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STAR WARS **Gamer**

THE FORCE IN STAR WARS GAMING

ISSUE NUMBER 4

25

Outlaw
Starships

20

Exotic
Creatures

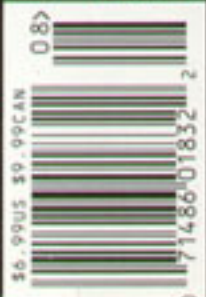
Walk on the
Wildside

- ★ Starfaring Jungles
- ★ Kashyyyk in Flames
- ★ Masters of Disaster
- ★ Starhoppers of Aduba-3



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ISSUE 04 \$6.99 US/\$9.99 CAN



ON THE COVER

Han Solo and Chewbacca let Jaxxon and Amaiza hog the spotlight in Mark Zug's hare-raising back-to-nature cover. If you aren't familiar with these legendary comic book characters, check out the fabulous "Starhoppers of Aduba-3" article in this issue!



STAR WARS Gamer

THE FORCE IN STAR WARS GAMING

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WALK ON THE WILD SIDE

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ONE WITH THE
FORCE



THE GAMING
UNIVERSE



TECHNICAL
DATA



ALIEN
HORIZONS



ALTERNATE
DIMENSIONS



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Down the Rabbit Hole: The Hoojib Imperative

Early in the fall of 2000—a large Wizards of the Coast meeting room: Jeff Quick and I sat in a *STAR WARS Gamer* planning meeting, giggling like a couple of schoolgirls. The possibilities of our new magazine seemed limitless, as our childhood dreams of working in the world of *Star Wars* came to fruition. The enormity of the work ahead of us had yet to crush our spirits. Things started to get silly as we waxed nostalgic. “You know who I’d love to bring back in the magazine?” Jeff whispered to me. The meeting wasn’t quite enough to hold either of our interests, so I bit. Normally I pay very close attention in meetings (pause for comedic effect.) “No, who?”

“Do you remember Jaxxon, Han Solo’s giant green rabbit pal from the old 70’s Marvel Comics?”

“How could I forget? He’s a Hoojib, right?”

“Mmmm—you’re thinking of something else. I’m pretty sure he was *Lepus Carnivorous*.”

Now, far be it from me to question the judgment of an editor, but I was going to stick to my guns that Jaxxon was a Hoojib. *Lepus Carnivorous*—puh-leez. We were getting carried away with the conspiratorial nature of our hushed “meeting-within-a-meeting.” “I think it’s of the utmost importance that we get Jaxxon on a cover as soon as possible,” Jeff challenged, smirking.

“*The Hoojib Imperative!*” I seconded strongly.

“We’re so cool.”

“I know.” hehehehe. We left the meeting and set about bringing you the first three issues.

Over the next few months, I thought it strange that I couldn’t settle our disagreement as to Jaxxon’s species. There seemed to be no mention in our extensive *STAR WARS* library of Hoojibs, *Lepus Carnivorous*, or even Jaxxon. Was this a mere oversight, or were the folks at Lucasfilm hiding something? Could they be a little embarrassed? Was there no room in the *Star Wars* mythos for an anthropomorphic, chartreuse, hipster hare and his roller-disco, go-go booted femme fatale companion, Amaiza? Seventies camp is huge nowadays, right? Frankly, I was getting frustrated. Perhaps I was riding a bit too high from my success with the C-3PX cover, but darn it (and I always say “darn it!”). I was going to get Jaxxon on the cover of our wilderness issue!

Great minds think alike. Imagine my shock and amazement when Ben Harper at Lucasfilm called out of nowhere and virtually insisted we get Jaxxon on the cover. Who knew? This issue would, in fact, feature both Hoojibs and *Lepus Carnivorous* (with a slightly modified species name). The challenge became finding artists who would appreciate the novelty of this assignment, though I was certain that I could sell them on its inherent coolness. However, upon receiving the Hoojib commission for the “Welcome to the Jungle” adventure, Vinod Rams’ response was less than enthusiastic: “Can’t they be Ewoks? Please.”

Luckily, selling people on dodgy ideas is a primary function of the Art Director, not to mention one of my special gifts. “C’mon Vinod,” I said. “Hoojibs are just like rabbits, and rabbits are cool. Didn’t you see *Watership Down*? They’re the archetypal trickster-heroes. Look at Bugs Bunny, Brer Rabbit, the movie *Harvey* with Jimmy Stewart, the *Trix Rabbit*...” The fact that he hadn’t hung up on me seemed encouraging, so I pressed on. “Besides, Lucas Licensing is introducing a new concept in Dark Horse Comics that ties in perfectly with all this: *STAR WARS INFINITIES*. *INFINITIES* allows for all the stranger, peripheral material that’s bubbled up in the past by identifying it as ‘official,’ but not ‘canonical.’ We’re all stoked about this. The RPG is all about rutting around these dark, forgotten corners and imagining ‘what if?’ Rabbits would be an ideal mascot for this issue. Just think of the role of the White Rabbit in *Alice in Wonderland*.”

Somehow I managed to transfer some of my excitement to Vinod, who went on to illustrate the coolest and most dignified Hoojib I’d ever seen. Talk about pulling a rabbit out of a hat. Unfortunately, I was not utterly victorious. The Hoojib adventure got pushed to a future issue, and Jeff was right; Jaxxon was, in fact, *Lepus Carnivorous*. Stupid editors.



Kyle H.

Kyle Hunter, Art Director

FORCE FEEDBACK

"I felt a great disturbance in the Force ... as if millions of voices suddenly cried out..."



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We've Come Far! But Issue #1 Will Be With Us ... Always.

S STAR WARS Gamer had what our publisher, Johnny Wilson, refers to as a "rolling launch." Although we debuted in December, Issue #1 appeared on newsstands throughout January and February. No wonder we're still getting mail regarding Issue #1! Don't get me wrong—I only bring it up to explain why in Issue #4 we're still printing letters that pertain to Issue #1, like this one:

Distribution Solution

I have finally managed to obtain a copy of the first issue of your new magazine and I thought that I would take this opportunity to congratulate everyone related to the new STAR WARS license on the launch of the STAR WARS RPG system. I would have written sooner, but getting your magazine in the UK is a real pain. Any chance of distributing it over here?

Anyway, the new game is easy to learn, fast to play, and holds a lot of promise for the future. Although the path West End Games took before you will take some beating, I believe you are off to a good start. My only gripe with the system is the

ship statistics; I hope that you will be addressing the differences in ship maneuverability and speeds in the future.

I thoroughly enjoyed reading through Issue #1. It was well laid out and very pleasing to the eye. The adventures were well written, as were the fiction pieces, but accompanying game statistics would have added a lot to their value.

The *Duel of the Fates* and *Shipbuilding Secrets* articles were fun to read but are not something that I will have much use for. The non-RPG articles were quite interesting, and the game information for Nym from *Starfighter* was a nice surprise. I particularly enjoyed the articles concerning the Anzati, although I was a bit disappointed about not having standard species statistics for this gruesome race.

My favorite piece of this issue had to be the *Marvel Aliens* article. I always enjoyed the old comic series and am pleased that they finally have a chance to get turned into game-usable material. Rich Handley and Joe Bongiorno did an excellent job with their selection of some of the more interesting species from the series.

Anyway, I will let you know what I think of Issue #2 when I finally get hold of it.

May the STAR WARS RPG license be with you ... always.

Craig C. Atkins
Hastings, East Sussex, England

It is a reality of licensing that we cannot distribute *Gamer* outside of the U.S. and Canada at this time. This is also the case for our sister magazine, *STAR WARS Insider*. I know that's sad, but such is the way of licensed products. We might be able to do something about it in the future, but for now this is how things must be.

My advice to you is to find a United States or Canadian citizen, befriend him or her with meaningless promises, and then coldly use him or her as a dupe to send you issues. As most Imperial officers are British, I would expect this sort of behavior to come naturally to you.



It's A Krayt Dragon

Dear *Gamer*,

Why is your magazine not exactly like *DRAGON Magazine*? I like the Marvel aliens and love the starship name generator from Issue #1. "Duel of the Fates," "Understanding the Jedi Code," and the short stories were great. Where is the new prestige class? The question of the month? New feats, Jedi abilities, planets, weapons, campaign settings? Random bad guy of the month? Even the stats for the characters in the stories. Where is all the RPG info? WEG had the *STAR WARS Adventure Journal* thing going well—that was actually a valuable and entertaining resource for *STAR WARS* GMs and players.

It's cool that you are supporting Decipher and LucasArts. Please continue. I play the CCG, but I buy the mag for the RPG stuff, just like I buy *DRAGON Magazine* for D&D stuff.

Mike Moran
Fayetteville, NC

P.S. Why did I subscribe in October to *Gamer* and not receive the first issue in the mail when it hit the stands?

Our high-paid cohorts at *DRAGON Magazine* were pleased to learn that you enjoy their magazine, particularly since they throw it together during commercial breaks on Tuesday nights while watching episodes of *Buffy the Vampire Slayer* and *Angel*.

STAR WARS Gamer isn't exactly like *DRAGON Magazine* because we all know from reading comic books that if two versions of the same thing exist in the same space-time continuum, the universe explodes. That's a fact.

But seriously, Mike, our magazine is chock full of RPG info, and we're getting better with every issue. (We've started stealing all of *DRAGON's* best ideas and claiming them as our own.) If you're still concerned in a couple of issues, write us another letter or seek professional help.

Now, about that postscript. This time I'm seriously serious. Here's the deal: Subscriptions require 6 to 8 weeks to process. Our first issue went out in early December. If you didn't subscribe before October 2000, you missed getting the first issue in the mail.



The Last Issue #1 Letter

I am officially impressed. *STAR WARS Gamer* is NOT just another *STAR WARS* magazine. It is the definitive magazine for *STAR WARS* gaming.

"Understanding the Jedi Code" was definitely my favorite part of the issue. I have a couple Jedi in my campaign and have always wanted to delve into what makes them Jedi, other than the lightsabers at their hips. This article gave me what I needed. "Duel of the Fates" demonstrated how to handle certain combat situations. I

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commend Andy Collins on what couldn't have been an easy task, breaking down the last few minutes of the battle into game terms. Please include the "Guide to Intelligent Life" in every issue. I think I came up with an adventure for every one of the species listed.

Jon Bowman
Monroeville, IN



A Font of Information

Hi. My name is Eric Clark. My question is: Where did you get the symbols, writing, and glyphs on your web site? Is there an actual alphabet your artists use? If so, where can I get a copy? Is there a Huttese language dictionary?

Please make a stand alone Sabacc deck. I have my own version from *Crisis on Cloud City*. It would be great to play with a real one. Thank you.

Eric Clark
Via internet

Yes, there is a font of strange characters called Federation Basic that serves as our alien "alphabet." Look at the box above for

a symbol-by-symbol translation of this exotic font.

My contacts at Lucasfilm tell me there's no Huttese dictionary, but there is a *STAR WARS Galaxy Phrase Book and Travel Guide* by Ben Burtt that will be published by Del Rey Books later this year, which will give you enough Huttese to stay alive should you find yourself on the wrong side of space. Here are a few choice Huttese expressions to add to your game or your answering machine message:

U kulle rah doe kankee kung. You are my kind of scum.

Jeeska do sookee koopa moe nanya! Keep your suction cups where I can see them!

Je killya um pasa doe beeska wumpa. Kill me, and ten more will rise in my place.
Dopo mee gusha, peedunkey? Do you feel lucky, punk?

Vo hunka be. Cha wana wankee. It's my naptime. Leave your message.

And yes, it would be great to play with a real Sabacc deck. Isn't that an intriguing idea? Hmmm...



Get 'Em Early

Let me begin by saying, WOW! I love this new gaming magazine. I have been an avid *STAR WARS* fan since 4 months after I was born and an avid RPG player since I was 12. I loved the WEG *STAR WARS* game and I have every book, adventure, boxed set, and accessory you can think of. I eagerly awaited the publication of the Wizards of the Coast version. My faith in the designers paid off! I am impressed with this game, as well as the *Invasion of Theed* boxed set.

Your team did well with the mix of fiction, RPG stories, and reviews of other *STAR WARS* games coming in the future. Thank you very much.

You need to save room or add room for more RPG stuff. I also think you should make special offers to subscribers such as new token sheets (like the ones in *Invasion of Theed*), fold-out maps, and possibly even new character templates. You have the perfect forum for expanding and detailing a wonderful universe enjoyed by so many.

One subject not discussed is that of miniatures. At the very least, I'd like to see a list of what's available. HEY! That's an idea—publish a list every six months of the RPG books and sets available and what to look for in the future. This could be invaluable.

Thanks again for a fantastic mag.

Seth Harris
Monroe, LA

Questionable Behavior

So far, I love the game. I have some questions, though. One of my characters has a cybernetic limb, and I was wondering if there will be cybernetics rules coming out in any new books? Second, is it possible to have a droid character in the new system? Finally, I showed the first issue of *STAR WARS Gamer* to my group and they loved that you gave statistics for the character from the Starfighter video game. Will you be giving more statistics for electronic game characters?

Love the magazine,

Shawn King
Spokane, WA

You know what I love? Numbered questions. You didn't start numbering until "two" and, well, actually that was the only number. But there's no reason to hold that

against you! I respond in kind.

We have no plans to print cybernetics rules in any upcoming books. That doesn't mean the magazine won't have them, though. Second, yes. Had you seen Issue #3, you would know that. However, since you wrote this letter a couple of months before Issue #3 appeared on the newsstands, that oversight is forgivable. Finally, yes, we will provide more RPG stats for LucasArts game characters and pretty much everything other non-RPG-related thing that appears in the magazine. We have heard your cries to include stats with fiction and video game previews. We listen because we love you.



(Continued on Page 113)

Imperial Dispatch: Game Errata

Corrections and
Clarifications from
the *STAR WARS* RPG

Page 22, Table 1-3: Notable Dexterity Scores

The modifier for Obi-Wan's score (16) should be +3, not +4. The modifier for Darth Maul's score (19) should be +4, not +5.

Page 210, under each Prestige Class entry

The Vitality die listing is a feature of the prestige class, not a requirement needed to take a level in the prestige class.

Page 212, left column, under Class Features, under Weapon Proficiency

Repeating blasters should be replaced with heavy weapons.

Page 213, under Starfighter Ace Requirements entry, Feats line should read:

Feats: Starship Dodge, Starship Operation (starfighter).

Page 213, under Starfighter Ace Class Skills entry

Skill Points at Each Additional Level should be 4 + Int modifier, not 2.

Page 226, under Qui-Gon Jinn statistics, under Force Feats

Knight Mind should be Knight Defense.

Page 229, under Darth Maul statistics

Knight Defense should be listed as a Force Feat, not a regular Feat.

Page 230, under Darth Sidious statistics

Darth Sidious should have 32 Dark Side points. Darth Sidious should have 9 Force Points, not 2.

Page 231, under Sebulba entry, under SQ

Add the following: "Great Shout—Sebulba can inflate his throat and issue a bellow that can be heard over a distance of 3,600 meters."

Change the following: "+4 to Climb/Hide/Jump checks" to "+2 to Climb and Jump checks."

Page 240, under Luke Skywalker entry

Will save should be +9, not +5.

Page 241, under Luke Skywalker entry, under Force Feats

Master Mind should be Master Defense.

Page 248, under Cerean Commoner entry, under Species Features

Add +2 Int.

Page 249, under Ewok Commoner entry, under Species Features

Change the following: "+2 bonus on Survival checks" to "+2 bonus on smell-based Search checks."

Page 249, under Sullustan Commoner entry

Strength score should be 10, not 8. Constitution score should be 8, not 10. These were accidentally switched.

Under Special Features, remove bonus feat (Track). Also, replace "+2 bonus on all Listen and Spot checks" with "+2 species bonus on Climb and Listen checks."

Page 250, under Gungan entry

Under SQ, add Hold breath.

Under Special Features, add the following: "A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning."

(Continued on Page 129)



HOLONET TRANSMISSION

Answers To Your STAR WARS RPG Dilemmas

BY JD WIKER

A 1st-level scoundrel gets a +5 bonus to his Diplomacy skill checks for buying or selling illicit goods—but Diplomacy isn't a class skill for scoundrels! It's the same with a fringer's Jury-rig and Repair skill checks. Is this intentional?

Yes. For a fringer, the point was to stress the lack of technical training but offset it with "tinkering." For the scoundrel, the skill list was already long, and we wanted Diplomacy to be the domain of the noble. In both cases, we provided a bonus to cross-class skills as incentive to take the skill (especially for a fringer, who can choose the Repair skill as one of his "Adaptive Learning" skills). Diplomacy can be used untrained, so it made sense to give scoundrels a +5 bonus for the situations at which scoundrels excel—haggling for contraband—and leave real Diplomacy to the nobles and diplomats.

The rulebook seems to indicate that a character can never be higher than 20th level. Is that really the upper limit?

For the purposes of the rulebook, yes. By the time a character reaches 20th level, she will have done nearly everything there is to do in the universe, and challenges that interest her will be few and far between—well beyond the scope of the rulebook to describe. It's possible that future supplements could detail rules for high-level play in the *STAR WARS* galaxy.

I'm thinking of taking "Jedi" as a profession skill. Does that make sense? For that matter, what counts as a "profession?"

The Profession skill is better used as a backup vocation, rather than a reflection of what your character does. Profession reflects having learned the ins and outs of a type of job—lawyer, doctor, waiter, teacher, or what-have-you. The skill allows you to determine how much money your character makes at that pro-

fession for a week's work. Unfortunately, it's not exciting work—even for a Jedi—and going out and being heroic should be your character's goal.

If you take your class as the type of profession for the Profession skill, it reduces your character's exploits to a once-per-week skill check to determine whether or not he earns his keep. Unless your Gamemaster is particularly detail-oriented, you shouldn't have to worry about such trivia. Your job as a hero is to go out and save the galaxy, not to prepare legal briefs, give physicals, serve salads, or grade exams. Unless you really want to roll a die to determine whether your Jedi has meditated to the satisfaction of the Order this week, skip taking Profession (Jedi).

Can I use Heroic Surge to act before my action comes up in the initiative order?

No. On your turn you can use the partial action from Heroic Surge immediately before or after your regular action. If you want to "act out of turn," you must delay your action from the previous round.

I was going over the sample droids in the book, and I've noticed that their skill points don't add up correctly. Am I missing some important rule about droids?

Unlike other entries in the book, droids' skills are listed as their base ranks in the skill—not as the rank plus ability modifiers plus miscellaneous modifiers. This was done because a droid's skill ranks are reprogrammable (see page 286 of the core rulebook); you can swap out ranks in one skill for ranks in another skill, giving a protocol droid ranks in Pilot, for example. The intent was to avoid having to subtract abilities score and other modifiers before determining how many ranks could be exchanged.

Speaking of droids, what purpose do the shields serve on a destroyer droid? They don't seem to affect its Defense at all.

What do they do?

The shields on a destroyer droid function only when the droideka is in walking mode. They are generated by a starship-class fusion engine housed in the bulb at the juncture of the destroyer droid's legs. The power output is so high that the shields recharge instantaneously (unlike a starship's shields, which cover a larger area and take a while to recharge).

So, rather than providing shield points (as with starships), the shields on a destroyer droid provide the droid's damage reduction (DR), as noted in the Special Qualities (SQ) portion of the destroyer droid's stat block. Whenever the destroyer droid is damaged, the shields stop the first 15 points of damage, with the remainder overpowering the shields and inflicting damage to the droid. The shields then instantly return to full strength—powered by that limitless fusion engine—before the next shot can land.

When you spend a Force point, you get a bonus to d20 checks for the next round until you act again. Do you roll separately for each task?

No. Roll once when you spend the Force point, and note the total—and at what point (the initiative number) you spent the Force point. This is your Force die bonus. Until that same initiative number in the next round, you'll add that number to the die roll whenever you roll a d20.

In order for my character to switch to a Force-using class, I have to purchase the Force-Sensitive feat instead of gaining it automatically, like a 1st-level character does! Why this restriction?



The penalties for changing classes are minor, so if a character can gain the Force-Sensitive feat just for multiclassing to a Force-using class (even for one level), a lot of characters would pick up a level or two of Jedi guardian to gain the free Force feats. That would make Force-users a lot less special. Insisting that the character use a feat to become eligible for a Force-using class is a way of making the player consider how important using the Force is to his hero.

It doesn't make sense that I can suddenly become sensitive to the Force just because I picked up the feat during my adventuring career. Shouldn't I have to take the feat at 1st level or not at all?

The GM could impose that restriction, but that limits players' freedom of choice, which is never fun. You could easily rationalize that the hero always had some latent ability with the Force that never surfaced until she took the Force-Sensitive feat. A GM could even build the hero's burgeoning awareness of the Force into the adventures—prompting him to seek training.

How can a character in the Rebellion Era just become a Jedi after 2nd level, without any Jedi around to teach him?

The GM can handle this in a number of different ways, but the important thing is to make it fun for the players. The GM could rule that without a teacher, a character can never gain more than one level of Jedi; conversely, the GM could treat all Force skills as cross-class skills, even if the character has the Alter, Control, or Sense feat prerequisite. (Of course, the character could still purchase Empathy, Enhance Ability, and Friendship as class skills.) If that's too daunting, the Jedi hopeful could go on a quest to find a Jedi Master or infiltrate a villain's stronghold to obtain a long-lost Jedi holocron.

Can non-Force-users gain Dark Side Points?

Yes, they can. Keep track of such a character's Dark Side Points in case they ever purchase the Force-Sensitive feat. After

all, becoming sensitive to the Force does not wipe clean a character's moral slate.

It looks to me like the Move Object skill is open to all kinds of abuse. Why can't I just nudge someone out of an airspeeder moving at high speeds over rocky terrain, or switch off their air supply while they're in an environmental suit? Just how fine of a control does Move Object have, really?

Move Object looks powerful at first glance, but when you look at the rules in the context of the uses we see in the movies, the intent becomes fairly clear: Move Object lifts and moves objects. It doesn't allow you to operate fine instruments as though you were holding them in your hands. You couldn't switch on a lightsaber and have it "fight for you" while you do something else, for instance. The control isn't that fine.

That still doesn't address the question of throwing people out of open hatchways or dropping them into smelting pits or whatever. Assuming the target can grab hold of something, the GM should allow the target a Reflex save to avoid being thrown around, with a DC equal to the Force-user's Move Object check—and the GM should probably allow the target to add a positive Strength modifier to the save. Of course, the odds of being able to hang on against the full power of the Force are fairly slim. Force Defense can help if the target is a Force-user—and two can play at that game. With a high enough Move Object check, a Force-user thrown from a great height can simply float gently to the ground.

A Jedi character in a recent game session I ran got into a series of incidents that culminated in him using a heavy blaster mounted on a vehicle to wipe out a squad of local soldiers who were detaining his companions. He said he was acting out of self-preservation, arguing that were he captured, the Jedi-hating soldiers would execute him. So I gave him a Dark Side Point, but he said he shouldn't get one. What do you think?

Ah, Padawan . . . the will of the Force is never easy to know. While we'll explore this concept much more thoroughly in *The Dark Side* sourcebook, the best way to measure evil intent is to determine whether there was ever a moment when it became clear that there was no point in killing any more of the soldiers. In some situations, that point occurs very early—the character might have convinced the soldiers, for example, that "these aren't the people you're looking for" (using Affect Mind or plain old Bluff). At other times, that point never comes—the opponent fights to the death and refuses to yield or run away.

But if that point came—and the player clearly recognized it—then carrying on afterward was overkill. Overkill is almost always a sign of either hatred or fear, both of which are clearly of the dark side. But, before you decide that the character acted improperly, consider whether he had less drastic means of subduing the soldiers. If there's any doubt in your mind (and the player might present a very convincing case), don't award the Dark Side Point—but make it clear that you'll be examining the character's motives for the next few sessions. If he's trying to play within the spirit of the Jedi, then he won't do anything questionable during that time, and he'll have proven his character's "innocence."

Does a character still get Dark Side Points when doing something evil if he doesn't spend a Force Point in the process?

Oh, yes, young Padawan. The dark side is always watching—whether a character calls on the Force or not. When a character does something evil, the dark side has found a way in, and it doesn't matter that the character hadn't opened himself up to the power of the Force. ☒

Got rules questions? Send them to:

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ROGUES GALLERY

03: Tree-Huggers

ILLUSTRATED BY DAN VEESENMEYER

Rogues Gallery is a recurring feature that shows character portraits around a theme. Each portrait is sized to fit in the "character illustration" box on the back of the STAR WARS character sheet. Players can use the portraits as depictions of their heroes, and GMs can use them as characters for the heroes to encounter. Have you got a theme you'd like to see in *Rogues Gallery*? Let us know!





Deep Spoilers

*BY RYDER WINDHAM
ILLUSTRATED BY OLE SØRENSEN*



A Gungan danced at the starting line, frantically waving a fan of translucent opee fins. The crowd roared within the great bubble of the Otoh Gunga Garden, muting the engines of thirty-two bongo subs as they blasted out of their pens and gurgled onto the water track.

The Otoh Gunga Challenge was open to anyone with a single-engine sub that could achieve a speed of at least 100 longos, fast enough to outrun a klaa fish on its best day. Weapons were not allowed, and military subs were prohibited unless they had been decommissioned. Beyond that, the rules were as wide open as an opee's eyes.

The contending subs had varied designs, but all were rigged for speed. Some were organically engineered monobubbles, with single hydrostatic field canopies to protect the cockpits. Others were the more prevalent tribubbles, with their port and starboard compartments sealed and flooded. This left the "blinded" sub with only the forward cockpit bubble, enabling the power unit to direct more energy to the electromotive field generators. Some cockpits carried three Gungans, but most contained a single pilot.

The bongos sped out of the launch pool and into the half-kilometer-long water-filled race tube that wrapped around lower interior of the Otoh Gunga Garden. The race tube led to a portal that emptied into Lake Paonga, where the race would continue. Commanding the early lead was the *Opee Fleeer*, a decommissioned military sub with a crew of three. Compared to the sleeker designs, it was a cumbersome vessel that needed to slow down to make the sharper turns, but its breadth made it difficult for other subs to pass it in the narrow race tube. Pursuing the *Opee Fleeer* were three blinded monobubbles piloted by Tup Tup Grizbain, Friggy Squig, and Zak "Squidfella" Quiglee. After them came the purple custom-grown monobubble bongo helmed by Brooboo Seep, the oldest pilot in the race and favored by many on the Rep Council.

The first five subs tore through the portal and into the dark waters of Lake Paonga. Spectators in Otoh Gunga Garden quickly redirected their eyes to the large orb-shaped monitors suspended from the arena bubble's ceiling, but others kept their gaze on two subs that were still heading for the portal, operated by Spleed Nukkels and Neb Neb Goodrow.

Humming to herself as she weaved past a broad-bellied bongo, Spleed Nukkels felt downright cozy in her blue blinded monobubble, with its distinctive elongated forward diving plane. Her wake flipped the broad-bellied bongo into a roll, spinning it toward the green, custom monobubble bongo hounding her tail. In the green bongo, Neb Neb Goodrow was chewing on a stick of gimer bark. Neb Neb's bongo had a bulked-up engine with rotating, clipped electromotive fins that allowed for tight turns. Certainly it was not the design of these two bongos that captivated spectators; rather, it was the reckless manner in which the two Gungans steered them.

As Spleed and Neb Neb accelerated through the race tube, other bongos got out of their way. By the time they reached the portal for Lake Paonga, they were traveling side by side and had left a dangerously churning wake behind them. While the trailing bongos slowed to navigate through the swirling bubble trail, Spleed and Neb Neb bolted after the leading subs.

Early in their racing careers, Spleed and Neb Neb had been accused of collusion by their competitors. Working together to ram or drive other bongos off course was not allowed in any official competition. These accusations ended after race officials reviewed recordings of the two in action, and determined that Spleed and Neb Neb were indeed competing against each another. The problem was that they weren't competing with anyone else. As Spleed had been widely quoted, "Mesa racen Neb Neb Goodrow. Everybody else just inda way."

Not surprisingly, several bongo racers had submitted requests to have Neb Neb and Spleed banned from the sport. The common gripe was that they were too reckless, that they had given the sport a bad name. Squidfella Quiglee stressed that unless officials revised the rules of the game, it was only a matter of time before Neb Neb and Spleed's breakneck antics got somebody pasted. Responding to Squidfella's accusations, Spleed commented that any racer who worried about getting pasted should stay at home. Neb Neb laughed, adding, "Squidfella's got mesa un Spleed all wrongo. Mabee wesa lookee reckless, boot it taken a lotta skill to blast past da otter racers un let dem live."

Squidfella Quiglee had gone so far as to file official charges, cosigned by his fellow whiners, Tup Tup Grizbain and Friggy Squig. Unfortunately for the disgruntled trio, the charges were tossed out by the Gungan race commissioner and never reached the Rep Council.

The *Opee Fleeer* maintained its lead and was the first bongo to reach the buoy making a confident, wide turn before heading for the next transport tube, a floating construct tethered to the lake floor. The tube had a larger diameter than the one in Otoh Gunga Garden, and its five-kilometer length spiraled downward along the continental slope to the water-filled underwaterways below Lake Paonga. Dozens of orb-shaped *remote-seein* devices floated beside the transparent tube, ready to broadcast images of the race to the spectators in Otoh Gunga Garden.

With a great burst of speed, the *Opee Fleeer* shot into the transparent tube, followed by Squidfella, Tup Tup, and Friggy. Seconds later, Brooboo Seep's bongo entered the tube. Brooboo had his eyestalks trained on the tail of Friggy's craft when Neb Neb's green bongo shot underneath him, its wake propelling Brooboo toward the tube's ceiling. Brooboo pushed down hard on his controls, sending his craft into an angled dive. Spleed's blinded monobubble soared over his canopy and forced him to execute a tight roll to avoid collision. As Brooboo straightened out and watched Spleed's blue bongo zoom ahead of him, he realized he was holding his breath. He sucked in some air,

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briefly wondered whether he should retire from bongo racing, then stomped on the accelerator.

Spleed shot past Neb Neb and came up fast behind Friggy. She did not have to look at her navigation sensor field indicator to know that Neb Neb was right behind her and would try to overtake her before reaching the end of the tube. Even if she had looked at her sensor, it would have been little use, since it was still broken from the *last* race. In front of Spleed, Friggy was maintaining a long twisty, steering his sub through a controlled roll in an effort to prevent Spleed from passing him.

"Tube hog," Spleed muttered, then sped forward, aiming for Friggy's fins.

Seated in his spectator box in the Otoh Gunga Garden bubble, Boss Nass grinned as the bongos—visible on the Garden's large monitors—careened through the race tube in Lake Paonga. However, the ruler of Otoh Gunga was not looking at the monitors but at the gathered crowd. Naturally, many of them were, like himself, Gungan bongo racing fans, but there was also a new element to the audience.

Tourists.

And not just the human population of Naboo, although they were well represented in Otoh Gunga Garden that night. Boss Nass had to admit that he would have had difficulty distinguishing one humanoid species from the next were it not for their clothes. In his eyes, the Naboo dressed better.

Since the Battle of Naboo, word had spread of the courageous and resourceful people that had crushed the Neimoidian Trade Federation. Although Boss Nass was immensely pleased and proud of his alliance with the humans of Naboo, he was even more delighted by the countless representatives of Republic planets who had contacted him personally, requesting visits to Otoh Gunga and audience with the Boss who commanded the Grand Gungan Army. With great discretion, Boss Nass had asked around about whether Theed had received as many requests from *outlanders*. If the information he had gained were true, Otoh Gunga was definitely the more popular destination.

As it *showdabe*, he thought—and without any malice whatsoever to the brave citizens of Theed.

Theed was a city rooted in soil and exposed to sky, like so many other cities on Republic worlds. Otoh Gunga, on the other hand, was mysterious. Far below the surface of Lake Paonga, Otoh Gunga was unaffected by clouds or starlight, representing the most advanced underwater civilization in the known galaxy.

Boss Nass narrowed his eyes and surveyed the crowd. He recognized some of the more distinctive alien species, including contingents from Duros and Moonus Mandel, who waved penants that displayed the names of their favorite racers. It seemed that everyone had been caught up by Bongomania.

Boss Nass noticed one of his advisors, Rep Teers, hopping up to his box. Rep Teers leaned close to Boss Nass and said, "Da Ithorian ambassador sayen dat da Otoh Gunga Challenge is mure exciten dan da Podracen on Malastare!"

Boss Nass grinned. He did not know anything about Podracing, but if the Ithorian ambassador thought it was inferior to

bongo racing, that was good enough for the Boss.

Suddenly the crowd gasped, and Boss Nass followed their collective gaze to the monitors. "What gooie-on?!" Boss Nass demanded. "Where da replay?"

Boss Nass had missed a crash in the race tube.



"Ouches," Neb Neb Goodrow commented as he steered deftly past the wreckage of Friggy Squigg's bongo, just before the organic race tube—engineered to eject slow-moving objects—opened at the side and spat the demolished sub and its seething pilot into Lake Paonga.

Neb Neb wondered, *What was dat lame-noggin tinken?! Any-one who perpetrated a twisty in front of Spleed Nukkels was about as stupid as ... well, Neb Neb was at a loss for an appropriate metaphor.* Sometimes, Neb Neb suspected that Spleed lived to teach painful lessons to show-offs like Friggy. The instant Spleed's extended diving plane had tapped Friggy's fins, she threw her sub forward and pulled up sharply, forcing his fins back against the underside of her bongo. Friggy might as well have steered into the side of the tube on purpose.

Distracted by Friggy's lack of brains, Neb Neb almost did not see Brooboo Seep creeping up along his starboard side. Neb Neb wagged his side stabilizers, which alarmed Brooboo and made him slow down, then sped after Spleed's bongo.

Spleed was right behind Squidfella Quiglee and Tup Tup Grizbain, who were swerving along the interior of the tube, apparently working together to prevent Spleed from slipping past. Neb Neb dropped below Spleed and maneuvered into a narrow opening between Squidfella and Tup Tup's bongos. Neb Neb heard his engines whine as he swooshed between his rivals and was swept up in the wake of the *Opee Fleeer*, which was nearing the race tube's exit. As the *Opee Fleeer* approached the mouth of the tube, Neb Neb deftly hurtled past the larger sub and maneuvered in front of it, then swerved out of the tube and into Lake Paonga.

The *Opee Fleeer* hit Neb Neb's hard wake, shuddered, and slowed. The over-eager Tup Tup slammed into the larger sub's stern, nearly pulverizing both bongos. Squidfella frantically steered his bongo past the disabled vessels and miraculously exited the tube without damage.

Spleed shot from the tube after Squidfella and Neb Neb, stealing a glance to check on the other racers. She spotted Tup Tup, who had abandoned his damaged bongo and was rising up to the surface in his escape bubble. Then she locked eyes on the cockpit of the *Opee Fleeer*, in which three irate Gungans seemed on the verge of strangling one another.

Spleed steered through an open crevice and plunged into the dark depths. She caught sight of Squidfella's navigational lights and chased his bongo, gliding past a school of luminescent fish. Spleed couldn't spot any remote-seein devices in the crevice, but a moment later she saw why: An electric kreech eel was chomping on the last one—quite a disappointment to the eager spectators back at Otoh Gunga Garden.

The eel ignored her, so Spleed accelerated and came up alongside Squidfella's bongo. Perhaps Squidfella had noticed that the remote-seein' devices had been eaten, or maybe he was frustrated with Spleed's tenacity. In any event, without any spectators watching over him, he smiled at Spleed, swung his bongo to the side, and rammed her hard.

Spleed gritted her teeth but kept her composure, swerving in front of Squidfella. Up ahead, she saw Neb Neb's bongo angling through the cavern. Squidfella rammed her again. This time Spleed slowed down, figuring that she would let the goon pass her, but then felt Squidfella's bongo slam her a third time.

He wasn't passing.

Spleed flashed her navigational lights three times at Neb Neb, signalling him that she was in trouble. Traditionally, racers used the signal to warn others of dangerous beasts, but under the circumstances, the signal seemed in order. Squidfella slammed her bongo again, shorting her lights. Spleed didn't want to be anywhere near him, but she didn't much like the idea of flitting about in the cavern without lights. Fortunately, she still had engine power. She tightened her grip on the controls and sped after Neb Neb's sub, with Squidfella chomping at her fins.

She lost sight of Neb Neb's sub, the only light source coming from Squidfella's bongo behind her. She threw her sub into reverse and bounced off Squidfella's hull.

Bright lights appeared from behind a jagged outcropping of volcanic rock up ahead. Spleed could see Neb Neb's bongo. He had seen her signal after all and turned about. Neb Neb sized up the situation in an instant and headed for Squidfella, aiming his forward diving plane at Squidfella's cockpit canopy. Squidfella's eyes went wide as his rival's diving plane pierced one of the canopy braces. Spleed spun around in time to see the momentary collision, a flash of light, and the look of horror on Squidfella's face as water sprayed him through cracks in his canopy.

While Squidfella tried to secure the canopy and halt the leak, Neb Neb and Spleed gazed out through their own hydrostatic canopies to see Brooboo Seep tooling through the open water in their direction.

Spleed's navigational lights came on, as if on cue. She smiled and stuck her tongue out at Neb Neb, and then both took off, leaving Squidfella with his sinking sub.

Brooboo Seep's purple bongo was now in the lead, followed by Neb Neb and Spleed. Brooboo emerged from the crevice, returning to Lake Paonga, then skirted around a marker buoy and headed for an underwater mountain. The racers veered toward a narrow, rock-walled tunnel cut through the base of the mountain that would take them back to Otoh Gunga Garden and the finish line.

Neb Neb and Spleed cleared the crevice and chased after Brooboo. The three submersibles knifed through the deep water, racing over the mountain's foothills and toward the passage. Several remote-seein' devices bobbed around the tunnel's entrance.

Neb Neb's sub lifted and rolled. The daring Gungan felt his long earlobes flop against the ceiling of his upside-down bongo's canopy, and he stomped on the accelerator. The roll was a deliberate, perhaps even clever attempt to make an inverted pass over the Brooboo's bongo and gain the lead. There was only one problem with Neb Neb's tactic: Spleed was attempting the exact same maneuver.

The collision was spectacular. There was a loud *whummf* as a bright spark flared between Neb Neb and Spleed's bongos, which had swung directly over Brooboo Seep's sub, and an explosion of bubbles spilled outward in all directions. The blast pushed down on Brooboo's bongo, tearing at his sub's rotating fins and causing him to swerve, but Brooboo held his course.

Neb Neb and Spleed were less fortunate. Spleed's forward diving plane had been sheared off, Neb Neb's starboard buoyancy tank had ruptured, and both subs were spinning toward the jagged cliffs of the underwater mountain. As Brooboo vanished into the tunnel's dark orifice, Neb Neb and Spleed

The collision was spectacular. There was a loud *whummf* as a bright spark flared between Neb Neb and Spleed's bongos.

punched their respective ejectors, and both pilots—still contained within their hydrostatic cockpit bubbles—were catapulted, seats and all, away from their subs. A split second later, their bongos crashed into the mountain, spraying debris across the lake floor.

The two ejected bubbles carried their occupants up from the depths, rising with a current that flowed past the side of the mountain. The bubbles were close enough that Neb Neb and Spleed could see each other, and they exchanged knowing glances. Having crashed in previous competitions, they could easily anticipate what would happen next. They would have to face their sponsors, who would no doubt be angered at the loss of the expensive bongos. Then there would be the outcries from the sport's critics. Dubbed by bongo racers as "fun-boggers," these were the clean-up squads and safety consultants, conservation groups and concerned parents, all of whom would be relieved and delighted were bongo racing abolished.

Despite these concerns, both Neb Neb and Spleed took certain comfort in one additional bit of knowledge: They were famous. By the next Otoh Gunga Challenge, some race enthusiasts would have to consult a datapad to recall that Brooboo Seep had claimed the last trophy, but nobody would forget the incredible crash and the two Gungans who had survived it.

Neb Neb and Spleed's hydrostatic spheres broke the water's surface, and the Gungans squinted at the brightness of the daylight sky. They deactivated the upper half of their spheres, leaving each of them sitting in a transparent saucer. Although neither had won the race, both had survived, which was reason

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enough to perform their post-race ritual. As they were rocking with the waves in their floating hemispheres, the ritual's degree of difficulty was increased greatly, but both believed that to forego the ritual would almost certainly bring bad luck.

Neb Neb and Spleed faced each other, nodded once, then spoke simultaneously: "Mayda bubbles always bees behind yous." Then they cocked back their necks, hawked, and spat high into the air. With some satisfaction, they watched the twin gobs of saliva arc over the water and collide with a stomach-churning splat. Their aim was true and their good luck was intact.

Or so they thought.



"Yousa revoked uss-ens bongo licenses?!" exclaimed Spleed, who stood beside Neb Neb in the Otoh Gunga office of the bongo race commissioner, Cova Burmooze. Hearing the words "revoked" and "licenses" in the same sentence, Neb Neb looked like he was about to fall ill. It was bad enough that Cova didn't believe a word they'd said about Squidfella Quiglee. It was even worse that Squidfella's bongo had been found empty in the crevice, and that no one had seen him since the race. Even worse was the fact that Neb Neb and Spleed were widely suspected of having killed Squidfella in the crevice. But now, having their licenses revoked . . . well, that was the very worst indeed.

"Da Rep Council," Cova informed the devastated pair, "also suggest-ed yousa showdabe thrown inda lock-up place until wesa know Squidfella Quiglee isa live, boot Boss Nass say dare gotta be mure evidence. Still, a lotta Gungans isa callen youse deep spoilers, un a lotta elders isa pitty irate wit yousa for boomin yousa bongos into da mountain."

"Dey wowdabe mure heppy if wesa got pasted?" Neb Neb asked with genuine concern, unphased by Cova's remark about "deep spoilers." Neb Neb and Spleed had heard that one before.

Cova shrugged. "Da elders say da moutain is sacred."

"Sacred?!" Spleed sputtered. "Wesa broken no rules! Wesa no da ones dat putta tunnel through dat mountain! Since when is dare no crashen law in an official bongo race?"

Cova ignored Neb Neb's remarks. "Yousa duey crash-ed at da wrongo time. Da Rep Council gotta complaints about bongo racen. Some sayen too noisy, some sayen too messy, some sayen possible maxibad gamblin and corruption—"

"Gamblin and corruption?!" echoed the racers.

"Dat's right," Cova said, and his fixed gaze carried a hint of casual suspicion. "Dare's some sayen dat you duey throwen da races un crashen . . . on purpose."

The accusation hit Spleed and Neb Neb like a blast of hot air. Eyes wide and earlobes tensed, Spleed protested, "Yousa tink sumbotty payen uss-ens to crash? Den yousa tell me whosa dat sumbotty is, causen mesa wanten to see dem clams!"

Before the race commissioner could respond, Neb Neb held out his hands, palms exposed. "Lookee, Cova," he said. "Wesa got nutten to hide. Yousa wanna investigate uss-ens? Do it."

Cova drummed his thick fingers on the top of his desk. "Yousa

tellen mesa dat yousa always rilly racen to win?"

"Absolootly!" Neb Neb answered without hesitation. "Wesa nebber competen to lose!"

"So all-n yous crashes . . .?"

"Axadentes happen," said Spleed.

Apparently skeptical, Cova said, "Axadentes, huh? What if some say both-n yous no lucky un clumsy?"

"Haw!" Neb Neb laughed. "Wesa da luckiest un da moto skilled too! If wesa no lucky un clumsy, how comen wesa still breathin, standen hair in yous office, instedda maken liken fish food?"

Cova clapped his hands together and smiled. "Yousa lucky, all right. Boss Nass liken bongo racen, un tink yous duey is good sports. Dat's why he talkie tooda Council, un tell dem dat youse only ganna get a short suspension."

"How longo is a *short* suspension?" asked Neb Neb.

Cova grinned. "Mesa tink youse be back in da races just as soonest yousa do Boss Nass a favor."

Spleed gulped. "A favor? For da Boss?"

"Dat's right," said Cova. "It involves hisen old heyblibber."



Major Fassa met Captain Tarpals in front of a crowded restaurant bubble that adjoined the City Bigspace. Fassa wore a civilian outfit and could not help but frown when she saw that the kaadu patrol chief was still in uniform. "Yousa worken over-time," she said.

Tarpals nodded. "Sumptin come up."

"Seems liken sumptin always comen up. Any word about Squidfella Quiglee?"

"No yet," Tarpals replied. "Patrols still lookee for him."

Fassa noticed that Tarpals was carrying a small rolled scroll, and asked, "What's dat?"

"A message from Boss Nass. My have to take it to Lob Dizz."

"My take da message to Dizz for yousa," Fassa offered.

"Tanks," Tarpals said as he handed the scroll to Fassa. "Boot firstest, let's take-a walk."

Leaving the restaurant bubble, they entered the City Bigspace and stepped onto the Grand Walkway. In every direction wandered hundreds of tourists. Many of them were first-time visitors to Otoh Gunga, and several were clearly neither Gungans nor Naboo. In the aftermath of the Battle of Naboo, the ambassadors of other Republic planets had taken a keen interest in Naboo culture, Otoh Gunga in particular. At the sight of two humanoids exchanging a long kiss before a Gungan ceremonial fountain, Tarpals winced.

"Da tings some people do in public," Tarpals commented.

"My tink daza honeymoonen," said Fassa.

"Honeymoonen?" said Tarpals. "What's dat?"

"Mesa nut surr," Fassa said, "boot mesa hear talken. Word is dat *outlaunders* tink dat Otoh Gunga is 'good place for honeymoonen.'"

Tarpals stole a quick glance back at the kissing couple, who remained locked in a tight embrace. "My wonder if dat meanen

honeymoonen is no good in otter places. Mabee some places it even illegal."

Fassa stopped walking and said, "What gooie-on, Tarpals. Yousa tryen to tell mesa sumptin?"

Tarpals gazed into Fassa's eyes, then looked away. "Tings is changen too fast in dis city," he said at last. "At firstest, mesa tink dat some change is good. Bein friends wit da Naboo seem-ed liken good ting, un still seems liken a good ting. Boot all dese otter beings . . . Fassa, daza drivin mesa nutsen."

"What?" Fassa said, surprised by Tarpals' admission.

"Moto of dem is okeyday," Tarpals continued. "Boot some . . . dey bringen dair own food un talkie-ways. Dey traden garments wit uss-ens, boot dair garments isa no good for wearin under-water. Dey comen hair to get a lookee round, boot dey no learn da local laws or customs. Dey walk where dey no supposed to walk, un mesa tinks dat some of dem been swipen locap plants." Tarpals shook his head.

"In otter words," Fassa interjected, "Yousa confound-ed becausen some *outlanders* got no respect for uss-ens culture?"

Tarpals nodded.

Fassa beamed. "Den yousa no avoiden mesa becausen mesa uncle is Boss Nass?"

"What?" Tarpals gasped, lifting the lids of his eyestalks. "Doan be ridiculous. Mesa beyond all dat." Then Tarpals looked past Fassa's shoulder and said "Uh-oh."

"What yet?"

"Duty callen," Tarpals snarled as he moved away from Fassa. "Dat honeymoonen couple just climb-ed into da ceremonial fountain."

Fassa watched Tarpals walk toward the soaking couple, then looked down at the rolled scroll in her hand. Deciding that she didn't want to wait around for Tarpals, she turned to exit the City Bigspace and headed for Lob Dizz's laboratory bubble.



Lob Dizz was one of the most respected engineers in Otoh Gunga, especially for her expertise with bongo propulsion systems. She was passionate about her work, and most of her assignments were official jobs for the Otoh Gunga Transit Authority or Grand Gungan Army. Her current project was more personal in nature; Boss Nass had asked her to see whether she could do something with the engine to his old heyblibber, the luxury sub that had been totaled by Jar Jar Binks.

Specifically, Boss Nass wanted the heyblibber's engine restored and installed into a tribubble racing bongo. He also had some specific ideas about the bongo's design, insisting on the input of a pair of racers. Lob Dizz had agreed, but when she had learned that the two racers were Spleed Nukkels and Neb Neb Goodrow, she immediately wondered whether Boss Nass were trying to punish her.

Lob Dizz heard rumors that Spleed and Neb Neb might know something about the disappearance of Squidfella Quiglee, but

she didn't believe them. In all fairness, she liked Spleed and Neb Neb. She had dealt with them in the past and had employed them as test pilots, but that was before their recent string of crashes. Although Spleed and Neb Neb had never damaged any of Lob Dizz's prototypes, their reputation as crash survivors did not inspire much confidence.

As the engineer watched Spleed and Neb Neb at work in the sub pen that neighbored her laboratory, she figured that Boss Nass might not be trying to punish her after all. Perhaps the Boss intended to use the pair's cleverness and teamwork in more productive ways. The two racers had thrown themselves into their assignment with great enthusiasm and had offered several good ideas for increasing speed and navigational control. The main problem was working with the heyblibber engine itself, as the power unit had been originally engineered for a sub that had been quite a bit larger and longer than a typical bongo. Instead of being frustrated by the challenge, Spleed and Neb Nebb were thrilled by it.

With some satisfaction, they watched the twin globs of saliva arc over the water and collide with a stomach-churning splat.

"Pliz hand mesa dat flik-tweezer, Spleed," Neb Neb said from his station atop of the bongo, just behind the cockpit, where he was trying to tighten a brace on the sub's main hydrostatic field generator. The new bongo was floating in the sub pen's central work-pool, and Spleed stood in the water at the bongo's port side. Spleed passed the tool up to Neb Neb, who commented, "Dis bongo is ganna rip da slippity come next blur-spin."

"Mure dan dat," Spleed responded as she broke off a fresh rod for the sub's port trim control oil cyclers. "After wesa snap da snout un shave da flippies, dis swimmer's ganna do some bombad plorkscrewen dat'll leave da fun-boggers cryen dry!"

Lobb Dizz closed her eyes and shook her head, trying to purge the lingo-riddled banter from her skull. Except for the word "bongo," she couldn't fully grasp what they were talking about.

There was a heavy knock at the sub pen entrance, and Lobb Dizz turned to see a female Gungan under the arched doorway. "Major Fassal Mesa almos no reckonize yousa outta uniform."

"Mesa on short leave," Fassa said as she stepped forward and handed the scroll to Lobb Dizz. "Dis for yousa from Boss Nass."

Lobb Dizz unrolled the scroll, read the message, and sighed. "Da Boss wanten to take hisen new bongo for a test plunge tomorrow."

Fassa looked at the bongo floating in the pool and nodded at Neb Neb and Spleed. "So, dat's mesa uncle's newest toy, huh?"

"Toy?" Spleed said. "Wit all due rispict, Major Fassa, dis no toy! Dis bongo ganna make Boss Nass da Boss Nastiest!"

"Is ganna what?" Lob Dizz said with some alarm. "Yousa tryen to maken da Boss angry?"

Deep Spoilers

Neb Neb chuckled. "No worry, Dizz. Spleed no meanen da Boss ganna be angry. 'Nastiest' meanen no sluggin un sleepen, da exspeediest un moto maxi-bombad bongo on Naboo."

Lob Dizz looked at Fassa and asked, "Yousa know what daza sayen?"

"Sorta," Fassa admitted, and her tone revealed that she did not like the sound of it. If Boss Nass wound up owning the fastest bongo on Naboo, his head would swell so much that he would require a larger crown.

A squawk sounded from Lob Dizz's communications console and a voice barked, "Lobb Dizz, yousa dare?"

"Yep, my hair," Lobb Dizz said into the comm.

"Dis Wilk Nilkers of da Cleanup Squad," the voice bellowed. "Wesa gotta 'mergency. An *outlauder* at da Bigspace Hotel axadently flush-ed some boiled quench weed down a waste-pot, un now all da hotel's waste pipes is stuck shut."

In the sub pen, all four Gungans groaned. It was common knowledge that flushing even a small amount of boiled quench weed down a waste-pot would plug up the waste pipes for days. Not even the most simple-minded Gungan would do something so foolish.

"Lousy tourists," Lob Dizz grumbled into the comm. "My on mesa way." Lob Dizz grabbed her utility bag and headed for the doorway, then stopped, turned to Fassa, and whispered, "Pliz stay hair til mesa get back. My afraid if nobody watch dem, Neb Neb un Spleed is ganna taken da bongo out for a test run."

"Okeyday," Fassa said. She didn't have any other plans anyway. As she watched Lob Dizz leave, she caught sight of a large object gliding past the exterior of the laboratory bubble.

It was a military bongo. And Squidfella Quiglee was in the cockpit.



It hadn't been easy for Squidfella Quiglee to return to Otoh Gunga and evade detection after the race. It had been even more difficult to steal a military bongo from a Gungan Grand Army sub pen and locate Neb Neb and Spleed. But Squidfella was determined, and he knew his way around pretty well. He wanted to restore a good reputation to the sport of bongo racing by making sure that Neb Neb and Spleed would never compete again.

Squidfella had faked the call from "Wilk Nilkers of da Cleanup Squad" to get Lobb Dizz out of her laboratory bubble. From the military bongo, Squidfella peered across the watery expanse that separated him from the bubble and had seen Lobb Dizz grab her utility bag and leave. He had hoped that the other Gungan who had just arrived—a female whom he didn't recognize—would leave with Lobb Dizz, but when she stayed behind, all Squidfella could do was shrug. "Yousa win some ..."

Squidfella fired an energy torpedo squarely at Lob Dizz's bubble. "... and yousa losen some."



"Get down!" Fassa shouted as she hit the floor and rolled under a sturdy table. Spleed and Neb Neb flinched at Fassa's command and snapped their heads to look in her direction.

There was a loud explosion as the energy torpedo detonated against one of the bubble's utanode braces. The bubble's hydrostatic field flickered, and a brief, hard shower of lake water thundered down into the bubble's interior before the emergency generator kicked in and restored the field.

Soaking wet, Fassa sprang out from under the table. Neb Neb had been driven headfirst into the open cockpit of the bongo, and Spleed was cursing as she hopped out of the work-pool. Fassa looked out through the bubble's transparent walls, trying to locate the military bongo, but water was still fizzling against the re-energized hydrostatic field and she couldn't see a thing.

"What da boom-hey happened?!" Neb Neb shouted as he righted himself in the cockpit.

"Wesa under attack!" Fassa answered. "Wesa gotta get outta hair!" Eyeing Boss Nass' bongo, she asked with some urgency, "Dat ting worken or what?"

Neb Neb slid into the pilot's seat, punched the ignition, and Boss Nass's bongo engine roared to life. "Hop in," said Neb Neb as he quickly secured his safety harness.

Fassa and Spleed leaped up to the bongo and scrambled into the cockpit. Fassa had intended to take the navigator's position, but Spleed beat her to it and Fassa fell back into the roomy rear seat. A moment after Fassa activated the bongo's cockpit bubble, the sub pen was struck by a second energy torpedo, and more lake water came pounding down, hammering the hull of Boss Nass' bongo.

Neb Neb rotated the bongo so its nose pointed at the exit portal, then threw the sub forward, launching it through the gossamer sphincter and into Lake Paonga. Even though Spleed and Neb Neb knew the bongo would be fast, they were surprised when they felt their bodies press back into their seats. "Whosa tryen to paste uss-ens?" Neb Neb asked as he steered away from the lab bubble and the underwater city.

"Squidfella Quiglee got hisself a militia-bongo," Fassa replied.

"What-a weenee," Spleed commented as she scanned the sub's sensor screen, happy to have a working one for a change. A red dot was moving fast toward their position, and Spleed said, "Boomer-blip comen in speedest onda starboard."

Neb Neb steered the bongo into a steep climb, and Fassa looked out through the cockpit canopy, watching as an energy torpedo sailed under and away from them. As Neb Neb looped the sub back toward their attacker, he heard the torpedo explode on the lake floor. Outside the cockpit, the militia-bongo came into view.

Neb Neb headed straight for it.

In the Grand Gungan Army, Fassa was known for her unflappable calm under pressure. However, in all her experience, she'd never been in a bongo with Spleed Nukkels and Neb Neb Goodrow. Clutching the armrests of the rear seat, Fassa gasped, "What yousa doen?"

Neb Neb's voice was calm as he answered, "Squidfella's boren da daylights outta mesa."

The militia-bongo began angling to face the incoming sub, but its speed was no match for Boss Nass's bongo. Neb Neb rolled and sped for the militia-bongo's stern.

"Hang onto yousa thumbs," Spleed advised as she tightened her safety harness.

As per Boss Nass's instructions, the bongo's forward diving plane and skeletal structure had been heavily reinforced. Boss Nass had wanted the bongo to be extra durable as well as fast, and Spleed and Neb Neb had been happy to oblige.

With a bone-jarring impact, Neb Neb slammed into the rotating dome at the base of the militia-bongo's fins. The reinforced diving plane sheared through the dome, effectively separating the militia-bongo's fins from its body. Fassa glanced back through her cockpit canopy and saw the fins whip back through the water and smash into the militia-bongo.

Fassa was speechless.

"Un dat," Neb Neb said, "isa howta rilly take out da competition." He decelerated and circled back to inspect the damage. The militia-bongo and its severed fins were floating dead in the water. Squidfella was visible inside his cockpit, unconscious and slumped over the controls.

Happy to be alive, Spleed and Neb Neb turned to face each other and said simultaneously, "Mayda bubbles always bees behind yous." Then they hawked and spat.

In the back seat, Fassa said, "Yuck."

Wiping off his face, Neb Neb said, "Mabee da good-lucky ritual a no smart idea when wesa sitten so close."




Boss Nass was mortified when Lob Dizz informed him that her laboratory bubble was destroyed and his bongo was missing. But when Major Fassa returned and informed him of the details, the Boss was relieved that no one had been seriously injured. He was also delighted that his bongo had performed so admirably in the apprehension of Squidfella Quiglee.

For stealing the militia-bongo, endangering Major Fassa, and firing on Otoh Gunga, Squidfella was banned from bongo racing and sent to a remote correctional clinic. Despite all that he'd done, Neb Neb Goodrow and Spleed Nukkels bore him no grudge and hoped that proper counseling would eventually lead to his rehabilitation.

Although there was some protest from a few members of the Gungan Rep Council, Spleed and Neb Neb had their bongo licenses reinstated. Boss Nass referred to them as vital players in a sport that was drawing intergalactic attention, and he looked forward to seeing more tourists come to Otoh Gunga.

When Captain Tarpals learned of Boss Nass's plans to further promote tourism, he proposed that clearly posted warning signs—written in Basic—might keep the outlanders from getting into trouble. Boss Nass didn't much like the idea of warning signs all over Otoh Gunga and told Tarpals he'd think about it.

In their very next race, Spleed and Neb Neb survived yet another explosive collision. Their fans were hardly surprised, but delighted just the same. 

New Vehicles

Monobubble Racing Bongo

Craft: Modified Otoh Gunga Bonmeken Cooperative Monobubble Bongo; Class: Aquatic (submarine); Cost: 16,000 (used only); Size: Gargantuan (13.75 m); Crew: Expert +8 (1 pilot); Passengers: 2; Speed: 100 m (max. speed 300 km/h); Cargo Capacity: none; Altitude: n/a; Defense: -11* (-4 size, +5 armor); Hull Points: 25; DR: 5.

Weapon: None.

*A racing bongo provides full cover to its passengers.

Decommissioned Military Sub

Craft: Modified Grand Gungan Army Submersible; Class: Aquatic (submarine); Cost: 18,500 (used only); Size: Gargantuan (17.5 m); Crew: Expert +8 (1 pilot); Passengers: 3; Speed: 90 m (max. speed 275 km/h); Cargo Capacity: 500 kg; Altitude: n/a; Defense: -15* (-4 size, +9 armor); Hull Points: 50; DR: 10.

Weapon: None (energy torpedo launchers are removed from decommissioned subs).

*A military sub provides full cover to its passengers.

Boss Nass' Custom Bongo

In addition to the engine from Boss Nass's ruined heyblobber, his custom-built racing bongo also has a reinforced dive plane. When ramming other objects in its front firing arc, Boss Nass's bongo deals double damage and has an effective DR of 16.

Craft: Heavily Modified Otoh Gunga Bonmeken Cooperative Monobubble Bongo; Class: Aquatic (submarine); Cost: not available for sale; Size: Gargantuan (14.25 m); Crew: Unique (1 pilot); Passengers: 2; Speed: 115 m (max. speed 350 km/h); Cargo Capacity: none; Altitude: n/a; Defense: -13* (-4 size, +7 armor); Hull Points: 36; DR: 5.

*Boss Nass's bongo provides full cover to its passengers.

WHAT THEY CALLED ME

story and art - CRAIG THOMPSON
edits - DAVE LAND



OH, YEAH, I'VE DONE IT ALL.

SPELUNKING ON TATOOINE, ANGLING ON DAGOBAH, EVEN TOBOGGANING ON HOTH.

WHEN YOU'RE INDEPENDENTLY WEALTHY, LIKE ME, THERE'S NOTHING HOLDING YOU BACK.

THUS, IT WAS INEVITABLE THAT I'D CRUISE TO THAT RUGGED MOON OF ENDOR FOR A LITTLE COMMUNING WITH NATURE AND AN OPPORTUNITY TO DOCUMENT THE CULTURE OF THOSE EWOK SAVAGES.

IN THAT PRIMITIVE SPIRIT, I THOUGHT I'D "ROUGH IT," BRING ONLY THE BARE ESSENTIALS SO I'D BE FORCED TO LIVE OFF THE LAND.

BUT I IMMEDIATELY REALIZED THE IMPORTANCE OF CERTAIN PRACTICES FOR MAINTAINING A DEGREE OF DECENCY AND HEALTH, CERTAIN PRACTICES THE EWOKS HADN'T BEEN PRACTICING.

IN FACT, MY FIRST INTERACTION WITH THE TRIBE WAS ATTEMPTING TO CLOTHE THEIR "SHAME."

THEN CAME THE MATTER OF HYGIENE.

UNKEMPT BODY HAIR WAS AN OPEN INVITATION TO LICE, FLEAS, OTHER PARASITES, NOT TO MENTION, UNSIGHTLY DANDRUFF; SO I MANAGED TO AID A FEW IN THEIR GROOMING.



THEIR PAGAN RITUALS AND BELIEFS WERE TOO CREEPY--CERTAIN TO FRIGHTEN A CONSERVATIVE TOURIST MARKET.



AND THAT ABSURD TREE WORSHIP ONLY DISCOURAGED THE MOON'S POTENTIAL FOR A FLOURISHING LOGGING TRADE.



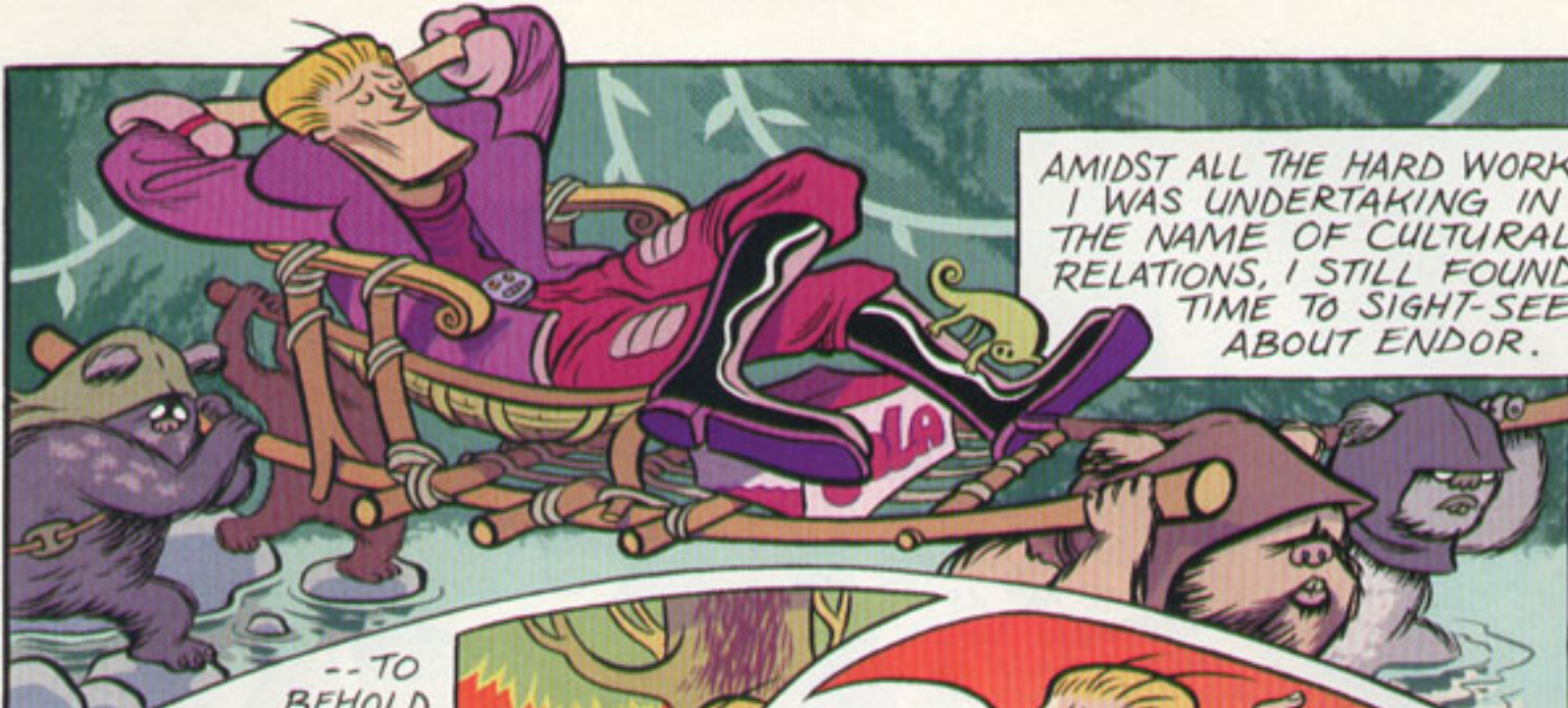
I HELPED CLEAR AWAY THE CLUTTER OF A SPOOKY, OLD WORLD RELIGION TO MAKE SPACE FOR A MODERN AND SANITARY FAITH.



AND LET ME TELL YOU, THOSE ISOLATED CREATURES WERE LIKE MOTHS --HUNGRY FOR THE LIGHT OF A NEW AGE.



--HUNGRY FOR THE TREASURES OUR CULTURE HAD TO OFFER.



AMIDST ALL THE HARD WORK I WAS UNDERTAKING IN THE NAME OF CULTURAL RELATIONS, I STILL FOUND TIME TO SIGHT-SEE ABOUT ENDOR.



-- TO BEHOLD THE WONDER AND MAJESTY OF ITS VIRGIN FORESTLAND,



BEAUTIFUL!

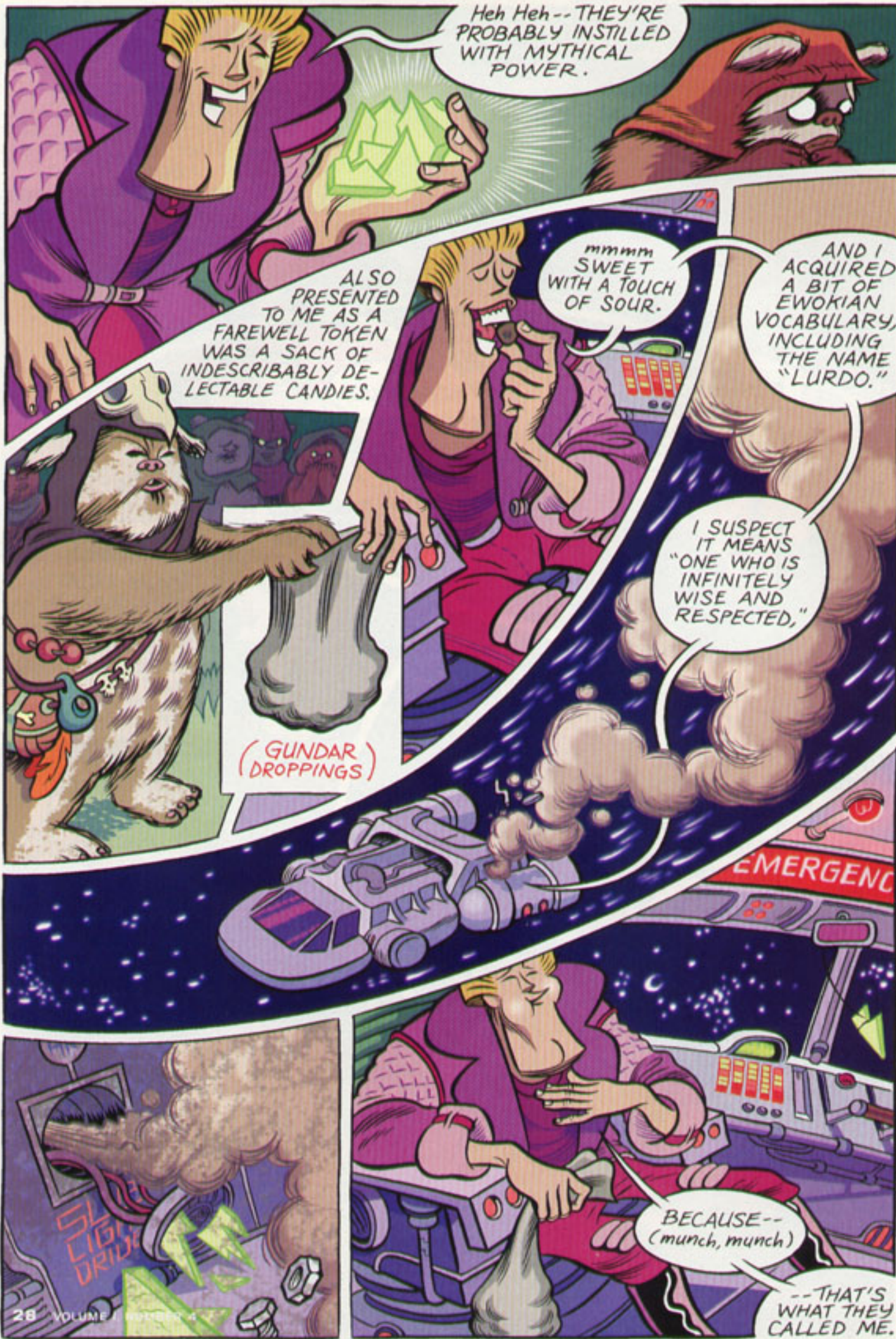


WHEN I'D SEEN ALL THERE WAS TO SEE (BELIEVE IT OR NOT, I CRAMMED IT ALL IN TEN DAYS), I FIRED UP MY STARSHIP TO RETURN TO THE HEAVENS, BUT NOT BEFORE SALVAGING A FEW ARTIFACTS.



THESE CRYSTALS, DELIVERED TO ME BY A PARTICULARLY SOLEMN SCOUT, WERE, NO DOUBT PART OF A RITUAL TO MOURN MY DEPARTURE.





Heh Heh-- THEY'RE PROBABLY INSTILLED WITH MYTHICAL POWER.

ALSO PRESENTED TO ME AS A FAREWELL TOKEN WAS A SACK OF INDESCRIBABLY DELECTABLE CANDIES.

mmmm SWEET WITH A TOUCH OF SOUR.

AND I ACQUIRED A BIT OF EWOKIAN VOCABULARY, INCLUDING THE NAME "LURDO."

I SUSPECT IT MEANS "ONE WHO IS INFINITELY WISE AND RESPECTED,"

(GUNDAR DROPPINGS)

EMERGENCY

BECAUSE-- (munch, munch)

--THAT'S WHAT THEY CALLED ME.

I CAN **TOTALLY** IDENTIFY WITH THE WOOKIEES' OPPRESSION;

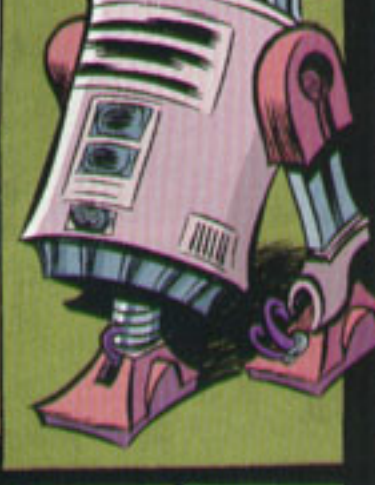
YOU KNOW, BEING KIDNAPPED AND SOLD AS SLAVES BY THE IMPERIALS...

I STUDIED FOR TWELVE YEARS AT THE MOST PRESTIGIOUS UNIVERSITY IN SEVEN SOLAR SYSTEMS,

AND IT WAS A LOT LIKE SLAVE LABOR.

THAT'S WHY I'M HERE, ON THE JUNGLE PLANET OF ... uh...

KASHYYUK



KWR
toE shine



ha ha I WON'T EVEN BOTHER TRYING TO PRONOUNCE **THAT** ONE, WHY ELSE WOULD I'VE BROUGHT A TRANSLATOR DROID? THE WOOKIEE DIALECT IS TOO AWKWARD AND RIDICULOUS-SOUNDING TO TRY TO LEARN.



ANYWAY, AS I WAS SAYING ... I REALLY IDENTIFY WITH THE WOOKIEE PLIGHT,



IN FACT, I FEEL THAT I HAVE WOOKIEE BLOOD IN ME.



I'VE EVEN LET MY HAIR GO TO DISPLAY MY "WOOKIEE SPIRIT."

AND I'VE BEEN SUBMERGING MYSELF IN THE CULTURE.

SO WHAT'S THIS WE'RE ABOUT TO EAT?

XACHIBIK BROTH





Whoah--NO THANKS. I BROUGHT MY OWN MUNCHIES, YOU KNOW WHAT I'M SAYING?

<But it is an INSULT to our family's grave if you turn down the food we offer.>

* WOOKIEE DIALECT



I LIKE TO STICK WITH SAFE NAME-BRAND FOOD.



<But this "name-brand" you speak of is not SAFE at all! It is produced entirely by CHILD LABOR. Wookiee children on the neighboring planet of KWOOKRRR—who are not yet old enough for their rites of passage—work their hands FURLESS in horrifying factories! It is a modern-day slavery!>



WHAT'S HE BARKING ON ABOUT?

HE SAYS, "This 'name-brand' is a symbol of our people's oppression."



ha ha HE'S JUST JEALOUS OF MY CRUMPS™!



Whoah--CAREFUL, KIDS. DON'T MESS UP MY "WOOKIEE SPIRIT".

SO SINCE I'M HERE FOR A COUPLE DAYS, I'D REALLY LIKE TO PARTICIPATE IN SOME SACRED AND ETERNAL WOOKIEE TRADITION. HOW DO I BECOME PART OF YOUR "HONOR FAMILY"?

HE SAYS, "You must harvest the silky strands from the heart of the CARNIVOROUS SYREN PLANT."

CARNIVOROUS? YOU MUST BE TRANSLATING INCORRECTLY!



WELL, THIS TRADITION MAKES ABSOLUTELY NO SENSE.

< You may use this RYK BLADE passed down through seven generations of my family. The engravings represent those who died defending our sacred city of RWOOKRRORRO. >




HUH? WHAT'S THIS? DON'T NEED IT, I'VE GOT A DROID, AFTER ALL.

gulp.







The Wildlife of STAR WARS: A Field Guide (available November 2001 from Chronicle Books) explores in breathtaking detail the flora and fauna of the STAR WARS universe. Illustrated by Terryl Whitlatch and written by Bob Carrau, this lavish tome takes you on safari to the farthest reaches of the galaxy, from the forest moon of Endor to the rolling dunes of Tatooine to the depths of Naboo's oceans.

The following eight pages are a *STAR WARS Gamer* exclusive sneak peak at *The Wildlife of STAR WARS*. As a bonus, we've provided *STAR WARS Role-playing Game* statistics for these selected creatures. Whether you're a GM who needs new creatures to surprise your players or a player who'd like her noble to have a special pet, this book is an exciting supplement for the roleplaying game.

Alien SAFARI



Æopies are swift-moving, herbivorous mammals that can cover long distances with minor moisture loss.

Very social, live in large herds of 20 or more.

Tough hide covered with sparse, smooth hair

Thick foot pads broaden on impact for maximum shock absorption.

Elbow and knee calluses protect against the desert's alkaline silicon grains.

ÆOPIES



Proboscidean: a special hinged skull allows for a very flexible, elongated snout and a broader range for sharp incisors. Eopies get all their moisture from desert lichens and tubers.



Easily domesticated; used mainly as beasts of burden and in caravans.

Young eopies can walk within minutes of their birth.



When eopies become too old to work, many Tatooine families give them to their children as pets, as they become completely acclimated to handling.

Eopie: Desert herd animal 2; IM -1 (-1 Dex); Def 12 (+4 natural, -1 size, -1 Dex); Spd 6m; VP/WP 12/18; Atk +4 melee (1d4+3, bite) or +0 ranged; SV Fort +7, Ref -1, Will -1; SZ L; Str 17, Dex 9, Con 18, Int 1, Wis 8, Cha 4.

Skills: Listen +5, Survival +8.

Tatooine

VOORPAK

Diminutive carnivores (they eat small rodents, insects, lizards, etc.), voorpaks are much beloved by Nabooian ladies. Despite their beguiling appearance, they are brave, loyal, and can be quite fierce when provoked or frightened. They possess a full set of needle-sharp teeth.

Voorpaks emit a soothing, cooing purr; rises to a hum when alarmed.

They rest with legs tucked under body to conserve heat. Fur is extremely soft.

Voorpaks come into heat once a year.

They produce litters of three to five pups.



Large eyes for nocturnal vision

Eartufts



In the wild, it lives in small colonies that dot the craggy rock outcroppings of the hill country. Most active during twilight hours prowling for water and prey.

Naboo

Domesticated Voorpak: Vermin 1; Init +6 (Dex); Def 20 (+4 size, +6 Dex); Spd 12 m; VP/WP 4/1; Atk +4 (1 point, bite) or +4 ranged; SQ Darkvision (20 m); SV Fort -2, Ref +8, Will -2; SZ D; Rep 6; Str 1, Dex 22, Con 2, Int 3, Wis 10, Cha 8. Challenge Code: A.

Skills: Hide +20, Listen +4, Move Silently +9, Spot +7, Survival +3.

Feats: Weapon Finesse (bite).



to the voorpak's light weight,
one structure can support
legs with no problem.

For centuries, noblewomen and aristocracy
of *Naboo* have kept voorpaks as mascots
and pets, carrying them about in their pock-
ets and sleeves.

They make excellent hand warmers in
the winter. Their pleasant scent is also
a much-admired quality.



Frightened voorpak

Naboo queen



NARGLATCH

The narglatch—the stealthy alpha predator of the swamp. A solitary hunter that silently stalks and quickly demolishes his prey; prefers kaadu and jimvu. Generally avoids deep water, although a good swimmer if pressed. Also avoids zalaacas.

Sexual dimorphism in coat—male has additional fleshy spikes, while females are more smooth.

Male

Nonretractable
claws

Fan-like tail acts like
a rudder during
high-speed chases
and turns.

Naboo



Densely padded feet make for silent footfall.



Since young can hunt immediately upon birth, mothers abandon them. Cubs hunt together until maturity, making themselves less vulnerable to granks, veermoks, and even more mature male narglatches. After a couple of years, cubs separate.

Pregnant female gives birth to twins—always a male and a female.



Female cub

Male cub




Narglatch: Swamp predator 5; Init +5 (Dex, Improved Initiative); Def 13 (+4 natural, -2 size, +1 Dex); Spd 12 m, 8 m swim; VP/WP 61/84; Atk +13 melee (2d8+8, bite), +8 melee (2d6+8, 2 claws) or +6 ranged; SQ Improved grab, lowlight vision, padded feet (+4 species bonus to Move Silently), fan tail (+4 species bonus to Swim); SV Fort +11, Ref

+5, Will +2; SZ H; Rep 5; Str 27, Dex 12, Con 24, Int 4, Wis 13, Cha 11. Challenge Code: D.

Skills: Climb +10, Intimidate +6, Listen +4, Move Silently +8, Spot +4, Survival +4, Swim +12.

Feats: Improved Initiative, Power Attack, Survival.

CONDOR DRAGONS



Large flying reptavians that nest in caves, canyons, and on crags, condor dragons are carnivorous, both nocturnal and diurnal, and prey upon small to medium-size creatures and beasts.

Not above scavenging.

Larger condor dragons have been known to snatch Ewoks off pony backs. However, a mounted Ewok has a better chance of escape, as most will perceive pony and rider as one beast and too heavy to lift.

Unpalatable ponies are not eaten by the condor dragon.

Condor Dragon: Airborne predator 3; Init +4 (Dex, species); Def 15 (+4 natural, -1 size, +2 Dex); Spd 2 m, 15 m fly (average); VP/WP 20/16; Atk +6 melee (2d4+3, 4 claws), +1 melee (2d6+3, bite) or +5 ranged; SQ Lowlight vision, screech (+4 species bonus to Intimidate); SV Fort +6, Ref +5, Will +1; SZ L; Rep 2; Str 17, Dex 15, Con 16, Int 3, Wis 10, Cha 4. Challenge Code: B.

Skills: Intimidate +7, Listen +4, Spot +6, Survival +4.

Feats: Power Attack, Run, Track.

Endor

Launches itself from high buttresses and hunts in a spiral swoop. Spine-tingling screech often accompanies attack.

Two adults fighting over hapless Ewok (perhaps they'll drop him?).



Condor dragons also prey upon giant cave "spiders" as well as many other creatures.

Forest-dwelling Bordoks are also used as Ewok beasts of burden.

EWOK PONY

The origins of the Ewok pony are mysterious. The species *equus* is found on several planets, including a large, black breed ridden by the Dathomir witches. Ewok ponies run wild in the open woodlands and plains of Endor, but are also kept as transport animals by Ewoks. Brave, tough, and swift, these ponies do not exceed one meter at the shoulder. Larger equines are kept by the *Mauraders*.

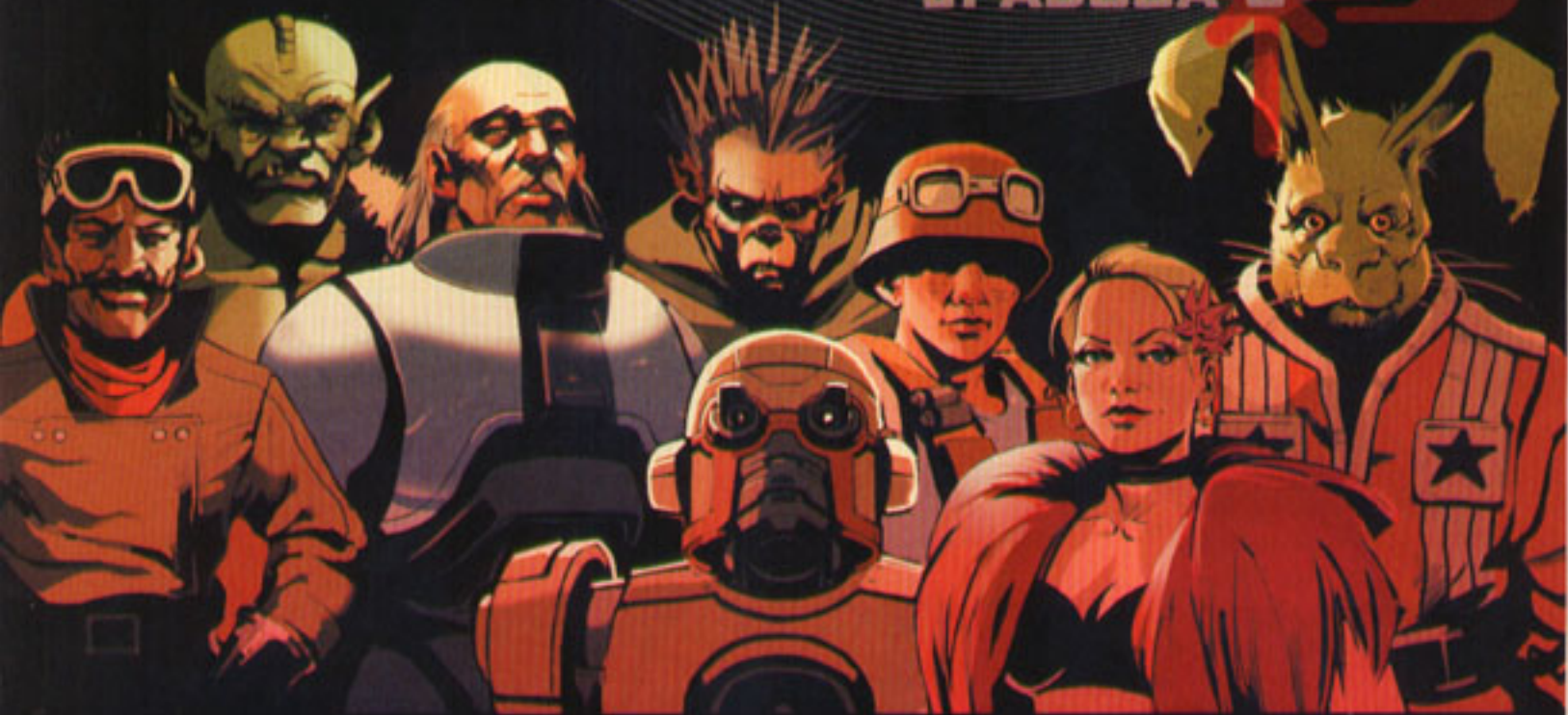
Ewok Pony: Forest herd animal 2; Init +2 (Dex); Def 15 (+3 natural, +2 Dex); Spd 16 m; VP/WP 12/16; Atk +2 melee (1d4+1, kick) or +1 ranged; SQ None; SV Fort +6, Ref +0, Will +1; SZ M; Rep 1; Str 13, Dex 14, Con 16, Int 4, Wis 12, Cha 5. Challenge Code: A.

Skills: Listen +5, Spot +5, Survival +4.

Bordok: Forest herd animal 3; Init +3 (Dex); Def 18 (+5 natural, +3 Dex); Spd 20 m; VP/WP 12/14; Atk +2 melee (1d6+1, back kick) or +2 melee (1d4+1, horns) or +4 ranged; SQ Low-light vision; SV Fort +5, Ref +4, Will +3; SZ M; Rep 1; Str 13, Dex 17, Con 14, Int 5, Wis 14, Cha 6. Challenge Code: A.

Skills: Listen +2, Survival +2

the starhoppers of ADUBA-3



BY PABLO HIDALGO

WITH CORY J. HERNDON & MICHAEL MIKAELIAN

ILLUSTRATED BY MIKAEL NOGUCHI

A DUBA-3 IS ON FEW STAR CHARTS, AND WITH GOOD REASON.

It began as a religious agricultural colony, but offworlders turned it into one of the largest mineral scams in the Outer Rim. In the final years of the Galactic Republic, the small backwater world saw a flurry of activity as a chromium rush brought offworld investors and shipbuilders to the planet. The mines played out in less than a year, and it was soon discovered that the only quality chromium found within the crust of the world was deliberately planted. Many small businesses and entrepreneurs were ruined by the venture. Without even the credits needed to haul off their capital expenditures, businesses left behind plants, factories, and mines.

Into the economic disaster came the Modirin Mining Concern, which bought the cast-off machinery and structures at a significant discount. That Modirin is owned by

Dear Arhul,

You've never known me to miss a deadline or hand in work that I'm not proud of, but I'm afraid this Aduba-3 assignment has me at my wit's end. My patience has grown quantum-thin. Never have I come across so many conflicting stories as to what occurred on this Core-forsaken world two years ago. A scant two years! I've had better luck piecing together tales decades old.

The whole mess began in trying to trace Captain Solo's steps after his departure from Yavin 4 for Tatooine. While I was able to confirm his encounter with Crimson Jack's pirate forces, the story thereafter grows increasingly sketchy. I have tried to get clearance to access the Falcon's logs, but since it's a private ship and not part of the Alliance Fleet proper, I've had no luck. Also, you know how difficult it is to sit Captain Solo down for an interview.

Evidence shows that Solo went to Aduba-3 to lay low for a while. Trying to get a straight story as to what happened there is harder than pulling the horns off a bantha. TriNebula Entertainment

certainly hasn't helped, since that gaudy enterprise has gone and made yet another unauthorized holo-doc on Solo, dramatizing (or shall I say, exploiting) the events on Aduba-3. This marks the third bogus documentary done on Solo by that company. As a journalist, I know the sanctity of freedom of speech, but I wouldn't mind seeing theirs revoked.

Unfortunately, that fanciful tale is all I have to work with, and it really has colored people's perceptions of the truth. My deadline has come and gone, and I'm nowhere nearer uncovering what really happened on Aduba-3. I would request an extension, but I know the budgetary constraints the Alliance archivists are under.

I'm uploading my partial reports to Mistress Mnemos now with the understanding that they are at best incomplete and at worst, the biggest poodoo this side of the Rishi Rift. Many apologies.

Yours,

Voren Na'al

Assistant Historian of the Rebel Alliance

the Tenloss Criminal Syndicate from the Bajic sector and were likely responsible for the initial mine-seeding has not gone unwhispered. Smart spacers who wish to remain in one piece, however, know better than to voice such suspicions too loudly.

Having made a profit from the scam, Modirin left the mining towns intact. The structures located around the principal spaceport were eventually rented out to hard-on-their-luck indigents who turned them into shops catering to the transient spacer population. In a few short years, Aduba-3 was afforded new life as a shadowport—a largely lawless spaceport where those on the run can set down for needed supplies, repairs, and recreation.

It is said to be a true mark of desperation if a spacer need set down on Aduba-3. There are dozens of fringe worlds where spacers can lose themselves that have considerably more to offer than Aduba-3. What the tan and barren planet does offer, though, is seclusion. The Hutts, Trade Federation, Republic and later the Empire have left the planet alone, not deeming it worth their efforts. Even Tenloss, who arguably owns the planet and its port, doesn't have much of a presence there and only occasionally sends a vessel to collect rent from the property-holders on the planet.

Tun Aduban Spaceport

To call Tun Aduban a "spaceport" is a stretch. During the chromium rush, there was never enough time to build a proper port, and ships landed on the flat desert hardpan as they saw fit. A single control tower directed traffic to and from Tun Aduban, and victuallers moved from ship to ship providing consumables and fuel.

Today, the control tower is vacant, tended by a half-functioning PK droid whose sole purpose is to ensure the signal beacon is functioning. Incoming ships don't receive any landing instructions and simply use the signal as a directional landmark. Once on the ground, smart spacers bolt up their ship tight and leave their vacant vessel well protected. Aduba-3 is home to desperate spacers, and shipjacking is alarmingly common. Conversely, reputable mechanics qualified to repair damaged vessels are rare.

Although crime is rampant, it is mostly contained to drunken disorderly conduct in the Tun Aduban streets. The local ship service providers who maintain the fusion generator supply tanks and parts barns are well armed, and spacers know better than to mess with those who feed their ships' power cells.

Theft would be a problem if there was anything worth stealing. For the most part, down-on-their-luck spacers just come here to investigate rumors of job opportunities and to drown their sorrows at the local cantina. Other traders fence illegal wares at the spaceport but do so with the understanding that they won't receive top credit. Prospective customers on Aduba-3 typically have little disposable income.

Houses of vice and indulgence are intermixed among run-down dwellings and boarded-up tenements. Unlike busier seedy spaceports, like Nar Shaddaa and Atzerri, where any depravity can be indulged for a price, the prices are cheaper on Aduba-3 but the selection is deplorable.

The one untainted blockhouse in the port town is a mission of the Sacred Way, the founding religion of the planet. The House of a Higher Power is run by a Verpine priest known only as Pera. Since he doesn't cut into underworld profits or push his faith, the spacers leave him alone. Still, scuffles have occurred, and Pera is willing to brandish a simple farmer's spade as a weapon in self defense.

The Verpine missionary has the daunting task of finding converts among the rabble and instilling his philosophy of "for every sin there is an equal and positive retribution" to a mindset that has never cared for consequences. He likens his impossible task to gathering pebbles on a beach—sure, he could never hope to collect them all, but the few he does have merit and beauty. Given the amount of despair rampant in Tun Aduban, he manages to find a few pebbles to polish with his sacred truths.

What cements the spacers' respect for Pera is his maintenance of Spacer's Hill, an informal cemetery located outside Tun Aduban. Smugglers and fringers are generally superstitious, and the fact that their remains can be given an inspired cast off at

Aduba-3

System/Star: Aduba/Aduba (Yellow)

Type: Terrestrial

Atmosphere: Breathable

Gravity: Standard

Climate/Terrain: Arid to temperate/desert, steepe, plains

Length of Day: 22 standard hours

Length of Year: 343 local days

Sapient Species: Human, Rodian, Ithorians, various aliens

Population: Estimated 3 million, most of them transient

Government: Anarchy

Major Exports: Foodstuffs, criminal wares

Major Imports: Criminal wares

Orbital Bodies:

Name	Type	Moons
Aduba-1	Searing rock	0
Aduba-2	Poisonous terrestrial	0
Aduba-3	Terrestrial	1
Aduba-4	Terrestrial	2
Aduba-5	Gas giant	7
Aduba-6	Ice ball	1


the end of a shady life does count for something. Much of Pera's week is spent collecting corpses from brawls and gunfights and transporting them to Spacer's Hill for a proper burial.

LOCRU'S CENTRAL SALOON

Located near the center of Tun Aduban is Locru's Central Saloon, the largest and cleanest drinking establishment the seedy town can boast. The original owner, Locru, is long dead and buried—one of the first plots at Spacer's Hill—but most of his name still adorns the half-functioning holographic sign above the entrance.

A pair of low-tech swinging doors leads into the dimly lit cantina. The current owner has done little to spruce up the dive, since she knows her clientele is hardly discerning. The only thing that matters is that the drinks are cold (or hot, or super-saturated, or whatever condition a particularly exotic recipe calls for).

A human bartender sits behind the curved bar along one wall, consulting an



antiquated but functional computer to mix up various drinks from whatever he has available.

The patrons aren't that demanding, and simple Corellian whisky, gizer ale, or nikta usually suffices.

A flight of stairs leads up to the second floor, which acts as an inn for the weary spacer. At 12 credits a night, Locru's is more expensive than other inns in the area, but the owner turns a profit by charging those spacers who pass out at the bar.

The Aduba Plains

Despite the raucous and wretched nature of the port city, Aduba-3 is a fairly quiet world with peaceful plains covering isolated areas of otherwise barren desert hardpan. Fed by arterial rivers permeating Aduba's crust, these patches of vegetation are hardy and vigorously protect themselves from herbivores with fearsome thorns.

Although Aduba-3 would never meet anyone's criteria as a garden world, it was nonetheless originally settled as an agricultural colony. In an effort to find a quiet retreat, followers of the Sacred Way erected farming communities on Aduba-3 according to their religious tenets. Quiet, tiny villages sprang up, clearing the growing patches of cacti and other harsh plantlife to plant their own transplanted crops.

The staple food—and the only real crop grown by the Followers of the Way—is maze-stalk. Once a year the tall grass bears

succulent, nutrient-rich reddish-hued melons which are harvested and made into a variety of bland meals. The plant husks are fashioned into cloth or other material needed by the Followers. When not ripe, the maze-stalk appears as otherwise unremarkable tall grass.

Having never evolved the protective mechanisms that the native flora did, these crops are easy prey for Aduba-3's wildlife. Of particular threat are the high-hounds, roving flocks of semi-humanoid avian predators who have long plagued the various farming communities. Since the high-hounds are migratory, the farmers need only deal with them once a year. To help frighten off the beasts, farmers have taken to burning effigies of the beasts on the corners of their fields. The avians instinctively fear fire—the shape of the blaze probably has little effect on their animal psyches.

HIGH-HOUNDS

Given another million years, the high-hounds will probably evolve sentience. That's of little consolation to the Aduban farmer whose crops and family have been torn to shreds by the screeching, diving avians. High-hounds are omnivorous, well-equipped to eat both meat and the thorn-protected plants of Aduba-3. They have quasi-humanoid builds, with powerful wings for arms and talon-capped feet at the ends of their short legs. The face of a high-hound is unsettlingly humanoid, with a sharp beaklike nose over a ghastly tooth-filled mouth. Unlike most avians, high-hounds have compound eyes. The facets of their eyes vary in function—those near the center make out shape and color, while the ones along the periphery are better suited at picking out quick movement.

High-hounds are migratory, following the rain-fronts as they travel from hemisphere to hemisphere. Even though their flocks are a foreboding silhouette in the Aduban sky, they are harbingers to the life-bringing rainy seasons. High-hounds gather most of their needed moisture from feeding off plants and protein from eating flesh. Their metabolisms are highly efficient given the scarcity of meals during the drought seasons. When food is scarce, they will resort to scavenging corpses or even cannibalism.

HIGH-HOUND: Airborne scavenger 3; Init +3 (+1 Dex, +2 species bonus); Def 13 (+1 Dex, +2 natural); Spd 10 m, 20 m fly (average); VP/WP 16/11; Atk +7 melee (1d4+2, 2 claws), +2 melee (1d8+2, bite) or +6 ranged; SQ Low-light vision; SV Fort +5, Ref +4, Will +1; SZ M; Rep 3; Str 14, Dex 12, Con 11, Int 2, Wis 10, Cha 1. Challenge Code: C.

Skills: Spot +8, Survival +6.

Feats: Flyby Attack, Track.

The Cloud Riders

Terrorizing the numerous farming communities west of Tun Aduban were an unruly swoop gang known as the Cloud Riders. Led by Serji-X Arrogantus, the Riders marauded atop stripped down skyspeeders and swoops. These despicable miscreants raided farming villages, stealing crops and women, and selling them to traders and slavers in the port town for quick credits.

The Cloud Riders maintained a small camp in the mist-shrouded hills near the farming villages. The closest target for their rampages was the community of Onacra. Rather than allowing themselves to be ransacked repeatedly, the villagers worked out a compromise with Arrogantus. In exchange for an annual tithe, the marauders would leave the tiny community alone.

This worked for a while. It saved the lazy hoods having to haul the grain and slaves back to town and still resulted in credits. The impoverished village barely met the 9,000-credit-a-year extortion fee and did so only by selling a significant portion of the grain set aside to feed their own people. After only three years of this arrangement, Arrogantus grew restless and amused himself once more by burning crops and stealing a few slaves.



SERJI-X ARROGANTUS

Serji-X Arrogantus was a professional swoop jockey on Caprioril for several years. He earned his nickname "the Arrogant One" due to his flagrant disregard for

the hazard of the sport or what little rules governed the races. His showboating earned him many adoring fans, but he soon learned that audiences can be fickle.

Researcher's Notes

Much of the information I gathered for Aduba-3 comes from first-hand observation, as well as downloading its official planetary record from the government registry. By actually making contact with and interviewing Pera (and making a sizable donation to the Sacred Way; see attached receipt), I was able to verify that Solo and Chewbacca were indeed in Tun Aduban. Also, while in Locru's Saloon, I briefly interviewed a Wroonian named Azoora, who gave me some insight into the local swoop gang. I had to cut the interview short though when Azoora's boyfriend threatened me with an unwelcome tracheotomy. According to graffiti in the men's 'fresher stall, that "blue lady is trouble." Hardly a worthwhile source, I know, but on this assignment, I took what I could get.

Arrogantus was repeatedly upstaged by newcomer Hodrix, a Dug from Malastare with corporate backers. As further insult, Arrogantus' manager took a job with Hodrix's backers, leaving Serji to fend for himself. In a last ditch effort to regain his maverick reputation, Arrogantus attempted a foolhardy stunt and suffered a nasty spill. His prize speeder was dashed apart—as his head would have been were it not for his helmet. Even still, Arrogantus sustained cranial trauma and was deemed unfit to race. His career in tatters, he gravitated to the Outer Rim and eventually began racing with outlaw swoop gangs, retelling his tales of glory to dregs who could never hope to be any better.

The extortion racket on Aduba-3 was Arrogantus' idea. His followers were loyal by virtue of their stupidity. Arrogantus, a bully since childhood, took naturally to harassing the farmers.

His one particular weakness was a young blonde farm-girl named Merri Shen. Arrogantus was truly smitten with her. Despite his uncouth exterior, the Arrogant One secretly fancied himself a gentleman, if a maladroitness. Though he could have taken what he wanted through brute force, he wanted to conquer Merri with his charms, even if he had to kidnap her to succeed. Arrogantus was set to attempt this, but he found the Onacra village protected by a freelance band of gunslingers led by Han Solo. In the resulting skirmish, Arrogantus was killed, trampled by a mysterious creature that interrupted the fray. After the death of their leader at Onacra, the Cloud Riders dissolved as they began fighting each other for what little remained of their savings back at camp.

SERJI-X ARROGANTUS: Male Human Frg 3/Scn 3; Init +2 (Dex); Def 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 23/12; Atk +4 melee (1d3, punch) or +6 ranged (3d6, blaster pistol); SQ Barter, adaptive learning (Intimidate), illicit barter, better lucky than good; SV Fort +5, Ref +8, Will +3; SZ M; FP 2; DSP 5; Rep 4; Str 10, Dex 15, Con 12, Int 10, Wis 13, Cha 11. Challenge Code: B.

Equipment: Blaster pistol, skyspeeder, fake ID.

Skills: Diplomacy +4, Gather Information +4, Intimidate +9, Knowledge (street-

wise) +5, Listen +12, Pilot +14, Profession (racer) +7, Read/Write Basic, Search +9, Speak Basic, Speak Dug, Spot +12.

Feats: Alertness, Far Shot, Point-Blank Shot, Precise Shot, Skill Emphasis (Pilot), Weapon Group Proficiency (simple weapons, blaster weapons).



WARTO

A hulking green-skinned Boltrunian with a short temper and a dull wit, Wardo was one of the more recent Cloud Riders to follow the Arrogant One. Wardo was work-

ing as a laborer aboard a Corellian freighter when the crew abandoned the bellicose alien on Aduba-3. Wardo held a grudge against Corellians ever since. He made a meager living mugging weaker beings and as a starport crate-buster, hauling strong-boxes for spacers who couldn't afford to rent binary load lifters.

Most of Wardo's credits went to Locru's Saloon, as the Boltrunian had a taste for strong nikta. During one bleary-eyed evening, Wardo convinced himself that a flirtatious Wroonian female named Azoora was his girlfriend and challenged a Corellian pilot who was wooing her. That Corellian was Han Solo, and though Wardo got in a few good punches, he hadn't counted on Solo having Wookiee backup. Wardo was tossed through a plate-glass window shortly thereafter.

When Solo began organizing a posse, the dimwitted Wardo tried to sign up, unaware that Solo was behind the effort. Wardo desperately wanted to get off Aduba-3 and saw this as a chance to raise the credits required. While cutting through the snaking queue from Han's room at Locru's inn, Wardo crossed paths with a short-tempered spacer named Jaxxon. The green-furred lagomorph made short work of Wardo, with a swift kick that sent him reeling.

Unable to join the posse, Wardo instead joined the very threat it was out to challenge. His great strength and hunger for vengeance was all that was needed to convince Arrogantus to give him a speeder left vacant by a high-hound attack.

Wardo met his end at the hands of Chew-

bacca, who did not pull his punches during the fight to protect the village.

WARTO: Male Boltrunian* Thug 6; Init +0; Def 12 (+2 class); Spd 10 m; VP/WP —/22; Atk +9/+4 melee (1d3+3, punch) or +6/+1 ranged (3d6, blaster pistol); SV Fort +8, Ref +2, Will +0; SZ M; FP 1; DSP 4; Rep 2; Str 17, Dex 10, Con 16, Int 9, Wis 8, Cha 7. Challenge Code: B.

Equipment: Blaster pistol, skyspeeder.

Skills: Intimidate +7, Pilot +7, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Power Attack, Skill Emphasis (Pilot), Toughness (>2), Weapon Group Proficiency (simple weapons, blaster weapons).

*Boltrunians are a near-human species.

SKYSPEEDERS

Most of the Cloud Riders pilot pared-down repulsorcraft simply known as skyspeeders. Originally Aratech Peregrine-340s, these skyspeeders have been stripped of the consumer-based features—the windscreens, cargo-cowling, noise-buffers, and speed governors—and refitted with Mobquet Nebulon-Q thruster jets. The end result is a very lean, very loud, very fast machine. The Riders generally do not arm their craft, preferring instead to fire from them using standard blaster pistols.

MODIFIED ARATECH PEREGRINE-340 AIRSPEEDER

CLASS: Air; **COST:** 2,500 (used; limited availability); **SIZE:** Large (3.25 m); **CREW:** Skilled +4 (1 pilot); **PASSENGERS:** 1; **CARGO CAPACITY:** none; **SPEED:** 125 m (max. speed 350 km/h); **ALTITUDE:** up to 50 m; **DEFENSE:** 10* (-1 size, +1 armor); **HULL POINTS:** 14; **DR:** 5.

*A skyspeeder affords no cover to its pilot.

The Star-Hoppers

When Tri-Nebula Entertainment, a subsidiary of TriNebulon News based out of the Minos Cluster, released *Eight for Aduba-3: The Saga of the Star-Hoppers*, they had a moderate hit on their hands. It was the third bogus Han Solo "documentary" that the company had produced, using sampled holobit imagery gathered from various sources. The artists at Tri-Neb are experts at crafting holographic magic that looks convincing, though their writers aren't known



for spinning credible tales. What really happened at Aduba-3 has forever been buried by the more popular, whimsical tale. The term "Star-Hoppers," thought to be crafted by marketing execs at Tri-Neb, has also stuck as the name of the posse that Han Solo organized to protect a simple farming village from the Cloud Riders.



JAXXON

Quick-witted. 1.9 meters tall. Bipedal. Armed to the buck-teeth. Green. Jaxxon is not a spacer to be trifled with.

His unassuming appearance has caused many a foolhardy spacer to regret a flippant remark and spit out teeth. "I ain't no rodent," Jaxxon is quick to point out to any who disparage his Lepi features or heritage. He usually punctuates such remarks with a powerful kick from his huge feet.

Despite a lack of a formal education (which is evident when he speaks), Jaxxon is well-schooled in fringe culture and possesses a razor wit. Jax was born on Coachelle Prime and raised in a quiet com-

munity with a dozen siblings (he usually exaggerates the number for effect). Jaxxon was a rambunctious youth who spent many of his formative years in juvenile remand centers. Although his mother had hoped he would settle down, marry a nice girl from a nice burrow and raise a dozen or two kids, Jaxxon had longed for the stars. A spacefaring species (having colonized all five worlds of the Coachelle system and the asteroid belt therein), the Lepi had plenty of available and poorly-guarded spaceships lying about. At the tender age of 12 standard years, Jaxxon stole away with a rickety freighter and blasted off to the Outer Rim.

Eventually settling on Nar Shaddaa, Jaxxon earned a living taking on various odd jobs and learned the basics of streetwise survival. He learned marksmanship working with a cut-throat mercenary group in the Corus system. When the boys of Corus broke up, the result of a double-cross in the Corporate Sector, Jaxxon returned to Nar Shaddaa to try his hand at smuggling. He took his savings and invested in a beat-up Corellian freighter he named the *Rabbit's Foot*. Jax would have been better off buying a new vessel. The *Foot* was plagued with problems, and he had to set down on Aduba-3 to gather affordable supplies to enact repairs.

Researcher's Notes

This is where my story falls apart, Arhul. Although I was able to confirm the existence of all the so-called 'Star-Hoppers,' I have not been able to track any of them down for an interview. Talking to the locals provided no help whatsoever. The population of Aduba-3 is so transient that finding someone who was around two years ago to witness these events is impossible. Even those with second-hand stories could not produce tales that didn't conflict, thanks to the fanciful opus distributed by Tri-Neb. I even found one spacer who was adamant that Jaxxon was a Gungan.

Given that the two surviving Hoppers have made several sector-wide "Most Wanted" lists, I can understand that piecing together information on them would be difficult, but the amount of disinformation out there is quite staggering and perplexing.

While stranded on the world, he answered Han Solo's call to protect a farming village.

After the Aduba-3 showdown, Jaxxon and Amaiza teamed up as a smuggling duo. They operated out of Jax's old haunts on Nar Shaddaa. There, a couple of dim-witted goons working for the bounty hunter Valance jumped the green-furred spacer.

Lepi Species Characteristics

The Lepi are a gregarious species of lagomorphs native to the Coachelle system, part of the Silly Rabbit constellation in the Mid Rim. They are carnivorous with large incisors. They have long, sensitive ears, large eyes, lanky frames, and large feet. They are covered in short fur that varies in color from green to dark blue. The Lepi live in vast warrens that they build beneath the surface of their planet. They have colonized all the worlds of their system, including much of the asteroid belt.

Lepi are a populous species due to their high reproductive rate. A mother Lepi will have up to three dozen offspring in her lifespan, and the Lepi mature sexually at the age of 10 standard years. The Lepi developed stardrive in response to overcrowding on their homeworld, though the Coachelle system seems to have provided enough room for the species.

Personality: Lepi are proud and value family. They are quick-witted and often quite humorous. They anger easily and do not abide insults to their families or to their species. Their metabolisms are such that they are constantly moving. This gives some an air of fidgetiness.

Physical Description: Lepi appear as anthropomorphic rabbits, with large ears and feet.

Lepi Homeworld: Coachelle Prime.

Language: The Lepi have adopted Basic, and it is quickly replacing Lepese (Lepp) as their preferred tongue.

Example Names: Heff, Grubbat, Jaxxon, Trixx
Adventures: Lepi curiosity has caused many to wander from the Coachelle system in search of adventure. Many feel the need to prove their worth and to rise above the insults that their awkward appearance often invite. As such, many young Lepi want to accomplish something big that will not only put

their name into the history text, but also the name of the Lepi species.

LEPI SPECIES TRAITS:

- +2 Dexterity, -2 Intelligence, -2 Wisdom. Lepi are agile, but tend to be impulsive and passionate when they act.
- Medium-size.
- Lepi base speed is 10 meters.
- Feet of Fury. The large, powerful feet of a Lepi make effective weapons. All Lepi automatically receive the Martial Artist and Weapon Finesse (kick) feats and a +4 species bonus to Jump checks.
- Alertness. Lepi were once high-strung herbivores with a, er, "haretrigger" fight-or-flight instinct that favored flight. They developed sensitive ears and sharp eyes to more easily escape predators. Their skittish heritage grants them Alertness as a species feat.

With help from Amaiza, Jaxxon was able to escape. They next returned to Aduba-3 to once again protect Onacra village, this time from Valance who had misidentified one of the villagers as his quarry.

JAXXON: Male Lepi Scn 5/Sct 4; Init +4 (Dex); Def 22 (+4 Dex, +8 class); Spd 10 m; VP/WP 41/10; Atk +10/+5 melee (1d6+2, kick), or +10/+5 ranged (3d8, 2 heavy blaster pistols); SQ Bonus feats (Alertness, Martial Artist, Weapon Finesse: kick), better lucky than good, feet of fury, illicit barter, sneak attack +2d6, trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +10, Will +3; SZ M; FP 5; Rep 8; Str 14, Dex 18, Con 11, Int 12, Wis 10, Cha 15.

Equipment: Two heavy blaster pistols, modified WUD-500 star yacht (Rabbit's Foot), lucky charm.

Skills: Astrogate +13, Bluff +10, Computer Use +9, Gather Information +10, Jump +6, Knowledge (Outer Rim) +5, Listen +8, Pilot +19, Profession (gambler) +8, Profession (racer) +10, Read/Write Basic, Read/Write Lepp, Repair +8, Sense Motive +8, Speak Basic, Speak Huttese, Speak Lepp, Spot +6, Tumble +10.

Feats: Alertness, Ambidexterity, Heroic Surge, Martial Artist, Point Blank Shot, Skill Emphasis (Pilot), Starship Operation (starfighter), Two-Weapon Fighting, Weapon Finesse (kick), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

RABBIT'S FOOT

CRAFT: Modified WUD-500 star yacht;
CLASS: Starfighter; **COST:** not available for sale (90,000); **SIZE:** Tiny (18.5 m long);
CREW: 1 pilot, 1 gunner (unique); **PASSENGERS:** 7; **CARGO CAPACITY:** 3 metric tons;
CONSUMABLES: 4 months; **HYPERDRIVE:** X0.5 (backup x8); **MAXIMUM SPEED:** Ramming;
MANEUVERS: +2 (+2 size); **Defense:** 22 (+2 size, +10 armor); **SHIELD POINTS:** 60; **HULL POINTS:** 110; **DR:** 5.

Weapon: Quadlaser cannons (2); **FIRE ARC:** 1 right, 1 left; **ATTACK BONUS:** +6 (+2 size, +4 fire control); **DAMAGE:** 6d10 x 2; **RANGE MODIFIERS:** PB +0, S -2, M/L n/a.

Weapon: Dual ion cannon; **FIRE ARC:** turret; **ATTACK BONUS:** +6 (+2 size, +4 fire control); **DAMAGE:** Special; **RANGE MODIFIERS:** PB +0, S -2, M/L n/a.



AMAIZA

Amaiza and Jodelle Foxtrain were the sole members of a sultry dancing/tumbling act on Ord Mantell. Young and inexperienced, the 18-year old twins were preyed upon by a scheming Twi'lek entrepreneur named Quatrain Pudundruh who offered to manage them. Although Pudundruh did well with the Foxtrain sisters for a year, a rough season forced him to sell off his assets—and that meant selling both Amaiza and Jodelle into slavery.

All things considered, it could have been worse. The Foxtrains ended up being owned by the Black Hole pirate gang out of Delphon. While they weren't abused, the pirate lifestyle was quite a shake-up for the sheltered girls. When Jodelle was accidentally killed in a raid, Amaiza was determined

to pick up the skills necessary to defend herself. Amaiza learned more than how to fire a blaster, becoming a capable pirate.

Leadership in the Black Hole gang changed frequently and violently. Amaiza was exceedingly popular among the band of cutthroats, and more than once a fellow brigand suggested to her that she should lead the group. One unsavory pirate chief, Kayso, mismanaged the pirates and hoarded booty for himself. Amaiza discovered this and shot Kayso, inheriting the leadership of the Black Hole gang.

Her rule was short-lived, however. An Imperial Navy crackdown of the Delphon system sent the pirates scattering and left Amaiza on her own. Destitute, she gravitated to Aduba-3 to sniff out work. What she found was a job and a future smuggling partner in Jaxxon.

Amaiza looks remarkable for a woman her age, the result of beauty secrets gathered from scattered worlds. She often wears decorative corneal lenses that alter her pupils for a more catlike appearance. She is

wanted dead or alive in six systems. She is a crack shot with the twin blasters she keeps slung around her hips. Although an average pilot, she is a very competent mechanic.

AMAIZA: Female Human Nbl 2/Scn 6; Init +3; Def 22 (+3 Dex, +9 class); Spd 10 m; VP/WP 32/10; Atk +5 melee (2d4, vibrodagger) or +8 ranged (3d6, 2 blaster pistols); SQ Better lucky than good, bonus class skill (Bluff), call in a favor (1), inspire confidence +1, illicit barter, sneak attack +2d6; SV Fort +2, Ref +10, Will +6; SZ M; FP 5; Rep 9; Str 10, Dex 17, Con 10, Int 16, Wis 13, Cha 19.

Equipment: Two blaster pistols, vibrodagger, cat's-eye macrolenses*, dancer's costumes.

Skills: Appraise +9, Bluff +15, Computer Use +11, Diplomacy +11, Disguise +12, Entertain (dance) +8, Forgery +12, Gather Information +13, Hide +8, Knowledge (organized crime) +9, Knowledge (Outer Rim) +5, Listen +4, Move Silently +8, Pilot

"No offense, but if I hung around with a guy who looks like a big green rabbit, folks might start to talk."

—Amaiza

+5, Profession (dancer) +6, Read/Write Basic, Repair +9, Search +7, Sense Motive +12, Sleight of Hand +12, Speak Basic, Speak Huttese, Speak Rodese, Speak Shyriiwook, Spot +8, Tumble +15.

Feats: Ambidexterity, Dodge, Mobility, Skill Emphasis (tumble), Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, blaster pistols).


*+4 equipment bonus to Spot and Search; increases range increment by 50%; 10,000 credits.



DON-WAN KIHOTAY

The oddest member of Han Solo's already odd assemblage of protectors was an exuberant old man who swore he was a Jedi Knight. Going by

the unlikely name of Don-Wan Kihotay, this Knight spoke of the Force and even carried a yellow-bladed lightsaber.



Don-Wan Kihotay was, in truth, a librarian named Hess Korrin who worked on the academic world of Obroa-skai, cataloging antiquities. Having much time to himself, Korrin spent years reading up on the Jedi of old. An absolute fanatic on the subject, Korrin indulged in his fantasies to the point where he slipped the bonds of reality. He was completely unprepared when, by order of the Imperial Security Bureau, his antiqui-

“Fie upon you, foul feathery fiend—In the name of justice, let this planet be cleansed of such filth as you and your brethren!”

Don-Wan Kihotay, to a high-hound

ties section was shut down. Citing a “public safety issue,” the ISB destroyed the entire antiquities wing.

Korrin snapped. He sought to protect the memory of the Jedi and saw it as his sacred duty to champion the causes of peace and justice. Realizing that Korrin’s heresy would end up getting him killed, his sympathetic Ithorian manager secretly transported him offworld. The Ithorian could not avoid the ISB forever and was killed when he set down on Aduba-3. The ISB was simply taking care of loose-ends from their Obroa-skai mop up, but they never knew about Korrin, who had

adopted the name of Don-Wan Kihotay. The ISB left Aduba-3, thinking their work done.

The curious truth of Kihotay is that he was Force-sensitive. Had his midi-chlorian count been higher, he might have been part of the Jedi order of old, and ironically would have been exterminated along with his cherished Knights. Instead, Kihotay proudly held his lightsaber (liberated from the antiquities collection prior to its destruction) and reproduction armor while he

recited the entire Jedi Code. The Aduba-3 spacers found him amusing and harmless.

Don-Wan Kihotay died a short time after the Aduba-3 incident when a mercenary attack destroyed the medical station on Telos-4, where Kihotay was convalescing.

DON-WAN KIHOTAY: Human Male Exp 2/FA 2; Init +0; Def 12 (+2 class); Spd 10 m; VP/WP 13/9; Atk +0 melee (2d8–2, crit 19–20, lightsaber), +2 ranged; SQ None; SV Fort +1, Ref +2, Will +8; SZ M; FP 4; DSP 0; Rep 2; Str 8, Dex 11, Con 9, Int 17, Wis 10, Cha 11. Challenge Code: A.

Equipment: Lightsaber, replica armor (provides no bonuses or penalties), cloak, Jedi robes.

Skills: Appraise +5, Computer Use +8, Knowledge (alien species) +9, Knowledge (bureaucracy) +8, Knowledge (galactic politics) +9, Knowledge (Jedi lore) +13, Profession (librarian) +5, Read/Write Basic, Read/Write Cerean, Read/Write Zabrak, Speak Basic, Spot +6.

Force Skills: Affect Mind +5, Empathy +7, Enhance Ability +6.

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Skill Emphasis (Knowledge: Jedi lore), Weapon Group Proficiency (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Sense.



HEDJI

A laconic spacer with a rigid code of honor, Hedji was a rare example of the Spiner species. Long thought extinct, Spinners hailed from a world consumed by a supernova.

The natives of the world had not developed space travel, and the Republic of the time managed to rescue only a thousand or so. A genetic flaw that allowed reproduction only on their homeworld has caused the Spinners’ slow extinction.

Spiner Species Characteristics

Spinners are stout humanoids covered with deadly pointed quills. They are an exceedingly rare species, having been mostly wiped out by a supernova about two centuries ago. Their protective coats prohibit clothing—their quills would ruin nearly anything they could put on.

Personality: Spinners are stoic and humorless, having faced incredible hardship and ill fortune. They quietly view themselves superior than others for having survived what would probably have annihilated lesser beings. They don’t like technology that simplifies life and think it makes others lazy and decadent.

Physical Description: Spinners stand about 1.6 meters tall. Their quills are barbed

and grow longest on their arms and legs. With special muscle contractions, a Spiner can throw a quill up to 10 meters. Spinners suffer from a genetic flaw that prevents them from reproducing anywhere but their homeworld.

Spiner Homeworld: Yablon, now destroyed.

Language: The few Spinners that have been discovered speak Basic.

Example Names: Hedji, Firril, Yaff.

Adventurers: Spinners are a solitary lot. A Spiner adventurer could be seeking out others of his own kind, willing to abide the company of aliens to do so. A Spiner could also be a crusader, espousing his philosophy of betterment through hardship to others and getting caught up in adventures that result. If a player wishes

to play a Spiner hero, he should realize just how alone in the galaxy he truly is.

SPINER SPECIES TRAITS

- +4 Strength, –2 Wisdom, –2 Charisma. Spinners are typically very strong loners that have little patience for other beings.
- Medium-size.
- Spiner base speed is 10 meters.
- Quills—A Spiner can fire its quills as thrown weapon (2d4 damage, crit 20, range 2m, type piercing). Spinners that take levels in heroic classes may choose to substitute Exotic Weapon Proficiency (quills) for the Weapon Proficiency (blaster pistols) feat, and Weapon Focus (quills) for the Weapon Proficiency (blaster rifles) feat. Quills grow back quickly, but Spinners can only use their quill attack four times per day.

Hedji was a quiet, stoic individual who kept to himself. Hedji abhorred technology that simplifies physical tasks. He abided starships and medical technology that could accomplish what he alone could not, but not items of comfort or convenience. In that regard, Hedji refused to carry a blaster, preferring instead to trust his accurate, natural quill-throwing ability.

No one knows for certain why Hedji was on Aduba-3 or why he sought to join Solo's posse. He remained tight-lipped throughout the entire venture, a humorless taciturn warrior devoted to defending the weak. Hedji was killed by a mysterious creature that emerged from the caverns beneath Onacra village.

Hedji was a stout humanoid male, covered in stiff barbed quills, which grew longest on his arms and legs. By flexing his muscles in a particular way, Hedji could hurl his quills with amazing accuracy up to 10 meters away. Spinners are constantly growing more quills, so his natural coat provided an unlimited supply of defensive weaponry.

HEHJI: Spinner Male Frg 2; Init +0; Def 15 (+1 Dex, +4 class); Spd 10 m; VP/WP 11/13; Atk +4 melee (1d3+3, punch), +3 ranged (2d4+3, quills); SQ Quills, barter; SV Fort +4, Ref +3, Will +0; SZ M; FP 1; DSP 0; Rep 1; Str 16, Dex 12, Con 13, Int 11, Wis 10, Cha 9. Challenge Code: A.

Equipment: All-temperature cloak.

Skills: Astrogate +5, Listen +7, Pilot +6,

Read/Write Basic, Search +5, Speak Basic, Spot +7, Survival +5.

Feats: Alertness, Exotic Weapon (quills), Weapon Group Proficiency (simple weapons, blaster pistols).

The Onacra Village

Onacra village is one of dozens of farming communities scattered across Aduba-3. The Sacred Way missionaries who settled the planet set up simple farming villages in accordance to the tenets of their beliefs. As time went on, a few colonies rejected some of the more rigid codes dictated by the priests. The Way allowed such dissension, and a few families seceded from the other Followers. Onacra village was founded by one of these families.

Though not as dogmatic and ritualized as the other Sacred Way communities, the village is still very spiritual and does follow some of the rituals of old. To their way of thinking, they are adhering to the original intent of the Holybook scripture, if not the outdated formalities.

For three years the villagers of Onacra became the favored targets of Serji-X Arrogantus and his Cloud Riders, only because their community was near Tun Aduban. The spoils from raiding Onacra could easily be sold in the port town. Desperate and weary of the assaults, the town leaders—including Oncho and Ramiz—offered Arrogantus

credits instead of pillaged goods. Arrogantus agreed, and each year the poor community of less than 100 farmers had to scrounge up 9,000 credits to pay the gangsters. The last year of this terror, Ramiz and Oncho refused. They instead took that 9,000 credits and offered it to a dashing and capable offworlder named Han Solo. Solo took the credits and offered 1,000 credits apiece to protectors who would join him in saving Onacra.



JIMM

THE STARKILLER KID

Jimm Doshun was furious that the Onacran elders never even considered defending themselves from the marauding Cloud

Riders. With his sling and harvesting knife, he was positive he could hold his own. Granted, he was 16 at the time and never once faced combat, but he wanted to prove to them, to himself, and particularly to Merri Shen that he had what it took. Jimm was further incensed to hear that Ramiz intended to go to Tun Aduban to get help—to the very den that spawned these thieves! Donning the "clever" alias of Jimm

the Starkiller Kid and bringing along FE-9Q, the tractor droid that raised him since he was orphaned as a child, Jimm ventured to Tun Aduban for the first time. He even managed to sneak into Locru's Saloon and into Solo's apartment.

Jimm had enough moxie to impress Solo. That, and the kid reminded Han of a certain other desert farmboy who recently made his acquaintance. In their brief time together, Solo taught Jimm the basic principles of marksmanship and defense. Jimm proved valuable in the fight against the Cloud Riders, and when the thieving hoods were chased off, the kid managed to win

"I am just a tractor-robot ... not really programmed for this sort of thing!"

—FE-9Q

the heart of Merri Shen.

Jim and Merri were wed shortly thereafter. The two now have a daughter named Hanna and are expecting their second child.

JIMM DOSHUN: Human Male Frg 1; Init +1 (Dex); Def 14 (+1 Dex, +3 class); Spd 10 m; VP/WP 12/12; Atk +1 melee (1d6+1, harvesting knife), +1 ranged (3d6, blaster pistol); SQ None; SV Fort +3, Ref +2, Will -1; SZ M; FP 1; DSP 0; Rep 0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 13. Challenge Code: A.

Equipment: Blaster pistol, harvesting knife (1.5 kg, slashing, Small, simple weapon).

Skills: Handle Animal +5, Listen +3, Profession (farmer) +3, Ride +5, Search +4, Spot +3, Survival +3.


Feats: Dodge, Run, Quickness, Weapon Group Proficiency (simple weapons, blaster pistols).



FE-9Q

When three-year old Jimm Doshun's parents were killed by a high-hound attack, the villagers of Onacra took to collectively raising him. Though many took

part, much of the day-to-day nurturing was



undertaken by an unlikely source—a retired tractor droid named FE-9Q. One of the few tractor droids in the village (the simple farmers take more pride in doing the work themselves), FE-9Q fell into disrepair and was cast aside. The Doshuns, though, valued the droid's strong personality, and he became a household servant of sorts. When they died, he helped pass on the elder Doshuns' values and lessons to a restless Jimm, who reciprocated the love if only internally and not demonstrably.

As Jimm grew to be a difficult teenager, he resented Effie's efforts at raising him and rebelled as all teens do. No matter what trouble he tried to get into, Effie was not far behind, ready to pick Jimm up should he fall. This was complicated by Effie's programming, which largely dictated (within reason) that he should do as Jimm says. While Effie became creative in following Jimm's directives, his vocabulator made no secret as to who really was in charge.

Sadly, Effie was destroyed in the final fight against the Cloud Riders. Though Effie could not directly harm another sentient, his programming had developed to the point where he could creatively bypass

most inhibitive dampers. For instance, in battle, Effie used his telescoping arms to target the Cloud Riders' speeders, and not the criminals themselves.

FE-9Q: Tracked labor droid, Exp 1; Init +0; Def 12 (+2 armor); Spd 8 m; VP/WP —/14; Atk +3 melee (1d8+3, claw), +0 ranged; SQ Reach (10 m); SV Fort +2, Ref +0, Will +3; SZ M; Rep 0; Str 16, Dex 11, Con 14, Int 10, Wis 13, Cha 8. Challenge Code: A.

Equipment: Telescoping arms.

Skills: Computer Use +4, Handle Animal +5, Listen +3, Read/Write Basic, Repair +4, Search +2, Speak Basic, Spot +3.

Unspent Skill Points: 0

Feats: Heroic Surge, Weapon Group Proficiency (simple weapons).

Onacra's Secret

Aduba-3 has one more secret, one not known to any living being, one buried hundreds of meters below Onacra and hundreds of years in the past. Centuries ago, the ancient Sith had organized themselves into the Brotherhood of Darkness, under the evil leadership of Lord Kaan. One of Kaan's greatest underlings was the Sith Lord Seviss Vaa, a scholar who poured over ancient alchemical texts written by Naga Sadow himself. Vaa longed to revive the long-lost arts of Sith alchemy and create a storehouse of wicked creatures pulled from the chilling recesses of the dark side.

One of Vaa's test worlds was none other than Aduba-3, though the planet bore a different name at that time. It was the site of an early experiment. Vaa mutated a native lizard into a dark side abomination. It was an early experiment, flawed but worthy of further study. He had developed a beast that was driven mad by the presence of a Jedi lightsaber. This creature would target a Jedi and attack relentlessly, using a specially devised organ to fire blasts of deadly lightning from its head. The creature, though, was unstable. The dark side energies that held it together could easily lose cohesion. As Vaa moved onto other projects, he placed the mutant into suspended animation in a cave deep below Aduba-3's surface. A short time later, Vaa was killed at Ruusan and was never able to return to his experiment.

Centuries later, the Sacred Way colonists arrived. Later still, separatists founded the

village of Onacra not far from the creature's burial site. A Force-sensitive villager somehow learned of the creature's existence and passed down such knowledge to his heirs. Over time, folklore evolved to tell tales of a behemoth from below that would protect the village.


The last keeper of this tale was an elder known only as the Old One. An eccentric, he was nonetheless touched by the Force and was able to summon the creature from its cavern. The Old One was not able to control the beast, however, and the giant Sith spawn trampled the old man to death.

The behemoth from below was defeated by a lightsaber appropriated by Han Solo. Had Lord Vaa been alive to witness it, he would have marveled at how close he came to recreating one of Naga Sadow's earliest experiments.

BEHEMOTH FROM BELOW: Predator 8; Init +1 (-2 Dex, +3 species bonus); Def 16 (+12 natural, -4 size, -2 Dex); Spd 6 m; VP/WP 168/140; Atk +23 melee (1d8+15, punch), +18 melee (4d6+15, bite) or +6 ranged (4d8, energy beam); SQ Darkvision (20 m), vulnerability to lightsabers, DR 5; SV Fort +18, Ref +4, Will +5; SZ G; Str 40, Dex 6, Con 35, Int 1, Wis 8, Cha 3. Challenge Code: H.

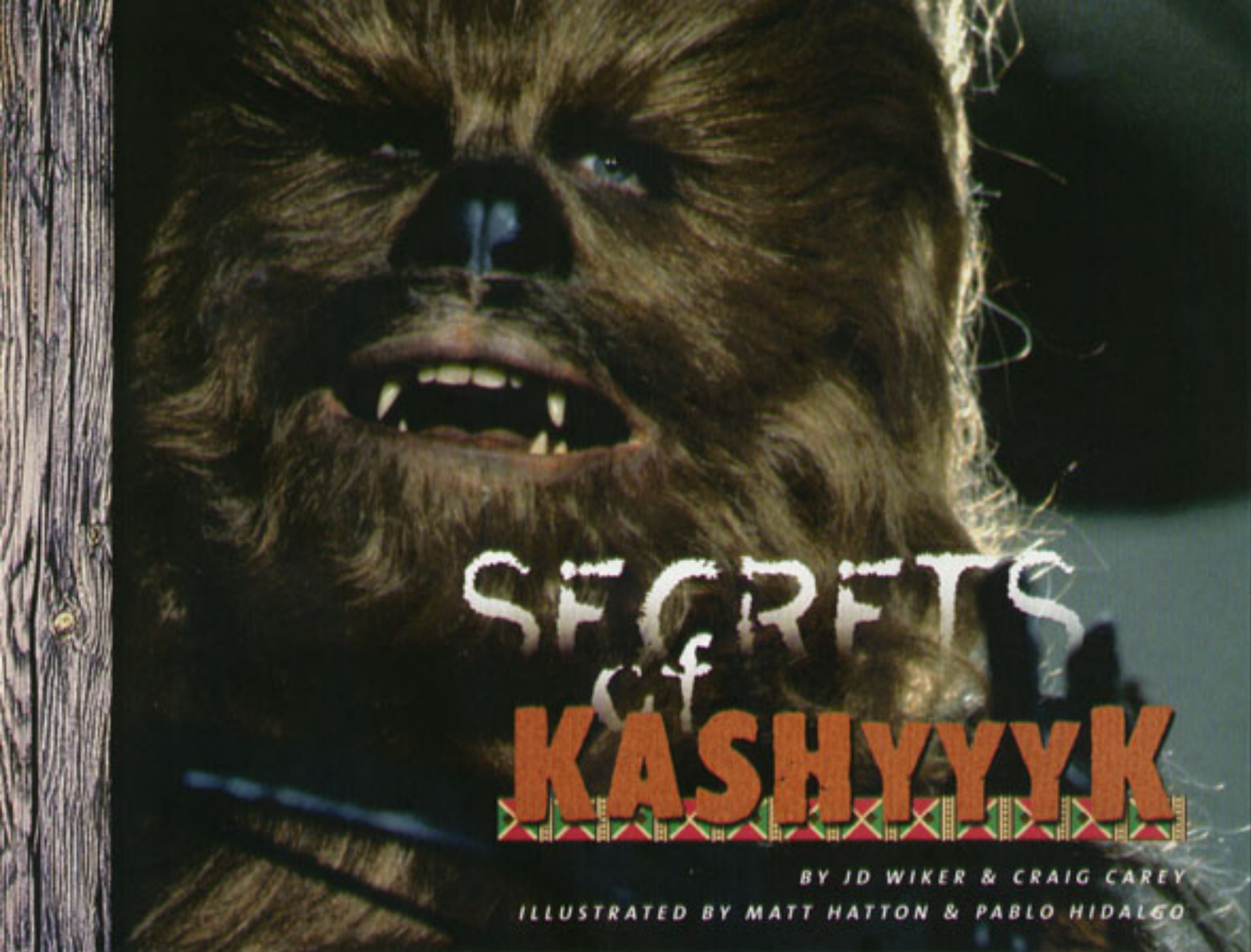
Skills: Listen +2, Spot +2.

Feats: Power Attack.

Special Qualities: Vulnerability to lightsabers. The behemoth from below is extremely sensitive to the energies emitted by an activated lightsaber. Within 20 meters, the behemoth will always prefer to attack the nearest character wielding a lightsaber. Lightsabers ignore the behemoth's damage reduction. Whenever a lightsaber "threatens" the behemoth (a natural 19 or 20 is rolled on the d20 attack roll), the creature must succeed at a Fortitude saving throw (DC 35). On a failed save, the creature explodes, washing all beings within 20 meters with a wave of energy that deals 2d8 damage; a successful Reflex save (DC 15) halves the damage. On a successful save, the creature is still vulnerable to a critical hit. 

Researcher's Notes

On my last day on Aduba-3, Jimm was my only hope at piecing together the events that transpired there two years ago. Unfortunately, he was unwilling to talk to me, since he apparently had just faced a death threat from Valance the bounty hunter, of all beings. I was able to briefly speak with his wife Merri. Though definitely a sweet, beautiful girl, I'm afraid she is not the greatest mind in her village. I'm hardly one to look down upon the provincial, but she struck me as a very credulous person, and her take on the events of two years ago so closely matched the TriNeb holo-doc, I can't help but think it has tainted her memory. She even went on to describe the same unlikely hulking reptilian beast shown at the caper's end, the bizarre lizard that fired lasers from its forehead! It was then that I had to cut my interview short, since my transport was leaving in a few hours. I hate to say it, Arhul, but I don't think we'll ever find out exactly what happened on Aduba-3.



SECRETS of KASHYYYK

BY JD WIKER & CRAIG CAREY

ILLUSTRATED BY MATT HATTON & PABLO HIDALGO

The homeworld of the Wookiee species, Kashyyyk, is a forest wonderland covered nearly from pole to pole by kilometers-high wroshyr trees. Although the Wookiees themselves were once subjugated by the Empire, their world is almost entirely untamed, and even the fierce Wookiees are hesitant to enter the lowest reaches of their forest home. Wookiee legends tell of gigantic monsters that prowl the deepest reaches of Kashyyyk's mighty forests, and the Wookiees know all too well that those legends are grounded in perilous truth.

FIRST GLIMPSE OF KASHYYYK

From space, Kashyyyk appears like any other forested planet: green with trees, blue with water, white with clouds. On closer approach, the cloud cover seems more like fog, with the tallest trees poking out here

and there. This is merely an optical illusion; the oldest wroshyr trees stand several kilometers tall, their roots lost in the impenetrable gloom far, far below.

Cities are nowhere to be seen until one gets much closer. Then, tiny specks resolve into the haze of smoke, the network of towers and bridges, and the pale, flat discs of landing pads—cut from single limbs of the titanic wroshyrs. Closer still, individual buildings, sometimes two or three stories tall, begin to stand out—as do the wide, flat streets between them. The immensity of the physics becomes wondrously clear: each city is built on interwoven branches so large that a ship could land on the cross-section, so sturdy they stir only in the most devastating winds. Kashyyyk's cities are built in conjunction with nature—not in spite of it—and yet they are fully functional cities, not crude villages or simple structures.

Technology and nature blend everywhere—in the speeders cruising along limbs as wide as multi-lane highways, in the organic exhaust ports of the computer-component factories, and in the grand crystalline windows of the mansions, museums, and temples. Kashyyyk is far from primitive; it is simply natural.

HOW TO USE THIS ARTICLE

"Secrets of Kashyyyk" is meant to give players enough information to flesh out Wookiee characters, while providing GMs with solid data about the Wookiee homeworld, an introduction to its geography, climate, society, and culture, and hopefully plenty of ideas to create interesting adventures both in its cities and in its wild depths.



Still, the visitor occasionally catches a glimpse of something dark far, far below, accompanied by a frightening flash of movement. Such visions serve to remind off-worlders that the cities of Kashyyyk are but tiny outposts of civilization in the forest. The depths are ruled by predators so terrible that even Wookiees shudder to think of them.

GEOGRAPHY & CLIMATE

Offworld visitors tend to think of Kashyyyk as covered in wroshyr trees, but the surface of Kashyyyk is almost 40% water. Because the upper branches of the wroshyrs mesh so well, an object dropping from the heights is considerably more likely to come to rest on a tree limb than it is to strike water. Even on Kashyyyk's seas, there is a considerable amount of tree cover far, far above.

The steamy temperatures in Kashyyyk's swamps and inland lakes cause a tremendous amount of evaporation. Most of it rarely rises more than a kilometer above the ground before it is trapped by foliage, where it condenses and falls back into the water table as dark, soil-rich rain. What evaporation occurs on the upper levels makes for light cloud cover and periodic light rainfall. Windstorms are infrequent, and usually not very strong—certainly not strong enough to shake the treetops. Lightning is extremely unusual on Kashyyyk, as the wood of wroshyr trees is an insulator against negative electrical build-up.

Kashyyyk's geographical regions are broken down more by climate and terrain, and less by geopolitical boundaries. The most populous regions are the central northern and southern hemispheres, where the temperatures are comfortable for the heavily furred Wookiees. The population drops off as the temperature rises toward the equator and drops toward the poles. The seas are, of course, uninhabited by Wookiees, who are not comfortable that close to the surface—dry land or not.

Each of Kashyyyk's four continents are at least partially inhabited, with at least one major city per continent. The largest cities include Truvvhurr, Kamarkia, Hoorkhuk, Maarwraawroo, and Rwookrorro, all of which are built around manufacturing facil-

ities that provide Kashyyyk with trade goods for offworld commerce. Smaller communities, such as Kroohhulwoor, Orriorr, and Rarrhkrorrho, tend to focus on agricultural goods sold on Kashyyyk itself.

THE WROSHYR FORESTS

Kashyyyk might be almost half water, but the rest is wroshyr trees. The wroshyr forests of the Wookiee homeworld extend many kilometers above the surface—so far that few Wookiees ever see the surface. Wookiee scientists calculate the diameter of the wroshyr trunks at several kilometers. They further suggest that Wookiee cities may not be built on the commingled branches of multiple trees, as is commonly believed, but rather on the widespread limbs of a single wroshyr tree. The upper reaches of the wroshyr trees, where Wookiees build the nurseries for their young, can measure half a kilometer thick.

The wroshyr forests blanket the planet, even hanging a half-dozen kilometers out over the seas, a few kilometers below. Kashyyyk's poles are also forested, though not as heavily as other regions. Only at the very tip of the poles and in the planet's few meager deserts are wroshyr trees completely absent. Land without tree growth of some kind accounts for only half a percent of Kashyyyk's surface.

The Wookiees divide the wroshyr forests into seven vertical levels. The top level is occupied by the Wookiees, and it is further subdivided into the highest level (the nursery ring, where Wookiee children are minded and educated while their parents work), the habitation level (where Wookiee families dwell and work), and the maintenance level (where most Wookiee public utilities are located, including sewage and power generation).

As one travels farther down, the levels become increasingly more dangerous. A few predators exist on the level directly below the Wookiees' level, but these are small and easily circumvented. On the third level down, carnivorous syren plants exist in massive numbers and sizes. They play a part in Wookiee "coming-of-age" rituals, though only the most reckless Wookiees dare to venture so far down to prove their courage.

Below this level, things swiftly turn lethal. The fourth level down is inhabited by deadly predators, to whom a full-grown Wookiee warrior is little more than a passing challenge.

The next two levels are known as the Shadow Forest—the part of the forest too far below the canopy for light to penetrate. This is the domain of the webweavers—giant, spiderlike creatures capable of devouring the most powerful Wookiee in a single bite. The Shadow Forest is a colossal maze of adhesive webs, where the slightest tremor attracts the attention of at least one webweaver. Those few Wookiees who travel this far down rarely return.

Finally, the ground level is given over to swamps, inland lakes, and sluggish rivers. The fauna at this level is more strange than lethal (though there is a fair amount of the latter), and most of the creatures live in complete darkness broken only by the occasional patch of phosphorescent flora. A few creatures provide their own illumination—which usually attracts the attention of the ground-level predators, so these creatures are either prolific or extremely dangerous in their own right.

HISTORY

One legend suggests that the first Wookiees to appear on Kashyyyk were visitors from another world—pioneers or refugees. Wookiee records are vague on the point when they mention the subject at all.

Kashyyyk

System/Star: Kashyyyk (yellow)

Type: Terrestrial

Atmosphere: Breathable (Type 1)

Gravity: Standard

Climate/Terrain: Temperate/Forest, swamp, desert

Length of Day: 26 standard hours

Length of Year: 381 standard days

Sapient Species: Wookiees

Population: 46 million Wookiees, unknown number of Orga

Major Exports: Electronic components

Major Imports: Processed metals

Satellites: 3

Starports: 1 stellar, 3 limited service



Conventional wisdom states that Wookiees were merely the most capable climbers in an ecosystem full of predators. Their ability to move higher in the wroshyr trees than their natural enemies allowed them to survive and evolve.

In either case, no records exist anywhere that suggest that there was a time when no Wookiees lived on Kashyyyk.

THE OLD REPUBLIC

Despite having inhabited Kashyyyk for millennia, Wookiees developed the ability to leave their homeworld only a few thousand years before the Battle of Yavin. Even then, they acquired the necessary boost in technology from their spatial neighbors, the Trandoshans, who came to the forested planet in hopes of establishing colonies. They were driven off by the fierce Wookiee natives, leaving behind a single ship, which the inquisitive Wookiees easily disassembled, analyzed, and replicated. Soon, the first Wookiee explorers set off into the black depths of space.

The Wookiee spacefarers were quickly discovered by the Corellians, who had recently established trade relations with the Trandoshans, but were not given to allying with the reptilian species against their neighbors. The Corellians opened trade negotiations with the Wookiees and, in typical fashion, immediately began exploiting them. This state of affairs would have continued for some time had it not been for the intervention of the Alderaanian Diplomatic Corps, who petitioned the Republic for a senate seat to be created for a representative of Kashyyyk. Thus, Kashyyyk became a Republic world.

AGR

The predatory agr averages 2 meters from wingtip to wingtip. Though relatively short-lived, these birds command the skies above what was once Kashyyyk's industrial sector.

The agr are blood-colored raptors with an aggressiveness that increases as they near the end of their lifespan. Once agrs reach six seasons, they are belligerent beasts and threats to their own. They often meet their end at the talons of another agr; few live a full eight seasons.

The agr have made many abandoned buildings and towers their aeries. They hunt in flights of 12–36 birds; they commonly fly in two "V" formations, one over the other. While in formation, a few of the strongest hunters spread in random positions around the group. The formation provides an excellent defense against other airborne creatures that might threaten agr, and also provide for quick dispersal when hunting fleeing prey.

Agri: Airborne predator 2; Init +6 (+2 species, +4 Improved Initiative); Def 11 (+1 size); Spd 15m fly (good); VP/WP 14/12; Atk +4 melee (1d6+1, beak), +4 melee (1d4+1, 2 claws), +2 ranged; SQ +2 species bonus to Spot checks; SV Fort +4, Ref +3, Will +1; SZ 5 (1.1 m tall, 2 m wingspan); Rep 3; Str 12, Dex 11, Con 12, Int 4, Wis 12, Cha 10. Challenge Code: A.

Skills: Listen +6, Move Silently +4, Spot +8.

Feats: Improved Initiative.

Once in the Senate, the Wookiees promptly dissolved the unfair treaty the Corellians had made with them and made new treaties with other worlds and species—and a more equitable new treaty with Corellia. They purchased hyperdrive technology from the Duros, established Wookiee cultural studies programs in Alderaan's finest universities, and traded with the Verpines for state-of-the-art manufacturing processes. In the Senate, politicians spoke admiringly of "the wisdom of the Wookiees," who were perceived as a species more in touch with the Force, due to their integration of nature and technology. Kashyyyk had become a distinguished member of the galactic community.

THE RISE OF THE EMPIRE

Throughout the centuries before the foundation of the Galactic Empire, Kashyyyk grew and prospered. An initial influx of offworld tourists created a booming sightseeing industry. The Wookiees quickly realized the toll such visits would take on Kashyyyk's ecosystem—not to mention their culture—and created

laws aimed at curtailing such activities.

Unfortunately, the restrictive laws were not popular with their neighbors, the Trandoshans. The Trandoshans had arranged to profit handsomely from the tourist trade. When the Wookiee laws caused the tourist industry to dry up, the Trandoshans—already nursing a hatred for the Wookiees over the failed colonization efforts—commenced a series of raids on Kashyyyk, plundering natural resources. In the Senate, they claimed that the Wookiee laws governing offworld visitors applied only to the civilized areas of Kashyyyk. The enraged Wookiees determined that regardless of what the law said, they would not stand still while aliens destroyed their homeworld.

While the debate dragged on in the Senate, the Trandoshans continued to visit Kashyyyk. Nearly every time they encountered violent opposition from the Wookiees. Terrible battles took place on the surface and in the skies above Kashyyyk—and, as the Wookiees became more proactive, in the skies above Dosh, as well. Finally, the Senate ruled that the Wookiees were the rightful caretakers of their world and that

NEW FEAT: WOOKIEE BRACHIATION

You can move through the trees as if you were on the ground.

PREREQUISITES: Climb 4, Jump 4.

BENEFIT: You can move vertically and horizontally through trees at your normal rate, provided the trees have branches large enough to support your weight. A Climb or Jump check might be necessary to get you to branches of sufficient size (reaching them from the ground, or leaping from a nearby perch), but once you reach the branches, you can move without danger of falling.

NORMAL: Without this feat, you must make a Climb check to traverse even horizontal spaces among trees.

SPECIAL: At their option, Gamemasters may rule that Wookiee characters gain this feat automatically (as a bonus feat) if they have the prerequisite ranks in Climb and Jump.

their rules on visitors applied to settled and unsettled areas equally. The Trandoshans broke off their raids, but the hatred



BANTHA, KASHYYYK

Banths, along with various breeds of nerfs, are among the most ubiquitous species in the galaxy. Even so, it comes as somewhat of a surprise to many that the large herbivore is also found on Kashyyyk. A massive, plodding creature, the bantha would certainly never have evolved on Kashyyyk, as it is ungainly with poor climbing ability, but the Wookiee traders who introduced the

creature correctly guessed that banthas would adapt to the top-most ecorevel's platforms in and about the major Wookiee cities.

Banths thrive in hundreds of subspecies, and those that inhabit Kashyyyk evolved from their "standard" stock rather quickly. The telltale horns that usually distinguish the huge beasts have all but disappeared in their centuries on the Wookiee homeworld; in their place, the males have developed massive cranial bone plates used as powerful armored battering rams. Also gone is most of their trademark shaggy fur. The Kashyyyk bantha's build, which contains the awesome power for which banthas are so renowned, has changed little. Finally, Kashyyyk banthas adapted to climbing better than anyone expected, developing more articulated toes to grip the thick wroshyr bark.

Banths typically have few natural enemies, but on Kashyyyk,

no creature is so lucky. Kashyyyk banthas suffer the predation of many creatures, and herds are often harassed by gundarks and nightdwellers.

Kashyyyk Bantha: Forest herd animal 3; Init +0; Def 18 (+10 natural, -2 size); Spd 6m; VP/WP 35/58; Atk +8 melee (3d6+9, gore), -1 ranged; SQ +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +12, Ref +1, Will +1; SZ H (2-3 m tall); Rep 8; Str 29, Dex 10, Con 29, Int 3, Wis 11, Cha 3. Challenge Code: C. **Skills:** Climb +11, Listen +6, Survival +8.

BLASTAIL

A curious feline creature that inhabits many levels of Kashyyyk, the blastail is a small and dangerous carnivore. Blastails are known to carry a number of infectious diseases, many of which can be dangerous to even to a healthy, full-grown Wookiee.

Skilled climbers, blastails are typically orange or dark beige mottled with spots or long stripes. They have large, haunting eyes and thick sensory filaments. Their short, pointed ears pick up many of the minute sounds that indicate danger in the perilous Kashyyyk wild.

The fuzzy bulb on the end of the blastail's tail cross-pollinates the jungle by collecting seeds and spores as the creature roams in search of prey. Blastails have also developed the ability to "throw" their pollen-laden tail bulb at would-be predators; the pollen results in such a violent allergic reaction that the blastail can flee some distance before the target can attempt to pursue.

remained.

It was this hatred that led to the enslavement of the Wookiees, centuries later, when Emperor Palpatine came to power and began seeking inexpensive alternatives to more traditional workforces. Seizing the opportunity to take their revenge on their old enemies, the Trandoshans reached an agreement with the

Emperor: They would deliver regular shiploads of Wookiee slaves in exchange for various concessions, including economic sanctions against Kashyyyk—sanctions that favored Dosha. The Emperor consented, and the Wookiees suddenly discovered that it was illegal for them to own starships based on Trandoshan designs, which included nearly every ship the Wookiees owned. Wookiee supporters in the Senate

protested—and protested even louder when Imperial troops arrested the Wookiee senator for treason—but by that time, the Senate was powerless to stop the Emperor from doing more or less as he pleased.

Wookiee slavery had begun.

SENATOR YARUA

Yarua is Kashyyyk's main representative to the Galactic Republic and a highly respected Senator. A firm supporter of various senate reform movements, he believes that the existing Republic government is rife with corruption. Having served as a senator for almost 100 years, Yarua's fondest wish is to retire and go home to Kashyyyk—though he feels he cannot until the Senate once again serves the public, not just itself.

In his youth, Yarua wanted little more than to take over his family business. When his father died in an accident, Yarua became the family patriarch at the tender age of 120. He taught himself to deal with situations diplomatically rather than physically and quickly earned the respect of Kashyyyk's elders. When the Wookiee representative to the Galactic Republic retired, the elders urged Yarua to vie for his place, and Yarua soon found himself bound for Coruscant aboard a diplomatic shuttle.

Yarua, Male Wookiee Frg 3/Nbl 10; Init +0; Def 19 (+9 class); Spd 10m; VP/WP 110/18; Atk +12/+7 melee (dmg 1d3+3, punch), +9/+4 ranged (dmg 3d10/crit 19–20, bowcaster); SQ Wookiee rage, extraordinary recuperation, barter, adaptive learning (Diplomacy), call in a favor (x5), inspire confidence (+3), command (+4); SV Fort +10, Ref +7, Will +12; SZ M; FP 3; DSP 0; Rep 20; Str 17, Dex 11, Con 18, Int 14, Wis 17, Cha 14. Challenge Code: D.

Equipment: Bowcaster (rarely carried), protocol droid, assorted datapads, private shuttle, apartments on Coruscant.

Skills: Bluff +5, Climb +11, Computer Use +6, Craft (bowcaster) +12, Diplomacy +16, Gather Information +12, Handle Animal +8, Intimidate +16, Jump +9, Knowledge (Kashyyyk) +6, Knowledge (politics) +14, Knowledge (Galactic Republic) +10, Listen +7, Pilot +1, Profession (merchant) +9, Read/Write Basic, Read/Write Shyriiwook, Sense Motive +13, Speak Basic (understand only), Speak Shyriiwook, Survival +9.
Feats: Endurance, Exotic Weapon Proficiency (bowcaster), Iron Will, Persuasive, Power

NEW EQUIPMENT

KSHYY VINES

Kshyy vines are organic cables cut from wroshyr trees and kept alive through regular treatments of nutrients. On Kashyyyk itself, the vines are frequently left on the trees and simply re-guided into whatever application is necessary. Liftcars, for example, which carry hundreds of kilograms of material up and down the entire height of a Wookiee city, are often raised and lowered via kshyy vines. After all, what better way to anchor something as fragile as a liftcar than a live vine, still attached to the tree where it originally grew?

A kshyy vine is 1d4 centimeters thick and has 10 wound points per centimeter. Those still attached to the trees are twice as thick. The vines have a hardness rating comparable to metal (hardness 10), and while still attached to trees can actually heal 1 wound point per hour. Cut kshyy vines that are soaked in the proper nutrients for at least 8 hours each day (even when not damaged) recover 1 wound point every 26 standard hours. If a kshyy vines goes longer than 1 week without a nutrient treatment, it loses

half its wound points and hardness and can no longer heal itself.

A 20-meter length of cut kshyy vine costs 50 credits, and a month's supply of nutrients costs an additional 5 credits.

PHOSFLEA LANTERN

With the blending of technology with nature comes the need for an efficient, nonpolluting light source. Fortunately, Kashyyyk provides its own answer in the form of the phosflea.

Wookiees use the easily captured phosfleas the way other species use glow rods and glow panels. A single phosflea provides illumination to 5 meters, and each additional phosflea adds another 10cm to the radius of light. A phosflea requires a small amount of organic matter (plant life, usually) to survive; left untended, a phosflea will expire in about a day. Organic feed is freely available on Kashyyyk and most planets with a forested biosphere, but 1 credit will feed a phosflea for 10 days elsewhere. Note that any light utilizing phosfleas must be enclosed; otherwise, the phosfleas escape. (On Kashyyyk, the Wookiees use mesh cages.)

RYK BLADES

Ryik blades are the traditional hand weapon of the Wookiees, who eschew using their claws in hand-to-hand combat for reasons of personal honor. A Wookiee treats his ryik blade with the utmost respect, just like his bowcaster, and some ryik blades are passed down through family lines.

The ryik blade is a curved, machete-like weapon, with a handgrip set either in line with the blade or perpendicular to it. Wookiees who practice regularly can become adept with the ryik, moving with great precision at blinding speeds. (Wookiees can select the ryik as a weapon for which they can take the Weapon Finesse feat.)

COST	DAMAGE	CRITICAL	RANGE	INCREMENT	WEIGHT	TYPE	SIZE	GROUP
250	1d6	19-20	—	—	15 kg	Slashing	Medium	Simple

Attack, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

THE REBELLION ERA

Now fully under the heel of the Empire, the Wookiees of Kashyyyk were raided regularly for slaves to work in the Emperor's factories. Strong and tough but with mechanical expertise, Wookiees made extremely useful slaves and were less expensive than droids that could be designed and programmed to do the same work.

Trandoshan slave ships (among many, many others) visited Kashyyyk daily. The Wookiees had little choice but to fight, caught between the slave raiders and the even more horrible creatures in the wroshyr forest depths. Being proud and strong, they hardly stopped to consider any other strategy. Every raiding party was met with violent resistance. Sometimes scores of enraged Wookiees would overwhelm a group of slavers, tear them limb from limb, and toss them into the forest depths. More often, though, the superior weapons of the slavers—guaranteed by the Emperor's technology embargo against the Wookiees—

meant that they captured more Wookiees than they lost slavers. With the high price Wookiees fetched, the risk was worth it.

Though Kashyyyk was under the Empire's rule, the Wookiees were allowed to carry on with their lives more or less as they had before. Imperial patrol ships orbited the green world, but their job was mostly to prevent the Wookiees from sending or receiving aid from the Rebels. The Imperials kept no ground troops, knowing full well that even stormtrooper armor could not withstand the fury of a city full of blood-mad Wookiees. When they did land ships, they did so quickly, efficiently, and with considerable force of arms.

Though many Wookiee freedom fighters distinguished themselves as heroes during these dark times, the one most Wookiees remember is Chewbacca. He had been away from



Blastail: Forest predator 2; Init +7 (+3 Dex, +4 Improved Initiative); Def 17 (+3 natural, +3 Dex, +1 size); Spd 15m; VP/WP 15/13; Atk +3 melee (1d6, bite), +3 melee (1d4, 2 claws), +6 ranged (special, tail bulb); SQ Darkvision 20m, disease, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +3, Ref +3, Will +0; SZ S (1-1.2 m long); Rep 2; Str 11, Dex 16, Con 13, Int 4, Wis 15, Cha 8. Challenge Code: A.

Skills: Climb +2, Hide +6, Jump +2, Listen +6, Move Silently +6, Spot +4, Survival +4.

Feats: Improved Initiative.

SA—Tail Bulb: The blastail can hurl its tail bulb, composed of a dusty ball of collected pollen, once every 1d4 days. The range increment for the attack is 4 meters, and if the tail bulb strikes its target, the victim must succeed at a Fortitude save (DC 15) or be blinded for 2d4 rounds (see Chapter 12 of the core rulebook). While its opponent is blinded, the blastail flees.

SA—Disease: A creature scratched or bitten by a blastail must succeed at a Fortitude save (DC 14) to avoid becoming diseased. The sepsis in blastail saliva has an incubation period of 4d6 hours, causes 2 points of initial Constitution damage, and causes an additional 1d4+1 Constitution damage one day later.

BOLSTYNGAR

Despite standing over four meters tall, the cream- or green-brown colored bolstyngar is one of the quietest creatures in the noisy melange of beasts of the Wookiee homeworld's lower levels.

The bolstyngar possesses two auditory clusters that contain hypertympanic membranes. As a result, it notices virtually every sound in the jungle—sometimes to its displeasure. Loud creatures such as the grove harriers annoy the bolstyngar to no end and are often the first to be crushed within the creature's jaws.



Bolstyngar: Forest predator 8; Init +0; Def 16 (+7 natural, -1 size); Spd 8m; VP/WP 71/19; Atk +11 melee (2d6+4, bite), +8 ranged; SQ +2 species bonus to Listen checks and Survival checks (in forested areas); SV Fort +10, Ref +6, Will +7; SZ L (3.5-4.2m tall); Rep 5; Str 18, Dex 10, Con 19, Int 2, Wis 20, Cha 12. Challenge Code: C.

Skills: Climb +6, Jump +6, Listen +21, Move Silently +9, Survival +12.

Feats: Skill Emphasis (Listen), Skill Emphasis (Move Silently), Track.

CLAW VINE

A common nuisance to creatures and other plants of several ecollevels, claw vines are aggressive, thorny plants that seriously hinder movement. Some claw vines are simply thorn-laden branches that tear at travelers' clothing and skin and attempt to strangle small animals. Older groves, especially those indigenous to the lower levels, can be hostile. Neither insectivorous nor carnivorous like most

Kashyyyk, exploring, when the Emperor

came to power and imposed the technology ban. When he returned home, he flew directly into the jaws of a trap. Captured, he was placed among the other Wookiees in the hold of a slaver ship and was dismayed to find that the Wookiees were too busy fighting among themselves to organize an escape. Chewbacca pulled them together, and with parts they had smuggled aboard in their mouths, they built a crude fusion cutter. Soon, the Trandoshan slavers were dead, and the Wookiees were free. However, Kashyyyk itself would not be free from the Empire's control until the Emperor's death many years later.

KATARRA, FREEDOM FIGHTER

During the years when Kashyyyk is a "protectorate" of the Empire, and the Wookiees are constantly threatened by slave raids, the leader of the Kashyyyk resistance is a Wookiee female name Katarra. Still just a youth, Katarra nonetheless commands great respect for her wisdom and courage, as well

as her battle prowess and cunning. She is also quite resourceful. At her suggestion, the Wookiee freedom fighters stopped taking stormtrooper armor as trophies and started collecting it to trade to offworld smugglers for arms and medical supplies.

Katarra is an impressive Wookiee, despite her youth. She generally carries the bowcaster her father (Tarkazza) made for her, and she keeps a *ryyk* (a long-bladed knife) handy for when the fighting gets close. She prefers stealth to frontal assault because she knows that it's the last thing Imperials expect from Wookiees.

Katarra, Female Wookiee Sct 3/Nbl 2: Init +0; Def 16 (+6 class); Spd 10m; VP/WP 40/15; Atk +6 melee (1d4+3, knife), +3 ranged (3d10/crit 19–20, bowcaster); SQ Trailblazing, Bonus class skill (Disable Device), Call in a favor (x1), Inspire confidence (+1); SV Fort +4, Ref +4, Will +5; SZ M; FP 2; DSP 0; Rep 5; Str 16, Dex 10, Con 15, Int 14, Wis 11, Cha 13. Challenge Code: B. Equipment: Bowcaster, knife, comlink. Skills: Climb +10, Computer Use +6, Demolitions +6, Diplomacy +9, Disable Device +6, Hide +4, Intimidate +5, Jump +8,

Knowledge (Kashyyyk) +8, Knowledge (Rebellion) +4, Listen +4, Move Silently +2, Read/Write Basic, Read/Write Shyriiwook, Repair +4, Speak Basic (understand only), Speak Shyriiwook, Spot +4, Survival +6, Treat Injury +2.

Feats: Exotic Weapon Proficiency (bowcaster), Skill Emphasis (Diplomacy), Skill Emphasis (Survival), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

THE NEW REPUBLIC ERA

Slave raids on the Wookiees continued until shortly after the Battle of Endor. With news of the Emperor's death, the Wookiees, already sympathetic to the Rebellion, quickly lent their strength to the Rebel Alliance. Kashyyyk began to rebuild.

The Wookiees became more insular after the Empire's domination of Kashyyyk ended. Though grateful to the Rebel Alliance for help, they restricted access to their world, limiting the number of Human visitors and excluding Trandoshans altogether. With few exceptions—notably the Solo family, to whom the hero Chewbacca

predatory plants, claw vines feed off of the nutrients provided by the decomposing bodies of any creature they kill. Claw vine bushes often grow so thick that scavengers who attempt to feed off the carcasses become another meal for the vine.

Claw Vine: Forest scavenger 3; Init +0; Def 14 (+4 natural); Spd 6m; VP/WP 21/16; Atk +5 melee (2d4+4, claw thorns), +2 ranged; SQ Blindsight (4m), improved grab, reach (4m), +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +6, Ref +1, Will +0; SZ M (average 2m); Rep 4; Str 18, Dex 11, Con 16, Int 1, Wis 8, Cha 2. Challenge Code: B.

Skills: Hide +5, Listen +3, Move Silently +5, Survival +3.

Feats: Multiattack.

GORRYL

A purple and brown protoplasmic slug, the gorryl is at once visually disgusting and pleasant tasting. Most gorryls are approximately 1.5 meters long, though some can grow up to 2.5 meters. The creatures were once harvested for use in many culinary delicacies galaxy-wide.

Though quick for its size, the gorryl is still a slug. Typically, it calmly slithers along the boughs of the larger wroshyrs of the second level, grazing on small mites and organisms within the bark.

If another creature steps on a gorryl, however, it becomes hostile. It rears to near "standing" position, both to appear aggressive and ultimately to smother its enemy. A gorryl is fearsome not for

its strength or ferocity, but because of its resistance to damage. Most indigenous Kashyyyk creatures avoid angered gorryls because they are relentless and difficult to kill.

Gorryl: Scavenger 6; Init -1 (Dex); Def 16 (+6 natural, -1 Dex, +1 size); Spd 2m; VP/WP 21/10; Atk +4 melee (special), +5 ranged; SQ Swallow whole, DR 20, +4 species bonus to Climb checks, +2 species bonus to grapple checks; SV Fort +5, Ref +1, Will +2; SZ M; Rep 5; Str 8, Dex 8, Con 10, Int 1, Wis 10, Cha 1. Challenge Code: A. Skills: Climb +5, Hide +5, Search +3.

SA—Swallow Whole: The gorryl deals no damage when it successfully attacks an opponent in melee. Instead, it attempts to envelop and digest its foe. The gorryl makes a grapple check, gaining a +2 species bonus to the attempt. If successful, it can attempt a second grapple check on its next action. If this second check is successful, the gorryl has enveloped its prey, dealing 2d6 points of acid damage each round.

A swallowed creature can cut or burn its way out using claws, Small or Tiny slashing weapons, or energy weapons that deal 20 points of damage to its inside (Def 5, no DR). Once a trapped creature exits, muscular contractions close the hole; another swallowed creature must cut its own way out. A gorryl can hold two Small characters or one Medium-size character in its stomach.

owed a life-debt—Humans who wanted to visit Kashyyyk had to submit requests well in advance of their planned arrival. Those who landed without permission were unceremoniously shoved back into their ships and escorted out of the system.

These harsh measures may have helped the Wookiees recover their sense of species identity, but the Rebel Alliance—and later, the fledgling New Republic—understood and honored the Wookiees' rules. Their enslavement by the Imperials had almost pushed the Wookiees back into a state of barbarism. Only the famous "wisdom of the Wookiees" enabled them to restore their culture without undue violence, and to once again find their place in the galactic community.

LOWBACCA, JEDI STUDENT

The nephew of the famous Chewbacca, Lowbacca ("Lowie") is one of the second group of students to begin training at Master Luke Skywalker's new Jedi academy. Although he misses the trees of Kashyyyk, Lowbacca is perfectly at home in the jungles of Yavin 4, and with the miniaturized translation droid that his uncle built for

him, he is quite capable of conversing with the other students. Within hours of his arrival, he became fast friends with Jacen and Jaina Solo and the Dathomiri warrior-girl Tenel Ka.

Lowbacca is still a fairly new student, though he has learned much from his encounters with the Shadow Academy. He has constructed his own lightsaber, faced the stormtroopers of the Second Imperium, and defended both Kashyyyk and Yavin 4 from attack. He still has much to learn, though, before he is truly a Jedi Knight.

Lowbacca, Male Wookiee Frg 1/JG 5; Init +1 (+1 Dex); Def 18 (+7 class, +1 Dex); Spd 10m; VP/WP 11/17; Atk +8 melee (dmg 1d3+3, punch), or +9 melee* (3d8+3/crit 19–20, lightsaber), +5 ranged; SQ Wookiee rage, Extraordinary recuperation; SV Fort +6, Ref +5, Will +3; SZ M; FP 4; DSP 1; Rep 5; Str 17, Dex 13, Con 17, Int 12, Wis 12, Cha 11. Challenge Code: B.

Equipment: Lightsaber*, translator droid (Em Teedee), T-23 skyhopper, tool kit.

* Lowbacca has constructed his own



IKOV

The ikov is one of Kashyyyk's smallest scavengers. The creature feeds largely off the animals that fall from the highest levels of the wroshyr canopy. Those creatures seldom survive

the fall, and though the ikov is too weak to fend off other scavengers from feeding on the stricken creature, it is almost always the first to find them.

An ikov's jaw contains a mouthful of serrated, bladelike teeth. The effectiveness of its teeth guarantee that while it might be chased off by a larger, more intimidating creature, it can always cut a fair piece and run with it.

Ikov: Forest scavenger 1; Init +6 (species); Def 14 (+2 natural, +2 size); Spd 8m, 16m climb; VP/WP 6/10; Atk +2 melee (1d4, bite), +2 ranged; SQ +6 species bonus to Initiative checks, +8 species bonus to Climb checks, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +2, Ref +0, Will +1; SZ T; Rep 2; Str 10, Dex 11, Con 10, Int 3, Wis 12, Cha 4. Challenge Code: A.

Skills: Climb +8, Hide +4, Listen +3, Move Silently +4, Spot +3.

Survival +3.

KKEKKRRG RRO

The kkekkrro is one of the fiercest creatures on Kashyyyk, found in the infamous Shadow Forest along the Rryatt Trail in the Rwookrorro jungles. Fortunately, they are limited to that small hunting range, an area approximately 50 or 60 square kilometers, and are not found elsewhere.

The kkekkrro, also commonly known as "shadow keepers," are five-limbed monsters that stand as comfortably on their two hind legs as they do on all five. The peculiar design of the kkekkrro has captured the curiosity of many xenobiologists, but no kkekkrro body—alive or dead—has ever been obtained for study.

The three forelimbs of the kkekkrro are particularly odd. The two outside limbs, similar to those of most quadrupeds, are sharply clawed with thick pads for easy gripping. The central limb is slightly shorter but stronger, and nearly twice as thick. Bundled with powerful, cablelike muscles, the limb sprouts from the center of the creature's chest. All limbs have two retractable claws 5–10 centimeters from its heels.

The kkekkrro's vaguely canine muzzle is a collection of sharp, rending teeth. The abrasive tongue can rip the fur off of most creatures, exposing the victim's tender flesh—though the kkekkrro appears to have no qualms eating a creature whole.

Exclusively carnivorous, the tailless kkekkrro epitomize the skulking, unseen enemy in Wookiee lore. Their ambush tactics chiefly involve roaming the underside of the levels' prominent loam platforms and striking as prey moves from one section to another.

lightsaber.
Skills: Climb +9,
Craft (lightsaber)

+6, Intimidate +4, Jump +7, Knowledge (Kashyyyk) +5, Knowledge (Jedi lore) +4, Listen +5, Pilot +5, Read/Write Basic, Read/Write Shyriiwook, Repair +3, Speak Basic (understand only), Speak Shyriiwook, Survival +5

Force Skills: Battlemind +7, Empathy +5, Force Defense +4, Move Object +5, See Force +5.

Feats: Endurance, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Group Proficiencies (blaster pistols, simple weapons)

Force Feats: Alter, Control, Deflect Blasters, Sense.

THE NEW JEDI ORDER ERA

The invasion of the Yuuzhan Vong was particularly rough on the Wookiees. The alien invaders' first attack claimed one of the great cultural heroes of the Wookiees: the mighty Chewbacca. When the Yuuzhan Vong destroyed Sernpidal with its own moon, Chewbacca helped evacuate

refugees and gave his life to save Anakin Solo, the son of his longtime companion, Han Solo. On Kashyyyk, the Wookiees held a memorial service for their fallen hero.

Although the Yuuzhan Vong passed extremely close to the forest world, they spared Kashyyyk even though its myriad deadly lifeforms would have been quite useful to them as genetic stock. New Republic military strategists have guessed that the Yuuzhan Vong would like to make use of Kashyyyk's deadlier creatures but cannot yet spare the time—or personnel—to capture live specimens. It is entirely possible, though, that once they consolidate their hold on the worlds they already have, they will turn their attention to Kashyyyk. Understandably, the New Republic is not looking forward to the prospect of webweavers implanted with surge coral by the Yuuzhan Vong thundering across battlefields to devour ground defenders.

Fortunately, though, the Wookiees well remember the lesson of slave raids and Imperial occupation, and have shored up their defenses. Even so, they cannot watch all of Kashyyyk at once, and it is well within

the realm of possibility that Yuuzhan Vong scout troops may have already landed.

WOOKIEE SOCIETY

Wookiee life begins at the nursery level. Expectant Wookiee mothers take residence in the highest reaches of the wroshyr trees—traditionally, the safest place for Wookiees—and remain there until they have recovered enough from childbirth to return to work. Their children remain in the nursery rings to learn about Wookiee history and culture, garner an appreciation of the wroshyr forests, and most importantly, learn how to interact in Wookiee society. At the end of the work day, Wookiee parents retrieve their children and take them home, to foster a sense of family identity.

Once a Wookiee child reaches a certain age—usually 20 standard years—formal education is over and the child begins living with his or her parents full time. Within a few short years, the child is given responsibilities in the home, usually related to cooking, cleaning, and other housekeeping tasks. This period generally lasts until a new child arrives to take over the duties.

They are usually not seen until it is too late.

For some reason, kkekkrng rro do not attack adult Wookiees. Despite that, Wookiees still brandish their bowcasters upon encountering one.



Kkekkrng Rro: Forest predator 12; Init +8 (+4 Dex, +4 Improved Initiative); Def 20 (+6 natural, +4 Dex); Spd 16m; VP/WP 105/18; Atk +16 melee (1d6+8, central claw), +11 melee (1d6+4, 2 claws), +7 melee (1d8+4, bite), +16 ranged; SQ +2 species bonus to Listen checks and Survival checks (in forested areas); SV Fort +12, Ref +12,

Will +5; SZ M; Rep 10; Str 18, Dex 19, Con 18, Int 4, Wis 12, Cha 10. Challenge Code: E.

Skills: Climb +10, Hide +16, Jump +8, Listen +3, Move Silently +16, Spot +3, Survival +3.

Feats: Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack.

NETCASTER

One of the three most prominent and dangerous arachnids of Kashyyyk, the netcaster is a small, lethal spider that inhabits the top four levels of the Wookiee homeworld.

Though the netcaster grows no longer than 75 centimeters, its venom is among the most toxic. A single bite has been known to kill creatures as large as a bantha. Through a process that remains largely mysterious, the effects of the netcaster's venom are multiplied exponentially upon contact with the chemical structure of mammalian blood.

Non-mammals are less affected by the netcaster's venom, as made evident by its effect on Ithorians and Cha'a.

Netcaster: Forest predator 7; Init +7 (+3 Dex, +4 Improved Initiative); Def 18 (+3 natural, +3 Dex, +2 size); Spd 14m, 14m climb; VP/WP 46/15; Atk +11 melee (1d4+2, bite) or +13 ranged; SQ Venom, webbing, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +7, Ref +8, Will +3; SZ T; Rep 8; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 8. Challenge Code: E.

Skills: Climb +10, Jump +10, Listen +3, Move Silently +13, Spot +7, Survival +3.

Feats: Improved Initiative, Point Blank Shot, Weapon Focus (webbing). SA—*Venom:* The venom of the netcaster is particularly lethal. On a successful bite attack that deals damage, the netcaster injects its venom, forcing the victim to make a Fortitude save (DC 19). If the save fails, the victim is paralyzed. Paralyzed creatures have an effective Strength and Dexterity of 0, cannot move, and are considered helpless. One minute later, paralyzed victims must attempt another Fortitude saving throw (DC 19). Mammals who fail suffer 6d6 Constitution damage; those who succeed take

Although this time is meant to reinforce a young Wookiee's understanding of the importance of living in accord with nature, Wookiee youths invariably cannot wait for a new child to arrive so that they can join their parents in the workplace.

Higher learning on Kashyyyk is strictly voluntary—a Wookiee student seeks a teacher undertaking a project in which the Wookiee has an interest, effectively apprenticing himself. When he no longer has an interest, he is free to leave, though a Wookiee who has reached his hundredth year without selecting a vocation finds himself assigned by the Wookiee elders to fill any needed position in Wookiee society. Most Wookiees don't wait this long; these positions tend to be the jobs that no one wants, either because they are too unpleasant or too dangerous.

At some point during this period, the Wookiee youth is expected to prove his or her bravery in some fashion—the most common being the gathering of silk fibers from the center of a syren plant. Few Wookiees undertake this endeavor alone because, even with their famous strength, a single

Wookiee is no match for a syren plant's entrapping petals.

Usually Wookiees undergoing this test of courage do so in numbers; it takes at least two Wookiees to hold the syren petals back, allowing another Wookiee to harvest the fibers. A few unusually courageous or clever Wookiees have managed the feat alone, but even then must still contend with the dangers offered by traversing those levels of the forest alone. But to some, the risk is worth the reward—especially considering how attractive Wookiees find courage.

Wookiee courtship is an informal affair, with a great many superstitions and colloquial practices. Most involve Wookiees seeking out the object of their affections, searching for some sign of mutual interest, then contacting the family of their intended for a marriage arrangement. Not coincidentally, this is further incentive for a Wookiee to select a career; a Wookiee family

rarely gives its permission for a betrothal unless both husband and wife are gainfully employed. More to the point, Wookiees without a regular source of income are socially and economically discouraged from bearing children.



half damage. Non-mammals who fail suffer 2d6 Constitution damage and take no damage on a success.

Certain non-mammalian species are resistant to netcaster venom; Ithorians, Cha'a, and Trandoshans are not paralyzed unless they fail the first save by 10 or more.

SA—Webbing: The netcaster can create a bundle of adhesive webbing, which it can hurl up to 10 meters away as a grenadelike weapon (see Chapter 8 in the core rulebook). The webbing covers a 2-square-meter area, and creatures within that area are allowed a Reflex save (DC 20) to get clear. If a creature in the webbing fails its save, it suffers a –2 penalty to attack rolls, a –4 penalty to Dexterity, and cannot move.

A creature stuck in the webbing can break loose by spending 1 round tearing at the webs, provided the creature makes a successful Strength check (DC 20) or Escape Artist check (DC 25). The strands of the webbing are not particularly flammable, but if the webs are set afire, they burn away in 1d4+1 rounds. Any creatures or objects still within the webs at this time suffer 2d4 points of fire damage each round.

ORGA

One of the most valued ceremonial foodstuffs of the Wookiees, the orga root is an extremely important part of Wookiee culture. The orga tree is a gnarled, hoary organism that inhabits some of the middle levels of Kashyyyk. To provide itself enough sustenance for survival, it extends a long, durable network of roots similar to

those of the wroshyr groves. Those roots are an integral part of the ceremony vital to the Wookiee Life Day celebration.

Many developmental sentientologists and xenozoologists believe that the orga is on the verge of achieving sentience. Evidences of this emerging sentience include the orga's attempts to communicate with Wookiees and coordinate attacks with their acidic seed pods. Many of these newfound abilities have been closely documented.

Because the orga is stationary, all attack rolls made against it gain a +4 situation bonus. The orga's primary means of attack is grappling, which it can do up to 6 meters away. If the orga succeeds in a grapple attempt, it deals damage every round. The orga's multiattack special ability applies to this attack, but not to its ability to hurl its seed pods.

Orga: Forest herd animal 5; Init –3 (Dex); Def 13 (+10 natural, –3 Dex, –4 size); Spd 0 (stationary); VP/WP 32/72; Atk +1 melee (2d6+3, 6 roots), –5 ranged (special); SQ DR 5 against slashing weapons, DR 10 against bludgeoning weapons, blindsight 15m, multiattack, seed pods, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +10, Ref –2, Will +1; SZ G (on average); Rep 8; Str 17, Dex 4, Con 18, Int 4, Wis 10, Cha 5. Challenge Code: B.

Skills: Listen +9, Search +1, Survival +5.

Feats: Great Fortitude.


SA—Seed Pods: The orga can hurl its seed pods as grenadelike weapons (see Chapter 8 in the core rulebook) with a range

Secrets of KASHYYYK

In old age
Wookiees are
cared for—

sometimes even revered. Wookiees can live to be over four centuries old and in that time can develop the kind of wisdom that Wookiee society (and much of the rest of the galaxy) finds admirable.

By the time of the Yuuzhan Vong invasion, the oldest Wookiees can remember when Kashyyyk was a respected member of the galactic community—and they remember how and when that ended. They recall how slave ships dropped out of the sky to kill and capture Wookiee children and how the Wookiees fought courageously to stop them. They were alive when the Empire was finally driven from their world, and they no doubt took part in Kashyyyk's reconstruction.

They remember TIE fighters screaming across in the sky and the sound of burning wroshyr trees—two things no Wookiee ever wants to hear again. 



Phosflea

increment of 3 meters. (Ignore armor bonuses to Defense.) The pods break open on contact, splashing a caustic liquid over a 2-meter-square area, dealing 2d6+2 damage to any creature in the area and 1d4 splash damage to other creatures within 2 meters of the square of impact.

PHOSFLEA

This small, wingless, bloodsucking insect is common in many regions of the upper ecoregions. Phosfleas glow continually and are used as an inexpensive light source in residential districts of many Wookiee cities.

Phosfleas have hard, laterally compressed bodies that make them exceptionally difficult to damage. Like most insects, they are an annoyance though mostly harmless to Wookiees and most other sentients.

Harvesters collect phosfleas in transparent or mesh containers filled with the extract of sweet-smelling plants indigenous to Kashyyyk. The mixture proves irresistibly draws the phosfleas. Hundreds of the containers are placed throughout Wookiee residential districts to provide a natural, pollution-free light source.

Phosflea: Forest parasite 1; Init +2 (+2 Dex); Def 24 (+4 natural, +2 Dex, +8 size); Spd 12m; VP/WP 2/2; Atk +3 melee (1, bite), +2 ranged; SQ DR 3 against physical damage only, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort -2, Ref +2, Will -1; SZ F (0.2–0.5 centimeters long); Rep 4; Str 1, Dex 14, Con 2, Int 1, Wis 9, Cha 2. Challenge Code: A. Skills: Listen +1, Move Silently +6, Spot +1, Survival +5.

SYREN PLANT

This large, carnivorous plant is common to the regions beneath Rwookrrorro. It is but one type of aggressive, carnivorous plantlife that traps and devours its prey.

The syren plant has a "mouth" that closes on prey. Acidic digestive juices then enter the recess where the unfortunate victim has been trapped, eventually allowing the plant to digest all the nutrients it desires.

The plant regularly reaches a height of 6 or 7 meters, and the largest varieties can trap two Wookiee-sized creatures at once. The plant typically has two green or yellow glossy oval petals (which serve as "jaws"). The two petals are seamed in the center and supported by the stalk. The plant emits a broad spectrum of pheromones to attract creatures into its maw.

The plants live for almost a full year, from spring to winter. In winter the plants dry out, shrivel, and die. They become so fragile that when winter winds pick up, the plants are blown apart, their seeds dispersed. In spring, the seeds sprout and within weeks have grown to their maximum height.

Some species of the trap plants also possess grasping vines which aid in feeding.

Because the syren plant is stationary, all attacks rolls made against it gain a +4 situation bonus.

Syren Plant: Forest predator 10; Init +5 (+1 Dex, +4 Improved Initiative); Def 19 (+10 natural, +1 Dex, -2 size); Spd 0 (cannot move); VP/WP 118/48; Atk +17 melee (1d6+7, bite), +9 ranged; SQ Improved grab, constrict, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +14, Ref +8, Will +2; SZ H (6m across); Rep 8; Str 28, Dex 12, Con 24, Int 2, Wis 8, Cha 10. Challenge Code: D.

Skills: Hide +13, Listen +6, Survival +14.

Feats: Improved Initiative, Weapon Focus (bite).

SA—Improved Grab and Constrict: The syren plant does not hunt in the ordinary sense, instead using pheromones to attract prey. When the prey lands on the soft, fleshy parts of the syren plant's open mouth, the plant detects the prey's presence and slams shut reflexively, usually trapping the prey inside. If the syren plant makes a successful melee attack on a creature in its maw, it immediately attempts to start a grapple as a free action. The plant then constricts its victim for 1d6+7 points of damage on each of the plant's subsequent actions.

One Large creature, two Medium-sized creatures, or four Small-sized creatures can be trapped by a single plant at a time.



SUREGGI

The sureggi is one of the most sure-footed creatures to roam the jungles and lower marshlands of Kashyyyk. Ranging in length from 8 to 20 meters, the creatures can have upward of 60 legs that aid their nimble climbing.

A sureggi has a broad, shovel-like snout and a high-ridged dorsal region. A sureggi's head and dorsal ridge are most often white or light beige, with yellow flanks and orange or ruddy pink legs. Unlike most other amphibians, sureggi skin is dry and durable. Because of their strong hides, they can carry cargo that

would be awkward for other pack animals.

The sureggi's nose has a number of thick tentaclelike sensory organs. These "whiskers" detect burrowing grubs and such creatures that are the mainstay of the sureggi's diet, and they also aid in its ability to determine the safest route of travel when carrying cargo or passengers.

Sureggies are surprisingly able swimmers. While not quite capable of defending themselves from all aquatic predators, they maneuver well enough in water to avoid danger during occasional stream or river crossings.

Sureggi: Forest herd animal 6; Init +1 (+1 Dex); Def 17 (+10 natural, +1 Dex, -4 size); Spd 5m, 5m climb, 8m swim; VP/WP 66/104; Atk +7 melee (2d6+8, bite), +0 ranged; SQ Amphibious, +2 species bonus to Listen checks and Survival checks (in forested areas); SV Fort +13, Ref +3, Will +3; SZ G (18 meters long); Rep 5; Str 26, Dex 13, Con 26, Int 3, Wis 12, Cha 6. Challenge Code: B.

Skills: Climb +14, Listen +9, Search +1, Survival +3, Swim +14.

Feats: Athletic, Endurance.

WEBWEAVER

The webweaver, or wyyyschokk, is the most dangerous creature known to inhabit the jungles of Kashyyyk. Webweavers reign supreme in the lowest levels of the planet. These huge arachnids are startlingly fast, stronger than the native Wookiees, as large as some repulsorlift vehicles, and smart enough to conduct trial and error tests and remember prey patterns.

Webweavers develop large, elaborate web networks that have been known to stop speeder bikes at full velocity. Their adhesive is strong enough to rip the clothes from a person's body. The web strands are often as thick as a Wookiee's forearm and more durable than the kshyy vine, yet they do not wait for prey to become ensnared in their kilometers-wide web networks; they actively seek food, roaming the jungle floors in search of their next meal.

Little else is known about webweavers. Only through observation droids were Wookiee scientists able to monitor creature activity on the lowest levels near the webweavers, and even then the droids were destroyed in minutes, revealing little data.



Webweaver: Forest predator 12; Init +1 (+1 Dex); Def 17 (+10 natural, +1 Dex, -4 size); Spd 23m, 14m climb; VP/WP 189/128; Atk +18 melee (4d6+10, bite), +9 ranged; SQ Webs, blindsight (in web), terrifying presence, +2 species bonus to Listen and Survival checks (in forested areas); SV Fort +19, Ref +9, Will +6; SZ G (16 meters); Rep 10; Str 30, Dex 12, Con 32, Int 8, Wis 14, Cha 14. Challenge Code: G.

Skills: Climb +33, Intimidate +10, Jump +14, Listen +6, Spot +4, Survival +7.
Feats: Power Attack, Cleave, Track (in web only).

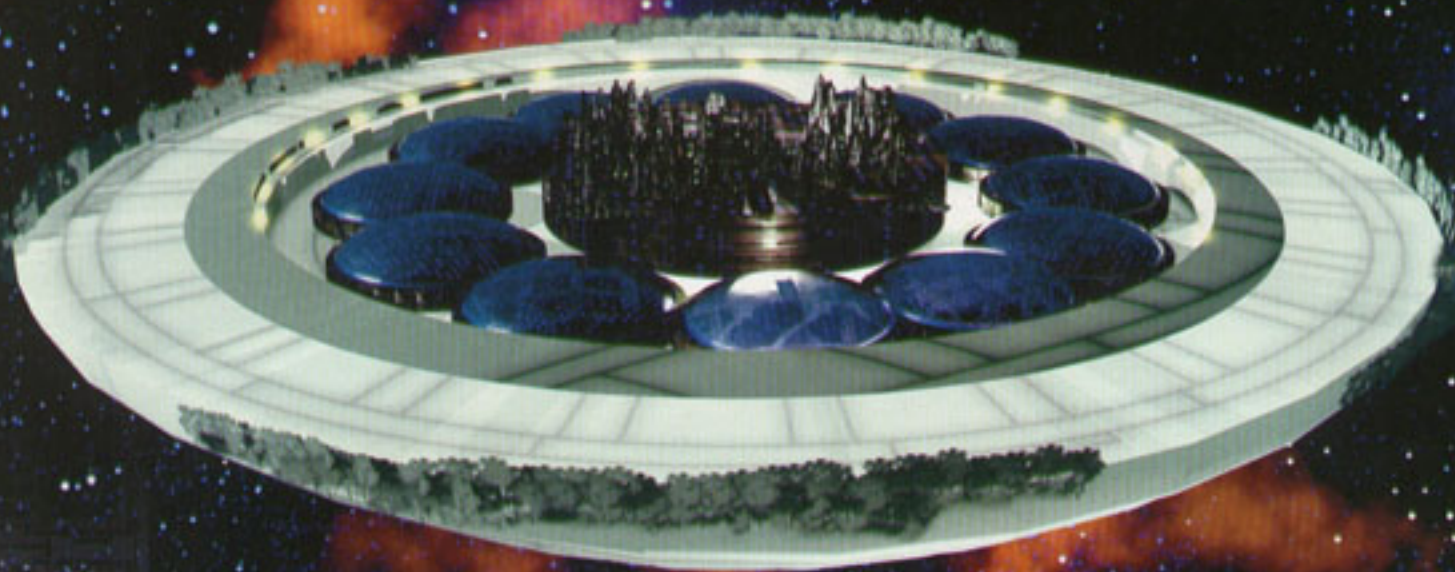
SQ—Webs: A webweaver gets its name from the labyrinthine webs it creates in its hunting area—a vast field of webbing often spanning kilometers. These webs are extremely strong and sticky. A creature that comes into contact with the webs is ensnared. An ensnared creature cannot move and has an effective (but not actual) Strength and Dexterity of 0 for any purpose other than freeing itself. An ensnared creature loses all of its dodge and class bonuses to Defense, leaving it with an effective Defense of 5 plus any armor bonuses, and is considered helpless. To escape, a creature must make a DC 25 Strength check or DC 30 Escape Artist check, after which it can act normally. Coming into further contact with the webs automatically ensnares the creature again. Those that succeed in escaping still leave behind a fair amount of clothing, equipment, hair, and skin.

Cutting the webs is almost impossible. A single strand has hardness 15 and 60 wound points. Any physical object touching the web becomes stuck, so usually only energy weapons can cut through a strand.

Even vehicles and starships are subject to the effects of the web. The pilot of a vehicle or starship that comes in contact with the webs can attempt a Pilot check (DC 30) to pull free. A vehicle adds a +4 bonus to this check for every size category it is above Huge, while a starship gains a +4 bonus for every size category it is above Diminutive.

SQ—Webweaver Blindsight: While the webweaver can hunt outside its web, it is far more effective inside it, where every tremor in the webbing alerts the monstrous arachnid to the presence of a potential victim. While the webweaver is in contact with its web, it gains blindsight against any other creature also in its web.

SQ—Terrifying Presence: When a webweaver initially attacks, it can attempt an Intimidate check as a free action. The DC for this check is 15 + level of the target. If the check is successful, the victim must make a Will save (DC 15). If the target fails this save, he may take only a move action or an attack action on his next turn. If the opponent fails the save by 10 or more, he cowers. (See Chapter 12 in the core rulebook.) The opponent continues to cower until he makes a Will save (DC 10); he can attempt this new save each round. The webweaver can attempt this ability only once, at the start of the encounter. **E**



STARFARING JUNGLES

Exploring Ithorian Herd Ships

BY PETER SCHWEIGHOFER

ILLUSTRATED BY COREY MACOUREK

No species could represent the concept of galactic wanderers better than the Ithorians. With their homeworld destroyed, they now have little choice but to roam the spacelanes in their massive herd ships. These vast sanctuaries cultivate the last vestiges of Ithorian society, help spread commerce in specialty items through their network of cozy market villages, and serve as the only places in the universe where the diverse wonders of Ithor's lush Mother Jungle still grow.

The Ithorians originally built herd ships to preserve the natural beauty and balance on their homeworld. Lush jungles covered Ithor for millennia before its destruction. The natural surroundings provided everything the inhabitants needed: food, shelter, even medicines for the most dire ailments. Nature played

such a central role in their society that the Ithorians revered Mother Jungle as a goddess to respect, honor, and preserve. The peace-loving Ithorians sought to live in harmony with their surroundings. Herds of Ithorians (their principle social group) wandered the planet, taking only what they needed to survive from Mother Jungle, and replanting double in its place.

The advent of repulsorlift technology allowed them to further protect the ecological bounty on Ithor, saving Mother

Jungle from the development and erosion civilization brings to a planet's surface. To avoid harming their planet's lush ecosystem, the Ithorians took to the sky. Each herd constructed a massive floating city, complete with levels for giant repulsorlift engines, visiting vehicles and starships, and even huge jungles where transplanted portions of Mother Jungle could provide for the herd's needs. The Ithorian herd ship system became a model of harmoniously integrating technological development and nature.

ITHORIAN SKYARBS HERD SHIP

Class: Capital; **Cost:** not for sale; **Size:** Colossal (1,800 meters long); **Crew:** Normal +2 (1,500 to 3,000); **Passengers:** 10,000; **Cargo Capacity:** 20,000 metric tons; **Consumables:** 5 years; **Hyperdrive:** x2 (backup x9); **Maximum Speed:** Cruising; **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 500; **DR:** 20.

Weapon: Laser cannons (20); **Fire Arc:** 5 front, 5 left, 5 right, 5 back; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** 2D10x2; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor beam projectors (4); **Fire Arc:** 1 front, 1 left, 1 right, 1 back; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.



Although many Ithorian herds remained near their homeworld, some equipped their ships for space travel and roamed the stars. These immense herd vessels plied the hyperlanes, bringing Ithorian culture and the bounty of Mother Jungle to far-off worlds. Visiting starships landed on a grassy plain, while an entire level hosted a lush jungle planted from cuttings transplanted from Ithor itself. The herd ships soon accumulated small market communities. Traders settled in the serene tropical setting and sold their goods to people in the systems through which the herd ship wandered.

After the destruction of Ithor, the herd ships became much more than extensions of Ithorian society and Mother Jungle—they now serve as arks housing the few surviving remnants of Ithorian society, its refugees, and the only samples of Mother Jungle's rich bounty in the entire galaxy. They ply the spacelanes, some along established routes and schedules, and others at the whims of their captain-chieftains. Like the homeless expatriates they harbor, the herd ships meander through the galaxy, offering sanctuary to other refugees, purveying the wares of the settled merchant villages, and sharing the medicinal bounty of Mother Jungle with those who aid them.

SCHEDULES, COURSES, AND THE MEET

Today the remaining herd ships wander various courses like massive traveling bazaars, trading with those they encounter, taking on new merchants, and sharing news from systems they've visited in the past. They visit Ithorian enclaves on other worlds, sharing new breeds of plants derived from Ithorian stock and resupplying expatriate Ithorians with cuttings from Mother Jungle—all part of their effort to transplant a bit of their homeworld elsewhere. Ithorians commanding the herd ships also support settlements of persecuted or refugee aliens, and seek other worlds promoting harmonious co-existence between the environment and technology.

Each herd ship follows a different schedule and course. Some wander aimlessly through entire regions of space, others follow exactly plotted courses along a predetermined timetable. The spacecraft seem to head when and where the chief Ithorian desires depending on his whim, the needs of the herd, and the voice of Mother Jungle that inspires him.

Every few years all the herd ships gather at an apparently pre-set location for the Meet, a massive communal assembly of all herds. Before Ithor's destruction, the Meet gathered on the Ithorian homeworld to undertake herd political business. The Meet also served as a spectacle for outsiders, and a chance to wander the market villages of several herd ships all in one location. Now Meets are extremely rare. The Ithorians recognize the need to remain connected through their communal government (such as it is in a period when the Ithorians have no homeworld), but also realize that the concentration of Ithorians and herd ships at Meets offers their enemies strategic opportunities to exterminate them with a single blow.

Unfortunately, the Ithorians no longer reveal the times and places for Meets to outsiders. When asked for this information, Ithorian herd ship chiefs enigmatically reply that the Meet will gather at the "sacred Time of Meeting" in the place to which Mother Jungle directs them. Now only lucky spacefarers encounter herd ships congregating for the Meet, though the Ithorians still welcome and invite them to sample the varied trade goods from the collected herd ship merchant villages.

The pacifist Ithorians have long tolerated others. During the rise of the Empire and the era of Rebellion, the Ithorians welcomed many visitors to their herd ships and homeworld. Tourists vacationed in the lush Ithorian jungles, shopping for souvenirs among the market settlements. Ithorians gladly received everyone who maintained peaceful relations within their sight. The Rebels frequently used the traveling

ships and remote jungle market villages for clandestine meetings, dead drops, and other intelligence purposes.

The annihilation of their homeworld has hardened some Ithorians, and some are becoming increasingly protective of their herd ships. The degree of Ithor-centric attitudes varies from ship to ship. Most now screen visitors rigorously, requiring special permits, fees, and promises against violence before granting permission to land. Local militias enforce bans on carrying weapons aboard herd ships. Some herd ships are

Finishing Herd Ships

Encountering a herd ship is often more a matter of chance than planning. Those systems herd ships regularly visit treat the vessel's arrival as a great event for commerce and recreation, often declaring a holiday so inhabitants can visit the lush forests and shop at the market communities. Herd ships that set unpredictable courses are more difficult to find when one most needs them. Encounters with these vessels happen more by luck. They might appear at just the appropriate moment, or could completely disappear from civilized areas for long periods.

The herd ships listed below keep regular schedules or roam specific regions of space where they are most often encountered:

- *Ithor Wanderer* follows a slow course along the galaxy-spanning Hydian Way.
- *Mother Ithor* trades with worlds bordering Hutt Space, the Tion Cluster, and the Corporate Sector, sometimes venturing into those regions to offer the oppressed inhabitants relief.
- *Bazaar* haunts the Rimma Trade Route and the Corellian Trade Spine through the Outer Rim.
- *Errant Trader* keeps a regular schedule through the busy systems of the Core Worlds and Colonies, maintaining a circuit around the commerce worlds near Brentaal and such destinations as Kuat, Corellia, and Commenor.
- *Jungle Ghost* visits systems along the Corellian Run, often disappearing into Wild Space for months at a time (and returning with fascinating and rare trade goods).

STARFARING JUNGLES

less tolerant of outsiders, especially aliens with known violent tendencies.

A few herds hire mercenary units consisting of other galactic refugees to provide protection while traveling through unstable regions of space.

DECK-BY-DECK

Ithorian herd ships look like immense floating disks. Pressure domes cover the dorsal surfaces, allowing light to filter into the jungle deck below and any city constructed in the center. Ion engines and hyperdrives cover the ventral portion. Defensive emplacements, sensor pods, and controller stations dot the disk's perimeter, providing detection and protection for every approach.

Herd ships usually consist of three principle decks spanning the entire diameter of the vessel's disk-shaped hull: the jungle, transit, and engineering levels. Some ships also include a small, pressurized city above the uppermost level. Turbolifts offer passage between the city, jungle, and transit levels, though Ithorian constables screen arriving visitors before allowing them to pass to other areas of the herd ship. Ithorians closely guard the engineering level—they do not allow any outsiders near the ship's vital workings or the dome in which they preserve a pure sample of Mother Jungle.

When a herd ship arrives in a system, the chief Ithorian often places the vessel in an orbit around a sun or planet. He makes certain the domes face the best source of natural light (most often the

system's sun). While traveling through space, the chief orients the herd ship to catch the optimum amount of starlight possible given the ship's heading.

Pressurized City

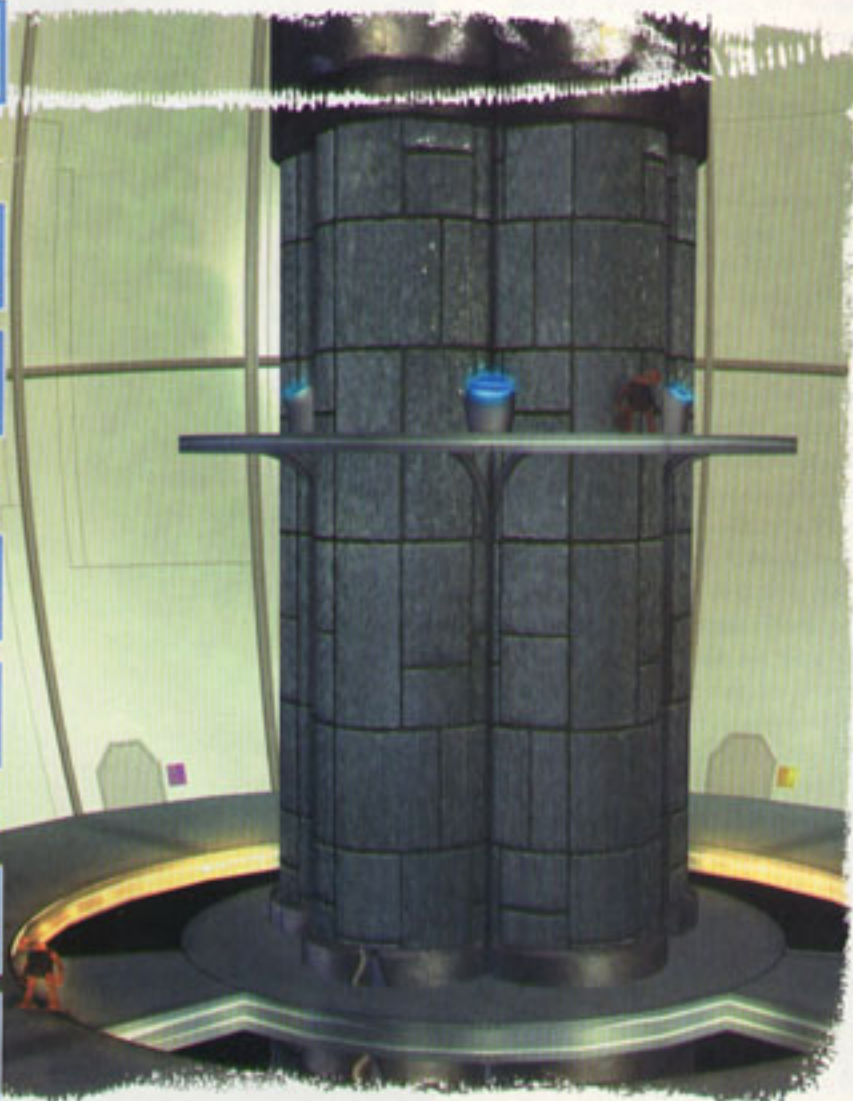
Some herd ships feature a city atop the jungle deck, often protruding into space from the center of the disk-shaped vessel. Most consist of domes protecting the organic architecture below—Ithorians prefer to have some sky over their heads, and do not enjoy the claustrophobic confines of starship corridors and compartments.

Small by galactic standards, these cities provide housing and public facilities for crowds of Ithorian refugees. While enclaves of other aliens exist, the urban deck serves more to preserve Ithorian population and culture than to promote the diversity and industry of other cities. Those vessels with city domes tend to tolerate outsiders more than herd ships without urban levels.

Ithorian urban domes include buildings of various heights and sizes, all constructed in a pleasing organic style that incorporates small gardens and floral balconies. Ithorians and visitors crowd the few parks and boulevards, making passage by foot difficult. Locals actively encourage outsiders to stay on the jungle deck, where they can wander and shop without exposing themselves to the hardships of a refugee species.

JUNGLE LEVEL

Domes cover a herd ship's dorsal surface, allowing natural sun and star light to filter down onto the vessel's principle level. Here the Ithorians nurture a vast jungle transplanted from seeds and cuttings from Mother Jungle herself. Polarization and radiation filters in the plastisteel domes allow controllers to adjust the photon levels penetrating the dome to simulate the color of Ithor's sky and make sure the flora receives the correct level and composition of sun or starlight for optimal growth. Burst blowers along the perimeter help circulate air and simulate Ithor's warm breezes. Pumps recirculate and purify the water flowing through the deck's carefully



engineered terrain: ponds, streams, rivers, and even a few waterfalls.

Ithorian eco-priests maintain this sanctuary for Ithor's natural flora and fauna. Some harvest vegetable matter used to sustain the herd ship's population, while others replant double in its place, often taking sprouts and cuttings from nurseries or the sample of Mother Jungle on the engineering deck. Visitors frequently encounter teams of these quiet stewards on this level. Some eco-priests dedicate themselves to monitoring the conditions of the flora, while others nurture the communities of manollium birds, shamarok flitters, and arrak snakes nesting among the jungle foliage. A few select Ithorians meditate near the semi-intelligent bafforr trees, absorbing their wisdom, interpreting the trees' whims for the herd, and passing such desires to the vessel's chief. During the Meet, eco-priests exchange samples of their jungle's flora and fauna with those of

ITHORIAN MARKETS

Herd ship market villages collect an eclectic array of merchants from across the galaxy. Some board the ship and make their home in one of these communities, while others stay for a short while, using the herd ship as a massive transport between destinations. Goods offered in shops and bazaar stalls varies widely, from the mundane and readily available to rare items and hand-crafted treasures.

Here's a sampling of the kinds of purchases one might make while visiting a herd ship's merchant villages:

- Medicines crafted from vegetable compounds found within Mother Jungle.
- Unique cultural items from long-dead or extinguished societies, such as paintings, sculptures, and literature.
- Culinary delicacies from various alien cultures across the galaxy.
- Works of art incorporating organic themes and natural elements.
- Obsolete technology and devices long ago abandoned for more efficient items.
- Artifacts uncovered on worlds the herd ship visited, or brought from excavations in unknown regions.
- Knowledge from sages who seek shelter from the galaxy's injustice and turmoil in the tranquil shade of Mother Jungle.

MAJOR CHARACTERS

Herd ships carry a variety of crew and passengers, from eco-priests, starship inspectors, and engineers to Ithorian refugees, alien expatriates, ecological scientists, and merchants in the trading villages. Those who live here adapt to the peaceful ways of the Ithorians—those who cannot accept pacifist tendencies are encouraged to leave as soon as possible. The Ithorians native to each ship's herd and those seeking shelter from the ravages of the galaxy treat the ship, visitors, and their fellow inhabitants with respect and gentle kindness. Disputes become the sole responsibility of the herd's elders and those appointed to positions of responsibility.

CHIEF ONUUMU

The captain of the Errant Trader is typical of herd ship captains: benevolent, respectful, and kind, yet cautious and suspicious when considering the safety of his vessel, passengers, and Mother Jungle. He serves not only as captain, but as political and spiritual leader of his herd. Onuumu regularly communes with Mother Jungle, sometimes spending hours in the sanctuary dome on the engineering deck while his subordinates handle the practical duties of running the ship. He makes himself available to those inhabitants and visitors with grievances, listening patiently, then pronouncing solutions with the sagacity of an ancient shaman.

CHIEF ONUUMU, MALE ITHORIAN NOBLE 7:

Init +0 (Dex); Defense 16 (+6 class); Spd 10m; VP/WP 31/12; Atk +5 melee (1d6/1d6, staff); SQ Call in a favor, inspire confidence +2, command +2; SV Fort +2, Ref +4, Will +6; SZ M; FP 4; Rep 6; Str 11, Dex 10, Con 12, Int 15, Wis 17, Cha 19.

Equipment: Comlink, simple tunic, staff.

Skills: Appraise +6, Astrogate +8, Bluff +6, Computer Use +7, Craft (sculpture) +4, Diplomacy +14, Entertain (chant) +8, Gather Information +11, Intimidate +6, Knowledge (life sciences) +6, Knowledge (nature) +5, Listen +5, Move Silently +3, Pilot +6, Profession (biochemist) +7, Read/Write Basic, Read/Write Calamarian, Read/Write Cerean, Read/Write Ithorese, Read/Write Sullustese, Sense Motive +11,

Speak Basic, Speak Calamarian, Speak Cerean, Speak Ithorese, Speak Sullustese, Survival +9, Treat Injury +7.

Feats: Persuasive, Spacer, Trustworthy, Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols).

SUPERVISOR UMGIYA

Flight Plain Supervisor Umgiya rules the vast savanna where vessels dock within the herd ship Errant Trader. She oversees all operations regarding visiting ships, from refueling and resupplying details to the Ithorian delegations that greet newcomers, carry out inspections, and assign access passes. Umgiya keeps offices in the deck's central control hub, but frequently rides around the plains in an official land-speeder, checking in with visiting starship crews, answering guests' questions about the herd ship, and looking to head off trouble. Her subordinates often summon her when inspectors encounter difficulties with visitors. Umgiya resolves disputes with a firm yet respectful hand, reminding guests that while aboard the Errant Trader they are welcome only as long as they abide by the pacifist rules of the Ithorians.

SUPERVISOR UMGIYA, FEMALE ITHORIAN SCOUT 4: Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP 31/14; Atk +4 melee (1d6/1d6, staff); SQ Trailblazing, uncanny dodge; SV Fort +2, Ref +2, Will +3; SZ M; FP 2; Rep 1; Str 13, Dex 12, Con 14, Int 12, Wis 15, Cha 16.

Equipment: Comlink, datapad, tunic, staff.

Skills: Appraise +4, Astrogate +4, Bluff +6, Computer Use +4, Craft (surveying) +3, Diplomacy +8, Gather Information +7, Intimidate +5, Knowledge (nature) +4, Listen +4, Move Silently +3, Pilot +3, Profession (explorer) +5, /Write Basic, Read/Write Calamarian, Read/Write Ithorese, Repair +3, Search +2, Sense Motive +4, Speak Basic, Speak Calamarian, Speak Ithorese, Spot +4, Survival +7.

Feats: Persuasive, Starship Operation (space transport), Trustworthy, Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols).

Starfaring Jungles

Adventure Hooks

The herd ships' transient nature allows characters to encounter them nearly anywhere in the galaxy. They can serve as environments for entire adventures, or as elements within a scenario. Herd ships possess several elements to inspire adventures. The merchant villages provide places to find rare equipment and commodities, relics, medicines derived from Ithorian flora, or unique items from one of the smaller vendors. Herd ships serve as a traveling trade haven for smugglers and merchants, an ideal place to deal in cargoes, hide from a foe, or travel unobtrusively from one system to the next.

A herd ship might also serve as the setting for an entire campaign. Perhaps the characters require passage from one region of the galaxy to another, and decide to make the journey aboard a herd ship heading their way. Or they might join a mercenary unit hired to defend a herd ship while traveling through hazardous territory. Here are some more specific adventure hooks you can use to develop into full-fledged scenarios.

The Prized Plant

The team must retrieve a particular piece of flora from the dome of Mother Jungle deep within a herd ship. They might require the plant sample for a special medical treatment to help a friend or important leader, or for special biological research into a new technology. The characters could try dealing with the herd ship chieftain, who may ask them to perform some service in return for the sample, or obtain an item of equal worth that the Ithorians need but cannot acquire on their

own. The characters might resort to stealing the cutting directly from Mother Jungle's dome. In this case they must penetrate the well-guarded engineering deck, evade eco-priests assigned to protect the dome, find the specific plant within the dome, and escape.

Market Village Intrigue

The characters must obtain an item from a trading village aboard a herd ship: medicine, artwork, sage advice, or otherwise rare and expensive item. Once they track down the herd ship and find the particular merchant, they quickly discover that others seek the same prize. Their competitors do not respect the Ithorian concepts of pacifism, and have no qualms about using any means necessary to deny the characters of their item. The characters find themselves in a hunt through the dense Ithorian jungle, seeking help from market village merchants and visiting tourists, and quite possibly engaging their competitor's ship within the confines of the herd ship's transit deck.

Lost Fugitive

The characters seek a fugitive or other person with good reason to hide from the authorities or a particular faction. Following several clues, they track her to a herd ship preparing to jump into an unknown or dangerous region of space (possibly the Jungle Ghost, which sometimes disappears into Wild Space on trading missions). The characters arrive on the herd ship just before it heads into the unknown. They must help defend the herd ship against enemies, and might even help explore new worlds and potential trading markets, all while tracking down their quarry.

other herd ships to encourage diversity and prevent evolutionary stagnation.

Herd ships collect a small population of traders who ingratiate themselves with the Ithorians and receive permission to open their own businesses on the vessel's jungle deck. Paths lead from the turbolifts to several market villages scattered throughout the forest, bringing visitors past vistas of pristine beauty, bubbling brooks, and abundant vegetation once indigenous to Ithor. The trade enclaves consist of clustered buildings constructed in the organic Ithorian architecture. They include dwellings for the refugee Ithorians, merchant inhabitants, and visitors, plus various business structures: hostels, restaurants, theaters, stores, banks, even bazaar stalls. Each settlement focuses on some prominent natural feature. Some were constructed around a pond or waterfall, while others overlook stands of indyup trees and fields of waving bull-ferns. The enclaves exist harmoniously with their environment. Most offer a speeder pool where visitors can rent repulsorlift vehicles for guided excursions through the jungle. Merchants also use speeders to transport goods visitors purchase to their ships on the transit level.

Transit Level

Herd ships accommodate visiting spacecraft in a vast transit level sandwiched between the jungle and engineering decks. The herd ship's perimeter sports several controller stations and defensive emplacements where Ithorian trackers can monitor incoming and outbound starship traffic. Although docking protocol varies among herd ships, most require approaching vessels to provide the ship name and registry, captain's name, number of passengers, type of cargo, and general intention (often refueling, tourism, or commerce). Once the Ithorians determine an approaching ship poses no threat, the controllers clear the vessel for entry.

Visitors get their first glimpse inside the herd ship when they land on the massive transit deck. Spacecraft enter through access portals that pierce the herd ship's perimeter at regular intervals. Magnetic fields maintain pressure between the hangar and the vacuum of space. These portals and the hangar space beyond can accommodate craft as large as Corellian corvettes without



Jungle Ecology
Great Atrium
Starship Landing Platforms
Upper Observation Deck
Botanical Domes (environments vary)

Main City

THE ITHORIAN HERDSHIP: TAFANDA BAY

Skyline
Upper Observation Decks
Platform/Flight Decks

Jungle Ecology

Docking Tubes
(maintenance)
Speeder Landing Bays

Weather Vane
Lower Observation Decks
Repulsorlift Banks

arousing maneuvering concerns.

Ithorian controllers direct vessels to set down on a designated spot in the vast docking hangar. Landing in a herd ship's transit level is like setting down on an expansive meadow. Natural grass transplanted from Ithor covers the entire deck surface like a sweeping plain. Ithorians cultivated the grass for thousands of years into a hearty, short variety that can withstand the greater heat and weight of docking starships. Reflectors and transparisteel viewports allow natural light to filter in, helping the grass regrow and further creating the illusion of a vast, sunlit plain.

The transit level's central area consists of a cylindrical construction that rises from the deck like one massive column supporting the high ceiling. This hub contains controller and security offices, and a small facility capable of resupplying starships and effecting minor repairs. Many herd ships maintain a general outfitters store here where passing spacers can purchase basic supplies and equipment quickly.

Before any passengers can disembark, recently arrived ships receive a visit from a small Ithorian delegation. The team verifies the information transmitted on approach, making a cursory examination of the vessel, crew, passengers, and any cargo. These Ithorians take great pains to respect visitors and act humbly in their presence. They gauge the temperament of their guests, using this information to spot potential trouble-makers or outright threats to the herd ship. The more respect and kindness the crew exhibits, the greater their freedom and respect they receive aboard the herd ship.

After the casual inspection, the Ithorians present each visitor with a pass they must display somewhere on their outer clothing. These passes allow guests access to various portions of the ship: most often the jungle and transit decks, and possibly the pressurized city level (if one exists). Turbolifts set around the deck's perimeter and around the central control hub allow access to upper decks.

Guests who refuse to wear their badge are gently asked to do so or are escorted back to their starship.

ENGINEERING LEVEL

The herd ship's lowest deck contains the machinery required to sustain life and permit space travel. Ithorian technicians constantly maintain the ship's systems, often rigging them to powerful backup units in case the main components fail. Hastily constructed bays between the deck's machinery store cargo necessary for life aboard the herd ship.

The engineering level also hosts a special dome containing transplanted soil and flora from Ithor. This pure sample of Mother Jungle is nestled in the heart of the herd ship between the hyperdrives, ion engines, and life-support machinery. Ithorian eco-priests nurture and guard this last vestige of their homeworld, transplanting cuttings to the public levels above to ensure their beloved environment lives on. Visitors rarely receive permission to visit the engineering deck. **S**



Ships of the Smuggler's Alliance

BY JD WIKER

ILLUSTRATED BY JEFF CARLISLE & CHRISTOPHER WEST

As Imperial Grand Admiral Thrawn spread his cunning evil across the galaxy in an effort to destroy the New Republic and restore the Empire, a charismatic smuggler named Talon Karrde formed an alliance of the galaxy's rogues and scoundrels to oppose him. This group was the Smugglers' Alliance, composed of the wily Samuel Tomas Gillespie, the headstrong Mazzic, the legendary Billey, the embittered Ho'Din smuggler Par'tah, the sports-hero-turned-smuggler Clyngunn, the vile slaver Brasck, and the despicable ship thief Niles Ferrier.

These are just a few of the ships they brought with them to stand by the New Republic against the Imperial battle fleet of Grand Admiral Thrawn.

Wild Karrde

The *Wild Karrde* is Talon Karrde's command ship, a heavily-upgraded Corellian transport from the reliable Action VI line. At great expense, Karrde overhauled the entire ship for greater cargo capacity, simultaneously automating nearly every system to allow for minimal crew. Even so, the crew quarters are spacious—almost extravagant; Karrde's practice of treating his employees well extends to making shipboard lodgings as comfortable as possible.

Included in the crew area are a handful of offices from which Karrde can do business. The ship also boasts a powerful communications array, allowing Karrde to conduct negotiations at a safe distance and maintain contact with his operatives.

The single largest advantage of the *Wild Karrde* is its inconspicuous appearance. Up close, the transport looks like a battered and venerable cargo freighter—albeit with appreciable armaments. From a distance,

the *Wild Karrde* is masked from detection by sophisticated sensor jamming technology. Computer Use checks made to detect it at Sensor range suffer a -10 penalty.

Dawn Beat and Amanda Fallow

Providing significant firepower, along with appreciable storage space, the *Dawn Beat* and *Amanda Fallow* frequently serve escort duty for Talon Karrde's other ships. Karrde has had little time to devote to overhauling these two YZ-775s since he purchased them, and most of his modifications so far have revolved around making them more comfortable for the crew. By relocating four internal bulkheads, he increased cabin space for the crew at the cost of a small amount of passenger space. Karrde isn't concerned. In fact, he's made a mental note to convert the remaining passenger space into improved galleys and a stateroom.

Karrde is even less concerned about the ships' firepower; the two fire-linked turbolasers, pair of twin laser cannons, and pair of proton torpedo launchers are more than a match for a single pirate ship. Since the *Dawn* and *Amanda* usually travel together, even pirate squadrons think

twice before opening hostilities. Combined with the *Wild Karrde*, *Etherway*, or *Starry Ice*, the *Dawn Beat* and *Amanda Fallow* make for a significant threat to even an Imperial Star Destroyer.

Lastri's Ort

Karrde's little surprise is the *Lastri's Ort*—a decommissioned (and illegally obtained) star galleon sold to Karrde by a former Imperial moff desperate for operating capital. Karrde has done little refitting—mostly converting troop barracks to cargo space—and has left the formidable weapon systems intact. He mostly uses the former Imperial transport in the Outer Rim Territories, where Imperial ships aren't liable to show up asking questions—and demanding its return. Karrde tries to keep its connection to him a secret, knowing that one day he might need an ace in the hole to pull him out of a sticky situation.

Uwana Buyer

Talon Karrde's personal yacht, the appropriately named *Uwana Buyer*, is the most extravagant ship in his fleet. Karrde gutted a SoroSuub Luxury 5000, keeping only the

superstructure, and rebuilt the ship to suit his own whims. In addition to adding more cargo space, Karrde installed a more powerful hyperdrive, and completely replaced the ponderously slow sublight engines with efficient Corellian Engineering Starchaser Mk. III units. Though Karrde prefers negotiation to battle, the *Buyer* sports a pair of heavy laser cannons and a proton torpedo launcher.

Inside, *Uwana Buyer* is as opulent as a luxury hotel. It boasts four staterooms, a gourmet kitchen and dining room, an exercise room, a miniature casino (complete with two sabacc tables and a bar), and even a spa, staffed by a beautiful Twi'lek masseuse working her way through medical school by serving aboard

Wild Karrde

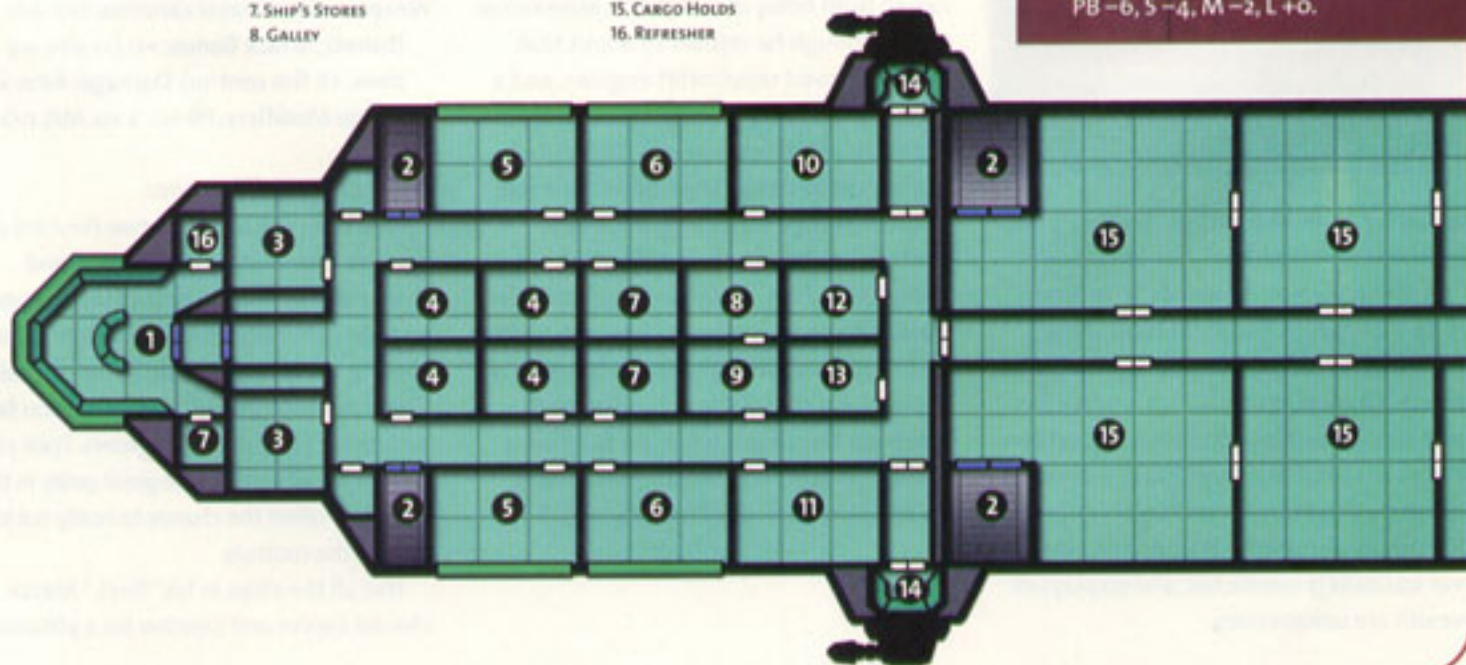
Craft: modified Corellian Action VI transport; Class: Capital Ship; Cost: 3.78 million credits (new), 1.8 million credits (used); Size: Large (125 meters); Crew: 10 (1 pilot, 1 navigator, 3 gunners—Skilled, +4); Passengers: None; Cargo Capacity: 50,000 metric tons; Consumables: 6 months; Hyperdrive: x1 (backup x10); Maximum Speed: Cruising; Defense: 19 (-1 size, +10 armor); Shield Points: 100; Hull Points: 600; DR: 15.

Weapon: 3 turbolasers; Fire Arc: 1 front/1 left/1 right; Attack Bonus: +11 (-1 size, +4 crew, +8 fire control); Damage: 5d10 x 5; Range Modifiers: PB -6, S -4, M -2, L +0.

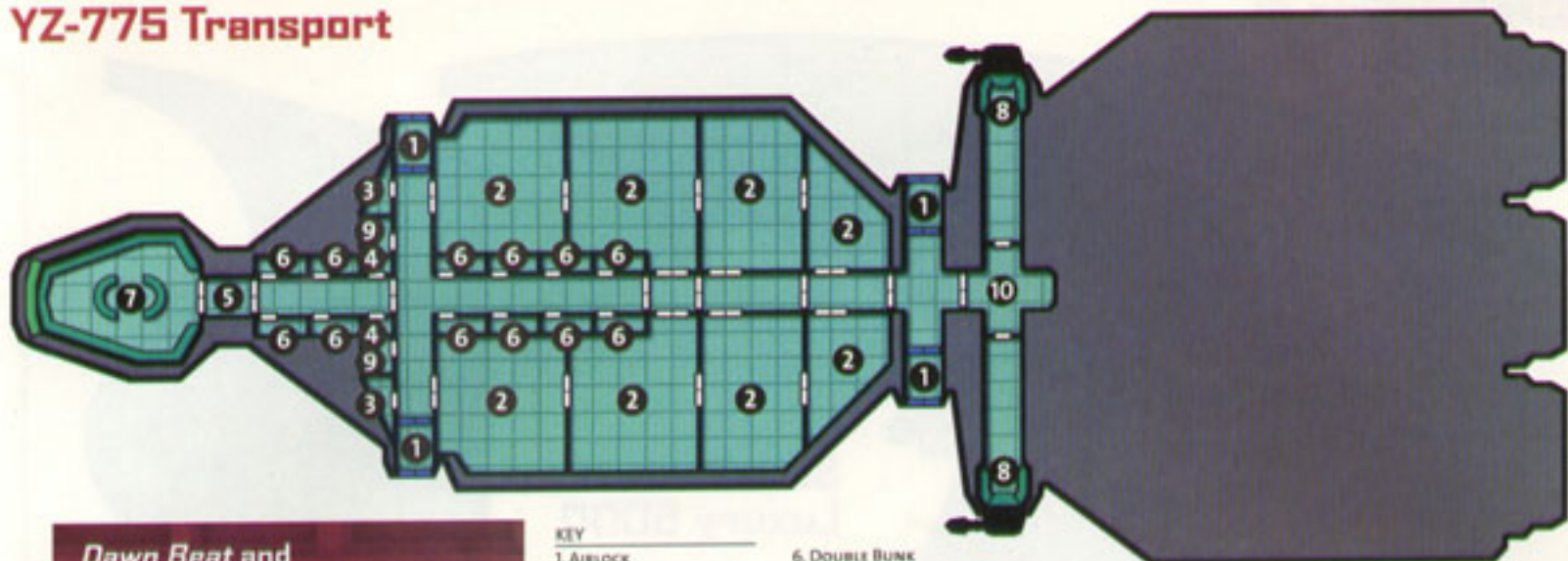
Action VI Transport

KEY

- | | |
|-----------------------|--------------------------|
| 1. BRIDGE | 9. GALLEY STORES |
| 2. LOADING RAMP | 10. MESS |
| 3. OFFICE | 11. ENTERTAINMENT CENTER |
| 4. CREW QUARTERS | 12. WEAPONS STORAGE |
| 5. OFFICER'S QUARTERS | 13. SHOWERS |
| 6. CONFERENCE ROOM | 14. TURBOLASER |
| 7. SHIP'S STORES | 15. CARGO HOLDS |
| 8. GALLEY | 16. REFRESHER |



YZ-775 Transport



Dawn Beat and Amanda Fallow

Craft: modified Corellian Engineering Corporation YZ-775 transports; **Class:** Space Transport; **Cost:** 600,000 credits (new), 350,000 (used); **Size:** Medium (52 meters); **Crew:** 8 (Skilled, +4); **Passengers:** 12; **Cargo Capacity:** 400 metric tons; **Consumables:** 6 months; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Attack; **Defense:** 20 (+10 armor); **Shield Points:** 180; **Hull Points:** 210; **DR:** 15.

Weapon: turbolaser cannons (2 fire-linked); **Fire Arc:** partial turret (front, left, right); **Attack Bonus:** +10 (+4 crew, +6 fire control); **Damage:** 5d10 x5; **Range Modifiers:** PB +0, S +0, M -2, L -4.

Weapon: 2 twin laser cannons; **Fire Arc:** 1 left, 1 right; **Attack Bonus:** +10 (+4 crew, +6 fire control); **Damage:** 5d10 x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: proton torpedo tubes (2, 8 rounds each); **Fire Arc:** front; **Attack Bonus:** +10 (+4 crew, +6 fire control); **Damage:** 10d10 x2; **Range Modifiers:** PB +0, S/M/L n/a.

KEY

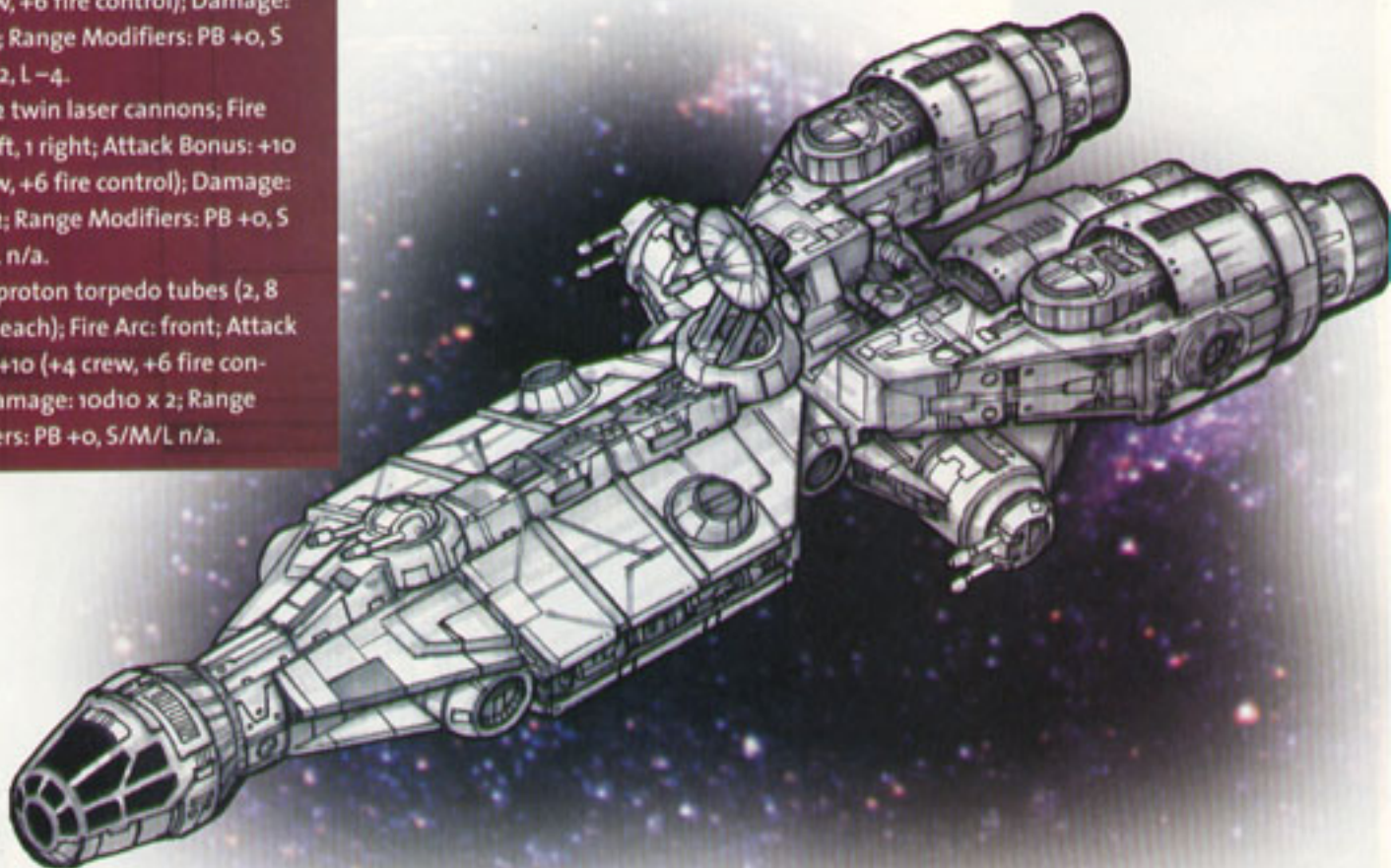
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|---------------------|-----------------|
| 1. AIRLOCK | 6. DOUBLE BUNK |
| 2. CARGO HOLD | 7. COCKPIT |
| 3. STORES | 8. GUNWELL |
| 4. EMERGENCY STORES | 9. REFRESHER |
| 5. GALLEY | 10. ENGINEERING |

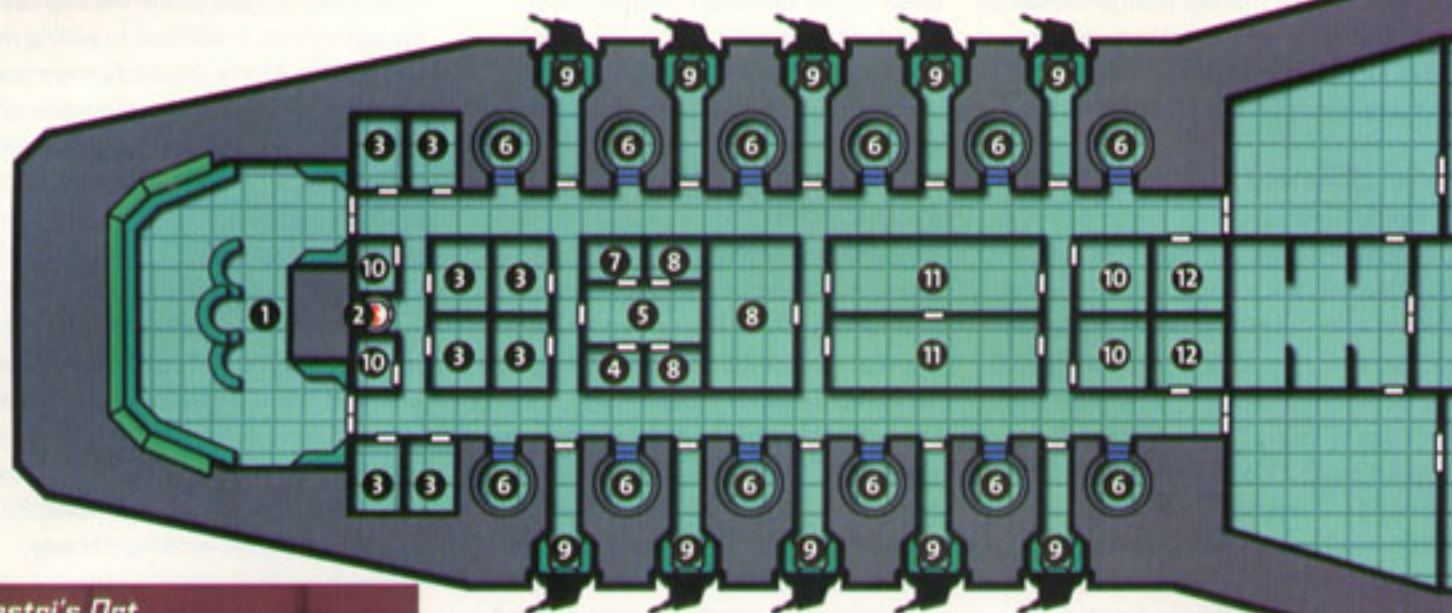
sinking his money into upgrades. The Preybirds needed upgrades aplenty; SoroSuub abandoned the design at the prototype stage when the project went significantly over budget and SoroSuub just wanted to recoup some of its losses.

Mazzic augmented the ships' weapons systems and sublight engines, and added the paint scheme in a moment of inspiration. (The *Raptor* sports a flaming blue bird

of prey; *Skyclaw's* bird of prey is red.)

Much of the Preybirds' internal circuitry is black market parts—classified Imperial technology that, if the ships were ever captured by the Empire, could send Mazzic to the spice mines of Kessel for life. While this is a background concern for the smuggler, he's actually far more worried that his two favorite ships might one day lose a fight and be reduced to scrap metal.





Kuat Drive Yards Star Galleon

KEY

- | | |
|-----------------------|--------------------------|
| 1. BRIDGE | 7. SHIP'S STORES |
| 2. LOADING RAMP | 8. GALLEY |
| 3. OFFICE | 9. GALLEY STORES |
| 4. CREW QUARTERS | 10. MESS |
| 5. OFFICER'S QUARTERS | 11. ENTERTAINMENT CENTER |
| 6. CONFERENCE ROOM | 12. WEAPONS STORAGE |

Lastris's Ort

Craft: modified Kuat Drive Yards Star Galleon; **Class:** Capital Ship; **Cost:** 6.2 million credits (new), 2.4 million credits (used); **Size:** Huge (300 meters); **Crew:** 150 (Normal, +2); **Passengers:** 12; **Cargo Capacity:** 125,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (-2 to Pilot checks and attack rolls); **Defense:** 18 (-2 size, +10 armor); **Shield Points:** 90; **Hull Points:** 400; **DR:** 20.

Weapon: 10 turbolasers; **Fire Arc:** 5 left, 5 right; **Attack Bonus:** +6 (-2 size, +2 crew, +4 fire control); **Damage:** 4d10 x 5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: 1 concussion missile launcher (16 rounds); **Fire Arc:** front; **Attack Bonus:** +6 (-2 size, +2 crew, +4 fire control); **Damage:** 9d10 x 2; **Range Modifiers:** PB +0, S/M/L n/a.

the *Buyer*. (She also acts as the ship's doctor in emergencies.)

Surprisingly, Karrde spends little time aboard the *Buyer*. The yacht is his showroom to impress gullible clients with his wealth. At most, it's a useful incentive for his employees; those who render good service get to spend their next jump surrounded by luxury. Karrde much prefers his quarters and offices aboard the *Wild Karrde*, where real business is conducted, and displays of wealth are unnecessary.

Distant Rainbow

Mazzic purchased the *Distant Rainbow* from a Rodian smuggler who retired to the Outer Rim Territories with a bundle of cash and a desire to live quietly for once in his life. The Rodian reportedly didn't ask much for the *Rainbow*, not guessing that Mazzic's modifications would make the old pleasure yacht into a formidable smuggling ship.

Among Mazzic's upgrades were top-and-bottom quad laser turrets (an idea he borrowed from holos of Han Solo's *Millennium Falcon*, though he refuses to admit that fact), improved repulsorlift engines, and a suite of electronic countermeasures meant to foil casual sensor sweeps. (Computer Use checks to detect the *Distant Rainbow* at Sensor range suffer a -6 penalty.)

Mazzic didn't skimp on amenities, though, and for a smuggler's transport, the *Distant Rainbow* is a decent pleasure yacht. Perhaps its only shortcoming in this area is the minimal cargo space, meaning that when the *Rainbow* is hauling a full load, a crewman might find his quarters serving double duty as an auxiliary cargo hold.

DISTANT RAINBOW

Craft: modified Kuat Drive Yards Starwind-class Pleasure Yacht; **Class:** Space Transport; **Cost:** 400,000 credits (new), 150,000 (used); **Size:** Small (50 meters); **Crew:** 5 (1 pilot, 1 co-pilot, 2 gunners—Skilled, +4), minimum 2; **Passengers:** 10; **Cargo Capacity:** 2 metric tons; **Consumables:** 2 months; **Hyperdrive:** x1 (backup x15); **Maximum Speed:** Cruising; **Defense:** 19 (+1 size, +8 armor); **Shield Points:** 100; **Hull Points:** 450; **DR:** 10.

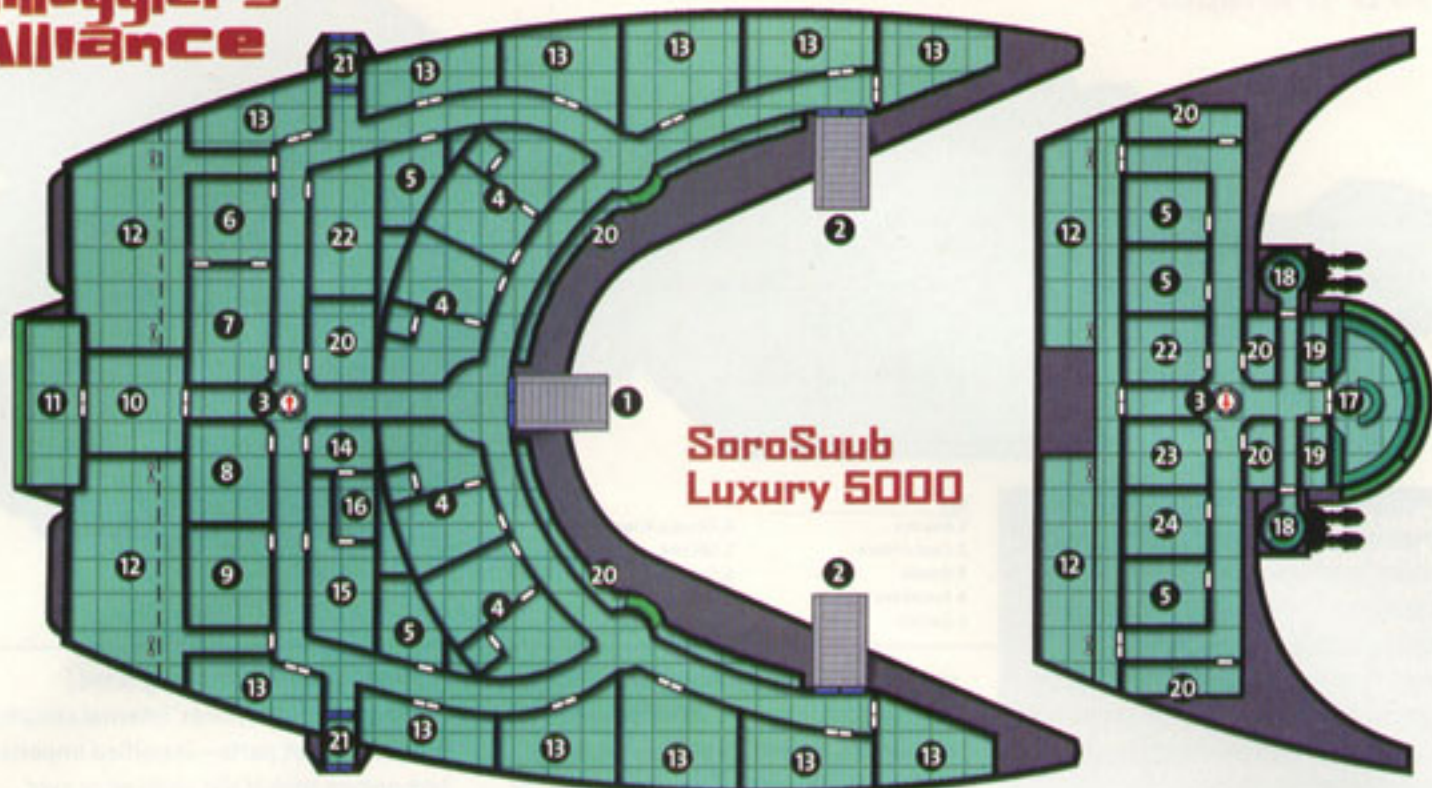
Weapon: 2 quad laser cannons; **Fire Arc:** all (turret); **Attack Bonus:** +11 (+1 size, +4 crew, +6 fire control); **Damage:** 6d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Raptor and Skyclaw

Mazzic is very proud of his two Preybird-class fighters; they are fast, well-armed, and thanks to the flaming birds of prey painted on their undersides, thoroughly intimidating. More than once, larger and better-armed ships have capitulated to Mazzic when faced with these fearsome starfighters. Their pilots, Griv and Amber, also take great pride in their ships and relish the chance to really cut loose behind the controls.

Like all the ships in his "fleet," Mazzic purchased *Raptor* and *Skyclaw* for a pittance,

Ships of the Smuggler's Alliance



KEY

- | | | | | |
|-------------------|----------------------|-----------------|--------------------|---------------------|
| 1. PASSENGER RAMP | 6. KITCHEN | 11. AFT LOUNGE | 16. MASSAGE ROOM | 21. AIRLOCK |
| 2. CARGO RAMP | 7. DINING ROOM | 12. ENGINEERING | 17. BRIDGE | 22. CONFERENCE ROOM |
| 3. LIFT TUBE | 8. EXERCISE ROOM | 13. CARGO HOLD | 18. GUNWELL | 23. CREW KITCHEN |
| 4. STATEROOM | 9. MEDICAL BAY | 14. SHOWER | 19. CREW REFRESHER | 24. CREW GALLEY |
| 5. CREW CABIN | 10. MINIATURE CASINO | 15. SPA | | |

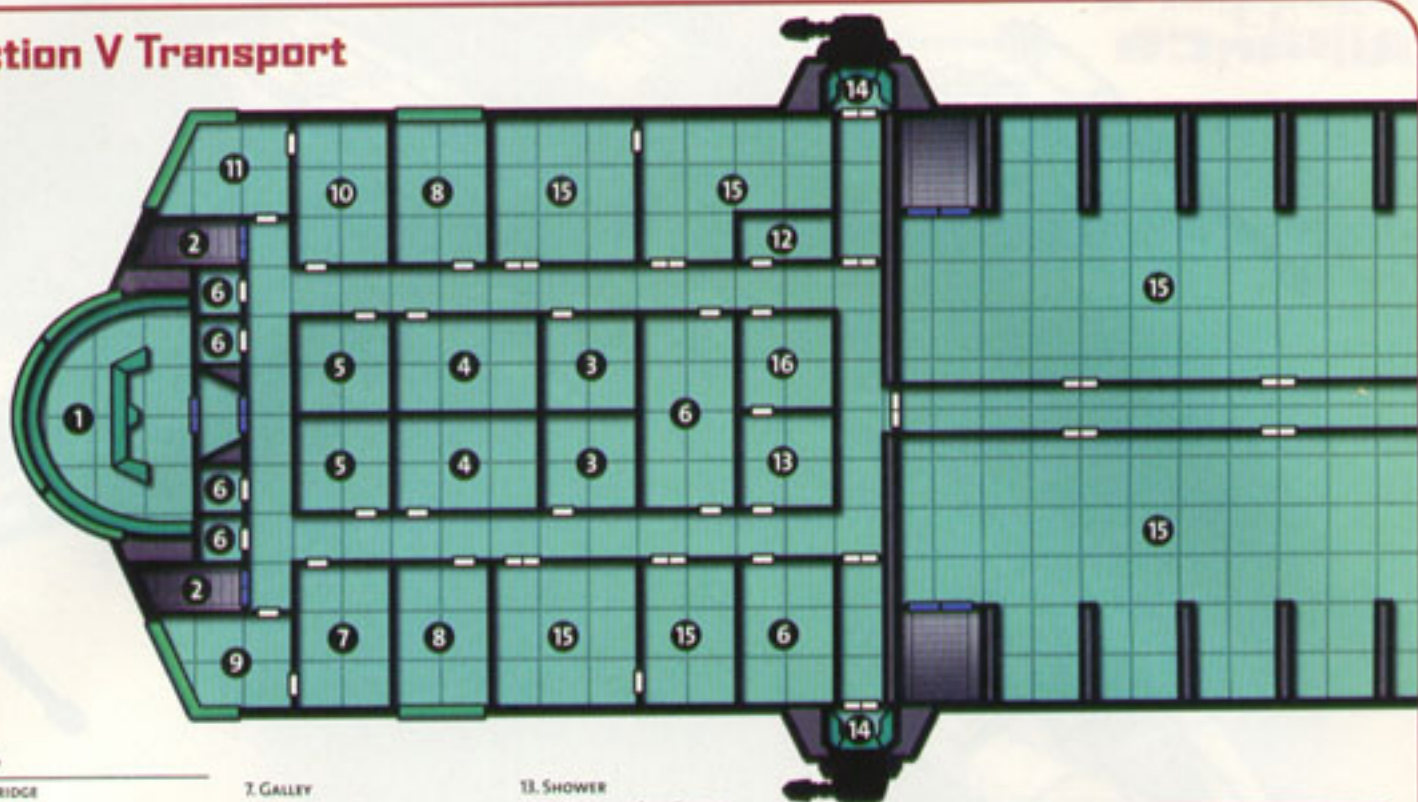
Uwana Buyer

Craft: modified SoroSuub Luxury 5000; Class: Space Transport; Cost: 1 million credits (new), 500,000 credits (used); Size: Medium (65 meters); Crew: 5 (1 pilot, 1 copilot/gunner, 3 gunners—Skilled, +4; Passengers: 16; Cargo Capacity: 150 metric tons; Consumables: 6 months; Hyperdrive: x1 (backup x8); Maximum Speed: Attack; Defense: 20 (+10 armor); Shield Points: 125; Hull Points: 180; DR: 10. Weapon: 2 heavy laser cannons; Fire Arc: 1 left/1 right; Attack Bonus: +12 (+4 crew, +8 fire control); Damage: 5d10 x 2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: 1 ion cannon; Fire Arc: front; Attack Bonus: +12 (+4 crew, +8 fire control); Damage: special; Range Modifiers: PB +0, S +0, M +0, L n/a.



Action V Transport



KEY

- | | | |
|-----------------------|--------------------------|-----------------------------|
| 1. BRIDGE | 7. GALLEY | 13. SHOWER |
| 2. LANDING RAMP | 8. PASSENGER CABIN | 14. TURBOLASER FIRE CONTROL |
| 3. OFFICE | 9. MESS | 15. CARGO HOLD |
| 4. CREW QUARTERS | 10. ENTERTAINMENT CENTER | 16. REFRESHER |
| 5. OFFICER'S QUARTERS | 11. LOUNGE | |
| 6. STORAGE | 12. WEAPONS STORAGE | |

He knows he'll never find their equal again—at least, not at such a bargain.

Kern's Pride

Gillespie's flagship is the *Kern's Pride*, an aging Corellian Corvette with more than its fair share of battle scars and a host of minor systems malfunctions. Gillespie claims they remind him of himself. While he has newer ships in better shape in his 20-ship fleet, Gillespie refuses to transfer his belongings to a new flagship. "When the old girl dies, then I'll leave her," he tells his crew.

Gillespie and the *Pride* have been together for over thirty years, and in that time he has reconfigured the ship at least once a year, depending on his needs or whims.

During the Rebellion, he frequently put *Kern's Pride* into service as a troop ship, transporting Rebel soldiers to new battlefields, then turning the ship into a passenger liner to relocate refugees, later returning with the *Pride*—again reconfigured as a medical ship—to evacuate

wounded Rebels. When the constant danger finally got too close for comfort, Gillespie retired to the planet Ukio, but kept the *Kern's Pride* nearby, not quite ready to say goodbye to her. As it turned out, this was a wise move on his part.

Goshyn Queen

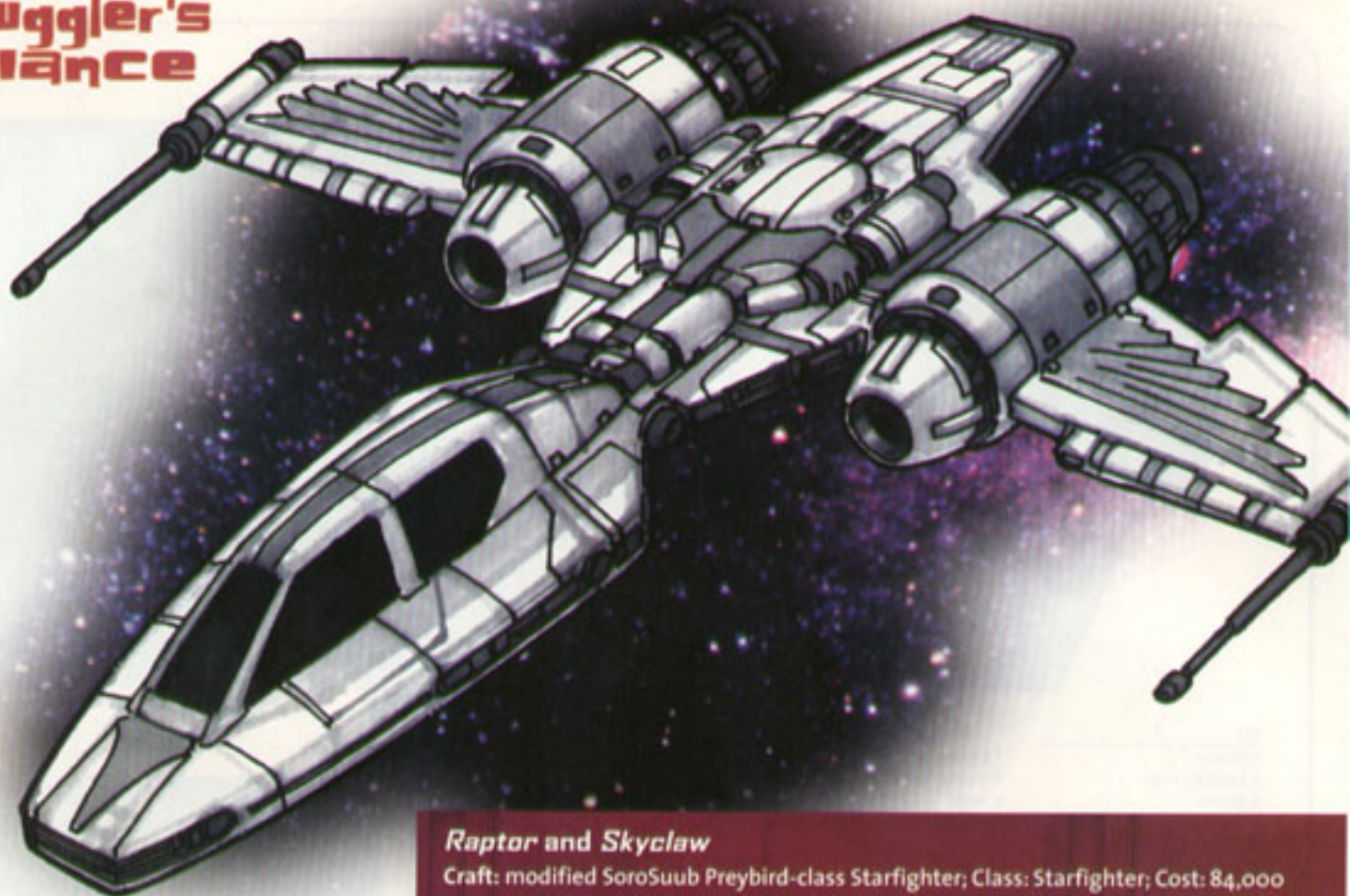
Billey belongs to the "fly it hard until it breaks" school of piloting, and the *Goshyn Queen* illustrates the fact by sporting a dozen different shades of paint, the odd missing access hatch, and enough scrapes and gouges to keep a repair crew busy for weeks. Billey grumbles constantly about the damage his ship has sustained over the years since his release from the Goshyn Detention Center, but rarely drops credits on fixing it. His thinking is that if the *Queen* holds together long enough, he can afford to sell her for scrap and buy a brand new ship with the profits. It's a tremendous gamble on his part that the *Goshyn Queen* won't fall apart in the middle of a run, but no one ever said that working with Billey was boring.

Etherway and Starry Ice

Craft: modified Corellian Action V transport; **Class:** Capital Ship; **Cost:** 2 million credits (new), 1 million credits (used); **Size:** Large (115 meters); **Crew:** 10 (1 pilot, 1 navigator, 3 gunners—Skilled, +4); **Passengers:** 6; **Cargo Capacity:** 75,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** x 3 (backup x 12); **Maximum Speed:** Cruising; **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 140; **Hull Points:** 180; **DR:** 20.

Weapon: 3 turbolasers; **Fire Arc:** 1 front/1 left/1 right; **Attack Bonus:** +9 (-1 size, +4 crew, +6 fire control); **Damage:** 5d10 x 5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

The *Queen* is a more or less standard Kuat Drive Yards transport from the Space Master line—a designation that refers more to its ability to hold cargo than its command of the space lanes. While not a terribly large ship, the Space Master design makes use of every spare meter of space to store cargo. Corellian Engineering Corporation designers like to joke that most Space Masters are only hauling half their capacity because their owners haven't figured out where all the storage compartments are yet. It's an exaggeration, but not by much. Some of the cargo compartments on the *Goshyn Queen*



are so difficult to reach that Billey stores his most illegal cargoes in them and covers up the access hatches. He has yet to meet a customs officer who is small enough to inspect them, or determined enough to wait while Billey moves all the other cargo out of the way.

Lady Sunfire

Clyngunn's freighter cost him most of his winnings from his sporting career, but he considers it worth the cost. After some tinkering with the engines and weaponry—and some scan-shielded cargo compartments—the *Lady Sunfire* is, in Clyngunn's eyes, the perfect smuggling ship. At the very least, flying it around, evading customs cruisers, pirates, and other smugglers, helps Clyngunn stave off the boredom he's suffered since retiring from professional combat sports.

The *Lady Sunfire* requires two sets of hands to operate, but Clyngunn's distaste for company has motivated him to come up with a creative solution. A few years ago, he acquired an old R3 astromech droid that rarely "talks," except to notify him of emergencies. This suits Clyngunn just fine. He is

Raptor and Skyclaw

Craft: modified SoroSuub Preybird-class Starfighter; **Class:** Starfighter; **Cost:** 84,000 credits (new), 50,000 (used); **Size:** Tiny (20 meters); **Crew:** 2 (1 pilot, 1 co-pilot/gunner—Skilled, +4); **Passengers:** None; **Cargo Capacity:** 15 kilograms; **Consumables:** 4 days; **Hyperdrive:** x3; **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 45; **Hull Points:** 50; **DR:** 5.

Weapon: 2 heavy laser cannons; **Fire Arc:** front; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** 5d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: 2 concussion missile launchers (8 rounds each); **Fire Arc:** 1 front/1 rear; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** 8d10 x 2; **Range Modifiers:** PB +0, S/M/L n/a.

gradually hardwiring it into the cockpit control panels, which he hopes will one day bring its efficiency up to the level of an organic co-pilot. That, of course, would prevent the R3 unit from ever leaving the cockpit, but Clyngunn hardly considers that a drawback.

Green Palace

Brasck's command ship is the modified pleasure yacht, *Green Palace*, a dingy, dismal ship that began its career as a short-jump luxury ship for wealthy dilettantes. Brasck originally recovered it from an orbital scrapyard and promptly stripped out all the internal bulkheads, rearranging the ship to fit his needs. What were once opulent staterooms are now cramped, grim cells for Brasck's preferred cargo: slaves. The remainder of the ship is given to the upgraded engines and

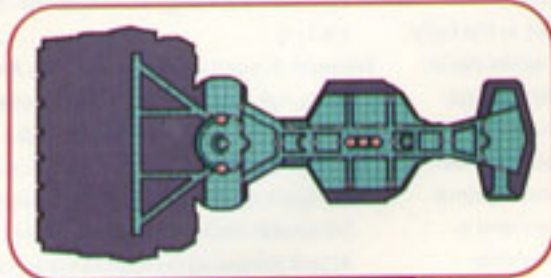
space for more mundane cargo.

Brasck's primary consideration for the *Green Palace* was weaponry, and he tore out the forward elevator to install a forward-firing ion cannon and a concussion missile launcher. Brasck uses the latter sparingly, and the former as much as possible; every ship that surrenders to him yields additional slaves, or if he's very lucky, important captives for ransom. Only the most valuable captives get passage on Brasck's ship, though. For common crew and ordinary passengers, there is plenty of room on one of the other ships in his "fleet."

The Gunship

Niles Ferrier hasn't bothered to name his stolen Corellian Gunship anything other than "The Gunship" for two reasons. First,

Coreellian Corvette



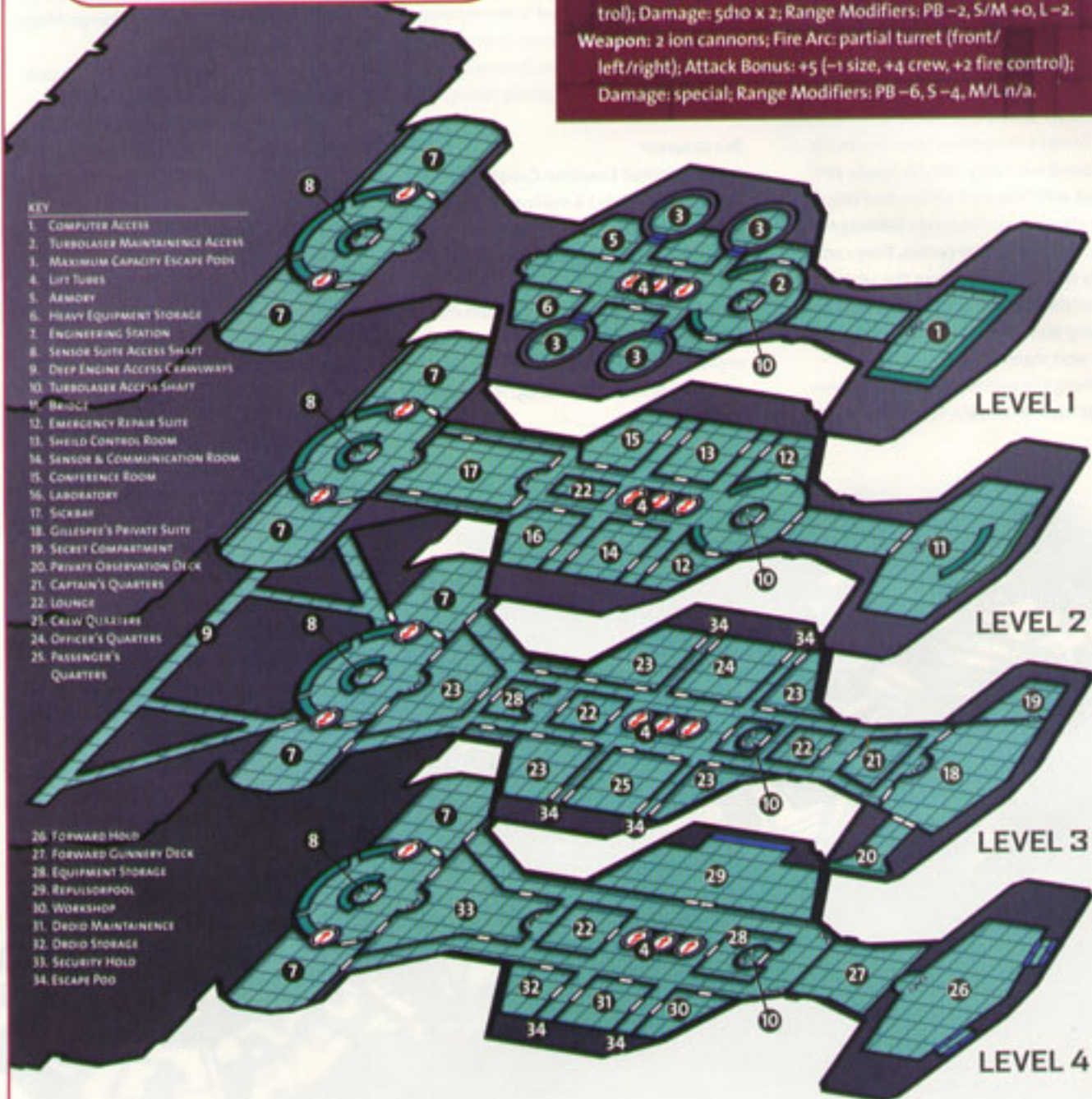
Kern's Pride

Craft: modified Coreellian Engineering Corporation Corvette;
 Class: Capital Ship; Cost: 3.5 million credits (new), 1.5 million
 credits (used); Size: Large (150 meters); Crew: 145 (Skilled, +4);
 Passengers: 45; Cargo Capacity: 10,000 metric tons; Consum-
 ables: 9 months; Hyperdrive: x2 (backup x8);
 Maximum Speed: Attack; Defense: 19 (-1 size, +10 armor);
 Shield Points: 200; Hull Points: 400; DR: 20.

Weapon: 6 double turbolaser cannons; Fire Arc: 3 front/left/right/1 rear; Attack Bonus: +5 (-1 size, +4 crew, +2 fire control); Damage: 5d10 x 2; Range Modifiers: PB -2, S/M +0, L -2.
 Weapon: 2 ion cannons; Fire Arc: partial turret (front/left/right); Attack Bonus: +5 (-1 size, +4 crew, +2 fire control); Damage: special; Range Modifiers: PB -6, S -4, M/L n/a.

KEY

1. COMPUTER ACCESS
2. TURBOLASER MAINTENANCE ACCESS
3. MAXIMUM CAPACITY ESCAPE POD
4. LIFT TUBES
5. ARMORY
6. HEAVY EQUIPMENT STORAGE
7. ENGINEERING STATION
8. SENIOR SUITE ACCESS SHAFT
9. DEEP ENGINE ACCESS CARRIWAYS
10. TURBOLASER ACCESS SHAFT
11. BRIDGE
12. EMERGENCY REPAIR SUITE
13. SHIELD CONTROL ROOM
14. SENIOR & COMMUNICATION ROOM
15. CONFERENCE ROOM
16. LABORATORY
17. SICKBAY
18. GILLESPIE'S PRIVATE SUITE
19. SECRET COMPARTMENT
20. PRIVATE OBSERVATION DECK
21. CAPTAIN'S QUARTERS
22. LOUNGE
23. CREW QUARTERS
24. OFFICER'S QUARTERS
25. PASSENGER'S QUARTERS
26. FORWARD HOLD
27. FORWARD GUNNERY DECK
28. EQUIPMENT STORAGE
29. REPAIR POOL
30. WORKSHOP
31. DEBRIS MAINTENANCE
32. DEBRIS STORAGE
33. SECURITY HOLD
34. ESCAPE POD



Ships of the Smuggler's Alliance

simply using its alphanumeric designation affords him a certain degree of anonymity that a clever personalized name wouldn't. Second, because as a ship thief, he knows that he should never get that attached to a ship; he may not have it tomorrow.

The Gunship's internal décor matches this philosophy; Ferrier is far more concerned with function than with form, and the ship is a tangled mess of rewired systems, jury-rigged repairs, and poorly maintained amenities. The entire ship reeks of Ferrier's noxious cigarras, along with a few somewhat more subtle odors best left unidentified. Ferrier's mercenary crew shares his vagabond mentality. They're hardly concerned with leaving half-finished rations lying about, or spilling their beverages on non-essential control panels. They can barely be troubled to clean the latrines and are constantly on the lookout for a house-keeping droid they can "palm" along with their next stolen ship.

Among the various nominal "improvements" to *The Gunship*, Ferrier has replaced

extraneous crew quarters with cargo space and upgraded the engine to a more space-efficient one. In fact, to facilitate his work, Ferrier has installed a highly effective—if antiquated—conner net launcher in the belly of *The Gunship*. The conner net works like an ion cannon, shorting out the electrical systems of every ship it comes into contact with. Ferrier can launch the net at stationary targets only—and subsequently uses it primarily on grounded or docked ships—and it covers a radius of 200 meters. Any ship touched by the conner net is immediately disabled until the conner net is removed (usually by small-arms fire from outside), or its ion charge gives out (after 2 hours).

THE GUNSHIP

Craft: modified Corellian Gunship; **Class:** Capital Ship; **Cost:** 1.6 million credits (new), 950,000 credits (used); **Size:** Large (120 meters); **Crew:** 10 (1 pilot, 1 co-pilot, 8 gunners—Normal, +2); **Passengers:** 4; **Cargo Capacity:** 450 metric tons; **Consumables:** 6 months; **Hyperdrive:** x2 (backup x6); **Maximum Speed:** Cruising; **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 65; **Hull Points:** 350; **DR:** 20.

Weapon: 8 double turbolaser cannons; **Fire Arc:** 2 front/ 3 left/3 right; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 5d10 x 2; **Range Modifiers:** PB -2, S/M +0, L -2.

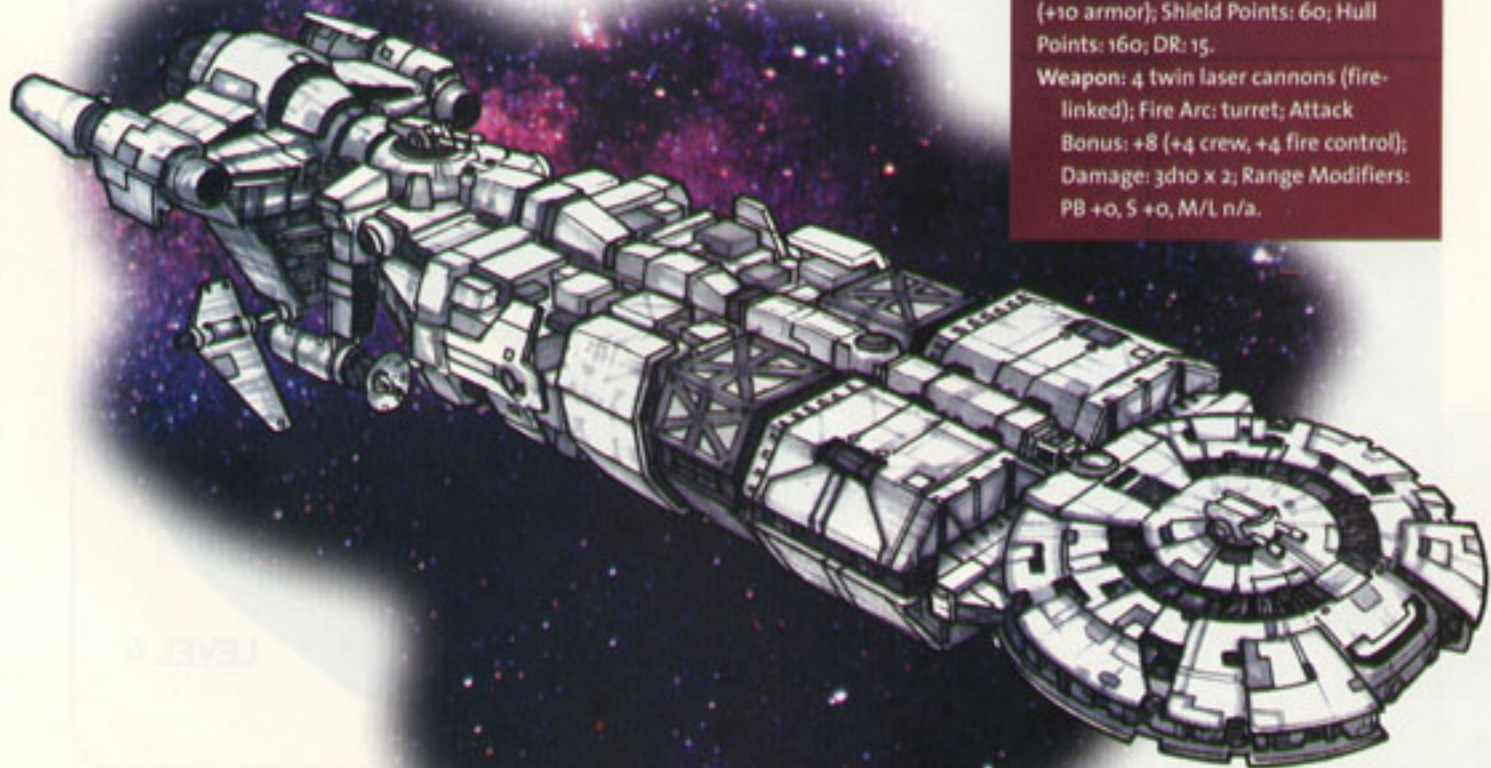
Weapon: 6 quad laser cannons; **Fire Arc:** 3 left/3 right; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 6d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a. **Weapon:** 4 concussion missile launchers (16 rounds each); **Fire Arc:** 2 front/2 rear; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 8d10 x2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: conner net; **Fire Arc:** rear; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** special; **Range Modifiers:** PB -2, S/M/L n/a. ■

Gashyn Queen

Craft: Kuat Drive Yards Space Master medium transport; **Class:** Space Transport; **Cost:** 550,000 credits (new), 175,000 credits (used); **Size:** Medium (80 meters); **Crew:** 8 (1 pilot, 1 co-pilot/gunner, 3 gunners—Skilled, +4); **Passengers:** 4; **Cargo Capacity:** 19,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** x2 (backup x10); **Maximum Speed:** Cruising; **Defense:** 20 (+10 armor); **Shield Points:** 60; **Hull Points:** 160; **DR:** 15.

Weapon: 4 twin laser cannons (fire-linked); **Fire Arc:** turret; **Attack Bonus:** +8 (+4 crew, +4 fire control); **Damage:** 3d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a.



Lady Sunfire

CRAFT: Modified Corellian Engineering Corporation Barloz-class heavy freighter; CLASS: Space Transport; COST: 300,000 credits (new), 125,000 credits (used); SIZE: Small (41 meters); CREW: 2 (1 pilot, 1 co-pilot/gunner—Normal, +2); PASSENGERS: 4; CARGO CAPACITY: 70 metric tons; CONSUMABLES: 2 months; HYPERDRIVE: x1 (backup x8); MAXIMUM SPEED: Cruising; DEFENSE: 21 (+1 size, +10 armor); SHIELD POINTS: 40; HULL POINTS: 180; DR: 15.

WEAPON: 3 turbo quadlaser batteries; FIRE ARC: 1 front/1 left/1 right; ATTACK BONUS: +7 (+1 size, +2 crew, +4 fire control); DAMAGE: 6d10 x 5; RANGE MODIFIERS: PB -2, S/M +0, L -2.

WEAPON: 4 concussion missile launchers (12 rounds each); FIRE ARC: rear; ATTACK BONUS: +7 (+1 size, +2 crew, +4 fire control); DAMAGE: 8d10 x2; RANGE MODIFIERS: PB +0, S/M/L n/a.

Green Palace

CRAFT: modified Lantillian Shipwrights GX1 Short Hauler; CLASS: Space Transport; COST: 200,000 credits (new), 25,000 (used); SIZE: Small (27 meters); CREW: 4 (1 pilot, 1 co-pilot/gunner—Normal, +2); PASSENGERS: 12; CARGO CAPACITY: 85 metric tons; CONSUMABLES: 2 months; HYPERDRIVE: x1 (backup x8); MAXIMUM SPEED: Attack; DEFENSE: 21 (+1 size, +10 armor); SHIELD POINTS: 50; HULL POINTS: 150; DR: 10.

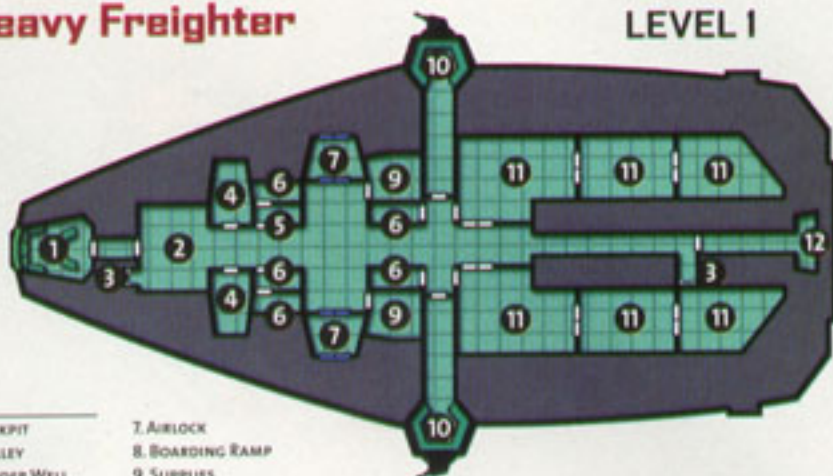
WEAPON: 1 laser cannon; FIRE ARC: turret; ATTACK BONUS: +7 (+1 size, +2 crew, +4 fire control); DAMAGE: 4d10 x 2; RANGE MODIFIERS: PB +0, S +0, M/L n/a.

WEAPON: 1 ion cannon; FIRE ARC: front; ATTACK BONUS: +7 (+1 size, +2 crew, +4 fire control); DAMAGE: special; RANGE MODIFIERS: PB +0, S +0, M +0, L n/a.

WEAPON: 1 concussion missile launcher (12 rounds); FIRE ARC: front; ATTACK BONUS: +5 (+1 size, +2 crew, +2 fire control); DAMAGE: 8d10 x 2; RANGE MODIFIERS: PB +0, S/M/L n/a.

Barloz-class Heavy Freighter

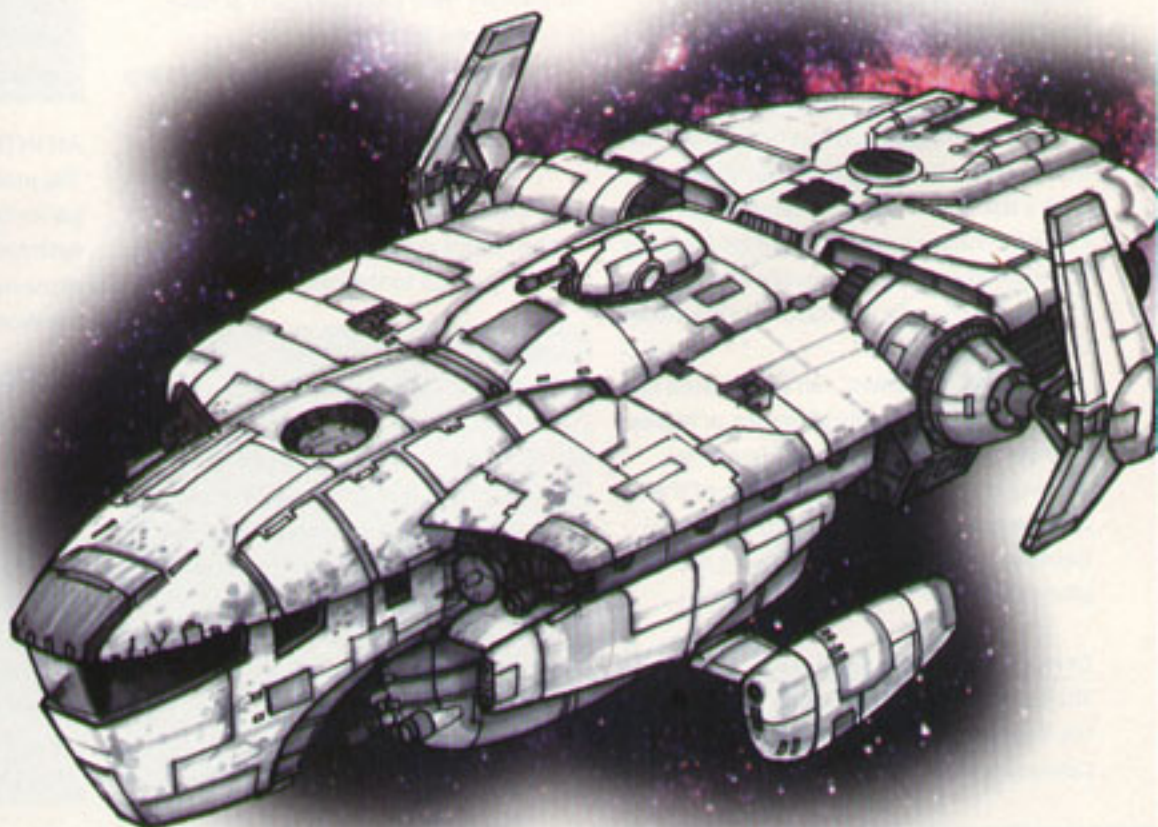
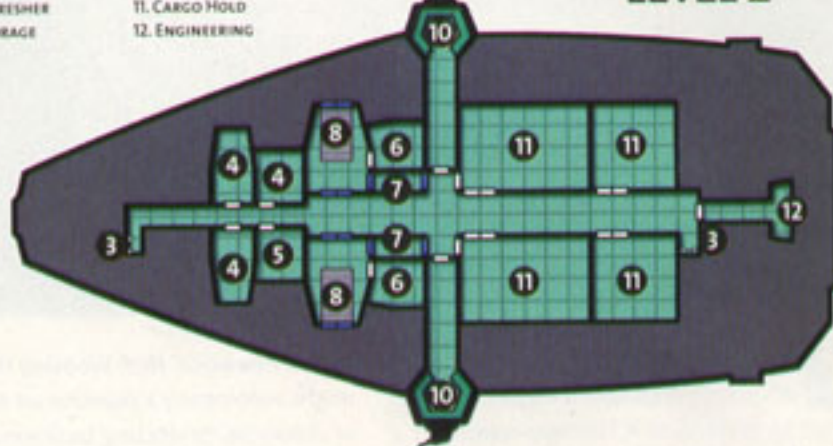
LEVEL 1



KEY

- | | |
|----------------|------------------|
| 1. COCKPIT | 7. AIRLOCK |
| 2. GALLEY | 8. BOARDING RAMP |
| 3. LADDER WELL | 9. GUN WELL |
| 4. CABIN | 10. SUPPLIES |
| 5. REFRESHER | 11. CARGO HOLD |
| 6. STORAGE | 12. ENGINEERING |

LEVEL 2



KASHYYYK IN FLAMES



BY JD WIKER

ILLUSTRATED BY JOE CORRONEY

This *Star Wars Roleplaying Game* adventure is designed for four heroes of 3rd to 5th level. In it, the heroes uncover an insidious plot against the Wookiees perpetrated by an offworld consortium of slavers. They also face swarms of one of Kashyyyk's most devastating natural dangers: the explosive flame beetle.

Although this adventure is set in the Rise of the Empire Era, it can be adapted for other eras by replacing the main villain with a dark side Force-user (in the Old Republic era), an Imperial agent (in the early Rebellion era and New Republic era), or even Yuuzhan Vong infiltrators (in The New Jedi Order era).

"Kashyyyk in Flames" can be adjusted for larger or smaller groups of heroes, or higher or lower average levels of the heroes, by altering the encounters. Chapter 12 of the *Star Wars Roleplaying Game* core rulebook has advice on how to determine an appropriate challenge for a group of heroes.

GETTING THE HEROES INVOLVED

The Gamemaster must decide what brings the heroes to Kashyyyk in the first place. Obviously, Wookiee heroes could be visiting

their homeworld. Non-Wookiee heroes might accompany a Wookiee on such a visit or simply be conducting business: buying, selling, trading, delivering, or picking up. Whatever the reason, the heroes should either have their own transport or have chartered one for their use.

Note that under no circumstances, in any era, will Trandoshan heroes be allowed to set foot on Kashyyyk.

ARRIVAL ON KASHYYYK

As the heroes approach Kashyyyk, read the following aloud to the players:

Arriving over Kashyyyk, you are treated to a majestic view of the Wookiee homeworld's lush forests and dark blue seas. You see some other traffic in orbit, but nothing approaches you, making your planetfall smooth and easy. Dropping down into the atmosphere, you pick up the landing beacon. Within a few moments, you soar through the massive limbs of the gargantuan wroshyr trees, under a canopy of verdant green. Soon you spy the amazing spectacle of your destination: a Wookiee

city suspended on interlaced wroshyr branches kilometers above the unseen ground. As your ship sets down on the surface of the landing pad—the flattened end of a cut-off wroshyr limb—a dark green protocol droid steps out of a nearby building and begins moving toward your ship's boarding hatch.

AN INTRODUCTION TO KASHYYYK

The protocol droid is K-27, and he waits patiently until the heroes are ready to speak with him. He introduces himself and explains that he will be their liaison with the Wookiees while they are on Kashyyyk:

"Despite the presence of Wookiees all over the galaxy," says K-27, "very few non-Wookiees are allowed on Kashyyyk for cultural reasons. While you are here, you will be expected to observe Wookiee customs, and it is my duty to ensure that you are familiar with those customs. Further, should you not be conversant in Shyriiwook, the most commonly spoken Wookiee language, I will be happy to act as your translator. It is, after all, my primary function."



The protocol droid K-27 is a recent transplant to Kashyyyk, having arrived with Turren Lonarr, the president of Temporary Droids, an offworld droid rental service with a local office. K-27 is on more-or-less permanent rental contract with the Wookiee authorities to help with offworld visitors. K-27 speaks Basic and Shyriiwook more than adequately and also speaks the obscure xaczik language of Kashyyyk's Wartaki Islands. He is overdue for a memory wipe and has acquired the quirk of using body language appropriate to the language he is speaking.

K-27, Walking Protocol Droid Dph: Init +0; Def 11 (+1 armor); Spd 8m; VP/WP 0/13; Atk +0 melee (1d6, hand), +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Rep 0; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10. Challenge Code A.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +7, Diplomacy +7, Knowledge (Doshan) +7, Knowledge (etiquette) +7, Knowledge (galactic politics) +7, Knowledge (Kashyyyk) +7, Sense Motive +4, Speak Basic, Speak Shyriiwook, Speak Xaczik.

Feat: Skill Emphasis (Diplomacy).

A MYSTERY BLAZE

When the heroes begin to move out into the Wookiee city, read the following aloud:

You suddenly hear a loud noise, like a grenade exploding. Flames shoot from a nearby building, scattering debris. From inside the building, Wookiee voices howl in pain and fear.

The heroes are the only people anywhere close to the burning building, aside from a small group of maintenance droids. If they

do not rush to help, K-27 urges them to do whatever they can while he summons aid.

The heroes can help by trying to put out the flames, hauling injured Wookiees out of the building, or treating those who have already been pulled out.

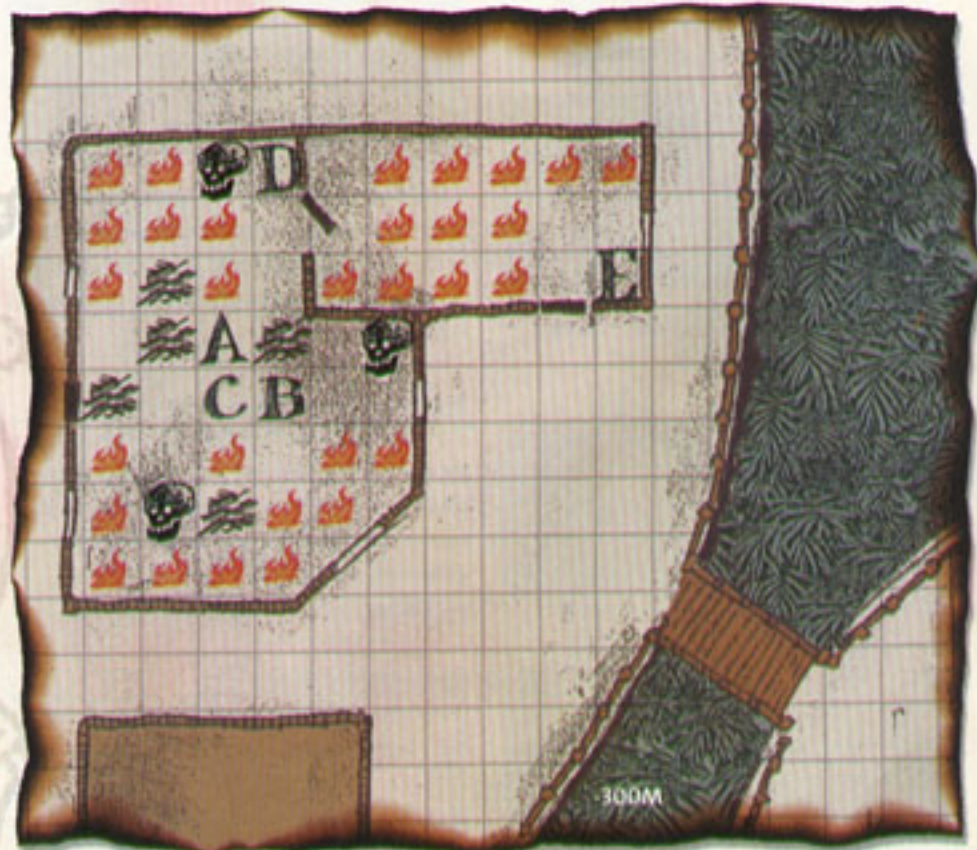
Entering the Building: The blast has blocked the door. Getting in requires either a Strength check (DC 15) or breaking down the door (Hardness 5, 18 wound points). Inside are two unconscious Wookiees (A & B), a third Wookiee trying to wake them (C), another Wookiee succumbing to the smoke (D), and one more Wookiee trapped by the flames (E), trying to beat his way through a wall. All five are Wookiee commoners who have lost roughly half their wound points. (Use the Wookiee Commoner statistics from page 253 of the *STAR WARS* Roleplaying Game.)

Once inside, the heroes begin to suffer from smoke inhalation unless they crawl, reducing their movement to 2 meters per round. (See the core rulebook, page 217, for rules on smoke.) Moving through a space containing flames deals 2d6 points of damage to the character doing so.

Putting Out the Flames: Heroes fighting the fire from outside need to make an Intelligence check (DC 10) each round to douse the flames effectively. Heroes fighting the fire from inside can make an Intelligence check (DC 5) for the same result. Each successful check puts out the flame in one space. (Start at the spaces closest to the hero putting out the flames.)

Helping the Wookiees: The unconscious Wookiees (A & B) merely need to be carried out, requiring three consecutive Strength checks (DC 8) to drag or haul them to a safe distance. The Wookiee trying to reach them (C) can assist. The Wookiee succumbing to the smoke (D) has only 6 wounds left, and if she can't be guided outside before she is reduced to 0 wounds, she will also have to be carried. Leading her outside will require four rounds.

The Wookiee trapped by the flames (E) will die unless he is helped quickly; his fur is already starting to smoke. In 1d4 rounds, he begins to burn, suffering 1d6 points of damage each round. After another 1d4 rounds, the damage increases to 2d6 points of damage per round. Clearing a safe path to him requires a Strength check (DC 15), but



KASHYYYK IN FLAMES

the Wookiee is also panicked, and a Diplomacy check (DC 15) is required to convince him to run through the flames to get outside. If a hero tries to force the Wookiee to leave, the Wookiee fights back. (Assume that he is raging.)

Treating Injured Wookiees: The heroes can use Treat Injury or Heal Another skills to stabilize a dying Wookiee (DC 15), or at the GM's discretion, to restore lost vitality or wounds to a character who has suffered from smoke inhalation. Obviously, these rules also apply to treating a hero who was injured while helping the Wookiees.

AFTERMATH OF THE EMERGENCY

Help arrives just after the last heroes vacate the building. Wookiee volunteer firefighters begin extinguishing the blaze and watering down other nearby buildings (to prevent the fire from spreading). If any Wookiees remain inside the building, the firefighters make attempts to get at them, but by the time they arrive, it is too late.

If the heroes didn't pull all of the Wookiees out of the building, the firefighters still rescue Urrurrowo, a female Wookiee who had succumbed to the smoke. Weak and barely conscious from inhalation, Urrurrowo tries to talk to the heroes. If none of them understand Shyriiwook, K-27 translates:

"It was flame beetles. I looked up, and there were hundreds of them, on the wall behind poor Murrwooro. I saw the first one start to explode—but before I could say anything, it was too late."

If the heroes are not familiar with flame beetles, K-27 explains:

"Flame beetles are a combustible form of insect life native to Kashyyyk. Measuring no more than 12 centimeters long, the flame beetle ordinarily poses no danger unless in a swarm, and even then, generally only if the swarm's hatchlings are threatened. Under those circumstances, a flame beetle 'king' will self-combust, followed by the stags, queens, and workers, resulting in a terrible blast of fire."

K-27 ponders this for a moment. "Oh dear. I wonder if the flame beetles have

been laying eggs in this area. It would explain the mysterious fire that occurred last week, not far from here. The building was gutted, as were four nearby buildings. For a while, Rruurffhurra, the engineer in charge of extinguishing the blaze, was afraid the entire wroshyr limb might have to be sacrificed to save the city."

THE INVESTIGATION

As K-27 enlightens the heroes about flame beetles, a Wookiee approaches wearing a flame-retardant overcoat and carrying a large tank of fire suppressant foam. The Wookiee rumbles a friendly "Did I just hear my name?" and K-27 introduces Rruurffhurra to the heroes. Rruurffhurra asks the heroes what they saw before, during, and after the fire.

Allow the heroes to attempt Intelligence checks, and consult the following chart to see what they can remember:

INT CHECK	INFORMATION
5 or less	There was a cloud of flying insects nearby that could have been flame beetles.
6–10	No one was near the building before the blast.
11–14	The closest thing to the building was a group of maintenance droids.
15+	The maintenance droids were leaving the building that exploded.

If the heroes mention the presence of the maintenance droids to Urrurrowo, she confirms that the droids had been cleaning the office about five minutes before she noticed the flame beetles.

RRUURFFHURRA, WOOKIEE FIREFIGHTER

A Wookiee of middle years, Rruurffhurra is a veteran firefighter, and his ability to determine the source of a fire has made him the coordinator of the city's firefighters. He is generally very friendly but becomes very withdrawn when a fire kills a Wookiee.

SEARCHING FOR CLUES

Once the heroes conclude that the maintenance droids were inside the building just before it exploded, they might want to track them down. Rruurffhurra gladly welcomes

the help, but K-27 points out that the heroes are not duly deputized officials of Kashyyyk, and to interfere with the droids in the course of their duties constitutes a Class-1 misdemeanor—for which they can be fined and possibly deported off planet. Rruurffhurra sadly agrees and asks the heroes whether they would like to help him investigate the ruins of the building instead. He growls, "If the maintenance droids really were involved, we're in luck. They're not very smart—certainly not smart enough to have covered their tracks."

Examining the remains of the burned-out building requires a Search check (DC 20) to rule out any other possible origin for the fire; it was definitely caused by flame beetles. Any hero who makes the check by 5 or

RRUURFFHURRA



Rruurffhurra, Male Wookiee Exp4: Init -1 (-1 Dex); Def 10 (+1 class, -1 Dex); Spd 10 m; VP/WP 0/18; Atk +8 melee (1d3+5, punch), +2 ranged; SQ Wookiee rage; SV Fort +7, Ref +0, Will +6; SZ M; FP 1; DSP 0; Rep 5; Str 20, Dex 8, Con 18, Int 13, Wis 14, Cha 8. Challenge Code A.

Equipment: Flame-retardant overcoat (DR 5 vs. fire), fire suppressant foam.
Skills: Computer Use +4, Demolitions +8, Gather Information +6, Knowledge (Kashyyyk) +5, Profession (firefighter) +9, Read/Write Shyriiwook, Repair +8, Speak Basic (understand only), Speak Shyriiwook, Survival +9, Treat Injury +9.

Feats: Great Fortitude, Track, Weapon Group Proficiency (simple weapons).

more realizes that the flame beetles were present only on the walls; there are no signs of beetle combustion anywhere else. Note that scent is a factor here, so heroes who gain a bonus for scent-based situations can apply the bonus to this check.

The heroes can also approach this investigation from the opposite direction: Where were the flame beetles when they exploded? Any hero who specifically tries to determine the location of the flame beetles at the time of combustion can make a Search check (DC 15) to verify that they were only present on the walls—not the ceiling or the furniture.

Once the heroes discover that the flame beetles were present only on the walls, they might want to find out why. While they can make educated guesses about the presence of chemical attractants, they cannot confirm their guesses without analyzing the surface of at least one wall. Unfortunately, unless they came equipped with chemical residue analyzers, they'll need Rruurffhurra's help. The Wookiee firefighter has an analyzer but has never had to use it before. After fiddling with the device for a few moments, he asks whether any of the heroes knows how to use it and gladly allows one of them to "do the honors."

A hero trying to analyze the surface of a wall with the handheld scanner must attempt a Computer Use check (DC 20) but gains a +2 synergy bonus if he has 5 or more ranks in Knowledge (chemistry). A successful check indicates that the residue contains the carbonized remains of an insect pheromone. (A failed check cannot isolate the element.) A second Computer Use check, also with the synergy bonus for Knowledge (chemistry), as well as a +2 synergy bonus for 5 or more ranks in Knowledge (Kashyyyk), identifies the insect pheromone as flame beetle hatchling scent.

MORE QUESTIONS THAN ANSWERS

Even armed with the knowledge that the flame beetles were drawn to the walls of the building by what they took to be the presence of a large number of hatchlings, Rruurffhurra is still left scratching his head. He gladly talks the situation over with the heroes, and if they do not suggest it, he asks them to fan out and see whether they can determine where the droids went after they

left. He tells them to avoid interfering with the droids—the law is the law, after all—but gives them his comlink code. Should they find the droids, they should contact him immediately but take no other action.

Unfortunately, this is something of a dead end. The maintenance droids are long gone, having been picked up by Turren Lonarr and taken back to Temporary Droids. (See below for details.) The only real way to track them down at this point is to either wait for the injured Wookiees to recover enough to recall where they hired the droids, or to sift through the ruins of the building looking for the cleaning service's invoice. Either way, the heroes are looking at a day's work—and they certainly didn't come to Kashyyyk to investigate a fire.

After the heroes have regrouped and recovered from any injuries they sustained during the fire, a couple of disturbing incidents occur. The first should occur when the heroes have been away from their ship for a short time, but the Gamemaster can easily alter the encounter slightly so that rather than involving a cargo container coming from their ship, it involves a cargo container going to their ship.

The second encounter follows hot on the heels of the first, after the heroes have spent some time explaining their activities to the Kashyyyk authorities.

SIGNS OF FOUL PLAY

At some point, preferably when the heroes are concluding their business on Kashyyyk (such as when they're offloading cargo or taking on cargo from Kashyyyk), read the following aloud to the players:

After the excitement following your arrival, things have finally calmed down, and you are getting on with your business. Wookiee workers are taking care of the last of your cargo, but they seem to have taken an unscheduled break. Four of them have gathered around a cargo container and are examining it with some interest—and rising anger.

The four Wookiees have noticed the smell of a corpse—a Wookiee corpse—coming from inside the container, and they are getting quite agitated, suspecting the heroes of having perpetrated some foul play while

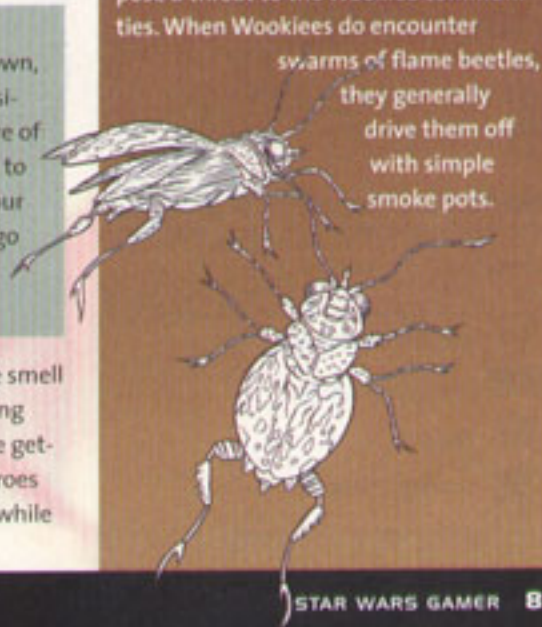
KASHYYYK FLAME BEETLES

Flame beetles are a curious danger, fortunately confined to Kashyyyk. Measuring 4–12 centimeters long, these tiny creatures are pests in that they can deliver an extremely painful bite, though the pain is more the result of a mild venom rather than the strength of their mandibles. Most Wookiees go as long as 100 years without being bitten by a flame beetle; some are never bitten.

The real danger presented by flame beetles is the phenomenon that gives them their name. Certain chemicals in a flame beetle's body give it the ability to spontaneously combust, due to some stimulus that Wookiee naturalists have yet to determine (although many suggest that the reaction is triggered in extreme self-defense). Even so, this is a comparatively minor danger, since a lone flame beetle inflicts very little damage (1d3) when it explodes, in a very small area (a sphere about 0.25 m across).

Unfortunately, flame beetles almost never explode one at a time. In swarms of 100 or more, the insects can explode with a force similar to a fragmentation grenade. (See Chapter 7 in the core rulebook.) Immediately after a flame beetle swarm explosion, objects or characters in the immediate vicinity can catch on fire. See the "Catching on Fire" sidebar on page 217 of the core rulebook for more information.

Since flame beetles usually do not swarm except in the lower levels of the wroshyr forests, such explosions rarely pose a threat to the Wookiee communities. When Wookiees do encounter swarms of flame beetles, they generally drive them off with simple smoke pots.



KASHYYYK IN FLAMES

they have been on Kashyyyk. If the heroes

do not immediately approach the Wookiees to ascertain the source of their problem, the Wookiees argue loudly among themselves for another couple of rounds, then decide to open the container.

If the heroes approach the Wookiees at any point, two of them roar angrily at them while two more continue to poke around the cargo container. Should the heroes try to talk peacefully and calmly, they can convince the four Wookiees that they were not aware that the contents of the container were anything other than the cargo manifest indicates. If the heroes succeed at a Diplomacy check (DC 15), the Wookiees allow the heroes to approach the container and open it themselves. They do not allow the heroes to depart until the container has been opened, though. If the container holds what they suspect, the heroes have a lot to answer for.

If, on the other hand, the heroes try to prevent the Wookiees from opening the container or otherwise make threatening moves toward them, the Wookiees attack. Because they are already extremely suspicious of the heroes, the Wookiees immediately use their rage species ability to fight the heroes. Once a fight starts, another 1d4 Wookiee workers join the fray in 1d4+1 rounds, coming to the aid of their friends.

Workers, Male Wookiee Thg2 (4): Init -1 (-1 Dex); Def 9 (-1 Dex); Spd 10 m; VP/WP 0/19; Atk +6 melee (1d3+4, punch), +1 ranged; SQ Wookiee rage, Extraordinary recuperation; SV Fort +6, Ref -1, Will +0; SZ M; FP 1; DSP 0; Rep 1; Str 18, Dex 9, Con 16, Int 8, Wis 10, Cha 9. Challenge Code A.





Equipment: None.

Skills: Climb +6, Intimidate +8.

Feats: Power Attack.

OPENING THE CARGO CONTAINER

Once the cargo container is open, read the following to the players:

W	Wookiee Teamster
	Suspicious Cargo
	Freight
	Loading Ramp
	2M ²

The stench from the open container is undeniably that of a corpse—a Wookiee corpse. The body of Rruurffhurra, the Wookiee firefighter, sits inside the cargo container, his body scorched in several places by blaster marks. In one hairy paw, he clutches his chemical residue analyzer.

With this grisly discovery, the heroes must immediately attempt another Diplomacy check (DC 20) to calm the Wookiee workers (unless they have already been subdued in a previous battle). If this check fails, the Wookiees attack the heroes, blaming them for the death of the affable Rruurffhurra.

Once the heroes deal with the Wookiee workers, the authorities arrive. Regardless of the heroes' explanation of the situation, the Wookiee authorities take the heroes into custody—all of them—especially if the heroes have been involved in a fight with the workers. Even if the heroes have comported themselves with the utmost restraint, the authorities still need to question them and advise doing so at the station, where an angry mob of Wookiees is less likely to gather.

Unless the heroes have been particularly surreptitious during their time on Kashyyyk, the Wookiee authorities do not see a reason to hold them for long. Still, they require full and individual accounts of the heroes' actions since Rruurffhurra was last seen, and the whole process takes at least a couple of hours—longer if any heroes try to mask activities they might have engaged in while on Kashyyyk.

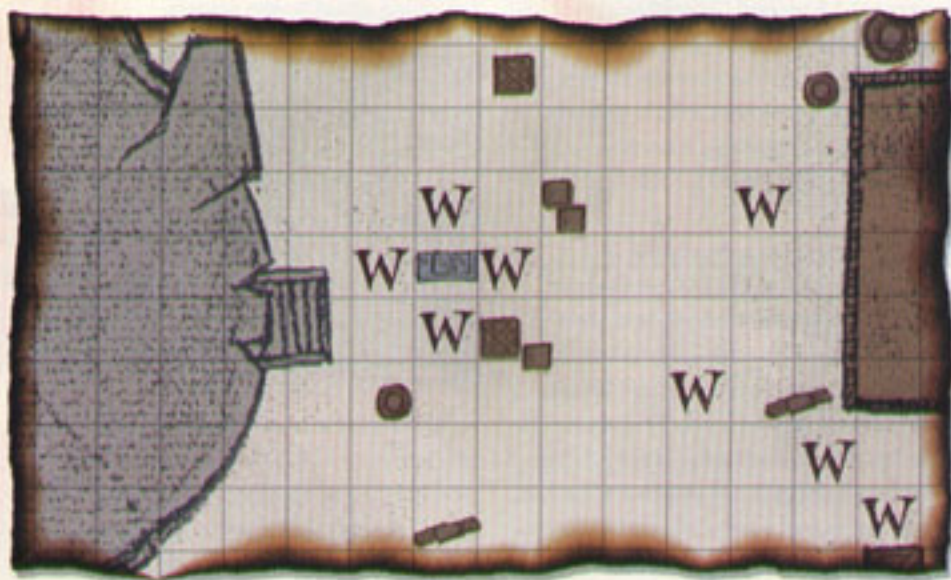
Eventually, the authorities release the heroes but warn them not to leave Kashyyyk just yet. If the heroes fought with the Wookiee workers, they are fined 500 credits for disturbing the peace. If they used any weapons in the altercation, the weapons are confiscated. (This includes lightsabers. Jedi are respected throughout the galaxy, but that accounts for little in a murder investigation. Besides, a Jedi who uses a lightsaber to subdue unarmed civilians isn't exactly an exemplary guardian of peace and justice.)

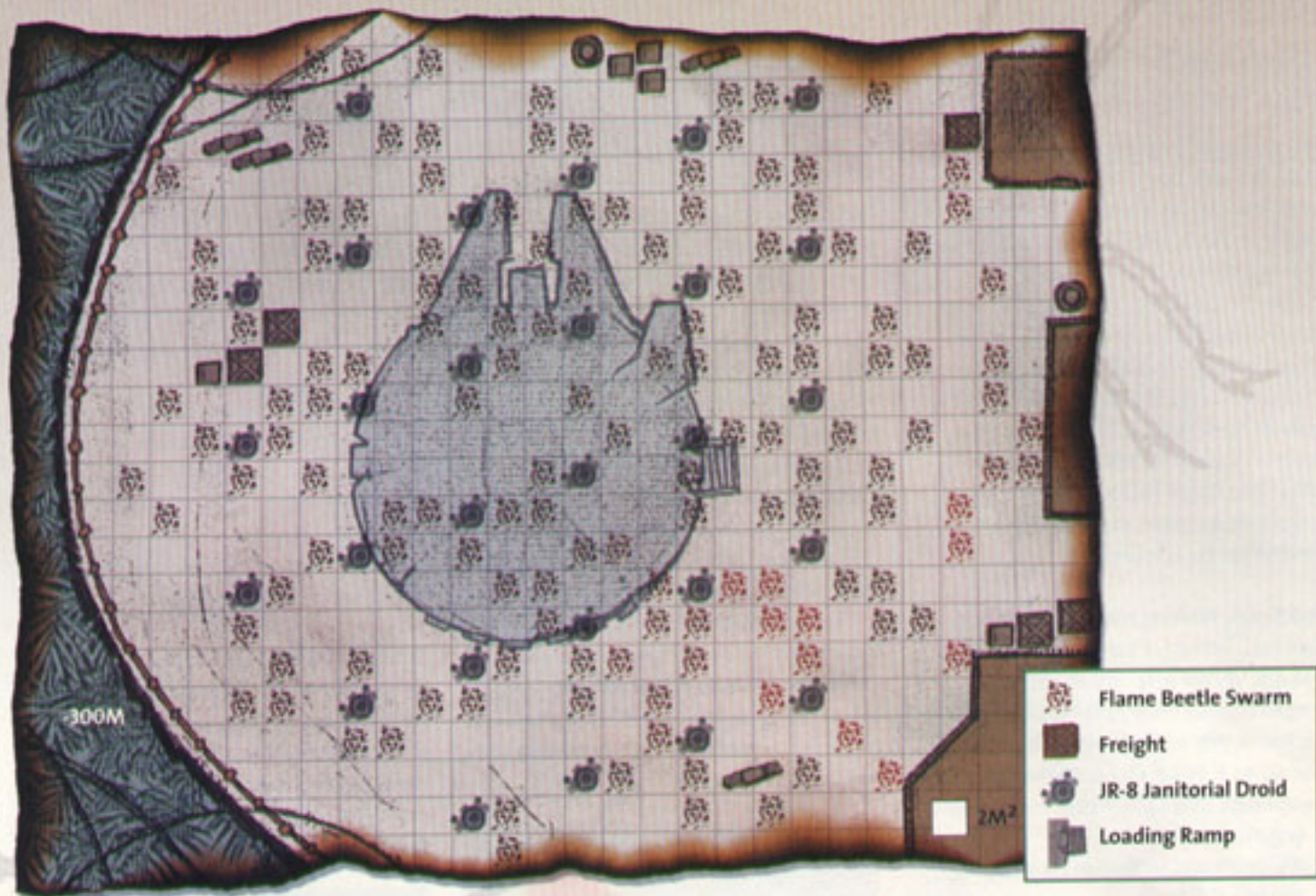
TROUBLE IN THE AIR

When the heroes return to their ship, read the following aloud:

Something is very, very wrong. Your ship is surrounded by a small army of maintenance droids, all busily washing down the landing pad. There are easily two dozen of them. Even more disturbing is the fact that there are thousands of flame beetles gathering around your ship. Most are on the landing pad itself, but hundreds if not thousands more are crawling over the hull of your ship.

It is only a matter of time before the flame beetle swarm explodes, and when it does, it could do massive damage to the ship (not to mention endangering a large part of the Wookiee city with the resulting flames). The heroes must scramble to either drive off the beetles, shut down the droids, move their ship, or otherwise prevent the conflagration. Whichever course of action they





choose, they must pursue it without inciting the flame beetles to explode.

Moving in the Swarm: The heroes can move through the swarm safely so long as they don't move too quickly—about 6 meters per round is the maximum safe speed. Moving faster disturbs the flame beetles and results in 1d4 points of damage as the beetles bite the "intruder." Only armor (natural or worn) or Damage Reduction can prevent this damage; there are just too many beetles to avoid them all.

Lifting Off: If a hero can reach the ship, he or she can warm it up and move it without disturbing the beetles too much. The pilot must attempt a Pilot check (DC 20) to operate the ship's repulsorlifts on minimum power and nudge it slowly away from the landing pad. On a failed check, the beetles react angrily to the disturbance and explode in 1d4 rounds. If the pilot succeeds at the Pilot check before the beetles explode, the ship is not only safe but also the beetles calm down again and do not explode after all.

Powering Shields: Erecting the ship's shields will certainly protect the ship from the flame beetles by driving them away and putting a wall of energy between them and the vessel. It also incites the beetles to detonate immediately, which is unfortunate not so much for the ship, but for anyone in the blast radius—and the city.

Switching Off the Droids: Shutting down a droid without locked access (such as these JR-8 janitorial droids) is normally a Repair check (DC 10). Because these droids do not wish to be shut down—at least, not by unauthorized users—a hero must make a successful touch attack. If the attack succeeds, the hero can then make the Repair check to shut off the droid. There are 24 droids to shut off. To reach them, heroes must move through the swarm, as described above.

If a hero attempts to shut off a droid and fails, the droid reacts by squirting a jet of cleaning fluid laced with flame beetle pheromone. In addition to possibly being blinded (see below), the hero now attracts a small swarm of flame beetles. Because the

flame beetle king is not in this smaller swarm, though, the mini-swarm on the character will not explode unless the larger swarm does.

Driving Off the Beetles: As dangerous as it sounds, the safest means of driving off the flame beetles is to confuse their sense of smell by creating a lot of smoke. (This is how Wookiees deal with large swarms they encounter, as K-27 can explain.) Creating a sufficient quantity of smoke without upsetting the beetles is the trick, and the GM should reward creative thinking. Otherwise, a hero with a torch or similar source of smoke can clear a 2-meter square of flame beetles every round.

Should the heroes fail to deal with the flame beetles by the end of 20 rounds, the beetles finally decide the time is right to explode. The explosion deals 12d6 damage to everything within 10 meters and 6d6 damage to everything within the secondary blast radius of 20 meters. Anyone caught in this area can make a Reflex saving throw (DC 15); on a successful save, the damage dealt to the character is

KASHYYYK IN FLAMES

reduced to one-half, rounded down.

MAINTENANCE DROIDS

Manufactured by PublicTechnic, the JR-8 series maintenance droid is an all-purpose janitor. It cleans, refurbishes, and even performs light repair work.

The JR-8 comes equipped with an internal cleaning fluid reservoir (with an integrated spray nozzle). JR-8s have been known to squirt detergent at anyone who tries to prevent them from accomplishing their duties. A successful Reflex save (DC 12) allows the target to dodge the spray; a failed save indicates that the target is blinded for 1d4+1 rounds.

JR-8 Series, Walking Maintenance Droid

Exp1 (24); Init -2 (-2 Dex); Def 8 (-2 Dex); Spd 4m; VP/WP 0/14; Atk +0 melee, -2 ranged (special, detergent nozzle); SV Fort +2, Ref -2, Will +1; SZ S; Rep 0; Str 10, Dex 6, Con 14, Int 6, Wis 8, Cha 6. Challenge Code A. Equipment: Low-light vision, tool mounts (x2), rust inhibitor.

Skills: Climb +4, Profession (janitor) +6, Repair +2, Spot +3.

Feat: Skill Emphasis (Profession: janitor).

FIRM EVIDENCE

Unless the heroes were reckless or unlucky, they dealt with the flame beetles without causing an explosion. (If not, their part in this adventure might be over, as they spend time recovering from their injuries in Wookiee-sized bacta tanks.)

Once the danger is past, the heroes should have at least one droid either deactivated or detained for examination. The most obvious clue is the small stencil on the side of each droid, which reads:

TEMPORARY DROIDS
DROID RENTAL
FOR ALL PURPOSES
INQUIRE COM CHANNEL
RW00-99313

T	Trandoshan Thug
—	Window
—	Door
■	Freight
□	2M ²

If the heroes have Rruurfhurra's chemical residue analyzer, they can also sample some of the cleaning solution—either on the landing pad or directly from the droids' tanks—and with a successful Computer Use check (DC 15) confirm that it contains the flame beetle pheromone.

Assuming K-27 is still with the heroes at this point and the heroes inquire about "Temporary Droids," K-27 tells them that this is the droid rental agency that provided him. "Temporary Droids is a reputable firm in this city," he says, "and if you are inferring some connection between this unpleasantness and the agency that supplied my services, I am forced to declare that you are doing company president Turren Lonarr a grave disservice."

Though somewhat perturbed by the notion that his owner might be involved in the recent troubles, K-27 is also programmed to be helpful and readily supplies heroes with the following information concerning Turren Lonarr:

"Turren Lonarr is a Human droid specialist who came to Kashyyyk six months, seventeen days, thirteen hours, twenty-one minutes, and forty-four seconds ago. Master Lonarr imported a large number of much-needed droids to Kashyyyk to

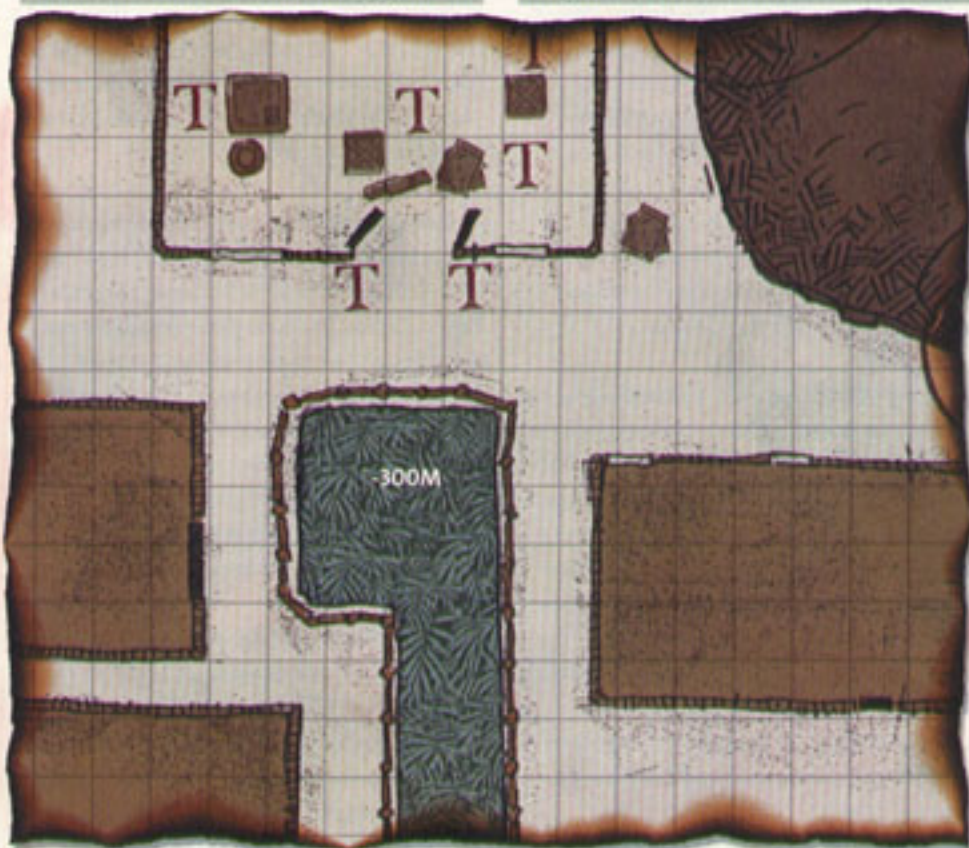
perform a wide variety of essential tasks, which the local Wookiee population was unable or unwilling to perform for itself. These droids include maintenance droids, labor droids, janitorial droids such as these JR-8 models, repair droids, and of course, protocol droids such as myself. Master Lonarr maintains friendly relations with the Wookiees and has never been involved in any improprieties."

If the heroes ask where Turren Lonarr came from, K-27 replies, "Why, the planet Doshia." K-27 does not understand why this might be suspicious. "After all," he adds matter-of-factly, "Master Lonarr employs six Trandoshans at his warehouse, to help maintain all of the droids in top condition."

SUSPICIONS CONFIRMED

Armed with the knowledge that Turren Lonarr has a small enclave of Trandoshans at his warehouse, the heroes might want to check out the warehouse/office of Temporary Droids. When they arrive, read the following aloud:

As you approach Temporary Droids, a group of six Trandoshans leap out of the dark warehouse interior and begin firing at you with blaster rifles.



The six Trandoshans are buying time for Lonarr to escape. Once they have the heroes' attention, they retreat to just inside the warehouse entrance, where they gain one-half cover (+4 to Defense, +2 to Reflex saves) and one-half concealment (20% miss chance). Their goal is to keep the heroes occupied as long as they can. They believe that Lonarr is fetching a transport to get them out of the city.

TRANDOSHAN SABOTEURS

The Trandoshans whom Turren Lonarr smuggled onto Kashyyyk from Dosh are soldiers-of-fortune employed by the Trandoshan government to stage commando-style raids on Wookiee cities. They are vicious and tenacious. In combat, they prefer to keep foes at a distance with their blaster rifles. They use their grenades to flush opponents out of cover or blast foes irresistibly bunched together. In close combat, they resort to their vibroblades.

FINAL CONFRONTATION

As the heroes are dealing with the Trandoshan warriors at the Temporary Droids warehouse, Turren Lonarr is escaping the back way. By the time they arrive, he is already on his way up the wroshyr tree, headed for the Wookiee nursery ring.

When the heroes have dealt with the six Trandoshans, read the following aloud:

A short distance behind the Temporary Droids warehouse, you hear a Wookiee roar in rage, followed by a blaster shot. A moment later, a liftcar carried by powerful kshyy vines begins smoothly ascending toward the Wookiee nursery rings—where dozens of Wookiee children spend their days. The figure riding inside the liftcar is Human.

If the heroes hurry to the liftcar platform, they can see a wounded Wookiee trying to reach the liftcar controls. They can easily operate the controls if they so choose, stopping the liftcar or bringing it back down (at their discretion). If they do, Turren Lonarr makes a desperate leap (and spends a Force point) to reach the wroshyr tree trunk and lands on a narrow ledge about 200 meters up. He can go neither up nor down, but he's well-protected from attacks from above or

below. The only ways to reach him are to climb 200 meters up the tree, ride up in the liftcar, or fly up to him in either an air-speeder or a ship.

AN INSIDIOUS DEVICE

If the heroes approach Turren Lonarr from any direction, he calls out to them. Read the following aloud:

The Human clinging to the tree calls out just loud enough to hear. "I came up here for a reason!" he yells. "Look above you—just under the nursery ring! Recognize those barrels? Those are full of the same stuff that was in those JR-8 droids! And do you see this thing in my hand? It's a dead-man's switch! If I let go, this entire limb will suddenly be very, very popular with flame beetles for kilometers around!

"Now," he shouts, "Let's talk about my demands!"

Turren Lonarr has realized that his time on Kashyyyk is over, and he wants off the planet. He demands a ship with a hyperdrive—the heroes' ship will do, if that's how they've approached him. He also wants a clear corridor to orbit—no planetary defense fighters piloted by vengeful Wookiees, thank you. If the heroes do not accede to his demands, he makes good on his threat, and within five minutes the heroes have a situation on their hands very much like what they faced earlier at their landing pad—only about a hundred times larger.

If the heroes attack Lonarr, he fights back with his blaster pistol until he realizes he's lost, then lets go of the dead-man's switch detonator unless the heroes figured out some way to keep the switch from releasing (such as by grabbing Lonarr's hand). Note that Move Object is not so finely tuned that it can prevent a detonator from activating.

With a successful Bluff check (opposed by Lonarr's Sense Motive check), the heroes can convince Lonarr that they are acceding to his demands, getting him to drop his guard long enough for them to overpower him. Similarly, a Diplomacy check opposed by Lonarr's Diplomacy check could get him to surrender peacefully, though only if the heroes promise that he will be remanded to Republic custody. (He has no desire to face

Wookiee justice.) Finally, the heroes could use Affect Mind to convince Lonarr to hand over the detonator without setting it off.

If the detonator goes off, the barrels burst, drenching the tree limb with the pheromone-laced cleaning fluid. The heroes have only five minutes to resolve the situation before a massive swarm of flame beetles arrives, and only two minutes (20 rounds) after that before the flame beetles decide to combust.

The heroes can use tactics similar to those described under "Trouble in the Air," above, to drive off the beetle swarm. If they have their ship and it is large enough, they could evacuate the children before the flame beetles combust. It takes 1 round to

TRANDOSHAN SABOTEURS



Saboteurs, Male and Female Trandoshan Solz (6): Init +0; Def 17 (+1 natural, +6 armor); Spd 10 m; VP/WP 22/14; Atk +4 melee (2d6+2, vibroblade), +3 ranged (3d8/ crit 19–20, blaster rifle); SQ Darkvision (20m); SV Fort +5, Ref +0, Will +0; SZ M; FP 1; DSP 4; Rep 5; Str 14, Dex 10, Con 14, Int 8, Wis 10, Cha 10. Challenge Code B. **Equipment:** Blaster rifle, 2 frag grenades, padded battle armor. **Skills:** Climb +2*, Demolitions +4, Jump +2*, Pilot +3, Speak Dosh. *Includes armor check penalty. **Feats:** Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (blaster rifles), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

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reach the nursery ring and another two rounds to convince the Wookiee supervisors to begin the evacuation. The heroes can then load six Wookiees into their ship every round, to a maximum of their ship's passenger capacity times four. If the evacuation requires multiple trips, they can reach safety in 2 rounds, and unload six Wookiees

each round. There are a total of 115 Wookiees in the nursery ring. Heroes could also use the liftcar, though it is considerably less efficient. It can carry only six Wookiees at a time and takes one full minute to make the trip from the platform to the nursery ring, and vice versa.

Rewards


If the heroes prevent the beetles from combusting, or at least rescue all the Wookiees in the nursery ring, the Wookiees are extremely pleased with them and give the heroes a state-of-the-art navicomputer (granting +4 to Astrogate checks) worth 15,000 credits. The heroes are now considered guests of honor on Kashyyyk and can expect VIP treatment whenever they return.

If the heroes did not save all of the Wookiees, they are still honored for having tried and are treated with respect whenever they return to Kashyyyk. They also find that unless they put Lonarr under their own guard, the Wookiees tear him apart in their rage and grief.

If the heroes made no effort to help the Wookiees in the nursery ring, they quickly discover that they are unwelcome on Kashyyyk and are strongly advised to leave immediately.

EXPERIENCE POINTS

For this short adventure, the heroes receive a base 1,000 experience points multiplied by the average level of the heroes. (Divide this total by the total number of heroes who participated to determine individual awards).

If the heroes were particularly brave in helping the Wookiees, the Gamemaster should consider awarding them each a Force Point. 

TURREN LONARR



Turren Lonarr, Male Human Sc1 4/Nbl2:
Init +6 (+2 Dex, +4 Improved Initiative);
Def 20 (+8 class, +2 Dex); Spd 10 m;
VP/WP 22/11; Atk +4 melee (by attack
type), +6 ranged (3d6, blaster pistol); SQ
Illicit barter, Better lucky than good,
Bonus class skill (Bluff), Call in a favor
(x1), Inspire confidence (+1); SV Fort +1,
Ref +6, Will +4; SZ M; FP 5; DSP 10; Rep 8;
Str 10, Dex 14, Con 11, Int 14, Wis 12, Cha
15. Challenge Code C.

Equipment: Blaster pistol, detonator,
droid caller, datapad, comlink, store-
front, supply of droids, hovercar.

Skills: Appraise +9, Bluff +12, Computer
Use +16, Demolitions +9, Diplomacy
+12, Disable Device +9, Forgery +9, Hide
+9, Intimidate +6, Knowledge (Dosh)
+6, Knowledge (Kashyyyk) +5, Move
Silently +9, Read/Write Basic, Repair
+11, Sense Motive +7, Sleight of Hand
+9, Speak Basic, Speak Dosh, Speak
Shyriiwook.

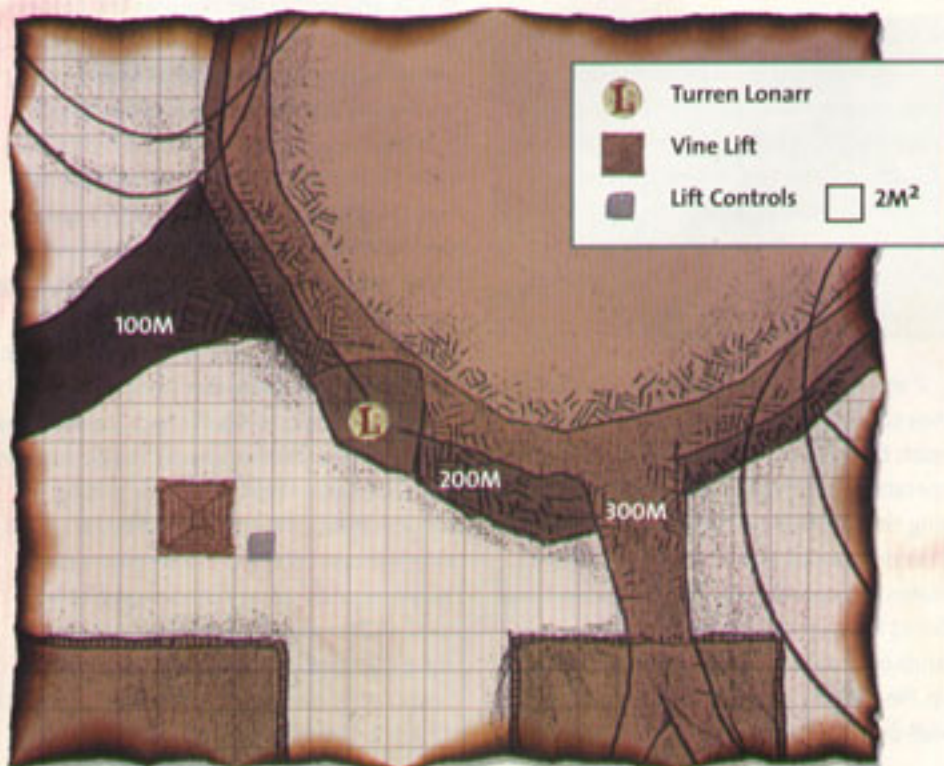
Feats: Gearhead, Improved Initiative, Per-
suasive, Skill Emphasis (Computer Use),
Weapon Group Proficiencies (blaster
pistols, simple weapons).

TURREN LONARR

Turren Lonarr has no particular love of Wookiees, and his time among the Trandoshans has left him with distinctly anti-Wookiee sentiments. When a high-ranking Trandoshan official offered him a considerable sum of money to help smuggle Trandoshan commandos to the Wookiee homeworld, Lonarr didn't think twice.

After establishing himself as a good citizen on Kashyyyk, he began meeting Trandoshan shuttles in out-of-the-way spots and sneaking Trandoshans into key locations throughout Kashyyyk. He has managed to hide six Trandoshan warriors in his warehouse, and several more stay in small encampments throughout the forest.

Their overall goal is to destabilize Wookiee society and force Yaruua, the Wookiee senator, to return to Kashyyyk to deal with the problem. In his absence, the Trandoshan senator plans to ramrod legislation that will enable Doshia to operate a "limited" logging industry on Kashyyyk.





The Shaman

BY JESSE DECKER

ILLUSTRATED BY RAMÓN PÉREZ

THE EIGHT CLASSES in the *STAR WARS Roleplaying Game* allow players to portray an enormous variety of heroes. Customizing a character with skills and feats broadens the selection of possible character types even more. Still, however versatile the system behind them, classes do impose certain limits. There are far more character ideas than any one class could accurately represent. Enter the multi-class rules. Multiclassing allows players to develop their own archetypes by combining classes in interesting ways. Sometimes this is done to develop a character toward a particular prestige class. Other times a certain combination of classes better represents a player's intent than a single class. This issue we'll take a look at making a shaman.

GENERAL DESCRIPTION

Sheer distance often blocks fringe residents from the advantages of more settled areas. Whether through scarcity of resources, lack of a functioning hyperdrive, natural disasters, or even by choice, many fringers lose contact with the Core Worlds. In these distant societies, medical technology and Jedi teaching give way to shamanism, providing a simpler type of healer and counselor. Shamans are vital in their communities. Their healing skills and native Force use are particularly useful to societies without advanced medical equipment.

Shamans are respected in their home society, and many feel the call to remain with their people and serve as healers and advisors. However, some seek knowledge in the larger galaxy, either to shed their rural past or to gather resources to help

their people. Their Force skills and survival knowledge make them excellent explorers and adventurers. They often extend the protective feelings they have for their own community to the rest of galactic society, searching out and combating injustice on behalf of everyone.

ROLEPLAYING NOTES

Sentient behavior traits are not confined to any one level of civilization, and shamans are as diverse a group as any. However, all shamans start out somewhat provincial, and those who leave their homes tend to feel a little lost in the Core Worlds. In their own cultures they were respected and important community members; the shock of a more cosmopolitan setting often creates some awkwardness. For this reason, shamans tend to be

reserved when dealing with outsiders, at least until they know that they won't cause trouble by their ignorance or be considered a brute savage.

Most shamans, whether intending to return to their native planet or not, try to keep their culture intact around them. Shamans keep at least part of their customary dress and equipment, although they may use technologically advanced medical or communications equipment.

SHAMAN EQUIPMENT

In general, a shaman carries a simple weapon and the gear necessary to survive in harsh conditions. Shamans don't often use blasters. But they do understand the value of a ranged weapon. They often carry modified versions of slugthrower rifles known as outland rifles. The outland



The Shaman

LVL	CLASS LEVELS	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL ABILITIES	DEFENSE BONUS	REPUTATION BONUS
1	FA1	+0	+1	+1	+2	Starting FA feats	+3	0
2	FA2	+1	+2	+2	+3	Sense	+4	0
3	FA2/Frg1	+1	+4	+3	+3	Starting Frg feats, feat	+5	0
4	FA3/Frg1	+2	+4	+3	+3	+1 to attribute	+5	1
5	FA4/Frg1	+3	+4	+3	+4	Control	+5	1
6	FA4/Frg2	+4	+5	+4	+4	Barter, feat	+6	1
7	FA5/Frg2	+4	+6	+5	+4	Force weapon +1d4	+7	1
8	FA5/Frg3	+5	+6	+5	+5	Adaptive Learning, +1 to attribute	+7	2
9	FA5/Frg4	+6/+1	+7	+5	+5	Jury-rig +2, feat	+7	2
10	FA6/Frg4	+7/+2	+7	+5	+6		+7	3
11	FA7/Frg4	+8/+3	+8	+6	+6	Comprehend Speech	+8	3
12	FA8/Frg4	+9/+4	+8	+6	+7	Force Talisman +2, feat, +1 to attribute	+8	3
13	FA8/Frg5	+9/+4	+8	+7	+7	Survival +2	+9	3
14	FA9/Frg5	+9/+4	+8	+7	+7		+9	4
15	FA9/Frg6	+10/+5	+9	+7	+8	Adaptive Learning, feat	+9	5
16	FA10/Frg6	+11/+6/+1	+10	+8	+9	+1 to attribute	+10	5
17	FA11/Frg6	+12/+7/+2	+10	+8	+9		+10	5
18	FA12/Frg6	+13/+8/+3	+11	+9	+10	feat	+11	6
19	FA13/Frg6	+13/+8/+5	+11	+9	+10	Force weapon +2d4	+11	6
20	FA13/Frg7	+14/+9/+5	+12	+10	+10	+1 to attribute	+12	6

rifle, sometimes preferred in the far reaches of the galaxy, is sturdy enough to be used in melee combat and includes a simple bayonet. In melee combat, treat the outland rifle as a spear in all respects except for weapon weight. Outland rifles use larger slugs than most slug throwers, and thus do more damage. But, they are less accurate at long range. Outland rifles have an internal magazine that holds eight shots. After firing a shot, the wielder must use a Move-equivalent action to advance another slug into the chamber. This makes multiple ranged attacks with this weapon impossible. Reloading an outland rifle is a full-round action. 

Outland Rifle

200 credits, 2d10 damage, crit 20, range increment 10 m, 5 kg, Piercing, Medium-sized, Slugthrower.

Variant Abilities

Although the chart above shows the typical level progression with abilities that heed the multiclass rules found in the core rulebook, your GM might allow you to substitute some existing class abilities for others truer to the shaman archetype.

VARIANT 1: NO JURY-RIG

This variant stresses the ability of the shaman to survive in almost any harsh conditions and removes emphasis on technological know-how. Simply replace the Jury-rig +2 bonus earned at 9th level with a +2 Survival bonus. This makes the total bonus at 13th level +4 rather than +2. GMs concerned about game balance should note that this still keeps the shaman at a lower Survival bonus than a fringer of equivalent level.

VARIANT 2: MASTERFUL HEALER

Replace all jury-rig and Survival bonuses with equivalent bonuses to Treat Injury and Heal Another. This emphasizes the shaman's role as a healer. Although this variant gives bonuses slightly out of character for a fringer, they fit the archetype better, and won't imbalance the game.

VARIANT 3: REPUTATION

Shamans are far more important in their home culture than they are in the galaxy at large. Despite their impressive Force-using ability, many shamans find themselves ignored or disrespected on Core Worlds. In this variant, triple the shaman's reputation score when dealing with beings that honor his status; halve it when dealing with beings from civilized systems (such as the Core Worlds). If in doubt, use the halved score.

VARIANT 4: WEAPON PROFICIENCY

Shamans generally come from somewhat primitive societies or regions where blaster weapons are prohibitively expensive. If the GM and player agree, a shaman hero can trade the Weapon Group Proficiency (blaster pistols) feat for Weapon Group Proficiency (slugthrowers). Shamans may not gain proficiency with blaster pistols unless they multiclass into something other than fringer or use another available feat slot.



CHANCE CUBE

Critical Care

BY MICHAEL MIKAELIAN

Here are a few optional rules that can add realism to your climactic *Star Wars* RPG battles. Instead of merely describing a critical hit as, "That's a crit," your GM can say, "Your lightsaber cleanly severs the battle droid's leg." These optional rules can be especially deadly for low-level heroes, so the players and GM should agree whether to use them before playing.

Choose Your Target

The core rulebook touches on rules for targeting specific body parts, but this requires some page-turning. **Table 1: Hit Locations** lists the Defense bonus a specific body part gets when you aim for it and additional effects on a successful hit. Roll a d10 to determine the hit location. If a character wants to force an opponent to drop a held item (such as a weapon) or wishes to make any other sort of aimed shot, apply the Defense bonus and additional effects from **Table 2: Aimed Shots**. When a target is unaware of an attacker making a called shot aimed at an extremity (any part except the torso), subtract 5 from the Defense bonus to represent the lack of defensive movements.

For more information on damage to specific areas of the body and reducing penalties from injuries, see page 139 of the core rulebook. Note that aimed shots are not a way to get around vitality points; that's what a critical hit represents.

Table 1: Hit Locations can also be used to determine a hit location randomly. Because many characters have vitality points that represent near misses, this table shouldn't be used when assigning vitality damage. Roll on **Table 1** only when necessary, or else your gaming sessions will get too bogged down in details.

SEVERED AND BROKEN LIMBS

When a bipedal character loses the use of an arm or leg, the results can negate or hinder certain actions. Obviously, a severed hand can't wield a weapon, and a broken leg hinders movement. GMs should decide what the character can accomplish under such circumstances. Any action that demands the use of the limb is impossible, and actions hindered but not negated by the loss suffer a -4 penalty. Movement is reduced to one-half for a bipedal character with a severed or broken leg. Apply the

same penalty to characters climbing or swimming with a missing or broken arm.

Medical attention is needed to mend a severed or broken body part. Natural healing will restore the lost wound points but will not remove any penalties. To set a broken limb requires a successful Treat Injury skill check (DC 20, 30 if the character is attempting it on himself). This check cannot be made untrained, though taking 20 is allowed. Once the limb is set, the penalties are reduced by 1 for each full day of rest.

In the *Star Wars* universe, severed limbs can be replaced cybernetically or sometimes even regrown.

IMPALED OPPONENTS

Some injuries can leave a character impaled by the weapon that caused the injury. Only Medium-size or larger piercing melee weapons (see **Table 7-2: Weapons** on page 116 of the core rulebook) can do so. These weapons are stuck in the character and can be used to further damage him. A successful opposed grapple check allows the attacker to use the lodged weapon to deal damage to the impaled foe. If he still has vitality points remaining, the damage is applied to vitality.

BLEEDING TO DEATH


If a character loses a limb or is bleeding from a wound that isn't cauterized, he can bleed to death (energy weapons never cause a character to bleed to death). The character must make a Fortitude save every hour as if he were at 0 wound points. The first check isn't made until an hour has passed, and the DC is 10 +1 per additional hour the character is bleeding. The character can be stabilized as if he were at 0 wound points (though not naturally) and can perform first aid on himself.





WHICH TABLE TO USE

Tables 3–5 describe the effects of a critical hit. If a hero or GM character suffers a critical hit and it's important to know the result of that injury, roll on the appropriate table. The lightsaber and gaderffii are unique weapons. You'll notice that each

can be used as a slashing or piercing weapon. To avoid trying to wrap your brain around which way the weapon's being used, just choose randomly. Or, you can take your cues from players' descriptions of their heroes' attacks. 



Critical Hit Tables (Optional)

Table 1: Hit Locations

d10	Hit Location
1	Left Arm
2	Right Arm
3	Left Leg
4	Right Leg
5–9	Torso
10	Head

Table 2: Aimed Shots

Hit Location	Size	Defense Bonus	Additional Effect
Arm	Diminutive	+9	Will save (DC 10) or drop held item
Leg	Tiny	+7	Will save (DC 10) or fall prone
Torso	Tiny	+2	Fort save (DC 10) or be stunned (1 round)
Head	Fine	+13	Fort save (DC 20) or be stunned (1d6 rounds)
Hand	Fine	+13	Ref save (DC 20) or drop held item
Foot	Fine	+13	Ref save (DC 20) or fall prone

Table 3: Critical Hits— Lightsaber or Slashing Weapon

d10	Result
1–2	"I'm done for!" Target must make a successful Reflex save (DC 12) to avoid limb dismemberment. On a failed result, roll 1d4 on Table 1 and refer to SEVERED AND BROKEN LIMBS and BLEEDING TO DEATH .
3–5	Watch your hands! Target must make a successful Reflex save (DC 12) to avoid losing a hand (choose one randomly). On a failed result, refer to SEVERED AND BROKEN LIMBS and BLEEDING TO DEATH .
6–8	Snickersnack! Target must make a successful Reflex save (DC 15) to avoid severe leg injury. On a failed save, the character's movement rate is halved. The character cannot run and suffers a –8 penalty on all Climb, Move Silently, Swim, and Tumble checks.
9–10	A little off the top. Target must make a successful Reflex save (DC 10) to avoid decapitation. A failed save results in immediate death.

Table 4: Critical Hits—Blaster, Lightsaber or Piercing Weapon

d10	Result
1–2	Ow, My Eyeball! Target must make a successful Will save (DC 12) to avoid losing an eye (choose one randomly). A failed save blinds the affected eye. Double range penalties when using a weapon and suffer a –4 penalty to Pilot, Search, and Spot skill checks.
3–5	Skewered. Target must make a successful Will save (DC 15) or the attack has pierced a limb. On a failed result, roll 1d10 on Table 1 and refer to IMPALED OPPONENTS or BLEEDING TO DEATH (depending on the weapon used).
6–7	Could you repeat that? Target must make a successful Will save (DC 12) to avoid loss of hearing in one ear (choose one randomly). A failed save causes deafness in the affected ear. Characters who are deaf in one ear suffer a –4 penalty to Gather Information, Listen, and Sense Motive skill checks and a –2 penalty to initiative.
8–10	Excuse me . . . running through. Target must make a successful Will save (DC 15) or the attack has punctured the torso. On a failed result, see IMPALED OPPONENTS or BLEEDING TO DEATH (depending on the weapon used).

Table 5: Critical Hits— Bludgeoning Weapon

d10	Result
1–3	Smashing! Target must make a successful Fortitude save (DC 10) to avoid a broken limb. On a failed result, roll 1d4 on Table 1 and refer to SEVERED AND BROKEN LIMBS .
4–5	All thumbs. Target must make a successful Fortitude save (DC 12) to avoid a broken hand (choose one randomly). On a failed result, see SEVERED AND BROKEN LIMBS .
6–8	Wheeeeeez. Target must make a successful Fortitude save (DC 15) to avoid broken ribs. On a failed save, the character's movement rate is halved and she suffers a –4 on Reflex saves and skill checks involving Strength, Dexterity, or Constitution.
9–10	What's my name? Target must make a successful Fortitude save (DC 12) to avoid severe head trauma. A failed save results in temporary ability damage to Dexterity, Intelligence, and Wisdom. The amount of damage is equal to half of the damage dealt. No wound damage is dealt.



The Advozsec

BY CORY J. HERNDON

ILLUSTRATED BY KYLE H.

Yes, That is a Gun . . . and No, They Aren't Happy To See You

The eminent sentientologist Tam Eliss learned firsthand why the Advozsec have earned a reputation as skeptical pessimists. While operating out of the Advora Learning Center's Cultural Studies department, the capital city was struck by one of Riflor's frequent earthquakes—a devastating event that would eventually require the movement of the capital itself. (It would be the 82nd time such a move was necessary in the recorded history of the Advozsec.) The disaster leveled roughly two-thirds of the city including the entire Learning Center. Volcanic gasses poured through the streets, spread over the rubble, and suffocated many survivors trapped beneath fallen structures. Fortunately for the professor (and many Advozsec), he had been en route from the

other side of the planet at the time. His shuttle was commandeered to search for survivors, and the academic became an emergency medic.

Eliss had only been on Riflor a few weeks but soon found himself up to his forelimbs in the relief effort. In the process, he gained many insights into the culture and personalities of the Advozsec. He also did something truly remarkable: He gained their trust. "Advozsec don't trust easily, and they don't trust that anything—anything—is permanent," he recorded in his field journal. "They prepare for the worst, yet for all their supposed pessimism, they do hope and strive for the best realistic possible outcome. They feel that their history has taught them that the best will rarely, if ever, actually happen. Little

wonder so many work in the bureaucratic and intelligence sectors."

Advozse Origins

Not far from the heavily traveled Corellian Trade Spine in the Mid Rim, the Riflorii system consists of three planets orbiting a tri-nary star system that's slowly devouring itself. The closest world, Zirku, follows a bizarre, twisting orbit that passes near all three stars in the system, rendering the entire planet molten. Tejrivozs, on the other hand, follows a long, egg-shaped orbit that brings it close enough to nearly graze its three suns, then sends the rocky, barren orb on a 17-year spin through the system. Many geological experts agree that constant tectonic activity on the middle planet, Riflor, is



due to three primary factors: the erratic orbits of Riflor's neighbors, gravitational stresses caused by the world's moons, and an oblong orbit that carries it close to the system's primary star. A few even express surprise that the entire system functions without collapsing on itself.

Even more surprising is the advancement of life on Riflor. Volcanoes belch rock, smoke, and gasses into the atmosphere, blocking much of the light and keeping the surface remarkably cool. Eons ago, with a lot of help (and heat) from the very forces that wrack Riflor, life clung tenaciously until a sentient race of herbivores emerged as the dominant species on the planet. They call themselves Advozsec (singular: Advozse).

Xenobiologists believe that the species evolved from mountain-dwelling reptiles, although they are warm-blooded. They are roughly humanoid but slightly shorter than average. They are hairless, pug-faced beings with thick, resilient skin that ranges from muddy yellow to ruddy brown. An Advozse's eyes are large and black due to millennia of evolution in caves, and their ears come to a point to better resolve location underground. The perpetually dim lighting conditions on Riflor allow the species to see particularly well in low light, although sudden changes in brightness can blind them for a few seconds. A prominent black horn protrudes from the top of the Advozse's head. This eye-catching feature is a matter of pride for many Advozsec and may once have been used to compete for mates.

BEHAVIOR

The ancestors of the Advozsec built their primitive civilization in cave systems near available geothermal springs. In fact, the Advozse word for "home"—*zuz*—is the same as that for "cave." The importance of these hot springs (the primary source of fresh water on Riflor) can be seen in Advozse physiology, which reacts almost allergically to cold liquids. Within these caves, the creatures that would become the Advozsec lived off the bizarre plant life that also drew on the same water sources. To this day, the Advozsec are purely vegetarian and become violently ill if forced to consume animal protein.

Advozsec are notoriously indifferent to possessions save money. While objects, homes, and cities may be destroyed during the next calamity season, monetary power can rebuild a society and keep it from collapsing into barbarism. Their gloomy outlook on the universe means that they also seem irritable to other beings.

Although much of their fame comes from their reputation as bureaucrats, Advozse engineers have also been responsible for many advances in building materials and construction techniques. These individuals care little, if anything, for aesthetics; they create sturdy, durable structures and vehicles designed to withstand massive geological disasters. Most of these designs are also modular, so that part of a building can collapse without taking the rest of the structure with it. Many pieces of survival gear and prefab structures were originally intended for life on Riflor, and countless lives—not just Advozsec lives—have been saved by Advozse-designed rescue vessels.

CULTURE

Advozse society is built on a few basic tenets: Plan for the worst, control all possible variables, and survive. Though many other beings often find Advozsec controlling, ponderous, and cynical, they are in fact tenacious researchers with an extremely secretive spy network that almost rivals the famed Bothan SpyNet. According to surviving records, Riflor made contact with the Republic over 10,000 years ago when the Advozsec first developed their own primitive hyperdrives. The ruling families saw the value of offworld administrators, whom they felt they could keep in line while having more time for intrigue and competition. Although the Republic, the Empire, and then the New Republic have administered the major government agencies of Riflor for centuries, their local politics have often been compared to organized crime. Several "families" control most of the resources on the world. These families are not blood relations but geographical and economic clans that compete for power (both economic and political). Each family places a representative on the Advora council, a 12- to 20-member group that purports to speak for

"the common Advozse." Most Advozsec consider this a perfectly natural arrangement, and the competitive nature of the council often works in favor of most citizens.

The one agency run almost entirely by Advozsec is the Catastrophe Corps, a planet-wide institution (sometimes mistaken for a religion) that responds to the many natural disasters that strike Riflor every year. The Corps have always acted independently, thanks to regular contributions from ruling families interested in self-preservation and maintaining good public relations. The Corps also has a recognized right (abrogated only in the Rebellion era) to commandeer the entire planet if necessary, though it hasn't happened for centuries. Although historical documents tell of a few times in the past when the Corps seized control of

Riflor

System/Star: Riflorii/Riflorii A (red giant), B (yellow, unstable), C (yellow)

Type: Terrestrial/Volcanic

Atmosphere: Breathable

Gravity: 1.2–1.4 x standard (fluctuates)

Climate/Terrain: Arctic to Temperate/
Mountains, forest/jungle

Length of Day: 30.5 standard hours

Length of Year: 288 standard days

Sapient Species: Advozsec, various aliens

Population: 5.6 billion (17.7 million in capital city of Advora)

Major Exports: Fuel Isotope I-944, heavy construction supplies, intelligence, repulsorlift engineers and technology, processed ore and heavy metals, various smuggled goods

Major Imports: Droids, medical supplies, preserved foodstuffs

Other Worlds in the System

Zirku is a molten world with no moons.

Notable settlements include an independently operated and heavily shielded research station.

Tejriovoz is a barren world with no moons that ranges from frozen to searing, depending on its proximity to Riflorii's three stars. Notable settlements include Dozu Lam, a center for gambling, smuggling, and information brokerage.

the world outright, it's widely held that this was necessary due to an extremely harsh "calamity season."

The Advozse affinity for planning and preparation has led many to become bureaucrats, information brokers, trouble-shooters, and spies. In all three eras of play, they are valued by the ruling power (even the Humanocentric Empire) for their ruthless, methodical efficiency.

A thriving (if illegal) smuggling trade has also arisen in the Riflorii system. To avoid trouble from the galactic government, most smuggling is based on the third planet in the system, Tejrivozs. This uninhabitable world—little more than a planet-sized ball of rock—has no molten core. Millennia ago, the Advozsec built Dozu Lam, a small base on the world, which historians believe was originally meant as an evacuation center should the worst happen to Riflor. When this ultimate catastrophe failed to materialize after a few centuries, the base became a thriving underground city where criminals of any species could conduct business with-

out fear of government reprisal. The Hutts are exceptions; the Advozsec have managed to keep the Hutts out of their affairs through careful planning and caution. Some have even called Dozu Lam the true capital of Riflor, as every ruling family maintains a much more visible presence within the immense outpost.

ADVOZSE CHARACTERS

Advozse heroes often work as smugglers, spies, or bureaucratic agents but can turn up practically anywhere. An Advozse prefers solitude or the company of other Advozsec but will join other species if it works to the Advozse's advantage. Most other beings find Advozsec anti-social but value their tenacity, efficiency, wisdom, and (eventually) dedication to safety.

Advozse Commoner: Init -1; Def 11 (+2 natural, -1 Dex); Spd 10 m; VP/WP —/12; Atk +0 melee (1d3, punch), -1 ranged; SQ Herbivorous, low-light vision, natural armor, pessimistic; SV Fort +1, Ref -1, Will +1; SZ M;

FP 0; Rep 0; Str 10, Dex 8, Con 12, Int 10, Wis 12, Cha 10.

Equipment: Various personal belongings.
Skills: Knowledge (varies) +2, Profession (varies) +2, Search +2, Spot +2.

Special Qualities:

Herbivorous. The Advozsec evolved from plant-eating reptile-analogs on Riflor. They cannot digest animal protein, and any Advozse who consumes such matter (knowingly or not) immediately suffers 1d6 points of temporary Con damage.

Natural Armor. Advozsec skin has thickened over millions of years of proximity to geothermal hot springs. This gives them a +2 natural armor bonus to Defense.

Pessimistic. Advozsec always expect the worst and are observant, but anti-social. They receive +2 species bonus to Spot and Search checks and suffer a -4 species penalty on Diplomacy checks. Advozsec can also make a Reflex save (DC 20) to avoid being surprised in combat.

Species Features: -2 Dex, +2 Con, +2 Wis. 

Eras of Play

Rise of the Empire Era

The Advozsec are valued members of the Republic. Many work in the government bureaucracy, where their attention to detail and meticulous contingency plans help ensure the safety of everything from hyperspace lanes to food shipments. The Republic administers the central government of Riflor and also operates a scientific research station within the molten world Zirku. The Advozsec do not view this as a threat to their sovereignty; indeed, they welcome any information about their unstable trinary star. Although the Trade Federation has attempted to incorporate the system for decades, their efforts have failed. Their political relations with other worlds remain strong.

Noteworthy Advozsec in this era include Senator Silvu Donte (also a powerful member of the Zorzsin family); Zom Dubrotin, head of the Bomminde family and

chief administrator of Dozu Lam; and the feared assassin known only as The Horn.

Rebellion Era

No public outcry occurred when the Empire took over the government of Riflor. Only the occasional Advozsec merchant chafed under increased Imperial attention.

Some did see profit in aiding the Rebellion, however, and a handful of Advozsec spies provided intelligence data to the Rebels (albeit with less than altruistic intentions). Many of those spies turned around and sold Rebel secrets back to the Empire.

The only bone of contention arose when the Empire insisted on placing Human administrators within the Catastrophe Corps. After the destruction of the first Death Star, the Advozsec simply did not trust the Empire to act efficiently when responding to Riflor's frequent natural disasters (and several high death toll inci-

dents have proven them right).

Notable Advozsec in this era include the legendary smuggler Bom Vimdin; Zsall Dubrotin, daughter of the infamous lord of Dozu Lam and secret Rebel ally; and Dagdan Dimnid, who acts as the Emperor's eyes and ears inside the Imperial Treasury.

New Jedi Order Era

One disaster that the Advozsec were unprepared for happened 26 years after the Battle of Yavin: the invasion of the Yuuzhan Vong. Recognizing the futility of orbital bombardment, the invaders unleashed biological weapons that destroyed 97 percent of Riflor's plant life. Millions of Advozsec starved, and many more died as the biological agent adapted to their immune systems. Riflor is a dead planet now. The Bomminde family survived the assault, since they resided almost exclusively in Dozu Lam. Ruled by the family

elder Zsall Dubrotin, they continue to operate from the base on Tejrivozs and have become the de facto ruling family of the Riflor survivors. From this base (seemingly ignored by the Yuuzhan Vong) they provide intelligence to the New Republic in exchange for food and medical supplies. Thousands of Advozsec who were offworld have assumed the worst will happen and await Yuuzhan Vong domination of the galaxy. Many more have joined with the resistance against the invaders, although most don't believe they will succeed.

Zsall Dubrotin remains an important figure in this era (and has become a leader among the Advozsec resistance), and one of her most trusted agents is Brin Bimdin, son of the famed smuggler and an amazing pilot in his own right.

MODEL CITIZEN

Building Tatooine



BY H.G. WALLS WITH BART ARMSTRONG
PHOTOGRAPHY BY HERB GUNDT



Model #1: The Docking Bay

Models, whether built with LEGO™ or bits of wood and foam, support the 3-D *Star Wars* gaming experience in ways that flat battlemats cannot. A scaled model can capture the excitement of a climactic battle and help players visualize the positions of their heroes relative to their foes and surroundings. Your players will almost certainly gasp in awe as you place your latest model on the table and the battle unfolds before them.

From a modelmaking perspective, it doesn't get much easier than Tatooine with its sparsely windowed buildings, stucco façades, domes, and sandy textures. Scale models can be wrought from scraps. The trick is to maintain the "feel" of Tatooine without obsessing over the faithful reconstruction of specific locations from the feature films.

The First Step: Find a box to house your finished model. It might sound backward, but it saves a lot of trouble later. Building the model first and then searching for a box to hold it can quickly become a headache of galactic proportions.



impression of a lowered platform.

The landing zone's "tread plates" are pieces of plastic screen (made for storm door repairs) attached to plastic sheeting with Cyanoacrylate (CA) glue. Once the glue dries, cutting the sheeting into 1-inch squares is easy. Each square can be painted flat black and dry brushed various shades of blue. To create the red and yellow hazard stripes, cut half-inch squares of plastic sheeting. After giving the squares a brown base coat, paint them red and yellow.

Exostructure: The outer walls of the docking bay vary in height and attach to the 18-inch tube. A section of 4-inch tubing with half a Styrofoam™ ball on top completes one tower. The other tower consists of an empty artificial creamer container (stuffed with scrap Styrofoam to strengthen it) topped with half of a plastic egg. Once again, cardboard strips are used to trim the buildings to add structure.

Textures & Trim: The ventilation piping that clings to the circumference of the docking bay is actually flexible plastic electrical conduit. The louver over the smaller entrance is made from a 2-inch-diameter model attic vent. Smaller plastic eggs trimmed and attached to the roof serve as the remaining domes.

You can give the model a more weathered look by brushing on chalk earth tones. A finish of DullCote keeps the chalk from coming off.

Sandy Texture: After painting a section of the model in an appropriate medium brown base, sand is sprinkled on while the paint is

still wet. Irregular splotches of sand here and there lessen the uniformity of the finish. Another coat of paint locks in the sandy texture before the model is dry brushed white and off-white.

Base: Once the base is cut to the desired shape—one that fits in the storage box—the docking bay is glued to the base and the entrances "leveled off" with water putty (an excellent product that dries rock-hard and can be smoothed out just before it dries with a tool wetted in water).

Finishing Touches: The tractor beam assemblies are made from 1/2-HO scale model railroad 55-gallon drums, straight pins, and plastic beads. The fuel hose is a shoestring with the nozzle from an old bottle of CA glue attached. Coiled cable is made by wrapping floral wire around a pencil, sliding it off, and painting it. Other odd bits include old model railroad pieces and parts of plastic toys. An even application of Dull-Cote "kills" the shine from any excess glue that might show up.

Model #1: The Docking Bay

Our first model will be a generic, open-roofed docking bay.

Infrastructure: The walls of the docking bay consist primarily of a 6-inch-tall, 18-inch-diameter cardboard tube. (Use a saber-saw to cut the 6-inch-tall cardboard cylinder, if possible. A carpenter's saw would also do the trick, though the edges might look more ragged.) A cut piece of Masonite serve as the model's base.

The entrances and personnel doors must be carefully cut out. The cut-outs from the entrances can be re-used to make blast doors that look as though they might drop down to seal the docking bay at any moment! Glue strips of wood around the inner circumference of the docking bay to create structural supports, and criss-cross the face of the doors to create a heavily reinforced look.

Landing Platform: A piece of 3/8-inch plywood, cut to form a "crosshair" landing zone with four 3-inch-square work bays, fits snugly into the 18-inch cardboard ring. You can cut out one of the work bays to give the

Model #2: The Scrap Yard

A storage facility laden with scrapped droids and other junk makes a perfect locale for a blaster fight or covert meeting and affords you a chance to clean out that box of toy parts and odd junk in your basement or garage.

Infrastructure: The scrap yard begins as two 4-inch-tall rings cut from a 12-inch-diameter cardboard tube. A 2-inch-square entranceway allows access to the first ring, while an opening wide enough to



The Docking Bay:
Blast Doors

Model #2: The Scrap Yard



Finishing Touches

Some of the odd parts used in the scrap yard model include:

- a barrette
- a fan blade
- a microchip
- bottle caps
- disposable razor handles
- dremel tool parts
- flexible plastic electrical conduit
- mechanical pencil parts
- parts from a telephone
- parts from railroad & sci-fi model kits
- pen and marker caps
- radio knobs

accommodate a toy control panel (taken from the GALOOB™ *Podracer Hangar Bay* set) connects the rings. The control panel thus serves nicely as a wall between the two.

Exostructure: The tower can be crafted from an old plastic grape juice container, while the small building is a plastic planter turned upside down. Four-inch-tall slits cut into the tower enable it to fit snugly over the rings. Plastic egg halves serve nicely as domes. Tongue depressors are cut to length and glued, equally spaced, around the outside of the scrap yard. Doors are cut, painted, and glued in place before the

buildings are glued to the base.

Textures & Trim:

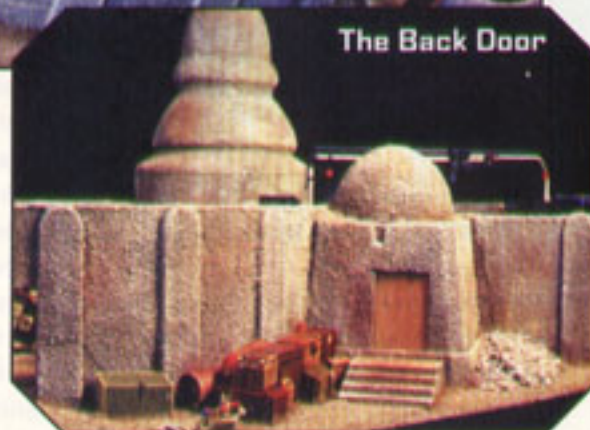
The various machine parts scattered in and around the scrap yard can be spray-painted different colors, dry brushed (and inked in some cases), and detailed where required.

The steps leading to the door of the outer building are made from strips of 1/8-inch thick Masonite. The rubbish pile next to the outer building is a piece of Styrofoam carved into a pile with kitty litter glued on. The round vats sitting outside of the scrap yard are plastic egg halves with the tops cut off, filled with model railroad ballast.

Model #3: The Prefect's Office

Compared to the docking bay and the scrap yard, the prefect's office

The Back Door



is an easy model to build.

Infrastructure: A 12-inch-diameter plastic flowerpot provides the domed roof. The remainder of the 12-inch tubing from the scrap yard model comprises the walls. An unsightly hole in the base of the planter, now visible in the roof, can be covered with a small plastic egg. Attach two 4-inch tubes and a Styrofoam block topped with halves of a Styrofoam ball to one side of the building to make it more asymmetrical. The Styrofoam block should be cut to conform to the curve of the main building.

Scrap Yard Loading Arm





Model #3: The Prefect's Office

Exostructure: Before gluing the building to its base, a 2-inch-square door is cut in the 12-inch tube. The pattern on the cut-out door is drawn on an index card, cut out with an X-acto knife, and glued to the door backing. The door is painted blue (with light blue trim) and glued back in place.

The two front pillars—originally plastic flower vases—are capped with spikes designed for sticking into Styrofoam bricks.



Office Entry

The moisture vaporator consists of a 1/8-inch wood dowel, glue container cap, pen cap, and some flat and round wood beads. The three "legs" of the vaporator are 1/8-inch dowels glued equidistantly to the outer edges of flat beads.

Textures & Trim: The supports on the outside wall of the main building consist of 1/4-inch dowel rods. These help break up the otherwise featureless façade.

To give the prefect's office a warmer look than the docking bay or scrap yard, use Tuscany (a warm rose color) for the undercoat, followed by a series of dry brushed white and off-whites. Some leftover 1/2-inch red and yellow squares from the docking

bay model provide a walkway leading up to the structure. For the vaporator, use a medium gray base coat followed by white and off-white dry brush strokes.

A tasseled fringe from an old cloth place makes a festive entrance banner.

The tassels are glued to a length of model ship rigging line. Use an old paintbrush to coat the banner with a 50/50 mix of white glue and water, which effectively "shellacs" the tassels. Once the banner is dry, it's painted to match the doors. To complete the model, chalk can be applied to the buildings and desert flocking added to the base.

Models #4-5: Residences

Each of these two residential buildings is mounted on a base that fits into a 15-inch x 12-inch office storage box.

Infrastructure: The first residence is cobbled together with a T-shaped planter, a plastic peanut container, and pieces from the *GALOOB Action Fleet Mos Espa Market* set. Some of the pieces are painted and dry-brushed to better capture Tatooine's flat, windswept desert colors.

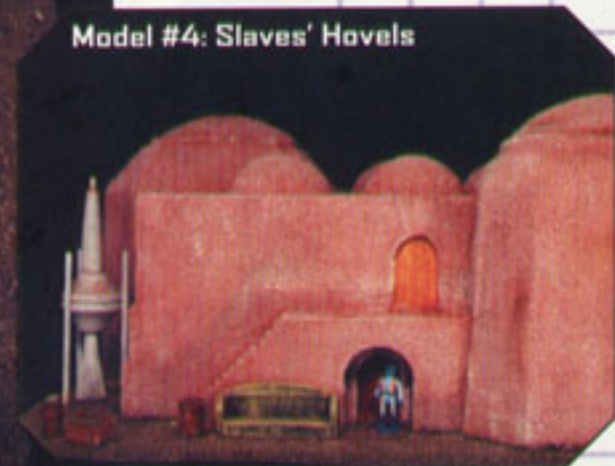
The second residence consists primarily of a round tapering flowerpot turned upside-down and an 8-inch-diameter, hemispherical plastic lampshade.

Exostructure: Cardboard tubing, plastic eggs, and Styrofoam balls liven up the otherwise dull rooftop. Stairs and landings leading to the second-story doorway of one residence are cut out of a single piece of 3/4-inch lumber. Wavy strips of 1/8- to 1/4-inch balsa wood provide the façade.

Model #4: Merchant District



Model #4: Slaves' Hovels





The Shaft: Reflections Island

The infinite-number-of-monkeys approach to sealed deck building. Island not included.

BY CORY J. HERNDON

I recently had an opportunity to visit our nation's fair fiftieth state for some well-deserved, ISB-recommended vacation. Naturally, I brought along a couple of boxes of *STAR WARS CCG: Reflections II* for a sealed-deck exercise. Over several lazy tropical evenings, the guy that ran the GeckoCam™ and I each took a box, and built the best Light and Dark decks we could. The set is a theme deck fan's dream. Each booster includes an expanded universe card, a "combo card" that combines two useful single cards into one, a random rare foil (which might just be Chewie With Blaster Rifle—see "Flyin' Wookiee Squadron"), a Japanese card, and a grundle of other random cards from past sets. Probably not coincidentally, many powerful expanded universe characters and ships work well together, and a few even work better without old standbys like Vader or Luke. Anyway, many hours of low-pressure deck construction later, we entered battle. These decks lost more often than they won (lady luck is a harsh mistress), but they sure were fun to build. That's the Shaft for you.

When Decipher decided to fold the *Shadows of the Empire* expansion into a new collector's set called *Reflections II*, they helped create a really fun way to play a sealed deck game. When choosing cards from the expanded *STAR WARS* universe to incorporate into *Reflections II*, they chose to include almost nothing but characters and ships. And it just so happens that there are a fewer of these powerful cards (including the likes of Grand Admiral Thrawn, a new version of The Emperor, Corran Horn, and Talon Karrde) than there

are boosters in a box, meaning your chances of pulling one of each are quite good. Not all are particularly useful in a sealed deck environment overflowing with random cards and foil, but most work well together. Heck, you even get a foil EPP in each box.

The following decks were built using one box of *Reflections II*. Your mileage may vary when it comes to rares, but expect to see lots of Cloud City, Tatooine,

and *Special Edition* locations. Aliens abound, and sometimes starships are easy to come by. Fortunately, the loose, hard-to-predict card selection gives you deck-building freedom not seen since *Premiere*. This month's dark deck focuses on the ground with just a little bit of space cover, while the Light Side focuses on systems and ships—all due to the luck of the draw. Unfortunately, while the two objective cards in this set are undeniably cool, you

Flyin' Wookiee Squadron

STARTING CARDS (3)

- 1 Yavin 4
- 1 The Signal
- 1 Haven

LOCATIONS (7)

- 1 Bespin
- 1 Bothawui
- 1 Clouds
- 1 Kessel
- 1 Kiffex
- 1 Roche
- 1 Tatooine

CHARACTERS (20)

- 1 Artoo & Threepio
- 1 C-3PO (See Threepio)
- 1 Chewbacca, Protector
- 1 Chewie W/ Blaster Rifle
- 1 Corran Horn
- 1 Dash Rendar
- 1 General Crix Madine
- 1 Incom Engineer
- 1 LE-BO2Dg (Leebo)
- 1 Leia With Blaster Rifle

2 Luke Skywalker,

- Rebel Scout
- 1 Mirax Terrik
- 1 Owen Lars & Beru Lars
- 1 Princess Leia
- 1 Ryle Torsyn
- 1 Talon Karrde
- 1 Theron Nett
- 1 Tibanna Gas Miner
- 1 Wedge Antilles, Red Squadron Leader

STARSHIPS (13)

- 1 B-wing Attack Fighter
- 1 Blue Squadron B-wing
- 1 Corellian Corvette
- 1 Green Squadron A-wing
- 1 *Outrider*
- 1 *Pulsar Skate*
- 1 Red 8
- 1 Red 9
- 1 Red Squadron X-wing
- 2 X-wing
- 1 X-wing Assault Squadron
- 1 Y-wing

INTERRUPTS (8)

- 1 Alter & Friendly Fire
- 1 Darklighter Spin
- 1 Off The Edge
- 1 Rebel Barrier
- 1 Run, Luke, Run!
- 1 Sense & Recoil In Fear
- 1 Slight Weapons Malfunction
- 1 Sorry About The Mess & Blaster Proficiency

EFFECTS (1)

- 1 Bacta Tank

WEAPONS & DEVICES (7)

- 1 Blaster Rifle
- 1 Cloud City Blaster
- 1 Disruptor Pistol
- 1 Electrobinoculars
- 1 Intruder Missile
- 1 Mercenary Armor
- 1 X-wing Laser Cannon

ADMIRAL'S ORDERS (1)

- 1 No Questions Asked

probably won't play them unless the Force is with you and you pop the necessary locations. Either The Signal or Twi'lek Advisor would be a happy find, too.

And for Palpatine's sake, don't pitch that Vibro-Ax until you read Snoova's game text. If you people learn nothing else from my experience, learn that.

Chains of Command



GRAND ADMIRAL THRAWN & CAPTAIN GILAD PELLAEON

The commanders of the Star Destroyer *Chimaera* were poured into those big, comfy leather chairs. Each can easily hold his own in ground combat (Thrawn even draws destiny by himself), especially in this environment. But both also gain bonuses for piloting capital starships, and together, they turn the *Chimaera* into a 14-power, 8-armor, 5-hyperspeed monster that's immune to attrition < 6. And Thrawn even lets you play Pellaeon for free.



PRINCE XIZOR & GURI

Either the dark prince of Black Sun or his human replica bodyguard stands as a potent force in a ground-based fight. In their respective ships, they're even better, and will make standbys like Captain Han in the *Falcon* sweat a bit. When Guri's with her boss, she prevents him from being targeted by weapons. Period. And both get nice little extras when they're away from Darth Vader.



THE EMPEROR & ARICA

Arica, of course, is actually Mara Jade, hiding out in Jabba's palace while she waits for a chance to fulfill the last command given her by Palpatine: kill Luke Skywalker. To that end, The Emperor adds to the opponent's attrition as long as Luke is kept off of—or removed from—the table. Arica is more direct—she simply reduces Luke's forfeit and immunity to

attrition by 2, making the farm boy wonder a reduced, if still tricky, problem.



DASH RENDAR & LE-BO2D9 (LEEBO)

Sure, the smuggler fellow's got shoulder pads that would make Cybill Shepherd think twice, and the droid's only got one eye, but they're both whizzes with freighters—Rendar with his beloved *Outrider*, and Leebo with any freighter in general. Either one can also give the *Outrider* immunity to attrition < 4, and they also stand a good chance of making many successful Kessel Runs.

TALON KARRDE & MIRAX TERRIK

Okay, I just picked Mirax because she's cute and wears a leather jacket. But Talon Karrde is actually an effective godfather for any smuggler. Better yet, use Karrde and an army of smugglers. Since he adds



not only to their forfeit value, but also smugglers' defense value, those spice-runners will suddenly be a lot harder to kill on the ground when they're laying low between spice runs.



LUKE SKYWALKER, REBEL SCOUT & CORRAN HORN

This one's a stretch, and is only based on the knowledge that Corran Horn will eventually study at Skywalker's Jedi academy. Seriously, look at Horn. I just can't see that guy taking orders from a farm kid, especially when he's just fallen off of his bike. ☹

Guri Goes Bananas

STARTING CARDS (3)

- 1 Cloud City: Security Tower
- 1 Twi'lek Advisor
- 1 All Wrapped Up

LOCATIONS (8)

- 1 Bispin: Cloud City
- 1 Cloud City: Chasm Walkway
- 1 Cloud City: Incinerator
- 1 Cloud City: Interrogation Room
- 1 Cloud City: Upper Plaza Corridor
- 1 Cloud City: Upper Walkway
- 1 Coruscant: Docking Bay
- 1 Death Star II: Throne Room

CHARACTERS (27)

- 1 Arica
- 1 Bane Malar
- 1 Barquin D'an
- 1 Bossk With Mortar Gun
- 1 Captain Gilad Pellaeon

- 1 Corporal Prescott

- 1 Darth Vader With Lightsaber

- 1 Dr. Evazan & Ponda Baba

- 1 Garindan

- 1 Grand Admiral Thrawn

- 1 Greeata

- 1 Guri

- 1 Janus Greejatus

- 1 Lobel

- 1 Mosep

- 1 Myn Kyneugh

- 1 Outer Rim Scout

- 1 Prince Xizor

- 1 Rappertunie

- 1 Rystall

- 1 Sergeant Merrill

- 1 Snoova

- 1 The Emperor

- 2 Tibanna Gas Miner

- 1 Trooper Jerrol Blendin

- 1 Vigo

STARSHIPS (4)

- 1 IG-88 In IG-2000
- 1 *Stinger*

- 1 TIE Fighter

- 1 *Virago*

INTERRUPTS (7)

- 1 Alter & Collateral Damage

- 1 Control & Set For Stun

- 1 Imperial Barrier

- 1 Jabba's Through With You

- 1 Rite Of Passage

- 1 Scanning Crew

- 1 Sniper & Dark Strike

EFFECTS (3)

- 1 Bounty

- 1 Reactor Terminal

- 1 Vader's Bounty

WEAPONS AND DEVICES (8)

- 2 Blaster Rifle

- 1 Binders

- 1 Cloud City Blaster

- 1 Imperial Blaster

- 1 Mara Jade's Lightsaber

- 1 Restraining Bolt

- 1 Vibro-Ax



Small World: The Endor/Death Star II Closed Environment Storms the Galaxy

BY MICHAEL MIKAELIAN

For years my pleas fell on deaf ears: "Limit the environment!" I wanted a re-release of a "base" set, including all the utility cards from previous expansions and none of the "problem" cards.

Instead we got Bospin and Beyond. It lacked the proper utility cards, and games degenerated into an eerily familiar environment. Problems that had been solved with the *A New Hope*, *Hoth*, and *Dagobah* expansions resurfaced, compounded by cards designed under the premise that those sets' solutions were firmly in place. Fortunately, Bospin and Beyond is a memory now.

Enter the Death Star II card set. In addition to 180 new cards, DSII includes two preconstructed decks (a Light Side and a Dark Side) containing a balanced mix of previously printed utility cards. More than just playable decks, they round out a tight card pool known as the Endor/Death Star II Closed Environment. The rules of the environment are simple: The only cards allowed are the Endor set, the DSII set, the DSII preconstructed decks, or carry one of those set's expansion symbols (such as The Emperor and Luke Skywalker, Rebel Scout both from *Reflections II*).

Dark Side of the Moon

For an environment consisting of fewer than 200 cards for each side, deck building has a surprising number of options. I like the idea of dominating the Endor system with a fierce Imperial Navy. Not only is there potential for a reliable Force drain, the Dark Side Endor system provides a

bonus to the Dark Side's total power at related sites. Between the massive Flagship *Executor* and a stinging swarm of TIE Interceptors led by Baron Soontir Fel, controlling the Endor system is not difficult.

Fel in Saber 1 and a single TIE Interceptor costs 6 Force and provides 9 Power, two battle destiny, and +2 attrition. That's comparable to the light side's best plays for 6 Force (General Calrissian, Nien Nunb, and Gold Squadron 1 cost a total of 5 Force; Wedge Antilles, Red Squadron Leader, Red Squadron 1 and any other Red Squadron pilot and their ship cost a total of 6 Force). With that same amount of Force you can add more three more TIE Interceptors or save Force for two turns to deploy Flagship *Executor*.

Moon Walker

Meanwhile, on the forest moon's surface, your AT-STs provide backup for Emperor Palpatine and his cronies, Lord Vader and

Tempest 1. Battle Deployment is key for setting up and maintaining these emplacements. As long as you occupy the Endor system, your opponent only draws one battle destiny at related sites. Who needs to flip their objective? As an added bonus, Battle Deployment also allows you to deploy a combat vehicle from your Reserve Deck each turn. Combined with Admiral Piett's ability to search your deck for a commander, deploying Igar and Tempest 1 is a cinch.

Like the starfaring combo of Fel and Interceptors, Marquand, Watts (or Tempest Scout 2), and AT-ST Dual Cannon make committing to a ground battle a daunting prospect for the light side. What you end up with is a weapon that can instantly smoke a 2-ability character, or several 2-ability characters if you have enough active Force and cards to draw for weapon destiny. Other deterrents include: the aforementioned Igar and Tempest 1;

GO WITH THE FLOW

These flow charts details which cards in this deck can be used to search for which other cards.



Emperor Palpatine and Sim Aloo; Emperor Palpatine and Force Lightning; and Marquand and Watts together on Tempest Scout 1 or 2.

Endangering the Mission

In such a limited environment, it's pretty easy to gauge the opposition. You'll either



be up against a massive space armada, a platoon of Rebel scouts, or an Ewok swarm. If your opponent goes full space, you'll probably hold your own at the Endor system, but you're just going to have to let them have the other systems. Keep your stranglehold on the Endor system and focus on setting up strong drains at one or two Endor sites. Rebel scouts can be more troublesome. Your best defense will be to get Battle Deployment up and running, deploy combat vehicles, and see what they think of drawing only one battle destiny. Ewoks, though they would seem like a natural choice, are hardly ever seen.

Thanks to Strike Planning and General Crix Madine, most light side players prefer to use hoards of 2-ability scouts over 1-ability Ewoks. Not only are the scouts multifunctional, they have higher forfeit values too.

The stickiest situations are when the light side inevitably plays *There Is Good In Him*. Shutting down Luke is the key to victory. The quickest way to remove him from the game besides capturing him is to occupy the Landing Platform with an Imperial. Doing so on the first turn slashes the light side's Force generation in half and removes Luke's ability to Force drain. To make it harder for Luke to surrender himself to your Imperial, deploy your



Endor sites. Each one you play is one more turn of Force denial and lost Force drain for the light side. If you feel like battling Luke, use vehicles with no room for passengers. Since there's no one to seize him, he'll remain free and available for battle. **E**



Saber Rattling

STARTING CARDS (8)

- 1 Endor Operations/Imperial Outpost
- 1 Endor
- 1 Endor: Bunker
- 1 Endor: Landing Platform (Docking Bay)
- 1 Prepared Defenses
- 1 Battle Order
- 1 Combat Response
- 1 Mobilization Points

LOCATIONS (4)

- 1 Endor: Ancient Forest
- 1 Endor: Dark Forest

- 1 Endor: Dense Forest
- 1 Endor: Forest Clearing

CHARACTERS (16)

- 1 Admiral Chiraneau
- 1 Admiral Piett
- 2 Baron Soontir Fel
- 1 Commander Igar
- 1 Commander Merrejk
- 3 Emperor Palpatine
- 1 Janus Greejatus
- 1 Lieutenant Arnet
- 1 Lieutenant Watts
- 2 Lord Vader
- 1 Major Marquand
- 1 Sim Aloo

STARSHIPS (13)

- 1 *Accuser*
- 1 *Flagship Executor*
- 2 *Saber 1*
- 1 *The Emperor's Shield*
- 8 *TIE Interceptor*

VEHICLES (7)

- 1 *Tempest 1*
- 1 *Tempest Scout 1*
- 1 *Tempest Scout 2*
- 1 *Tempest Scout 3*
- 1 *Tempest Scout 4*
- 1 *Tempest Scout 5*
- 1 *Tempest Scout 6*

INTERRUPTS (6)

- 2 *Force Lightning*
- 3 *Operational As Planned*
- 1 *Imperial Command*

EFFECTS (2)

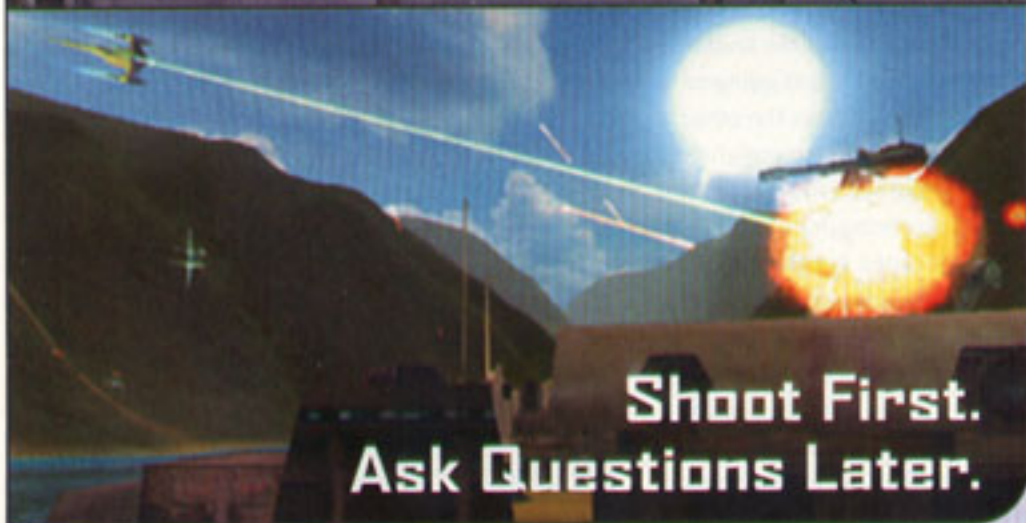
- 1 *Establish Secret Base*
- 1 *Ominous Rumors*

WEAPONS (2)

- 2 *AT-ST Dual Cannon*

ADMIRAL'S ORDERS (2)

- 2 *Battle Deployment*



Shoot First.
Ask Questions Later.

LucasArts' latest *STAR WARS* title, *Starfighter*, has been a resounding success on the PlayStation 2. The game combines furious flight action with a compelling storyline, diverse player craft, and a wide range of locations. But, at the game's heart are fourteen story-driven missions, which increase in difficulty and complexity as the game advances. To uncover the secrets behind developing and playing the game, *STAR WARS Gamer* corralled Lead Mission Designer Tim Longo, Lead Tester John Drake, and their respective crews for a mission-by-mission walk-through.

Attempting to murder Essara or the Queen has dramatic consequences.

Mission 1: Naboo Proving Grounds

THE STORY: Rhys Dallows hopes to become a member of Bravo Flight, but first he must prove himself in a dangerous training canyon...

Starfighter's first mission familiarizes players with the game's controls. The first portion of the mission teaches players how to fly the N-1 starfighter; later encounters provide a taste of combat.

"In early development, the canyon was just going to teach you how to fly," says Longo, "but as the design evolved, learning how to fly didn't become a major process, so we added other training objectives."

Aside from finding the right design direction for the mission, the storyline provided a small hurdle for the team. According to Mission Designer Greg Land, "In the story, an enemy hasn't been introduced yet. So, we had to come up with a variety of things for the player to fight."

Although the first mission is deceptively difficult, experienced testers can blast through it. The fastest time? Tester Hugh Moore completed the mission in 2:27. Such speedy results led to a debate between the designers and the testers over the proper time limit for the bonus

objective. In the finished product, the objective is four minutes. "I could complete it in 2:45," says Land, "but after seeing people actually play the game, I think we made the right decision. Players can get under four minutes only with quite a bit of effort. You have to be a pro to get much under that."

Mission 2: The Royal Escort

The Story: As full-fledged members of Bravo Flight, Rhys and Essara Till must protect the Queen's ship from a mercenary attack.

Another mission that took shape early, Mission 2 was made more complex by the addition of asteroids. According to Longo,

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- 130 Secret Codes (PS2, PC, Dreamcast)

STAR WARS® STARFIGHTER™

Mission Secrets and Strategies Revealed

BY HADEN BLACKMAN

"each asteroid is essentially its own craft. When building the mission, designer Harley Baldwin had to contend with collision problems. In the end, the asteroids made it a better mission."

A great deal of attention was also given to Rhys' wingmate, Essara. The team reveals that Essara can't be killed, and attempting to murder Essara or the Queen has dramatic consequences. Longo tells *Gamer* that Mission Designer Baldwin ensured that, "if the player starts attacking Essara or the Queen, Essara becomes an enemy and attacks until Rhys is destroyed." The enraged Essara has different, unique voice lines and behaviors when turning against her former student.

Mission 3: Contract Infraction

The Story: Unscrupulous mercenary Vana Sage has taken a job with the Trade Federation, pitting her skills as a pilot against a new prototype starfighter. When the deal goes sour, however, Vana finds herself on the defensive...

During *Starfighter's* development, the team created a number of important milestones to help motivate the designers and track the game's progress. The first major milestone involved building an entire mission. "Mission 3: Contract Infraction" was selected for this honor.

"We chose that particular mission for our milestone because it's pretty simple,"

Platinum Objectives:

No, there are no "Platinum Awards" in *STARFIGHTER*, but the LucasArts testers and mission designers have issued gamers a few new challenges. Throughout the game, attempt these "bonus objectives" to prove your worth:

Complete Mission 1: Naboo Proving Grounds in under 2:30.

In Mission 8: Taking the Offensive, use the Planetary Cannon to destroy at least one satellite or enemy fighter.

Complete all missions while flying upside down.

Finish the entire game on the Hard difficulty setting, achieving all Bonus Objectives (but without watching any of the movies or cinematics) in under 2 hours.

Tag as many enemy craft as you can with only a single sensor tag. The tester record, held by Lead Tester John Drake, is eight enemy craft (on Mission 10: The New Resistance).

Beat all of Nym's missions without using any bombs.

Complete Bonus Mission 4: Canyon Sprint in under 1:20 (testers have done it in 1:15).

Beat Bonus Mission 5: Outpost Attack, on Hard, in the *Guardian Mantis*.

Successfully complete Mission 11: Midnight Munitions Run on Hard, using the unlocked Infiltrator.

Complete Bonus Mission 3: Charm's Way on the Hard difficulty setting, in the N-1 starfighter, while ensuring that all nine freighters survive. Even the LucasArts testers haven't achieved this goal yet ...

says Greg Land. "It relies mainly on Scarabs as enemy units and, at that point in development, Scarabs were the only enemy craft that we had working well."

Although the initial structure of the mission was completed early on, fine touches weren't applied until the game entered its final phase of testing. In particular, the team added a number of voice lines to the mission. "Test the patience of the Trade Federation officer," Longo advises. Players can hear the officer taunt,

Nym's bombs are equally effective in space—something that many players overlook.

berate, and scold Vana if she ignores the mission objectives, shoots at the lander, flies off, collides with a droid, or takes too long to eliminate an enemy fighter.

For those seeking to finish the mission in record time, the testers advise this simple strategy: Early in the mission, "tag" the nearby observer droids using Vana's ion-enabled sensor device. When these observer droids convert into the deadlier hunter-seeker droids, they'll still be tagged, allowing you to destroy them much more easily.

Mission 4: Secrets on Eos

The Story: Vana Sage discovers a Trade Federation factory on the planet Eos. Before she can leave the planet, she must destroy a shield protecting the facility.

Vana's first ground mission "evolved the most from its original concept," admits Longo. "Originally, the mission revolved around stealth. We had a heavy cloud layer that players could use, along with the terrain, to hide from the enemy." The mission also changed hands several times, with each new mission designer bringing his or her own ideas to the level.

Despite the changes to the mission's overall design, the most difficult aspect of creating the level revolved around naming the innocuous mining droids. "It was basically a 'miner droids' versus 'Ore-Bots' debate," says Longo. "It turned into a holy

war." Eventually, the more descriptive and generic "miner droid" title won out.

While one bonus objective challenges players to beat the mission in under eight minutes, testers claim that an experienced player can complete the mission in under two minutes. Tips for success include: fly high above the planet's surface; make liberal use of the *Guardian Mantis*' ability to stop on a dime; and target pylons with your sensor tags, taking out their shields before you make an attack run.

Mission 5: Piracy Above Lok

The Story: The pirate captain Nym leads a daring raid on a Trade Federation convoy.

One of the game's simpler missions, "Piracy Above Lok" was conceived in one of the earliest design meetings. "The basic idea was to have Nym attack a convoy and shoot down one of the freighters, which would crash on Lok so that Nym's crew could get to it [in Mission 6]."

Once the basic idea for Mission 5 took shape, Mission Designer Jesse Moore constructed the mission in four days. The tuning process took considerably longer, but the overall structure changed very little.

As an introduction to Nym's bomber, it might seem strange that Mission 5 takes place in space, where there are no ground targets for Nym to bomb. The testers, however, point out that Nym's bombs are equally effective in space—something that many players overlook. "If you use your bombs at the right time, you can take out a whole wing of Scarabs," advises tester Chane Hollander. The bombs are also useful for weakening freighters and other large starships.

Mission 6: Valuable Goods

The Story: After downing the Trade Federation superfreighter, Nym must protect his crew until the stolen loot can be transported to safety.



Starfighter Easter Eggs

Aside from numerous cheat codes, secret movies, and similar goodies, *Starfighter* is chock full of "Easter eggs." (An "Easter egg" is a hidden treat, usually located somewhere strange within a mission.) Here are four "Easter eggs" to hunt for while playing the game:

OUTLAWS ART GALLERY

At the beginning of "Mission 1: Naboo Proving Grounds," immediately turn around 180-degrees and fly away from the canyon as quickly as possible. Eventually, you'll pass through the world and into an art gallery showcasing a past LucasArts game.

JAR JAR'S GREAT ESCAPE

Jar Jar is hidden in "Mission 12: Rescue of the Solleu." Destroy the turrets, then search the waterfall for our Gungan friend.

COWBOY DROID

The Trade Federation's newest unit, the dreaded cowboy droid, can be spotted riding one of the "chriscorpatoes" in Bonus Mission 3: Charm's Way. Use your sniper feature to zoom in on the "chriscorpatoes" and look for the high-flying droid. From the "Did You Know?" file: The "chriscorpatoes" in this level were named after Lead Programmer Chris Corry, while the character of Reeve Dallows (Rhys' ill-fated father) takes his name from Producer Reeve Thompson.

BBQ DROID

When Neimoidians get hungry, they deploy the BBQ droid. He's hidden on one of the early bonus missions, cooking up a storm on an asteroid above the planet.

"Valuable Goods" fulfilled the team's second major milestone: completing a ground-based mission. The result is a frenetic, fast-paced mission that pits Nym against tireless Trade Federation forces. Although the mission includes several difficult primary and bonus objectives, it was designed to allow players great freedom and flexibility. Players must destroy a few dropships, a recovery freighter, and a number of enemy tanks to succeed.

No two testers or designers play the mission the same way. "One of the coolest things about the level is that there are so many ways to approach the objectives," say tester Moore. "Personally, I blow up the nearest tanks, then go after the tanks

Designer] Jesse Moore was a perfectionist, though. He had two levels, but 80% of his time was spent on this one."

Balancing the mission proved one of the most daunting tasks. "Even very small changes, like adjusting the number of tanks that appeared, would make the level really easy or really hard," says Lead Tester John Drake. "For a long time, it was incredibly difficult to complete."

Although "Eye of the Storm" remains one of the game's more difficult missions, players can look forward to the halfway point, when the action slows a bit. "Once the tanks stop coming, you're in the home stretch," according to Drake. "From there, it's pretty easy to complete the mission."

When first unveiled at a LucasArts "pizza orgy," the planetary cannon sparked a great deal of debate.

moving in on Nym's crew. Next, I take out the recovery freighter, and finally destroy the dropships." Designer Rich Davis concentrates his fire on one dropship, then turns on the recovery freighter, and later destroys the second dropship. Greg Land demolishes the recovery freighter first, then takes on the dropships. Protecting Nym's crew is also important: To do so, don't let any tanks close in on the pirates.

Despite their different tactics on this level, all of the designers and testers can agree that wingmen play a key role in this mission. As the mission begins, send your wingmen after the dropship by the cave's entrance; they'll destroy it long before the pirates head down river.

Mission 7: Eye of the Storm

The Story: The Trade Federation, frustrated with Nym's thievery, launches an all-out attack on the pirates' lair. Nym must defend the base until his crew can escape.

One of the game's most popular missions, "Eye of the Storm" was also among its most problematic. "Everything about building the mission was difficult," says Longo. "Getting the turrets to shoot just right was tough, for example. [Mission

Mission 8: Taking the Offensive

The Story: The three heroes have united and are preparing an assault on the Trade Federation factory on Eos. Before Nym's bomber can reach the facility, however, Rhys must take down the planet's orbital defense network.

In "Taking the Offensive," players face a new threat: a gigantic and extremely dangerous planetary laser cannon that fires at random. Inspired in part by the ion cannon seen in *The Empire Strikes Back*, the planetary laser cannon in "Taking the Offensive" became the focus of numerous redesigns and testing. "The characteristics of the cannon changed constantly," Longo says.

When first unveiled at a LucasArts "pizza orgy" (employees come together to play the game, provide feedback, and consume dozens of pizzas), the planetary cannon sparked a great deal of debate. It fired frequently, almost always hit its mark, and caused an excessive amount of damage. As a result, "Taking the Offensive" was viewed as the game's most difficult mission. Using input from the employees, the team massaged the cannon's attributes, reducing its damage and rate of fire. Even the speed of the laser

itself was decreased, allowing players time to dodge the incoming energy beam.

The planetary cannon still plays an important role in the mission, however, and can even be used to the player's advantage. One early bonus objective required the player to destroy a satellite using the planetary cannon. This can still be achieved: When the cannon fires, simply place a satellite between the planet and the N-1. Testers also enjoy using the cannon to destroy enemy fighters.

Along with taking full advantage of the planetary cannon's indiscriminate targeting system, testers encourage players to use their wingmen on this mission. Wingmen can be ordered to attack satellites, freeing the player to take on the mission's fighters, freighters, and dangerous mines.

Mission 9: The Crippling Blow

The Story: With Vana on his wing, Nym launches an all-out assault on the Trade Federation's Eos droid factory.

Total destruction is the goal in this mission, which requires a mastery of Nym's new weapon upgrade: the Plasma Scourge (to use the Plasma Scourge, hold down the secondary fire button until the weapon is fully charged, then release it to drop the mega-bomb). The Plasma Scourge can obliterate buildings and take out the mission's deadly turrets far more quickly than laser cannons or normal bombs.

Players should also remember that Vana is a skilled wingmate. "Send Vana in first to attack the turrets and draw their fire," suggests John Drake.

The turrets posed some major problems

for the designers. "The turrets didn't work for a very long time," says Longo, "and then all of a sudden they *did* work, and we found out how lethal they really are."

Fortunately, the designers discovered ways to keep the turrets from unbalancing the level. First, the turrets have a limited range, can't rotate 360 degrees, and can't lower their cannons. Players should attack turrets from far away (in sniper mode, if necessary) or approach from behind or below the emplacements.

Like previous Nym-centric missions, "The Crippling Blow" can be completed using a variety of tactics. "If you want to ignore the turrets, just fly really fast and really high," says Ric Liu, Level Design Tech. "You can cross the level, dropping bombs, then double-back for another pass." Or,

Weapons of War

Mastering a few weapons and understanding key enemy craft are vital to success when playing *Starfighter*. Fortunately, the testers and mission designers have provided a short dossier for some of the more mysterious features of the game:

ION-ENABLED SENSOR TAGS

Vana Sage's *Guardian Mantis* is equipped with a special weapon that allows her to "tag" enemy craft. But how does a sensor tag really work? Against a normal craft, like a Scarab, the sensor tags begin draining the target's shield energy. In a matter of seconds, the victim's shields can be disabled. In addition, once a target is tagged, Vana's primary weapon will always hit that vehicle or unit. About midway through the game, Vana gains the ability to create "charged" sensor tags; these charged tags drain the shields of larger starships like freighters.

The sensor tags have a slight area effect and can be used against multiple targets. According to Tim Longo, Lead Level Designer, "the tag is really long and really fast. If it detects collision along any part of its length, it will affect whatever it touches." Thus, by carefully launching a tag, a skilled player can affect more than one craft with a single shot. A tag sent



▲ The Guardian Mantis can stop on a dime. Use that ability to get the drop on enemy ships.

into a small swarm of starfighters, for example, could impact three or four enemies. (Lead Tester John Drake has successfully targeted eight enemy vehicles with a sensor tag!)

NYM'S TURRET

The *Havoc* sports a top-mounted rotating turret that can provide additional firepower during particularly hairy missions. In the final product, the turret makes every effort to follow wingman commands. If you target something and order your wingmen to attack that target, the turret will do so as well as long as retains

a clear line of sight. To make the most of your turret, target enemies that are slightly above your craft. During ground missions, fly upside down.

WINGMEN

Nearly every mission provides the player with wingmen, who can be commanded to perform simple tasks. Most players don't realize their wingmate's full potential until late in the game. Lead Tester John Drake tells *Gamer*: "Any time you're going to attack something that has cover, send your wingmen in first. They'll draw the fire."

players can use a more stealthy approach, flying close to the ground to keep the *Havoc* out of the turrets' field of view. According to Mission Designer Doug Modie, a third strategy involves flying the perimeter, destroying turrets one at a time while working inward toward the larger structures.

Sneaky use of the Plasma Scourge is also useful during this mission. When the weapon is unleashed, it creates a "power wave" that actually crawls across the terrain, damaging everything in its path. A charged bomb can be dropped on one side of a hill, and the resulting power wave will course over the terrain, destroying turrets on the other side of the hill.

For players who have mastered the mission, testers and designers alike suggest playing "The Crippling Blow" on the Hard setting and saving the airfield for last. As long as the airfield remains intact, it will continue to produce Scarabs, which attack the player without warning. Tester Chane Hollander challenges players to fly through the various beams and other structures on the level... upside down.

Designers suggest playing "The Crippling Blow" on the Hard setting and saving the airfield for last.

Mission 10: The New Resistance

The Story: After returning to Naboo, the heroes discover the Trade Federation has invaded the planet. Fortunately, Reti, the group's Toydarian sidekick, has a plan: If Vana can disable one of the freighters, Reti can hijack munitions for the resistance force on Naboo.

There came a point in *Starfighter's* development when the team needed to scale back their effort to finish and ship the product on time. Nine of the original 23 missions were deemed expendable (although many would later appear as bonus missions). In the case of "The New Resistance," however, several missions were consolidated into a single level.

At this point in the story, Rhys Dallows and his newfound allies are on their way back to Naboo. "In the original story arc,

we had four missions covering the trip from Eos to Naboo," says Longo. When it became clear that the game only had room for one of these missions, Longo and Mission Design Rich Davis locked themselves in a conference room and found a way to turn the four missions into one.

Using Vana's ion-enabled sensor tags, testers had little trouble mastering Mission 10. "Use your tags and listen to the voice lines," Lead Tester Drake advises. "As soon as a voice line mentions a group of fighters, those enemy ships are in the 'world' and can be destroyed." As soon as the fighters appear, use the sniper mode to target the enemy wings and tag them with the sensors.

"The New Resistance" is noteworthy for its ability to recreate the epic space battles shown in the *STAR WARS* films. At times, Vana is virtually swarmed by enemy craft. The testers pushed this to the limit, often allowing the enemy forces to build up around them. Players who avoid destroying any enemy craft until the very end of the mission will face a "wall of fighters." Drake also suggests reducing all of the

freighters to a fraction of their total "health," then making a final attack run to destroy them all in quick succession. As each freighter is destroyed, a wave of fighters will be launched to attack Vana and her allies.

"The New Resistance" is when many players begin using their wingmen commands to great effect. Rhys and Nym are more than capable of following Vana's orders and, at one point in the mission, Vana gains control of a wing of Scarabs.

Mission 11: Midnight Munitions Run

The Story: Reti's starship is loaded with stolen munitions, which the heroes must deliver to the Naboo resistance movement. But first, Rhys needs to lead Reti through a familiar canyon...



▲ When attacking with the *Havoc*, don't hold back. Nym's weapons can take out anything.



▲ Look out for cannon fodder. Hone your skills on small ground units, like battle droids.



▲ Experiment with attacking allies throughout the game to spot some special effects.



▲ Attack the Trade Federation command ship in Mission 3 to hear some alternate voice lines.



▲ As Vana, stick and move.

Generally regarded as *Starfighter's* killer level, "Midnight Munitions Run" requires complete mastery over the N-1. The player must navigate a treacherous canyon while squaring off against dozens of Trade Federation vehicles. "The level used to be even more difficult," claims Greg Land. "We started with three very narrow canyons, but then we opened them up a bit when we realized how hard they were to navigate."

Reti himself presented another design challenge. "We had a really hard time getting Reti through the canyons," says Land. Originally, the mission designer dictated Reti's path using a series of navigational points, called "waypoints." Reti's AI-controlled craft would then try to reach each waypoint, but the system had a few glitches. "He crashed into walls and objects," Land says, "and you could knock him off course, or an enemy blast might knock him off course. You just never knew if he was going to make it through." Ultimately, the designers opted for a "rail system," placing Reti on a predetermined, rigid flight path that couldn't be altered.

From a player's perspective, just protecting Reti will prove challenging enough. Testers advocate using the "power slide" maneuver as often as possible. The power slide can be achieved by hitting boost, followed by a sharp brake; the maneuver allows Rhys to momentarily face the ground and target land-based units, such as the dangerous AATs. Zooming in on targets with the sniper feature will help you pick off STAPs and other enemies before they become a threat, and players are advised to keep a low flight ceiling as they navigate the third canyon.

Mission 12: Rescue on the Solleu

The Story: Rhys and Reti prove that they're heroes by rescuing some Naboo prisoners.

"Rescue on the Solleu" is one of the most visually stunning levels in *Starfighter*. Much of the action takes place near a massive waterfall (three kilometers high in the game's scale). Players won't have long to enjoy the sights, however, as the Trade Federation's forces are everywhere. As with other missions, wingmen should be used to destroying turrets and enemy vessels.

Mission 12 is also noteworthy for the major "Easter egg" hidden within the level. After destroying all of the island turrets (the first objective), turn back toward the waterfall and zoom in on the rushing water. If you're quick, you'll catch a glimpse of Jar Jar descending the waterfall... in a barrel.

Mission 13: Last Stand on Naboo

The Story: Vana and Nym come to the Naboo's aid, using their considerable talents (and weapons) to protect an outpost from a full-scale Trade Federation assault.

Throughout *Starfighter's* development, the mission designers were continually seeking out new ways to test the capabilities of the PlayStation 2. In Mission 13, the sheer number of enemies pushes the console's memory constraints. As Nym attempts to defend the Naboo outpost, he is hounded by waves of Trade Federation vehicles and battle droids. "The player faces six HAGs, 72 AATs, 26 Scarabs, 24 STAPs, 15 bombers, eight AMTs, and 24 battle droids for a whopping total of 175 units," Designer Doug Modie reveals.

Deploying Nym's bombs and the charged Plasma Scourge at the right time

can push back the Trade Federation with ease. Also, players should note that they can fire through the shield protecting the base, allowing Nym to target enemies on the other side of the outpost.

Mission 14: The Final Assault

The Story: Rhys Dallows rejoins Bravo Flight for the climatic battle against the mammoth droid control ship. During his attack run, Rhys encounters an old enemy.

"The Final Assault" is perhaps the most technologically impressive mission in *Starfighter*. Not only does it include a tremendous number of enemy units but also it features the mammoth droid control ship and allows players the opportunity to actually fly into the control ship's hangar. It's no surprise that this mission was the most difficult to build and test.

The sheer amount of geometry posed the biggest challenge for testers. John Drake explains: "As a tester, you basically need to crash into everything to make sure that the player won't accidentally pass through a wall or object." And then, of course, the testers also had to make certain that flying through the tight confines of the droid control ship was actually fun. Fortunately, the designers provided ample opportunities for combat and exploration. In fact, there are several different tunnels that players can use when searching for the final battle with the mercenary leader.

Balancing the game's final enemy, the mercenary leader Nolo, required several passes as well. He's well-armed and difficult to defeat. Players need full shields and should ride their brakes throughout the confrontation.

Mission Debriefing

The testers and mission designers offer these facts for *Starfighter* fans:

Easiest Mission: Mission 3.

Hardest Mission: Mission 11.

Most Formidable Secondary Weapon: Vana's ion-enabled tags.

Most Formidable Enemy Starfighter: MorningStar C.

Toughest Bonus Objective: Destroying the dropships on Mission 7.

Toughest Single Opponent: Nolo, the mercenary "boss."

Toughest Mission to Build: Mission 14.

Toughest Mission to Test: Mission 14.



▲ Try taking on as many droid starfighters as possible for a true STAR WARS experience.

Mobilizing the Naboo: Vehicles from *Battle for Naboo*

Battle for Naboo, originally developed for the N64 and now appearing on PCs, features a host of new Trade Federation and Naboo military vehicles.

Heavy STAP

The Trade Federation's Heavy STAP is a modified version of the standard reconnaissance vehicle seen in *The Phantom Menace*. Used primarily for patrols and mop-up duty during large scale battles, the Heavy STAP has thicker armor than its predecessor. It also boasts more powerful twin laser cannons and a single torpedo launcher. The Heavy STAP is slower than the original and has a lower flight ceiling. It has difficulty crossing some terrain, such as a rushing river, as well.



▲ According to Brett Tosti, *Battle for Naboo*'s Director, the team "wanted to give *Sith Wars* fans some new experiences" by providing a diverse range of vehicles in *Battle for Naboo*. "We thought that flying a STAP would be fun," Tosti says, "but it seemed a bit too fragile for our purposes. We decided to create a version of the STAP that could deal more damage and take more punishment."

HEAVY SINGLE TROOPER AERIAL PLATFORM (HEAVY STAP)

CRAFT: Baktoid Armor Workshop STAP-2; **CLASS:** Ground (Speeder); **COST:** Not available for sale; **SIZE:** Medium-sized (1.9 m long); **CREW:** Normal +2 (1 pilot droid); **PASSENGERS:** None; **CARGO CAPACITY:** None; **GROUND SPEED:** 80 m (max. speed 240 km/h); **ALTITUDE:** up to 12 m; **DEFENSE:** 18 (+8 armor); **HULL POINTS:** 15; **DR:** 10. **WEAPON:** Blaster cannons (2 fire-linked); **FIRE ARC:** Front; **ATTACK BONUS:** +4 (+2 crew, +2 fire control); **DAMAGE:** 5d8; **RANGE:** 100 m.

WEAPON: Torpedo launcher (6 torpedoes); **FIRE ARC:** Front; **ATTACK BONUS:** +4 (+2 crew, +2 fire control); **DAMAGE:** 6d10; **RANGE:** 20 m.

*A Heavy STAP provides one-quarter cover to its pilot.

Police Cruiser

The Police Cruiser resembles the civilian version of the N-1 Starfighter and is a perfect training vehicle for would-be Bravo Flight pilots. Usually limited to sub-orbital flight, the cruiser is more maneuverable than a standard N-1. It also has strong shields and heavy armor. Its twin laser cannons and a single torpedo launcher are identical to those found on the N-1.



▲ Tosti explains the rationale behind the new vehicle: "The Police Cruiser design came about because we wanted to allow the player to practice their flying skills on a slower vehicle, that was more maneuverable than an N-1. We also didn't want the player to be shot down every ten seconds. Thus we decided to give it heavy armor."

NABOO POLICE CRUISER

CRAFT: Theed Palace Space Vessel Engineering Corps N-X Police Cruiser; **CLASS:** Starfighter; **COST:** Not available for sale; **SIZE:** Tiny (11 m long); **CREW:** Normal +2 (1 pilot/gunner, 1 astromech droid); **PASSENGERS:** None; **CARGO CAPACITY:** 65 kilograms; **CONSUMABLES:** 1 week; **HYPERDRIVE:** None (x1 when modified); **MAXIMUM SPEED:** Attack; **DEFENSE:** 26 (+2 size, size, +14 armor); **SHIELD POINTS:** 40; **HULL POINTS:** 70; **DR:** 5. **WEAPON:** Laser cannon (2 fire-linked); **FIRE ARC:** Front; **ATTACK BONUS:** +8 (+2 size, +2 crew, +4 fire control); **DAMAGE:** 5d10x2; **RANGE MODIFIERS:** PB +0, S -2, M/L n/a. **WEAPON:** Proton torpedo magazine (10 torpedoes); **FIRE ARC:** Front; **ATTACK BONUS:** +8 (+2 size, +2 crew, +4 fire control); **DAMAGE:** 10d10x2; **RANGE MODIFIERS:** PB +0, S/M/L n/a.

Starfighter PS2 Codes:

To enter codes, choose "Codes" from the Option menu.

NOHUD: Play missions without a HUD.

MINIME: Player craft becomes invincible.

DIRECTOR: A "digital director" appears in every mission.

JARJAR: Flips the controller's x-axis.

JAMEZ: Plays a secret movie!

HEROES: Plays a character concept movie.

PLANETS: Plays a location concept movie.

SHIPS: Another concept movie, focusing on vehicles.

WOZ: Unlocks a secret holiday movie.

TEAM: See the team!

CREDITS: Rolls the game credits.

Battle for Naboo PC Codes:

To activate, select "Options" from the Main Menu, then select "Passcodes" and enter any of the following:

NOSKILZ: Provides infinite lives.

LOVEHUTT: See a team photo!

RHUBARB: Enter graphics showroom.

F5&JOHN: Experience music showroom.

WHO?US? View the credits.

NOSHIELD: Activates "one-hit mode."

HRDOKIL: Activates advanced shields.

RUAGIRL? Player craft turns pink.

MELTDOWN: Increases rate of fire.

HOTAMMO: Activates advanced lasers.

DISCO: See the legendary "screen wave."

Jedi Power Battles Dreamcast Codes:

Enter codes at the Pause Menu. "U" and "D" are on the directional-pad; "L" and "R" refer to the triggers.

LRLRLRLRL: Activates the "Cheat Check Point." Players will be transported to the last checkpoint reached on the level.

UDULRL: Activates the "Cheat Radar," which shows the placement of enemies and civilians. This is especially useful when searching for handmaidens.

A+B+X+Y+R: The ultimate Jedi Power Battle Mode! This code activates the "versus" mode anywhere within the game, toggling friendly fire on and off during a two player game. The cheat needs to be entered during game play; upon successfully entering the code, a confirmation message will appear.

Next Issue: The Dark Side



Plug-n-Play

I have now enjoyed the first two issues of *STAR WARS Gamer*. Keep up the great work! I noticed a few letters from people telling you what they thought you should focus on. I think that your mix of fiction, RPG, CCG, and computer gaming info is just about perfect. I particularly like the "practical" RPG articles that helped me create a few starships.

I hope that you will do an article or review on Avalon Hill's *Queen's Gambit*. I

would also appreciate it if you could list RPG stats for characters mentioned in the fiction.

If you do half as good a job on the new *STAR WARS Insider* as you do on *Gamer*, you have a subscriber of both mags for life.

Brad Smith
Via Internet

Funny you should mention *Insider*, that little publication we humbly like to call "The Best Magazine There Is." Look for it

Page 252, under Rodian Commoner entry, under Special Features

Add -2 Cha.

Page 263, under Generic Con Artist Table, under Special Qualities

The third column (Scoundrel 8/Noble 4) should say "plus Command," not just "Command."

Page 263, under Generic Con Artist Table, under Skills

The Sense Motive bonus for the second column (Scoundrel 6/Noble 2) should be +12 (not +13) and for the third column (Scoundrel 8/Noble 4) should be +13 (not +12). They were accidentally switched.

Page 268, under Generic Jedi Table, under Feats

The second column (Jedi Guardian 8) should have Lightsaber Defense, not Knight Defense, and the third column (Jedi Guardian 12) should have Knight Defense, not Lightsaber Defense. They were accidentally switched.

Page 277, under Stormtrooper entry

Defense should be 16 (+6 armor), not 14 (+4 armor).

Wound points should be 10, not 12.

Page 284, Table 15-3: Skills Usable Untrained by Droids

Balance should be removed from the table; it is not a skill.

Page 290, under R2 Series entry, under Feats

Should be Skill Emphasis (Astrogate), not Skill Focus (Astrogate).

Page 291, under 3Po Series

Intelligence score should be 18, not 16.

Page 291, under M-TD Series

Intelligence score should be 16, not 18.

Page 293, Under Destroyer Droids & Autofire Sidebar, under Attack bonuses table

The Second Blaster column should have only one bonus listed, the number before the slash (+7 for Multishot, +5 for w/ Rapid Shot). Eliminate the second attack with the Second Blaster in both cases.

Page 284, Table 15-3: Skills Usable Untrained by Droids

Balance should be removed from the table; it is not a skill.

Continued Next Issue

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If you look at Insider #54 (on sale NOW!) you will see coverage of Queen's Gambit. Go! Buy! Now!

Oh yeah. Thanks for praising *Gamer*, too. Woohool—we rock the house.

He's Very Excited

Greetings, fellow gamers!

I have been playing roleplaying games since 1983 and have NEVER been as excited as I am now that Wizards has the license for *Star Wars* and is using the d20

system. Our regular group plays D&D weekly, and we just love the new system. No more "arguebates" over silly rules listed in some obscure reference material. No more players complaining about how their heroes could do *this* or do *that* if only the rules allowed it. Now everyone is on the same footing!

Please keep *Gamer* on a bi-monthly schedule. The magazine's quality and diversity of subject matter is fabulous! Although I don't play the CCG, I use the pictures on the cards for scanning material for my players as handouts during adventures. I also like the video game reports because I'm a junkie for a good aerial combat game—Rogue Squadron for N64 is still one of my favorites.

As far as era coverage, keep putting in an assortment of time-frame adventures.

Although our group is playing in the "Tales of the Jedi" era, I can make any era adventure work for my players, so keep them all coming! Also the Marvel Comics file is REALLY COOL. Expand it to include the Dark Horse stuff, and you've got my money every time! I have decided to go ahead and subscribe to the mag anyway, so please keep the quality high!

Now for the criticism part of the letter. I just picked up Issue #2, and although I really liked the section on new ships I was angry that the illustrations spanned two pages. How am I supposed to scan that material and make it look good for my players without tearing up my magazine? Each ship should have its own page for stats and its own page for illustration! Please feed your graphics guy to Jabba's rancor for me!

I anxiously await Wizards to release the new miniatures so I can paint 'em! Please tell me you're going to launch a line of plastic model kits for the vehicles in scale with the figs! Games Workshop makes a great selection of plastic kits, but they are pricey and don't match up well with *Star Wars* stuff. I can't use my son's toys 'cuz he gets mad when I "liberate" them from the toybox. Maybe I should feed him to the rancor? (Just kidding.)

Andy Farrell
Via Internet

Silly man! Jabba's rancor is dead! A dead rancor has no appetite for *peedunkeys* or naughty graphic designers. The wampa, however, is alive and miffed about that arm thing. We'll send him right over.



What is WIZARDS.COM/STARWARS Doing For You? Well . . .

Get Ready for the Dark Side—Online!

Take a walk on the dark side this summer at wizards.com/starwars! Our articles showcasing the first-ever roleplaying companion to the fearsome power of the Force begin with an art gallery in June, followed in July by an exclusive sneak peek at the Emperor's Hand prestige class, "The Crypt of Saalo Morn" free adventure by JD Wiker, and the Sith war behemoth in our Creature Feature. Plus, join the design team for a live online chat in the Wizards Presents room in August. Get a screen name and drop in to talk to the pros at www.wizards.com/chat.

You can also get in on the latest event information this summer with our previews and coverage of *Star Wars Roleplaying Game* events at the Origins Game Fair and Expo, San Diego Comic-Con, and the GEN CON Game Fair, where the *Dark Side Sourcebook* debuts. In addition, we'll bring you continuing support for the recent *Secrets of Tatooine* accessory, including an original online adventure

from JD Wiker, an interview with Art Director Sean Glenn, and a sneak peek at some denizens of Tatooine.

All this, as well as previews of the next issue of *Star Wars Gamer*, is waiting for you at www.wizards.com/starwars.



DARK SIDE SOURCEBOOK
Coming This Summer!
See it previewed first on
www.wizards.com/starwars!

The Ooops File

Mistakes happen. Here at *Star Wars Gamer* headquarters, we can correct various issue-related errors and oversights, as well as make half-empty promises about "being more careful in the future."

Case in point:

The "Exploring the Outer Rim" article originally slated for this issue (and mentioned on the back of the polybag) has been bumped to a later issue due to space constraints. Unfortunately, the polybag was produced well before the issue could be finalized; we apologize for any confusion this might have caused. ☹