16:32] - Cameron

I feel like were trying to sneak up on people not being in a speeder would be beneficial.

[00:16:37] - Hudson

My stealth carries over to speeders!

[00:16:40] - Laura

Pretty sure that is not how that works.

[00:16:42] - Cameron

[overlapping Laura] I'm pretty sure it still makes noise.

[00:16:43] - Laura

I think the speeder still makes-

[00:16:45] - Steven

-we should, we should just keep it.

[00:16:46] - Laura

-noises

[00:16:46] - Cameron

no

[00:16:47] - Hudson

no

[00:16:47] - Laura

No.

[00:16:49] - Hudson

I if we want to we can just walk.

[00:16:52] - Laura

We should walk. It is more sneaky.

[00:16:54] - Hudson

Fine.

[00:16:55] - Nick

Okay. So the.-There is a swipe cut to you all doing a nice pleasant hike through the jungle-

[00:17:02] - Cameron

The jungle that can eat us.

[00:17:05] - Nick

It's very Vietnam War movie-esque with people moving in a line, Mills doesn't really walk with you so much is like action roll through the bushes and he like is getting covered in mud. It looks very Predator and he'll pop up out of a bush next to you. Which is surprising and discomfoting and he'll make a bunch of hand signals and then disappear back into the underbrush. No one knows what the hand signals mean but he looks pretty confident that you all are headed the right direction. The trail you lose it a couple of times but you're able to find it again and continue onward. So you do lose a little bit of time and surprisingly Tink does blend in quite well. The shadows model on his white fur and he is able to slip from tree to tree like a ghost.

[00:17:50] - Hudson

Damn right. [group laughs]

[00:17:52] - Nick

So-

[00:17:52] - Cameron

Should we make a stealth check?

[00:17:54] - Nick

Yeah right around now. Gonna need a stealth check.

[00:18:02] - Laura

What the difficulty?

[00:18:05] - Nick

hmhhh

[00:18:05] - Steven

[whispers] do I get a blue dice for this?

[00:18:06] - Nick

Yeah. You get a blue die.

[00:18:08] - Laura

Yeah.

[00:18:09] - Nick

The difficulty is average but everyone has a black die because stealthing through a jungle is difficult.

[00:18:22] - Hudson

[dice sounds] So a wash right?

[00:18:23] - Cameron

Yup. Tink just get a wash.

[00:18:25] - Hudson

lii- Yeah.

[00:18:26] - Nick

You get nothing. Okay. I take back what I said.

[00:18:32] - Steven

Sweet. I have a success and an advantage. Sabos. Me, Sabos.

[00:18:38] - Nick

Yeah that blue die was super helpful.

[00:18:40] - Steven

It would have been a wash otherwise.

[00:18:43] - Laura

Three successes.

[00:18:43] - Cameron

Alright and Karma also has a blue die because of her stalker talent.

[00:18:51] - Nick

Oooh

[00:18:52] - Cameron

So she gets a blue die in stealth and coordination checks. [dice sounds]

[00:18:56] - Nick

That's really neat.

[00:18:57] - Cameron

It is. That is a success and a threat.

[00:19:03] - Nick

Okay so you walk for quite a while. Mill's is pretty quiet but every once in awhile he just pops up in weird places so you jump a little bit. He's a scary looking dude. After about 45 minutes you see a storm trooper helmet driven on a spike on a trail. And a storm

trooper like la- that storm trooper whose helmet is on this bike is laying face down in the underbrush. Do you investigate the storm trooper?

[00:19:32] - Multiple Speakers

Yesss.

[00:19:32] - Nick

Okay so you roll him over. He's got a blaster hole in his chest. Looks like he got taken down in the run and you actually see the other two storm troopers scattered in the brush they're along the trail where you're heading but they're all basically just down. Looks like they were in a running gun fight and got the worst of it. They have been stripped of their supplies and weapons and they don't have any.

[00:19:56] - Nick

Another weird thing they look like, Karma you would know this, I don't know if anyone else did. They look like they've been dead for about five or six days so they're kind of gross and they don't smell great but they also have like saplings sprouting like out of their exposed skin.

[00:20:11] - Cameron

Weird.

[00:20:12] - Nick

Yeah.

[00:20:12] - Laura

Eww that is gross.

[00:20:14] - Nick

And we get a shot of Karma reaching down and kind of rolling one over and inspecting it. And then as you see that he doesn't have anything worth salvaging and you step away all of the saplings that are growing out of the storm troopers are kind of lean towards you a little and then go back up is probably just the wind.

[00:20:31] - Laura

That is very gross.

[00:20:32] - Cameron

I would put the time of death at five or six days ago. [table murmurs] Based on the trees sprouting?

[00:20:41] - Hudson

So does this mean our fugitives are murderers?

[00:20:45] - Multiple Speakers

Yes

[00:20:47] - Laura

Probably.

[00:20:48] - Steven

I think that was information we were given.

[00:20:51] - Cameron

There were- there were five troopers did go out after them, two troopers have already been found dead. These are the remaining so

[00:20:59] - Hudson

I see

[00:21:00] - Nick

Mills appears behind you all with no noise and goes Well I guess murder depends on your point of view. And he's like...

[00:21:06] - Laura

I mean that is true.

[00:21:07] - Nick

possibly cleaning his gun.

[00:21:08] - Laura

Yes. I mean-

[00:21:10] - Cameron

[mumbles] *it really depends on the view.*

[00:21:12] - Laura

I mean I think it does. I mean from a certain point of view you could say self defense.

[00:21:17] - Nick

You back a lothwolf into a corner, you can't be surprised when it bites. I would imagine, I've never been to Lothal and he walks off down the trail.

[00:21:27] - Laura

Is very dry.

[00:21:30] - Cameron

On Lothal?

[00:21:30] - Laura

Yes.

[00:21:31] - Nick

Everyone always goes oh but it's a dry heat and he's- everyone's been sweating at this point.

[00:21:36] - Laura

Oh, no, not me? [rewind sound effect]

[00:21:37] - Nick

Oh you don't sweat?

[00:21:39] - Laura

I don't because being a Twi'lek I get to remove setback dice due to arid or hot conditions because Ryloth is a desert.

[00:21:49] - Nick

Yeah

[00:21:49] - Laura

It is just a fucking desert planet.

[00:21:52] - Nick

So this should be very uncomfortable for you because it's a jungle.

[00:21:55] - Laura

So the humidity is getting to me, the wet heat, but the heat itself is fine.

[00:22:00] - Nick

Yeah. Well and that's the thing. It's probably only like 90 degrees. I'm exposing that were from Texas and 90 degrees is not a big deal. It's probably only like 90 degrees but the humidity-

[00:22:10] - Hudson

[overlapping Nick] for our international viewers, 90 degrees

[00:22:12] - Laura

[overlapping Hudson] I was about to say, 90-

[00:22:13] - Cameron

Fahrenheit

[00:22:15] - Laura

-Fahrenheit is like a nice spring day.

[00:22:17] - Steven

That's what? 38?

[00:22:19] - Laura

38ish.

[00:22:20] - Nick

I don't know, I don't speak metric. Well it's not super relevant so anyway,

[00:22:23] - Laura

This is super relevant. What are you talking about? Our like 1 International listener is going to need this information. Hi Ted.

[00:22:33] - Steven

They have the google.

[00:22:34] - Cameron

I'm glistening.

[00:22:35] - Nick

Yeah you're glistening.

[00:22:36] - Steven

my forehead tail was dripping.

[00:22:37] - Laura

Xianna sees that and is gonna like *eww... gross* and she like legitimately seems grossed out whereas when like she saw like the dead body she was like '*ew gross*'. This is like visceral. *Ugg Gross!*

[00:22:54] - Steven

[overlapping Laura] I grab it and wring it out.

[00:22:59] - Hudson

I'm pretty gross right now. I have my fur's matted.

[00:23:01] - Nick

I would imagine it's gotten like frizzy too.

[00:23:03] - Hudson

Yeah

[00:23:04] - Laura

I imagine you smell like a wet dog at this point.

[00:23:06] - Hudson

Yep absolutely.

[00:23:07] - Laura

Yeah

[00:23:08] - Nick

It does get covered up by the corpses but everyone's given you a little more space. And that's part of the reason that you've had trouble stealthing is you're in the middle of the group but they've given you space so you're misjudging your steps a lot because you think people are closer [rewind sound effect] so you continue down the trail. Unless there's anything else you wanted to do with these stormtroopers

[00:23:26] - Laura

Nahh

[00:23:27] - Nick

Okay. You continue down the trail you see a couple more kind of warning sign things like sticks tied together. No more like skulls on sticks or anything but like general trail signs for like go away. A tree has been burned out or tried to it's mostly just kind of blackened because it's so humid it's hard to get stuff to burn. And you come to a clearing and there is a like a sled looking thing it looks like a repulsor-sled with some supplies and stuff on it.

[00:23:59] - Nick

You see some guns and you see a very skinny looking guy with short dark hair that started to grow out already out of regulation. He's wearing one of those khaki army uniforms that you saw some people wearing in the camp but it's it's been really shredded up and it's dirty and it's the only reason you would recognize it is because you've already seen it and he's got a bandage over one leg and he's sitting by one of

those heater lamps like Mills gave you and Mills says *I'll cover the back exit* and disappears into the undergrowth and starts to loop around and that's what you can see.

[00:24:36] - Hudson

I whisper *they didn't say dead or alive, specifically, so let's just shoot 'em.*

[00:24:41] - Steven

yeah I- I remember clarifying. They were cool with either.

[00:24:45] - Laura

They said either one works so

[00:24:47] - Steven

Exactly

[00:24:47] - Laura

They did specify.

[00:24:48] - Hudson

Well, I should say they didn't specify they wanted one over the other.

[00:24:52] - Laura

True but that is what dead or alive means. It means either or both work.

[00:24:58] - Nick

Wait how do you do both? [rewind sound effect]

[00:25:00] - Laura

No. Both [Steven mumbles something] work. No both [Cameron: not at the same time] work. Not that like [Nick: got it, got it, got it] you bring them in, in a Schrodinger's Box.

[00:25:08] - Nick

We made that joke already.

[00:25:10] - Laura

It's that both work. Either one, and or.

[00:25:15] - Nick

Got it.

[00:25:15] - Cameron

What it is is that there's two of them so one of them's dead and one of them's alive

[Laura: yeah] that's okay. That's how both works.

[00:25:22] - Nick

Yeah I already sent Mills around the clearing so I couldn't ask-

[00:25:25] - Laura

Or I mean I guess she could in a way do both if you brought them in like with a mortal wound.

[00:25:30] - Cameron

Yeah they gonna be dead.

[00:25:31] - Laura

Like they're going to die but they're currently alive.

[00:25:33] - Nick

dead-ish alive.

[00:25:34] - Laura

dead ish. Mostly dead.

[00:25:36] - Nick

[rewind sound effect] We got him in the clearing. He's got a like a snack bar but it has one little bite out of it but he looks like he's just kind of staring into the lantern and thinking thoughts.

[00:25:50] - Laura

Where is the other one? there is a second one.

[00:25:56] - Cameron

Yup.

[00:25:56] - Steven

We see signs of the second one?

[00:25:58] - Nick

And as you wonder that you hear a blaster click on and directly behind you you see a very large woman with short cropped like military hair that hasn't grown out too much and she is wearing about half of a stormtrooper uniform. She's got the chest plate and the arm pieces but the rest of the body suit is exposed and the helmet is gone but she has one of the lenses from the helmet like strapped over one eye and you can see like a bunch of wires from the inside of the helmet going down into the armor and she's got like cargo shorts on and over the the body suit on the bottom and it looks like it's stuffed full of supplies and things and she says *the other one is right here* and she points her gun at you all. She got the drop on you.

[00:26:47] - Laura

Oh!

[00:26:48] - Nick

She could hear.

[00:26:49] - Laura

'ello!

[00:26:51] - Cameron

Cause she could hear Tink.

[00:26:52] - Laura

How are you doing?

[00:26:54] - Nick

I'm doing great. I'd appreciate if you stepped into the clearing please.

[00:26:58] - Laura

I mean... okayyy.

[00:27:00] - Steven

You mean that clearing?

[00:27:02] - Laura

What clearing do you think she means?

[00:27:04] - Steven

Well there was that nice one that we were at previously.

[00:27:07] - Laura

Why would she means that one?

[00:27:09] - Steven

Just checking.

[00:27:09] - Nick

She whacks Sabos on the back of the head with her blaster rifle [Laura: *zank you*] and it hurts real bad and she kind of, as you bend over and go ow! she like-

[00:27:18] - Steven

my poor head tail absorbs the blow.

[00:27:20] - Nick

ok. She boots you like in the butt. And you stumble forward into the clearing. She says *Please move and leave your guns in the pile by the- by the lamp* and she like steps back out of range to cover you. And as Sabos goes stumbling in the officer that's there goes *Ahhhh* and like puts the bar down and looks around. He still hasn't noticed anyone outside the clearing, he only see Sabos.

[00:27:43] - Laura

Okay so Xianna puts her gun down. But just kind of like has her hand by her side. Because it doesn't really look like there's anything in her coat because it doesn't really look like there's pockets.

[00:27:55] - Nick

Makes sense. She didn't try to search you

[00:27:57] - Laura

And her utility belt doesn't really have anything on it.

[00:28:01] - Steven

I kind of have to disarm my blaster rifle because I don't think it's non-obvious.

[00:28:07] - Nick

No, it's huge.

[00:28:07] - Steven

Yeah but I'mma keep my vibro knife

[00:28:08] - Laura

Well, like do you have your vibro knife hidden?

[00:28:13] - Steven

Yes. Not on my belt, it's like in my pants.

[00:28:16] - Laura

Why do you keep a knife in your pants?

[00:28:19] - Steven

I've-

[00:28:19] - Cameron

For situations like this Xianna!

[00:28:21] - Steven

-it was the only place I had to keep it. I don't think Sabos [becomes too quiet to hear]

[00:28:24] - Laura

You don't have like boots or something?

[00:28:26] - Cameron

No. His knife is strapped to his fourth headtail.

[00:28:30] - Laura

Hhhmmmm [Steven: that's definitely not it] [group laughs] I mean you could strap it to the underside?

[00:28:35] - Cameron

Yeah, so you couldn't see it from the outside.

[00:28:37] - Nick

He touches it too much. He started that but he kept cutting his fingers, do.

[00:28:40] - Cameron

Well you put it in a sheath

[00:28:40] - Steven

Oh...no.

[00:28:43] - Laura

I also like that you act like your fourth headtail is like the only one back there when you would have like the third and fourth ones evenly spaced in the back.

[00:28:52] - Steven

It's the one I give the most attention to.

[00:28:54] - Cameron

How do you know which one is your fourth one?

[00:28:56] - Laura

Yeah.

[00:28:56] - Steven

The one everyone else doesn't have.

[00:28:58] - Cameron

Yeah. But so like, but so like [Laura: you have two!] everyone normally has, most Togrutans normally have like one coming over each shoulder and then the one in the back. You have two in the back. Is it the left or the right one [Steven: right one] that's the fourth one? How do you know that though?

[00:29:08] - Laura

[Overlapping Cameron] Or is- or is it kind of like when people have like a third nipple?

[00:29:10] - Steven

Yes.

[00:29:11] - Laura

And so like the fourth one is really tiny and weird looking. [Cameron laughs] So you know that's the third-the fourth one.

[00:29:17] - Nick

I've always-

[00:29:17] - Steven

It's adequate.

[00:29:19] - Nick

I've been picturing it is it like just kind of branches off of the main back one, is just kind of jiggly. [group laughs]

[00:29:26] - Laura

No. I'm picturing like a stubby little extra one.

[00:29:29] - Steven

Aww.

[00:29:31] - Laura

Maybe with like a tooth or something on it because it was definitely absorbed from a second- like from a twin, that you ate in the womb.

[00:29:38] - Steven

Just like my hands, everything up there is just fine.

[00:29:41] - Hudson

Now Sabos, you could get in to the adult entertainment industry with that fourth headtail.
[group laughs]

[00:29:45] - Laura

Ok, anyways. [group laughs]

[00:29:47] - Nick

And we're back! [rewind sound effect]

[00:29:49] - Laura

Xianna, yeah, walks into the clearing but kind of keeps her hands nonchalantly by her sides.

[00:29:54] - Nick

Okay.

[00:29:55] - Laura

She doesn't like put them up or anything.

[00:29:56] - Nick

So you drop a pistol in the pile of- there's, so there's already a little pile of the like the Stormtrooper E-11 blasters on the ground and you look back behind you and you see the storm trooper lady like gesture towards the pile you drop your pistol down. Sabos you put your rifle there and you go in the clearing. What do Karma and Tink do?

[00:30:19] - Hudson

I put my vibro axe down but do not reveal my grenades.

[00:30:24] - Nick

Are they in your fanny pack?

[00:30:26] - Hudson

They're on my strap, but yeah in my fanny pack.

[00:30:29] - Nick

Cause I know you have like a backpack and a utility belt but your utility belt for whatever reason I'm picturing is just a fanny pack.

[00:30:36] - Hudson

Well yeah it kind of is actually. Look at my picture.

[00:30:38] - Nick

Oh maybe that's why I'm picturing that.

[00:30:40]

[overlapping Nick] I'm imagining it has like little pockets.

[00:30:42] - Hudson

Yeah

[00:30:43] - Laura

Like there's some little pouches on it instead of just being...

[00:30:46] - Cameron

it's like a cool thing.

[00:30:47] - Laura

Yeah

[00:30:47] - Hudson

It goes across and around.

[00:30:49] - Cameron
It's a utility fanny pack.

[00:30:50] - Nick
Okay.

[00:30:51] - Laura
Because it also doubles as a little holder for his vibro-axe in the back.

[00:30:57] - Nick
Okay so

[00:30:58] - Hudson
I don't take that off I just-

[00:30:59] - Nick
You drop the obvious weapons and Karma? Cameron's got a look on her face she's about to do something.

[00:31:04] - Cameron
Well so I walk out. I detach the light blasters that I have on both hips first.

[00:31:12] - Nick
Okay

[00:31:13] - Cameron
And then to remove my blaster carbine I have to take it off my back and swivel it around to the front and as I do that I'm going to shoot the dude.

[00:31:21] - Nick
Okay I need a cool check to see if you can do that before anybody gets the drop on you.

[00:31:28] - Cameron

Cool. [whispers] I'm fine with that.

[00:31:29] - Nick

The bounty hunter knows never disarm and go change locations.

[00:31:33] - Cameron

I'll change locations, but I'm not taking all my guns and stuff and I still have my vibro-sword.

[00:31:37] - Laura

Yeah that's why you don't take off all your weapons.

[00:31:40] - Cameron

I took off the two that I'm not good with which is the light blasters.

[00:31:44] - Nick

Okay

[00:31:45] - Cameron

To make it look like I was complying up until the point where I am shooting the dude. It's an average? or no, it's a cool check, nevermind. That's just a cool check.

[00:31:59] - Cameron

[dice sounds] 2 successes.

[00:31:59] - Nick

Okay.

[00:32:00] - Cameron

What do they have?

[00:32:01] - Nick

So the guy is freaking useless he is just one green die, I just want to see if he sees anything.

[00:32:07] - Cameron

One success.

[00:32:07] - Nick

Good for him. And then lady is two greens and a yellow. [dice sounds]

[00:32:14] - Nick

I should call them by name but you don't know that [mumbles]

[00:32:16] - Cameron

Three successes and an advantage.

[00:32:18] - Nick

Three successes and an advantage, which does make sense thematically since she's had a gun aimed at you. You are going to get that shot off but as she sees you do it you hear her very emotionally go No. And she goes to shoot you. So that is going to be two greens and a yellow with an average difficulty please. But I'm going to give her a blue die because she was aiming at you.

[00:32:42] - Laura

Xianna is just over here like shaking her head and like rolling her eyes like you wait until they are not looking at you. That is when you shoot them.

[00:32:51] - Cameron

My gun is on stun.

[00:32:53] - Nick

Okay good to know.

[00:32:53] - Cameron

Because that's its default setting.

[00:32:55] - Nick

Her's isn't.

[00:32:57] - Cameron

That's fine. I've just- sense I'm also going to shoot the dude.

[00:32:59] - Laura

At this point Xianna does have her hands in her pockets.

[00:33:03] - Cameron

Okay.

[00:33:06] - Nick

So this is all- this is all happening very quickly. This is going to be the beginning of an exchange.

[00:33:11] - Cameron

Two successes and an advantage.

[00:33:13] - Nick

Okay, so hers does 8 because you wouldn't have noticed but there's some spores growing in it, when you're out in the jungle players.

[00:33:23] - Cameron

[whispers] well you always clean your gun.

[00:33:23] - Nick

So eight, and you said it was three successes?

[00:33:25] - Cameron

Two success.

[00:33:26] - Nick

Two successes so that's 10 damage.

[00:33:28] - Cameron

And I soak 5 of it.

[00:33:29] - Nick

Oh wow, okay, I forgot you have like armor and stuff.

[00:33:33] - Cameron

Yeah.

[00:33:34] - Nick

And are strong.

[00:33:35] - Cameron

Muy stronk.

[00:33:35] - Nick

You rotate your rifle around and snap up for a shot right before you pull- right before you pull the trigger you get, you take a pretty good hit in the back. Your armor absorbs most of that but you, having been shot multiple times in the past are very aware that you have been hurt and then before anything else happens you're able to pull the trigger and shoot at our good army officer friend. So that's going to be an average difficulty because you are very close. But it's also going to be a black die because you were getting shot while you pulled the trigger.

[00:34:12] - Cameron

[dice sounds] A success.

[00:34:13] - Nick

A success.

[00:34:15] - Cameron

So that's 10 stun damage.

[00:34:17] - Nick

10 stun so you blow him backwards off of the stool he was sitting on. He doesn't, uh, go completely unconscious but he looks extremely fazed by that. What a great pun. But he starts to sit up a little and now I guess I need initiative rolls out of everybody, so that'll be vigilance because now shit's gone down. You had, what, two successes?

[00:34:42] - Cameron

Yes.

[00:34:43] - Nick

Do you want to just use that as your initiative roll? Or do you want to roll again.

[00:34:48] - Hudson

I rolled one success.

[00:34:49] - Cameron

I'm good with two successes.

[00:34:50] - Laura

Two successes.

[00:34:52] - Steven

[overlapping Laura] I rolled one success.

[00:34:53] - Nick

[dice sounds] Okay. He had one success and she had what? Three.

[00:34:58] - Cameron

Three.

[00:34:58] - Nick

OK I'm going to make her roll again because she used her thing up.

[00:35:01] - Cameron

That was two yellows and a gree. [dice sounds] Two successes, a triumph and two advantages.

[00:35:08] - Nick

Ok

[00:35:09] - Cameron

I liked her other roll better. Can you use that one?

[00:35:10] - Nick

The Triumph include the- or did you include the success [Cameron: Yes, yes] as well?

[00:35:15] - Laura

It was a triumph with success and a success.

[00:35:18] - Nick

So she's going to go first... Lira, and then 2 PC slots and then, so that was the two successes?

[00:35:28] - Laura

Yes

[00:35:29] - Nick

And then what?

[00:35:30] - Laura

They each got one.

[00:35:31] - Cameron

The boys had one.

[00:35:32] - Nick

They each had one? So it will be, we'll make the NPC slot next and then it will be two PC slots. So Lira shoots you in the back. You stumble. She sees you shoot her... her good good buddy. And she says *this is why we should have kept moving*. And she shoots at you again, Karma. So same role as last time but she's going to use her maneuver to aim.

[00:35:59] - Cameron

[dice sounds] I remembered what the dice were. That is- holy shit.

[00:36:04] - Nick

Ooohh

[00:36:05] - Cameron

That's three successes and four advantages.

[00:36:08] - Nick

Four advantages, so she's going to pull the trigger shoot you in the back again. So that's 11 damage coming at you. So she hits you, the blast reflects off a piece of the paneling in your armor and starts bouncing around the clearing and a comical ricochet moment. And everybody kind of ducks. So it's distracting and you guys will all have a black die on your next checks that you do. So everybody make sure you have a black die. And that was her. Karma, how are you doing?

[00:36:40] - Cameron

I have three health.

[00:36:42] - Nick

So not great

[00:36:44] - Cameron

Not great, I'm fine.

[00:36:46] - Nick

Is Karma the kind of person who is calm under this sort of pressure?

[00:36:48] - Cameron

[overlapping Nick] Yeah I'm fine.

[00:36:49] - Nick

OK.

[00:36:50] - Cameron

I've had worse.

[00:36:51] - Nick

OK. So that was Lira, two PC slots, who wants to go?

[00:36:56] - Laura

Hey, how close are you to her?

[00:36:59] - Cameron

So if she was following me to the weapons thing, [Nick: she's probably-] then I'm- I'm probably short range.

[00:37:05] - Nick

I've been treating it medium range. [Cameron: Ok] She was trying to stay out [Cameron: Ok] of, stay out of range.

[00:37:09] - Cameron

[overlapping Nick] Medium, medium range.

[00:37:10] - Laura

Oh. Is anyone within short range of her?

[00:37:14] - Nick

No they're- they're all ahead.

[00:37:17] - Laura

Okay.

[00:37:17] - Hudson

I know what you're thinking.

[00:37:19] - Laura

I pull out a grenade [groups laughs] and I throw it at her.

[00:37:23] - Nick

Ookay.

[00:37:24] - Laura

Which is Range Light. So I'm going to throw the grenade, yell *fire in the hole*, and then jump away. [dice sounds]

[00:37:40] - Nick

Great. Thank you black die for keeping my NPCs alive he said angrily at the blank die.

[00:37:46] - Laura

So three successes and an advantage is not enough to do the blast, I don't think. So that'd be 11 damage.

[00:37:56] - Nick

OOooohooo. OK. So you basically bounce the grenade off her chest and it goes off immediately and blows a hole in that chest plate that she had. You can spend those advantages that her armor is going to be a lot less for the rest of that fight.

[00:38:11] - Laura

Yes please.

[00:38:12] - Nick

I figured you would want to do that and she is in bad shape, she-

[00:38:16] - Cameron

Never take off the armor.

[00:38:18] - Nick

Okay so the grenade goes off and blows a big chunk of her armor off. She basically just has the arm plates on now and some- it does that broken plastic splintered look on the armor but most of it's gone and she has her rifle still up but is leaning against a tree and holding her side. So she's shooting one handed now. And that was real bad. Also part of the jungle is smoldering and you see like some columns of smoke rising. And another PC slot.

[00:38:46] - Hudson

I turn and I throw a grenade!

[00:38:49] - Nick
At- at Lira again?

[00:38:51] - Hudson
Yeah.

[00:38:51] - Nick
Ok that's fine.

[00:38:55] - Hudson
So what would that be range light?

[00:38:56] - Cameron
[overlapping Hudson] range light.

[00:38:56] - Laura
Ranged light.

[00:38:57] - Hudson
Oh great. With the difficulty of hard?

[00:39:01] - Cameron
Two.

[00:39:01] - Laura
Two.

[00:39:01] - Nick
Yeah, just two.

[00:39:03] - Hudson
And a black die?

[00:39:03] - Cameron

[overlapping Hudson] with a black die.

[00:39:07] - Hudson

[dice sounds] Ooooh [Cameron: oh crap]

[00:39:09] - Laura

No

[00:39:10] - Hudson

Two disadvantages.

[00:39:12] - Laura

Two threats

[00:39:13] - Cameron

Two threats.

[00:39:14] - Nick

How do I want to play with thrown grenades being bad? Two?

[00:39:18] - Hudson

So no failures though.

[00:39:19] - Nick

But two threats?

[00:39:19] - Laura

[overlapping Nick] No, no no, by it being a wash you technically fail.

[00:39:22] - Hudson

Aah, true,.

[00:39:23] - Cameron

By not having any successes that still counted as a failure.

[00:39:26] - Nick

So your threats are going to be that it kicks up a lot of dust and when the dust clears you're- it's hard to see her, she's dove into the bushes somewhere to get away from the explosions. So she's going to be harder to track down but no one got exploded so that's good. Grenade explodes in the bushes. So now it's Williams's's turn and he kind of sits up he looks very dazed but he grabs for his pistol and he goes to shoot whoever is closest who would probably be Sabos because he was the first one into the clearing.

[00:40:04] - Steven

Sure

[00:40:04] - Nick

Yeah. So he's- he yells Lira and takes a shot and it's just two green die vs one purple die because they're very close together.

[00:40:13] - Cameron

Does he also have a black die for the bullets flying everywhere?

[00:40:16] - Nick

Nope.

[00:40:17] - Cameron

Okay he's not ducking?

[00:40:18] - Nick

Nope.

[00:40:19] - Cameron

Okay.

[00:40:19] - Nick

He was already on the ground prone. [deep bass sound effect] Because you blast him off his chair, also, like if threats also affect your teammates they're not as useful. So...

[00:40:29] - Cameron

[dice sounds] Right. Yes?

[00:40:31] - Nick

Yep. He's not very good shooting.

[00:40:32] - Cameron

I kept forgetting.

[00:40:35] - Cameron

[dice sounds] yeah he's not very good at shooting. It's a failure and an advantage.

[00:40:38] - Nick

OK. So the advantage is- he shoots, misses wide, Sabos just kind of looks around like what? and then he rolls under the repulsor-sled and takes cover under there. So he uses his advantage to take some cover. And that was him. He's not very good. And two more player slots.

[00:40:59] - Steven

Sure. Is it- I forget how the movement works.

[00:41:04] - Nick

You get a movement action.

[00:41:05] - Steven

Can I get close enough to under the sled they use the vibro-knife?

[00:41:09] - Nick

Yeah absolutely you can.

[00:41:11] - Steven

Okay, I'm going to run up under the slide just try to stab him with it.

[00:41:14] - Nick

OK go ahead.

[00:41:17] - Steven

[mumbles something] Oh actually have melee . Heyyy.

[00:41:18] - Cameron

Nifty.

[00:41:21] - Steven

Sure. How hard is it?

[00:41:23] - Cameron

Melee is always two. [Nick and Steven mumbling in the background]

[00:41:25] - Nick

But you're going to have a black die because to get under there he's prone [deep bass sound effect] so you run up and slide under with him. And then- but now you're like laying next to someone, like with your head on your elbow.

[00:41:36] - Steven

I don't really want to get under, I just kind of want to...

[00:41:39] - Nick

OK so laying-

[00:41:40] - Steven

I'll take a black die

[00:41:41] - Nick

-laying prone and trying to like side-stabb at someone is a little bit harder

[00:41:44] - Steven

That's fair. [dice sounds]

[00:41:51] - Cameron

Success.

[00:41:51] - Steven
Success.

[00:41:54] - Nick
A success.

[00:41:55] - Cameron
A success.

[00:41:55] - Laura
Yup.

[00:41:56] - Nick
That does the weapon damage plus your brawn which is what?

[00:42:00] - Steven
Three

[00:42:01] - Nick
Total?

[00:42:02] - Cameron
Four.

[00:42:02] - Steven
Plus one success.

[00:42:03] - Cameron
Four.

[00:42:04] - Nick
4 damage. Okay so you cut his arm pretty bad and he like retreats back under the sled like ahh. And then is just looking around. He's panicking really hard. Karma, you're up!

[00:42:14] - Cameron

Great. Alright, since chicky bird shot me twice I'd flip my blaster to kill

[00:42:21] - Nick

Mm-hm.

[00:42:22] - Cameron

The dude is ok still, still stun him. She's going down. She shot me. So I have a black die from existing.

[00:42:30] - Nick

Yeah.

[00:42:30] - Cameron

Yeah. And then-

[00:42:32] - Nick

You gonna spend the maneuver to aim?

[00:42:35] - Cameron

I'm- for my maneuver, I'mma go take cover.

[00:42:37] - Nick

OK

[00:42:37] - Cameron

Behind a tree.

[00:42:39] - Nick

OK.

[00:42:40] - Cameron

Specifically blocking her shot at me then I'm going to shoot at her. Is that average with 2 black die?

[00:42:47] - Nick

Mm-hm.

[00:42:48] - Cameron

Okay. I'm going to flip a light side point to upgrade, to shoot her gooder.

[00:42:59] - Cameron

[dice sounds] Glad that was useful.

[00:43:01] - Multiple Speakers

Aaawwww.

[00:43:04] - Cameron

Two failures. Two advantages.

[00:43:06] - Nick

Okay so you slam your back into a tree. You can feel your back bleeding and hitting up against the tree is uncomfortable but the cover is worth it. You lean around the corner and the Stormtrooper kind of peppers some blaster spray at you and you go back round the tree. You lean back around and take some shots but you guys are basically just shooting back and forth at each other. You don't hit anything, you said you had some advantages?

[00:43:28] - Cameron

I have two advantages. I want to piss off the tree that she's hiding behind and I want the tree to go after her.

[00:43:35] - Laura

Hey the trees are just supposedly maybe possibly sentient.

[00:43:42] - Cameron

[overlapping Laura] possibly eating people

[00:43:43] - Laura

or eating people.

[00:43:44] - Nick

Will you roll me one green die please for the tree's initiative maybe possibly?

[00:43:52] - Laura

[dice sounds] one success.

[00:43:52] - Nick

Great. Hey, what a coincidence.

[00:43:55] - Cameron

That's next.

[00:43:56] - Nick

Gonna go ahead and add the tree to the initiative order.

[00:43:59] - Laura

Maybe.

[00:44:00] - Cameron

Possibly. [Laura: it's-] Who knows.

[00:44:01] - Nick

Maybe possibly.

[00:44:01] - Laura

It's not confirmed.

[00:44:03] - Nick

It's a rumor that the trees exist.

[00:44:05] - Laura

It is an urban legend.

[00:44:06] - Nick

So-

[00:44:07] - Cameron

I don't think it's a rumor the trees exist.

[00:44:09] - Laura

Yeah the trees exist.

[00:44:09] - Cameron

[overlapping Laura] the tree- It's definitely there.

[00:44:11] - Laura

It's a rumor that they eat people.

[00:44:13] - Nick

So describe to me how you shooting at the tree might make it aggressive.

[00:44:17] - Cameron

So [Laura: she shoots it] we've felt exchanging fire back and forth.

[00:44:21] - Nick

Mm-hm.

[00:44:22] - Cameron

I keep shooting the tree right next to where she is and it has decided, supposedly decided-

[00:44:30] - Nick

Allegedly.

[00:44:30] - Cameron

Allegedly that- that there's something on that spot that is hurting it, that it needs to go after.

[00:44:37] - Nick

Okay so it's the trees turn, [Cameron and Nick laugh] you don't- we don't even roll for this tree, it's a thing of- it's a- like a piece of environment. So the bark peels back up and it's like these long ropey-like spikes you see them basically just rearrange and there's a crunch and then Lira stops shooting. There is no more noise coming from behind the tree. That's the trees turn and then the tree- the roots start pulling out of the ground and it starts like spaghetti legging away into the- into the brush and you see Lira with a bunch of stab wounds on her just laying on the ground bleeding and that tree just starts knocking other trees out of the way and wandering off and it makes it does the like groaning ship noise and cracking wood as it- as it disappears.

[00:45:30] - Multiple Speakers

[creaking noises] aaaahhhhhhhhh

[00:45:33] - Nick

Great. OK. Yeah. So Lira is down. She is not moving anymore and it was her turn but she's down. So we got a PC slot. All that's left is Williams hiding under the sled, bleeding looking very close to being unconscious.

[00:45:46] - Steven

Yeah, I'm going to stab Mr Williams again.

[00:45:49] - Nick

All right. You go right ahead.

[00:45:52] - Steven

Or- or, can I drag him out?

[00:45:55] - Nick

Yeah you can try. You can make me a brawl check.

[00:45:57] - Steven

Sure. How hard is it?

[00:46:00] - Cameron

Brawl is always two. [Steven mumbles in background] Like melee.

[00:46:03] - Nick

Well for this one it will be contested because you're trying to like wrestle him out so he only has one green in brawn.

[00:46:09] - Cameron

So one purple.

[00:46:10] - Laura

One purple.

[00:46:10] - Nick

Yeah. He's not very good at things.

[00:46:15] - Laura

Poor guy.

[00:46:20] - Steven

A success and an advantage.

[00:46:22] - Nick

Yeah. So you're able to kind of like grab him around the scruff and he tries to slap you away and you just drag him out from cover and he's kind of kicking and screaming like *where's Lira? what are you doing.? Ahhhh!* Next PC slot.

[00:46:34] - Laura

So Lira's dead-dead or just out. Did we-

[00:46:39] - Nick

She's down.

[00:46:40] - Cameron

[overlapping Nick] She's down.

[00:46:41] - Nick

She is down. [Laura: she is down.] She has multiple stab wounds and she has been exploded.

[00:46:44] - Laura

Yeah. So she's more- most likely dead or-

[00:46:49] - Cameron

Mostly dead.

[00:46:49] - Laura

Or mostly dead.

[00:46:50] - Nick

Your experience would prove to you that it be very rare for someone to survive something like that.

[00:46:54] - Laura

Okay. I'm going to go over to Sabos and Williams and take out binders and slap them on Williams.

[00:47:02] - Nick

OK you don't have to roll for that he's pretty freakin' out of it. So you've got him locked up.

[00:47:08] - Hudson

We can figure out why they ran in the first place.

[00:47:11] - Cameron

I sling my blaster back around my back take out my vibro-sword and walk over to Lira.

[00:47:16] - Laura

There-

[00:47:16] - Cameron

and check her pluse.

[00:47:17] - Laura

They were lovers. I feel like that was obvious? And I look at Williams and I'm like you two, you were, how do you say... banging? Yes?

[00:47:28] - Nick

He's just crying like [Laua: Yes] silent tears.

[00:47:31] - Laura

I'm going to take that as a yes. I believe they were lovers.

[00:47:34] - Nick

You check Lira, she is dead. She is no more. Most of her insides are on her outsides. That tree messed her up real good. At this point Mills jumps out of the opposite side of the clearing and's like *Alright I'm ready to go-*

[00:47:50] - Laura

Thank you. You were a very big help.

[00:47:53] - Nick

*Well, I held some of the trees back. So at least we had that. My job was just to keep you alive not to capture anyone. So oh hey that was Lira. Wow that's crazy. And he just- he goes- he walks across the clearing to her and looks down and goes *man, she owed me 10 credits* and just he sets about basically packing up the camp to take it with him.*

[00:48:14] - Laura

[overlapping Nick] *You could check her pockets.*

[00:48:16] - Cameron

Yeah I'm going to.

[00:48:17] - Nick

I mean, it's sort of, my culture frowns on that kind of thing, so.

[00:48:21] - Cameron

I check her pockets. Okay I make eye contact with him as he says my culture frowned on this and I look down and start checking her pockets.

[00:48:27] - Nick

Okay you- you find ten credits.

[00:48:31] - Cameron

I hand them to him.

[00:48:32] - Nick

Hey thanks. Now I owe you ten credits. And he pockets it.

[00:48:36] - Cameron

That- that definitely how that works.

[00:48:38] - Laura

[overlapping Cameron] *Yes, that is how it works. You owe us 10 credits now.*

[00:48:41] - Nick

And William says are you done robbing my friend? What are you even doing?

[00:48:48] - Laura

Friend or was she not girlfriend? or partner? However you wanted to label it?

[00:48:54] - Nick

Look we didn't we didn't like labels okay. We were just trying to go. We were just trying to leave and then getting hunted by your co-workers is really crazy and Lira just started becoming one with the jungle or whatever but like she was really, she- Oh gosh it's was and he breaks down and cry.

[00:49:15] - Cameron

[overlapping Nick] I continue that the tree did get her.

[00:49:15] - Steven

That's true.

[00:49:18] - Laura

The tree.

[00:49:20] - Cameron

Yeah.

[00:49:21] - Laura

I mean I did throw a grenade at her. But... the tree.

[00:49:26] - Nick

Look I guess nothing really matters. We were just trying to get to different outposts and get off planet. But maybe that was just wishful thinking. I'm imagining Falx's sent you after me. He always has his weird smuggler friends do stuff like this. Well, get it over with and he just kind of like closes his eyes and puts his head to the side.

[00:49:48] - Cameron

Why are you trying to get away?

[00:49:51] - Nick

We just di-

[00:49:51] - Cameron

Well, were. Why were you trying.

[00:49:53] - Laura

Xianna like leans in and she's like have you seen the empire?

[00:49:58] - Nick

I mean she's got a point, it basically is one of those "have you seen the empire" kind of things.

[00:50:02] - Cameron

I have but have you not seen how brainwashed everyone is in the empire? They're very good at that. [Laura: eh] The defecting is rare.

[00:50:11] - Laura

They are OK.

[00:50:12] - Cameron

The people being controlled by the empire. Yeah. Those running make sense. People within their organization normally very much drinking the space-koolaid.

[00:50:22] - Laura

In my experience there's not a lot of deserting because the empire gets everyone in one way or another. Eventually. It's hard to run from a regime that has the entire galaxy.

[00:50:36] - Nick

That's pretty morbid.

[00:50:39] - Laura

Yes!

[00:50:39] - Nick

Uh well. Williams is like he's- he's got the binders on. He's like trying to apply pressure to the knife wound in his arm.

[00:50:48] - Cameron

I lean down and help.

[00:50:49] - Nick

Oh thank- thank you.

[00:50:50] - Laura

Well I kind of- I lean down to Williams and go *if we bring you back alive how badly will they torture you?*

[00:50:58] - Nick

You know Falx doesn't really go for torture that much, he's sort of efficient like that. uh either I'll get sent to a labor camp or if they don't want to waste the food waiting for a

shipment they'll probably just shoot me. Honestly it's weird that he didn't just tell you to kill me.

[00:51:17] - Laura

So...

[00:51:17] - Nick

This is a bummer. This was my first posting. I had such high hopes and now look at me.

[00:51:22] - Laura

That is why you do not desert. But so are you OK being sent back alive?

[00:51:29] - Nick

Yeah [Laura: okie] I guess it's a 50/50 shot and I've always been pretty good at brown nosing that's how I got here in the first place.

[00:51:36] - Laura

Cause like if they were going to horribly torture you I mean we could shoot you now.

[00:51:40] - Nick

It's tempting. I mean you just murdered the woman I love, but.

[00:51:44] - Laura

I mean-

[00:51:44] - Cameron

I think you'll find that was the tree.

[00:51:47] - Laura

I mean, I am sorry.

[00:51:48] - Cameron

And she did shoot me first. To be fair.

[00:51:51] - Laura

They would kind of probably kill us if we did not.

[00:51:54] - Nick

Yeah. I mean you're dooming me to a life of slave labor at the best case scenario so you should feel bad about that. And I don't appreciate it. There's still a chance-

[00:52:03] - Laura

So do you want me to shoot you now? Cause like... I will.

[00:52:07] - Nick

No. I uh-you could like just let me go.

[00:52:08] - Laura

[overlapping Nick] *You have a choice. OK. So here is the thing, if we let you go and I look over what's his name Rambo dude?*

[00:52:18] - Multiple Speakers

Mills

[00:52:18] - Laura

Mills It's like Mills.. How close is Mills to us?

[00:52:22] - Nick

He's still just kind of patrolling the perimeter. He can hear but you can't tell if he's paying attention or not.

[00:52:28] - Laura

So I want to kind of like whisper probably mostly to Karma and go like *so is there any way we could you know act like a tree got him and just bring back Lira's body and maybe a bloodied helmet or shirt and just you know say we saw him die?*

[00:52:54] - Cameron

Probably? The thing with that though you, sweetie you look pretty banged up.

[00:53:00] - Nick

Eeeh

[00:53:00] - Laura

I have a stimpack.

[00:53:01] - Nick

He looks like suddenly hopeful, like surprised hopeful ,like a teenager who meets Santa Claus hopeful.I could- I can make it.

[00:53:09] - Cameron

Realistically hun...

[00:53:11] - Laura

Xianna looks at Karma-

[00:53:12] - Cameron

[overlapping Laura] *I'm- I'm concerned with you lasting out here.*

[00:53:13] - Laura

[overlapping Cameron] How- how many wounds does he have?

[00:53:15] - Nick

Four.

[00:53:16] - Laura

OK. I have a stimpack, so I could fix him up.

[00:53:21] - Nick

I like this plan. I mean you could tell I'm a- I don't mean to brag- He tries to like brush his hair.

[00:53:27] - Laura

[overlapping Nick] Xianna like already has the stim pack out and is like watching Mills and shoots Williams up with it and like puts the empty one back in her pocket.

[00:53:38] - Nick

He- there's a- he kind of gasps as the painkillers take effect. *Well you know I am ruggedly handsome and independent.* He is not ruggedly handsome or independent looking. This is a very scrawny junior officer [Laura: sure] just out of training.

[00:53:51] - Laura

[overlapping Nick] Yes. Sure you are.

[00:53:53] - Nick

But yeah I just- just- you could take one of the Stormtrooper bodies or something,
[Laura: okie] *we're about the same level of ripped it should work.*

[00:54:03] - Laura

Someone is going to have to go to distract Mills and then I- we will make a bunch of noise over here-

[00:54:09] - Cameron

Sabos and Tink, y'all are distracting.

[00:54:11] - Laura

You go make distractions. Go, go.

[00:54:13] - Cameron

Go talk appropriately about your headtail or something

[00:54:15] - Steven

That was the plan!

[00:54:15] - Laura

Someone- one of you go and get in a tuffle with a tree. Try not to get actually killed.

[00:54:23] - Hudson

Hey Mills. I was wondering...

[00:54:27] - Nick

Yeah, what?

[00:54:28] - Hudson

You see that a lot of experience out here, what was one of your hardest fought battles that you've ever had?

[00:54:35] - Nick

Oh well let me tell you about it. There's this one time I had a whole grove of trees between me and my sister and I was-

[00:54:41] - Hudson

Do tell.

[00:54:42] - Nick

I was trying to set her up with my friend.

[00:54:45] - Laura

That's their distraction? This is just a story.

[00:54:48] - Cameron

As long as he's facing away from us.

[00:54:51] - Nick

[overlapping Cameron] At his point Mills throws his arm around Tink which is mostly like up and points away from y'all to gesture broadly at the trees. *There is a couple of spruces and two jungle deciduous and I was able to take them down with an incendiary grenade* and he just goes on and on about killing trees,

[00:55:05] - Laura

[overlapping Nick] So while they're doing this Xianna gets Williams up to his feet, takes off the binders, put them back in her pocket and I mean he's not wearing any like uni- is he wearing anything that Mills would have seen on him to identify?

[00:55:20] - Cameron

He's a- he is wearing like the army uniform right?

[00:55:23] - Nick

So he has like one of the little blue squares because he's like a super junior officer.

[00:55:27] - Laura

[overlapping Nick] Xiana goes over and like plucks the little blue square off of him.

[00:55:31] - Cameron

Make sure there's blood on it.

[00:55:33] - Laura

And kind of like rub that on his leg a little bit-

[00:55:35] - Cameron

way more convincing [Laura: to get more blood].

[00:55:36] - Laura

Does he still have his cap or anything?

[00:55:38] - Nick

No.

[00:55:39] - Laura

Okay.

[00:55:40] - Nick

He doesn't have his cap but his- his uniform is all like shredded you could pull pieces off if you wanted to.

[00:55:44] - Laura

[overlapping Nick] Yeah. So like she takes a few pieces and any like large thing. If he had a holster like takes that and then-

[00:55:52] - Nick

As you take his insignia he's like *Wait wait wait wait wait*. And he goes over and he takes it from you and he does something you can't tell. And the bottom pops open and he shakes something out of it and puts it in his pocket. *Okay great thanks*.

[00:56:05] - Cameron

The Karma starts *we obviously can't send him like we- we can't let you keep the sled. I know it'd be useful but he has seen it. This is- yeah. So let's pack you a bag*.

[00:56:19] - Nick

Okay.

[00:56:20] - Cameron

Some useful stuff.

[00:56:22] - Laura

So pack a bag very quickly and then we will have you hide off to the side and I will throw a grenade, sprinkle this stuff and a tree was getting you and you were getting away and so I panicked. And threw a greanade.

[00:56:35] - Nick

Great. Sounds awesome. And he basically just takes- there was a pile of those ration bars and he just takes one arm and brushes them into like a piece of cloth he makes into a satchel, ties it around the stick and just takes off into the trees. And at this point Mills has Tink by both shoulders and is shaking him and staring really close to his face *and there were bug monkeys- bug monkeys everywhere!*

[00:56:59] - Hudson

aaaaahhhh. [groups laughs]

[00:57:01] - Laura

So Xianna-

[00:57:01] - Cameron

Karma does like accounting with their nature 1 2 and 3

[00:57:06] - Laura

And Xianna is like doing that little like face like okay and scene! and then like throws the grenade at a random tree and then it's like *oh shit!* and then-

[00:57:19] - Cameron

Grab him!

[00:57:21] - Laura

-throws like right after the grenade throws all the scraps she took off of Williams and then falls back.

[00:57:28] - Cameron

We both fall back as if ahh! grenade explosion and it threw us!

[00:57:33] - Nick

So the camera cuts to Mills holding Tink and he's staring at Tink but facing towards the explosion so you just see the cool grenade explosion silhouetting Mills and Tink and he goes oh what? He looks over and he sees it and *goes what? What happened?*

[00:57:51] - Laura

Oh I so the- the officer Williams he started getting away and then a tree started attacking and I panicked and I threw a grenade. I think I killed him.

[00:58:04] - Nick

I'm going to need a deception role from you.

[00:58:07] - Laura

Can do!

[00:58:08] - Nick

Against, I guess it would be his perception.

[00:58:12] - Laura

Which would be?

[00:58:13] - Nick

A purple and a red. Actually two purples, nevermind. Mills is good at seeing.

[00:58:18] - Cameron

Can I- can I- can I assist?

[00:58:20] - Nick

Yes.

[00:58:21] - Cameron

Since I'm acting with it.

[00:58:22] - Nick

Is your...

[00:58:22] - Cameron

I think it's the same.

[00:58:24] - Nick

If it's the same she just gets-

[00:58:25] - Cameron

[overlapping Nick] So you- you have more cunning. But we both have one deception.

[00:58:28] - Nick

So-

[00:58:28] - Laura

I have two deception.

[00:58:29] - Nick

So yeah you just add a [Cameron: a blue?] blue die then.

[00:58:33] - Cameron

[dice sounds] I'm like walking over and like carefully walking towards and picking up scrap pieces of things.

[00:58:42] - Laura

One success and two advantages.

[00:58:44] - Nick

Okay so with the success Mills goes *Oh well, I mean, he's dead I guess that's what's important. It saves us the blaster charges. We're just going to put him down.*

[00:58:59] - Laura

I am sorry.

[00:59:00] - Nick

Well you know, you- you Twi'leks are- I have zero experience with them but I have now decided that they're bloodthirsty so great work.

[00:59:10] - Laura

I panicked! It was scary. The big tree.

[00:59:13] - Nick

I think I saw a holo of Twi'leks with sharp teeth one time, it's always kind of...

[00:59:16] - Laura

That is just the men.

[00:59:19] - Nick

Oh well yeah.

[00:59:21] - Laura

It is considered attractive

[00:59:22] - Cameron

Is it?

[00:59:23] - Nick

Do you think I should file my teeth?

[00:59:25] - Laura

No. It just for the Twi'lek men that it's attractive.

[00:59:29] - Nick

Oh

[00:59:30] - Cameron

So it's attractive to other Twi'lek men or Twi'lek women?

[00:59:32] - Laura

Well I mean if they are of that orientation yes. It is interactive for the men to have pointy teeth.

[00:59:38] - Nick

*I don't know why we're talking about this. You just blew someone up. That's good to know. Thank you for expanding my cultural horizons. I appreciate that. [Laura: yes] And just scrape that stuff into a bag or whatever we'll put it on the sled bring it back to Falx and he turns around leaving. He's been digging through the cart for a couple of minutes and he pulls out this big spray bottle. It looks like a cockroach bomb like just an aerosol thing with the dispersal things like oh man they did manage to get one of these and he takes a metal spike out of his pocket and jam it into the top and it starts misting all everywhere. He goes *that'll take care of the trees*. And you see them actually start to spread back in clearways, *it will be a lot easier getting back. Let's us...**

[01:00:20] - Cameron

Ooooooh

[01:00:22] - Laura

What is this planet?

[01:00:24] - Nick

Let's try and get back to the outpost.

[01:00:25] - Cameron

So I have collected the bits of Williams's uniform. That Xianna had thrown in one hand and then I walked over and I hoist Lira up over my shoulder and tossed her onto the sled.

[01:00:38] - Nick

She does a rag doll form that's pretty gross and starts dripping into the supplies a little.

[01:00:44] - Cameron

I kind of shift- well uh- I put her on, not like on food stuffs.

[01:00:48] - Nick

OK.

[01:00:49] - Cameron

I shift uncomfortably and kind of wipe the blood off of my shoulder and then remember that my- the adrenaline starts to wear out. And I leaned against the sled and like put my hands on my knees like whoa.

[01:01:00] - Nick

Mills- Mills sees you doing that like *great. That way we don't have to carry her. You got shot a lot.*

[01:01:08] - Cameron

I noticed.

[01:01:09] - Laura

Oh yes. So do they have an infirmary at the outpost?

[01:01:14] - Nick

Yeah they have that. But I also have some medical supplies in the speeder that we could use.

[01:01:20] - Laura

[overlapping Nick] *Okay. I do not want to waste my stimpack.*

[01:01:21] - Cameron

OK. So before we head out I'm gonna make a- I'm gonna make a cool check to try and recover some strain and I'm going to use my hardboiled talent. So when I'm recovering strain after an encounter I can spend advantages of two ranks in hardboiled to recover one wound per advantage spent, so I could heal one wound back this way.

[01:01:39] - Nick

Just one?

[01:01:40] - Cameron

Well-

[01:01:41] - Nick

Okay.

[01:01:41] - Cameron

May spend advantage up to ranks in hardboiled. So

[01:01:43] - Nick

Okay. Well.

[01:01:44] - Cameron

That is one.

[01:01:45] - Nick

Hopefully you get an advantage.

[01:01:46] - Cameron

Hopefully I get an advantage because I didn't lose any strain. What's the difficulty?

[01:01:50] - Laura

Simple.

[01:01:51] - Cameron

Simple? Fabulous. [dice sounds] Hey that's an advantage.

[01:01:55] - Nick

Got a wound back and 2 strain.

[01:01:57] - Cameron

I wasn't the one strained- or I didn't lose any strain but I'm up to four health now.

[01:02:03] - Nick

Good work. So you make get back to the speeder without any crazy things happening and you pile in, you toss Lira's body into the trunk. There's still some space back there and you drive off into the jungle. Headed back towards the outpost and that's where we'll end the episode!

[01:02:21] - Nick

BaDaaaaaa

[01:02:21] - Cameron

Na

[01:02:21] - Multiple Speakers

NAAAAAAAAAAA

[01:02:27] - Cameron

Oh dear.

[01:02:28]

Thanks for listening to 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.

[01:02:40]

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

[01:02:47]

Tink is played by Hudson Jameson and he can be found on Twitter at HudsonJameson.

[01:02:52]

Karma Nailo is played by me, Cameron Robertson. You can find me on Twitter at MidnightMusic13.

[01:02:58]

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

[01:03:03]

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.

[01:03:15]

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.