

Tabletop Squadron Transcript, Season 1 Episode 13:
We Tink This Isn't Our Fault

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Note - Consider reading Nick's intro for this episode if you would otherwise skip over it, as it contains an important warning.

Note - When voicing Ithorians, Nick uses an incredibly low, deep, drawn out voice and often pauses in the middle of sentences.

Note - Laura's character Xianna'fan speaks in an accent. Most of her soft I's sound like "ee," and most of her TH's sound like Z's. Example: "this and that" = "zees and zat"

Intro

NICK: Hi everyone, and welcome to Tabletop Squadron, a Star Wars: Edge of the Empire actual play podcast. I'm Nick, your game master. 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.

We hope you are all enjoying our double release schedule. Remember that the final episode of the flashback starring Karma and the twins will be out next Thursday. After that, we'll be back to our normal, every other Thursday release. Did you enjoy getting twice the Tabletop Squadron? There's something you can do to make it happen again.

We're trying to boost our social media presence and we'd love your help. We're trying to get 125 Twitter followers for the Tabletop Squadron official account. If you haven't followed us yet, take a look! If you have, tell your friends! Twitter is a great way to interact with the show, and we'd love to get out there for more people to see. We'll be crowd sourcing an NPC through the @Tabletop_Squad account. We'll be asking questions to our followers and doing a Twitter poll every ten new followers as well. If you want to help shape the world of Tabletop Squadron, get over there early and often.

Also, when we hit the goal, we'll be releasing another Jedi Adventure series, this time starring two brand new characters. They would release on off-weeks so you'll be back to a double release schedule for the duration of the run. I'll even throw in a blooper reel that I've been collecting since we started recording. So, please swing by the Twitter-sphere and follow us, bring some friends, help us build a new character, and say hi while you're at it. We love to talk to fans. Thanks!

On a less happy note, this episode gets pretty intense. I wanted to put a warning before we started that this episode deals with loss, civilian death, and intense situations, especially in the second half of the episode. I do say something before it gets to that, but if that doesn't sound like your cup of caf, then please skip over this one, or make sure you're in a comfortable and supportive place to listen to it. At the start of the next episode I'll provide a recap covering major plot points so you don't have to worry about missing any of the story if you feel that this is not for you. Take care of yourselves, friends.

Additional music this week is Alarm at Eleven by Pandasetimol and Broken by Solar Flare.

With all of that out of the way, we hope you enjoy the episode.

##

NICK: Hello! Welcome to Episode 13 of Tabletop Squadron! Lucky number 13 episode. Thanks for being with us today. I'm Nick, your host and game master. We're gonna go around the table. Everybody say who you are and who you're playing today, starting with Hudson.

HUDSON: Hi. I'm Hudson Jameson, and I'm playing Tink the Gigoran slicer.

NICK: Great. Glad to have you, Hudson. Moving on to Laura.

LAURA: Hi. I'm Laura. Are we doing last names? I don't wanna do last names. I'm Laura, and I play Xianna'fan, a Twi'lek smuggler who might be down a few toes. We'll see.

NICK: (laughs) She's definitely down a toe. Next up we've got Cameron.

CAMERON: Hello. I am Cameron, and I am playing Karma Nailo, a Nautolan bounty hunter who has all of her toes.

NICK: Very important fact. We will now be keeping toes as a stat, so prepare for that. I printed out your toe tracking sheet. Make sure you guys have that nearby. Last but not least, we've got Steven.

STEVEN: Hi.

NICK: Hi.

STEVEN: I'm Steven.

NICK: Yes you are.

STEVEN: I'm playing Sabos Niks the Togruta fringer, but I misunderstood the toe tracking sheet and just marked my head tails.

NICK: You know what, it's close enough.

STEVEN: They're all still there, even the fourth one.

NICK: Good to know. Thank you. Goodness... So, let's go ahead and get started with the Destiny Roll!

LAURA: One dark side.

HUDSON: Two light side.

STEVEN: One dark side.

CAMERON: I also got one dark side.

HUDSON: Hey!

LAURA: Huh, so it's the same as last time.

CAMERON: It was two light sides for a second, and then it hit a wall, and ran away...

HUDSON: I'm your savior. ...

CAMERON: Thanks Hudson. You're my hero.

HUDSON: (laughs) That sounded a little culty. I'm very scared.

NICK: (laughs) Yeah. I don't know how to respond to that.

STEVEN: Are you?

LAURA: I think the Cult of Tink will be ... very weird.

CAMERON: Anyway. Our total is three dark side, two light side.

NICK: Wonderful. When we last left off a few things had happened. We've got Karma sitting in low orbit waiting to help everyone escape the super star destroyer, Vengeance, we've got Tink wreaking havoc through the computer systems at the same super star destroyer... Wow. That's a lot of S's.

CAMERON: And also reeking. ... He smells bad.

NICK: Oh! Yes.

CAMERON: I was making a word joke.

NICK: That was a good word joke.

CAMERON: Thank you. (laughs)

NICK: Yes, also covered in his own pee, this is of course the most important part of the story and must be noted at all turns. Sabos had recently gotten into a fight with some stormtroopers and a deck

captain, along with Xianna, who nearly avoided being jettisoned into the icy, deadly grip of space and may or may not have had a toe crushed off in an airlock. Is that about right?

MULTIPLE: Yup.

NICK: Cool. Am I missing anything?

STEVEN: Nope.

CAMERON: Just mechanically how we're dealing with toe loss.

NICK: Oh. Right. So, with the toe loss, we have decided to apply a crit to Xianna that she's gonna have to deal with until she sees some medical attention. We picked "Agonizing Wound." Laura, what does that do?

LAURA: It increases the difficulty of any Brawn and Agility checks.

NICK: Okay. Well, we'll have to deal with that, won't we?

LAURA: Yep.

NICK: So, we start with a quick pan over the Afternoon Delight sitting just below cloud cover above the planet of Ithor. A quick zoom through one of the portholes shows Felton Mox, the slightly portly Selonian male, basically just leaping around and jazz running through the ship. He says, "I've never felt so alive!"

The camera pans up through the front corridor of the ship into the captain's chair where Karma is leaning up and looking through the windscreen of the ship, looking up, and in the distance right past the edge of the atmosphere we can see a battle group of star destroyers. There are four regular sized star destroyers, and they're all pointed almost in confusion at the super star destroyer Vengeance, which is spinning on multiple axes right now and has different flickering lights, and just looks to be in distress.

We zoom in through one of the airlocks to find Xianna and Sabos standing in a hallway.

LAURA: Xianna is on the floor, foot bleeding out of the hole in her boot, and she just goes, "Sabos, get over here..."

STEVEN: "Are... Are you okay?"

LAURA: "Hand me your binders. I will be fine. Do not worry about me."

STEVEN: I offer my bound hands.

LAURA: Would that be a Skulduggery?

NICK: Yeah.

LAURA: Okay. what would be the difficulty for the binders?

NICK: To pop them off without anybody looking, without having to look sneaky or anything, easy, not hard.

LAURA: Oh, okay.

NICK: You could open normal handcuffs with like, well wishes, so.

LAURA: Yeah, that's like six successes. (laughs)

NICK: Alright. We're gonna skip the next roll that I think is about to happen and just say you manage to get them both off very easily.

STEVEN: Hey~!

LAURA: Yeah. I take off Sabos's and... There's no more bodies in here, are there?

NICK & CAMERON: Nope.

LAURA: I take off Sabos's, I take off mine, I put both of the binders into my coat so now I have three pairs of binders...

NICK: But two of them aren't pink and fuzzy.

LAURA: Two of them are not pink and fuzzy. No, they'd be red and fuzzy. I feel like that'd be a little bit more... yeah. Or pink, I don't know. It's an in between color.

NICK: Yeah.

STEVEN: Salmon.

CAMERON: Fuchsia.

NICK: (laughs)

LAURA: Xianna holds a finger up to Sabos. "Okay. Give me a moment. Also, do you have any sort of Band-Aids, tourniquets, anything like that?"

STEVEN: "Nope."

LAURA: "Okay..." Uh, so first she takes out a stim pack and shoots herself up, which will get rid of the regular wounds but will not take care of the crit.

NICK: Nope.

STEVEN: Do I have my head tails wrapped in something? I forget if I'm depicted with my head tails wrapped in something.

LAURA: No. Karma has a headband, and I have a head... a like...

NICK: A modesty garment.

LAURA: A strappy headgear thing.

CAMERON: It's like underwear for your head tails.

LAURA: Yeah.

STEVEN: Oh, I don't do that.

NICK: Of course you don't.

STEVEN: (laughs)

LAURA: So, I shoot myself with the stim pack, toss that because it's useless now, and then I take a little box out of my pocket, a little baggie, and just kind of put one hand around my nose... and you just hear a (sniff). Then she pauses... "Okay Sabos, help me up. Let's go, let's go, come on." (giggles)

STEVEN: yeah. I go help her up, and go towards the trash chute?

NICK: Okay.

LAURA: "Wait. Why do we need to go to the trash chute? There are no bodies, Sabos."

STEVEN: "I thought this was our escape route."

LAURA: "No. we were going to hide the bodies."

STEVEN: "Oh. I thought it was for us."

LAURA: "No. we were hiding the bodies. Okay, hold on, Tink. Tink, where are you?"

HUDSON: "I'm still in the technicians room."

LAURA: "Okay. how do we get there?"

HUDSON: "Alright, so... Where are you now?"

LAURA: "Come on. Speak faster. You know where we are."

HUDSON: "Uh... Oh yeah, where the airlock just happened. Alright."

STEVEN: You know—

CAMERON: (laughs)

HUDSON: "Yeah, that's fixed now. Go, um, down the hall... Actually, you know what, oh it's color coated. Follow the white line."

LAURA: "Okay. we follow the white line! Sabos, we go."

NICK: You get a quick shot of Sabos walking quickly down the hall and Xianna just flat sprinting down the hall. She stops at the door and turns around and starts vibrating in place for a second. We get a wipe over to Tink. Are you doing anything before they get there or are you waiting on them?

HUDSON: I look and see if anything else is happening to the computer Rancore Protocol wise.

NICK: The only thing that it's doing is what you saw last time. All of the airlocks have stopped blinking, so it's not doing any overlay there, but you keep getting that pop-up about the biological threat detected, and then the central ventilation shaft blinking, and it just keeps going back and forth between those.

HUDSON: I kind of just talk to myself. "Ah, this goes there..." and point from the box to the screen.

NICK: (laughs)

HUDSON: I might need some help with this. I think I'm gonna wait up.

LAURA: Are you on the coms?

HUDSON: No, but I do say, "Hey guys, I got a thing..." I wasn't on the coms, I should say. Now I'm on the coms. "Guys, we have one more thing to do before we can get out of here. We gotta deliver a package."

CAMERON: Did you call just Xianna, or did you call both of us?

HUDSON: I put it on both.

LAURA: "Oh yes, the thing in the little box. We're going to let it loose. Yes, I know this."

HUDSON: "Yes, but there's a specific spot, so we're gonna have to travel there."

LAURA: "Oh. Okay, yeah, we can do that."

CAMERON: "Uh, how are you all doing up there? It's kind of, um, spinning, concerningly."

LAURA: "Surprisingly, I feel fine!"

CAMERON: "Good?"

HUDSON: "I could, I'm a little thirsty, but otherwise I'm good."

CAMERON: "Alright. Great!"

LAURA: "I think Sabos is fine. Sabos, did you get shot? I don't really remember."

STEVEN: You hear Sabos from the distance. "... No."

LAURA: "Okay, yes, Sabos is fine."

HUDSON: "Oh! You know what else? When I was getting to the technicians room I did have to cut through a kitchen and there was this rancid oil I slipped in..."

STEVEN: (bursts laughing)

HUDSON: "...so that was a deal. I'm okay, didn't sprain any ankles or nothing, but it's just not the best smell and I kinda mopped it up... like a mop."

LAURA: "Yes. You are full of hair, so I could see how you would soak up like a sponge. Yes. You are just like a giant sponge."

STEVEN: "Hold on. What did he soak up?" I hear Xianna talk about soaking.

CAMERON: (laughs)

LAURA: "Yeah. I think he said he soaked up some sort of rancid oil? So he smells? I do not understand."

CAMERON: "Okay. when you get back on the ship, just go straight to your room and just take a shower."

HUDSON: "Oh, no, yeah, definitely the first thing I'm gonna do."

CAMERON: "We do not want rancid oil on the ship."

LAURA: "We are going to need medical attention. I think I have lost some toes."

CAMERON: "Oh—But you feel fine?"

LAURA: "... Oh, yes! (laughs)"

CAMERON: "Oh, you feel fine, okay. yes, got it."

LAURA: "I feel fine. I mean, I will feel terrible later, but we can get to that when we get to that."

CAMERON: "Okay... Well, be careful. All of the other star destroyers are pointed at you now, so just know that."

LAURA: "Oh, I figured. (laughs) Many of the airlocks opened up."

CAMERON: "And maybe go quickly."

LAURA: "That is what I am doing. Sabos!"

STEVEN: "She got sucked out of an airlock!" I just say, as I'm catching up.

LAURA: "Oh yes. I think I lost the toes because they got crushed in the airlock that Tink opened up."

STEVEN: "Oh. Tink did it."

LAURA: "Tink did it. Yes!"

NICK: At this point, you both make it to the technology room. The door swings open, or swooshes open because it's Star Wars, and you walk inside. First you are hit with a powerful, sulfurous, decay kind of smell.

STEVEN: Ammonia perhaps?

NICK: Uh, yeah, a little ammonia thrown in there.

STEVEN: Weird.

NICK: Yeah. The camera is set over Tink's shoulder, and you can see his face highlighted in the glow of the holo-screens, and then you see the door swoosh open and Xianna and Sabos walk in right as Xianna is saying 'oh, this was definitely Tink's fault.'

LAURA: 'Yes. Tink, it was your fault.'

STEVEN: "Whoa."

LAURA: "Is there a bottle around...? Did you PEE yourself?"

HUDSON: "No! I told you. I cut through a kitchen and slipped in some rancid oil."

LAURA: "Why is it yellow? And on the floor, here?"

STEVEN: "Under you."

HUDSON: "I don't know anything about oil, so I cannot answer that for you."

CAMERON: (laughs)

LAURA: "Okay. we are just going to pretend that this is not happening."

STEVEN: "Why is it just your bottom half?"

LAURA: "We are going to pretend that this is not happening! We have more important things."

HUDSON: "I fell on my rear—We don't have time for this!"

STEVEN: "But it's your front!"

LAURA: "Sabos- Just- We all know what is happening, and we are just not going to talk about it. Tink, where do we need to go?"

(laughter)

HUDSON: "Alright. We gotta follow the red line to the blue line, then cross over to the green line."

LAURA: "Okay. Red, then blue, then green?"

STEVEN: "Red to blue, cross over at green."

HUDSON: "Wait a second, there might be a faster way. Keep following the white line to second door, and then cross over to blue and green, but you have to have a train ticket? I don't-" Actually, there's a green line- I know the way!" I just start going.

(laughter)

LAURA: Okay. we follow Tink.

NICK: Alright. As you go, we are gonna have a quick montage of you all running through a ship that is obviously in a crisis. It's not sinking or exploding, but there are definitely different stormtroopers and technician crews running around trying to fix things, so I want a very quick scene from each of you for the montage of one thing that you run into on the way and how you get around it.

HUDSON: Alright. I run into a turnstile, I don't know, maybe they want to just count the number going in and out of that particular line, but I use the credentials that I took earlier for the technician and I kinda look around to see no one's looking, and scan it and pass it back, (laughter) and then scan it again. There's probably a max number of times that can happen, but luckily we're under that amount.

LAURA: Oh. I bet it's one of those rotating doors that you have to slide and it only does one circulation, and we have to throw it through a little gap at the top.

HUDSON: Yeah, exactly. So, turnstile or rotating door. I think they're similar.

NICK: Yeah. That's- Woof. Okay. what else you guys got?

LAURA: We definitely run into a protocol droid, and we probably just distract it by throwing trash on the floor. It's a protocol droid. They're not hard to get around. (laughs)

NICK: "Oh! Intruders! What are you—Oh, who left this trash on the floor, more importantly?" They can't bend over all the way, so you see it trying to adjust its weight and bend down and it can't pull it off, and it's just trying to bend over and almost falling over going "Whooooa..."

LAURA: It's like throwing bird seed on the ground for a vampire. (laughs) Just distracting them.

NICK: And, canon!

STEVEN: "We encounter a diplomat dude that I owed money, but I actually paid, but I'm getting close to my bill this time. He's like 'What are you doing here?' I'm like, 'Oh yeah, I've got some people to pay up. I'll be right back I'll- Yeah, I gotta pay someone else first. See ya!"

NICK: (laughing) Time out. Describe this guy. What kind of diplomat would you owe money to? Is he an Imperial guy?

STEVEN: Yeah. He's an Imperial guy. You know, just another dude that might've helped out on the colony.

LAURA: Does he have mutton chops?

STEVEN: No, this isn't that dude. This is a dude that doesn't hate me yet, because so far I've paid.

NICK: Oh, okay. we'll say he's a tall, buff guy with a completely shaved head that's really shiny, and he's got white eyebrows. He looks really friendly, but he's wearing a tight Imperial uniform.

STEVEN: Yeah, a tight, white Imperial uniform.

LAURA: Does he have a tight white shirt and one earring?

NICK: (fighting a laugh) Maybe.

(laughter)

LAURA: Okay. Great.

STEVEN: Is he also offended by the trash that the protocol droid was trying to pick up?

NICK: He didn't see it. This is further on.

LAURA: His name is...

STEVEN: Mister...

LAURA: Captain...

STEVEN: Captain...

LAURA: Cleon.

STEVEN: Yes.

NICK: Captain Cleon. Yes. Imperial Emissary. Yeah, so you move on, and you come to a very large central shaft that seems to go through the middle of the ship. It has a lot of turbines in the middle that go up the middle, they're really big, and none of them are moving very quickly. Probably Sabos and Tink would know that these kinds of systems spin really, really fast. Xianna might know from having tried to use them to infiltrate before. They are just like blenders, but these are moving very slowly or are turned off. There are hundreds of ventilation shafts as far down and up as you can see that branch off of this, and there's a glowing reactor core looking thing in the middle, and there is a little panel that says in Aurebesh "Main Ventilation Shaft."

LAURA: "Okay. do we need to get into the shaft and then release them, or can we just throw them in?"

HUDSON: "We can just throw them in, as far as I'm concerned."

STEVEN: "Oh boy."

LAURA: What does his screen actually show?

NICK: The screen was just blinking on the ventilation shaft. I should clarify. You guys are at the shaft. It does one of those Star Wars things where the door opens and then there's just a deadly OSHA terrifying drop-off into the abyss. You are there. There's little gantries and walkways and ladders and stuff that go around on the edges. It looks climbable, but you are there, you are ready to go.

LAURA: Okie.

NICK: Oh. When you left, you took the Rancore Protocol with you, right?

HUDSON: Yes.

NICK: Okay. Just checking. That would be bad.

HUDSON: Sorry. I took the Rancore Protocol with me. So, I hand the box to Sabos...

STEVEN: I accept the box from Tink.

HUDSON: ...and I pretty much say, "Alright, here's what you gotta do. You're gonna open the box, and then you're gonna drop it into the shaft."

STEVEN: I look at Xianna to confirm the instructions, because-

LAURA: "I'm still not sure if we just throw it in or if we have to climb into the shaft, but if you do open it and then throw it, open it right before you throw it just in case it wants to eat you too. I do not know exactly what's inside the box."

STEVEN: "Okay... Sure."

LAURA: "Basically none of us know."

HUDSON: "Alright. Whenever you're ready." I turn around to dash, not sure what's actually gonna happen, I just know I don't wanna be the one to open it.

(chuckling)

STEVEN: Darn. Opposable head tails would be really cool, really convenient at this point. I reach into the shaft with both hands holding the box, turn the box upside down, as far into the shaft as I can go without falling into the shaft... remove the lid, drop the box, and run.

(laughter)

NICK: Oh boy.

LAURA: Xianna's hiding behind Tink. Sorry, I'm probably getting blood on you.

HUDSON: It's okay.

CAMERON: It's okay. He's getting pee on you.

NICK: Okay. Who is visually able to see the box when he opens it?

HUDSON: Me.

LAURA: Probably all—Well, I'm probably behind Tink, but doing the little, like, peeking around him.

STEVEN: I'm not looking at the box.

NICK: Okay. you're not looking?

STEVEN: No.

HUDSON: I can see from above the things that fall out.

NICK: Right. Okay. You open the box. It has two tab inserts that are kind of hooked so you have to kind of prop it open. When you open it, nothing falls out. As you throw the box down, there's a white blur, and you hear a (hissing noise). Down by your feet you see, it's about a foot long, like it had to compress a little to fit into this box, it looks kind of like a rat but all white with a naked tail kind of covered in boils... and I would like a Xenology check from everybody who's looking at it.

LAURA: Okie~

STEVEN: Do I see it now because it's by my feet?

NICK: Yeah.

STEVEN: Okay.

NICK: Oh, also, you dropped the box so the box is tumbling down.

LAURA: Is there a difficulty?

NICK: This one's gonna be average. Depending on your successes you might get more information.

LAURA: Nope.

STEVEN: I got two successes and fall prone.

NICK: Did you get three threats?

STEVEN: I did. (laughs)

NICK: Oh god, you're right by the edge dude. You fall prone... (dramatic base noise) ...in your fear of this rat-like creature, and scramble backwards.

HUDSON: Four successes and an advantage.

NICK: Great. So, Xianna you failed, yeah?

LAURA: Yes.

NICK: Okay. Sabos and Tink, the first thing you notice is this thing is extremely pregnant. It is like inflated. You can see it's tummy moving around, and it looks very big. Tink, from looking at it, this is not a naturally occurring creature. This creature looks kind of spliced together. It looks like some sort of weird, weaponized genetic experiment. You don't wanna touch it. You don't wanna be near it. This is real, real bad news, and you have a flashback to several different times when someone said 'do not open this box until the right moment. Do not open the box.'

Sabos scrambles backwards, this thing hisses at you one more time, and then crawls down over the edge and you hear it start to clank under the floor as it walks through an air vent, and that fades as it goes into the ship.

LAURA: Xianna gets on her com. "Uh, Karma, it might be time for you to come back and pick us up."

CAMERON: "Oookay."

HUDSON: "Someone's expecting, and it's not one of us, and it's very scary."

NICK: (laughs)

CAMERON: "Alright?"

STEVEN: I'm gonna remove my legs from the door now, the door area.

NICK: Okay. You pull your legs back and the door swooshes shut.

CAMERON: "Where are y'all gonna be? Where am I headed? It's a big ship."

LAURA: "Um... Yes. Let's just go back to the main bay that we came in from."

STEVEN: "Or! Tink could open a near airlock for us."

CAMERON: "Whoa."

LAURA: "No. I do not want to be in the icy coldness of space. No thank you. No."

HUDSON: "Yeah, I think we're good with the main bay area. Now, that's creative, and we appreciate it."

STEVEN: "(huffs) Y'all non-fringer types, you're just... Y'all are so conservative with your exploration."

LAURA: "I do not want to suffocate, or get radiation, or any of those things."

CAMERON: (laughs)

STEVEN: "Suffocation makes you alive."

HUDSON: "I feel like this is very, very foreboding. I don't know. Something..."

NICK: This conversation is happening as you're jogging down the hallway back.

STEVEN: (laughs)

NICK: You see some stormtroopers running around. None of them really pay you much attention. They all seem to be going places.

STEVEN: I say, "Rats went that way!"

NICK: One guy goes, "Huh?!" and then someone else says, "It's time to go! Let's go! We have orders!" and they run off down the hallway in a different direction. Then, we get a shot of Karma—Are you letting Felton help pilot?

CAMERON: Yes. Felton and I are both flying up, because my approach plan is if I get hailed, this time we're pretending to be whoever the hell's cylinder we have that we created that I do not remember.

NICK: Alright. George Jetson?

CAMERON: Was his name George Jetson?

NICK: It was George Jetson.

LAURA: Yeah.

CAMERON: Okay.

NICK: That was Hudson's fault.

HUDSON: That was my fault.

NICK: That was good.

CAMERON: So, I have him in the cockpit with me because I'm going to need him to talk.

NICK: Mm-hmm. ... Oh man.

CAMERON: Yeah. We're gonna need him to talk, because George typically in the Star Wars universe...

NICK: You sure you don't- You don't wanna try to talk to the guy so I- Okay, it's fine. I'll roleplay with myself. I don't need y'all.

CAMERON: You can talk with yourself. (laughs) We can also do this. I can coach him on what to say, and then we can just bypass him actually saying it if you don't want to talk to yourself.

NICK: It's fine. He won't have to say much. As you take off you manage to get surprisingly close to the ship before you're hailed. Someone calls and says, "This is the ISS Vengeance. We're pretty busy right now. Unidentified ship, identify yourself immediately or be blasted out of the sky."

CAMERON: So, what Felton is saying is he's noticed that the ship is in distress and he is Special Agent George Jetson, and he has been commed to come assist with the situation.

NICK: Right. Okay. Felton says, "Hey, yeah, we're coming to help. We can see you're in distress. We're a specialized rescue crew coming your way, so keep that main door open, please."

The com guy says, "I don't know who would've sent that communication, because that's me, and I definitely didn't do that."

"Well, I mean, it was one of your people..."

CAMERON: (whispered) "One of the other ships! One of the other ships! They noticed the distress!"

NICK: "Oh yeah. It was the ISS... that one over there. That one did it. Uh, but yeah, we're coming in quick trying to bail you out. Looks like some electrical trouble, just simple electricians from Ithor. Yup." He hangs up, and you don't get fired upon.

CAMERON: Great. (giggles)

NICK: We get a great shot of zoomed out in that landing bay, and the ship swings around to land. Just a reminder, the ship kind of looks like the letter W. It has a main thing with the bridge on it with two basically big cargo containers stuck to the sides, so it looks pretty cool. It swings into a landing, and the thing opens just as Sabos, Xianna and Tink make it to the main landing area.

LAURA: "Okie. Let's sneak across to the ship."

STEVEN: "(sighs) Yeah."

CAMERON: We open the entry ramp on the Afternoon Delight. Karma has put her cloak back on. (laughs)

NICK: Ooh.

CAMERON: And is walking down the steps, and has her blaster ready underneath her cloak.

NICK: Okay. Are you all sneaking?

LAURA: Xianna is probably going to hide behind another ship and sneak across and up to the Afternoon Delight.

NICK: So, this is that scene from A New Hope where you're running low through the open space port trying to get back to your ship while a decent amount of stormtroopers are around, there's people in formation, there's technicians plugged into various wall sockets trying to do things. Everybody give me a Stealth check.

STEVEN: Before you do, I ask to borrow Xianna's binders, because I'm not stealthy at all.

LAURA: "Okay... Fuzzy or not fuzzy?"

(laughter)

STEVEN: "Imperial, please."

LAURA: "Oh! Okay. Imperial." I toss him one pair.

STEVEN: I put the binders on me, and I just try to walk as if I'm a prisoner.

NICK: (laughs) Okay. You can roll me a Deception.

STEVEN: Yeah, let's do that. I was really hoping the cloak might convince it.

NICK: Well, when you're close to them it might, but you're gonna have to make it there.

STEVEN: Yeah. That's gonna be fine.

NICK: Everybody give me those checks.

LAURA: What's the difficulty of the Stealth check?

NICK: Average. They are all very distracted.

LAURA: And then it's increased difficulty... Okay.

STEVEN: Hey, I get a success and a threat.

CAMERON: No, just a success.

STEVEN: I get a success. Am I deceiving?

NICK: With a success? Yeah. You get close enough to the cloak before anyone really pays any attention to you. They assume you're some sort of prisoner thing. Like I said, they're pretty distracted, and since you didn't make it to the threat threshold I had for something really bad happening, you don't have to deal with that.

STEVEN: Cool!

NICK: So, you're able to get onto the ship. After Xianna and Tink saw him manage to just straight walk across, what did you guys get trying to stealth?

LAURA: I got one advantage.

NICK: Ooh. Okay.

HUDSON: I have a disadvantage, a success and a triumph.

NICK: (exasperated) What the hell, what the fuck... Why are you Cam rolling? (laughs) This makes life so hard.

LAURA: Yeah...

HUDSON: Right?

NICK: Okay! Here's what we're gonna do. A lot of stuff happens at once. Xianna starts to go out and immediately her leg starts to give under her. We get a shot of a stormtrooper walking by, and he stops marching and looks down, and there's like a pool of blood behind the crate that Xianna was standing behind. He goes, "Interesting," and he turns and starts following it, and there's just drops of blood every couple of feet. He looks up and sees Xianna just straight booking it towards the ship, but limping. "Hey! Someone seems to be trying to escape that I don't recognize!"

Tink, at that point, chooses to go and shoulder checks the guy out of the way so he's not able to get a shot and makes it. The threat is that the alarm starts to go off. You make it to the ship just as blaster fire starts to ping through the place, because you can't flee a star destroyer without getting shot at... and you all fly for open space.

You all get onto the ship. Felton is sitting in the co-pilot seat. "Hey, we gotta go right now. We're getting shot at. Come on. Everybody in. Everybody in?"

CAMERON: "Everybody in!"

LAURA: "Yes."

NICK: "Alright. Let's go." He closes it and he turns to fly away, and you all notice he's flying back down towards the planet.

CAMERON: "Why are we going this way?"

NICK: "The blockade is still up. They're all still here. We will explode. I think, with your help, we can make it down to the planet without getting shot, but whatever you did we gotta wait for that to take effect before we try to get out of here. We're stuck."

CAMERON: "Fair!"

STEVEN: "Seems reasonable."

LAURA: Xianna's probably not even there for that conversation.

CAMERON: "Tink. Shower. Now."

STEVEN: I also ask Xianna to unbind me.

LAURA: "Eh... Okie."

STEVEN: "Yes!"

(laughter)

HUDSON: I take a shower.

NICK: Okay.

HUDSON: Get all this oil off me.

NICK: (laughs) So, it takes you a while. The flight down doesn't take too long. Could I get a Piloting check from Karma?

CAMERON: Sure.

STEVEN: Wait, you're the pilot now?

CAMERON: Unless you came up to help me, yeah, I'm flying. (laughs)

STEVEN: No, I was bound. I'm just judging.

NICK: You're standing there rubbing your wrists having recently been freed. 'Oh, I guess you're flying. Okay. let's see how this goes.'

STEVEN: Yeah.

CAMERON: What's the difficulty?

NICK: Average, but you can upgrade one of your greens to a yellow because Felton is your co-pilot, and he kinda knows how to fly.

CAMERON: Yay. I'm very agile, but... Eh. I can fly. Sure.

STEVEN: That'll do.

CAMERON: Straight wash!

NICK: You are solidly tracked by the ISS Vengeance. You can see that turrets are following you, and one actually does shoot. The ship is going to take a direct hit by a turbo laser, which is going to potentially cause some pretty intense damage. One of the engines is damaged, not good, but you do make it down below atmosphere where they can't really see you, and you are able to land.

There is a clock wipe where it goes from right to left on the screen in a circle, and you see Felton walking off the ship. "Well... I don't know how long what you're doing is going to take, but I guess we gotta spend the night anyway. I'm beat. That was rough guys. Thanks for... helping. Yeah."

CAMERON: "You've been dancing, all afternoon."

NICK: "Yeah, exercise, you know. It was nervous dancing. I was supporting you."

CAMERON: "You should go take a shower as well."

NICK: "Oh- Okay, fine. But yeah, why don't you come stay with me at The Gooberfish and we'll get some drinks, we'll rest, and we'll wait for this blockade to break."

STEVEN: "I feel like we should be ready to go when the blockade breaks."

NICK: "Well, we don't even know. It'll probably be a couple days, at least. Might as well camp out, right?"

HUDSON: I look at him suspiciously.

STEVEN: "Might as well camp out on the ship."

NICK: You can do a Perception check to see if he's trying to mess with you.

HUDSON: Yes. Straight, or any difficulty?

NICK: Easy. You know him pretty well at this point. You guys peed together a couple episodes ago.

HUDSON: Two successes, two advantages.

NICK: Yeah. He's being pretty straight with you. He seems to have gotten a pretty good adrenaline rush, and he's excited, but otherwise he's just saying who knows how long this'll take, let's go relax for a while.

LAURA: Xianna shouts out from her room. "Can we stop at some sort of medic or doctor first? Please?"

NICK: "Uh, I guess that could happen."

CAMERON: "So, the only medic I've seen has been with the Oracle. We may want to give them an update on the blockade anyway with what y'all did up there."

LAURA: "I am not really sure what we did."

HUDSON: "Why do you need to go see a medical person when your shoe is upset? Isn't that something like a haberdashery, or what's the place called where there's like shoe repair...?"

LAURA & STEVEN: "A cobbler?"

HUDSON: "A cobbler. Don't you need to see a cobbler?"

LAURA: "I mean, I will need a new pair of shoes that you will buy, you will also pay for my medical attention, because I am pretty sure I lost at least one toe if not many toes. I have not taken the boot off yet. I really don't want to look at it. I'm not sure what I could even do for them."

STEVEN: "You might have to cut the boot off."

LAURA: "(groans)"

HUDSON: "No, no, no."

CAMERON: "I don't think that's—No. It's not a nail."

LAURA: "It does not feel swollen."

HUDSON: "Yeah, so really, I protected you by getting rid of those troopers, so really I would call this a wash, honestly."

STEVEN: (laughs) "You wouldn't wanna take the foot off with it."

LAURA: "I mean, I was going to shoot them anyways, and also, I think it's just a few toes. I don't think I have to lose the whole foot!"

STEVEN: "I'm saying you would have to lose the boot."

CAMERON: "Yes."

LAURA: "Oh, yeah. I am getting new shoes. That is already discussed. Yeah."

STEVEN: "Yeah. You might have to cut the boot off instead of trying to pull off extra toes, not like across the leg cut it off, like down the boot cut it off."

CAMERON: "Yeah, but I don't understand... Why would pulling her foot out of her shoe cause more toes to—"

STEVEN: "Fall off?"

CAMERON: "Yeah."

STEVEN: "Toes do that."

CAMERON: "Uh, not normally."

LAURA: "No. I do not think toes just fall off."

CAMERON: "Has that happened to you?"

STEVEN: "Yeah. They regenerate."

CAMERON: "Well, that's weird."

LAURA: "I don't think that's true!"

STEVEN: (laughs)

CAMERON: "I'm pretty sure that does not happen. (laughs)"

HUDSON: "Not canon! Not canon alert!"

STEVEN: "It's just adrenaline, really. I'm excited."

NICK: At this point, Felton looks down and goes, "Oh hey, it looks like you got hurt. Didn't really notice that."

LAURA: "... Yes."

NICK: "What if—I've been here a while—I could get a medic to meet you at the hotel, that way you don't have to walk all the way to the far side of the city while bleeding, which you're still doing."

LAURA: "Yes. I mean, yeah, that would be nice. Thank you."

NICK: Alright! We'll smash cut to everyone in The Gooberfish. If you remember from before, it is a dark wood, pretty simple sort of bar setup. There's an Ithorian behind the bar with a few glasses. You all have drinks of your choice. Xianna has her foot up on one of the round tables. She's sitting in the booth with everyone else and her foot is like across the aisle onto another table nearby. There is an Ithorian medic, the same one from before, in a teal jumpsuit, working on your foot and she is putting the finishing touches on the bandaging. It's a pretty big boot-looking thing. We're gonna leave it open right now about how many toes you may have lost.

LAURA: (laughs)

NICK: She says, "That... should cover... the damage... for now."

LAURA: "Okie. Thank you?"

NICK: "Thank you... for attempting... to break the siege. The herdship... is in your debt, even... if you failed."

LAURA: "So, I mean, do I get any medication for having this? No drugs? You don't...?"

NICK: "Oh. Of course... I could provide you... with some... Artura leaves." She just hands you a pile of big, sort of succulent leaves. There's like three or four of them.

LAURA: Xianna looks at them and kind of reaches over and squints her eyes. "Is this like for pain, or what do these ones do?"

NICK: "You chew the leaves... and they'll make you feel better."

LAURA: "Okie."

NICK: "... In the long run."

(laughter)

LAURA: "Wait..."

NICK: The nurse turns to leave.

STEVEN: I order a round of Flame Outs for everyone, to make you feel better in the short term. (laughs)

LAURA: Xianna just starts... chewing on her leaf.

NICK: It is kind of gooey, and it makes your mouth fall asleep a little bit, but not in a fun impact way.

LAURA: Aw.

NICK: It doesn't help with the pain at all. Maybe it fights infection. Maybe it's a leaf.

LAURA: yeah... I mean, I'm chewing on the leaf.

NICK: Okay. Anybody wanna do anything else, or are you going up to sleep?

HUDSON: I'd say going to sleep.

LAURA: Yeah.

STEVEN: I ask for my blaster back.

CAMERON: Oh yeah, sure, here.

STEVEN: Excellent. I take my blaster.

HUDSON: I had my vibro-axe the whole time, I believe...

CAMERON: Yeah.

NICK: Yeah. Weird that the technician never asked about that.

HUDSON: Yeah, exactly. I was thinking like, that would be a weird thing for a technician to carry, but I just won't mention it and see if they don't mention it.

NICK: They're racist. They probably just assumed that was a cultural thing that you carry a big axe around.

STEVEN: Maybe it's part of the uniform.

NICK: To be fair, in the Star Wars universe, there are several races, or species, that carry big axes.

HUDSON: And Chewbacca always has- Is that, like- He has the straps across his chest. Do they have bullets in them?

STEVEN: I'm pretty sure it's a bandolier.

NICK: Yeah, I think they're ammunition.

HUDSON: They're ammunition, and whenever they turn in their guns or anything they never ask for that.

LAURA: Well, because you don't need the bullets if you don't have the gun.

NICK: Except in Star Wars, all the bullets explode. You could just throw that at somebody.

HUDSON: Yeah, and you could find a gun somewhere and have all this ammo, so I don't know. It just doesn't make sense to me.

NICK: Eh. We're not gonna get into Star Wars gun control arguments right now.

(laughter)

LAURA: Yeah.

STEVEN: It just looks like he's supposed to wear it.

NICK: You all go up to sleep?

LAURA: Oh yeah. Xianna's asleep before anyone else.

CAMERON: I ask the bartender of The Gooberfish to send a note to the Oracle with whatever report I got from them on what went down up there. 'It seems unstable at this point, and it's spinning kind of weird, but we don't know what's going on.'

NICK: Okay. The bartender says, "I will communicate... to the Oracle... for you."

CAMERON: "Thank you!"

STEVEN: Are you still wearing a cloak on the planet?

CAMERON: Nah.

NICK: She just got rid of that.

CAMERON: Now that we're down here, I blew my cover to take you and Xianna in.

NICK: Okay. You all go to sleep?

STEVEN: Yeah.

NICK: Alright. Just a heads up, this next bit is gonna get kind of intense, so if you need to like call a time out or talk outside of character that's fine. There's nothing like triggeriness or anything, but eh, eh... It's a thing.

You are awoken to the sound of deep thunder, turbo laser fire. There are fires outside The Gooberfish. You grab your gear and run outside. Green light lances down from the sky ripping huge holes in the herdship. You see a city block obliterated and replaced with smoke. We cut to the bridge of the Vengeance.

Multiple of the control boards are hollowed out and smoking. We see the corpses of several officers stretched out on the ground bleeding from small wounds all over their limbs. The captain of the

Vengeance is a portly man with well-groomed hair that is still in place even under pressure. He sits in his command chair with three stormtroopers standing around him firing outward at scabbling creatures climbing over piles of dead, white furred rat-like creatures just like them. The camera zooms past the hoards to stragglers chewing through electronic panels and metal bulk heads. The captain pounds his hand onto the arm of his command chair.

“This is Captain Kruller. The ship is lost. Ithorian terrorists have released some sort of bioweapon. Blockade ships, keep your distance. We can’t risk the weapon spreading. To my crew, it has been an honor serving with each of you. You have acted with honor and strength at every opportunity. Gunnery crews, aim for the primary herdship below us. The Ithorian scum will not get away with this travesty. Fire all until the last. The entire Empire will hear the death call of the Vengeance.”

A wave of the creatures pours over the captain and the stormtroopers, silencing them... and we’re back to the planet again. You are being bombarded from orbit.

LAURA: Oh shit. “This is not good... Okay... Or am I still asleep?”

HUDSON: I wake up.

LAURA: ‘No? This is real? Okay. Just checking...’

NICK: The Vengeance must have put two and two together and is living up to its name. The city won’t last long. Another turbo laser blast rains from the sky striking the building behind you. It is obliterated, showering you all with rubble, and there is only darkness. We’re gonna do these one at a time.

Tink, you wake up half buried under the door of The Gooberfish. Can you make me an Athletics check to see if you can get out of the rubble?

HUDSON: Heh, heh, heh...

LAURA: (giggles)

NICK: (laughs) You’re so strong. Do you not know how to Athletics?

HUDSON: I don't know how to Athletics at all.

NICK: Aw.

LAURA: Yeah, but you have Brawn.

HUDSON: I have Brawn.

STEVEN: Luckily he’s so fuzzy.

CAMERON: You need a difficulty.

HUDSON: What difficulty?

NICK: Hard.

HUDSON: Two successes and a disadvantage.

NICK: Okay. you are able to get the rubble mostly off of you, but you do cut up your hands some. You take a wound, past your Soak, as your hands start to bleed from the sharp rocks. You have to get to the Afternoon Delight and get off the herdship, quickly. This thing is going down.

HUDSON: I run towards the Afternoon Delight.

NICK: Alright. Describe one scene of the destruction of the city on your way.

STEVEN: (explosion noises)

NICK: Yeah, that's just happening. It's just bombarded, big chunks are getting blown away.

STEVEN: Just setting the scene for you, Hudson.

NICK: You can describe one piece of destruction.

HUDSON: So, there's a man stumbling around kind of in shock, and he's like yelling over to me, and he's like, "I don't know what's happening. Just tell my family—" A turbo laser hits him and he evaporates.

NICK: Great.

LAURA: Wow...

NICK: You're the first one to the ship. The landing pad is beginning to crack as you run onboard. What do you do?

HUDSON: I get on the coms and see if anyone else is on their way.

NICK: Alright. We're gonna stop there, and we're gonna move to the next one.

Xianna, you come to. The blast threw you across the street and through a shop window. Make me a Coordination check.

LAURA: Oh boy. Do I have that? Yes I do. Okay.

NICK: You're a rogue. I should hope so.

LAURA: Well, I mean, I actually don't have any points in it. I looked wrong.

NICK: Eh, oh well. It's Agility.

LAURA: But I have Agility. Okay. Difficulty?

NICK: Hard.

LAURA: Also, am I still using the Agonizing Wound, or is that gone because of the boot?

NICK: Keep using it. Yeah, it's going to be extremely difficult for you.

LAURA: Okay, yeah, I'm gonna flip a light side point for this.

CAMERON: Uh-oh...

LAURA: So... That would be a despair, with a threat...

NICK: Ooh.

LAURA: ...and then another threat.

NICK: Okay. this window did not shatter in a way that is conducive to you coming away unharmed. You were knocked unconscious from the blast. You weren't able to catch yourself. You take 10 strain...

LAURA: Cool.

NICK: ...and I need you to roll me a crit, please.

LAURA: Can do! Twenty-four.

NICK: Which is?

LAURA: Twenty-four is... Off Balance: Add a black die to the next skill check.

NICK: Okay. a piece of glass has kind of sliced up through your torso and you're bleeding from there. It also ripped off a lot of the bandages from your foot so it didn't get enough time to heal, so you still have that one. You're walking around with two crits. You're bleeding profusely. You're in a lot of pain. You can also feel blood running down your forehead. You can smell smoke. The building you are in is burning. You are able to climb over the rubble and through the back door into an alley. You have to get to the ship. The herdship will only stay airborne for so long. You feel the ground jolt as another turbo laser volley strikes the city. Describe one person that you fail to save on your way to the ship.

LAURA: Why are you doing this to me? Um... Oh, I bet there's like a person in a building and I'm trying to pry a door open to help them out, and I can see the laser blast coming. I'm able to roll away and it hits the farther side of the building, so I don't get hit but the building itself still blows up.

NICK: Okay. they are obliterated and drop to the jungle beneath.

LAURA: And, they are gone... so then I just keep running.

NICK: You make it to the ship as the city begins to fall. Tink is there ahead of you. Tink, you've been trying to call but there's weird static on the coms. You're having trouble making connections.

HUDSON: Does our ship have shields I can turn on?

NICK: Yeah.

HUDSON: I turn on the shields.

NICK: Okay. Do you guys say anything as you meet each other on the ship?

LAURA: "So yeah... We're being blown up. I didn't realize this was part of it."

HUDSON: "I think this might be because of us."

LAURA: "I think it might be, yeah. Let's pass the blame off to Sentinel. He was the one who told us to do this, and gave us this weapon that he did not explain."

HUDSON: "I'm okay passing the blame."

LAURA: "Are Karma and Sabos here yet?"

HUDSON: "No, not yet."

LAURA: "Okay. I'm going to sit down. I'm kind of hot. I'll sit in one of the gunnery seats in case we need it, but if I fall asleep please poke me. I'm bleeding out I think."

HUDSON: "Will do."

NICK: And she limps into the ship. Karma. You were sent skidding down a side street in the blast. Roll a force die for me.

CAMERON: (giggles nervously) Okay. One dark side.

NICK: You pat yourself down and realize you have lost a piece of equipment. What equipment have you lost?

CAMERON: Hmm... I have so many. I'm going to lose the heavy pistol that I'd stolen from Felton. I'm down a pistol.

NICK: Okay. you lose his heavy pistol. You're down a pistol. Alright.

CAMERON: Everything else is too expensive to lose.

NICK: The sky is scorched with black smoke. You hear low bellowing somewhere in the distance. The herdship jolts and begins to tilt giving the entire city a slant. You need to get to the ship, now. Your companions will need you. Describe one thing you pass on the way to the ship that reminds you of your time here.

CAMERON: Okay. Karma takes off running down the street, and she runs past the Imperial archive that Sabos had tagged earlier, and all of the buildings around it are destroyed but it's still standing, and the tag is still like proudly displayed on it, and some other tags have been added since then, like backing it up.

NICK: That's great. You get to the ship and run inside. Tink and Xianna are there. The landing pad looks like it is about to break free of the herdship entirely.

CAMERON: "Holy shit, guys. Why isn't the ship turned on?!" She runs to the cockpit and turns it on.
(laughs)

LAURA: Xianna's kind of like, "Oh- Oh... Um, I mean, that's not really my job. Um, I'm just gonna be in this chair. Um... Yeah. You all can do that. Right? Does anyone have any stim packs? Asking for me."

CAMERON: "Unfortunately, no. I'm gonna get this ship—Is everybody here?" Karma is flipping all the switches in the cockpit.

NICK: Alright. Good.

LAURA: Xianna starts counting on her fingers. She's like, "There is Karma, there is Tink—"

HUDSON: That's everybody—Wait.

LAURA: "There is me... Do we have a fourth person?"

CAMERON: "Yes. Sabos." (laughs)

LAURA: "Oh, yeah, Sabos. I am bleeding out."

NICK: So, Sabos. You wake up with your head ringing. The roads are full of rubble. You don't recognize where you are. You must have been thrown over the back of The Gooberfish. The roads are blocked with solid pieces of durasteel. It will take time to climb over there. The herdship is falling. You smell smoke and can hear the whistling of the wind. You're far from the ship too far. You're not sure you'll make it in time. You're not even sure it's possible. What do you do?

STEVEN: "I'm not sure it's possible..." I run.

NICK: Okay. You start running for the ship?

STEVEN: Yeah. Yeah, sure.

NICK: You're having to scramble over huge pieces of debris.

STEVEN: Oh, I also just shoot into the air wildly, like hopefully hitting the ISS Vengeance.

CAMERON: (laughs)

NICK: Okay. Just running and screaming and shooting.

STEVEN: Yeah.

NICK: You also find a com, just in the middle of the street.

STEVEN: Perfect.

NICK: Yeah, you grab that. We jump back to the ship. The pad is cracking and starting to fall. You can feel it. You have to take off or you are going to be dropped to the jungle at this point.

CAMERON: Alright. I engage the engines so we start lifting off, but I'm hovering. I'm not leaving yet.

NICK: Okay.

HUDSON: "I think we gotta go."

LAURA: "Let's see if we can get Sabos on the coms."

STEVEN: "This is Sabos, on the coms," Sabos says on the coms.

LAURA: "Oh!"

CAMERON: "Convenient. Where are you at?"

STEVEN: "I... I don't know. I see durasteel everywhere, and there's piles of it..."

CAMERON: "That's not real helpful."

STEVEN: "...things are cracking..."

CAMERON: I'm gonna start driving the ship along back towards the route towards The Gooberfish flying slightly above the buildings so that we can see the streets.

NICK: Okay.

STEVEN: "I'll be shooting up into the air."

CAMERON: "Oh- Okay. Shields engaged. We're good."

NICK: So, turbo laser fire is raining down around you. It's extremely risky, you could get hit, but you're making your way back along. Sabos, you actually see the ship in the distance with search lights going. It's headed in pretty much your direction.

STEVEN: I keep shooting at it.

NICK: Are you still running down the street?

STEVEN: Yes.

NICK: You come to a barrier that's about 20 feet high. You're not able to get around it.

STEVEN: "Well, I'm not 20 feet tall," I say on the coms.

CAMERON: "Okay?"

LAURA: "Well, yes?"

LAURA & HUDSON: "What does that even mean?"

STEVEN: "You see, there's something about 20 feet tall in front of me, and I'm a solid six feet tall."

CAMERON: Can I roll a Perception to see if I can figure out what 20 foot tall thing he's talking about since it's kind of being flattened?

NICK: Sure.

STEVEN: I'll be shooting at you.

CAMERON: Okay. I'm also looking for blaster fire coming from the surface.

NICK: Sure. This'll be average.

LAURA: Xianna yells out from the gunnery seat. "I have glitterstim if you want that. It kind of helps you see things better. I mean, it kind of gets weird, but in case you want that..."

CAMERON: "Don't really have time for that right now."

STEVEN: I shoot directly at the cockpit.

NICK: (laughs) Okay.

LAURA: "Tink, what about you? You want some glitterstim? I mean, why not?"

CAMERON: That's three successes and a threat.

NICK: Okay. you can see where he's at, and you start to head that direction, but he's a little far.

STEVEN: "Do you see me? I'm shooting at you." Pew, pew.

CAMERON: "I see you, buddy. I'm coming over there."

NICK: So, Sabos, at this point, you get a brief moment, you look up and see the glow of a turbo laser barrage headed straight towards you. You have about a second to react. There's no way you're getting out of this. Do you have any regrets?

STEVEN: My only regret is that I didn't save more people with my head tails.

NICK: The last we see of Sabos...

STEVEN: (laughs)

NICK: ...is him staring peacefully into the sky. You're able to get close enough that you see him silhouetted by the laser. A glowing green light comes straight for him. He holds his fourth head tail. There is a roar, a flash, and he is gone.

LAURA: Xianna is in the gunnery seat and she's like, "Oh! I see Sabos—Ohhh... Oh. Kriff. Oh, oh boy. Okay. Uh, Sabos just died..."

HUDSON: "Are you sure?"

LAURA: "Yes. We kind of just watched him get shot with turbo lasers. I don't think you survive that."

CAMERON: I'm gonna swoop over that spot.

NICK: You can see down to the jungle below. About a 50 yard in every direction hole has been blown in the herdship. There's nothing.

CAMERON: "Yeah, not promising..."

NICK: And the bombardment begins to increase as well.

CAMERON: I'm gonna fly off. I guess I raise the ramp, because it's been down.

LAURA: "Yeah, he's gone. We fly away."

CAMERON: And I'm gonna fly off...

NICK: Okay. So, from the Afternoon Delight you see the back of the city broken by the bombardment. The herdship drops impossibly fast to the jungle below, and is engulfed in flames.

The jungle begins to burn. As you fly for orbit you see that the Vengeance has stopped firing. It's venting atmosphere and drifting, dead. You see fires and explosions throughout the ship. It looks like the ship finally succumbed to the weapon you introduced. The other ships of the blockade have pulled back far from the super star destroyer. One of them is shooting the smattering of escape pods that are being jettisoned from the Vengeance. You're able to break from the gravity well without being noticed and jump to hyperspace.

End of episode.

ALL: Ba-na~!

(All make dramatic noises)

STEVEN: Oh--

Outro

CAMERON: 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.

Xianna'fan is played by Laura Penrod. She can be found on Twitter at @cheerio_buffet.

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 Nix 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 wanna talk to anyone who listens to the show. Reach out! See you next time.