



SWURPG TACTICAL MAPS

The Smuggler's Moon Contract

TACTICAL MAPS

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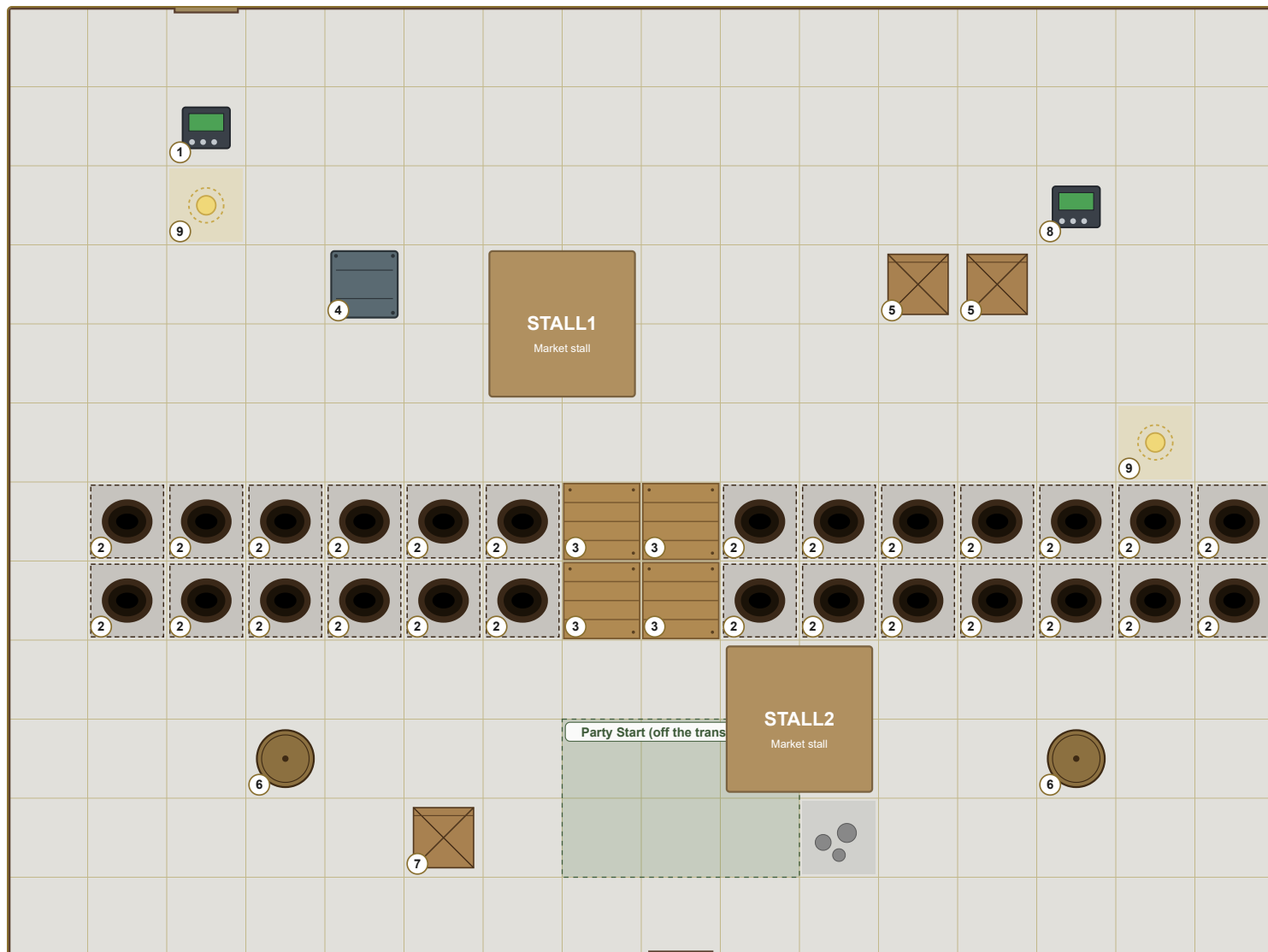
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Scene 1.2 – The Duros Quarter

THE DUROS QUARTER – A NAR SHADDAA WARREN

GRID: 5 FT / SQUARE **N** ↑

THE DUROS QUARTER



TERRAIN KEY

	Wall		Door
	Control terminal — Coffin-hostel (room 9-114)		Pit (fall hazard) — The drop (gap in the decking)
	Boardwalk / pier — Rope-bridge (the crossing)		Cargo container — Cargo container Three-quarters cover (+5 AC / +5 DEX saves)
	Crate — Stacked crates Half cover (+2 AC / +2 DEX saves)		Barrel / drum — Fuel drum Half cover (+2 AC / +2 DEX saves)
	Light source — Flickering signage		Rocks / scree

MAP KEY

- ① Coffin-hostel (room 9-114) — *The mark's bolt-hole (Scene 1.3): a two-by-three coffin-room. She's already gone, but left a warm datapad and a taped-behind-the-locker Imperial data-spike — and the room was searched before the party arrived (Draven was here first).*
- ② The drop (gap in the decking) — *A gap in the warren's decking, open to the sprawl far below. A creature forced off the walkway falls (40 ft, 4d6) and must climb back up; an Athletics or Acrobatics DC 15 catches the edge on the way over.*
- ③ Rope-bridge (the crossing)
- ④ Cargo container
- ⑤ Stacked crates
- ⑥ Fuel drum
- ⑦ Supply crate
- ⑧ Passage-broker's kiosk — *Working a lead here (Persuasion/Intimidation, or Use Computer to pull the cam-net) points toward the coffin-hostel — see Scene 1.2's three leads. The broker also remembers 'a human, cold eyes, good armor' asking an hour ago (Draven).*
- ⑨ Flickering signage

LEGEND
 Market stall (full cover)

 Market stall (full cover)

GM-only enemy positioning (place tokens when the party works the second lead, NOT at scene-open): a Pyke collection crew blocks the upper plaza across the rope-bridge — a Pyke Sentinel (red, TR 4) at roughly [8, 3] with 3 Pyke foot-soldiers (red, TR 2) at [4, 2], [11, 2], and [13, 4]. They open with a demand for a 500-credit 'tax'; not a kill: paying, or winning an Intimidation contest (DC 15 vs the Sentinel), skips the fight entirely. If it turns loud they fire from cover across the bridge, forcing the party through the chokepoint, and break and run at half strength. Play it to teach initiative + cover, not a wipe. The rope-bridge (2 cells wide) is the only crossing — a shove or a whipcord over the rail is a 40-ft fall (see the drop key). The coffin-hostel ([2, 0]) is the way to Scene 1.3. Scaling: 2-3 PCs → drop the Sentinel. 5-6 PCs → add 2 foot-soldiers. The market stalls are full cover; crates, drums, and containers are half-to-three-quarters cover.

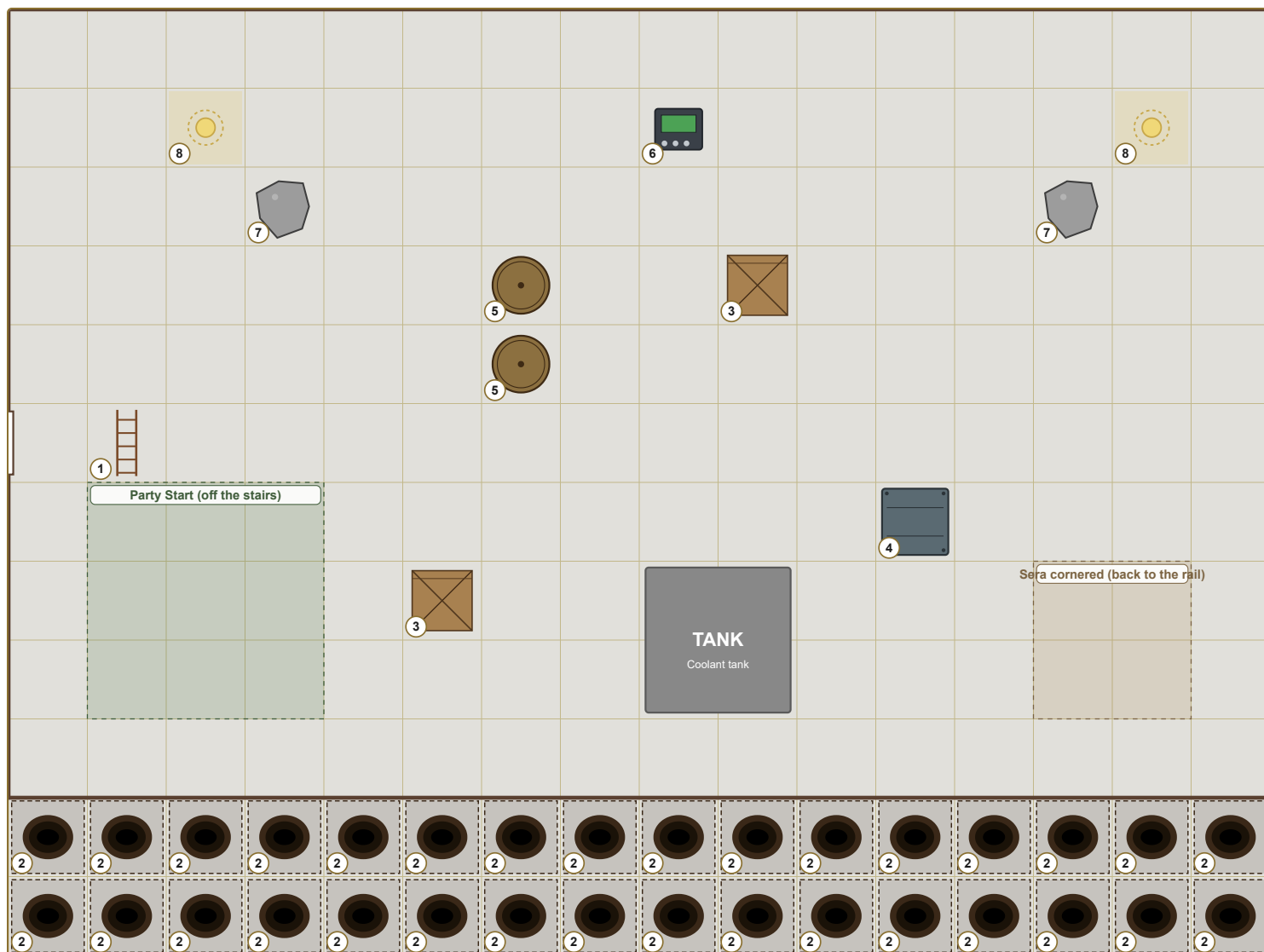
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/smugglers-moon-contract-1-the-duros-quarter.pdf

Scene 2.2 – The Corner

THE CORNER – A NAR SHADDAA MAINTENANCE PLATFORM

GRID: 5 FT / SQUARE N ↑

THE CORNER



TERRAIN KEY



Wall



Door



Crate — Supply crate

Half cover (+2 AC / +2 DEX saves)



Barrel / drum — Coolant drum

Half cover (+2 AC / +2 DEX saves)



Boulder — Pipe stack

Half cover (+2 AC / +2 DEX saves)



Ladder (vertical climb) — Platform stairs (the way up)



Pit (fall hazard) — The drop



Cargo container — Cargo container

Three-quarters cover (+5 AC / +5 DEX saves)



Control terminal — Maintenance console



Light source — Platform lamp

MAP KEY

- ① Platform stairs (the way up)
- ② The drop — *The open void below the platform. A creature shoved, whipcorded, or knocked over the rail falls (40 ft, 4d6) and must climb back up — a Strength (Athletics) or Acrobatics DC 15 catches the rail on the way over.*
- ③ Supply crate
- ④ Cargo container
- ⑤ Coolant drum
- ⑥ Maintenance console — *Use Computer DC 14 to kill the platform lights (heavy obscurement — favors an ambush or an escape) or seal the stairs door for 1 round.*
- ⑦ Pipe stack
- ⑧ Platform lamp

LEGEND

TANK Coolant tank (full cover)

GM-only enemy positioning (place tokens when Draven arrives, NOT at scene-open): Sera Vantel (the mark — tan, unarmed, TR 1) is cornered at the dead-end rail, roughly [14, 8], back to the void. Draven Koss (red, TR 5) comes up the platform stairs at [1, 5] and stops a comfortable distance off to make his offer; his crew — Wex (spotter, TR 3) and Brakk (heavy, TR 4) — follow if it turns to a fight. Draven opens by whipcording the party's biggest threat and works the edges; he will NOT fire on Sera unless she flees his grasp, and breaks off at ≤ 20 HP if the party has her secured. The rail is the danger: a shove or a whipcord over the edge is a 40-ft fall (see the drop key). Scaling: 2-3 PCs → drop Wex. 5-6 PCs → a second heavy. The coolant tank is full cover; the crates/drums are half cover; killing the platform lights at the console throws the whole fight into darkness.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/smugglers-moon-contract-2-the-corner.pdf

Scene 3.3 – The Climax

BERTH 4 – A PRIVATE DOCKING PLATFORM

GRID: 5 FT / SQUARE N ↑

BERTH 4



TERRAIN KEY

	Wall
	Pit (fall hazard) — Open sky (no railing)
	Crate — Shipping crate Half cover (+2 AC / +2 DEX saves)
	Control terminal — Refueling console
	Light source — Dawn floodlight

	Door
	Cargo container — Cargo container Three-quarters cover (+5 AC / +5 DEX saves)
	Barrel / drum — Fuel drum Half cover (+2 AC / +2 DEX saves)
	Boulder — Landing strut Half cover (+2 AC / +2 DEX saves)

MAP KEY

- ① Open sky (no railing) — *The open sky over Nar Shaddaa's sprawl. The platform has no railing on this edge; a creature forced off falls into the smog (a very long fall — treat as lethal unless caught by a ship, a whipcord, or the Force).*
- ② Cargo container
- ③ Shipping crate
- ④ Fuel drum
- ⑤ Fuel drum — *A stray bolt or a called shot can rupture the fuel drums: 3d6 Fire in a 10-ft radius, DEX save DC 14 for half. The platform's one wild card.*
- ⑥ Refueling console
- ⑦ Landing strut
- ⑧ Dawn floodlight

LEGEND

 Imperial Lambda Shuttle (ramp down)

GM-only enemy positioning (place tokens when the handoff turns, NOT at scene-open): Agent Corriden (red, TR 5) waits at the foot of the shuttle ramp, roughly [13, 9], with 4 stormtroopers (red, TR 3) spread along the ramp and behind the containers at [11,5], [14,6], [13,10], [15,8]. Corriden stays back and hands out +2-to-hit orders; the troopers use the shuttle and cargo for cover. Her goal is to lift off with Sera and leave the party dead — if the party threatens the shuttle she cuts losses and boards, fleeing at ≤ 25 HP. If Draven Koss (red, TR 5) is alive and unpaid, he arrives from the open edge at [8, 12] as a THIRD faction and fights everyone for the mark. Branch notes: in 'Bring her in' the party may finish the handoff before it turns; in 'Let her run' the party fights to get Sera to the lift [2, 0] or a ship; the fuel drums at [4-5, 9] are a rupture hazard (3d6 Fire, DC 14). Scaling: 2-3 PCs → 2 troopers. 5-6 PCs → 6 troopers + a heavy. The shuttle and containers are full cover; crates, drums, and struts are half cover; every open edge is a lethal drop with no railing.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/smugglers-moon-contract-3-berth-4.pdf