

TABLETOP SQUADRON

SUMMARY UP TO EPISODE 18

A long time ago, in a galaxy far,
far away. . . .

Four outcasts are recruited by an unknown benefactor for a job. KARMA, a Nautolan bounty hunter who is getting back in the game after raising twins. SABOS, a Togrutan colonist who is impersonating a politician. TINK, a Gigoran slicer with a penchant for odd behavior. And XIANNA, a Twi'lek thief who enjoys party drugs a little too much. Each are given individual tasks to complete before being led to a meeting room, where they receive information of their job.

A mysterious man, appearing by hologram, asks them to deliver a piece of equipment in return for a hefty sum of credits. They are told to head to the outskirts planet of Unroola Dawn, but the meeting is cut short by stormtroopers and the newly combined crew must escape to the ship being provided for them, THE AFTERNOON DELIGHT. With almost no information the crew sets course for their destination.

After a close call with some trees, the crew lands at OUTPOST 4 on Unroola Dawn and they begin to scout the town for their supposed contact. They discover that Regional Governor Falx Urnstatd is the person they are looking for. However, because their initial meeting with their benefactor, who they learn is called Sentinel, was interrupted the crew did not receive anything to trade or pay for the cargo they are picking up. FALX sends them on a mission to capture and return two Imperial deserters. After a violent confrontation where one of the deserters is killed by dangerous wildlife, the crew decides to let the other get away, faking his death in the process.

When the crew returns from their mission they discover that Falx has scraped together blackmail on two of them; that Sabos made a fake deal with another Outpost to scam them, and that Xianna seduced a regional governor and his wife in order to steal from them. Falx gives them a locked briefcase to drop-off and deliver before continuing with their primary job of delivering a different case which holds an item Falx calls THE STONEBREAKER.

After leaving Unroola Dawn Sentinel contacts them by holo again. He informs them of the first half of their mission plan. They must travel to ITHOR, a planet under Imperial blockade. There, they will deliver the Stonebreaker, then meet with a contact who will give them the rest of the plan as well as items to accomplish it.

The drop-off Falx arranged turns out to be a setup, with the locked briefcase being empty. The crew fight their way out of the tangle, with some members taking damage, and head to Ithor to deliver their main cargo.

The crew pretends to be an Imperial ship with an officer onboard in order to get past the blockade on Ithor. Once on the HERDSHIP, a floating city, the crew must keep up Imperial appearances and disguise Karma in a cloak to pass her off as a Sith Lord. They meet with THE ORACLE, an Ithorian elder who they deliver the Stonebreaker to. After this meeting they head to a bar, The Gooberfish, to meet their contact.

This informant, FELTON MOX, turns out to be a bounty Karma has turned in recently. He gives them a grey container with an unknown weapon inside it, and tells them the rest of their mission is to break the blockade by destroying one of the Galactic ships. They also learn that he lost an additional item he was suppose to give them in a gambling game. The crew heads to the casino where they must win against KETTLE, a Geonosian gangster Sabos has met before, who is also known as THE QUEEN. Xianna manages to beat her in sabacc and wins back THE RANCOR PROTOCOL, all while flirting with a waitress Twi'lek and managing the oddities of Tink and Sabos.

Xianna and Sabos commit acts of vandalism so that Karma can arrest them and have a pretense to board the Imperial Super Star Destroyer VENGEANCE. Once aboard Karma turns over Xianna and Sabos as bounties. The two begin their journey to the brig, escorted by a group of stormtroopers. Tink sneaks off to find a computer bay with the mysterious box, and Karma and Felton fly off to a safe distance to wait. Tink uploads the Rancor Protocol into the ship's systems. Xianna initiates an escape from their captors and a fight breaks out. Tink, trying to be helpful, opens an airlock that sucks the troopers into space, but also causes Xianna to sustain a critical foot injury.

The three meet back up and find a central air vent to open the grey container. Inside is some sort of genetically modified creature that is heavily pregnant. The thing is released into the depths of the destroyer and they head back to the ship bay to be picked up by Karma. The crew returns to the Herdship and wait for this creature to do its job.

After an uncomfortably long time the ISSD Vengeance begins to be destroyed from the inside out. In retaliation the other ships in the blockade begin to bombard the Herdship with heavy LASER FIRE. It becomes obvious the Herdship will not survive and people begin to flee. The crew scrambles to get to the ship with Karma, Tink, and Xianna making it. Sabos is killed by the laser fire before the ship can reach him and the remaining crew barely manages to escape.

The crew, now down a member, heads to mysterious coordinates to finally meet Sentinel. Upon meeting him they piece together that he is a former Jedi who was heavily injured in Order 66 at the end of the Clone Wars and is now working alongside the rebellion. Their meeting is interrupted by Falx, who once again blackmails them into a job on MUSTAFAR.

Once on Mustafar the crew learns they are attending a party with the goal of preventing Falx from being assassinated. Their job is complicated by a MARSHAL trying to track down Xianna, and an Imperial Security BUREAU agent looking for Tink. Things are even further complicated when the lights go out and a Governor SILPIN is murdered in the middle of the room. Xianna fears she might be implicated because this was the governor she had seduced to steal from. Tink has a run in with the ISB agent's droid and learns the Rancor Protocol is unstable. Xianna sees the Twi'lek from the Ithorian casino, but is unable to talk to her. The party ends with the discovery that Falx set the whole thing up and he had murdered Silpin. A firefight ensues which allows Karma to extract her two other crew members, and also allows Falx to escape, unbeknownst to them.