

CREW NAME Bal. Resistance CAUSE Balmorran Ind'ce TARGET Empire METHOD Arms/Sab/Pol/St

QUESTION 1: WHAT'S YOUR GOAL? Balmorran Sector

QUESTION 2: WHAT'S YOUR METHOD? Arms, Secret Sabotage, Political good will on Balmorra

QUESTION 3: WHAT'S STANDING IN YOUR WAY? Imperial Customs checkpoint: Imperial troops on the ground. Human League. Imperial Fleet. Threat of Crackdown if too obvious. Political In-fighting/factions.

QUESTION 4: WHAT'S YOUR IN? Governor Varentari as an ally.

QUESTION 5: WHAT DO YOU HAVE TO WORK WITH? Varentari's intel and influence. Base, ships & recruits. Baron Telmarr alliance. General guy. Swift's political clout.

QUESTION 6: WHAT DON'T YOU KNOW? Inquisitor's location. Dark side threat against Arali (fear). Local Mafia. Is the Human League still powerful? How important is Balmorra to the Empire?

QUESTION 7: WHAT COULD GO WRONG? Traitor/mole in our midst (Jumper). Mission draw too much attention People turn against us/gain more enemies. Our base is discovered. Death/Major Trauma: psychological issues

QUESTION 8: WHAT COMES NEXT? Controlling sector, foothold against the Core Rim.

THE CREW'S IN (QUESTION 4): Governor Varentari Ally

OBJECTIVE 1: Discover Human League remnants

TWISTS: _____

TURNING POINT?

ALLIES AND ENEMIES: Telmarr, ?Crime Syndicates

SECRETS: _____

OBJECTIVE 2: Star Destroyer / Customs takeover

TWISTS: _____

TURNING POINT?

ALLIES AND ENEMIES: General friend, Via D'Gane. Ex-Firebird person?

SECRETS: _____

OBJECTIVE 3: Win Popular Support via anti-Propaganda

TWISTS: _____

TURNING POINT?

ALLIES AND ENEMIES: INN anchorwoman, find Takkas, Printing Press

SECRETS: _____

OBJECTIVE 4: Draw out Imperial Troops, uprising

TWISTS: _____

TURNING POINT?

ALLIES AND ENEMIES: General Friend, Telmarr,

SECRETS: _____

OBJECTIVE 5: _____

TWISTS: _____

TURNING POINT?

ALLIES AND ENEMIES: _____

SECRETS: _____

WHAT COMES NEXT (QUESTION 8): _____