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Game geeks are way cooler than movie geeks. Of course, we're talking *relatively* cooler. When comparing geeks to geeks, there's only so far you can take the word *cool*, but indulge me for a few more paragraphs. After all, if you're reading this, you're a game geek.

Game geeks are elite geeks. There are lots of movie fans compared with gamers; ergo, gamers are more rare and, as any TCG player will tell you, more valuable.

Game geeks are more creative. Most movie fans never even write a screenplay, but every gamer builds a deck, creates a character, or constructs a level.

Gamers are better investors. A movie geek drops ten bucks and leaves the theater with nothing but an empty bucket and a cup of melting ice. In a pinch, a gamer can unload his collection for cash.

Game geeks are more social. Movie fans sit in dark theaters watching a film, often alone, usually silent, while gamers gather their friends around a table and talk all day.

Gamers are strong. Don't let those pot-bellies fool you! Years of hefting card-filled suitcases and stacks of hardcover rulebooks make gamers more powerful than they appear.

Chicks dig gamers. I have no evidence to support this one, but I figured I'd throw it out there.

Gamers have more to say. If you've seen the film, movie geeks have nothing new to add, but gamers can spend hours telling you about their characters.

Gamers get better jobs. The roleplayers in particular have a lot of practice at lying, so interviews are a snap. Most vice presidents were once gamers.

Gamers are better armed. A movie geek can maybe fend off attackers with a program, but those dice make great weapons.

Game geeks know the rules—and how to break them. Let's see a movie geek get out of a parking ticket. "Rules lawyer" is as much a talent as an epithet.

Gamers are good with their hands. They

have to be to paint all those tiny miniatures and draw those intricate maps.

Game geeks have better excuses. When mom complains about their obsession, young gamers can at least say they're honing their math and logic skills.

All gamers can read.

Game geeks make better parents. Aside from the obvious advantages of knowing the rules and how to handle experience and Dark Side Points, game geeks have more toys to hand down.

Gamers fix problems. Movie fans can only whine about the screw-ups in movies, while gamers write their own levels and mods.

Gamers make better lovers. One word: roleplaying.

Now that you can see how much cooler a geek you are, what will you do with your newly realized abilities? We suggest using your powers for good. Seek out the nearest movie geeks and drag them into a *Star Wars* game. If you have trouble persuading your new friends that game geekdom is far cooler than movie geekdom, just show them a copy of this editorial as proof.

On the other hand, maybe it's better that you wait until *after* the game. That way they can be cool, too.



Dave Gross
 Geek-in-Chief
 vader@wizards.com

Got Character?

How often do you get the chance to tell tens of thousands of people about your *Star Wars* character? Read the writers' guidelines at www.wizards.com, then send in your character and the paperwork—*via regular mail only*. We'll add some fabulous art and print the best, then you'll be the envy of all your *Star Wars* friends—including the movie geeks.

FORCE FEEDBACK

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



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Tales from the Fringe

If There's a Bright Center to the Universe, These Letters Are From the Planet That it's Farthest From

Life on the fringe is tough, so with this issue we're sending a little comfort to those of you living in the outer reaches of the galaxy. Within this issue you can explore the frontier world of Bartyn's Landing or delve deeper into that most infamous hive of scum and villainy, Mos Eisley. We're also printing your letters for all to see. Don't see one you wrote? Better check the batteries on your HoloNet transceiver.

Before you do, you'll want to read what everyone else has to report from way out there.

Michael Mikaelian
Managing Editor

More Light Side/Dark Side!

I just want to say I love the magazine, and I would like to see more of the little comic strip that was in the first or second issue. Both the wife and I thought that was hilarious. And now for the serious matter, as I happily came bouncing out of the bookstore with the much awaited Dark Side issue, I ripped open the bag and started reading the letters section. And all I have to say is, I'm happy and angered all at the same time.

There was the letter from Mr. Andrew Chapov. I'm very glad to see a parent taking an interest in what his child is reading, but to say that this fine magazine and some other venues of entertainment are the cause of the downfall of American society! Oh come on, a fictional *Star Wars* character makes people want to kill other people. If you believe that, I have a bridge in New York to sell you.

I would like to try to educate Mr. Chapov. People who take guns and bombs to school already had those thoughts in their heads and probably didn't need anything to encourage them. It's a lack of parenting, and teachers who just simply don't care anymore.

So in closing, I would just like to say keep up the good work.

Mike Morell
Via email

We also loved Aaron Williams's cartoon ("Light Side Dark Side," *Star Wars Gamer* #1). We hope to bring you more funny stuff in the future.

Andrew Chapov's letter ("To Each His Own ..." *Star Wars Gamer* #5) has drawn a lot of fire from our die-hard fans. I reiterate to parents: your children, your responsibility. We're not trying to deceive anyone

into thinking we can baby-sit for you, though we always strive for a *Star Wars* experience the whole family can enjoy.

Go easy on the teachers, though. As our next letter illustrates, they have feelings too.



Speaking With Authority

In issue #5, you have a parent shrilly complaining that your magazine contributes to the already large bandwidth of child-marketed violence and mayhem.

As you noted in your reply, it's refreshing to see a parent check out what's going into his kid's head. (In fact I wish more parents would do this in regard to music—and I'm a heavy metal fan yet.) If he ever sees your reply, hopefully he'll realize he's gone a little too far to the right wing of the parenting spectrum regarding the content of your magazine.

You make the point, rightly, that without a depiction of evil there can be no effective depiction of good. Without villains, what shall a child see the hero vanquish?

The story of Martin Luther King Jr. is not complete without the Ku Klux Klan. The story of Jesus is not complete without King Herod, the Pharisees, or Judas Iscariot. The

story of William Wallace is not complete without the English. (And it's worth noting here that British actors have so wonderfully depicted Imperial villains from the beginning of the saga.)

I happen to be a middle-school English teacher in Philadelphia. I've noticed that the media has a very powerful, usually negative grip on my students' minds. However, none of my troublesome students seem to like *Star Wars*, and many of my good students do.

When literature, or any other medium, depicts a villain antagonist to oppose the hero protagonist, it only makes sense to depict them doing evil things. Your publication shall fall short only when it fails to depict the good guys' imperfect virtues, their internal struggles against their flaws (such as Luke's struggles against the Dark Side), and their ultimate victory over evil.

I would ask this parent to look at the myths of the past, including the very bloody Beowulf and the sundry Grecian myths, not to mention the original Grimm Brothers' fairy tales, and see that *Star Wars* is effectively no different and no worse as the result of our modern society's tradition of myth-making—and moral teaching.

In hopes of a more autonomous and insightful society of media, parents and children, I am . . .

John H. Furnish
Philadelphia, PA

See, even the teachers who listen to heavy metal care.

We got plenty of letters about Mr. Chapov's tirade. One reader even shared a private memory with us: "Growing up, I only had one nightmare resulting from [seeing *Star Wars*]: the stormtroopers-are-gonna-get-me nightmare." Powerful, powerful stuff.



You Want Back issues?

I think your magazine is great! I used to borrow it from a GM I game with, but I just bought issue #4. I was wondering, is there a way to order back issues? I really want the first three issues, too!

Ian Lee
Rolling Meadows, IL

I told you kids a hundred times, we don't sell back issues! If you don't get off my property, I'll feed you to my bubo . . . what's that? We do sell back issues? You're lucky my wife's here, or you'd be bubo chow by now. She tells me that you can get your back issues of *Star Wars Gamer* (and *Star Wars Insider*, if you like) by going to swfan.wizards.com. Now git, 'cause quantities are limited!



I Love You, But . . .

Let me just say that so far I am pleased with your magazine. It has a lot of content that I enjoy reading, such as the letters, adventures, the new species and classes, the CCG stuff—everything! I especially like this magazine because it contains stuff on all the *Star Wars* games I play, which is all of them! Over all, this is an excellent magazine.

One small problem with the website, though. When I downloaded one of the adventures on the site, all it shows on WordPad is gibberish. Is there something wrong with the adventures or is it something more? I know this is supposed to be about your totally excellent magazine, but I thought that since Wizards was responsible for publishing this they might some way to explain this or remedy it somehow. (By the way, the site's great too!)

You guys have done an excellent job. I hope the magazine just keeps getting better and better.

Zach Olson
Via email

P.S. Any thoughts of making any Jedi prestige classes?

I slipped the local information broker a few credits, and here's what he told me: "Most of the documents you can download from www.wizards.com were created using Adobe Acrobat. Acrobat is the perfect format for making printer-ready documents available over the Internet. If your computer didn't come with a version of Acrobat, you can download Adobe's Acrobat Reader for free at www.adobe.com."

As for Jedi prestige classes, you'll be drowning in them soon enough. Next

swfan.wizards.com

Back Issues

Log onto swfan.wizards.com, the official website of the *Star Wars* Fan Club, to order back issues of *Star Wars Gamer* (search for "gamer") and *Star Wars Insider*, as well as hundreds of other *Star Wars* products.

Star Wars Gamer #1

Premiere Issue! Shipbuilding secrets, Marvel comics' aliens, exclusive Podracing game, "Peril in the Ionosphere" and "Rendezvous at Ord Mantell" adventures.



Star Wars Gamer #2

Spacers issue! Twelve Corellian starships, Privateer prestige class, University of Sanbras Guide to the Duros, "The Lambda Heist" and "Snow Job" adventures.



Star Wars Gamer #3

Build, Buy, or Be a Droid! Rules for droid heroes, the Smugglers' Alliance, Silent Death™ starship combat game with star map, generic starports and landing pads, "Cloud Cover" adventure.



Star Wars Gamer #4

Walk on the Wild Side! Secrets of Kashyyyk, herds of Ithor, ships of the Smugglers' Alliance, Shaman class combo, "Kashyyyk in Flames" adventure.



Star Wars Gamer #5

The Dark Side! The Emperor's pawns, objects of the Sith, campaign guide to the Centrality, Slicer prestige class, Charlatan class combo, Silent Death™ Rise of the Empire ships, "The Hutt Hit" and "Talnar's Rescue" adventures.



Star Wars Gamer #6

The Hunt is On! Dengar, Zuckuss, 4-LOM, bounty hunter weapons, bounties worth dying for, heroic combat tactics, Dark Horse Comic characters, Freelancer class combo, "Welcome to the Jungle" adventure.



year's *New Jedi Order* and *Power of the Force* sourcebooks will have a couple of them, as will at least one future issue of *Gamer* (that's all I can say for now).



Sharp-Eyed

I noticed that the new ship stats have extra fields that haven't been explained (for instance, maneuverability). Is this a glimpse of some of the new material that will be released in *Starships of the Galaxy*? It's a little frustrating to get the magazine before the sourcebook: in the case of *Gamer* #5, *The Dark Side* sourcebook. This is a minor annoyance.

I have a question about the Akorec Strike Cruiser. The entry on weapons gives a damage of $4d10 \times 2$, with ranges of PB-2, S/M +0, L -2. All the other entries for capital ships have a multiplier of $\times 5$. I was wondering whether this was done on purpose, to indicate a much lower technology in weapon production, or it was an error.

Jean-Marc Comeau

Ottawa, Ontario, Canada

Thanks to our close ties to the Bothan SpyNet, *Star Wars Gamer* is often privy to information well in advance of its premiere. If you subscribe, you got a sneak

peek at some of the benefits of the Emperor's Hand prestige class before *The Dark Side* sourcebook was released ("The Emperor's Pawns," *Star Wars Gamer* #5), as well as the Gand Findsman prestige class from the *Alien Anthology* ("How the Other Half Hunts," *Star Wars Gamer* #6). Of course, there's also the instance you pointed out, the maneuver statistic. If you haven't picked up *Starships of the Galaxy* from your local trading post, maneuver is the total of a starship's size, maneuver modifier (based on the ship's engine quality), and crew skill. You use it whenever the starship makes a Pilot check to perform (you guessed it) maneuvers.

We don't see many capital ships out this way, but the Akorec strike cruiser ("A Campaign Guide to the Centrality," *Star Wars Gamer* #5) seems to be in order. Laser cannons, like those on an X-wing fighter, have a base damage of $4d10 \times 2$. The X-wing has four of them fire-linked, increasing the damage to $6d10 \times 2$. See, nothing wrong with this lightly armed capital ship.



Some Service Here?

First of all I would like to congratulate you on a great magazine. I have found useful RPG information in almost every article

so far. I even had some great inspiration from the fiction stories. I just picked up issue #5 and was delighted to see the Slicer prestige class. It is exactly what I was looking for my scoundrel at this point in our campaign.

I was rather disappointed that my copy of issue #5 did not come with the Galaxy Poster Map. My friends and I were looking forward to seeing it as we have been having problems with hyperspace travel. I have checked all copies of the magazine available to me but none have the map. At first I thought that there may have been a misprint on the cover, but you mention it in your reply to Balrog2950 in "Force Feedback." Was there a problem getting it into the issue? If there is a way I could get a hold of a map it would be much appreciated.

Colin Wheelock, A.K.A. Velspath
Duncan, British Columbia

We're glad you're finding the magazine useful. There haven't been many complaints about missing poster maps, though sometimes these things happen. Writing us at swgamer@wizards.com is one good way to get some service. (Be sure to include your first and last name, address, and phone number.) If you

continued on page 126



Blast Off This Holiday Season on the Web!

By Ray and Val Vallese

When you think about *Star Wars*, you can't help but think about all of those cool ships! In November and December, ships are just what you'll find at the official website of the *Star Wars* Roleplaying Game. We're serving up plenty of original tie-in material for the new accessory *Starships of the Galaxy*!

Go behind the scenes in an interview with Owen K.C. Stephens, author of the prime sourcebook for starships and space combat in the *Star Wars* galaxy. Jack up the firepower of your own campaign with the book's web enhancement: three new ships available only online. Sample a sneak peek at rules for brand-new ship maneuvers. Put it all together with *Rycar's Run*, a free mini-adventure showcasing starship combat.



Of course, *Star Wars* is about more than just ships. If you like aliens—and who doesn't?—watch out for a few new online exclusives that we couldn't cram into *Alien Anthology*. We'll also give you the first look at the new *Star Wars* products coming out in the second quarter of 2002, plus great stuff for the Living Force campaign—updates for the December tournament ("Oblivion's Kiss"), a release schedule for next year's scenarios, convention previews, and more! The

website wouldn't be complete without our regular features, including the "Tips and Tactics" gaming column, advance looks at upcoming issues of *Star Wars Gamer* and *Star Wars Insider*, new creatures, and new Expanded Universe characters.

Drop by www.wizards.com/starwars regularly in November and December to check in on all the updates and surprises we have in store. See you online!

JEDI COUNSELING

Answers To Your STAR WARS RPG Dilemmas

BY JD WIKER



How Jedi support themselves during the Old Republic and Rise of Empire eras? Do they receive pay from the Republic? Are they like monks needing to ask for donations from the common people? Is the Jedi Temple so wealthy that it can meet all the needs of the Jedi?

The Republic funds the Jedi Order, especially when they are engaged in missions for the Senate, usually in the form of transportation and equipment. Still, when a Jedi Knight is sent on an assignment, he or she carries a sum of money based on the anticipated needs; the Temple is frugal but not stingy. If you need a specific amount, assume that a Jedi leaving the Temple on a mission would receive a number of Republic credits equal to (level \times level) \times 100. A Padawan would receive no money at all; any funds he needed would be entrusted to his Master. In any event, the Temple expects any unspent funds to be returned on completion of the mission.

Most Jedi Knights rarely need money while they are outside the walls of the Jedi Temple; the Force generally provides what is needed, in one fashion or another. For example, Qui-Gon Jinn, having 20,000 Republic dataries on his mission to Naboo, was unusual considering that he was on what was expected to be a diplomatic mission. The money was most likely supplied by Supreme Chancellor Valorum, who would have anticipated that, when dealing with the Trade Federation, even a Jedi might need to pay a bribe here or there.

Would learning a dark side Force skill—which would give a dark side point to use—give the character a dark side point?

No—no more than learning to fire a blaster makes a character a murderer. While the call of the dark side would be

much stronger for that character—amply demonstrated by the character's willingness to learn the skill in the first place—he doesn't gain a dark side point until he answers that call.

In Episode I, Obi-Wan is a 6th-level Jedi guardian and is close to achieving the level of Jedi Knight when his Master, Qui-Gon, is killed. What if a Jedi is 3rd level, and the training isn't even close to being complete, when his teacher dies? Does he return to the Jedi Temple and await another Master? Does the Jedi Council appoint one?

Almost certainly. The Jedi feel a strong responsibility to their students. Having opened a Padawan's perceptions to the larger world of the Force, they cannot in good conscience then abandon a student whose training is incomplete. If a Padawan's Master dies before the learner is ready to undergo the tests of advancement, the Jedi High Council would make it a point to bring the Padawan back to the Jedi Temple and find a new Master for him as soon as possible. We'll answer this question in much more detail in the *Power of the Jedi* sourcebook.

When you spend the Force point constructing a lightsaber, do you get the bonus dice or just roll normally?

The Force point that a Jedi expends when building a lightsaber is specifically for the purpose of imbuing the focusing crystals with the power of the Force. It does not affect any of the rolls necessary to construct the lightsaber. On the other hand, if a character expends a Force point on the Constitution check, the Wisdom Check, and the Intelligence check, she rolls the bonus dice as normal. Since these checks are made all at once, a single Force point is sufficient to gain the bonus for all three rolls.

One of my players is convinced he must play a darksider. I have no problems playing with the dark side, but I would like some clarification on the difference between light side and dark side skills and feats.

Each dark side skill or feat is clearly labeled with the words "Dark Side" at the beginning of the first line after the skill's title—and so is the sole light side skill, Heal Another. The rest of the skills and feats are neither light side nor dark side—they are simply Force skills and feats, and either kind of character can use them without dark side modifiers.

My Jedi character decides to take a dark side prestige class. Would he add his Jedi Guardian level to his Dark Side Marauder level and divide by two to figure his Battle-mind bonus?

Yes. Since Battlemind says that the attack roll bonus is equal to one-half your Force-user level, you would add your Jedi Guardian levels and Dark Side Marauder levels together to determine the total bonus.

Where is WotC hiding the official errata on their website? After looking at the site for a couple of hours, I gave up finding it.

By the time you read this, you can go directly to *Star Wars Roleplaying Game* errata by typing the following URL in your web browser: www.wizards.com/swerrata

How do you go about awarding experience points to a droid? Example: There are four 4th-level characters and an R2 unit. Normally after the adventure, if there were only 4 players, each would get 1,000 experience points. Does the droid count as a "5th player" and you divide the experience by 5 and award each player 800 (including



Gamemastering Advice

I was looking at the West End Games sourcebook for the Death Star, and I started wondering about the Death Star's super-laser. Just how many points of damage would it take to destroy a planet like the Death Star destroyed Alderaan? Converting the West End Games stats gives an average damage around 400-500 points. But that can't be right—that's not even enough to take out a Mon Calamari cruiser. So what would you say it would take to destroy a planet?

While we were working on *Starships of the Galaxy*, we debated whether to write up the space station stats for the Death Star. Ultimately, we decided to omit them because the Death Star's super-laser should really be only a plot device. The super-laser should fire when the GM says it does, destroying nearly anything—with the exception of a sun. (Even then, it would probably cause devastating solar flares.) Assigning a number to that effect is more work than it's worth, because then you have to assign hardness and wound point ratings to literally everything, just in case the heroes get hold of the thing and aim it someplace the GM hadn't expected. Ultimately, that's a waste of time for everyone involved. The Death Star should fail to destroy something only if the GM wishes.

I was wondering if anyone knew of a mechanic dealing with ricochet fire of the sort that happened in the trash compactor on the first Death Star. Just say you were reenacting that trash compactor scene in your game and Han fires his blaster, which

ricochets 4 or 5 times. How would you determine the probability of characters getting hit?

My suggestion is to determine how many times the bolt ricochets randomly by rolling 2d4. For each "bounce," randomly determine what's in the way of the ricochet by rolling a d20; if the roll on the d20 is equal to or less than the number of characters in the area, the ricochet "attacks" one of them. (You might even want to assign specific characters to each number so that you can also determine which character is in danger.) If the roll is higher than the number of characters, the bolt continues to bounce around.

A ricochet has an attack bonus of +0 and ignores range increments. Once a ricochet bolt hits a character, it stops

bouncing. If you've resolved all of the attacks and none of the ricochets hit, the energy is either spent or shrieks harmlessly off into the distance.

For an added level of cinematic surprise, you might consider letting everyone take

their first action without immediately resolving the effects—and then resolving all of the various blaster shots at once. And if you get a player who wants to take advantage of the ricochet to hit a target behind cover—or several targets—you should assess a penalty of -4 for each "bounce"—but still calculate those additional ricochets!

Note: Most surfaces won't cause a ricochet, but you can have a lot of fun with surfaces that are magnetically shielded, like the walls of the Death Star's trash compactors.

Assigning a number to the Death Star's super-laser's effect is more work than it's worth, because then you have to assign hardness and wound point ratings to literally everything.

the droid), or is the experience split among the "real" players, and the droid GM character receives 1,000 experience like all the other players?

The determining factor is whether the droid actually participated in the adventure. Note that in Chapter Thirteen of the core rulebook, R2-D2 is a Scout 4/Expert 3, while C-3PO is only a Diplomat 3. This disparity was intentional; while Artoo embraces adventure, Threepio actively avoids it. The experience he gains is almost entirely for non-physical encounters, where the protocol droid helps by translating or otherwise providing assistance the other heroes need. Artoo, on the other hand, is considerably spunkier about it, going so far as to lend a hand—or an arc welder—when a target presents itself.

Page 31 of *The Dark Side* sourcebook talks about corrupted Jedi: "A Jedi who takes on any of the Sith Prestige classes gains one level in the new class for each level of Jedi consular or Jedi guardian he trades in." Now does this mean that, if you are a 10th-level Jedi consular or guardian, you can trade all 10 of those levels in and take on 10 levels of a Sith Prestige Class, if you meet all of the requirements? If so, what, if anything, do you keep (Base Attack Bonus, Saves, Defense Bonus, and so on) from the Jedi consular or guardian?

When you "trade in" levels of Jedi for levels of Sith, you exchange the Jedi class's Base Attack Bonuses, saving throw bonuses, and vitality dice for those of the Sith class you choose. You also lose any special abilities of the Jedi

class—which means all those feats you gain for free just for being a Jedi. But you have to remember that if you trade in so many levels that you lose the feats that allowed you to qualify for the Sith prestige class, you can't become a Sith. ☐

**Got rules questions?
Send them to:**

**Jedi Counseling
c/o STAR WARS Gamer
P.O. Box 707
Renton, WA 98057**

**or via email to:
swgamer@wizards.com
(include "Jedi Counseling"
in the subject)**

ROGUES GALLERY

Fringers

ILLUSTRATED BY JIM MAHFOOD

The fates were smiling when arts and design unit Kyle H. met Jim Mahfood at this year's San Diego Comic-Con. Using a complex sign language of popping and locking, Jim explained through his handlers that he would gladly take on an assignment. Check out more of Jim's fine craftsmanship in Marvel Comic's upcoming *Spiderman/Fantastic Four Ultimate Team-Up*, and at www.4oozcomics.com.





Red Sky, Blue Flame

BY ELAINE CUNNINGHAM
ILLUSTRATION BY MARC SASSO

Marc Sasso



Jag Fel shouldered open his dented cockpit and struggled out. A blast of cold air hit him. He shielded his eyes against the stinging wind and searched the horizon for the Chiss military academy. A vast, curved sphere rose from the bleak landscape, barely visible against the blowing snow. If not for the reflected light of the three converging moons, he might not have seen it at all.

With a sigh, Jag began the trudge back. In this weather, he'd be as blue as a Chiss by the time he got back.

A sharp, nasal blast of from hover sled mingled with the rising wind. The bright red vehicle skimmed through the swirling snow, driven by a burly Chiss man with white, ice-encrusted hair.

"Obersken!" Jag shouted, waving both arms to get the attention of his rescuer. They were well acquainted—most of Jag's flights with the *Blue Flame* ended with an interesting landing and a scolding from the chief mechanic.

The elderly Chiss pulled up and sent Jag a baleful glare. Moving with practiced ease, he hitched lead ropes to the ship and winched it onto the sled. He grimaced at the sight of the huge mynock plastered over Jag's viewing portal. "Couldn't help this, I suppose. At least this time you've a good excuse."

Jag suppressed a wince. "You'll hear otherwise. The thing settled on Shawnyr's craft and began to eat through one of the cables on her port, forward arm. I, ah... distracted it."

Obersken sent him a look of unmitigated disgust. "Rash, undisciplined. There's no room for heroes in this corp. How many times have I told you that?"

Jag inclined his head, a gesture that both acknowledged this wisdom and made apology for not following it. As a child, he had dreamed of being a hero. At fourteen, he already viewed these early ambitions with the nostalgia reserved for childhood foolishness.

Gimald Nuruodo, the flight instructor, met them at the door. "More heroics, Lieutenant Fel?"

The Commandant's tone, cool and polite, conveyed his opinion with painful clarity. Jag snapped to attention. "Sir, we won the exercise, sir."

"Win or lose is hardly the issue. The disregard of rules, the presumption of an individual who placed his impulses above the collective wisdom of tradition and clan, this we cannot allow." He paused for a disgusted sniff. "You are your brother all over again."

Jag's first impulse was to thank the Chiss—which would be a sincere response, but one that would certainly seem insubordinate. His brother Davin had been a hero in every sense of the word, and the Chiss found a thousand ways to remind him of it.

Thrawn was a hero, Jag thought, but he knew better than to speak the words aloud.



Later, in the comforting warmth of the academy, Jag's thoughts lingered on Grand Admiral Thrawn. He was wise enough to keep those thoughts to himself, even as he joined the other cadets for the evening meal.

Long, straight rows of blue-skinned future warriors filled the mess hall. No one slouched; no one spoke. They sat with perfect posture on the backless plasteel benches, quietly spooning up the evening meal. You would never know by looking at them that the central purpose of their lives had suddenly ceased to exist.

For months, "*Thrawn has returned!*" had resounded throughout the Rata nebula like morning birdsong spreading through the academy's dome-sheltered forest. Rumors of the great leader's survival had galvanized the Chiss outposts. The cadets' training had been accelerated in hopes that the Grand Admiral would soon call them into active service. Even Jag had been given a ship of sorts. He considered himself as ready as any Chiss cadet, and as grimly determined to serve well.

But Thrawn's return had been a lie, a hoax perpetuated by a clone and his con man. Jag felt as if someone had pulled his clawcraft out from under him in mid-flight. What were he and the other cadets supposed to do now?

As if in response, a tall Chiss male in the burgundy uniform of a House Phalanx commander strode into the room. The cadets rose crisply and turned with military precision toward the dais to await the commander's words.

Jag stood with them, regarding the Chiss commander with a mixture of interest and apprehension. The commander known only as "Stent" had served with Admiral Voss Parck and with Jag's father, General Baron Soontir Fel. Stent was also the reason why Jag had

Thrawn's return had been a lie, a hoax perpetuated by a clone and his con man.

come to this particular academy.

"Stand at ease," the Chiss said in a low, perfectly modulated voice that carried to the far corners of the mess hall. The cadets shifted into a slightly more relaxed posture, their eyes intent upon the leader.

"The liaison post commanded by Admiral Voss Parck has fallen to the Rebel Alliance," he said bluntly.

With difficulty, Jag bit back a curse. His father's post, destroyed! Once again, the rebels had reduced a corner of his ordered world to chaos.

Commandant Gimald stepped forward and executed a crisp bow, a courtesy normally given only to those of far higher rank than Stent. This was a sure sign of disagreement to come. It was the sort of small, pointed irony that Jag had learned to expect from the Chiss.

Red Sky, Blue Flame

"With respect, Commander Stent, the former Alliance has not been known by that name for over a decade.

The cadets are expected to keep abreast of political developments."

"The name might have changed since the so-called Battle of Endor, but after fifteen years, the so-called 'New Republic' is still a rag-tag collection of thugs, peasants, and deserters," Stent said bluntly. "But I wasn't sent to discuss semantic niceties. With your permission, Commander?"

Gimald yielded the floor with a tight-lipped face and a deep, formal bow more appropriate to an audience with the Chiss Senate.

"There were two waves of attack," continued Stent. "The first came from Jedi spies. The facility was destroyed. We salvaged what we could before other ships arrived, forcing a tactical retreat. It is possible that some records remained behind. If the security locks were breached, it is possible that the location of this academy has been compromised."

Jag kept his eyes straight ahead, but he felt the other cadets' red-eyed glare and the sudden, answering heat in his face. The academy's location was not entered into the data banks. No human but Baron Fel knew of its location, and this information had been given him grudgingly and with a cost—the safety of his only living son. Baron Fel understood that betraying the location of this academy would also mean endangering his son. Jag knew his father would not betray him.

Still, here was Stent, preparing the academy for an attack. Stent reported to General Baron Fel. Why would he come, unless the New Republic had learned the location of the academy?

A thin whine cut through the condemning silence, rapidly growing to a maelstrom that spanned the spectrums of sound, encompassing both a thunderous, ground-shaking roar and a raptor's shriek. Alarms blared and warning lights pulsed. The Chiss scrambled toward the ship hangers.

Jag followed as he had during scores of drills, racing down the spoke-like corridors that radiated from the vast and verdant forest in the dome's center. The passage was filled with a complex green scent, a strange contrast to the metal-and-ceramic fleet visible through the transparisteel wall of the hangers.

Too late it occurred to Jag that his ship, the infamous *Blue Flame*, was not in the hanger but in the mechanics bay. Again.

His heart sank. He slowed his pace and moved toward the corridor wall to let the others pass. His gaze settled longingly on one of the sleek, silver clawcraft assigned to his fellow cadets. With their rounded cockpits and four neatly furled metal arms, they looked like a small pack of feral creatures, tamped down and ready to spring into the sky.

Suddenly, a terrible crash shook the structure and threw down fragments of the transparisteel wall. Jag raised his arms before his face, but not before he saw his fellow cadets fall beneath a sparkling shower of knife-sharp shards. Many of the Chiss students did not rise again. The bloody survivors pushed through the wreckage to get to their ships. Then they stopped, staring with tight-lipped dismay at their ruined fleet.

Small fires burned throughout the hangar.

The sprinklers came on, dousing the flames but doing nothing for burning pain that flared in a dozen wounds on Jag's body. He pulled a particularly nasty shard from his forearm before striding forward to take stock of the damage.

The cause of the disaster had been a mid-sized freighter. Its scattered remains littered the hangar floor, which had buckled and cracked under the impact of the crash. Its cargo, most of which was decidedly not military issue, spilled from a twisted hull and lay strewn across the floor. Between the impact and the shrapnel, most of the clawcraft had been damaged beyond repair. Only one seemed to be still intact.

Jag glanced up. A huge hole marred the ceiling, revealing another gap in the outer wall of the dome. The jagged edges of both holes refracted the light of the converging moons. It was fortunate, Jag noted, that the planet was in one of the temperate seasons of its complex, years-long cycle. Had they been in deep winter, the breached dome would have meant certain death.

"Not a deliberate attack," Jag said, his eyes seeking Stent's grim face. "This was not the Rebel—not the New Republic."

The Chiss eyed him coolly. "Explain."

Jag kicked at a shattered crate, and the pile of bright fabrics it had once held. "This looks more like loot than anything a military ship would carry. You said the first wave of attack was by Jedi spies, the second came later. Perhaps the second wave was pirates, not New Republic."

Stent considered the suggestion. "It is possible. I was not there to confirm the identity of the attackers. But pirates traveling with Jedi? It seems illogical."

"But not unknown," Jag countered. "Princess Leia Organa of Alderaan married a common smuggler. That sets a certain standard for strange bedfellows. On the other hand, pirate organizations can be resourceful. They might have got wind of the attack and followed like scavenger birds to a battlefield, with no connection to the Jedi."

A tall, muscular Chiss female approached them and snapped a quick bow to the commander. "Permission to speak," she asked, glancing pointedly at Jag, who had not followed such protocol. Her red eyes lingered for a moment on the blue piping on the arms and legs of Jag's black flight suit. Her own suit was marked in red, as were those of all the other Chiss. When he'd first been issued this uniform, Jag had assumed it to be symbolic, a way of integrating the human cadet with his cerulean-skinned fellows. He soon learned otherwise.

Stent acknowledged her with a curt nod.

She bowed again. "First Lieutenant Shawnyr Nuruodo, cadet commander. In my opinion, sir, the human could be correct. It seems likely that this freighter was damaged in the attack on the outpost. The pilot attempted to land on what appeared to be a lake and was confounded by the dome. By the time he realized his error, it was too late to alter course."

"Exactly," Jag agreed. "They never knew we were here."

"They do now." Shawnyr pointed to the shattered ceiling.

Tiny silhouettes of intruding ships crawled across the pale face of Asdroni, the largest of the planet's three moons. They seemed to circle the glowing orb, growing larger with each spiral.

"They're landing," Stent concluded. "If they are pirates, they will land and loot the academy. Where are your commanders, your instructors?"

Shawnkyr's gaze shifted to several motionless forms lying under a small hillock of shattered crystal. "They led the way to the hangar. You are now the ranking officer, Commander Stent."

The Chiss nodded once in agreement and pulled a small blaster from his belt. This he handed to Shawnkyr. "Take ten warriors to the nearest weapons lockers and gather all the charrics and extra energy packs you can carry. Bring them here. The pirates will soon come through the breach. We must be ready for them."

Shawnkyr tucked the blaster into her belt. Her eyes swept the shell-shocked survivors. "Fenlish, Khana, each of you chose four and follow," she barked out, then jerked her head toward Jag to indicate that he was also to come with them.

The cadets sprinted through the corridors to the nearest weapons cache, then looked expectantly at Shawnkyr. Cadet commanders were issued key cards with lock combinations for just such contingencies.

She reached for a uniform pocket, but the ripped fabric hung in an empty flap, its contents lost. A lavender flush suffused her face.

On impulse, Jag spun and kicked the locker, just to one side of the locking mechanism. The thin metal buckled. A second kick folded the door in, pulling it away from the lock, but not quite disengaging it. With an exasperated hiss, Jag snatched the Shawnkyr's borrowed blaster and sent a single shot at the lock. The door swung open with a creak of protest.

"Quicker this way," Jag explained to the surprised Chiss. He began pulling charric blasters from the locker. He dumped the first load into Shawnkyr's arms. Their eyes met over the piled weapons.

"Your orders, Lieutenant?" he asked.

She composed herself. "Tlarik, help Jag Fel gather the weapons. All others, queue up. Take as much as you can carry at a run, then return to Commander Stent for instructions."

Shawnkyr spun on her heel to do as she had instructed the others. Jag snatched up weapons and tossed them to the waiting Chiss. He piled all the remaining power packs into Tlarik's arms and waved the last cadet on his way. There were more remaining weapons than he could reasonably carry, but the cadets would need them all. Jag looped the straps to the rifles over his shoulders until he could barely stand under the weight of weapons. He gathered up more to carry in his arms and hurried to the rendezvous point. Stent and one of the surviving cadets were checking out the sole intact clawcraft.

He was about a hundred meters away when a streak of laser fire slashed down through the hangar. A red flare lit the devastation. When it faded, the clawcraft was gone, as were the two Chiss who'd been examining it.

"Stent," gasped Shawnkyr.

"You're in command," Tlarik reminded her.

Shawnkyr composed herself almost instantly. "Everyone take a weapon and two extra packs. Once all are armed, anyone my size or larger takes a second weapon, as long as the supply holds out."

Her red eyes quickly swept the hangar. Jag followed the line of her gaze and tried to guess the path of her thoughts. On the far side of the hangar was one of several corridors that formed concentric circles around the interior forest. The hangars were near the center of the dome, a position intended to protect the ships from attack. Since the dome was virtually invisible from above, it was believed that a ground assault was the only real threat. Only the catastrophically bad luck of the freighter's crashing through the dome had changed that.

"We seal off every circle beyond this one," Shawnkyr decreed. Her gaze shifted from one cadet to another. "Gintish, seal down this passage. Pump the oxygen from all the outer corridors to contain the invaders in the center. Can you accomplish this?"

The young Chiss snapped a bow and set off.

"That will forestall looting. With limited territory to explore, the invaders will find their way into forest center. We will await them there," Shawnkyr concluded, glancing up through the ruined dome. Above them, the enemy ships circled in lower and lower.

The young Chiss took their places. As Jag snatched up a charric,

Shawnkyr raked one hand through her hair in an attempt to restore order. Her hand came away wet and red.

he wondered whether he was the only one feeling apprehensive about this plan. What Shawnkyr suggested were traditional tactics born of the drills the Chiss had designed to protect the academy's students in case of a ground invasion. All of them had been trained in hand-to-hand combat, using the artificial forest terrain as if it were a second weapon. Jag's father had taught his son that the Chiss had an unparalleled aptitude for tactical thinking. Why, then, was Jag so uneasy?

The bombardment was as brutal as it was sudden. Laser fire streamed down into the breached chamber, followed by the blue flare of proton torpedoes.

"To the forests!" shouted Shawnkyr.

The Chiss scattered, fleeing the leading edge of the first explosion, stumbling down rubble-strewn corridors to the central haven. Here the dome was the highest and also the most impermeable, for it was meters thick and protected by powerful shielding. Jag ran close behind Shawnkyr.

The corridor ahead exploded into shrieking metal shards. Jag threw himself at Shawnkyr. They fell hard and rolled together into a side corridor. They found themselves in the mechanics bay, and one of the safest places

Red Sky, Blue Flame

outside of the forest itself.

The Chiss pulled herself free and came up in a crouch, running lightly under heavy durasteel grids that lifted ships to an easily accessible height. They dove under one of the platforms and huddled there.

Shawnkyr's black hair, always neatly fastened at the nape of her neck, now hung in loose and unruly strands. She raked one hand through it in an attempt to restore order. Her hand came away wet and red, but she merely wiped the blood on her uniform.

"Probably two-thirds of the cadets have made it to the forests," she murmured. "That leaves our forces at between fifteen and twenty. That should be enough. Once these pirates land, we'll pick them off easily."

The truth came to Jag suddenly. "They won't land," he said. "Not for a while, at least. There were a few clawcraft still recognizable after the first crash, and the ships came close enough to get a clear view of them. No one but Chiss flies this kind of ship. It's unlikely that pirates would intentionally attack a Chiss military outpost—"

"Unless it was first softened up by a primary assault," Shawnkyr finished grimly. "In time, they could bring down the shields. The central dome is strong, but not impervious."

They were silent for a moment, listening to the continuing bombardment and the crunch and shriek of the mistreated structure.

"Stent did not say whether your father survived the attack on his outpost," said Shawnkyr.

"He didn't need to. Why else would Stent have come, unless my father survived? My presence here shows how little trust Stent has in my father's honor."

"That is harsh, but logical," she agreed. A particularly powerful blast hit the dome, and the room shook. The Chiss glanced up toward the ceiling and grimaced. "We may be pinned down here for some time. Indulge my curiosity: Exactly how *did* you come to be here, at the academy?"

It was a question Jag had heard for most of his life. He'd spent much of his childhood at the Hand of Thrawn, the Chiss admiral's hidden base. He had been raised among Chiss, all of whom had shown the same curiosity about the Fels' presence and purpose.

For several years, this had been easily explained. "My father serves Grand Admiral Thrawn," was something all could understand. So Jag was accepted, after a fashion, and he'd played with solemn, blue-skinned children, and he'd watched them mature before his eyes like swift-blossoming cannu flowers. One day they were children; the next, young adults. Ten-year-old Chiss put on the uniform of cadets and left for one of the military academies, whose locations were guarded as jealously as that of the Hand of Thrawn. Year after year, Jag had watched them go with longing eyes.

During the last monsoon season, Jag had grown with almost Chiss-like speed. Relentless training had packed muscle onto his lengthened frame, so he was not quite as gawky as other teenaged humans. His voice changed nearly as precipitously, plunging downward in direct opposition to his soaring height.

Jag remembered his father's face when

he'd approached him about a commission to the academy. Baron Fel had been unusually distracted in recent months, and he did a shocked double-take as he focused on the young man standing at attention before his desk.

"Wedge," he'd muttered in disbelieving tones.

Wedge Antilles was his mother's brother, one of the Rebels' heroes and a pilot in their famous Rogue Squadron. Jag supposed he did resemble him somewhat—his hair was the same shade of near-black, and his face defined by black brows, strong features, and a square chin. Once, Jag might have thought to emulate the famous pilot. At the moment, he felt only blank astonishment that his own father did not recognize him, if even for just one moment.

He pulled his thoughts firmly back to the present moment, and the watchful Chiss. "It was a political matter," he explained. "My presence here gives the Chiss leadership a sense of security. Humans are known to be emotional, so the logical assumption is that Baron Fel, though he is currently a liaison between the Chiss and the Imperial Remnant, would protect the hidden Chiss bases from Imperial exploitation for fear of retaliation against his son. With that assumption in place, he is free to maneuver as needed. Without rancor, I can assure you that my safety would be only one of many factors entering into his decision."

Shawnkyr nodded thoughtfully. "I had not thought humans capable of such tactical decisions."

"And that's exactly why we're stuck here like spine rats in a burrow," he retorted.

"Explain."

"Tactics..." Jag said curtly, holding up his left hand, fingers splayed. "A knowledge of past military tactics," he said, curling his thumb and third finger into his palm.

"Knowledge of the enemy..." this point he underscored by furling his index finger.

"...an understanding of their expectations," he added, ticking off this point by curling his middle finger. He shook his hand, the pinkie still extended. "And what is left?"

"A hidden plan that contradicts and confounds these expectations," Shawnkyr recited.

Jag nodded grimly, shaking the fist his hand had become. "A rational process, a well-reasoned solution. An obvious solution."

He thrust out his right hand, stiffened fingers diving for Shawnkyr's throat. The Chiss batted the attack aside just short of impact. Chagrin mingled with anger on her azure face.

"You have a dangerous way of making a point," she said, "but it is effective for all that."

"The Chiss exiled Thrawn for his repeated offenses. Have you never wondered how this brilliant tactician failed to measure the tolerance of the Chiss ruling houses?"

She hesitated, then inclined her head. "I have pondered this, yes."

"The answer is simple: He *didn't* miscalculate. He used seeming defeat to further his objectives. Did you know that the Empire made recruitment overtures *before* Thrawn's exile? He could not honorably accept, not as long as he was attached to the Chiss Expansionary Defense. What could he do but engineer his own disgrace?"

Shawnkyr stared at him.

"My father told me of Thrawn's subterfuge. He considered this

information part of my training. Surely he was in a position to know. Stent confirmed it when he told me of my commission and explained the purpose of this particular academy. We were to be a hidden phalanx, a weapon for Thrawn to unleash at a moment of his choice."

As Shawnyr assimilated the information silently, Jag suspected that Stent's name gave his words a weight that they otherwise would not have had.

He glanced at the red piping on the Chiss female's uniform. This presented the Red Flame—the essence of courage, cunning, and discipline, an the ideal state of perfection that could be aspired to if never quite achieved. Quite a contrast from the blue piping on his own uniform. In the eyes of Jag's fellow cadets, his impossible aspiration was something rather different. His uniform was a constant reminder that he could never be a Chiss.

"Tell me more," Shawnyr prompted.

Jag sternly banished the bitterness that followed these thoughts like fumes from a bad exhaust. "My father left the Imperial service for a time to pursue a personal matter. Admiral Isard later captured him, and he disappeared from public view. Most people inside the Empire and beyond assumed that he had been executed for treason. This was also Thrawn's plan, carried out by Admiral Voss Parck."

Shawnyr's eyelids flickered, the Chiss equivalent of a gaping jaw and an astonished gasp.

"Yes, the same Imperial officer who 'found' the exiled Thrawn and brought him to Coruscant," Jag said impatiently, "and the captain of the Star Destroyer who accompanied Grand Admiral Thrawn to the so-called Unknown Regions after his supposed fall from Imperial grace. Thrawn planned each step, drawing Imperial forces into Chiss territory for the protection of his people. The Imperial Remnant gained outposts and alliances, and Thrawn gained a conduit for ships and weaponry."

Shawnyr nodded slowly. "I have never considered the matter in this light, but your interpretation is logical. Continue. Speak now of the enemy—not Thrawn's, but the one we face."

"Opportunists," Jag said. "Carrion birds who follow warriors and pick the battlefields clean. They want a quick fight, if they must fight at all. How old are you, Shawnyr?"

She negotiated the rapid change of topic without hesitation. "I have twelve standard years."

"In human years, you're a child. To human eyes you're a grown woman, a seasoned warrior. That's what the enemy expects to find down here. That's why they're attacking from a distance. If the ships hadn't been destroyed and the Chiss met this attack in an air battle, our enemy would have scattered and run. Every cadet they encountered would affirm their perceptions. Every cadet but one."

"Ahl!" Understanding set her crimson eyes aflame. "And what could lower their expectations more swiftly than a Human boy?"

Jag wasn't sure whether to wince or grin. Since both responses would be equally incomprehensible to the Chiss, he did neither. "I'm taking up *Blue Flame*. That should lower their expectations to a manageable level."

Her eyes flicked to the aging, battered ship. "An excellent choice," Shawnyr said without a trace of humor. "And I will prepare the others for a ground assault." She rose in a single smooth movement.

Jag nodded and headed for the old ship.

"Lieutenant Fel," she said sternly.

He glanced back. One corner of her lips quirked up, an almost imperceptible gesture of approval. "We want the enemy to land and seek easy plunder. Do not dissuade them by flying too well."

This time he did smile, but as Thrawn might have done: coolly confident, utterly superior. "Defeat can be the shortest path to deception."



Jag hauled himself onto the repair dock and regarded his clawcraft. The mechanics had added a coat of metallic silver-blue paint after one of his mishaps. This covered some of the scars but cast every dent into bright relief. He disengaged the locks on the cockpit. He had to shoulder-slam the rounded dome a couple of times before the mechanism fully turned over.

He climbed in and began to power up the repulsor lifts. The ship wheezed as its engines fired, and it rose from the dock with all the grace of a drunken Gamorrean, but at least it rose, and the controls showed that the weapons had been fully charged.

Jag eased through a broad passage and carefully maneuvered the ship into the hangar.

"We want the enemy to land and seek easy plunder. Do not dissuade them by flying too well."

There was little left but rubble, but at least the invaders had moved on. The sky over the shattered dome still shone red with the laser barrage, but the enemy was now targeting other sectors of the dome.

Jag urged his clawcraft swiftly up toward the breeched dome. The hole was much larger than it had appeared from the ground. Huge panels of the thin, mirrored transparisteel hung from the edges. As Jag passed, one of them tore loose. It drifted down, looking nearly as weightless as a leaf in a soft breeze. Any sound of its impact was muted by the noise of Jag's engine, and the continuing assault from above.

He rose up into the open sky, engaging the controls that spread four sweeping weapon arms into firing position. These framed the pod, splaying out in a formation similar to that of an X-wing's s-foils. He wheeled the *Blue Flame* in a tight circle, surprised and pleased that so unreliable a ship could remain so maneuverable.

The three moons were in rare summer convergence. The forest moon was edging across the face of the large, primary moon. A small, more distant moon, glowing a faint blue against the distant nebular haze, closed in.

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As a result, the sky was nearly as bright as in twilight. Even with his lights dimmed, he would soon be noticed.

A passing X-wing changed course and veered sharply toward him. The pirate ship was painted in a garish red-and-black design. Jag punched the atmospheric engines to full power. His clawcraft darted away, barely evading a stream of crimson laser fire.

The enemy ship followed, dipping and swaying and it pursued the *Blue Flame*. Jag avoided it, but only barely.

He headed toward the main force: five old X-wing fighters surrounding a battered corvette. The pirates had seen the ruin of the Chiss fleet, Jag concluded, and they'd probably concluded, quite rightly, that since the Chiss hadn't used any land-to-air missiles yet, they didn't have any.

Even so, this battle meant one not-particularly-fast Chiss ship against several professional space pirates. They had every reason to expect his defeat.

Jag threw the *Blue Flame* into an erratic, zig-zagging pattern, firing seemingly at random. Nearly all his laser fire went ridiculously wild. He hoped that would convince the pirates to overlook his two proton torpedoes.

Both missiles struck their targets, and two fighters dissolved in brief, bright explosions. Jag headed directly into the flying rubble, jinking past the worst of it and accepting a few solid hits. The pursuing X-wing peeled away, circling back at a safe distance.

The alarms on Jag's console began to flash. The hyperdrive had taken a hit. There was some fuel leakage, and danger of volatility. He'd worry about that later, when lightspeed was a necessity—or for that matter, an option. The battered ship had no hope of achieving hyperspace.

It occurred to him that this situation had potential as a deceptive defeat. His fingers danced over the controls, pouring power into the damaged hyperdrive, demanding lightspeed acceleration. At the same time, he armed the eject-hyperdrive mechanism that all Chiss vessels employed—although few ships could match a clawcraft for sheer maneuverability, their hyperdrives were known to malfunction.

The *Blue Flame* began to shake as it picked up speed. Jag watched the gauge climb steadily as the overtaxed hyperdrive unit approached critical level.

"It'll be close," he muttered, dodging a laser stream as he careened drunkenly toward an oncoming Z-95. At the last possible moment, he veered away, rejecting the red-hot hyperdrive into the path of the fighter.

The edge of the explosion slapped the clawcraft hard, throwing it into a spin. Jag let the *Flame* go, knowing better than to pit the old frame against that sort of force. He eased the clawcraft away from the battle, slowly widened its spiral until he could pull it without harm into controlled flight.

Three fighters down, he noted grimly. Only the corvette and two X-wings remained.

The red-and-black ship circled the wreckage the way an ocean predator might

examine a storm-wrecked vessel. It appeared that this pilot, at least, was not convinced by Jag's feigned ineptitude.

Jag adjusted his mask and squared his shoulder. He had to convince these men that he was the best the Chiss had remaining, and that their best was none too good.

Again his warning lights flared. This time the maneuvering jets were dangerously close to overheating. He was running out of time.

"Defeat is the shortest path to deception," Jag muttered as he threw the clawcraft into a screaming dive.

He hurtled toward the dome, streaking past the pirate vessels and throwing all his repulsors on full force. The *Blue Flame* slowed. How much and how fast would be hard for the higher-altitude ships to gauge. It was none too easy for him to calculate, either.

The blue clawcraft plunged through the shattered dome, knocking huge sheets of mirrored transparisteel loose. Jag fell in a drift of giant silvery leaves.

He landed hard enough to bounce. The impact took out his repulsors, so he landed harder the second time. Pain sang through his every nerve, and the sky above was still red with enemy fire. Even in the darkness of the hanger, all seemed as bright as blood. Jag shook aside these dazed perceptions and forced the cockpit open. He tugged off his flight helmet, ignoring the throbbing pain, and squinted up at the sky.

Above him, silhouetted against the pale green moon, was the red-and-black X-wing. It had shut down its engines and was preparing to follow the *Flame* into the dome.

Jag tried leaping from the clawcraft and settled for falling. He stumbled to his feet and brushed shards of transparisteel from his uniform. His head hurt even more now, and a cut on his forehead was bleeding profusely.

The ship was in worse shape than he. Two of the arms had broken off, and much of the blue paint had been scraped off by the impact with the transparisteel. It looked like a fatal wreck. Jag felt an unexpected twinge of regret as he glanced around for the last thing he'd need to complete the grim picture.

One of his fellow cadets lay nearby, no longer recognizable as male or female, human or Chiss. Jag dragged the body toward the ruined *Flame* and draped it over the side of the open cockpit. His lips thinned to a grim line as he observed the convincing scene. He nodded once, then turned and stumbled toward the forest.

He disappeared into the thick foliage, finding a path that no one unfamiliar with the terrain could discern. Even so, he didn't see Shawnkyr until she stepped from the shadow of a vine-shrouded bindoin tree directly into his path.

"They're coming?"

"On their way," he said, and then he fell flat onto his face.

Dimly he was aware of Shawnkyr dragging him into the vine thicket. Every part of him felt numb, so he didn't mind when she flopped him over onto his back, none too gently. For a moment she regarded him with grave, measuring eyes. Her fingers skimmed his forehead and then dove into his short black hair, probing for wounds. As she did, sensation began to return. Jag gritted his teeth and forbade himself to scream.

"You will fight no more today," she announced. "A head injury, and serious. It's a wonder you made it this far."

Jag lifted weirdly tingling fingers to his forehead. He felt the wet edge of a deep gash that ran from his right eyebrow and well into his hair.

Shawnkyr pulled a knife from her boot and deftly scraped off a strip of hair on either side of the gash. She reached into a utility pocket and pulled out a small ring of tape, such as a mechanic might use for a short-term splicing repair. Ripping off a length with her teeth, she pinched together the edges of the wound and pressed the tape into place.

"It will serve for now," she said in response to his incredulous stare. "I need you awake. Someone must plan tactics."

The soft ping of charric fire sang through the forest. Shawnkyr lifted her weapon and hunkered down.

"How many?" she asked, her voice just above a whisper.

"Two one-pilot fighters. Those are both down by now. There's another ship, a corvette, that could be holding anything from two to fifty."

"Too many," she said.

A soft birdcall drew her attention. "Both the humans are down. We must prepare the cadets for the larger invasion."

"How many?" he asked in return.

Her face went grim. "Only seven cadets remain able-bodied, myself included. Even in the forest, it will not be easy."

Jag forced his dazed thoughts to focus. The image of drifting transparisteel plates came back to him, and with it, a Thrawn-like deception. His lips curved in a feral smile, and Shawnkyr saw the cunning there.

"Tell me," she demanded.



Later, the surviving cadets made their way toward the docked corvette, planning to use the comm system to apprise the nearest Chiss outpost of their situation. As they moved through the corridors, they made their way past the bodies of their fellow cadets—dragged there so that they might serve one final time. The slain Chiss rested on lightweight plates of mirrored transparisteel, the substance that had reflected back the sky and cast the illusion that the dome was a large lake. The surface was subtly rippled, giving anything it reflected an illusion of depth and substance.

Jag glanced at the ceiling. Several ropes hung there, some still swaying. Moments before, every able-bodied Chiss had hung from two ropes hastily tied to the corridor's metal framework—one tied about their chests to keep their hands free for weapons, the other to their ankles. Their reflections in the transparisteel panels mingled with the slain Chiss on the floor. To the pirates entering the corridor, the floor appeared to be littered with bodies.

Once the students began to fire, confusion overtook the invaders. They fired low, whirling toward each door leading from the corridor, but never realizing that the danger came from over their heads. The battle was messy and brief.

"An unusual tactic," one of the survived Chiss allowed, his red eyes shining with approval as he glanced up at the ceiling.

Shawnkyr lifted one black brow. "Not so unusual," she countered. "Defeat is often the shortest path to deception, and deception can

Jag Fel, Human Pilot

Jag Fel: Male Human, Sol 3; Init +7 (Dex, Improved Initiative); Def 16 (+3 class, +3 Dex); Spd 10m; VP/WP 24/12; Atk +3 melee (1d3, punch) or +6 ranged (3d6, charric); SQ Lowlight vision, tactics, artistic appreciation; SV Fort +4, Ref +4, Will +3; SZ M; FP 2; DSP 0; Rep 2; Str 11, Dex 17, Con 12, Int 13, Wis 14, Cha 13. Challenge Code: B.

Equipment: Charric, cadet's clothing, clawcraft starfighter.

Skills: Astrogate +4, Computer Use +4, Intimidate +5, Listen +5, Pilot +12, Read/Write Basic, Read/Write Cheunh, Speak Basic, Speak Cheunh, Spot +5, Survival +5.

Feats: Armor Proficiency (light, medium, heavy), Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

lead to victory. All great tacticians know this to be true. Is that not so, Lieutenant?"

Several moments passed before Jag realized that he was the lieutenant Shawnkyr had addressed, or that the Chiss were watching him, waiting respectfully for his response. None of the other cadets had ever called him by his rank. When the Chiss were in good spirits, they addressed him by name; when not, they settled for "human."

He considered his words carefully, understanding the importance of this moment. "We are all students of Grand Admiral Thrawn," he said slowly. "They tell that his return was a deception, that he is dead. I say that's a lie."

For once, the Chiss composure failed his fellow cadets. Shock claimed every face. This subject was simply not discussed! But they watched him still, waiting for his next words.

"He will always be with us, as long as we can learn from his example."

They considered this. "I had always dreamed of serving Thrawn," Shawnkyr said slowly. "That is not to be. But I, too, can learn from example. It took the Chiss too long to recognize the leader he was, and learn to follow. This mistake is not one I will repeat."

She turned to Jag and handed him her cadet commander insignia, then snapped into a crisp salute. After a moment's hesitation, the others followed suit.

With a full heart, Jag drew himself and returned the salute. The effort was too much, and once again the world spun and swam. He looked down, trying to get his bearings.

Shawnkyr put a hand on his arm and began to propel them both toward the corvette. "I have high hopes for you, Lieutenant," she said quietly. "Do not disappoint me by acting the hero's part."

"A member of the Chiss military, aspiring to be a hero?" he said in feigned disbelief.

"What would Thrawn say of this?" ☐

Bartyn's Landing



BY CORY J. HERNDON

ILLUSTRATED BY MATTHEW HATTON

Few beings have ever heard of the remote Lamaro system, let alone its only populated world, Lamaredd. The entire system is absent from recent navigation charts, despite its relatively short distance from the outer reaches of the Corellian Run. That's not surprising, since the Outer Rim is littered with such remote, sparsely populated worlds.

Some of these planets serve as hideouts for the Black Sun, the Hutts, and independent outlaws. Others represent the shattered hopes of ambitious settlers who were driven into ruin and subsistence living by unforeseen disasters. Many hidden—and expensive—resort worlds remain popular destinations for rich, well-protected tourists. And a few, such as Lamaredd itself, are owned outright by powerful corporations or wealthy magnates interested in exploiting the worlds' natural resources far away from the bright light of Republic laws and tariffs.

Lamaredd, the third planet of the Lamaro system, is a lush tropical world. Even the polar regions are temperate, so Lamaredd has no natural ice caps. Ships can reach the planet only via a small number of little-known hyperspace routes (the safest is a once well-used branch of the Corellian Run). Deep saltwater oceans rich with diverse life forms cover roughly eighty-five percent of Lamaredd's surface. These oceans feed the small population of sentient beings that dwell mostly on the northern continent, the largest landmass on the planet. The only other spots of land

on Lamaredd are scattered, sparsely settled islands that dot the oceans from pole to pole. Thick jungle covers almost all of the continent's surface, hiding dangerous predators and bizarre creatures that remain unknown to Republic xenozoologists. The hardy inhabitants of Bartyn's Landing, the planet's de facto capital (and, not coincidentally, its only real spaceport), regularly launch extended hunting excursions to keep the region free of the more dangerous beasts that roam the nearby forests and mountains.

It was the northern continent and the ready access its geologically young mountain ranges offered to the planet's ore-rich crust that first attracted long-range scouts working for Outer Rim Oreworks (ORO). This attention spelled doom for Lamaredd's native sentients and led directly to the founding of Bartyn's Landing.

The Tale of Hugo Bartyn

Lamaredd was first mapped five centuries before the Chancellorship of Palpatine by an exploratory team working for the gigantic

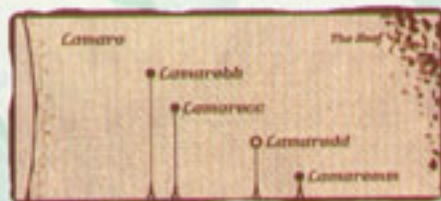


Outer Rim Oreworks Corporation. Recent innovations in long-range spectrometry equipment indicated a much higher concentration of useful metals in the system than had previously been estimated, so the executives of ORO quietly dispatched a research team to assess the system for potential mining. The team leader was an ambitious Human named Hugo Bartyn, a field agent with a long and laudable record of successful missions for ORO's exploratory branch, the division responsible for locating promising planets for gas and mineral exploitation.

Bartyn had proven exceptional at his job over the years. His previous discoveries had already led to the settlement and development of numerous Outer Rim planets, including several of ORO's most productive holdings in the Corporate Sector. The fact that many of these worlds were already home to sentient but primitive populations when Bartyn arrived is rarely noted in official ORO documents, but it was an open secret among the unscrupulous executives.

Lamaredd

EASTERN HEMISPHERE



The truth was that Hugo Bartyn was a cruel bigot. He considered non-spacefaring species (and many spacefaring non-Human species) to be little more than animals, and he treated them as such. He often personally led the destruction of native species and enjoyed these "big game hunts" nearly as much as he relished the material rewards his explorations provided.

But even licensed outlaws become weary, grizzled explorers grow old. After decades at the top of his game, Bartyn saw in Lamaredd his chance to retire in style. The planet truly was rich in metals and ores, probably due to geologically recent volcanism. Mining Lamaredd, in Bartyn's estimation, would be a snap. Calling on his considerable reputation and more than a few longstanding favors, he convinced the management of ORO to instate him as administrator of the planet rather than shipping him off to the next exploratory mission. His bosses also deeded Bartyn a substantial block of land surrounding a well-protected bay not far from the mines, which was his to do with as he saw fit. He proved a highly successful businessman for the company, turning a profit with the mining installation in record time. If any of his superiors questioned his methods in turning that profit, they kept their concerns private. And if Bartyn was making a few extra credits through illegal side endeavors,

Yer not from around here . . .



WESTERN HEMISPHERE



The Lamaro System

Lamaredd shares the Lamaro system with three other worlds—Lamarebb, Lamarecc, and Lamaremm (the names are likely derived from notations on ancient star maps). Lamarebb and Lamarecc are gas giants orbiting perilously close to Lamaredd. Every 14 years, Lamarecc and Lamarebb nearly graze each other. This event creates a fabulous light show in the skies of Lamaredd, a spectacle that often knocks out communications on the planet. Small, icy Lamaremm, the fourth world from the star, is the only other planet capable of supporting life. Conditions on that world have limited the native biosphere to primitive lichens and microbes, and even Outer Rim Oreworks has deemed the planet worthless. The Lamaro system is surrounded by a broad cloud of asteroids and dust dubbed "The Reef" by locals, the residue of a catastrophic collision between two other planets that once orbited beyond Lamaremm. The cloud limits access to the inner system from hyperspace; without precise coordinates, ships must drop from hyperspace outside the system and enter at sublight.

Thanks to the surreptitious efforts of entrepreneur Hugo Bartyn, the coordinates to Bartyn's Landing are missing from most standard star charts. Unless specific coordinates are provided or the pilot beats a DC 10 Knowledge (Lamaredd) check, add +4 to the DC of Astrogation checks when figuring time for hyperspace travel to the Lamaro System.

they simply bribed the right politician and looked the

other way. They certainly weren't going to go check on him as long as credits continued to flow into ORO coffers.

Bartyn, however, had kept his true goal from the ORO bosses. True, he enjoyed hunting the native Menahuun to the brink of extinction, and he was turning a tidy side profit skimming from ore mining profits. The bulk of his riches, however, came from a resource Bartyn had not seen fit to report to his superiors—seafood.

BARTYN'S LANDING

ORO engineers and their construction droids built the primary mining installation (ORO Mining Station LM0228), staff living facilities, and the waste pipeline that would soon dump several thousand gallons of waste into the distant Northwest ocean. ORO delivered hundreds of sturdy mining droids as well, most of which were sent to work digging into Lamaredd's crust. When construction was finally complete, Bartyn lined a few pockets and saw to it that the construction droids also remained behind. Once away from the prying eyes of ORO corporate, Bartyn used his entire savings—illicit and otherwise—to purchase a dilapidated Hoersch-Kessel LH 3010 capital freighter from Neimoidian traders who had planned to decommission it for parts.

The vessel couldn't even hold atmosphere, but Bartyn didn't care. He used the reprogrammed construction droids to bring the 3-kilometer-wide ship to rest on the shore of the coastal stretch of Bartyn's land deed from ORO, with the front end resting in the water. This would become the harbor of Bartyn's town. The administrator had large parts of the ship's hull blasted out with mining equipment, opening the main deck to the sky. The entire top of the central command module was removed; that spherical section became the "center of town." Bulkheads were dismantled and turned into piers. The massive engines of the freighter were removed and rebuilt into large ship hangars that would serve as the planet's primary spaceport. After a few months, the droids had transformed the enormous freighter into a small port town, albeit with only a small population of droids

and Bartyn's gang of confederates. Who first dubbed the town "Bartyn's Landing" is a mystery, but the long-lived MD droid named Doc—supposedly owned at the time by a member of Bartyn's inner circle—often claims to have coined the name.

In his new home, Hugo Bartyn would establish his most profitable side venture, a gourmet seafood business that would make him fabulously rich. His planned seafood operation was too large to manage with just his field team (most of whom were now full-fledged partners) and a few dozen spare droids, even if they had been repro-

grammed with expensive food processing and fishing databases. Now Bartyn needed a population of expert fishermen to help bring in the catch, and workers to operate the processing plant he'd built into the hull of the landed freighter.

an area that would become known as the Ring. These stalwarts are known as the "First-Wavers" by their descendants, and they would one day become revered figures in local culture for their courage in enduring Hugo Bartyn's enslavement. All the while, the entrepreneur was careful to keep his side operation hidden, and ORO remained in the dark about his fishing enterprise.

Bartyn's delicacies were soon in high demand by wealthy dilettantes, corpulent Hutts, and even Alderaanian nobility. As the entrepreneurial Human had hoped, the town became a hub of commerce, a base

"Initial scans of system designated LM0228 show heavy ore deposits infusing the crust of the third planet. Claim registered with Senate Mining Bureau; further exploration recommended. Additional: Displacement of native sentients [species designated Menahuun] required."

—Excerpted from Agent Hugo Bartyn's initial field report from the Lamaro system

from which to explore and, with Bartyn leading the charge, tame the jungles of Lamaredd.

THE FIRST-WAVERS

The town began to thrive within a few years. Despite the deceptive means by which he recruited his fishing crews, Bartyn was a practical man. He allowed his workers a great deal of personal freedom—while taking hefty protection payments from every den of vice in town. When a large group of Quarren wished to settle in a fishing village of their own, he leased them land across the bay from the Landing, and there they soon developed a community known as the Shoals. Bartyn also established other remote outposts, quietly appropriating the deeds to key locations and most of the larger islands from ORO.

By the time ORO became aware that Bartyn had built his own personal fiefdom on Lamaredd, it was too late for them to do much about it. With profits steady and bribes abundant, none of them would have tried anyway. Enough of a furor was raised, however, that the executives ordered an ORO security force and flight controller to take over spaceport operations, and Bartyn raised no objections. He saw to it, however, that these ORO employees would always answer to the ORO station administrator,

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allowing him to keep the volume of seafood shipments off of the radar of ORO corporate. Since that time, the administratorship has descended through Bartyn's heirs, and the arrangement has never changed.

ALIEN UNREST

In the five hundred years since the founding of Bartyn's Landing, no group has proved such a thorn in the side of Bartyn Gourmet Delicacies (BGD) as the Sailors' Union.

When Bartyn first brought hundreds of Gungans, Mon Calamari, Quarren, and Chagrians to perform indentured labor for his seafood operation, the several species constantly squabbled among themselves. With the exception of the Quarren and the Mon Cals, who didn't really like each other anyway, hardly any of these workers—who had been picked from the poorest segments of their societies—had spent any time with other species. Bartyn provided the "immigrants" large sections of the Ring in which to live, but the frugal rations and forced hardships of plant work began to take their toll on the growing population. Small rumbles escalated to large skirmishes as groups competed for the meager living space, and

operations, and only a dozen years after Bartyn imported his workers to Lamaredd, there were seventeen trawlers under the command of emancipated non-Humans in a fleet that numbered 209 ships. These aliens begin to form an informal ship-to-ship information network, at first for safety reasons, then soon after for more subversive ones.

One of the seventeen non-Human ship commanders was Sirrik Olyeg, a venerable Chagrian trawler captain who had lost her family in a random attack by a Quarren swoop gang. Olyeg was the first to begin to whisper of rebellion against Bartyn's rule and the oppressive conditions he imposed on non-Humans. Using ocean-themed code phrases and metaphors that Bartyn's communications monitors simply wrote off as "alien meta-babble," she convinced like-minded captains—including a handful of Humans—and a few trusted lieutenants to help organize a work stoppage. As trawlers started coming in less and less frequently, with no lost transponders indicating sinking or predator attacks, everyone began to notice. Hugo Bartyn realized what was happening right away, but he was powerless to

"Kill all the little buggers. Have yourselves some fun. And if any of 'em are still around when corporate gets here, you're joinin' 'em."

—Hugo Bartyn's orders to his research crew, according to several witnesses

interspecies violence soon replaced plant accidents as the leading cause of death.

While life at the Landing was hell for the plant workers, those aliens who proved to be exceptional sailors had it relatively good aboard Bartyn's growing fleet of trawlers. The 170-meter long fishing vessels, another discount purchase made with funds from Bartyn's under-the-table dealings, weren't the newest models on the market, and each required several dozen crew members to operate. Even if most of the crew spent over half their time in the bowels of the ship cleaning and packing the catch, they still were on the open ocean, able to feel open air and a small sense of freedom.

The alien sailors soon proved indispensable. Many began to receive unofficial commissions to command various ship

stop it. He needed all of his loyal captains at sea fishing to meet his orders, not chasing lazy aliens all over a planet that was four-fifths open water. Rumors abounded in the Ring: An undiscovered migratory predator had finally returned to these waters and was devouring ships whole! The sailors had disturbed an ancient Sith temple, and Dark Lords had commandeered the vessels for an assault on the Landing! The native Menahuun had returned, murdering crews and devouring their bodies!

The truth soon spread reached the plant workers, and interspecies bickering disappeared almost overnight as the working population redirected their anger at their tormentor, Bartyn. Within a few days, workers at the plant stopped showing up, and all BGD operations ground to a halt.

Adapting Bartyn's Landing

The remote fringe spaceport of Bartyn's Landing is presented during the Rise of the Empire era. With a few adjustments, however, it can fit into any of the three eras.



During the Rebellion Era, Lamaredd makes a perfect spot to hide a Rebel base, since the Empire leaves it more or less unmolested. Add a stormtrooper garrison or two—since the Empire always posts a garrison or two—and you're set.



During the New Jedi Order period, Lamaredd is lucky enough to be well out of the invasion path, but the Yuuzhan Vong would no doubt be interested in such an unspoiled and resource-heavy world for their own purposes. The invaders would be eager to destroy the abomination of a town built from an enormous machine.



You can even transplant the town more-or-less intact to a variety of other worlds, making substitutions where appropriate. For example, a little tweaking can turn Bartyn's Landing into Fort Balarad, a well-protected smuggling outpost on frigid Certafuu VI. Instead of a fishing- and mining-based economy with a workforce of Quarren, Mon Calamari, and Gungans, Fort Belarad's Aqualish and Whiphid residents can trade in furs and exotic meats. The ORO mining installation can be transferred to virtually any location without change.

Of course, the simplest way to work Bartyn's Landing into your game is to use it as presented here. "Reckonings," the adventure that begins on page 78 of this issue, makes a good launching point for an Outer Rim campaign or a side adventure for your own ongoing story.

GOING TO THE TABLE

Bartyn had created a nasty dilemma for himself. At first, he tried to intimidate the workers back to the plant with threats and acts of violence. When this tactic only steeled the strikers' resolve, he realized he couldn't just murder his labor population. His business had grown too expansive, and

Bartyn's Landing

to replace so many workers would ruin him. The Hutts were among his best customers, and he had many outstanding backorders waiting to be filled. The last thing he needed was a Hutt envoy at the Landing, re-enslaving Bartyn's indentured servants. When Sirrik Olyeg called for a face-to-face meeting, Bartyn had no alternative but to oblige.

Although it would still be years before Tria Bartyn freed all the beings her father had forced into labor, Sirrik Olyeg, first chair of the Sailors' Union—a name formally chosen only just before negotiations with Bartyn—won many concessions for the workers who brought in the catch, and he also greatly improved conditions for the plant laborers. Bartyn agreed to open large, unused portions of

Kurline: Male Quarren Dip 9; Init +1 (Dex); Def 14 (+3 class, +1 Dex); Spd 10m; VP/WP —/10; Atk +4 melee (1d4, knife), or +5 ranged (2d4, hold-out slugthrower); SQ Amphibious, low-light vision; SV Fort +3, Ref +4, Will +6; SZ M; FP 3; DSP 1; Rep 3; Str 10, Dex 12, Con 10, Int 15, Wis 11, Cha 14.

Equipment: Expensive clothing, hold-out slugthrower, knife, well-appointed office, credstick, comlink, datapad.

Skills: Appraise +10, Bluff +14, Diplomacy +17, Disguise +4, Gather Information +15, Intimidate +4, Knowledge (Lamaredd) +8, Knowledge (Sailor's Union) +10, Profession (bureaucrat) +9, Read/Write Quarren, Sense Motive +15, Speak Basic, Speak Calamarian, Speak Chagri, Speak Quarren.

Feats: Skill Emphasis (Profession: bureaucrat, Sense Motive), Trustworthy, Weapon Group Proficiency (simple weapons, slugthrowers).

Generic Trawler Captain: Male or female Frig 4; Init +2 (Dex); Def 16 (+4 class, +2 Dex); Spd 10m; VP/WP 26/12; Atk +4 melee (1d4 +1, knife), or +5 ranged (3d8, heavy blaster pistol); SQ Barter, adaptive learning (Gather Information), jury-rig +2, also by species; SV Fort +5, Ref +4, Will +2; SZ M; FP 2; DSP 0; Rep 1; Str 12, Dex 15, Con 12, Int 11, Wis 12, Cha 14.

Equipment: Heavy blaster pistol, knife, repulsorsail fishing trawler (private captains only).

Skills: Diplomacy +4, Gather Information +6, Knowledge (Lamaredd) +8, Knowledge (Sailor's Union) +5, Listen +3, Pilot +12, Profession (sailor) +7, Repair +3, Spot +3, Survival +6.

Feats: Alertness, Skill Emphasis (Knowledge: Lamaredd, Pilot), Weapon Group Proficiency (blaster pistols, simple weapons).

Generic Sailor: Frig 2, IM +0; Def 15 (+4 class, +1 Dex); Spd 10m; VP/WP 14/14; Atk +3 melee (1d4 +2, knife), or +2 ranged (3d6, blaster pistol); SQ Barter, also by species; SV Fort +5, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep 0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Blaster pistol, knife, personal belongings.

Skills: Climb +5, Knowledge (Lamaredd) +2, Knowledge (Sailor's Union) +3, Listen +3, Pilot +6, Profession (sailor) +9, Repair +2, Spot +6, Survival +6.

Feats: Alertness, Skill Emphasis (Profession: sailor), Weapon Group Proficiency (blaster pistols, simple weapons).

the Ring section of Bartyn's Landing to the aliens, and he also granted acreage leases for sizeable portions of land just outside the spaceport. The only condition of the grant was that the new leaseholder clear the property of predators and natural hazards.

In the end, both sides felt they came away winners. The Union had proven to Bartyn they were a force to be reckoned with and saved many of their people from harm. Furthermore, they made Bartyn agree to cede to them the second-largest land mass on the planet—the 10,000-kilometer long Jotsen's Island, on the far side of Lamaredd—as an alien "homeland" where Quarren, Mon Calamari, Chagrians, and Gungans could carve out a new life for themselves without working for Bartyn. Bartyn, meanwhile, kept his business going strong and earned record profits that year. At the same time, he felt he'd managed to trick the disgruntled aliens into clearing out large, dangerous swaths of jungle that had threatened the safety of his spaceport, as well as establishing another seaport in a strategic location that he'd been planning to build on anyway.

Hugo Bartyn made out so well that he almost regretted ordering the assassination of Sirrik Olyeg.

CURRENT STATE OF THE UNION

In the waning days of the Old Republic, a government that means almost nothing to the population of Bartyn's Landing or Lamaredd, the Sailors' Union is stronger than ever. Headquartered in Farsands, the outpost capital of Jotsen's Island (known to most as "Little Mon Cal"), the Union maintains dozens of union halls in tiny port villages all over Lamaredd.

Unfortunately, corruption has become a problem, and some sailors have complained of mistreatment and intimidation by the Union. A wily Quarren shipping manager named Kurline heads the Landing union chapter, the biggest off of Little Mon Cal. Although he isn't above taking the occasional bribe or kickback, he fights hard for the rights of his chapter members, who both like and support him in most cases. It's well known around town that Kurline can always make time in his schedule to meet personally with any union member and hear their grievances, and he has even been known to help interview potential Union joiners.

Although it began as a non-Human resistance movement, the Sailors' Union is now open to anyone of any species who makes his or her living off of the seas of Lamaredd, and almost every professional seafarer on the planet, whether private fisherman or BGD skipper, is a member.

BARTYN'S LAST HUNT

For hundreds of thousands of years before Bartyn came, Lamaredd was home to a sentient species that call themselves the Menahuun. Primitive by galactic standards, these small, lemur-like humanoids had a peaceful, nomadic hunting-and-gathering society that had existed for thousands of years when Bartyn arrived. Tribes rarely came into competition, and confrontations were usually limited to little more than glorified shoving matches—food was simply too plentiful, and sentient life in the predator-filled jungle too precious, for the Menahuun to spill the blood of their own kind.

When Bartyn's field team arrived, the Menahuun greeted them as wondrous visitors from the sky; Bartyn returned their welcome

with murder. The Menahuun soon learned to fear and hate him as he hunted them down like animals. Bartyn suspected that the jungles of the northern continent were too dense to find all of the "little buggers," as he called them, although he kept those reservations between himself and his closest advisors. It was widely assumed by those who came after the construction of the ORO mining station that the Menahuun were extinct.

After 30 years on Lamaredd with no more trouble from the Menahuun, even old Hugo Bartyn began to believe the natives were gone. Despite his advanced years, he had married and raised a family, and he thought his hunting days were long past. Then the rumors began to circulate: Frightened mothers whispered tales of baby-snatching beasts. Fishing vessels began experiencing inexplicable mechanical breakdowns, and several were lost at sea. Hunting parties that ventured near the northern polar mountains were disappearing without a trace. And what were those strange, altar-like piles of sticks that kept turning up on the outskirts of town?

At the ripe age of 84, Bartyn decided to get to the bottom of the mystery. He assembled a hunting party of his dozen most trusted colleagues—including the last surviving members of his original field team and his oldest son Traggat. Armed to the teeth, Bartyn's party promised the townspeople an end to the ghost stories as they ventured into Lamaredd's jungle.

They were never seen again.

Search parties eventually discovered evidence of a violent death for Bartyn and his hunting party—a tattered scrap of clothing; a pack that had been ripped to shreds with its cargo of food scattered and half-eaten; and the disemboweled remains of a pack animal. The group's electronic equipment and weapons were never found, and the Menahuun—no matter whether they were responsible—have not been heard from since.

The Gulletbeast: Devourer of the Deep

The oceans of Lamaredd hide wondrous and often deadly creatures, many of which remain undocumented even 500 years after the planet was settled. There's no doubt about the existence of the gulletbeast, however. The monstrous creature resembles a whale, with a long, powerful tail and broad, webbed fins that propel it through the water at amazing velocity. The largest gulletbeast on record was measured at three-quarters of a kilometer; its mouth alone was 200 meters wide. The gulletbeast is not a discriminating hunter, cruising through the deep oceans and taking vast mouthfuls of smaller fish—which includes every other animal in the sea, including the occasional fishing vessel. Despite Hugo Bartyn's efforts to eradicate the monsters, the gulletbeasts survived and now are the most notorious of the many perils on the open sea.

Fortunately for sailors, gulletbeasts compete for territory, so more than one is rarely encountered except during mating season, which comes every 4 years. During that month-long period, the southern waters roil with gulletbeasts competing for mates, and ships steer clear.

Although other sizeable predators pose a host of dangers to the sailors of Lamaredd,

Gulletbeast: Aquatic predator 18; Init +6 (Dex, Improved Initiative); Def 10 (+10 natural, -8 size, -2 Dex); Spd 90m swim; VP/WP 484/496; Atk +54 melee (4d8+44 or swallow whole, bite), or +8 ranged; SQ Darkvision, swallow whole, DR 10; SV Fort +37, Ref +9, Will +4; SZ C; Rep 8; Str 98, Dex 6, Con 62, Int 2, Wis 7, Cha 17. Challenge Code: I.

Skills: Hide -18, Listen +8, Search +6, Spot +8, Survival +1, Swim +56.

Feats: Improved Initiative.

Special Qualities: **Swallow Whole**—

Treat the gulletbeast's bite as a grapple when attacking Gargantuan and smaller targets. If the gulletbeast succeeds, it swallows the target whole. A swallowed target takes 4d8 points of acid damage each round it stays in the gulletbeast's gullet. After 20 rounds, the swallowed target is too far down the digestive track to target the nerve bundle that causes the creature to open its mouth. The gulletbeast can swallow up to 6 trawler-sized vessels at once.



the mouth of a gulletbeast is large enough to swallow the average fishing trawler. In such a case, a captain can only hope to force the creature to cough up the engulfed vessel by firing all available weapons at a small nerve bundle (Defense 22) located in the roof of the gulletbeast's mouth. If the ship inflicts any damage on the nerve bundle, the gulletbeast forcibly ejects the contents of its mouth. If the captain of the trapped vessel succeeds at

even a few Iskalonians fish the deep, deadly seas, many making their home on the southern island nicknamed "Little Mon Cal," others dwelling in what were once the lower levels of the freighter from which the town was built. Farmers still tend to their crops, taking advantage of the nutrient-rich soil in the surrounding lowlands. Visitors often stick around longer than intended, adding more species to the mix. The Chief still organizes and leads hunting parties to range the mountains, ridding the area of

LAW, ORDER, AND ECONOMICS
Population booms inevitably lead to higher crime rates, and Bartyn's Landing, although small by galactic standards, is no exception to the rule. Long ago, Hugo Bartyn took charge of the security and law enforcement budget from Outer Rim Oreworks, and ORO still pays the salary of the ORO Security Chief and his seconds to this day. Despite the technicality that the Chief's department is a remote branch of ORO Security, the position has evolved into a popularly elected office. For the past twenty years, that Chief has been the fair, just, and well-liked Mon Calamari Mix Liddell.

The rest of the Landing's government consists of the mayor—who's usually the member of the Bartyn family who inherits the administratorship; if not, a Bartyn-selected proxy—and a 14-member town council that represents the interests of the people. The members of the council are also ostensibly selected by popular vote, like the Chief, although such elections are just as prone to rigging and fraud as are the races for Chief. The council's power is limited to local civic issues; the oft-amended town charter leaves them little say in ORO operations and absolutely none in matters of interplanetary commerce. According to the town charter, the mayor can veto any action of the council, although this power has been put into practice only in times of crisis. That said, the council does oversee trade in

"Directive 220197410—No employee of Outer Rim Oreworks shall conduct himself or herself in a manner inconsistent with local planetary mores and values; such conduct reflects poorly on ORO and could affect profit margins. Violation of this directive will result in the loss of one standard month's wages; repeated violation will result in immediate termination. All employees are directed to report such behavior to the appropriate personnel supervisor."

—ORO Personnel Code

an immediate Reflex save against a DC of 25, the ship returns to the surface unscathed. If the save fails, the captain is unable to get the ship to the surface before it takes on too much water and sinks.

Life in Bartyn's Landing

In the five centuries since Hugo Bartyn discovered Lamaredd, the population of Bartyn's Landing has grown steadily, officially surpassing the 10,000-citizen mark several decades ago, but the community remains a rough-and-tumble frontier town on an out-of-the-way world.

Life in the Landing (these days, only Bartyn's descendants and the occasional tourist use the full name) has changed little since the day Hugo Bartyn ventured into the jungle for the last time. The Bartyn family still holds the administratorship of the ORO mine, owns most of the property in town, runs the banks, maintains the droids that mine for ORO, sells rare seafood at inflated prices, and takes a sizeable cut from every other local business operation. Steady profits from the lucrative mines stream out to ORO, still technically the owner of Lamaredd. Quarrens, Humans, Mon Calamari, Gungans, Chagrians, and

dangerous predators. And everywhere, the only things that talk louder than credits are the barrel of a slugthrower or the muzzle of a blaster.

Many things have changed in the town since Bartyn's time, however. Hugo's eldest daughter, Tria, long ago freed the aquatic aliens from their indentured servitude to

"So what brings you 'round these parts, stranger?"

—Miss Mylla, Falleen Courtesan

the Bartyn family, and many locals still offer thanks to both "Benevolent Tria" and the legendary First Wavers for good fortune. Word spread of the planet's natural beauty and vast oceans, as well as the abundant and steady work on the open sea. Within a few decades of Hugo Bartyn's disappearance, the Landing and all of Lamaredd boasted an even more diverse population of aquatic and amphibious aliens that now outnumber Humans ten to one. The descendants of the First Wavers built the Three Jetties, a "harbor on the harbor" that became the port of choice for private fishing vessels. Visitors became more frequent, and now a burgeoning—and often illicit—tourist industry thrives in the Landing.

textiles and foodstuffs with the many tiny villages scattered across the oceans, and the sovereign island of Little Mon Cal.

One other group, neither elected nor appointed, holds considerable sway in local matters: the Sailors' Union. Tria Bartyn encouraged further expansion of the group when she took her father's place, and every village seems to have a Union hall. The Union speaks for the crews of the sailing vessels that made the Bartyn family rich, and over the years it has steadily improved conditions for its members. As Bartyn's original trawlers began to break down, private fisherman became more common. In the Rise of the Empire era, more fishing captains own their vessels than ever before, a

situation that would have been unthinkable in Hugo Bartyn's time. Furthermore, the anglers receive a decent percentage of the profits from Bartyn's seafood sales on top of the part of their catch they keep to feed their families. Many even have small businesses of their own, although commerce is limited to Lamaredd. BGD vigorously prevents any seafood exports from being shipped offworld.

Keepers of the Peace

CHIEF MIX LIDDELL

Landing native Mix Liddell serves the people of his town in many capacities. In his 40-odd years as Chief, the crusty, 66-year-old Mon Calamari has been called upon to settle family disputes, track down lost pets, hunt dangerous animals, and even form a posse to go after the occasional lawbreaker. Longtime residents, including the centuries-old MD droid known as Doc, firmly believe that Chief Liddell is the best constable the town has ever had, and they just might be right.

Although he once sailed as a harpoon man on the trawler Swilla, Liddell had to give up his Union membership when he took the job of Chief. The salary is still paid by ORO, and Union members have long been prohibited from accepting direct employment with the mining company. Liddell regretted the necessity, but he manages to keep his piloting skills from getting rusty by flying the Security cloud car and sailing his own repulsorsail skiff.

Mix Liddell: Male Mon Calamari Frg 4/Sct 2/Sol 4; Init +3 (Dex); Def 20 (+7 class, +3 Dex); Spd 10m; VP/WP 62/13; Atk +7/+2 melee (2d4-1, vibrodagger) or +7 melee (1d6-1, baton) or +12/+7 ranged (2d8, custom slugthrower); SQ Adaptive learning (Sense Motive), amphibious, barter, jury-rig +2, low-light vision, trail-blazing, +1/-1 on Will saves in wet/dry environments; SV Fort +11, Ref +8, Will +6; SZ M; FP 4; Rep 3; Str 9, Dex 16, Con 13, Int 18, Wis 15, Cha 14.

Equipment: Badge, baton, slugthrower, vibrodagger, Flurry II combat cloud car, speederboat (Ertine).

Skills: Computer Use +6, Craft (slugthrowers) +13, Diplomacy +4, Gather Information +8, Hide +7, Knowledge (Lamaredd) +9, Knowledge (law enforcement) +8, Knowledge (streetwise) +7, Listen +11, Move Silently +5, Pilot +16, Profession (peace officer) +10, Profession (sailor) +7, Read/Write Basic, Read/Write Calamarian, Repair +12, Search +6, Sense Motive +10, Speak Basic, Speak Calamarian, Speak Chagri, Speak Huttese, Speak Quarren, Speak Rodese, Spot +12, Survival +12, Swim +3.

Feats: Armor Proficiency (light, medium, heavy), Heroic Surge, Point Blank Shot, Precise Shot, Far Shot, Quick Draw, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, primitive weapons, slugthrowers, simple weapons).

Green Chief, Dark Padawan

Fresh from several years fishing the seas of Lamaredd, Mix Liddell was still a green second under old Chief Ertine when an outlaw gang led by a shadowy figure calling himself "The Padawan," rumored to be a fallen Jedi, began to make raids on Bartyn's Landing and the outlying areas.

The rumors, as it turns out, were true, although only the Padawan himself knew for sure. Decades earlier, he had been a Jedi student named Byrch Dyshkava on his first mission without his Master. Dyshkava was a proud young man with a tendency to overestimate his prowess, and his master hoped the simple negotiating mission would teach his apprentice some important lessons with minimal risk of getting in too far over his head. Dyshkava's master was wrong.

The negotiations were just getting underway when a local terrorist group attacked the conference, killing three negotiators and taking several more as hostages. Byrch Dyshkava was wounded in the initial attack, but he was able to escape thanks to the Force. Instead of contacting his master for guidance, the impetuous youth took matters into his own hands. Drawing on the dark side, he stalked the terrorist group one by one, killing them with strangulating Force grips. In the end, the hostages were freed, but Byrch Dyshkava disappeared. The Jedi tried for a time to locate him, but even Master Yoda was not able to glimpse the youth's destiny, and soon other matters occupied the council's attention. Dyshkava spent several years roaming the hyperspace lanes, fully in the grip of the dark side and careful to avoid Jedi when he sensed their presence. Eventually, his raids on BGD supply lines led the young Jedi to Lamaredd.

Now calling himself simply "the Padawan," Dyshkava reinvented himself as a frontier outlaw. Soon, locals learned to fear the glow of the Padawan's blue-green blade. The Padawan's gang raided—and sometimes razed—outlying farms, boarded fishing and merchant vessels for months, and the citizens demanded that Chief Ertine do something to stop the raids. Despite the Padawan's supposed Jedi sorcery, the Chief and his seconds—including young Mix Liddell—were able to track the Padawan's gang back to their hideout, or so they thought. Unfortunately for Ertine and four seconds, the Padawan was aware of their presence the entire time and drew the posse into a trap. Liddell himself was gravely wounded, and the bandits left him for dead. It was the last chance Padawan would have to underestimate the Mon Calamari lawman.

After a few days in Doc's bacta tank, Liddell assumed the title of Chief by unanimous vote of the town council, and he quickly planned his own trap. With the help of a few trusted townspeople, his handful of newly seconded fishermen and one brave farmer, who volunteered his homestead as a battleground, Liddell lured the Padawan's gang into an ambush that quickly became a rout. Most of the bandits were killed or captured, and the Padawan himself was brought to the town jail in chains. The outlaw's capture was short-lived, however—somehow, he managed to slip out of his cell while Liddell himself stood guard. To this day, he's the only criminal to escape on Liddell's watch, and Liddell swore an oath to track the Padawan down and bring him to justice. The Chief believes it's an oath he'll never have the chance to fulfill.

Bartyn's Landing

Many ill-informed outlaws underestimate

Liddell because of his preference for using a personally crafted slugthrower pistol rather than a blaster, but they make the mistake only once—Liddell is a crack shot with his weapon of choice. This pistol has been made to carry larger rounds (doing 2d8 damage instead of the usual 2d6) and expertly balanced to provide increased accuracy, which grants a +1 bonus to all attacks within 10 meters.

Like most citizens of Bartyn's Landing, the Chief harbors an abiding affection for Miss Mylla, the Falleen courtesan who runs the town's busiest saloon. Professional that he is, it's unlikely that Liddell will ever openly pursue Mylla. Still, when the Chief isn't sailing or crimebusting, odds are he's bending the ear of the proprietor of the busiest saloon in Center Sphere.

THE CHIEF'S CLOUD CAR

Air vehicles remain none too common among the citizens of Bartyn's Landing. One of the few on the planet, and by far the most modern, is the ORO-issue combat cloud car provided to the Security Chief. The battered car lets Mix Liddell perform aerial patrols of the surrounding areas, especially handy in missing-person cases. Usually, though, it rests atop the roof of the Chief's office. The Chief has nicknamed the once-shiny, bronze-colored cloud car "Brassie."

Craft: Bispin Motors Flurry II; **Class:** Air; **Cost:** 14,000 (new); **Size:** Huge (6.2 meters); **Crew:** Unique (1 pilot); **Passengers:** None; **Cargo Capacity:** 8 kilograms; **Speed:** 280 m (max. speed 750 km/h); **Altitude:** 4 meters to 60 kilometers; **Defense:** 14 (-2 size, +6 armor); **Hull Points:** 45; **DR:** 5.

Weapon: Blaster Cannon; **Fire Arc:** Front; **Attack Bonus:** +2(-2 size, +4 fire control); **Damage:** 5d8; **Range:** 300 m.

*A cloud car provides full cover.

SENIOR SECOND GRUBBER VAPPS

The Chief commands a small force of "seconds," deputies who help him enforce the law in Bartyn's Landing. The senior second, and Liddell's in-town proxy when the law takes him away from the Landing, is Grubber Vapps.

Second Vapps has been riding with Chief Liddell since that fateful day when the Mon Calamari pulled his old friend off of a fishing trawler to aid in the capture of the Padawan. A wiry, grizzled Human nearing 60 years of age with a squint in one eye and a cigarra between his teeth, Vapps strikes many as a caricature of an Outer Rim lawman. Yet despite his affection for gambling, liquor, swoop races, and Miss Mylla's Saloon, Vapps remains a wily, capable lieutenant and Liddell's most trusted friend.

Thanks to his compulsive tinkering, Vapps also often serves as the town mechanic, a position he fills with surprising skill. At one point or another, he's probably

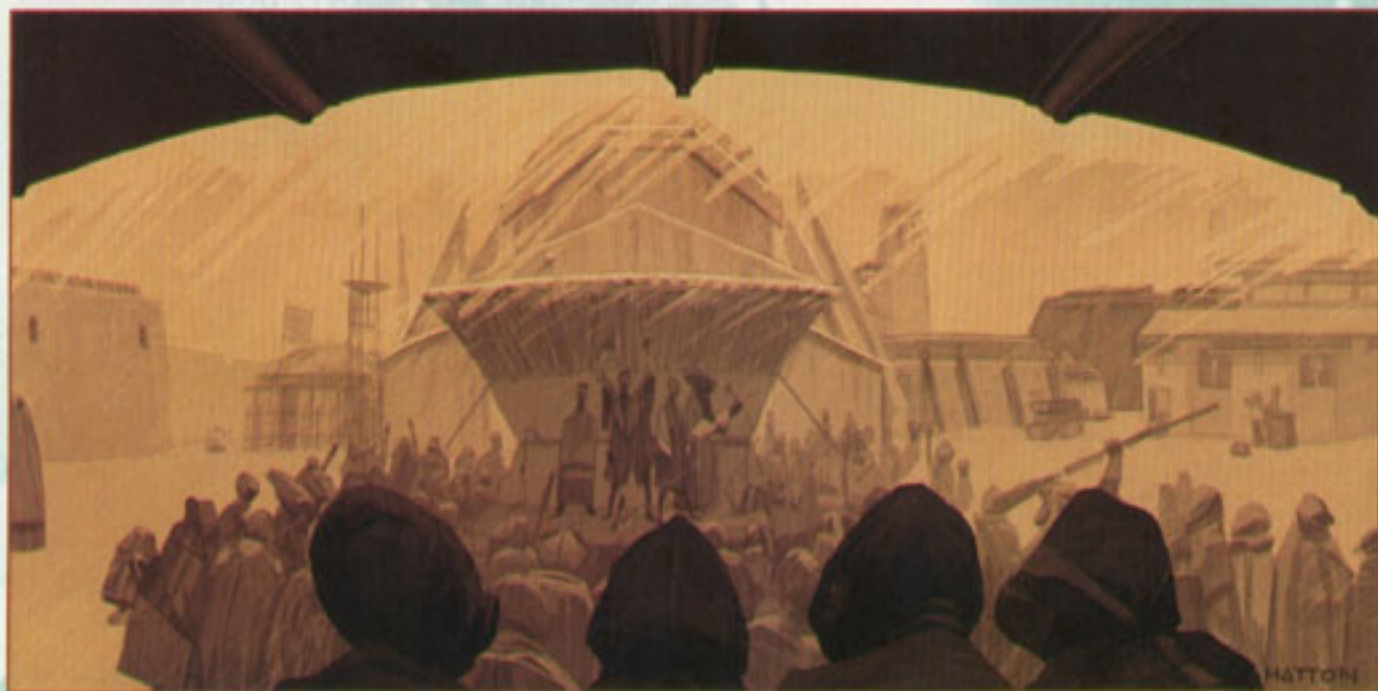
worked on nearly every vehicle in the Landing. What he considers his best work, however, goes into his battered, beloved, souped-up racing swoop. When he's not "improving" his vehicle, which he calls "Rudy," presiding over a backroom sabacc match, or making time at the Saloon, Vapps is usually sitting watch at the town jail, where he oversees the typical assortment of drunks, vagabonds, and petty thieves awaiting trial.

Grubber Vapps: Male Human Frig 6; Init +2; Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 31/10; Atk +5 melee (1d4 +1, knife) or +6 ranged (3d6, blaster); SQ Adaptive learning (Repair, Bluff), barter, jury-rig +2, survival +2; SV Fort +5, Ref +5, Will +5; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 10, Int 13, Wis 17, Cha 12.

Equipment: Badge, slugthrower pistol, cigarra, liquor flask, knife, modified RDD-7 racing swoop ("Rudy"), sabacc deck, tool kit.

Skills: Bluff +10, Computer Use +3, Diplomacy +3, Disguise +3, Intimidate +5, Knowledge (streetwise) +9, Pilot +11, Profession (gambler) +11, Profession (peace officer) +11, Read/Write Basic, Repair +13, Speak Basic, Speak Calamarian, Spot +11, Survival +12.

Feats: Endurance, Gearhead, Skill Emphasis (Repair), Weapon Group Proficiency (blaster pistols, simple weapons, slugthrowers).



"Rudy"

Second Vapps' most prized possession is his trusty swoop, a relentlessly souped-up RDD-7 model he's given the moniker "Rudy."

Vapps' swoop has much more power than is typical, and it boasts several other unique modifications such as a reinforced frame and a front-mounted repeating slugthrower gun. The repeating slugthrower can be fired twice per round at a -4 penalty to each shot.

Many Landing natives also soup up their swoops to participate in the frequent Cargo Track races that run around the circumference of Center Sphere. Although Vapps frequently participates, he believes that his friend the Chief is unaware. Of course, Liddell is completely aware, but he's willing to let it slide since his best second usually wins.

Craft: Modified RDD-7 racing swoop; **Class:** Ground (Speeder); **Cost:** Not for sale (estimated value 7,000 credits); **Size:** Large (4.3 meters); **Crew:** Unique (1 pilot); **Passengers:** 1; **Cargo Capacity:** 12 kilograms; **Ground Speed:** 170 m (max. speed 480 km/h); **Altitude:** up to 14m; **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 25; **DR:** 5.

Weapon: Repeating Slugthrower Gun; **Fire Arc:** Front; **Attack Bonus:** +5 (-1 size, +6 fire control); **Damage:** 2d12; **Range:** 10 m.

*A swoop provides no cover.

GUTHER BARTYN

The mayor of Bartyn's Landing is the 23rd Bartyn to hold the title, and a less illustrious successor to the family name is hard to imagine. Guther Bartyn has a great deal in common with his infamous ancestor: he is opportunistic, quick to turn a profit, and a whiz with mining droids and the management of the Bartyn family fortune. On a personal level, however, the 33-year-old Human mayor-administrator has all the charisma of a mynock and the interpersonal skills of a Hutt. He seems blissfully unaware of the effect his grating personality has on others, and no one with whom he comes in contact would dare offend him with the news.

Bartyn keeps several mistresses in town and is a regular visitor to the top floor of Miss Mylla's Saloon. When not patronizing that fine establishment, the mayor can often be found at work—or a convincing facsimile—in the mayor's mansion, or at

sea on his extravagant personal yacht, the *Tria Blue*. If disturbed on his boat, he's not likely to look kindly on the interruption.

THE TRIA BLUE

The childless Guther Bartyn's pride and joy is a personally commissioned Ubrikkian sea yacht, named after Guther's well-liked ancestor in a transparent attempt to impress the locals. The *Tria Blue* is a remarkable vessel, with a top speed that belies its 70-meter length.

Bartyn loves to sail—or rather, to have the crew of his yacht sail for him while he sits back and enjoys the ride. Still, he's no fool: The oceans of Lamaredd are extremely dangerous, and he's had the Ubrikkian Shipwrights build in a great many safety precautions. A powerful turbolaser turret protrudes from the bow of the ship just under the bridge, and proton hydrotorpedoes armed with remotely programmable motion-trackers can take care of any other menace that might threaten the boat. As an extra layer of protection, Bartyn had the ship outfitted with powerful shield generators in the bridge module. Taking a cue from the standard design of a fishing trawler, the bridge is itself a fully operational escape sub with enough supplies to last a dozen Medium-sized humanoids for a month and a shield-reinforced maximum depth of over 2000 meters (see the "Under

Pressure" sidebar on page 44 for more on submarines and maximum depth), although Bartyn has never had to test the pressure rating. The turbolaser turret and shield generators stay attached to the bridge when it detaches and goes into sub mode. The escape sub also has its own independent repulsor engines that cannot be activated unless the emergency bridge release is activated. For passengers not able

Guther Bartyn: Male Human Dip 10; Init +0; Def 13 (+3 class); Spd 10m; VP/WP —/11; Atk +4 melee (1d3-1, fist) or +5 ranged (3d4, hold-out blaster); SV Fort +3, Ref +3, Will +7; SZ M; FP 3; DSP 2; Rep 6; Str 8, Dex 11, Con 11, Int 17, Wis 11, Cha 7.
Equipment: Hold-out blaster, Ubrikkian sea yacht (*Tria Blue*), expensive clothes.

Skills: Appraise +15, Bluff +14, Computer Use +13, Diplomacy +6, Disguise +0, Gather Information +10, Intimidate +0, Knowledge (business) +19, Knowledge (Lamaredd) +9, Listen +6, Profession (bureaucrat) +10, Read/Write Basic, Sense Motive +13, Speak Basic, Speak Calamarian, Speak Chagri, Speak Quarren, Spot +1.

Feats: Skill Emphasis (Bluff, Gather Information, Knowledge: business), Weapon Group Proficiency (blaster pistols, simple weapons).

THE TRIA BLUE

Craft: Ubrikkian Private Shipwrights' Contract GBX-005; **Class:** Aquatic (Speeder); **Cost:** Not for sale, estimated value 2.9 million credits; **Size:** Colossal (70 meters); **Crew:** Skilled +4 (1 pilot, 2 engineers, 1 navigator, 1 gunner); **Passengers:** 45; **Cargo Capacity:** 2 metric tons; **Speed:** 120 meters (max. speed 400 km/h); **Altitude:** N/A; **Defense:** 10 (-8 size, +6 armor); **Hull Points:** 195; **Shield Points:** 90; **DR:** 10.

Weapon: Dual turbolaser cannons (2 fire-linked); **Fire arc:** Front Turret; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** 9d10x2; **Range:** 3000m

Weapon: Proton Hydrotorpedo launchers (2); **Fire arc:** Front; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** 9d10; **Range:** 500m

*Provides 1/4 to full cover.

ESCAPE SUB

Craft: Modified Ubrikkian BBK Repulsor sub; **Class:** Aquatic submersible (speeder); **Cost:** Not for sale, estimated value 100,000 credits; **Size:** Gargantuan (13.5 meters); **Crew:** Skilled +4 (1 pilot, 2 engineers, 1 navigator, 1 gunner); **Passengers:** 25; **Cargo Capacity:** 33000 kg; **Speed:** 70 meters (maximum speed 110 km/hr); **Maximum Depth:** 2000 meters; **Defense:** 12 (size -4, armor +6); **Hull Points:** 68; **Shield Points:** 90; **DR:** 5

Weapon: Dual turbolaser cannons (2 fire-linked); **Fire arc:** Front Turret; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** 9d10x2; **Range:** 3000m.

Weapon: Proton Hydrotorpedo launchers (2); **Fire arc:** Front; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** 9d10 (one torpedo); **Range:** 500m.

*Provides full cover.

to make it to the bridge, the *Tria Blue* also carries a complement of eight 6-person lifepods.

SPACEPORT CONTROL

The only major ORO presence on the planet other than the mine, the mining droids, and Bartyn himself is the security and operations staff of the spaceport. These positions are still filled almost entirely by locals, although ORO ostensibly holds spaceport

New Vehicle Weapon: Proton Hydrotorpedoes

Hydrotorpedoes have guidance circuitry that lets them lock on to targets as a starship missile does: if the torpedo "hits" on the first attack roll, its sensors establish a lock on a specific target (each torpedo has its own programmed target to prevent one from accidentally targeting the vessel from which it has been fired or a friendly ship.) Characters with at least 5 ranks in Computer Use get a +2 synergy bonus on this attack. Once a lock is established, the torpedo moves at a rate of 200 meters per round toward its target, although it sputters out after 3,000 meters.

The target's pilot can try to avoid the torpedo if aware of it (creatures, against which hydrotorpedoes are most often employed on Lamaredd, cannot try to dodge the attack). If the pilot of a targeted vessel beats a Pilot check against DC 25, the torpedo loses its lock and sinks harmlessly into the depths as a dud.

When the hydrotorpedo enters its target's square, the attacker makes a roll with a +10 computer bonus (don't forget to add the +2 synergy bonus for ranks in Computer Use if appropriate). If this attack hits, the hydrotorpedoes deal damage. On a critical hit, the damage goes directly to hull or wound points depending on the target.

Hydrotorpedoes are effective protection on the high seas, but they are very expensive weapons. Only the wealthier fishermen or private citizens can afford to outfit their vessels with hydrotorpedo launchers, but few have had reason to regret it.

personnel to stricter regulations than the leeway granted to the Chief, and the corporation insists on hiring only Humans. Today, many spaceport security officers remain stationed at the Bartyn mansion, serving the mayor administrator as bodyguards. ORO Security does not draw from the brightest among the population for guards, while spaceport controllers are by necessity among the most computer-proficient individuals in town.

LANDING SHOOTOUT

Every year, Guther Bartyn hosts the Landing Shootout, a grand public spectacle in which local sharpshooters compete for fame and prizes. The first-place winner receives a pearl-handled slugthrower pistol made by Chief Liddell, who graciously bowed out of the competition after his 10th straight win

Generic Spaceport Security: Human Thg 2; IM +2; Def 14 (+4 armor); Spd 10m; VP/WP —/14; Atk +4 melee (1d6, baton), +4 ranged (2d8, slugthrower rifle); SV Fort +5, Ref +2, Will +0; SZ M; Rep 1; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 10.
Equipment: Baton, blast helmet & vest, slugthrower rifle, comlink.
Skills: Intimidate +5, Profession (security guard) +5, Read/Write Basic, Speak Basic.
Feats: Armor Proficiency (Light), Weapon Group Proficiency (slugthrowers, simple weapons).

The Guns of Lamaredd

Most everyone in Bartyn's Landing and the other small towns that dot the surface of Lamaredd carries a sidearm of some kind. Several also carry large knives, clubs, and rifles. Even Miss Mylla's girls carry knives, just in case a customer gets out of hand.

Although blasters exist here and there, most are worn by offworlders (Miss Mylla being a notable exception). The weapon of choice on Lamaredd is the slugthrower pistol. Most natives are proficient in their use—Chief Liddell, for example, makes slugthrowers as a hobby and has fashioned his own unique pistol. This far out on the Ring, energy is a precious resource, and slugthrowers simply make more economic sense. The base materials are readily

available, and in most cases a slug speaks as loudly as a laser bolt. Over the centuries, the people of Lamaredd have begun to look on blasters with just a little disdain, although when necessity arises (usually when a town is threatened by wild animals or raiding bandits) they pick up energy weapons that they keep securely locked and charged in case of emergency. The exceptions are sailors at sea; most carry blasters (which are less susceptible to misfire in wet conditions) to defend themselves from gulletbeasts and other predators of the sea. And of course, some natives—especially outlaws—disregard taboo and use blasters with abandon no matter where they happen to be.

over fifteen years ago. Second and third place winners receive cash awards donated by Guther Bartyn. All winners find they have become suddenly, if briefly, very popular throughout the frontier community. Some might even become the unwitting target of belligerent gunslingers hoping to establish a reputation.

The Landing Shootout is one of the few public holidays that is celebrated by all citizens of the Bartyn's Landing. Beings of all species fill the streets most of the day eating, drinking, hawking wares, and enjoying the holiday. Rarely does the celebration turn ugly, though the potential is not lost on the mayor, who orders a strong security presence at the event each year.

Anyone can compete in the shootout, and many do, though most don't make it past the third round. Throughout the day, the targets are moved farther away after all entrants have taken their one shot. The first round has five targets, the second four, and so on. Each competitor gets one chance to hit the target and proceed to the next. Each round lasts approximately one hour.

In the fifth round, finalists take turns firing at the same target. The competitor whose shot comes closest to the center of the target is the winner.

To determine how close a shot comes to the center, subtract the attack total from the target's Defense (see table below); the finalist with the highest total is the winner. If an attack roll achieves a threat, add the d20 result for the critical roll to that total. If

Weapon	Cost	Damage	Crit	Range Increment	Weight	Type	Size	Group
Slugthrower pistol, custom	N/A	2d8	20	15 meters	1.4 kg	Piercing	Small	Slugthrowers

two or more characters tie, those characters shoot again until they break the tie.

The winner of the shootout receives an elegant, specially crafted slugthrower pistol with increased stopping power and range, just like the one Chief Liddell uses. Additionally, the winner earns 1 Reputation point. The runner-up wins 1,000 credits, and anyone else who made it to the fifth round wins 300 credits.

Oppose heroes who make it to the fifth round with one or more Generic Outlaws from Chapter 14 of the core rulebook (substituting Weapon Group Proficiency with blaster pistols for slugthrowers).

THE LANDING SHOOTOUT

Round	Distance to Target	Target's Defense* (w/Far Shot)
First	20 meters	7 (7)
Second	40 meters	11 (9)
Third	60 meters	15 (11)
Fourth	80 meters	19 (15)
Fifth	100 meters	23 (17)

*On this table, the target's Defense includes range penalties. The target's base Defense is 5.

Services, Heavy on the Vices

MISS MYLLA'S SALOON

By far the most popular business operation in the Center Sphere district is Miss Mylla's Saloon. Mylla, a beautiful Falleen woman of indeterminate age with a dazzling smile and the exotic looks common to her species,

took over the local inn several years ago and transformed the place virtually overnight. What was once a dingy dive not unlike any other on the Ring soon became the most popular place to congregate for drinks, gambling, music, conversation, and the occasional visit to the private rooms on the top floor. (Mylla also rents more traditional hotel rooms at a lower price).

Mylla is protective of "her girls," as she refers to them. Everyone in town knows big "Bantha" Burloo, the 2.25-meter tall Chagrian bouncer who leaves his post at the door only to dispose of mannerless ruffians who abuse Miss Mylla's goodwill. A stoic, hulking wall of enigmatic muscle, Bantha rarely says more than is necessary to do his job and has been with Miss Mylla as long as anyone has known her. In addition to the comforting presence of Bantha, Mylla makes sure her employees are well-treated by all patrons and takes an active interest in their health and well-being. When one of her girls begins to tire of the work, Miss Mylla has been known to arrange for offworld education to help those leaving her employ find work in a different field, and in one instance, even to arrange for one of the girls to marry a Falleen prince.

Mylla's only weakness appears to be Chief Liddell. The two have a great deal of respect for each other, and the Falleen has

been able to provide elusive information to Liddell during some of his more frustrating investigations. Mylla has repeatedly said that the good-hearted Mon Cal could be the only man that could ever get her to settle down and give up the life of a courtesan. For now, her hopes remain unfulfilled, but not even a lawman can resist a determined Falleen forever.

MISS MYLLA

Miss Mylla's origins are a mystery to her neighbors in Bartyn's Landing. She was not born on Lamaredd but arrived on a passenger ship with a dozen of her finest Falleen courtesans and a surprising amount of funds back when Liddell was still a sailor. Rumors have circulated for years that she is the concubine of the Falleen ruling family, the heir of a royal line fallen into disfavor, or even a famous holo actress gone into hiding to avoid a jealous wife—not that any of these hypotheses has been confirmed, nor are they likely to be. Whatever her background, Miss Mylla prefers to keep it a secret. And given her potent powers of persuasion, it's likely to remain that way for some time.

"BANTHA" BURLOO

Miss Mylla's Saloon is a safe place thanks in part to the watchful eye of Bantha, a massive Chagrian of few words with a short temper and a fist the size of most Human



heads. Although Miss Mylla's is a 24-hour establishment, the big blue alien doesn't seem to sleep. Rather, he's always within 10 meters of Miss Mylla's front door, unless he's tossing a troublemaker out on his ear.

Bantha generally ignores patrons of the saloon unless they cause trouble. If any unpleasantness arises, however, count on him to be in the middle of it busting heads.

Mylla: Female Falleen Nbl 8; Init +3 (Dex); Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 31/11; Atk +9/+4 melee (1d4-1, knife) or +9/+4 ranged (3d4, hold-out blaster); SQ Pheromones, hold breath, bonus class skill (Bluff), call in a favor (2), command +4, inspire confidence +2; Fort +2, Ref +7, Will +8; SZ M; FP 4; DSP 2; Rep 9; Str 8, Dex 17, Con 11, Int 15, Wis 14, Cha 20.

Equipment: Knife, expensive wardrobe, hold-out blaster (concealed), repulsor-yacht.

Skills: Appraise +8, Bluff +16, Computer Use +13, Diplomacy +22, Disguise +12, Gather Information +15, Intimidate +7, Knowledge (Lamaredd) +8, Knowledge (nobility & royalty) +7, Profession (courtesan) +13, Read/Write Basic, Read/Write Falleen, Sense Motive +13, Speak Basic, Speak Calamarian, Speak Chagri, Speak Falleen.

Feats: Skill Emphasis (Gather Information), Trustworthy, Weapon Finesse (knife), Weapon Group Proficiency (blaster pistols, simple weapons).

Generic Mylla's Girl: Female Dip 3; Init +2 (Dex); Def 13 (+1 class, +2 Dex); Spd 10m; VP/WP —/10; Atk +0 melee (1d4-1, knife) or +3 ranged; SQ by species; Fort +1, Ref +3, Will +4; SZ M; FP 1; DSP 0; Rep 1; Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15.

Equipment: Provocative clothing, knife (concealed), personal belongings.

Skills: Diplomacy +8, Gather Information +8, Knowledge (Lamaredd) +3, Profession (courtesan) +10, Profession (waitress) +7, Sense Motive +8.

Feats: Skill Emphasis (Profession: courtesan, Sense Motive), Weapon Group Proficiency (simple weapons).

MYLLA'S GIRLS

When Mylla arrived on Lamaredd and opened her saloon, she staffed the business with Falleen courtesans she brought with her. Over time, however, her payroll has grown considerably, and women of many different species now work for Miss Mylla.

Most of Mylla's girls split their duties, working alternate days as waitresses in the cantina portion of the business in addition to what they call "the work." Some prefer one job over the other. Mylla takes good care of her employees and actively endeavors to help them make lives for themselves beyond that of a courtesan. Those who eventually move on to other jobs or obligations still think of her as a guardian.

MD-0C6 ("Doc")

MD-0C6—the independent droid that most everyone in the Landing calls "Doc"—began existence as the chief medical droid for the original settlers and miners on Lamaredd.

Over the course of several hundred years, he never underwent a memory wipe and developed a unique, if curmudgeonly, personality. Eventually he became a completely independent and valued member of the community (the dearth of non-mechanical doctors in Bartyn's Landing is a testament to both his likeability and the trust that many Landing denizens have in the old droid). Over the centuries, Doc has steadily added parts to improve and protect himself,

"Bantha" Burloo: Male Chagri Thg 12; Init +7 (Dex, Improved Initiative); Def 15 (+4 class, +1 Dex); Spd 10m; VP/WP —/24; Atk +16/+11/+6 melee (1d6 +5, club) or +16/+11/+6 melee (1d4 +5, knife) or +13/+8/+3 ranged (2d6, slugthrower pistol); SQ Amphibious, low-light vision, radiation resistance; Fort +13, Ref +5, Will +4; SZ M; FP 3; DSP 0; Rep 3; Str 18, Dex 13, Con 21, Int 10, Wis 11, Cha 10.

Equipment: Club, knife, slugthrower pistol.

Skills: Intimidate +13, Knowledge (Lamaredd) +12, Profession (bouncer) +8, Read/Write Chagri, Speak Basic, Speak Chagri.

Feats: Improved Initiative, Skill Emphasis (Intimidate), Toughness, Weapon Group Proficiency (blaster pistols, simple weapons, slugthrowers).

including a repulsors unit scavenged from a discarded speederboat for greater mobility, additional internal storage for field work, a shoulder-mounted retractable blaster, and even a sturdy layer of energy-resistant armor plating.

Doc's a bit crotchety, but he has an amazing store of medical knowledge. The patient is always his paramount concern, and he has a tendency to be quite rude to any other flesh-and-bloods who interfere with his work in his office (usually indicating that they should go out and wait in the waiting room). Doc also employs a small assistant hovering droid, F-RTZ-2, that he usually calls simply "Fritz."

Unlike most droids, Doc loves the water. When not at his office or on a house call, he's likely sailing the open sea in his small repulsorsail skiff, often with Chief Liddell. When Doc is out on the water, Fritz stays on call at the office, able to reach Doc via internal comlink at a moment's notice.

MD-0C6: Hovering medical droid, Exp 8/Frg 1; Init +1 (Dex); Def 14 (+3 class, +1 Dex); Spd fly 16m (good, max. altitude 10m); VP/WP 9/12; Atk +4/-1 melee (1d6-2, punch), +7/+2 ranged (3d6, blaster pistol); SQ DR 5 (vs. energy weapons only); SV Fort +5, Ref +4, Will +7; SZ M; Rep 4; Str 6, Dex 12, Con 12, Int 16, Wis 12, Cha 10.

Equipment: Weapon mount (blaster pistol), heuristic processor, internal storage (10 kg), medical diagnostic computer (+4 to Treat Injury checks), improved sensor package, diagnostics package, translator unit (DC 5), vocabulator, medkit, repulsorskiff, repulsorlift unit.

Skills: Computer Use +14, Craft (droid) +8, Knowledge (biology) +14, Knowledge (chemistry) +14, Knowledge (Lamaredd) +14, Knowledge (medicine) +14, Listen +5, Pilot +12, Profession (doctor) +16, Read/Write Basic, Repair +14, Search +5, Speak Basic, Speak Binary, Spot +5, Treat Injury +17.

Unspent Skill Points: 0.

Feats: Alertness, Skill Emphasis (Pilot, Profession: doctor, Treat Injury), Weapon Group Proficiency (blaster pistols, simple weapons).

*Doc's skill totals include ability bonuses.

F-RTZ-2 ("FRITZ")

Fritz runs Doc's front office and helps in some of the simpler medical procedures. In a pinch, the tiny floating droid isn't a half-bad field medic himself, although his processors can't begin to match the wealth of information inside Doc.

Fritz can understand a surprising number of languages, but he has no vocabulator; when running the front office, he uses a translator built into the front desk. If in the field with a patient who cannot understand binary, he can project medical instruction in written Basic with his holoprojector.

Other Notable Businesses and Services

The Landing is a big place, and not all of the residents' needs can be met by the Chief, his seconds, Miss Mylla, or Doc. Heroic characters often need weapons, food, lodging, and other services. When the players want to explore, they can visit any of the following establishments.

For purposes of character interaction such as opposed skill checks, use the generic templates from the core rulebook for the proprietor of each business. If you crave more detail, adjust the templates by swapping out some skills for others.

THE TAILFIN CANTINA

On the edge of the northwest quadrant of Center Sphere, this dark, smoky watering hole is popular among sailors who prefer to

drink rum and gamble in privacy. Many first-time visitors also end up there, thanks to the Tailfin's strategic location. The proprietor, an old salt of a Human called Jerrahg, is known for his fish stories, gruff-but-friendly demeanor, and a knack for separating tourists from their credits.

Jerrahg conforms to the low-level generic trader template in Chapter 14 of the core rulebook.

THE EVEN CUT SABACC PARLOR AND CASINO

Miss Mylla's most successful competition for the credits of Landing residents, the Even Cut sits right across the street from the Falleen's saloon. Whereas Miss Mylla's is a well-rounded full-service establishment, gambling is the focus at the Even Cut, and there's always a sabacc game running no matter what the time of day. The owner and hostess of the Even Cut is Nyubuna Bulul, a striking Mon Cal female with a nose for business almost as keen as Miss Mylla's.

Nyubuna Bulul conforms to the mid-level generic trader template in Chapter 14 of the core rulebook.

ACKRAHBALA'S SWOOPS & SPEEDERS

"Crazy 'Bala," as he's called by locals, runs the biggest vehicle business in Barty's Landing. The energetic Chagrian salesman is always willing to cut a deal. He sells a variety of swoops, landspeeders, and aquatic craft. Ackrahbala also rents vehicles at reasonable rates: 50 credits per day for a swoop, 60 credits per day for a subskimmer, and 100 credits per day for a repulsorsail skiff (all rentals require deposits equal to 1/10th their used value).

Crazy 'Bala conforms to the 8th-level administrator template in Chapter 14 of the core rulebook, but swap Profession (administrator) for Profession (trader).

HAYNER'S MERCANTILE

Most everyone in the Landing visits the Mercantile sooner or later—a wide variety



of foods, sundries, equipment of all sorts, and even simple weapons are available for purchase.

Gillis Hayner, the shopkeeper, conforms to the low-level generic trader template in Chapter 14 of the core rulebook.

THE SKYLIGHT MARKET

The center of the Center Sphere area holds the Skylight Market, so named for its location directly beneath the open-air section of the Sphere. Here one can find virtually any illegal or exotic items for sale.

Individual stallkeepers conform to the 4th-level administrator template in Chapter 14 of the core rulebook, swapping Profession (administrator) for Profession (trader).

TRUSTY TRIKKER'S GUNS & AMMO

The aged male Quarren known as Trusty Trikker lost an eye decades ago in a shootout, so he retired from the outlaw game to ply a safer trade: selling and maintaining weapons of all types. If it's designed to hurt, you can find it at Trusty Trikker's.

Trusty Trikker conforms to the low-level smuggler template in Chapter 14 of the core rulebook.

F-RTZ-2: Hovering medical droid, Exp 2; IM +0; Def 12 (+2 size); Spd fly 10m (perfect, max. altitude 20m); VP/WP —/5; Atk +0 melee (1d3-2, claw) or +3 ranged; SV Fort -3, Ref +0, Will +5; SZ T; Rep 0; Str 4, Dex 10, Con 5, Int 13, Wis 14, Cha 10.

Equipment: Heuristic processor, holorecording unit, tool mount (x3), translator unit (DC 10), repulsorlift unit.

Skills: Computer Use +6, Hide +8, Knowledge (biology) +5, Knowledge (chemistry) +5, Knowledge (medicine) +5, Profession (doctor) +7, Read/Write Basic, Repair +3, Speak Basic, Speak Binary, Treat Injury +10.

Unspent Skill Points: 0.

Feats: Skill Emphasis (Treat Injury).

**Fritz's skill totals include ability bonuses.*

CENTER SPHERE FLIMSINNEWS

"The only news

service that lands the big stories" has its office and presses in the Center Sphere district. Copies of the daily edition are available most anywhere for a single credit. Newcomers would be wise not to take all of the "big stories" at face value, however, since CSFN has few qualms about exaggerating the facts to increase circulation.

BAMFURD'S TAPCAFE

A well-lit, relatively clean taphouse that's popular with the tourist crowd, Bamfurd's Tapcafe specializes in a wide menu of local dishes. Bamfurd, a jolly Ankura Gungan of indeterminable age, often serves patrons personally—especially new ones.

Bamfurd conforms to the low-level generic trader template in Chapter 14 of the core rulebook.

KHREENK'S SMITHY

Whether you're looking for well-made traps, custom-forged harpoons, or just a dependable knife, Khreenk is the Trandoshan to see. The burly blacksmith has a small cadre of apprentices, but he still oversees the more important jobs personally. Khreenk has lived in the Landing for over one hundred years, so he's a font of local legends and stories, many of which are even true.

Khreenk conforms to the low-level generic trader template in Chapter 14 of the core rulebook.

OLSINI TURPO, TAILOR AND HABERDASHER

When the average Landing denizen needs a new suit of clothes for the odd fancy occasion, that denizen heads to Turpo's. Turpo, a middle-aged Snivvian female with an ear for secrets, can often be a good source of information on local politics and social gossip.

Olsini Turpo conforms to the 4th-level administrator template in Chapter 14 of the core rulebook, swap Profession (administrator) for Profession (tailor).

NOLOH GUNGA FUEL STATION

Noloh Gunga rests in between two of the Three Jetties, serving as an offshore meeting place hub of trade for independently operating fishing vessels. The station is also home to one of the Landing's very few non-Bartyn-owned manufacturing companies, Noloh Gunga Bongoform.

Attendants at Noloh Gunga conform to the Gungan commoner template in Chapter 14 of the core rulebook.

THREE JETTIES GOURMET RESTAURANT

Although most of the seafarers that dock at the Three Jetties despise the presence of this "floating eyesore," the Three Jetties Gourmet Restaurant is the place to visit for wealthy offworlders, especially guests of Guther Bartyn, who owns 80% of the business. Walk-ins are almost sure to be turned away without a reservation, although well-dressed individuals might be able to talk their way into a table with a successful Diplomacy (DC 10) or Intimidate

(DC 20) check. Three Jetties Gourmet Restaurant exclusively serves BGD seafood prepared under the watchful eye of head chef Vondri Deeq, a temperamental Ortolan perfectionist.

Getting Around

SKIMMERSUBS

Most travel in and around the Landing is by swoop, although townsfolk also use gondola skimmersubs to move quickly around the harbor. The skimmersubs were created by Gungan and Quarren engineers who wanted to build a vehicle capable of diving down to the lower levels of the Ring but also able to act as a surface vessel. Over time, they have become quite common in the Landing, and most families own one or more. They're also readily available for rent at almost any dock on the Landing.

Skimmersubs resemble the Gungan bongos of Naboo, but they have been built without the benefits of Naboo's locap plasma. Instead, the vessels are propelled by three repulsorsails when on the surface, and the large central sail collapses when in submarine mode. When submerged, the skimmersub maneuvers with simple hydrojets and the smaller port and starboard repulsorsails. When in surface-travel "top-down" mode, the large central fin gives the skimmersub the appearance of a large fish. The convertible craft has retractable transparisteel windows that are capable of withstanding depths down to 500 meters.

Under Pressure

Submarines, such as the skimmersub and the escape submersibles presented here, each have a maximum depth that dictates how far below the surface of the water the vessel can dive before the water pressure begins to damage the ship. Diving below that threshold forces the submersible to move more slowly and causes the hull to take 1d8 points of damage per round for every ten meters below the maximum depth.

For example, a skimmersub (maximum depth 500 meters) that dives to 530 meters suffers 3d8 points of damage per round until rising to 500 meters or higher. This damage goes to shield points as normal if the sub is shielded. If the sub loses more than half of its hull points (whether due to pressure, combat, or some other reason), it cannot survive below its maximum depth. In this case, the vessel implodes—reduced to zero hull points—causing damage to any characters inside the sub as per the rule in the core rulebook for

exploding vehicles—10d6 points of damage, with a Reflex save against DC 20 to prevent half that damage. Since this is an implosion, not an explosion, you don't need to deal with area damage within a 10-meter radius.

Any survivors must still deal with the pressure. Living creatures not built for an aquatic environment (that is, any species that does not have the Amphibious or Hold Breath special qualities) can withstand water pressure in normal gravity down to 40 meters. Aquatic species such as Gungans and Mon Calamari have evolved to handle pressure, so they can dive to any depth. Below 40 meters, the non-aquatic individual begins to take water pressure damage equal to 2d8 per round (heavy armor reduces this amount to 1d8). Below 100 meters, this damage goes directly to wounds. Characters can, of course, make Swim checks to reach a survivable depth, but they still have a very good chance of being stunned.

Although the Gungan engineers of Nolah Gunga build sturdy craft, even their handiwork can succumb to the enormous pressures of the deep ocean. See the "Under Pressure" sidebar on page 44 for more information.

Craft: Nolah Gunga Bongoform Skimmersub; **Type:** Aquatic Submersible (speeder); **Cost:** 16,000 (new), 7,500 (used); **Size:** Huge (9.25 meters); **Crew:** Normal +2 (1 pilot); **Passengers:** 4; **Cargo Capacity:** 18000 kg; **Speed:** 110 meters (maximum speed 410 km/h); **Maximum Depth:** 500 meters; **Defense:** 11 (size -2, armor +3); **Hull Points:** 32; **DR:** 3.

*Provides full cover when sealed, 1/4 cover when open.

FISHING TRAWLERS

500 years ago, Hugo Bartyn bought a fleet of used fishing trawlers from the Hutts to launch his independent seafood operation. These archaic vessels, so old that they used ancient repulsorsails, soon became a common sight at the Landing. Their wide nets soon brought in more "raw product" than Bartyn had ever dreamed of, driving his profits through the roof.

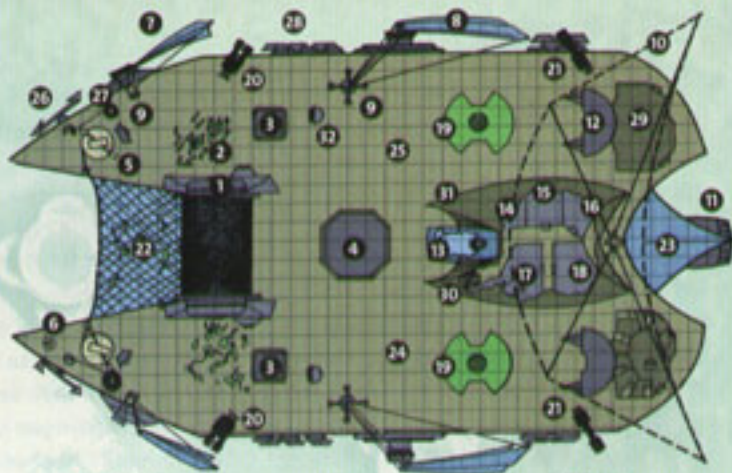
In modern times, many of Bartyn's original ships are still plying the seas, and most of the newer ships built on Lamaredd are designed using them as a model, although many Mon Calamari design traits also distinguish the more recently constructed vessels. Like most other Lamareddi sea vessels, the trawlers use a set of pontoons to reduce reliance on repulsor power, enabling them to float gently when powered down. Of course, considering the massive predators that compete with, and often attack, fishing trawlers, only the most foolish captain refuses to arm his trawler. Most every such vessel on the planet has at least one turbolaser mounted on its deck for such exciting contingencies.

Fishing trawlers, with their distinctive forked bows and voluminous cargo holds, are a common sight on the docks, loading new crew and delivering their catch before heading back out to sea.

FISHING TRAWLER

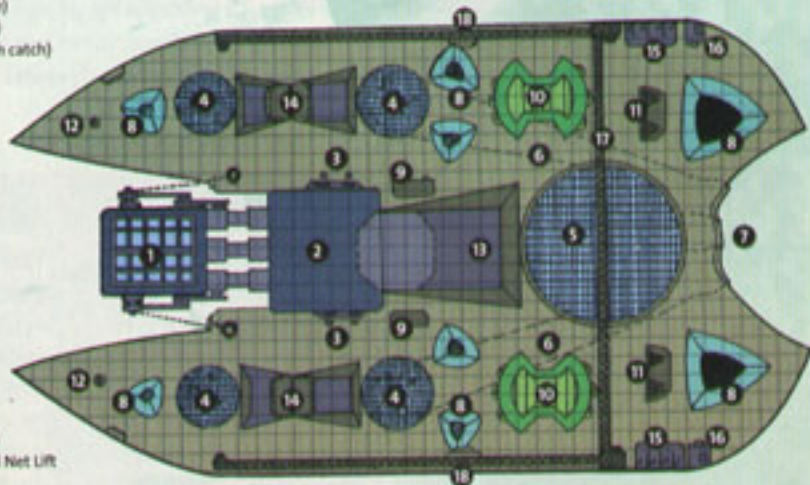
Level 1: Main Deck

1. Main Net Winch
2. Fresh Catch
3. Dump Chute to Gutting Decks (Small)
4. Dump Chute to Gutting Decks (Large)
5. Port and Starboard Net Winches
6. Lookout Tower (Crow's Nest)
7. Foresails
8. Steering sails
9. Masts (Fore, Port, Starboard, and Aft)
10. Mainsail (outline, removed for clarity)
11. Auxiliary Repulsor Engine (below waterline)
12. Stainwell Access to Gutter Decks
13. Bridge (cutaway)
14. Officer's Cabins
15. First Mate's Cabin
16. Captain's Quarters
17. Officer's Mess
18. Crew Galley
19. Fusion Generator Control
20. Deck cannons (Fore)
21. Deck Cannons (Aft)
22. Net (retracted, with catch)
23. Tertiary Hull
24. Port Hull
25. Starboard Hull
26. Anchors
27. Anchor Winches
28. Lifeboats
29. Crew Quarters (3 levels high)
30. Lift Tube to Auxiliary Bridge
31. Hatch access to Command Section



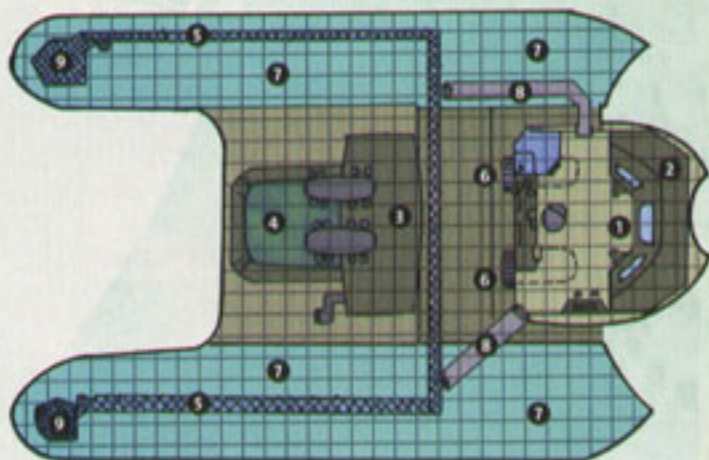
Level 2: Gutting Decks

1. Retractable Grated Net Lift (extended)
2. Net Lift Housing
3. Net Lift Control Station
4. Sluice Grates (small)
5. Sluice Grate (large)
6. Waste chute (below deck)
7. Aft Waste Dump
8. Drop chute to cold storage
9. Maintenance Closet
10. Fusion Generator Control
11. Stainwell
12. Access hatch to cold storage
13. Dump Chute (large)
14. Dump chutes (small)
15. Showers
16. Head
17. Catwalk (elev. 8m)
18. Repulsorsail mounts



Level 3: Cold Storage Decks

1. Auxiliary Bridge/Escape Submersible
2. Auxiliary computer core
3. Bilge Pump
4. Bilge
5. Catwalk (elev. 10 m)
6. Escape sub engines
7. Cold storage tanks
8. Stairway to catwalk
9. Observation Platform



map by Idea + Design Works

Bartyn's Landing

Craft: Ubrikkian 222 Heavy Fishing Trawler; **Class:**

Ground (Speeder); **Cost:** 350,000 (new), 75,000 (used); **Size:** Colossal (170 meters); **Crew:** Normal +2 (1 pilot, 2 engineers, 300 sailors); **Passengers:** 770; **Cargo Capacity:** 800 metric tons; **Speed:** 24 meters (max. speed 70 km/h); **Altitude:** N/A; **Defense:** 10 (-8 size, +8 armor); **Hull Points:** 230; **DR:** 10. **Weapon:** Turbolaser cannon; **Fire arc:** Turret; **Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control); **Damage:** 6d10; **Range:** 400m.

* Provides 1/4 cover to passengers.

REPULSORSAIL SKIFFS

Most of the galaxy gave up the primitive repulsorsail centuries ago, although variations on the sail still appear on vehicles like the Ubrikkian sail barge. On Lamaredd, repulsorsails combined with mounted pontoons remain a much cheaper alternative to modern repulsorlifts, which can often cost

100 times their usual market value on this remote world. Economic necessity gave rise to one of the most common—and diverse—types of private aquatic vessels on Lamaredd, the repulsorsail skiff.

Though skiffs come in a variety of sizes ranging from 5 to 50 meters, Doc's skiff (presented here) is typical of most privately owned models. Like Doc, most owners who regularly take their skiffs on long journeys outfit their vessels with at least a heavy blaster cannon to fend off attacks by Lamaredd's large sea predators.

Craft: Modified Jal-Paara G-62 Repulsorsail Skiff; **Class:** Ground (Speeder); **Cost:** Not for sale (original price 11,000, now likely valued at 17,000); **Size:** Huge (8.7 meters); **Crew:** Unique (1 pilot); **Passengers:** 16 or cargo; **Cargo Capacity:** 92 metric tons; **Speed:** 90 m (max. speed 340 km/h); **Altitude:** N/A; **Defense:** 13* (-2 size, +5 armor); **Hull Points:** 30; **DR:** 5.

* Provides 1/4 cover to passengers.

STANDARD TRAWLER ESCAPE SUBMERSIBLE
Craft: Ubrikkian BBE Repulsorsub; **Type:** Aquatic submersible (Speeder); **Cost:** 21,000 credits (new), 16,000 credits (used); **Size:** Colossal (36 meters); **Crew:** Skilled +2 (1 pilot, 2 engineers); **Passengers:** 45; **Cargo Capacity:** 70,000 kg; **Speed:** 110 meters (maximum speed 295 km/h); **Maximum Depth:** 300 meters; **Defense:** 10 (size -8, armor +8); **Hull Points:** 110; **DR:** 3.

* Provides full cover.

STANDARD LIFEPOD

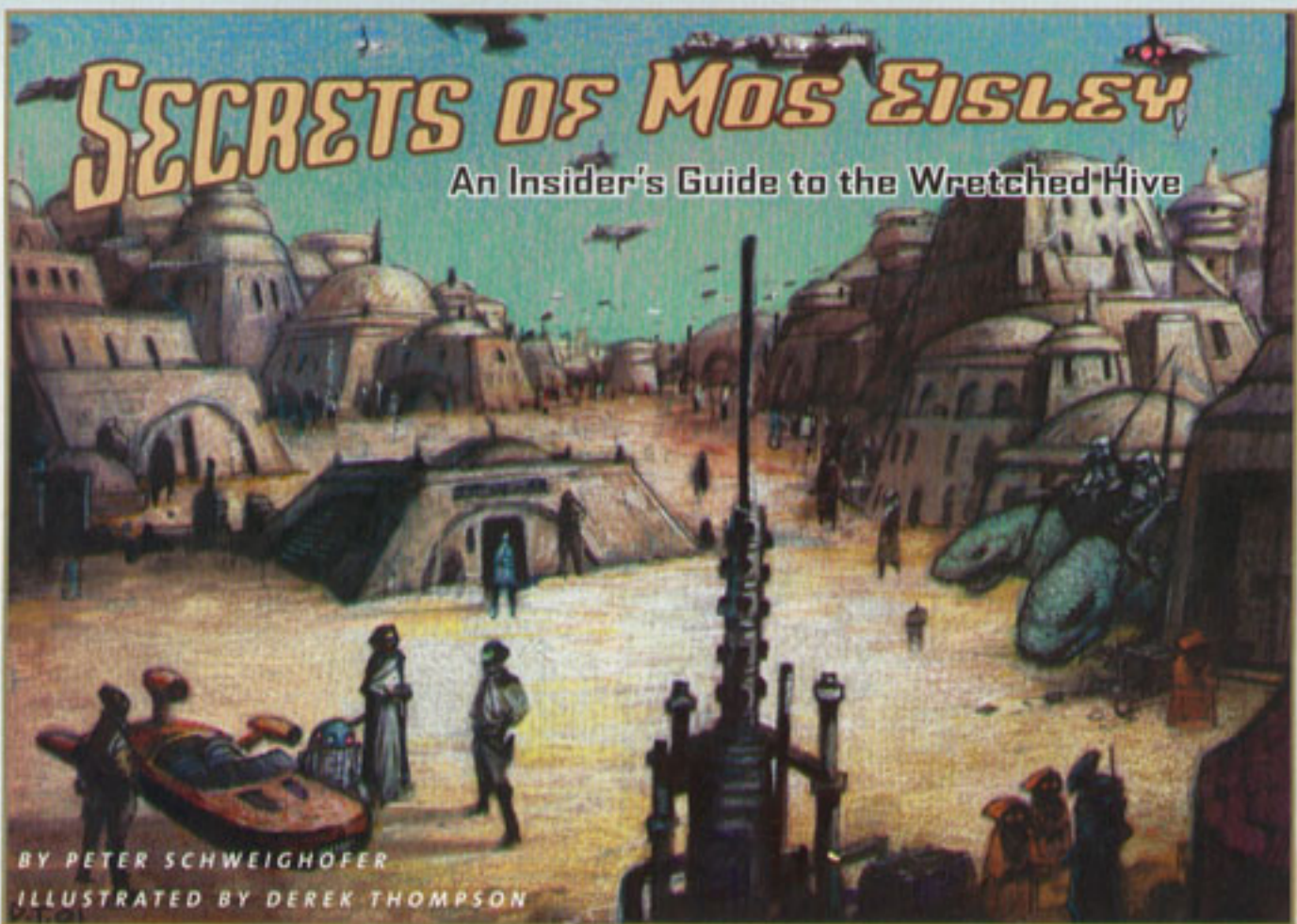
Craft: Noloh Gunga Repulsor Lifepod; **Type:** Aquatic (Speeder); **Cost:** 3,500 (new), 1,700 (used); **Size:** Huge (6.8 meters); **Crew:** Normal +2 (1 pilot); **Passengers:** 6 (capacity 6); **Cargo Capacity:** 150 kg; **Speed:** 30 meters (maximum speed 50 km/h); **Altitude Range:** N/A; **Defense:** 9 (size -2, armor +1); **Hull Points:** 24; **DR:** 1.

* Provides full cover.

Adventures on Lamaredd

"Reckonings," the adventure that begins on page 78 of this issue, is just one possibility of a myriad scenarios GMs can create for their players. Here are a few ideas for developing more of your own adventures:

- An outbreak of fungal plague strikes the island of Little Mon Cal, and the heroes must journey with Doc to the far side of Lamaredd to deliver desperately needed medical supplies. Along the way, they battle pirates who want to steal the shipment and hold it for ransom.
- The heroes have been sent by the Jedi Council to learn more about the history of Lamaredd and the origins of its non-Human population. Once there, they learn the tragic story of the First Wavers and encounter an anti-Human terrorist movement that wants to take revenge for the crimes of Hugo Bartyn.
- A popular member of the town council has been found murdered in a run-down slum on the Ring. The heroes, supported by Chief Liddell, must delve into the underworld of Bartyn's Landing to learn why the politician was there in the first place (unknown to most, he led a secret life of spice and debauchery), who killed him, and why.
- The annual Cargo Track 3000, the only sanctioned race around the dangerously unpredictable automated track, has come again. The heroes can participate for prize money, or place bets on their favorite contenders. They might learn that one unscrupulous racer has foul play in mind.
- The heroes are passengers on board a transport vessel that collides with a surfacing gulletbeast. The heroes must fight other panicked passengers as well as the sea while the ship begins to slowly take on water and sink.
- Guther Bartyn hires the heroes to sail his yacht, the *Tria Blue*, all the way around Lamaredd in a global race against the private yacht of a visiting Neimoidian dignitary. This hook is perfect for random encounters with dangerous creatures, strange islanders, and Neimoidian opponents.
- Miss Mylla needs a "special package"—a young Human courtesan—delivered to a business partner in the far-off port called Cape Regret, and she's willing to pay the heroes handsomely to see that the girl arrives in one piece. After many adventures along the way, the heroes learn that the young woman (who keeps herself locked in her cabin for most of the trip) wasn't cut out for this business and now is being sent to study a new trade with a "legitimate" merchant friend of Mylla's.
- A gang of outlaws has stolen Rudy! The heroes help the senior second get his trusty steed back from the clutches of a renegade swoop gang, earning his respect—and an offer of free labor on any vehicle they would like to have enhanced by the master.
- Sailing vessels have been disappearing in the vicinity of the aquatic dead zone known as the Rank, and a vessel owned by a comrade of the heroes is among the missing. The heroes set out in a rented ship of their own to investigate and encounter a small flotilla of Menahuun warriors that's been attacking and sinking civilian ships entering the area.
- Another pack of roving jungle predators has begun to encroach on the outskirts of town, and Chief Liddell needs plenty of able-bodied hands to hunt down the creatures, or at least drive them back into the bush. This would mission is a classic monster-hunting adventure, with the hunters becoming the hunted as the party is stalked by the very predators they seek. ☐



SECRETS OF MOS EISLEY

An Insider's Guide to the Wretched Hive

BY PETER SCHWEIGHÖFER

ILLUSTRATED BY DEREK THOMPSON

Welcome to Mos Eisley, friend. I am Nibao Glumm, expediter, entrepreneur, and native of this depraved city. May I offer my services as guide to the finer businesses of our disreputable, backwater spaceport? You don't look like a naive moisture farmer who just wandered in from the Great Mesa Plateau.

Most visitors here are familiar with the more notable landmarks. Everyone knows they can find a cool drink and a shady business proposition at Chalmun's Cantina. Anyone can give you directions to the wreckage of the Dowager Queen, and you can't miss Lady Valarian's Lucky Despot casino, if gambling's your trade.

Why go to all the infamous, crowded enterprises when you can find subtle, less public venues to conduct business? I can show you some discriminating establishments far from the main thoroughfares, down nameless streets or on the fringes of town. Of course they're not as well known, but they provide a greater and more

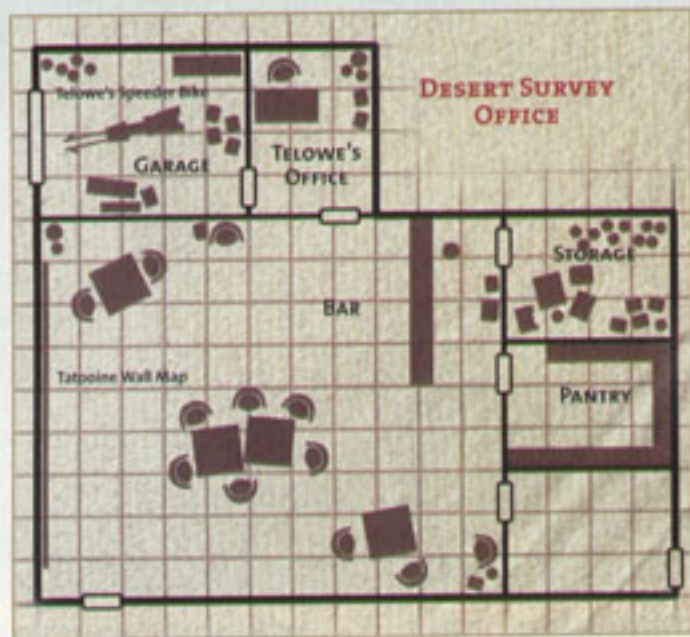
specialized quality of service to suit your needs. Who wants to conduct business inside Chalmun's Cantina, where everyone—friends and enemies—can see you? Come; let's visit some places your average spacer wouldn't even know about.

DESERT SURVEY OFFICE

If you wander north to the city's edge, you come upon an unassuming sandstone blockhouse. Ignore the larger side door—that's the owner's garage—and head to the smaller entrance. The sign reads "Desert Survey Office: Scouts Welcome," but don't let it fool you. It's part explorer's club, part geographical agency, and part official

survey bureau, all run by a lanky fellow named Telowe. Most folks just know it as a good place to get out of the midday heat, kick back, and enjoy a drink.

The "survey office" interior is one great room with a low ceiling and a few exits leading to several smaller antechambers: the owner's office, his garage, supply room, refresher units, and a small pantry. The main room serves as a meeting place, bar, and general hangout for a relatively sedate clientele. The dive's decor is best described as "pre-Republic scavenger." Bits of junk adorn the walls, including a few crossed gaffi sticks, a krayt dragon vertebra, scrap from a wrecked Podracer, and a single bantha horn. The fixtures consist of salvaged junk converted to furniture—cargo crate tables, old water drums cut into chairs, and an entire booth scavenged from the crew lounge of some freighter. Someone took a dilapidated visual map viewer and set it horizontally on a few old boxes and a cooler unit to form the bar. Slaff, Telowe's Gamorrean assistant, naps on his stool nearby.



Now and then patrons approach the fellow, rouse him from slumber, surrender a few credits, and receive a drink from the closely guarded cooler unit beneath the bar.

A map of Tatooine's inhabited regions painted floor-to-ceiling on one wall (no doubt rendered by a terminally bored patron) dominates the survey office. The colors have faded somewhat, but a cursory examination still reveals geographical features and notable locations. Over the years, various visitors, scouts, and tourists have added to the map, jotting down notations on the wall, or sticking them to the map with adhesive emendation slips. Notes indicate locations such as "Transport Crash Site," "Velamite Mine," "Jawa Army," and "Krayt Dragon Spawning Grounds." Any number of these features might exist in reality or only in the mischievous minds of their creators. Some of the tags even migrate every few days, as best suits the office denizens. "Wreck of Thangar Pirate Cruiser" might sit in the middle of the Northern Dune Sea one week, and then appear stuck between Anchorhead and Tosche Station the next.

The survey office clientele isn't as lethal as those frequenting the more popular watering holes in Mos Eisley. They prefer their map pranks and gentlemanly debates about Tatooine's geography to animosity and brawling. Most of them are old-timers who prefer the quiet atmosphere to the spaceport's noisier neighborhoods.

Sometimes spacers stop in to wait out trouble downtown. Others come to consult the map for terrain features that might prove safe havens for ships or cargo. Real explorers rarely visit—they're jaded enough to know there is nothing out in Tatooine's sandy wastes worth discovering.

If you hang out in the survey office long enough, you'll notice a suspicious-looking Jawa visits every two weeks or so, glancing over his shoulder to make sure nobody followed him. If Telowe's in, the Jawa spends half an hour talking with the scout, who rapidly enters notes into his datapad. Most of the time, though, the Jawa just scurries into Telowe's office, roots about for a moment, then departs—presumably to leave a coded datacard hidden somewhere inside. Nobody knows the Jawa's identity nor what information he delivers to Telowe. He probably brings notes on his sand-crawler's wanderings or interesting data about terrain he's encountered. Telowe

Telowe: Male Human Sct 4; Init +2 (Dex); Def 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 24/11; Atk +3 melee (1d4, knife) or +5 ranged (3d6, blaster pistol); SQ Trailblazing, uncanny dodge (Dex to Def); SV Fort +2, Ref +4, Will +4; SZ M; FP 1; Rep 3; Str 11, Dex 14, Con 11, Int 16, Wis 14, Cha 15. Challenge Code: A.

Equipment: Blaster pistol, field kit, Hyrotii Ranger-5 swoop, knife, sporting blaster rifle.

Skills: Climb +3, Computer Use +8, Craft (maps) +6, Demolitions +6, Hide +7, Jump +3, Knowledge (Tatooine) +8, Listen +9, Move Silently +7, Pilot +9, Read/Write Basic, Repair +10, Ride +7, Search +10, Sense Motive +4, Speak Basic, Speak Huttese, Speak Jawa, Speak Rodese, Spot +9, Survival +9.

Feats: Alertness, Sharp-Eyed, Skill Emphasis (Survival), Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

Star Wars Timeline

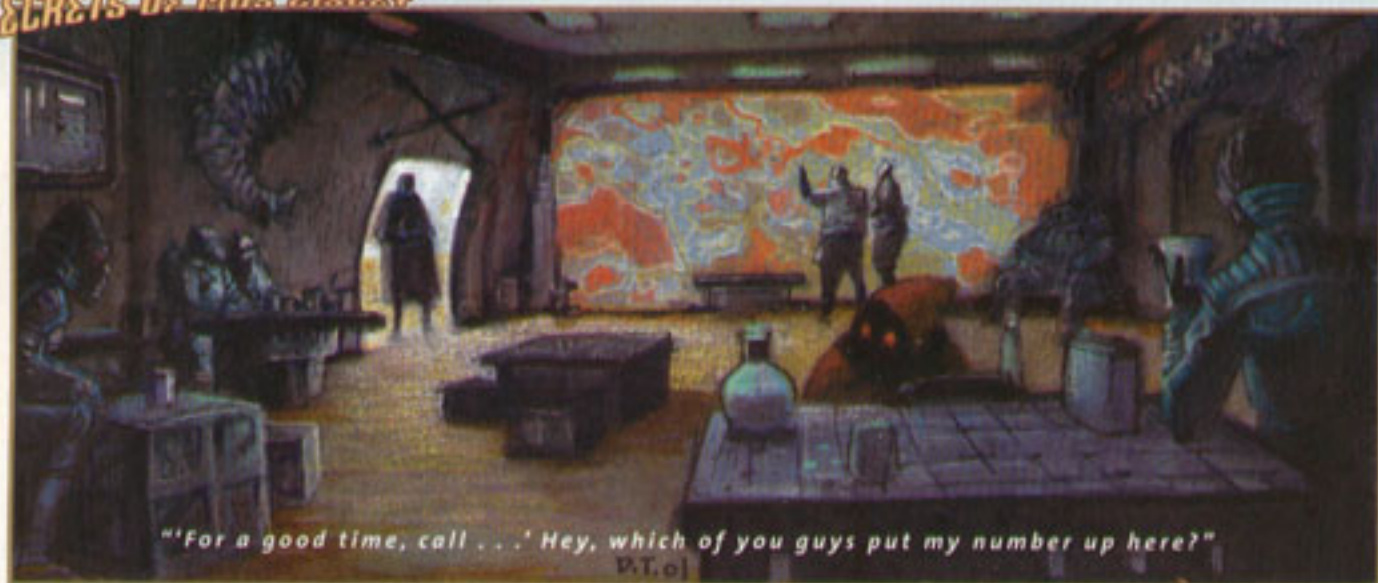
Gamemasters can use this information on Mos Eisley in any era in which they're running a *Star Wars* Roleplaying Game campaign. The spaceport's timeless depravity and the seedy establishments that serve such a place can provide resources for a variety of characters—from emissaries of the Republic and smugglers fleeing the Empire to New Republic agents rushing to head off various threats from Imperial renegades and various conquering or conspiring aliens.

Most enterprises and their proprietors last several generations in one form or another. A business might pass down to family members with similar inclinations, attitudes, and personal traits. Similar beings might assume the roles of former owners, perpetuating the impression that they've always run that enterprise (see Shilin's Library below for an example). Much like Mos Eisley itself, the city's entrepreneurs care little for events in the greater galaxy as long as business is good.

doesn't openly pay the little fellow, but you can bet there are some goods, services, or favors exchanged far from prying eyes.

TELOWE

The survey office owner is a lanky man tall enough to reach the higher portions of the wall map. His eyes have that idealistic look common to most youngsters, but the gray flecking his sandy brown hair betrays his true age. Telowe uses the survey office as a temporary residence between trips into Tatooine's wastelands. If he's around, he



"For a good time, call . . ." Hey, which of you guys put my number up here?"

P.T.O.]

rarely spends time in the main room among the oldsters and patrons. He doesn't talk much, and he barely acknowledges the patrons in his bar. Telowe wanders from room to room preparing for his next excursion into the desert. One moment he's in his office hunched over various datacards of cartographic information. The next he's rummaging through gear in the supply room. Then he's fixing the latest mechanical problem on his beat-up Hyrotii Ranger-5 swoop. The rare client seeking to hire him for survey work receives a curt greeting, slips into his office, and closes the door.

Much of the time Telowe wanders the desert on his swoop, sleeping under the stars, mapping out new terrain on his datapad, and exploring regions few would visit on their own. Nobody knows where he goes, and he doesn't tell anyone beforehand. They just see him zooming out of town, and then returning a week later caked in dust. His obsolete swoop somehow manages to transport him and a pile of equipment strapped to its aft section. Several dusty old packs contain materials essential to desert survival (field kit, medpac, tool kit) and gear required for his survey work (datapad, electrobinoculars, survey beacons, sensor pack).

When he returns, however, Telowe doesn't update the immense wall painting in the survey office. The public map and the one he keeps on his datapad are quite different. One provides amusement for his patrons and fascination for visitors; the other contains all the useful locations (smugglers hideouts,

archaeological sites, natural resources) he wouldn't dare mention to outsiders. Telowe keeps his survey notes to himself or else uses them in reports to his clients, including Hutts tracking down old debts, miners staking claims on worthless rocks, moisture farmers squabbling over territory, and authorities reformatting taxing districts.

TELOWE'S HYROTII RANGER-5

Craft: Modified Hyrotii Ranger-5; **Class:** Ground (Speeder); **Cost:** 7,500 (new), 1,500 (used); **Size:** Large (3.3 meters long); **Crew:** Unique (1 pilot); **Passengers:** 1; **Cargo Capacity:** 25 kilograms; **Ground Speed:** 85 m (max. speed 200 km/h); **Altitude:** up to 10 m; **Defense:** 11 (-1 size, +2 armor); **Hull Points:** 16; **DR:** 5.

Weapons: None.

Adventure Hook: Woman from the Past

While visiting the survey office, the heroes encounter a woman seeking Arden Telowe. The scout isn't around; he's on one of his frequent jaunts into the desert regions. The woman introduces herself as Masda Telowe, the owner's sister, and claims he simply disappeared from their home on Esseles one day when they were children. She's spent several years trying to find her long-lost brother, especially since their parents died and left the two a sizeable fortune to split. She felt guilty taking any of the money without making an effort to find Telowe or discover what became of him. Masda's willing to hire the characters to help her find the scout.

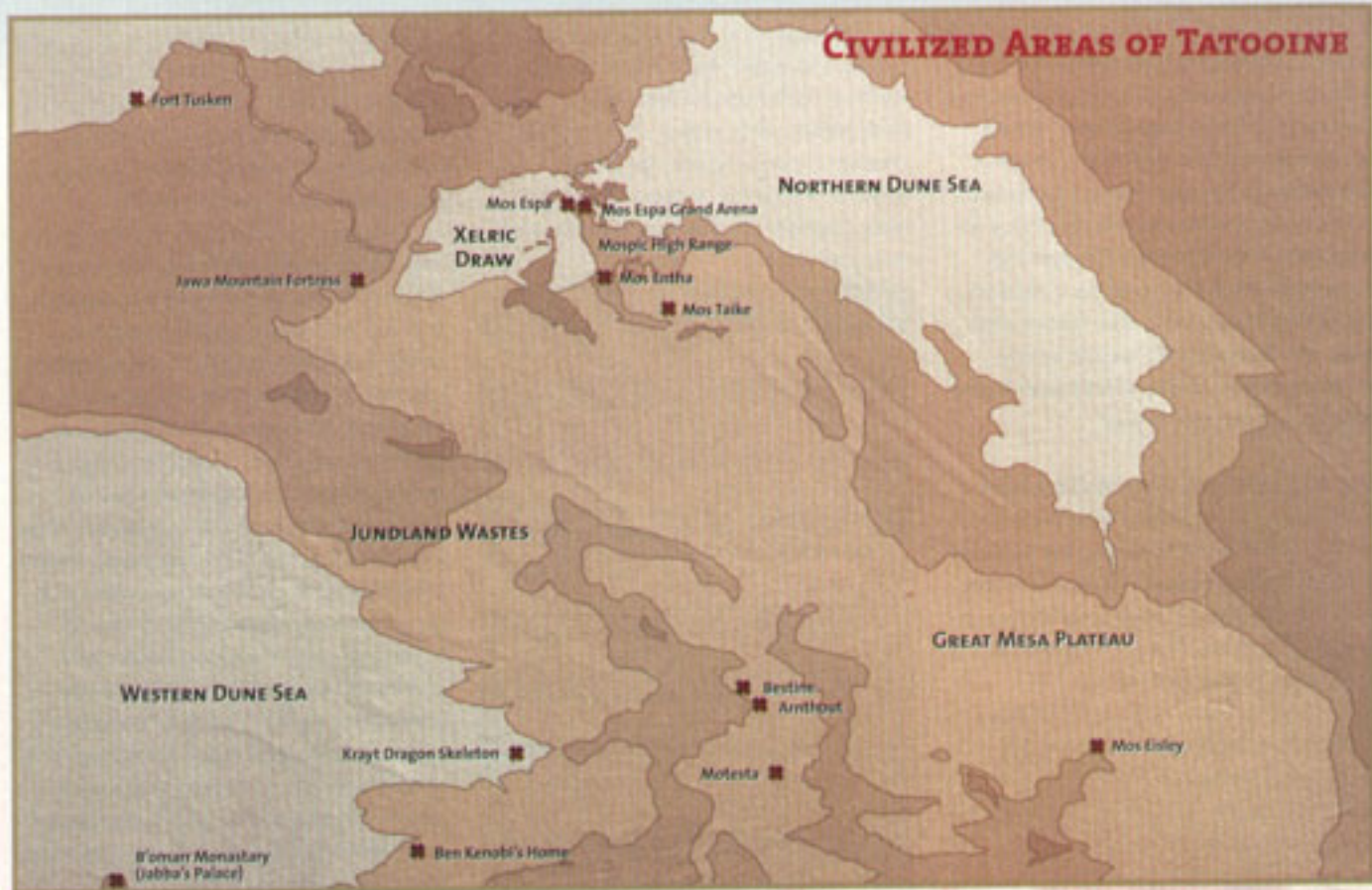
Tracking down Telowe involves examining some of his cartographic datacards, rooting about his office and garage, and interrogating the mysterious Jawa who frequently visits. While scouring Mos Eisley for information about Telowe, the heroes realize a small party of bounty hunters is also searching for him.

Telowe's exploring a branch of the Northern Dune Sea. To reach him, the heroes (with Masda accompanying them) must brave a sandstorm, Tusken Raiders, and a brief encounter with the bounty hunters, who follow the characters. They find the scout's swoop near a canyon cave. When they finally find Telowe, he claims he doesn't have a sister—Masda is in fact his former wife, seeking revenge for his leaving her without warning on Esseles with a failing business and a load of debt. The bounty hunters serve as her back up, helping to search for Telowe, and stepping in just when Masda needs some heavy guns to exact her vengeance.

RAYNE'S DUNE SEA OUTFITTERS

A few blocks down from the desert survey office stands a vast warehouse. Its size isn't immediately obvious. Much of its perimeter remains hidden behind smaller structures—only the large cargo door in the northern wall betrays its existence. The wide portal stays open during daylight hours, the scene of constant activity related to a small side-business that operates out of the warehouse: Rayne's Dune Sea Outfitters.

CIVILIZED AREAS OF TATOOINE



Few outsiders ever get past the main cargo door. You'll always find a crowd of Rodians milling about, intercepting anyone who thinks they can just stroll into the warehouse to look around. They avoid employing the rude, aggressive tactics typical of their species, preferring to stall and then divert the casual visitor. If you're planning to head off on a desert expedition, resupply your ship, or acquire some hard-to-find equipment, just ask them to find Rayne, the proprietor. She can fix you up with a variety of gear, all prices negotiable.

Rayne eventually appears with a few more Rodians and greets customers. She doesn't allow anyone into her storehouse to browse but instead asks what the customer is looking to acquire. Rayne always consults her datapad, which contains a complete inventory of her standard items. She claims to stock equipment useful for life on Tatooine: desert supplies, vaporator parts, feed for various domesticated beasts, water tanks, and a few vehicles. Rayne also keeps a few spare starship parts and supplies on hand for spacers who need them in a pinch. If she doesn't

have the goods customers want, she can acquire them shortly—usually a few days to a week, depending on their rarity and price. The Rodian roustabouts retrieve any items in stock, sometimes employing a repulsorlift cart or Rayne's ancient binary load lifter for heavy material.

Openly, Rayne operates as a legitimate entrepreneur supplying folks with a sometimes odd but comprehensive selection of merchandise. She sells to locals and spacers alike, usually those who can't find what they're looking for through the normal channels. Rayne regularly supplies several groups operating near Mos Eisley: at least one Jawa sandcrawler, several moisture farms, an old mining operation, and a transport outfit that makes scheduled runs to Bestine and Arnhout.

If you need a place to stow your cargo, Rayne's more than happy to rent space in the warehouse. Although the rate is cheap, she still charges for her roustabouts and load lifter to haul your cargo around, and she expects a hefty "security" fee to make sure everything's still there when you return. Rayne frequently stores things for

other people seeking a safe place to leave their questionable goods. Constant Rodian patrols keep the outfitters secure. They wander around the block at all times of the day and night, often stopping at the smaller establishments built against the warehouse exterior. Any secondary entrances were sealed long ago. At night the Rodians close the massive cargo doors and head inside. Rayne maintains a small office that includes sparse quarters for her, plus barracks for the roustabouts. If she comes and goes after dark, nobody notices.

Many speculate about the secret aspects of Rayne's business. Some say she works for the Hutts; others think she represents some larger smuggling organization. Few know where she obtains her merchandise, or how she maintains such varied connections among spacers, traders, and smugglers. The unconventional clientele her business attracts only fuels the rumors. Cloaked figures call at day's end to deliver anonymous boxes or retrieve unmarked packages. Local authorities visit the outfitters as discreetly as possible, accepting payments to ignore her illicit activities, seeking

SECRETS OF Mos Eisley

favors, or making "special orders" for unusual equipment. Some nights freighters land on the nearby edge of town, where her Rodian roustabouts transfer cargo—sometimes to the warehouse, sometimes to the freighters. The vessels never stay for long, frequently blasting off before the authorities think to drop by for a customs inspection. Occasionally that furtive little Jawa who frequents the desert survey office stops here to chat briefly with Rayne before scurrying on his way.

Rayne's Binary Load Lifter: Walking labor droid, Exp 1; Init +0 (Dex); Def 14 (+5 armor, -1 size); Spd 6 m; VP/WP —/14, Atk +5 melee (2d10+6, loading fork) or -1 ranged; SV Fort +2, Ref +0, Will +1; SZ L; Rep 0; Str 23, Dex 10, Con 14, Int 4, Wis 8, Cha 4. Challenge Code B. *Equipment:* Armor, tool mount.

Skills: Hide -4, Listen +1, Read/Write Basic, Search -1, Speak Basic, Speak Binary.

Unspent Skill Points: 0.

Feats: Endurance.

Cost: 2,500 credits.

RAYNE'S INVENTORY

Rayne keeps her warehouse well stocked with a good variety of basic gear and a few weapons. Heroes can purchase most common items at standard prices. Rayne hides her more interesting wares among the

legitimate goods stored in jumbled crates, barrels, and sacks—items of particular worth or usefulness on Tatooine, curiosities from distant parts, or gear she's acquired through dubious means. The sample inventory below might provide an idea of the more suspect materials Rayne has in stock at any given time:

- » ASP-series droid (missing one arm)
- » Bacta tank (empty)
- » 4 broken vaporators
- » Box of various electronic components
- » 5 desert survival tents (well-worn)
- » Heavy repeating blaster
- » Krayt dragon hide
- » 72 liters bacta
- » MandalMotors Shadow V combat air speeder
- » Podracer engine
- » Protocol droid torso
- » Salvaged escape pod
- » 18 sacks bantha feed
- » 7 sandcrawler treads
- » Sensor jammer for Medium-sized vessel
- » Starfighter alluvial damper
- » Theater-sized holoprojector (malfunctioning)
- » 3 thermal detonators

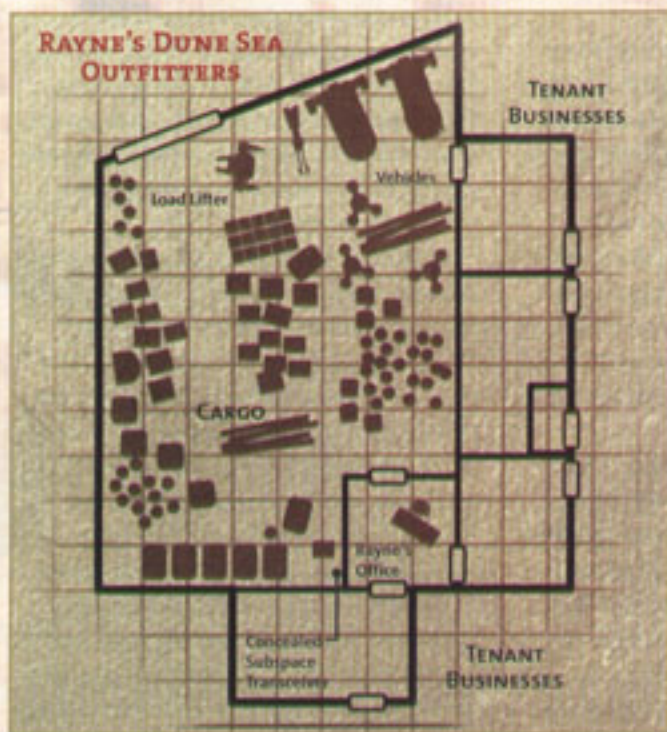
RAYNE

Rayne "retired" to Tatooine, setting herself up in business as a general outfitter after a successful career in the Core Worlds. She always believed the galactic frontier had the best opportunities for pioneering entrepreneurs,

but that meant nothing without the contacts and infrastructure to bring essential goods to a growing and ever-changing market. Rayne uses her extensive contacts—both legitimate and otherwise—to ensure she satisfies her customers' needs.

In her younger days Rayne worked for a small syndicate called Brentaal's Wayward Children, an innocent-sounding association that runs various smuggling operations throughout the galaxy. This league of pilots, mechanics, cargo handlers, customs inspectors, depot managers, and industrial executives diverts portions of lucrative cargoes from warehouses on Brentaal, a hub of galactic commerce on the Core Worlds' edge. They transport and sell these goods in highly profitable markets, often those where such materials are restricted or heavily taxed. Rayne began as a route coordinator for a legitimate shipping corporation, provided information to the Children, and intentionally routed various shipments into their possession. Over the years she's held several jobs in the organization, all of which helped prepare her for retirement to this backwater, Outer Rim world. Today Rayne not only supplies those on Tatooine but also acquires regional merchandise for shipment back to Brentaal's Wayward Children. She also maintains contacts with various Hutts, several smuggler alliances, and a few former business friends in the Core Worlds who can divert interesting items to her.

Rayne is a woman of subtle but still appealing middle-aged beauty. She dresses in a comfortable but form-fitting jumpsuit, sturdy boots, and a visored hat to keep out the suns. If she's not outside dealing with



Rayne: Female Human Nbl 4; Init +2 (Dex); Def 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 17/11; Atk +3 melee (1d3, punch) or +5 ranged (3dB, heavy blaster pistol); SQ Bonus class skill (Forgery), call in a favor (2), inspire confidence +1, command +2; SV Fort +1, Ref +4, Will +7; SZ M; FP 2; DSP 1; Rep 5; Str 10, Dex 15, Con 11, Int 15, Wis 17, Cha 16. Challenge Code: A.

Equipment: Comlink, datapad, heavy blaster pistol, 3,000 credits, 500 truguts.

Skills: Appraise +9, Bluff +6, Computer Use +9, Diplomacy +14, Forgery +9, Gather Information +8, Knowledge (Brentaal's Wayward Children) +6, Knowledge (Tatooine) +7, Profession (merchant) +10, Read/Write Basic, Search +4, Sense Motive +12, Speak Basic, Speak Jawa, Speak Rodese.

Feats: Dodge, Sharp-Eyed, Trustworthy, Weapon Group Proficiency (simple weapons, blaster pistols).

customers and talking business with her Rodian roustabouts, Rayne's wandering inside her warehouse taking inventory or sitting in her office scheduling deliveries and assessing availability of incoming goods. Several dusty crates piled against the office's outer wall conceal the hyperwave transceiver she uses for communicating "orders" to her old friends on Brentaal or suppliers elsewhere.

Rayne's a competent businesswoman, acutely aware of potential markets, quality of goods, and opportunities for expansion and profit. She's always willing to broker a fair deal, exchanging merchandise for currency or other saleable material. Rayne enjoys meeting newcomers, particularly if they share news from abroad or have interesting products to sell or trade. You'll rarely see Rayne without her datapad, into which she enters the details of all transactions, as well as juicy tidbits of rumor and news she overhears.

RODIAN ROUSTABOUTS

Nobody's quite sure exactly how many Rodians work for the outfitters; estimates range from at least 10 to upward of 25. With business always brisk, Rayne pays them well, and they prove fiercely loyal to her. Rumors run rampant that she helped supply their clan with weapons for their vindictive blood feud on a Rodian colony world. A small contingent pledged their allegiance to the smuggler and followed her to Mos Eisley to help run the warehouse—moving cargo, handling customers, running the outfitters. They keep to themselves, eyeing customers and passers-by with suspicion. They maintain a firm demeanor but realize that rude behavior means bad business for Rayne. The troupe adamantly denies anyone access to the

interior of the outfitters. Few wander far from the shop, although Rayne sometimes sends the more outgoing ones on errands downtown.

Adventure Hook: Rayne's Shopping List

The heroes visit Rayne's outfitters seeking equipment vital to their overall scheme of operations. Unfortunately, Rayne must "special order" the gear from one of her friends in the Core Worlds, and it'll take a week to arrive. Besides, the material is far too expensive for the characters' current means. Rayne suggests a trade: She'll give them the equipment if they make a short "shopping trip" for her, collecting a few cargoes from various systems near Tatooine.

In most cases the heroes must steal, barter, or otherwise liberate the cargoes from owners, masters, and thieves. Items might include two female Twi'lek slaves and a case of rylspice from Ryloth; a notable work of art owned by an affluent politician on Bothawui; a sensitive starfighter targeting computer from the orbital shipyards at Sluis Van; and a crate full of parasitic morrts from Gamorr for a local restaurant (complete with a living host so they don't starve).

THE PADDOCKS

Stroll ten minutes east of the desert survey office and Rayne's outfitters, and you eventually come upon a lonely building looming over a cluster of shacks about 40 meters from the edge of town. You can't miss the large fenced enclosure or the smell of various creatures clustered together. People call this place the Paddocks, a business that offers domesticated beasts for hire and purchase.

The Paddocks consist of a hulking building containing stables, storerooms, the owner's second-story living quarters, a

small outbuilding for feed storage, and a corral bordered by a low stone wall topped by metal posts and heavy wire. Additional fences divide this yard into smaller paddocks to separate different creatures. One can find all sorts of tame beasts native to Tatooine: banthas, dewbacks, eopies, and even a ronto or two.

The Paddocks serve as an unofficial zoo, a frequent gathering place where the spaceport's urchins can pet, feed, and taunt the poor creatures stabled there. They hang off the fencing wire like morrts on a Gamorrean, making silly noises to attract the beasts, throwing feed at them, and generally making a nuisance of themselves. The owner, a Gran named Cruegar, bothers chasing them away only when potential customers come around. Although the horde of young brats sometimes deters casual buyers, the children's constant presence helps acclimate the more rowdy beasts to the presence of civilized beings they'll eventually serve.

Cruegar's customers include moisture farmers and miners seeking beasts of burden, locals looking for cheap transport around town, visitors who can't afford speeders for their desert excursions, and spacers who mistakenly think people in other parts of the galaxy might pay huge sums for such homely, stinking creatures. Sometimes he supplies the dewback stables and other downtown livery establishments with fresh animals. If meat is in short supply, some of his beasts inevitably go missing. Restaurant and food stand patrons rarely realize (or care) that they're munching down on one of Cruegar's sickly eopies or a recently departed bantha.

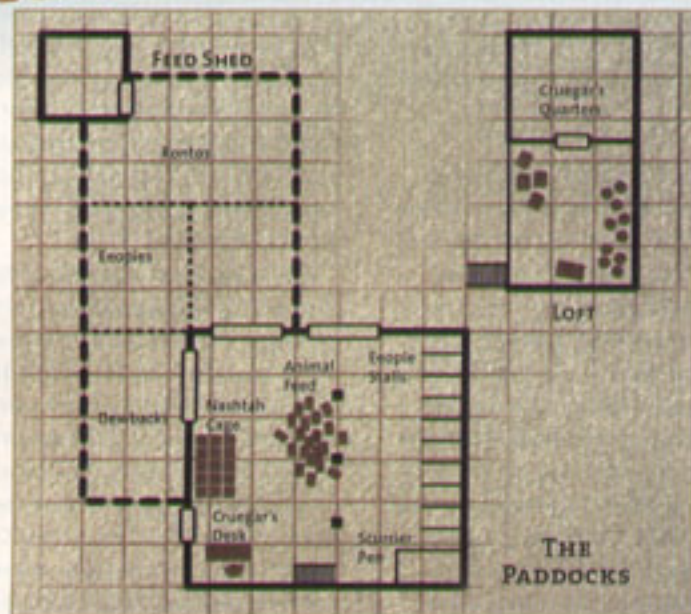
Cruegar uses proceeds from sales and rentals to purchase new animals for his stock. He buys from anyone with a creature to sell: locals leaving the planet and giving up their livestock, desperate Tusken Raiders who trade for supplies, and even a few fools who herd such beasts for a living. Cruegar doesn't bother much with creatures from other worlds—he prefers to deal in livestock he can find on Tatooine. During harsh seasons, untamed animals frequently wander in from the wilderness, coming closer to town to forage for food. They find it flowing freely from narrow troughs on the outside of the storage outbuilding. The wider

Roustabout (3d10): Rodian Sol 2; Init +7 (Dex, Improved Initiative); Def 17 (+4 armor, +3 Dex); Spd 10 m; VP/WP 17/13; Atk +4 melee (2d4+2, vibrodagger) or +5 ranged (3d8, heavy blaster pistol); SV Fort +4, Ref +3, Will +0; SZ M; FP 1; Rep 2; Str 14, Dex 16, Con 13, Int 10, Wis 11, Cha 10. Challenge Code: A.

Equipment: Blast vest, comlink, heavy blaster pistol, vibrodagger.

Skills: Computer Use +1, Demolitions +2, Hide +5, Intimidate +3, Listen +3, Move Silently +5, Read/Write Rodese, Repair +2, Search +2, Speak Basic, Speak Rodese, Spot +2, Treat Injury +2.

Feats: Armor Proficiency (light, medium), Improved Initiative, Point Blank Shot, Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibroweapons).



troughs inside the corral are more bountiful, so Cruegar easily lures these hapless creatures into captivity. Pientiful food and the company of tame animals often calm these wild beasts, but they never truly become domesticated.

Cruegar quickly adopts any wayward creatures attracted to the outbuilding's free feed troughs, including those with harness and saddle. If the owner doesn't claim the animal by the time Cruegar entices it into the paddock and removes its gear—assuming it has no other definitive markings for identification—it's easily lost among the

other beasts milling about. Should anyone appear and claim they own an animal, Cruegar argues with them for a short while, then gives in and surrenders the creature; but he doesn't let the matter end there. He keeps a pack of scurriers contained in one of the smaller stalls in the main building. Those who openly antagonize Cruegar soon find their home, business, or starship infested with the critters.

Cruegar conducts business from the larger building: part office, quarters, storeroom, and stable. He keeps a makeshift office in an unused stall, recording all trans-

actions on an ancient and frequently malfunctioning datapad. Supplies fill any stalls void of animals. Back here Cruegar keeps his caged pack of scurriers, as well as his prized possessions: a pair of Dravian hounds (also called nashtahs). They pace around a heavily reinforced cage, growling at intruders and waiting impatiently for their master to leash them up and take them out for some hunting. Those who know about Cruegar's pets sometimes hire him as a tracker. When hunting known targets, he can extract a tracking venom from the nashtahs' tails and mark the subject for efficient tracking. Otherwise the beasts rely on their keen senses and savage temperament to fell their prey.

CRUEGAR

This crusty old Gran hails from Kinyen, where he spent the earlier parts of his life as a simple farmer. Few know why he left his homeworld. Perhaps he was falsely accused of a crime and fled, or maybe he chose to find his fortune among the stars. Some speculate he ran afoul of the more unscrupulous spacers, who robbed him, worked him to exhaustion, and dumped him on Tatooine. Everyone agrees his self-imposed exile made him bitter and sarcastic. When he first arrived at Mos Eisley, Cruegar worked for the former owner of the Paddock, receiving as his pay a corner stall to sleep in and a handful of bantha feed every day. When the owner mysteriously disappeared, Cruegar took on all the responsibilities for running the Paddock.

Cruegar shows a polite facade toward his customers, openly treating his animals with respect and kindness when others can observe him. He tolerates the street urchins who hang off the fences to pet the creatures. Despite his supposedly humanitarian exterior, Cruegar is really quite an opportunist. He lets nothing get in the way of making some quick money. He has no qualms about luring other people's beasts into his corral and claiming they're his own. The feed troughs stand empty half the time to save food. The more sickly beasts simply "go away," becoming meat on some hungry person's grill.

Cruegar takes no responsibility for creatures that expire once they've left his establishment, particularly if sold to offworlders. Some even claim he slowly poisons animals he rents to visitors for

Dravian Hound (2): Domesticated predator 3; Init +1; Def 14 (+3 natural, +1 Dex); Spd 15 m; VP/WP 32/18; Atk +5 melee (1d4+4, claw), +3 melee (1d6+5, bite), +3 melee (1d4*, barbed tail) or +2 ranged; SQ Scent; SV Fort +7, Ref +4, Will +0; SZ M; Str 18, Dex 13, Con 18, Int 5, Wis 13, Cha 13; Challenge Code: B.

Skills: Intimidate +4, Move Silently +4, Search +0, Spot +3, Survival +2.

Feats: Multiattack, Track.

"Dravian hound's barbed tail "tags" an opponent on a successful attack, giving it +8 to Search and Spot checks against that character. Damage is dealt as normal, but armor is ignored (as if a melee touch attack) for the purpose of "tagging" a character.

Cruegar: Male Gran Frg 3; Init +0; Def 14 (+4 class); Spd 10 m; VP/WP 23/14; Atk +3 melee (1d6+1, metal pipe) or +2 ranged (3d6, blaster pistol); SQ Darkvision, barter, adaptive learning (Appraise); SV Fort +5, Ref +2, Will +1; SZ M; FP 1; DSP 1; Rep 2; Str 13, Dex 11, Con 14, Int 12, Wis 12, Cha 11. Challenge Code: A.

Equipment: Blaster pistol, metal pipe, feed satchel, 300 credits, 50 truguts.

Skills: Appraise +6, Bluff +2, Climb +3, Diplomacy +1, Gather Information +2, Handle Animal +6, Hide +3, Listen +3, Pilot +1, Read/Write Gran, Ride +6, Search +6, Sense Motive +3, Speak Basic, Speak Gran, Spot +9, Survival +5.

Feats: Alertness, Animal Affinity, Sharp-Eyed, Track, Weapon Group Proficiency (simple weapons, blaster pistols).

expeditions into the desert. When their mounts suddenly die from no apparent cause, they have little choice but to call for help—usually from some of Cruegar's seedier associates, who pay him part of the "retrieval fee" they collect from these hapless desert tourists. Cruegar also maintains an unspoken business relationship with Rayne. She supplies him with cheap bantha feed, and he sends her way any desert travelers seeking to purchase equipment for their journeys.

Adventure Hook: Ronto Round-Up

Cruegar tempts the heroes with stories of a large herd of rontos west of Mos Eisley. He's willing to provide several eopies (since repulsorlift and other vehicles spook the rontos) if the characters can locate the herd and coax it back to his paddocks. He offers them a hefty sum for each beast they finally manage to herd to Mos Eisley.

The heroes begin loping off into the desert on their mangy eopies, but following Cruegar's directions to the ronto herd's range brings them through a Tusken Raider tribe's territory, past a nest of angry womp rats, and across a scorching sand sea. Just as the characters begin realizing there might not be a ronto herd, a notorious Mos Eisley swoop gang ambushes them! Did Cruegar sell them out? Apparently not, for soon after they dispatch the swoop gang, the heroes discover a nearby herd of 11 rontos. If they can coax these ornery beasts all the way back to Mos Eisley, they can claim payment from a somewhat surprised Cruegar. (The GM can supplement any other domestic creature for rontos if it better suits the campaign.)

SHIIN'S LIBRARY

Across the sand from the Paddocks stands Shiin's Library, one of the larger structures at the edge of town and the home to an impressive collection of records. A mysterious private collector maintains a library of datafiles, holographic records, ancient manuscripts, and other forms of writing all focusing on worlds, cultures, aliens, and civilizations of the Outer Rim. Occasionally she makes her vast collection available to others conducting research or requiring obscure information from the seemingly innumerable sources.

The library isn't open to just anyone—you have to prove you're someone of scholarly reputation to get inside. Visitors pressing the door-buzzer must confront the droid gatewatcher, whose robotic eye pops out of a concealed panel, bulging at the end of an extender stalk to examine callers. A speaker behind the visual assembly barks the droid's harsh questions: "What is your name and academic rank?" "What research do you wish to conduct?" and "Why should I let someone of your intellect inside?" Those without the appropriate scholarly background (or an ability to bluff their way inside) must prove themselves by answering several obscure questions, from "How many rings are in the Fire Rings of Fornax?" to "How does one explain the rational survival processes of a mynock?" Annoying callers become targets for the droid gatewatcher's low-powered blaster array, which protrudes just below its spherical visual assembly.

Assuming you pass the droid gatewatcher's evaluation, the small blast door grinds open, allowing access to the library's main entry foyer. Here "Shiin" meets clients and helps orient them to the collection and offers her services as research assistant. At times Shiin has appeared as a Cerean, a sagacious Mon Calamari, a venerable Sullustan, a gaunt Duros, or a stately Twi'lek. Whether she's a shape-changer or simply several beings purporting to be Shiin nobody really knows. Most visitors don't care as long as they can conduct their research and find the information they seek.

Shiin charges a nominal fee for accessing the library—usually 100 credits or 10 truguts a day—although she often waives the payment if visitors instead donate a datacard with valuable or obscure information, a rare manuscript, or an artifact with any sort of inscription. After accepting the donation, Shiin leads callers through the foyer into the

Shiin's Droid Gatewatcher: Stationary security droid, Exp 3; Init +1 (Dex), Defense 18 (+1 Dex, +4 size, +3 armor); Spd 0 m; VP/WP —/12; Atk +4 melee (1d2, punch) or +5 ranged (special*, blaster pistol); SV Fort +1, Ref +1, Will +5; SZ D; Rep 2; Str 10, Dex 12, Con 12, Int 14, Wis 13, Cha 14. Challenge Code A.

Equipment: Armor, blaster array, comlink, heuristic processor, improved sensor package, vocabulator.

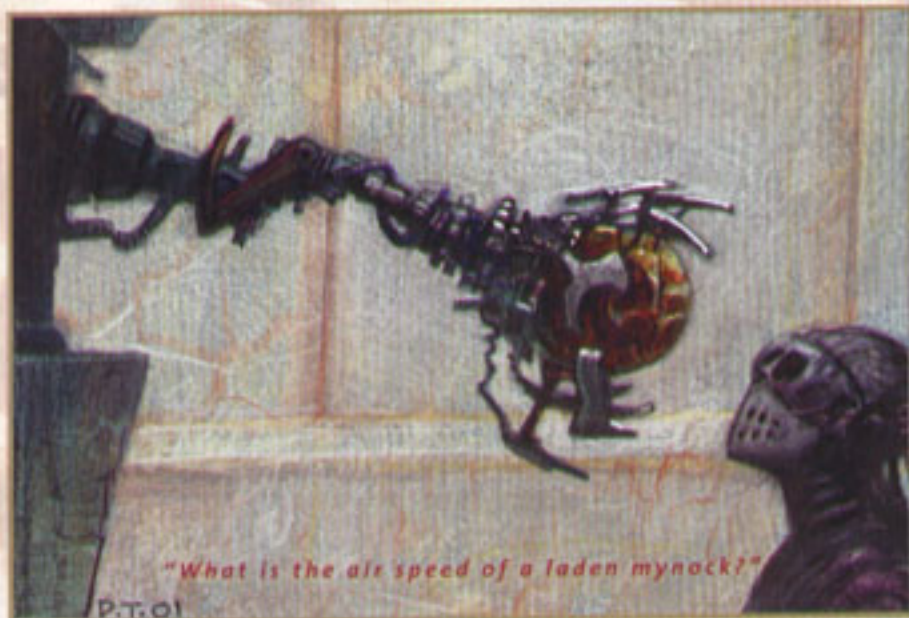
Skills: Diplomacy +4, Gather Information +6, Hide +13, Intimidate +4, Knowledge (Shiin's Library) +6, Listen +3, Read/Write Basic, Sense Motive +3, Speak Basic, Speak Cerean, Speak Huttese.

Unspent Skill Points: 8.

Feats: Iron Will, Weapon Group Proficiency (blaster pistols)

Cost: 3,500 credits.

**Shiin's droid gatewatcher's blaster pistol deals stun damage only (1d6/DC 15).*



"What is the air speed of a laden mynock?"

P.T. 01

SECRETS OF MOS EISLEY

library's main reading room. Computer terminals line the walls, and a holographic projector stands in the center of the chamber. All have access to the library's central computer, well-hidden behind armored hatches in the building's far end. From the reading room researchers can access a dizzying array of information: downloads from city, installation, and factory computers elsewhere; transcripts of government proceedings; accounting records for legitimate and illicit companies; cargo manifests pulled from spaceports across the Outer Rim; holographic records of every Podrace ever run; population registries. If you think the data's been lost, deleted, or never input in the first place, chances are it'll turn up at Shiin's. Finding what you're looking for in this vast database might take some time (general information might require only a DC 10 Computer Use check, but very specific, secure data might require a DC 20 check).

Scholars can also use the terminals to access the library's more delicate holdings: ancient manuscripts inscribed on parchment, stone, wood, and other archaic materials. Shiin keeps the originals in a locked vault, but the computers in the reading room can display images of their texts, with holographic images available for closer scrutiny.

SHIIN'S ESOTERIC HOLDINGS

Shiin keeps the library's original material manuscripts sealed in a pressure-controlled,

blast-shielded vault. She's always seeking new specimens of ancient writing forms and tomes, which she images and logs into the computer before locking away the original. Here's an example of some of the more esoteric holdings in the library's collection:

- **B'omarr Registry:** A thick, bound manuscript containing the names of monks who have reached enlightenment in years past, including their greatest ponderings on philosophical issues.
- **Regdo's Clan Catalog:** An extensive examination of the formation, history, and cultures of the various Rodian clans, compiled into bound plasticine sheets by an anthropologist years ago.
- **Disk of Quay:** The Weequay once used this heavily decorated metal disk to foretell the future in one of their greatest temples. The prophecies inscribed on it come in the form of typical Weequay proverbs.
- **Teachings of Kooroo:** This parchment scroll supposedly contains the rambling meditations of Kooroo, an ancient sage and holy visionary who subscribed to a long-forgotten, mystical religion.
- **Quilan Pyradex:** This inscribed crystal pyramid radiates an inner light that highlights selected digits on its surface. Although attuned more to species of hive minds, it assists those holding it with figuring massive mathematical computations in their heads.

Shiin—or one of the people who purport to be Shiin—also runs a small slicing business out of the library offices. From here she has access to a hyperwave transceiver that allows Shiin to seek out, break into, and download useful databases. When Shiin isn't assisting visiting scholars, she is back at her specialized slicing computer, trying to hack systems to expand the library's holdings. Some researchers also pay for their expertise at forging data documents, but Shiin tries not to publicize this aspect of the operation.

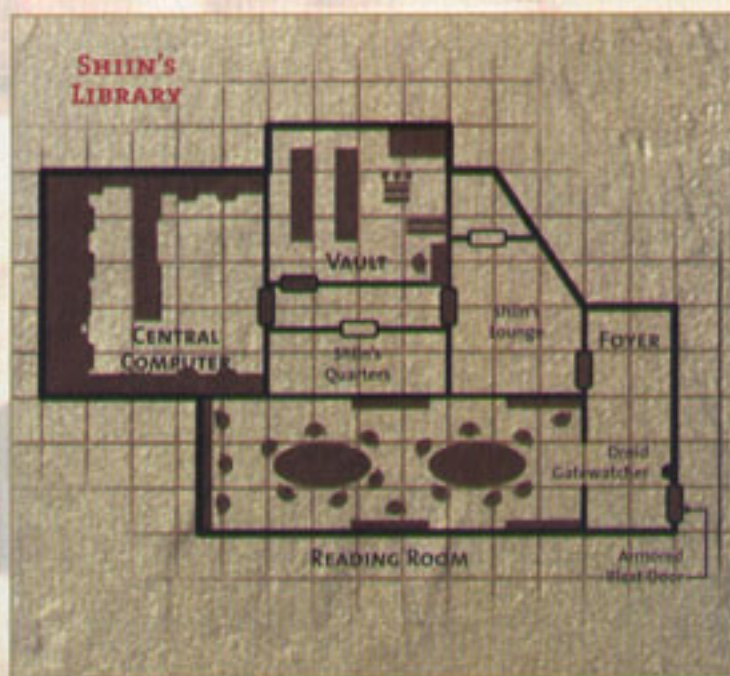
Adventure Hook: Wrath of Quay

A secretive Weequay arrives in Mos Eisley aboard a transport and seeks out the heroes. He claims he's a priest of Quay from the Weequay homeworld. He wants to pay the characters a hefty reward in return for their breaking into Shiin's library and stealing the Disk of Quay sealed inside the vault there. They must somehow gain entry to the building, bypass numerous hidden security devices, and crack the magnetic seal locking the vault. Although Shiin might appear only as an elderly alien, nobody really knows what kinds of friends she can call on to defend her collection.

Shiin's security measures help prevent unauthorized access to sensitive areas. The main door and several armored blast doors are 60 cm thick (hardness 15, WP 720, DC 45). The inner and outer walls protecting the central computer and vault seem like sandstone adobe on the outside, but they sandwich a 30 cm thick, metal-reinforced permacrete inner wall (hardness 18, WP 95, DC 40). The central computer's security routines monitors each blast door and the reinforced walls; any obvious tampering sets off alarms, floods the place with knockout gas (inhaled, Fort save on DC 15, 1d6 Dex initial damage plus paralyzation), and summons local "security" (an unscrupulous swoop gang). Bypassing such security routines requires a DC 30 Computer Use check using one of the computer terminals in the library's reading room or Shiin's quarters.

Quick Pit

Check out that freighter using the edge of town as its own landing platform. We don't have too many docking bays in town, surprising for a city billed as a spaceport. Most





folks just set their vessels down on the packed sand outside the city proper. Docking bays—and their extortionist landlords—cost spacers a lot in the long run. They hit you with every conceivable fee, then call in the customs officials to bleed you dry. Landing out here avoids dealing with greedy docking bay owners, but it also lacks the necessary services and equipment docking bays have to maintain and repair client starships.

See those speeder trucks racing up along the spaceport's eastern edge? Those belong to the Quick Pit service. This team of insectoid Verpine manages to visit many vessels that land on the outskirts of town. Each of Quick Pit's four speeder trucks contains different equipment and supplies to service starships. Fusion generator supply tanks and fuel slugs recharge a vessel's batteries and other power sources. One truck consists entirely of a complicated pump system that removes waste and recharges the life support and consumables. Technicians infiltrate every corner of the ship, changing atmosphere scrubbers, topping off base proteins for onboard food converter systems, replacing burned-out indicator lights, lubricating mechanical systems, and changing the water filters. An array of astromech, power, engineering, and repair droids buzz about the client starship helping to effect light repairs, recharge consumables, and maintain the ship's systems. The Quick Pit team works with the practiced efficiency of a technical crew maintaining swoops or pods between racing heats. When they're done

the Verpine go over everything with electrostatic repellers to remove sand from sensitive landing gear mechanisms, open maintenance hatches, and other areas where Tatooine's ever-present grit can enter and wear away at interior components.

Quick Pit's owner, Pg'lax, oversees all operations and bargains with clients. He always keeps an antennae attuned to his speeder's comlink, which monitors spaceport traffic control frequencies. When alerted to an incoming ship, Pg'lax musters his technicians and heads off in his speeder truck convoy to meet incoming vessels. By the time the starship crew opens the main hatch, the maintenance team has already made a general assessment of the craft, and Pg'lax is waiting to greet the newcomers and make them an offer to service their ship. When the suns set and Quick Pit has visited as many ships as possible, Pg'lax heads back into town, where the crew beds down for the night while the speeder trucks recharge their supplies through a special arrangement with the spaceport's central power and water distribution plant.

QUICK PIT SPEEDER TRUCK

Craft: Modified Trast A-A5 Speeder Truck; **Class:** Ground (Speeder) **Cost:** 13,600 (new), 7,850 (used); **Size:** Colossal (21.4 m); **Crew:** Varies (2 pilots); **Passengers:** 5; **Cargo Capacity:** 25,000 kilograms; **Speed:** 55 (max. speed 160 km/h); **Altitude:** up to 3 meters; **Defense:** 7 (-8 size, +5 armor); **Hull Points:** 50; **DR:** 10. **Weapons:** None.

With a full staff of Verpine technicians and droids supported by four customized speeder trucks, Quick Pit can take care of one Medium-sized vessel every two hours. Out here, the independent outfit can serve several clients in one day. Docking bay landlords can accommodate only one customer at a time. With a greater volume of customers, they can afford to offer lower prices than those in the docking bays. Those unscrupulous landlords hate Quick Pit. They occasionally band together, pool their money, and hire thugs to sabotage Pg'lax's operations. But the Verpine aren't timid. They're just as good with a blaster as they are with a hydrospanner.

QUICK PIT FEES

The Quick Pit crew charges a flat fee for a typical visit, due before services are rendered. The standard overhaul package includes recharging batteries, power supplies, lubricants, oxygen, food and water, plus cursory maintenance inspection and repairs. (More extensive repairs or modifications require a separate cost estimate.) Service prices depend on the vessel's size:

Starship Size Category	Cost (Credits/Trugets)
Fine ship	30/3
Diminutive ship	120/10
Tiny ship	150/20
Small ship	300/25
Medium-size ship	550/50
Large or greater	1250/115

PG'LAX

The Verpine who runs Quick Pit originally hails from the Roche system, where his species evolved among a vast asteroid field. The enterprising Pg'lax maintained a passion for racing of all kinds. He assembled some technically minded friends, purchased a ship filled with repair gear, and sought out racing circuits and pilots willing to pay for a top-of-the-line mercenary pit crew. The team followed swoop and Podracing tours, pledging their services to the highest bidders. Pilots with Pg'lax in their pit frequently won over those employing docile pit droids or lower-paid local mechanics.

His dedication and quality work earned Pg'lax several friends among prominent pilots but also bred a smoldering hatred among other pilots and mechanics on the racing circuits. They patiently plotted their revenge, waiting until the tournament schedule brought Pg'lax and his team to Mos Espa. Competitors waylaid his technicians on the eve of a race, vandalized his equipment, and sabotaged his starship, stranding him on Tatooine.

While the racing circuit continued its schedule among numerous star systems,

Pg'lax was left behind to scrape a meager living from the few racing events at the Mos Espa Grand Arena. Despite these setbacks, he managed to survive by dedicating himself to offering the same high level of service to all customers. Between races he operated a repair bay where he catered to the needs of local clients. Those who hired him to maintain their racing vehicles still won consistently over those relying on pit droids or the local amateur mechanics. Success never earned Pg'lax enough money to leave Tatooine and return to the galactic racing circuits. Instead, it earned him only more enemies—mechanics, racers, bookies, even a crimelord—who conspired to evict him from Mos Espa using tactics similar to those of his other competitors.

Pg'lax and his friends fled to Mos Eisley, where they decided to put their technical skills to use serving the numerous starships that couldn't afford to land in expensive docking bays. Over the years he purchased new speeder trucks and outfitted them with the latest maintenance equipment. His unfortunate past experiences taught Pg'lax a few tricks he uses when dealing with the sometimes bold docking bay owners who think they can

sabotage his operations. Some might call him paranoid, but most characterize Pg'lax as prudently cautious. He allows nobody but his Verpine team members and their droids near the customized service speeder trucks. When he meets a new starship crew, he memorizes their faces and identities—he questions anyone unfamiliar who pokes around a vessel while his crew works on it. Since Pg'lax himself was a victim of sabotage, he assures all clients that his team does not engage in such activities for their own self-interest or in the pay of others.

Pg'lax commands his mechanics in a professional manner, but he conducts business with spacers with an unusual openness and affability. From his years traveling among the stars, interacting with beings of varying temperament, he realizes a warm greeting and an honest deal go farther in satisfying clients and building a base of repeat customers.

QUICK PIT MECHANICS

The Verpine technicians serving Pg'lax stayed with him through various setbacks along the racing circuit and during his long exile on Tatooine. The crew has total loyalty to Pg'lax. Through all their troubled past, he's stood by them, provided for their basic needs, and never let them down.

The mechanics originally left their home system hoping to see the stars while marketing their mechanical skills. Now the technical team lets the galaxy come to them. They're a cheerfully talkative bunch, always willing to engage the ship's crew in superficial chit-chat, or banter about the various spaceports the vessel visited recently.

Like most Verpine, the mechanics enjoy working with technology. They're happiest when crawling down maintenance ducts, reassembling power regulators, or examining some new piece of equipment they've never seen before.

Adventure Hook: Technical Troubles

Pg'lax hears rumors that several docking bay owners have once again begun to conspire against him, this time with hefty financial backing from a mysterious benefactor. The Verpine decides to hire the heroes, offering both credits and some

Pg'lax: Verpine Frg 5; Init +1 (Dex); Def 18 (+2 natural, +5 class, +1 Dex); Spd 10 m; VP/WP 15/10; Atk +3 melee (1d3, punch) or +4 ranged (3d4, hold-out blaster); SQ Compound eyes, organic telecommunication, additional +2 species bonus to Search and Spot checks within 5 meters, barter, jury-rig +2, adaptive learning (Repair); SV Fort +4, Ref +4, Will +4; SZ M; FP 1; Rep 9; Str 10, Dex 13, Con 10, Int 17, Wis 12, Cha 15. Challenge Code: B.

Equipment: Comlink, datapad, hold-out blaster, tool kit.

Skills: Appraise +6, Computer Use +9, Craft (starship) +7, Diplomacy +6, Hide +7, Knowledge (engineering) +9, Listen +9, Pilot +4, Profession (mechanic) +7, Repair +12, Read/Write Basic, Read/Write Verpine, Search +8, Speak Basic, Speak Jawa, Speak Sullustan, Speak Verpine, Spot +7, Survival +9.

Feats: Alertness, Gearhead, Iron Will, Skill Emphasis (Repair), Weapon Group Proficiency (simple weapons, blaster pistols).

Quick Pit Mechanic (2d6): Verpine Frg 2; Init +2 (Dex); Def 18 (+2 natural, +4 class, +2 Dex); Spd 10 m; VP/WP 14/12; Atk +2 melee (1d3+1, punch) or +3 ranged (3d4, hold-out blaster); SQ Compound eyes, organic telecommunication, additional +2 species bonus to Search and Spot checks within 5 meters, barter; SV Fort +4, Ref +4, Will +1; SZ M; FP 1; Rep 2; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 10. Challenge Code: A.

Equipment: Comlink, datapad, hold-out blaster, tool kit.

Skills: Climb +4, Computer Use +6, Craft (starship) +7, Knowledge (engineering) +7, Listen +7, Profession (mechanic) +5, Read/Write Basic, Read/Write Verpine, Repair +9, Search +7, Speak Basic, Speak Sullustan, Speak Verpine, Spot +7, Survival +5.

Feats: Alertness, Gearhead, Skill Emphasis (Repair), Weapon Group Proficiency (simple weapons, blaster pistols).

on-the-job technical training in return for their protective services. At first they handle a few false alarms: scurrillers getting into the speeder truck gear, spaceport waifs playing practical jokes, and a gang who pesters the crew with taunts and little else. Soon the characters start heading off more dire threats: a Kubaz sent to poison the tanker truck's water supply and a small explosive device discovered near one of the fusion generator supply tanks. Eventually Quick Pit approaches a well-armed ship to service—only to discover it's packed with mercenaries the bay owners hired offworld to deal with Quick Pit. **E**

NORTHWEST MOS EISLEY

From *Secrets of Tatooine*

- 1. Dowager Queen:** Scavenged wreck of the vessel that transported Tatooine's modern colonists.
- 2. Chalmun's Cantina:** Popular downtown bar attracting smugglers, spacers, and other opportunists.
- 3. Docking Bay 94:** Landing bay owned by two Duros brothers, the De Maals.
- 4. Police Station:** Blockhouse with offices and cells used by the city's police force.
- 5. Jabba's Townhouse:** Well-guarded, heavily defended

city villa the Hutt crime lord uses when in town.

- 6. Dim-U Monastery:** Headquarters to a lunatic religious order revering banthas
- 7. The Lucky Despot:** Grounded cargo hauler renovated into a luxury casino and hotel by the Whiphid Lady Valarian.
- 8. Momaw Nadon's House:** Residence of Ithorian nature priest living in exile.

New Locations

- 9. Desert Survey Office:** Hang-out for explorers and

prospectors venturing into Tatooine's wastelands.

- 10. Rayne's Dune Sea Outfitters:** Warehouse selling desert survival gear and other useful commodities.
- 11. The Paddocks:** Barn with fenced yard selling or renting a variety of domesticated beasts native to Tatooine.
- 12. Shiin's Library:** Well-guarded library of electronic databases and texts collected from around the Outer Rim.



Harbingers of doom

Starships of the Bounty Hunters

BY OWEN K.C. STEPHENS

ILLUSTRATED BY JEFF CARLISLE

DECK PLANS BY CHRISTOPHER WEST

Bounty hunters are among the most feared individuals in the galaxy. They have the training, resources, and willpower to overcome nearly any opponent.

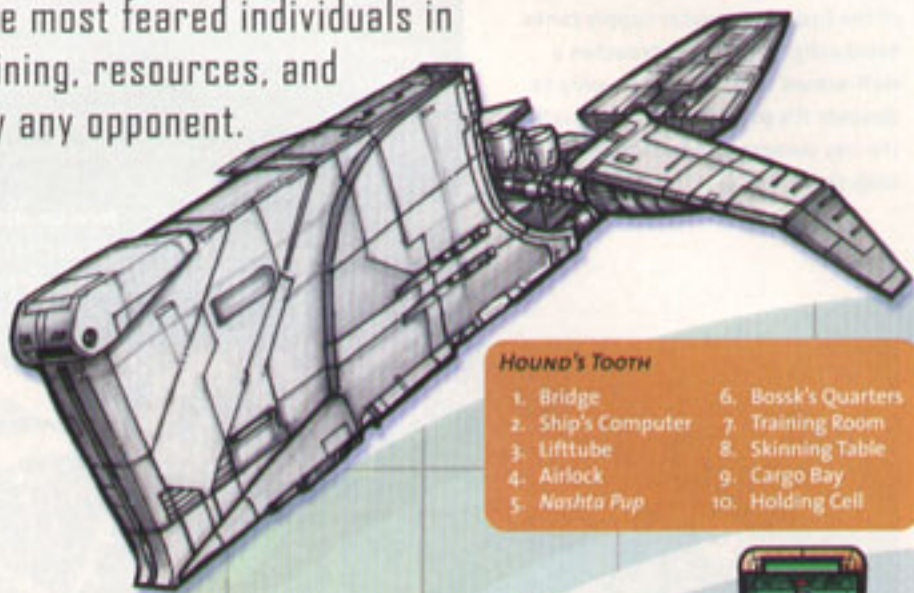
The most famous of bounty hunters can strike fear in their prey with only their appearance. Almost as fearsome are their personal ships, heavily modified vessels designed for long patrols, heavy fighting, and rugged pursuit.

The most famous bounty hunter ships are the *Hound's Tooth*, *IG-2000*, *Mist Hunter*, *Punishing One*, and *Slave II*. Here are deck plans for all of these ships, along with descriptions for all but *Slave I* (for which full stats can be found in *The Rebellion Era Sourcebook*). The stats below do not include the values for these ships' pilots, who would add their Pilot skill to the ships' maneuverability rating and their ranged attack bonuses to the ships' attack bonuses.

Hound's Tooth

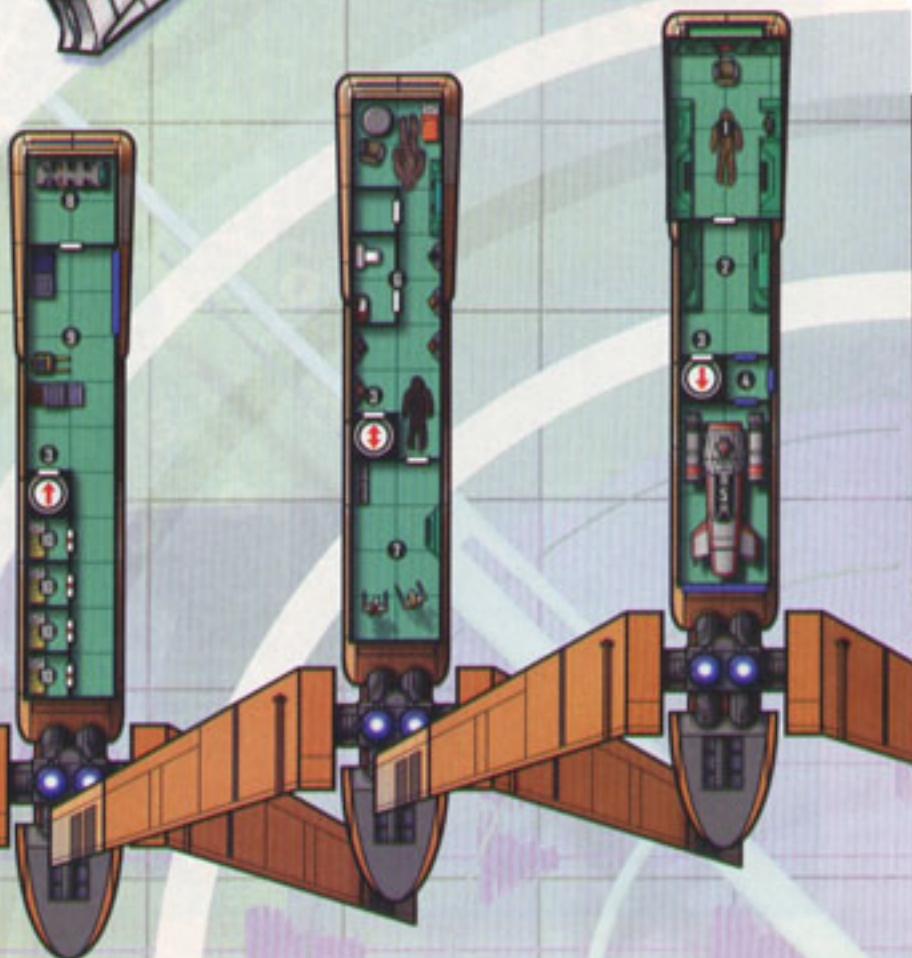
The bounty hunter Bossk had the *Hound's Tooth* built after Han Solo and Chewbacca destroyed his previous ship. The vessel is a modified Corellian YV-666 light transport, one of the less common ships in the otherwise well known YV series of Corellian freighters. Like all Corellian ships, the YV-666 is easily modified to suit its owner's needs, and the Trandoshan bounty hunter has taken extensive advantage of this versatility.

Bossk had an X10-D droid brain installed in the *Hound's Tooth* to allow him to operate any aspect of the ship by voice command, and he had the bridge modified for easy use by a Trandoshan. The ship also has extensive internal sensors and security systems, making it nearly impossible for anyone else to enter the ship or move from



HOUND'S TOOTH

- | | |
|--------------------|---------------------|
| 1. Bridge | 6. Bossk's Quarters |
| 2. Ship's Computer | 7. Training Room |
| 3. Lifttube | 8. Skinning Table |
| 4. Airlock | 9. Cargo Bay |
| 5. Nashfa Pup | 10. Holding Cell |





one compartment to another without Bossk being aware of the intrusion (a Disable Device check at DC 30 bypasses this security). Most of the cargo space within the ship has been converted to Bossk's tastes, allowing him to install a trophy room, an automated skinning table, a training facility, and four magnetically sealed holding cages. The upper rear cargo deck has been completely removed to allow Bossk to carry a small scout ship, the *Nashtah Pup* (treat it as a two-passenger Z-95 Headhunter).

Like most owners of YV-series ships, Bossk also boosted his vessel's combat abilities. He reinforced the hull, added banks of back-up shield generators, and installed a quad laser cannon and a concussion missile launcher. The quad laser is in a pop-down, concealed turret and can be controlled either by a gunner in the turret or from the ship's bridge.

IG-2000

The robotic assassin droid IG-BB had the impressive IG-2000 ship constructed from an Aggressor assault fighter. Built by Trilon, Inc., the Aggressor ships pushed the envelope on what was considered a

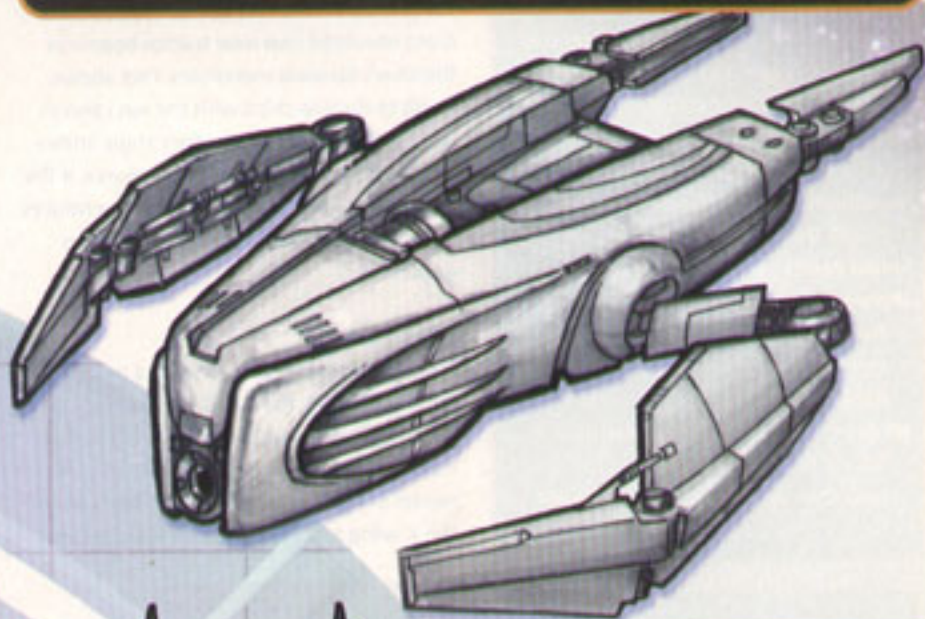
IG-2000

Craft: Modified Trilon, Inc. Aggressor assault fighter; **Class:** Space transport; **Cost:** Not for sale (likely valued at 650,000 credits); **Size:** Tiny (20 m long); **Crew:** 1 (Unique); **Passengers:** 8 (prisoners); **Cargo Capacity:** 465 kg; **Consumables:** 1 week; **Hyperdrive:** x1; **Maximum Speed:** Ramming; **Maneuvers:** +4 (+2 size, +2 maneuvering system); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90; **Hull Points:** 150; **DR:** 5.

Weapon: Assault lasers (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +8 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion Cannon; **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Tractor beams (2); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.



HOUND'S TOOTH

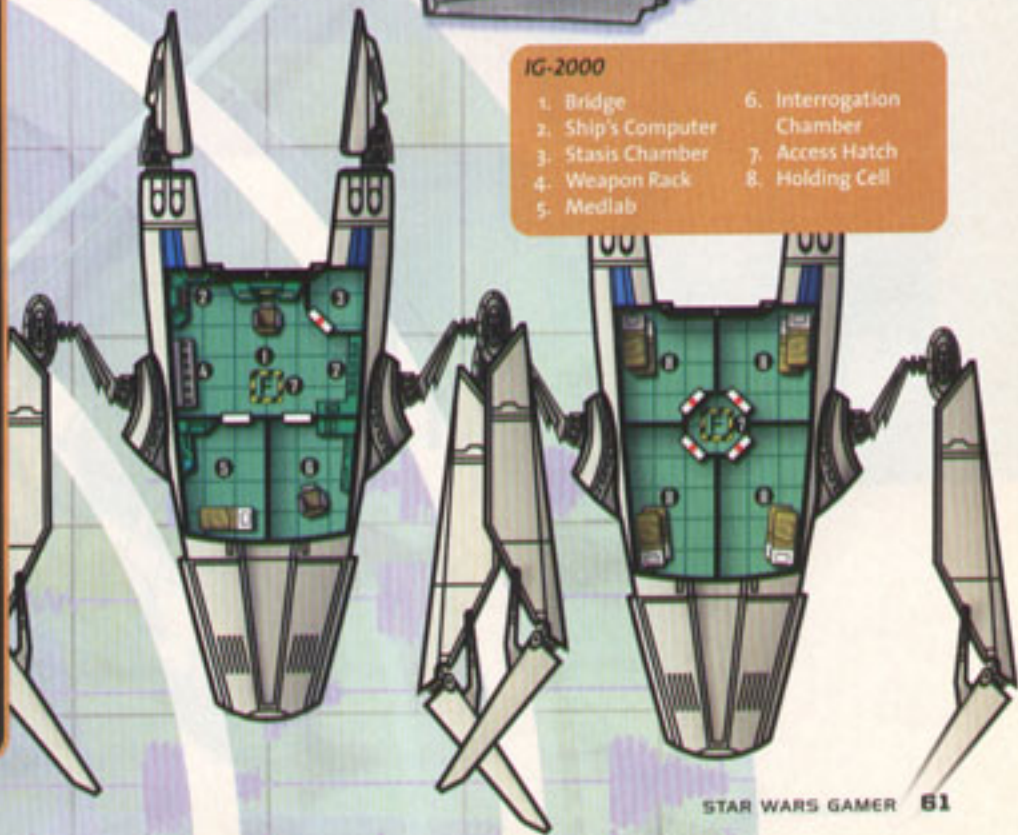
Craft: Modified YV-666 light freighter; **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 480,000 credits); **Size:** Small (41 m long); **Initiative:** +1 (+1 size); **Crew:** 1 (unique); **Passengers:** 4 (prisoners); **Cargo Capacity:** 20 metric tons; **Consumables:** 6 months; **Hyperdrive:** x1.5 (backup x6); **Maximum Speed:** Ramming; **Maneuvers:** +1 (+1 size); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 120; **Hull Points:** 180; **DR:** 10. **Weapon:** Quad laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Attack Bonus:** +3 (+1 size, +2 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

The Hound's Tooth has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.

IG-2000

- | | |
|--------------------|--------------------------|
| 1. Bridge | 6. Interrogation Chamber |
| 2. Ship's Computer | 7. Access Hatch |
| 3. Stasis Chamber | 8. Holding Cell |
| 4. Weapon Rack | |
| 5. Medlab | |



harbingers of doom

fighter; at 20 meters long and including two decks and a crew of four, many military experts saw these ships more as assault shuttles or blastboats. As a result, the ships never sold well, though they are nearly perfect for a bounty hunter's needs.

Needing no life support itself, IG-88 managed to divert several atmosphere ducts into the lower deck, which was originally a

MIST HUNTER

Craft: Modified Byblos G-1A starfighter; **Class:** Starfighter; **Cost:** Not available for sale (likely valued at 307,500); **Size:** Tiny (15 meters); **Crew:** 1 or 2 (unique); **Passengers:** 8 (in concealed compartment); **Cargo:** 1 metric ton; **Consumables:** 1 month; **Hyperdrive:** x1 (x10 backup); **Maximum Speed:** Attack; **Maneuvers:** +2 (+2 size); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 90; **Hull Points:** 120; **DR:** 5. **Weapon:** Assault lasers (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +4 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a. **Weapon:** Tractor beam; **Fire Arc:** Turret; **Attack Bonus:** +6 (+2 size, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L n/a.

cargo hold, allowing it to keep up to eight prisoners in tight quarters there. It also converted the back of the pilot's deck to serve as a makeshift medical bay (complete with an FX-7 medical droid) and a small interrogation room (from which air can be pumped out at IG-88's command). A single-occupant stasis chamber has been installed for wounded targets IG-88 needs to keep alive, and a droid maintenance bay allows the assassin droid to repair itself.

The weapons systems of the ship are largely unchanged, though IG-88 replaced the single tractor beam an Aggressor normally mounts with an ion cannon, and the droid mounted two new tractor beams in the ship's forward mandibles. This allows IG-88 to disable ships with the ion cannon while holding up to two other ships immobile with the tractor beams. Of course, if the target isn't needed alive, IG-88 concentrates on using the assault lasers to disable an opponent.

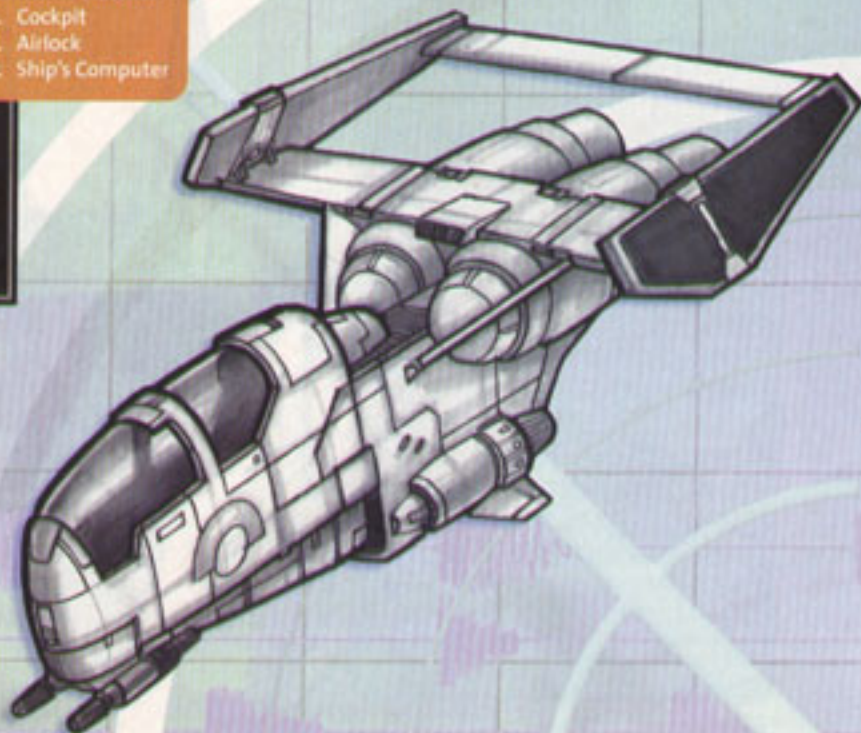
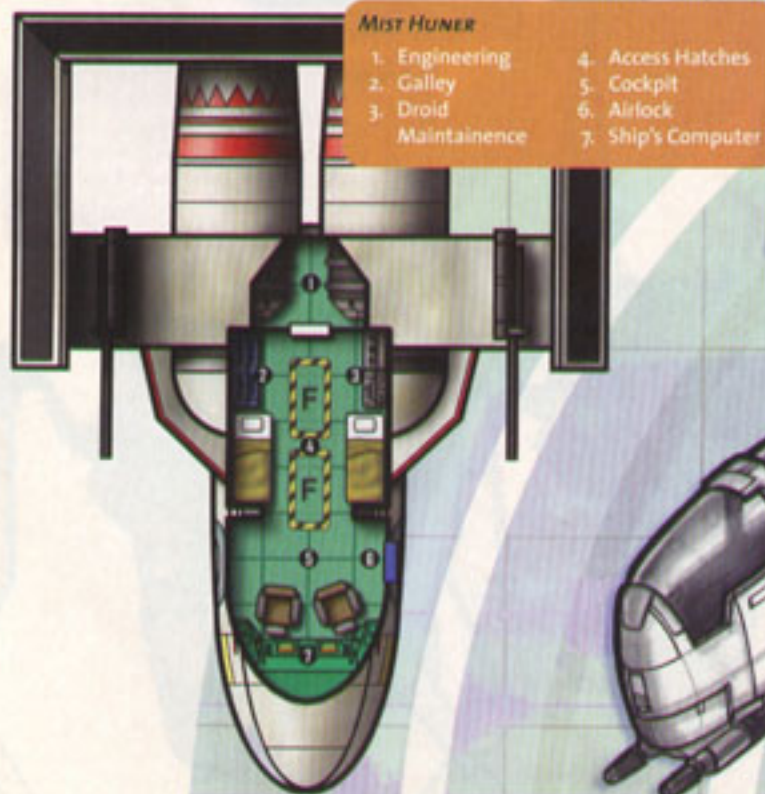
Mist Hunter

The *Mist Hunter* is the vessel of a pair of bounty hunters, the Gand Findsman Zuckuss and the droid 4-LOM. It is a heavily modified Byblos G-1A Starfighter, an older model of fighter that fell out of favor when the X-wing and TIE fighter designs became

popular. Just 15 meters long, the *Mist Hunter* was originally a fairly typical bounty hunter's ship with a two-person cockpit, small living quarters, and a series of cramped prisoner cells in the lower cargo decks. However, when Zuckuss and 4-LOM threw their lot in with the Rebellion, Rebel engineers went over the ship and made many additional modifications.

The *Mist Hunter* is now more a Special Forces recon vessel than a bounty ship, though it can certainly still be used to carry prisoners. The lower deck still contains cargo space, but it also has concealed compartments to carry eight living beings in cramped quarters. A sensor mask has been added to make the ship difficult to detect (increasing the DC of all Computer Use checks to find the ship by 4), and its forward weapons have been upgraded to a pair of fire-linked assault lasers. A tractor beam in a concealed, pop-down turret allows the ship to lock on to disabled vessels, and its external clamp can attach itself to enemy airlocks.

Zuckuss and 4-LOM used these features to good effect while aiding the Rebellion and have kept them now that they use the ship to collect bounties set by the New Republic. When the ship needs to carry prisoners, they must be drugged and placed in



the concealed compartments, but this can be useful to prevent authorities who search the ship from finding targets the bounty hunters have taken.

Punishing One

Punishing One is the personal starship of the bounty hunter Dengar. It is a modified Corellian Engineering JumpMaster 5000, a scout ship used during the days of the Old Republic for seeking new hyperspace routes and mapping newly discovered systems. Although these ships are now fairly rare, they are still sometimes used by military scouting and intelligence units. The 20-meter-long ships were specifically designed to allow a single crew member to travel over vast distances and long periods of time in relative comfort, and it serves well as Dengar's transport.

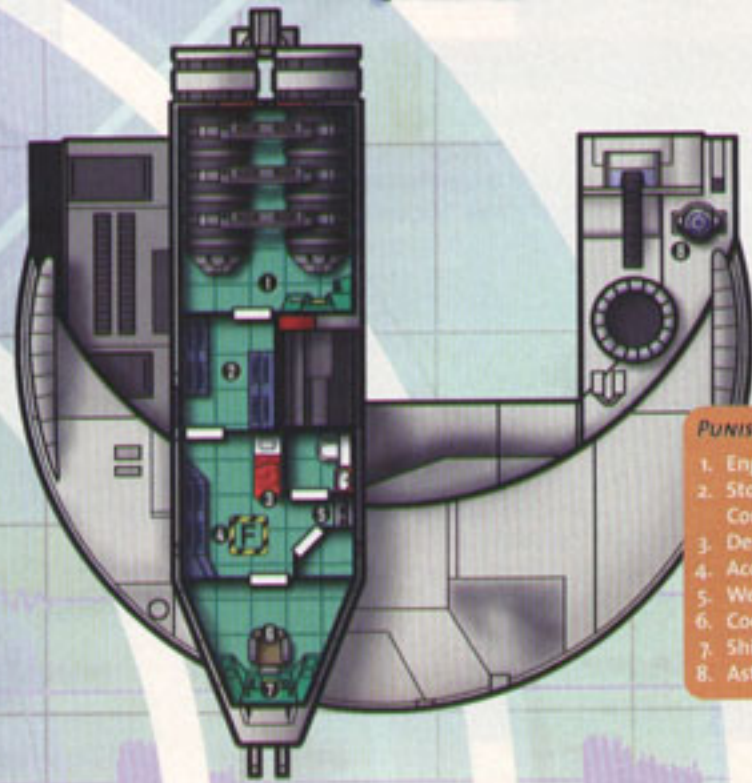
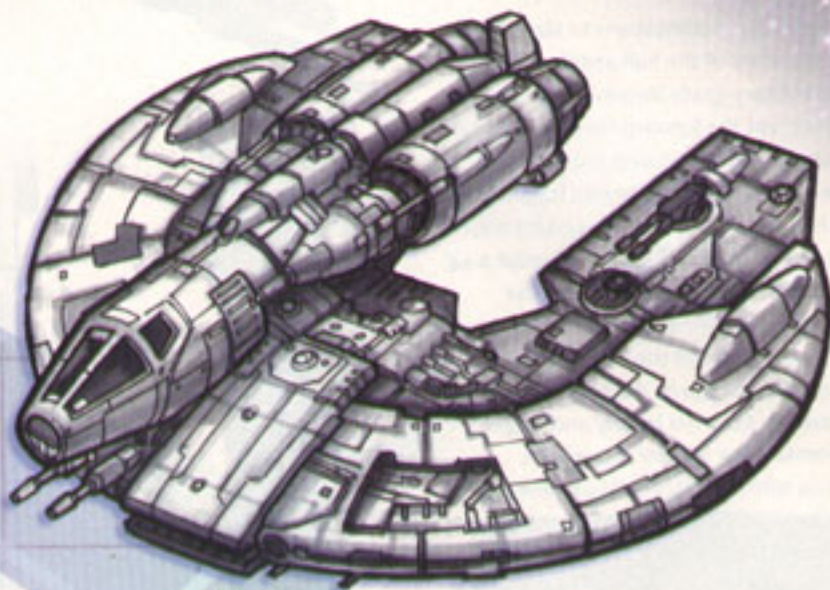
Dengar made fewer modifications to *Punishing One* than most bounty hunters feel their ship needs. The interior has virtually no amenities, with a small cockpit, cramped stateroom, and small engine access bay. The *Punishing One* is designed for a single pilot and no passengers, but it has the life support to manage a second lifeform if necessary. Dengar has no prisoner cells or holding cages, due in part to his tendency to take only death bounties or else to work with another bounty hunter, such as his longtime ally Boba Fett.

Dengar did equip the ship with a series of sensor beacons, allowing him to monitor several different locations in a system simultaneously. He also upgraded its weapons significantly, leaving the forward-mounted light ion cannons but adding a turret-mounted quad laser cannon with an R2 unit built-in to act as a gunner (the R2 is immobile and incapable of doing anything but firing the quad laser at a +8 ranged attack bonus). This assistance allows Dengar to concentrate on flying *Punishing One* and using the ion cannon when needed, leaving the R2 to fire the ship's primary weapon.

Slave II

After Boba Fett escaped from near-certain death on Tatooine, he discovered that his personal ship, *Slave I*, had been impounded. Rather than announce his return to the living immediately by recovering *Slave I*, Fett decided to keep a low profile for some weeks. During that time he bought a new ship and had it extensively modified to his specifications, creating the *Slave II*.

Slave II is a MandalMotors Pursuer-class enforcement ship, an old but sturdy design. The Pursuer ships were popular



PUNISHING ONE

Craft: Modified Corellian Engineering JumpMaster 5000; **Class:** Starfighter; **Cost:** Not available for sale (likely valued at 416,500); **Size:** Tiny (20 meters); **Crew:** 1 (unique); **Passengers:** 1; **Cargo:** 500 kg; **Consumables:** 2 months; **Hyperdrive:** x1 (x10 backup); **Maximum Speed:** Ramming; **Maneuvers:** +2 (+2 size); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 150; **Hull Points:** 120; **DR:** 5.

Weapon: Quad laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +14 (+2 size, +4 fire control, +8 R2 droid); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion cannon; **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

PUNISHING ONE

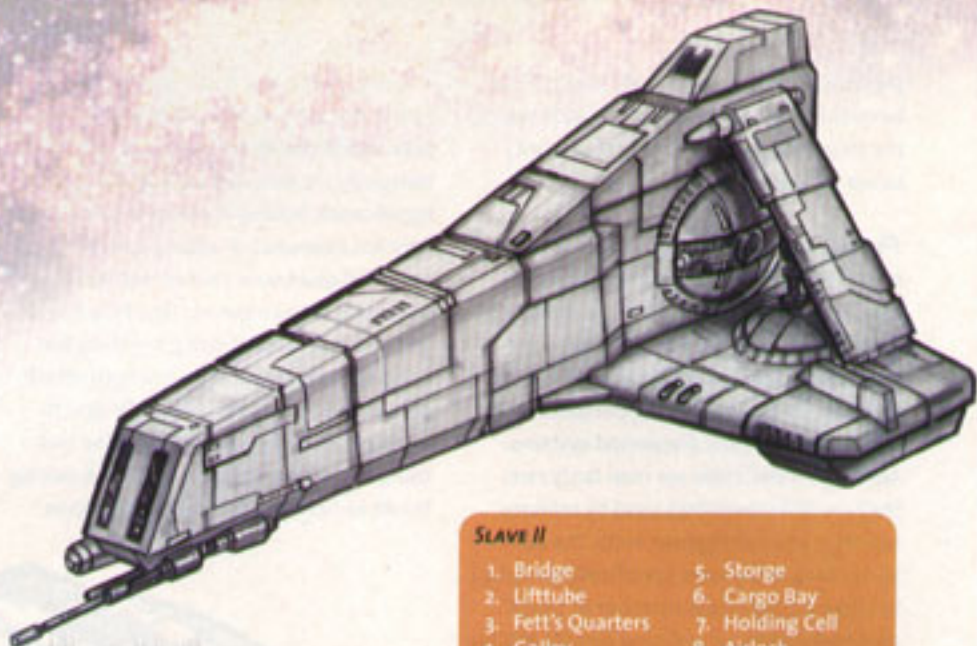
1. Engineering
2. Storage Compartment
3. Dengar's Quarters
4. Access Hatch
5. Weapon Rack
6. Cockpit
7. Ship's Computer
8. Astromech

harbingers of doom

with many law enforcement groups because they had the range, speed, and defenses to handle conflicts with small pirate ships and enough space to travel on long patrols in reasonable comfort. These ships also mounted a powerful set of maneuvering thrusters, giving them excellent handling for transport-sized ships. Eventually the ships' hefty price tag made them too expensive for most small governments, and their lack of truly heavy weapons made them useless to larger organizations.

The primary modifications to *Slave II* are reinforcements of the hull and the installation of military-grade Torplex shield generators. Fett kept the forward-mounted blaster cannons but added a turret-mounted ion cannon and a rear-firing proton torpedo launcher. An extensive sensor system was also installed in *Slave II*, giving the pilot a +4 equipment bonus to all Computer Use checks involving the ship's sensors. As yet, Fett has not installed the kind of stealth systems on this ship he did on *Slave I*.

Internally, *Slave II* is largely unchanged. The normal crew quarters have been replaced with five force-field capable prisoner cages, and the recreation area and mess have been converted into Fett's personal quarters.



SLAVE II

1. Bridge
2. Lifttube
3. Fett's Quarters
4. Galley
5. Storage
6. Cargo Bay
7. Holding Cell
8. Airlock

SLAVE II

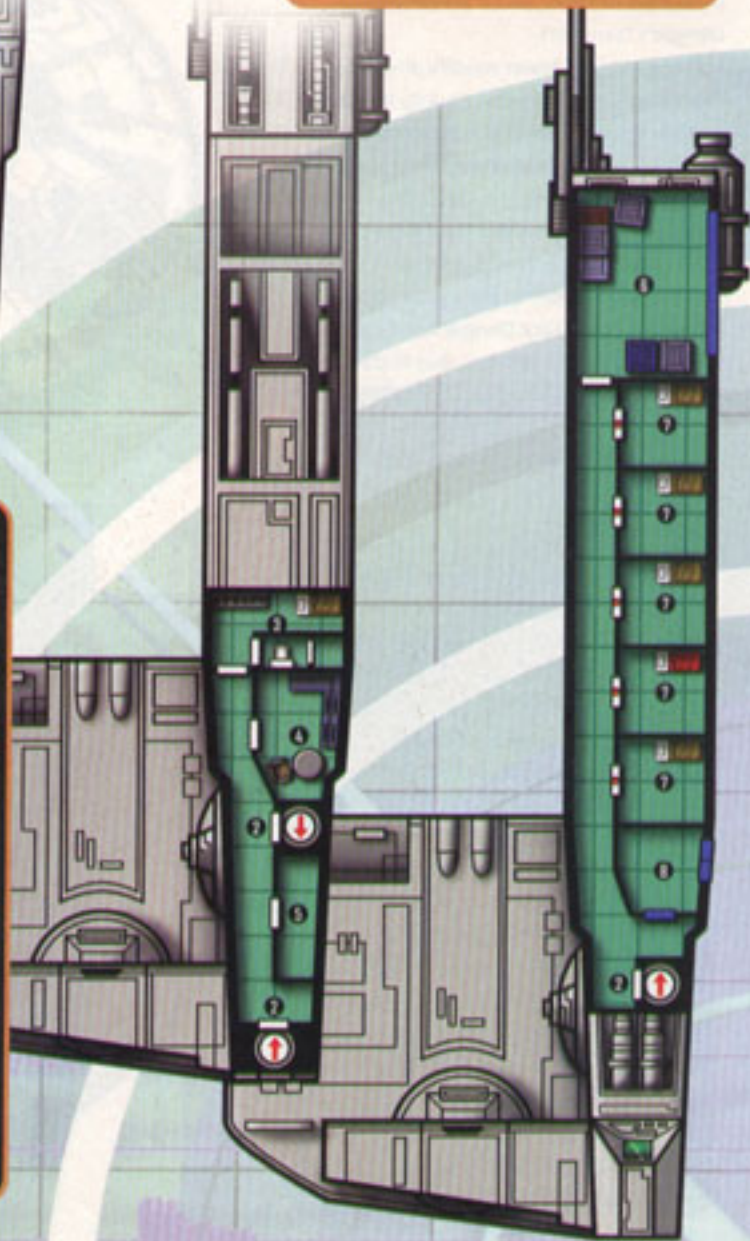
Craft: Modified MandalMotors Pursuer; **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 1,500,000 credits); **Size:** Small (50 m long); **Crew:** 1 (unique); **Passengers:** 5 (prisoners); **Cargo Capacity:** 65 metric tons; **Consumables:** 3 months; **Hyperdrive:** x1 (backup x8); **Maximum Speed:** Ramming; **Maneuvers:** +3 (+1 size, +2 engine quality); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 150; **Hull Points:** 180; **DR:** 10.

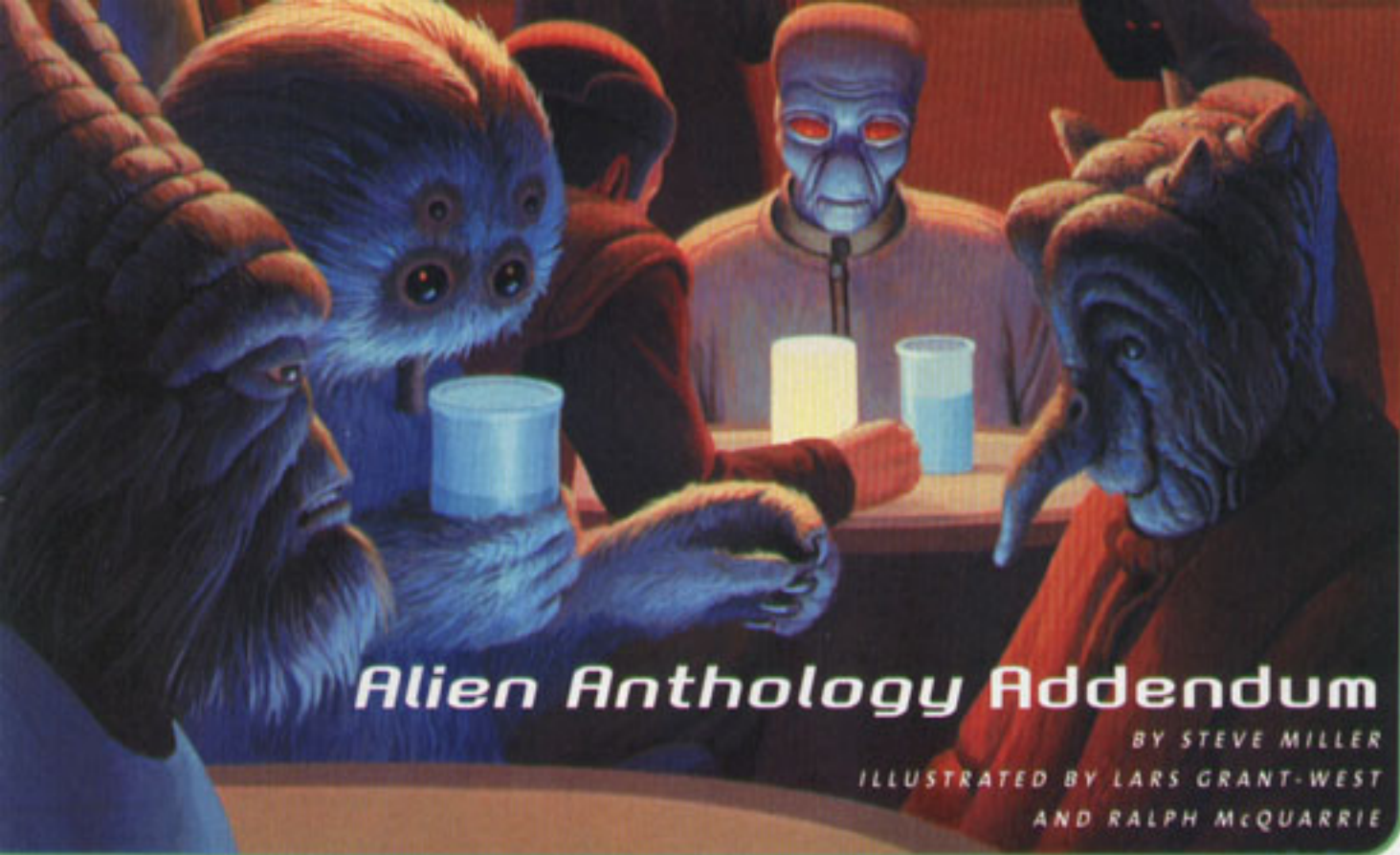
Weapon: Blaster cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +6 fire control, +2 engine quality); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion cannon; **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +4 fire control, +2 engine quality); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +4 fire control, +2 engine quality); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Proton torpedo tube (6 proton torpedoes); **Fire Arc:** Rear; **Attack Bonus:** +7 (+1 size, +4 fire control, +2 engine quality); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.





Alien Anthology Addendum

BY STEVE MILLER

ILLUSTRATED BY LARS GRANT-WEST

AND RALPH McQUARRIE

So many species, so few pages . . . That was the lament of Alien Anthology designer Steve Miller, who detailed more aliens than could fit into the 128-page Star Wars Roleplaying Game supplement. By now you've already picked up your copy, but with this issue of Star Wars Gamer, you can add three more deadly aliens to your campaign.

Defel

The Defel are a curious mammalian species who, under most lighting conditions, appear to be mysterious bipedal shadows with reddish eyes and long white fangs. Under ultraviolet light, however, it becomes clear that Defel are stocky beings covered in fur that ranges from brilliant yellow to dazzling azure. They have long fingers that end in vicious yellow claws and protruding lime-green snouts. They stand between 1 meter and 1.5 meters in height and average 1.2 meters at the shoulders.

The Defel originate on Af'El, a large, high-gravity planet orbiting the super-giant Ka'Dedus. Due to the unusual chemical composition of Af'El's upper atmosphere, only ultraviolet light passes freely to the surface of the planet, while longer wavelengths of light are completely deflected. Because of this, all life forms on Af'El, including the Defel, are completely blind to the non-ultraviolet spectrum.

Defel fur also absorbs other light wavelengths. Scholars

speculate that this was an evolutionary response to a now-extinct predator that projected lights on different wavelengths to locate prey, but it now makes the Defel highly desirable as bodyguards, assassins, and commandos. In darkness, a Defel is all but invisible even to beings that can see in the dark. Their unnerving, shadowy appearance in the light makes even those Defel who aren't skilled combatants useful bodyguards, since few beings are aware of the source of this strange effect. Many beings attribute the Defel's appearance to an ability to become insubstantial. The Defel, naturally, do nothing to dispel such rumors.

On Af'El, the Defel live in large, well-maintained underground cities considered among the marvels of the galaxy. While they never developed space travel or even flight—the violent storms that continuously ravaged the surface of Af'El discouraged the Defel from looking to the sky—they had developed metal alloys and atmosphere recyclers more advanced than even those the Republic was using when scouts first visited the Ka'Dedus system. So, while Defel society has almost all the technological hallmarks of galactic society, they have little or no interest in space travel.

Defel who travel the galaxy are proud and independent to the point of stubbornness. Some leave their homeworld in search of adventure, but most leave to work for other beings on specific contract jobs. While many Defel trade on their unique physical characteristics and the legends that surround their kind, most work for starship manufacturers and smelting plants that produce durasteel and other alloys requiring a carefully balanced mix of ores. The Defel have produced some of the galaxy's best metallurgists, and they are valued as much for their knowledge in this field as for their talent for more violent pursuits.



Defel professionals are experts or thugs. Adventurers are scouts, scoundrels, or soldiers. To function away from their homeworld, Defels must wear special visors that allow them to "see" light wavelengths other than ultraviolet. A Defel without such a visor is effectively blind in normal light. Defels can speak Basic, and their native language is easy for most other sentient species to learn.

Sarkan

Native to gem-rich Sarka, the Sarkans are tall reptiles with thick, green scaly hides and yellow eyes with slit pupils. They have tapered snouts, and their mouths are filled with razor-sharp fangs. They often decorate their claws with multicolored varnish and clan symbols. Sarkans have thick tails that provide them with added balance and stability. Their martial arts traditions train fighters how to use the tail not only for balance but also as a weapon. They favor brightly colored, baggy clothing frequently decorated with gemstones. Their technology is equal to the galactic norm, but they never developed their own space travel. Males and females both stand between 1.9 and 2.2 meters tall as adults.

Outsiders find Sarkans difficult to interact with on a business or diplomatic level. Their culture is intricate and focused around rigid, arcane codes of conduct that all visiting aliens are expected to know. Those who violate Sarkan codes of conduct are dismissed as barbarians and removed from the presence of high-ranking Sarkans by efficient bodyguards. Still, many beings willingly submit themselves to the gauntlet of ritual and protocol in pursuit of lucrative deals on shipments of nova rubies.

Nova rubies are among the most common gemstones on Sarka, but they appear on no other world and remain a valuable commodity in most of the settled galaxy. Sarkans have used the nova rubies to become fabulously wealthy, and while some of the galaxy's most luxurious resorts and spaceports lie on Sarka, the natives amused by the "foolish aliens" who covet the useless glowing stones.

Sarkan protocol demands that a meeting with an ambassador must begin with a long greeting in one of the five primary

Defel Commoner: Init -1; Def 9 (-1 Dex); Spd 6 m; VP/WP -/8; Atk +0 melee (1d2, punch) or -1 ranged; SQ Invisibility, limited vision; SV Fort -1, Ref -1, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 8, Int 10, Wis 12, Cha 12.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2 or Profession (varies) +2, Knowledge (metallurgy) +2, Read/Write Defel, Speak Basic, Speak Defel.

Special Qualities: **Invisibility**—Because of a genetic adaptation to a long-forgotten predator on their homeworld, Defels absorb all light wavelengths except ultraviolet. In effect, they appear as patches of darkness, much like shadows, and in areas of low light, they are effectively invisible. Unless the creature is under direct normal sunlight (or the artificial equivalent, such as a brightly lit arboretum), the Defel gains a +2 circumstance bonus to attacks, and its target loses all Dexterity bonuses to Defense. At the same time, attacks against a Defel in these circumstances confer a 50% miss chance. Under especially low-light conditions (such as a dimly lit cantina) the attacker must guess where the Defel actually is (see Chapter 8 of the core rulebook) as well.

Limited Vision—Defels can see only by light in the ultra-violet range. When away from their homeworld, they must wear special visors. Without these visors, they are considered blind as defined in Chapter 12 of the core rulebook.

Species Features: -2 Dex, -2 Con, +2 Wis, +2 Cha.

Automatic Languages: Defel and Basic.

Sarkan languages. The greeting must include, in the following order, the life history of the individual, the number of battles won, the number of gems mined, and the number of mates taken in the course of the individual's life. This greeting must take at least one standard hour; anything less is considered to be an insult to the ambassador. In formal situations, the greetings exchanged between Sarkans often require more than eight hours.

During the reign of the Empire, the Sarkans begrudgingly allowed Humans and representatives from companies that were known to have the Emperor's favor to insult them by not adhering to the proper rituals. However, as soon as word of the Emperor's death at Endor reached their ears, they returned to their traditional ways—as one startled SoroSuub broker discovered when the Sarkans suddenly demanded a formal greeting in their native tongue. SoroSuub has been trying to reestablish trade relations with Sarka ever since.



Alien Anthology Addendum

Sarkan Commoner: Init +0; Def 10; Spd 10 m; VP/WP —/12; Atk +1 melee (1d3+2, punch) or +0 ranged; SQ Claws, tail, cold-blooded; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 6.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2, Profession (varies) +2 or Knowledge (varies) +2, Read/Write Sarkese, Speak Basic, Speak Sarkese

Species Features: +2 Str, -4 Cha.

Automatic Languages: Sarkese and Basic.

Sarkans do not typically leave their home world, preferring instead to allow the galaxy to come to them. When they do travel the galaxy, they are usually encountered in groups of at least three, a holdover from a time when their society was heavily dominated by a caste structure. Solitary Sarkans are usually outcasts who have committed a grave offense on their home-world. The offense could be something as serious as murder, but in most cases it is something that most other cultures would view as trivial. Outcast Sarkans tend to be the ones most often encountered away from Sarka.

Sarkans turn up in every professional class, and adventurers are usually nobles or scoundrels. They can speak Basic easily, and while many Sarkans know the language, few of them admit to doing so until it is clear that no beings present understand Sarkese.

Tirriith

The Tirriith are an unusual species native to the desert world of Beheboth. They have no solid forms, existing instead as wisps of energy manifested as softly glowing green vapor clouds shot through by dancing sparks. In their natural state, Tirriiths exist as collective entities; a hive of Tirriiths is far more powerful than the sum of its individuals. A hive can, for example, create an entire weather system, although it taxes the Tirriiths to do so.

All Tirriiths who are part of a hive entity share an empathic bond with the other Tirriith that belong to that hive. When one Tirriith suffers pain, the other Tirriith do as well. There aren't many things that will harm a Tirriith so the empathic bond is usually not a problem, but if a Tirriith is separated from the hive and is subjected to hard vacuum, strong winds, or strong electrical currents, the entire hive suffers the pain as well. If a Tirriith is killed while away from the hive, there is a chance that other members of the hive may die as well.

The Tirriith are fundamentally pacifists and have a hard time conceiving of doing violence to other beings. In fact, their only method of defense is to alter the chemical composition of Beheboth's atmosphere to create a noxious gas that renders most beings that breathe it unconscious.

The Tirriith first came to the attention of the galaxy at large as the Rebellion was spreading across the galaxy. Until that time, the Tirriith, who have no physical form and who have not created what most xenoethnographers classify as a civilization, had been considered merely strange manifestations of chemicals in Beheboth's atmosphere. A group of particularly clever bandits, led by a failed



Tirrith Commoner: Init +1; Defense 21 (+1 Dex, +10 natural); Spd 10m; VP/WP —/12; Atk n/a melee or +2 ranged (somniferous gas, special); SQ Non-corporeal, somniferous gas, telepathy; Fort +1, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str —, Dex 12, Con 12, Int 12, Wis 12, Cha 12.

Skills: Knowledge (varies) +5.

Special Qualities: **Non-corporeal**—Tirrith can be harmed only by energy weapons and vacuum. They can force their way into any non-hermetically sealed room as a full round action.

Tirrith cannot use any equipment.

Somniferous Gas—Tirrith are able to reconstitute Beheboth's atmosphere into a powerful knockout gas. (Inhaled, Fort save DC 20 to resist. Effect: Unconscious but stable for 2d4 hours, unless revived by a medpack. The range increment is 4 meters, and the attack covers a 4×4 m area.)

Telepathy—A Tirrith can communicate telepathically with any number of beings within 20 meters. A being that wishes to resist telepathic contact with a Tirrith must roll a Will save against a DC 8 plus the Tirrith's Wisdom bonus. The Tirrith can continue to attempt to establish contact for as long as the target is within range. All beings that receive telepathic communication from a Tirrith "hear" the message in their own primary language.

Species Features: n/a Str, +2 Dex, +2 Con, +2 Int, +2 Wis, +2 Cha.

Automatic Languages: Tirrith can communicate telepathically with any creature or being regardless of language barriers. The Tirrith have no spoken or written language in the traditional sense.

Tirrith Hive (1d10+20 Tirrith): Init +6 (Dex); Defense 16 (+6 Dex); Spd 10m; VP/WP —/96+4 for each additional Tirrith beyond 20; Atk n/a melee or +6 ranged (somniferous gas, special); SQ Non-corporeal, somniferous gas, telepathy, empathic; Fort +0, Ref +1, Will -1; SZ M (1.8m to 2.2m); FP 0; DSP 0; Rep 0; Str —, Dex 22+1 for every two Tirrith beyond 20, Con 96+4 for each Tirrith beyond 20, Int 22+1 for every two Tirrith beyond 20, Wis 22+1 for every two Tirrith beyond 20, Cha 19+1 for every three Tirrith beyond 20. Challenge Code: D.

Skills: Knowledge (a different subject for each hive member) +10.


Special Qualities: **Somniferous Gas**—Tirrith are able to reconstitute Beheboth's atmosphere into a powerful knockout gas. (Inhaled, Fort save DC 20 to resist. Effect: Unconscious but stable for 2d4 hours, unless revived by a medpack. Range increment 4m, covers a 40×40 m area.)

Telepathy—A Tirrith hive can communicate telepathically with a number of beings equal to its Wis that is within 20 meters. A being that wishes to resist telepathic contact with the hive must roll a Will save against a DC 18 plus the hive's Wis bonus. The hive can continue to attempt to establish contact for as long as the target is within range.

Empathic—Injuries suffered by Tirrith separated from the hive are also inflicted on the hive as a whole. For each point of damage suffered by the Tirrith, the hive suffers two.

first contact specialist named Gideon Longspar, realized the true nature of the Tirrith, captured part of a hive, and blackmailed the rest of the hive to help stage robberies on the region's moisture farms. Longspar forced the Tirrith hive to invade the farms, gas the guards and owners, and allow his raiders to move in and steal the water before the farmers' people awakened. The scoundrels then sold their ill-gotten water to the world's desperate inhabitants at grossly inflated prices. Their scheme was eventually demolished, and the Tirrith freed, by Rebel Commander Luke Skywalker, and since then Rebellion and eventually New Republic troops have been stationed on Beheboth to ensure no further abuse of the Tirrith and the world's ecosystem take place.

The Tirrith may well play some role in the environment of Beheboth that goes far beyond that typically afforded most sentient beings. After Skywalker freed the Tirrith from Longspar's containment field, the hive proceeded to create unseasonable and heavy rains over the region that had been deprived of water. The Human settlers have tried to convince the Tirrith to continue to create rain, but the beings have not been willing to do so.

The Tirrith have no spoken language. They communicate using telepathy. 

ALIENS AGE TABLE

Species	Child	Adolescent	Adult	Middle Age	Old	Venerable
Defel	1-5	6-12	13-39	40-55	56-70	71+
Sarkan	1-20	21-35	36-257	258-579	580-721	721+
Tirrith	1-2	3-5	6-450	451-781	781-1,000	1,001+



Star Wars—Silent Death™

The New Jedi Order

"Two fighters against a Star Destroyer?"

BY ERIK A. DEWEY

This latest expansion for *Star Wars—Silent Death* ("What Good Are Snub Fighters" from *Star Wars Gamer* #3) adds new rules and starships from the New Jedi Order. The *Millennium Falcon*, Corralships, and the Yorik-vec cruiser make an appearance here, as do new rules for Colossal starships.

COLOSSAL STARSHIPS

Silent Death is designed around starfighter- and gunboat-sized starships, so the scale does not work well when dealing with Star Destroyers and Mon Calamari Star Cruisers. In fact, those ships are so huge that they are more like terrain and less like starships. To simulate fighting against or around these giant vessels, use the following rules. You can also use these rules for smaller starships like the Nebulon-B Frigate, or for space stations like the Death Star.

First, decide how much of the map the Colossal starship takes up, anywhere from a few rows to the entire map. Any starfighter or gunboat may enter the hex filled by a Colossal ship, so you don't need to worry about collisions. Movement into a starship hex and out of a starship hex is exactly the same as moving through unoccupied hexes.

Each Colossal starship has a large number of weapons, but not all of them can fire at the same target. When setting up, the side using a Colossal starship can place a number of weapons based on the number of hexes a starship takes up on the map. For example, an *Imperial-class Star Destroyer* occupies 40 hexes. Consulting the table

Starship Weaponry

Imperial-class Star Destroyer

Turbolaser	1 per 6 hexes
Ion Cannon	1 per 6 hexes
Tractor Beam	1 per 20 hexes

Mon Calamari Cruiser

Turbolaser	1 per 7 hexes
Ion Cannon	1 per 15 hexes
Tractor Beam	1 per 30 hexes

Death Star

Turbolaser	1 per 10 hexes
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Nebulon-B Frigate

Turbolaser	1 per 10 hexes
Laser Cannons	1 per 10 hexes
Tractor Beam	1 per 30 hexes

Trade Federation Battleship

Quad Heavy Laser Cannons	1 per 9 hexes
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below, the Imperial player can place 6 Turbolasers, 6 Ion Cannons, and 2 Tractor Beams on the map within those 40 hexes. In case the number of weapons does not divide evenly based on the size, drop all fractions. For example a 10-hex Star Destroyer (just the very tip of it) can have 1 Turbolaser for every 6 hexes. Since there are only 10 hexes on the map, the Imperial player can place only 1 Turbolaser.

Each weapon on the map has a firing arc of F, FQR, and FQL. Each turn, before any starfighters or gunboats move, a weapon may rotate one hex side. A weapon can be attacked and possibly destroyed. Each weapon has a DV of 14 (unless the shield

generator of the starship is down, in which case the DV becomes 10) and a DR of 3. It takes 5 points of damage to destroy a weapon.

Colossal starships have shield generators that can be attacked by starfighters and gunboats. Once these generators are destroyed, everything on the starship becomes much more vulnerable. A shield generator is typically a circle 5 hexes in diameter and has a DV of 14 and a DR of 3. It takes 75 points of damage to destroy a shield generator. Once destroyed, all weapons on the starship have their DV lowered to 10.

Usually, destroying a Colossal starship is beyond the capabilities of a few starfighters. A desperate battle against steep odds, however, can be fun. To destroy a starship, first the shield generator and all weapons must be destroyed. Then the starfighters must attack a vulnerable area (determined before the scenario begins) of 14 hexes. This area represents the bridge, engine core, or some other critical spot on the starship, and it has a DV of 10 and a DR of 4. Causing 100 points of damage to this area starts a chain reaction that destroys the starship.

TURBOLASERS

Turbolasers are designed for firing at capital starships, but they can target starfighters if necessary. A Turbolaser has a Speed Restriction (SR) of 11. Any time it targets another starship with a Drive greater than 11, modify the to-hit roll by how much over 11 the starship's drive is. For example a Turbolaser bat-



tery targets an enemy X-wing. The X-wing's Drive is currently 14, so the to-hit for the Turbolaser is -3.

LASER CANNONS

Laser Cannons are turret-mounted versions of the standard starfighter weapon.

QUAD LASER CANNONS

Quad Laser Cannons are the main weapons of the *Millennium Falcon* and the Trade Federation Battleship.

ION CANNONS

Ion Cannons are used to disable a starship rather than destroy it. They are slower to fire and not as accurate as Laser Cannons, but they leave a valuable target floating in space rather than blowing it to dust. An Ion Cannon does Medium damage, but the result is halved (round up). After applying Damage Reduction, the remaining damage marks only Drive and Weapon hits on the Damage Track. Damage from an Ion Cannon can be repaired normally using Damage Control.

TRACTOR BEAMS

Used to slow down or stop attacking starfighters, Tractor Beams project an invisible energy field at the target that inhibits the starfighter's engine, thus holding the starship. They are short ranged but can quickly prevent an attacker from hitting vital areas of a starship.

A Tractor Beam is fired like any other weapon and can target both starfighters and gunboats. The Tractor Beam does no damage to its target; instead, it reduces the target's Drive by the amount of damage rolled. This damage ignores Damage Reduction. If the target's Drive is reduced to 0, the Tractor Beam has "locked on"; that starship cannot move until the Tractor Beam lets go, changes targets, or is destroyed. If the target's Drive is not reduced to 0, the effects last only until the end of the next turn. You can use multiple Tractor Beams to slow down a particularly fast target.

For example, a Tractor Beam tries to stop a Coralskipper. It rolls a 6, 4, 5, which hits and does 6 points of damage to the Skip's Drive. The next turn, the Coralskipper's Drive is considered 8 for that turn only. The turn after, its Drive returns to its normal 14,

assuming the Coralskipper is not damaged or hit with another Tractor Beam.

The final Drive available to a starship hit by a tractor beam is determined right before it moves. If a Tractor Beam hits a starship and then a normal weapon damages the ship's Drive, the ship's Drive next turn is the current Drive minus the Tractor Beam damage. It is also possible for a starship to be slowed by a Tractor Beam and then hit by another weapon for enough damage to allow the Tractor Beam to hold the starship. For example, a Tractor Beam reduces an X-wing's Drive by 6. A Turbolaser then pummels the X-wing for 14 points of damage, marking off enough boxes on the Damage Track to reduce the X-wing's current Drive to 6. Since the Tractor Beam reduced the X-wing's Drive by 6 earlier in the turn, the Tractor Beam has now "locked on" to the X-wing.

VOLCANIC CANNONS

The primary starfighter weapon of the Yuuzhan Vong, the Volcanic Cannon fires a swarm of superheated plasma projectiles. While not as long-ranged as a Laser Cannon, this weapon deals much more damage. If you roll doubles (but not triples) to-hit, double the final damage the Volcanic Cannon does. For example, a Coralskipper targets an X-wing with its Twin Volcanic Cannons. The roll is 7 (the pilot's Gunnery die), 3, and 3 + 1 for a total of 14. Since a Twin Volcanic Cannon's damage is Med, the damage is 7; since doubles were rolled, the final damage is 14.

Scenarios

A CLASH OF GUNBOATS

Location: Near Corellia

Background: Han Solo, still grieving from the loss of Chewbacca, returns from a less-than-cordial visit home and into a Yuuzhan Vong interdiction field. The Yuuzhan Vong seize the opportunity to test out their newest creation: the Yorik-vec cruiser.

New Republic (224 points):

Millennium Falcon (Pilot 10, Gunner 8)
Gunner A (Gunner 9)
Gunner B (Gunner 7)

Yuuzhan Vong (224 points):

Yorik-vec cruiser (Pilot 7)
Gunner A (Gunner 8)
Gunner B (Gunner 8)
Gunner C (Gunner 5)

Coralskipper A (Pilot 8, Gunner 6)
Coralskipper B (Pilot 7, Gunner 5)

Setup: Divide the map in half. The New Republic sets up first near the middle of the map. The Yuuzhan Vong then places its starships anywhere on the map.

Victory Conditions: If the *Millennium Falcon* is destroyed, the Yuuzhan Vong win. If the Yorik-vec cruiser is destroyed, the *Millennium Falcon* can escape into hyperspace on the New Republic player's next Movement Phase, and the New Republic wins.

YUZHAN VONG PATROL

Location: On the edge of the New Republic territory

Background: The Yuuzhan Vong invasion is preceded by Coralskipper patrols on scouting missions. Typically these patrols avoid all contact with New Republic forces, but the occasional dogfight breaks out.

Yuuzhan Vong (111 points):

Coralskipper A (Pilot 8, Gunner 10)
Coralskipper B (Pilot 7, Gunner 9)
Coralskipper C (Pilot 7, Gunner 10)

New Republic (111 points):

X-wing A (Pilot 10, Gunner 7)
X-wing B (Pilot 8, Gunner 6)

Setup: Divide the map in half. The New Republic sets up first, anywhere on their

Weapons

	Range	To-Hit	Damage	SR	BPV
Turbolasers					
Turblaser	3/9/12	2D8	High	11	6
Twin Turbolasers	3/9/12	2D8+1	High+2	11	8
Laser Cannons					
Laser Cannon	3/9/10	2D8	Low	-	2
Quad Laser Cannons					
Quad Laser Cannon	4/7/10	2D8+3	Med+6	-	8
Ion Cannons					
Ion Cannon	2/5/9	2D6	Med*	-	5
Twin Ion Cannons	2/5/9	2D6+1	Med+2*	-	6
Tractor Beams					
Tractor Beam	2/4/8	2D8	High†	-	6
Volcanic Cannons					
Volcanic Cannons	4/6/8	2D8	Med**	-	-
Twin Volcanic Cannons	4/6/8	2D8+1	Med+2**	-	-
Quad Volcanic Cannons	4/6/8	2D8+3	Med+6**	-	-

* Damage is halved and applies only to Drive and Weapon boxes on the Damage Track.

† Damage ignored Damage reduction but is only applied to the target's drive.

**If you roll doubles, this weapon does double damage.

half of the map. The Yuuzhan Vong then sets up on the edge of their side of the map. The game lasts for only 5 turns.

Victory Conditions: The Yuuzhan Vong must destroy the X-wings before they can report in. After 5 turns, the X-wings send their message, and the New Republic wins. If all of the X-wings are destroyed before the end of the fifth turn (even if all the Coralskipper are destroyed too), it is a Yuuzhan Vong victory.

Ion Cannon E (Gunner 4)
Tractor Beam (Gunner 9)

X-wing A (Pilot 8, Gunner 8)
X-wing B (Pilot 5, Gunner 7)

Yuuzhan Vong (253 points):

Yorik-vec cruiser (Pilot 8)
Gunner A (Gunner 6)
Gunner B (Gunner 7)
Gunner C (Gunner 7)

Coralskipper A (Pilot 5, Gunner 7)
Coralskipper B (Pilot 6, Gunner 8)
Coralskipper C (Pilot 5, Gunner 4)

Setup: The New Republic player determines where the *Independence* is on the map. That player then places all turrets, the shield generator, and the bridge area. The Yuuzhan Vong player places his starships anywhere on the map, and then the New Republic places his X-wings anywhere that is not within 10 hexes of a Yuuzhan Vong starship (or as far away as possible).

Victory Conditions: The Yuuzhan Vong win decisively if they destroy the *Independence*, moderately if they only destroy its shields. Any other outcome is a New Republic victory.

SEARCH AND DESTROY

Location: Near Mon Calamari

Background: In response to the Yuuzhan Vong invasion, a New Republic task force is assigned to search and destroy stray Vong patrols. The flagship of this task force is the Mon Calamari Star Cruiser *Independence*.

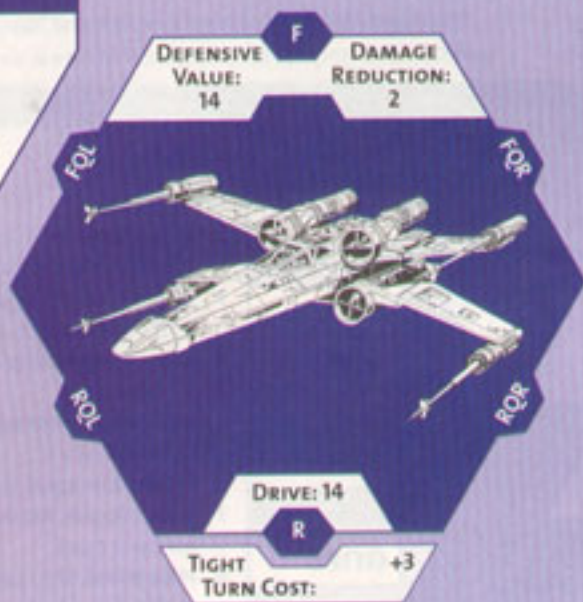
New Republic (247 points):

Independence (35 hexes)
Turblaser A (Gunner 10)
Turblaser B (Gunner 9)
Turblaser C (Gunner 8)
Turblaser D (Gunner 6)
Turblaser E (Gunner 6)
Ion Cannon A (Gunner 8)
Ion Cannon B (Gunner 7)
Ion Cannon C (Gunner 6)
Ion Cannon D (Gunner 5)

X-WING FIGHTER

Pilot Weapon:

QUAD LASER CANNONS (F)
2D8+ADB (x4)
Low or 2D8+ADB+1 (x2)
Low+1 or 2D8+ADB+3
Low+3
RANGE: 3/9/10



Damage Track

		14		t	12	2	t	10	*
t	8	t	1	6	t	w	4	t	X

BPU: 40

TPU:

Crew: Pilot

PLT:

GNR:

PROTON TORPEDOES:



DAM CON: 1-4
JAMMER: 1-2

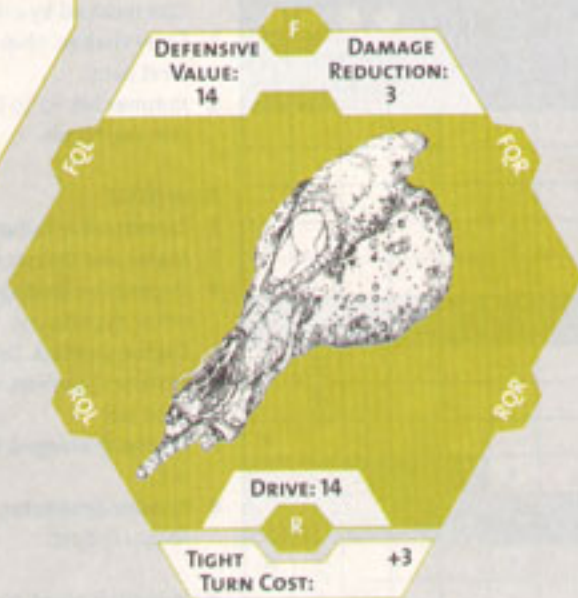
Critical Hits

- "I've got a problem here." Pilot Killed. X-Wing can take no further actions. DV is 5.
- R2 unit hit. Damage Control can no longer be used.
- Cannons overheat. Cannot fire until after the end of next turn.
- Proton Torpedoes hit. Jettison all remaining torpedoes.
- Shield's damaged. Reduce DV by 2.
- Targeting computer damaged. Modify all To-Hits by -1.
- Engine sputters. Reduce Drive by 3 until the end of next turn.
- Jammer hit. X-Wing may no longer jam warheads.
- Stabilizer comes loose. Reduce DV by 2.
- Pilot dazed. X-Wing may not move or fire until after the end of the next turn.
- Reactor hit. X-Wing destroyed.

CORAL SKIPPER

Pilot Weapon:

TWIN VOLCANIC CANNONS (F)
2D8+ADB (x2)
Med or 2D8+ADB+1
Med+2
RANGE: 4/6/8



Damage Track

		14		3	12			10	2
w	8	*		6	1			4	X

BPU: 20

TPU:

Crew: Pilot

PLT:

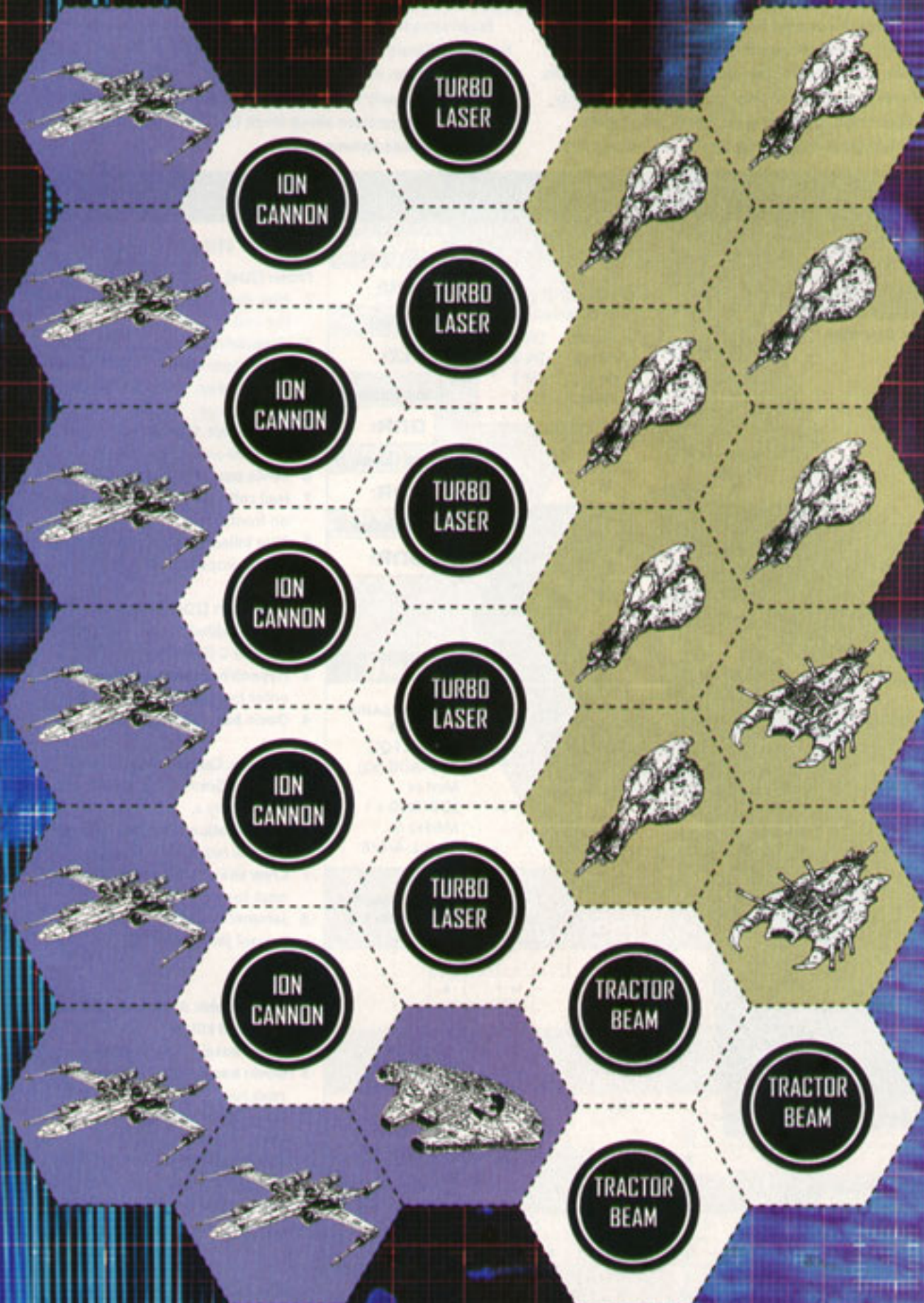
GNR:

DAM CON: 1-2
JAMMER: 1-2

Critical Hits

- Pilot killed. Coralskipper can take no further actions. DV is 5.
- Regeneration node hit. Damage Control can no longer be used.
- Volcanic Cannons overheat. Cannot fire until after the end of next turn.
- Neural interface damaged. Reduce DV by 2.
- Dovin basal hit. Reduce DV by 1.
- Clunk. Bits of rock blown off, but no other damage.
- Targeting node damaged. Modify all To-Hits by -1.
- Dovin basal sputters. Reduce Drive by 3 until the end of next turn.
- Jammer hit. Skipper may no longer jam warheads.
- Pilot dazed. Coralskipper may not move or fire until after the end of the next turn.
- Dovin basal overload. The Coralskipper is dust.

If doubles are rolled, then the total damage is doubled.



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Star Wars Silent Death Rules Summary

The rules below are only a summary of how to play *Star Wars Silent Death*. The complete rules appear in *Star Wars Gamer* #3.

ROLLING THE DICE

The following format, used when determining damage, indicates which dice to roll and how many: XdY (Low/Med/High). X is the number of dice to roll, Y indicates how many sides the die has, and Low/Med/High determines which number to use. Low uses the lowest number rolled, Med uses the middle number rolled, and High uses the highest number roll. If there is no middle number (because you rolled doubles) then Med defaults to High (a roll of 3-3, 8 would have a Med of 8). If you roll doubles, add them together if they are the low dice for a Low value and do the same if they are the high dice for a High value.

Turn Summary

WARHEAD LAUNCH PHASE

All ships can launch any number of Proton Torpedoes and Concussion Missiles at any target. Place warhead counters on the launching ship and declare each warhead's target.

MOVEMENT PHASE

Each side rolls 1d10 and adds their highest Pilot skill to the roll. The loser of initiative chooses a ship and moves it, then the winner. Keep alternating until all ships have moved. Whichever side has the highest total saves one ship to move after all other ships have moved.

Each ship has a Drive value. To move forward one hex costs 1 Drive. Turning one hexside costs 3. To turn more than one hexside is a Tight Turn, which costs 3 + a die roll based on the Pilot's skill. A ship may use as much or as little of its Drive per turn as it wants. Ships cannot turn or end their movement in the same hex as an opponent ship.

After a ship moves, all warheads tracking that ship move. Proton Torpedoes have a Drive of 12; Concussion Missiles have a Drive of 14. Warheads may not perform a Tight Turn, but they may turn more than one hexside at a cost of 3 Drive per hexside. Any ship that enters the hex of a warhead that is tracking it is immediately hit by the warhead and cannot attempt to dodge it.

WARHEAD RESULT PHASE

Any warhead that enters the hex of its target detonates. The target ship may try to dodge the warheads by rolling 1d10 + (the pilot's Pilot skill - 10 - the number of warheads detonating). A positive number is the total number of warheads dodged. If not dodged, a Proton Torpedo does 3d12 (all dice added together) and a Concussion Missile does 1d12 (see below for how to resolve the damage done).

Any ship being tracked by warheads that did not impact this

turn may try to jam one. Roll 1d10. If the number rolled falls into the ship's jam rating (usually 1-2) then the attempt is successful and the warhead is removed.

CANNON FIRE PHASE

Each cannon has a firing arc that shows what hexes it can fire into listed in parenthesis after the to-hit dice. Each firing arc is a 60° cone that extends out of a side of the vessel's hex in the direction indicated (F is the front hex). The arc covers all hexes between the cone's outer lines, as well as any hexes that the line crosses into. A target must be in the weapons firing arc to be attacked.

All Gunners fire first followed by Pilots in skill order: Gunner 10s fire then Gunner 9s down to Pilot 2s then Pilot 1s. Roll the cannon's two dice (usually 2d8) and roll the Gunner's die (called the Attack Die Bonus or ADB, based on the Gunner skill level). Total all three dice together and add any bonuses. If the target is in the weapon's short range (the first of the three numbers separated by slashes) add 1 to the total; if it is in the weapon's long range (greater than the middle number but not greater than the last of the three numbers) subtract 1 from the total. If the final total is equal to or greater than the target ship's Defensive Value, then the cannons hit. The damage done is determined using the Low, Med, or High die.

The target ship subtracts its Damage Reduction from the damage it receives and then marks off that number of boxes (starting on the left) from the ship's Damage Track. If a box is marked off that has a square and a number in it, the ship's Drive is reduced to the number in the next unmarked Drive box on the Damage Track. Similarly if a box is marked off that has a diamond and a number in it, the ship's Damage Reduction is lowered to the next unmarked Damage Reduction box on the Damage Track. If an asterisk is marked off, the attacker rolls 2d6 (added together) and consults the target ship's Critical Hit chart. The effect rolled is applied immediately. Finally if a "t" is marked through, the ship loses a warhead (mark it off) while if a "w" is marked, the ship loses a weapon (if the "w" is lowercase the ship owner gets to choose, if the "W" is upper case the attacker gets to choose). When the "X" is marked off the Damage Track, the ship is destroyed. (Two "Xs" must be marked off for a gunboat to be destroyed.)

Ships can attack warheads in flight. The warhead has a DV of 10, a DR of 0, and requires only 1 point of damage to destroy.

DAMAGE CONTROL PHASE

Each ship can attempt Damage Control at the end of the turn. Roll 1d10. If the result falls into the ship's Damage Control range, then unmark that many boxes from the damage track. Lost warhead and critical hit boxes can be repaired, but they are treated as being blank; the damage done by marking them off is not restored.

Skill Level Table

Piloting Skill	Tight Turn Cost	Gunnery Skill	ADB
1	1d10	1	1d4
2	1d10	2	1d4
3	1d8	3	1d4
4	1d8	4	1d4
5	1d6	5	1d6
6	1d6	6	1d6
7	1d4	7	1d8
8	1d4	8	1d8
9	1d4	9	1d10
10	1d4	10	1d10

Reckonings

A Bartyn's Landing Adventure

BY CORY J. HERNDON

ILLUSTRATED BY RAMÓN PÉREZ

Using the Adventure

If you're going to be playing "Reckonings" stop reading now! This section provides a storyline and adventure materials for Gamemasters, and reading ahead spoils the surprise.

"Reckonings" is an adventure for four heroes averaging 5th level set in the Rise of the Empire era, a few years after the Battle of Naboo. It can serve as a starting point for a fringe-based campaign, or you can easily work it into your existing campaign.

Don't be surprised if your players want their heroes to have a good reason to be at the Landing, however you choose to run the adventure. Since the adventure assumes that the heroes are newcomers, you might try one of these setups:

- If you're starting things out fresh, the heroes might all be natives of Lamaredd from the distant village of Cape Regret. They have arrived in what to them is "the big city"—Bartyn's Landing. This setup works fine for most heroic classes, except Jedi (there are no Jedi training facilities on this backwater world). Jedi heroes can still be included—nothing like a disturbance in the Force to draw those Jedi Knights out to the Rim—but they will likely want to keep a low profile.

- To divert your current campaign to Lamaredd, a hyperspace anomaly caused by the Reef asteroid cloud can knock the heroes' ship or ships out of hyperspace, forcing them to land at Bartyn's Landing (Lamaredd's only spaceport, and the only place for light years around to find hyperdrive parts). Any class fits easily into this scenario.

However you choose to introduce your players to the Landing, remember that even backwater worlds in the *Star Wars* galaxy have access to Republic technology, weapons, and computer systems. On Lamaredd, however, any of these items might take some time to find.

ENTRY POINT

"Reckonings" begins when the heroes enter Bartyn's Landing. Newcomers to Lamaredd enter the town through the spaceport, enduring a brief but rude customs check from ORO security. Visitors from elsewhere on the planet, such as Little Mon Cal or Cape Regret, enter either from the Three Jetties area on the West arm or at one of the large docks at the arm's tip before taking a quick public speeder ride around the arm to the top of the Row. The three docks attached to

Center Sphere are reserved for private, corporate, local, and public transit use, respectively, so entering there is impractical.

Part I: Bandit's Honor

Light streaks through the humid air of Lamaredd as you step onto a wide street leading to the hub of Bartyn's Landing. The town was built from the wreckage of an enormous starship, and the "town wall"—the remnant of the blasted ship's hull—curves skyward on either side. The rusted skeleton of the old Hoersch-Kessel freighter drips a steady rain of brown water from corroded holes open to the sky. A hand-carved marker etched into the west wall indicates that you're standing on "the Row" and that "Center Sphere" is to the south. Lamaredd is just beginning its journey up over the peaks of the Krakana's Maw. The air is thick with the smells of saltwater and fish.

You see the large, noisy processing plant domes of the BGD Corporation to the west and the ORO shipping docks to the east. A narrower road bisects both arms of the city in either direction. Hugging the street is a hodgepodge of homes and businesses. Many are constructed from ship-quality durasteel,



others from a deep red wood, light-weight duracrete, or a combination. Massive cargo-hauling droids crawl along the mine road to the east, while heavy cargo speeders move fresh cargo into the spaceport to the west.

As you pass one of the many narrow alleys that branch off of the main thoroughfare, a hunched and hooded humanoid in black robes stumbles in your direction, nearly causing a collision. The stranger shakes with a fit of wracking coughs, then straightens with no small effort. Beneath the cowl you see the wrinkled face of a very old Human male.

"Watch where you're walking," he growls. "Your smell offends me."

Faster than should be possible, he produces an antique slugthrower pistol and waves it at you. "I call for a duel. Which of you will face me?"

When the figure draws his slugthrower, the heroes must make Spot checks (DC12). Those who succeed glimpse the battered, carbon-scored metal cylinder hanging from the figure's belt before his robes obscure it.

The heroes don't know it yet (although the cylinder—a non-functional lightsaber—is a clue), but they've just encountered the legendary Padawan. The 104-year-old outlaw has been in hiding for decades. Despite his use of the Force, he is dying and seems eager to end his life in a blaze of glory.

USING GM CHARACTERS EFFECTIVELY

At certain points in "Reckonings," GM characters such as Chief Liddell, Guther Bartyn, and even the Padawan can provide important information and guidance. Still, the heroes are the focus of this story, and GM characters should not take center stage.

While they should stay in the background, GM characters can provide more than just exposition. If the heroes lack key skills, such as healing or tracking, a GM character can provide help unobtrusively. Just make sure the heroes remain in charge: If they need a medic, for example, the lower-level Fritz would be more appropriate than Doc, who is five levels higher than the heroes should be.

A TRADITIONAL LANDING STREET DUEL

The heroes might try to get past the old man, in which case he fires a shot at their feet and repeats his challenge. If they continue to try to elude him, he'll give up and wander back into his alley.

Once one or more of the heroes accepts the challenge (the Padawan fights as many as accept), the gunfighters walk into the street and stand ten meters apart. This means blaster-toting heroes can stun the Padawan and avoid bloodshed if they like. The Padawan shoots as soon as initiative allows, then moves to keep himself 10

meters from his opponent(s) for the first three rounds.

A crowd gathers after shots are fired. If the shootout goes to three rounds, add 2d8 gawking commoners to either side of the street. Every shot that misses a target adjacent to or on the sidewalk by five or more strikes a bystander (commoners have 10 wound points). The townspeople scatter if one is hit, although 1d4 remain with the wounded to help. If the Padawan has not taken wound damage after four rounds, the suicidal outlaw begins to use Force Push and Force Grip on his opponent(s). Once he

GM Notes: Adding Encounters

"Reckonings" throws players right into the action, but you might wish to add a few encounters with locals to acclimate your players to Bartyn's Landing.

➤ **What Did You Call Us?** As the heroes enter Center Sphere, one of the many street barkers beckons them over, challenging them to a contest of strength. Each hero can have the opportunity to wrestle a hulking Ankura Gungan dubbed "The Mighty Musstoro" (he conforms to the 6th-level Generic Thug from Chapter 14 of the core rulebook, without any weapons). Each match lasts 10 rounds and consists of a series of opposed grapple checks. If a hero manages to pin the Mighty Musstoro, the barker gives that hero 100 credits. If the hero stays within the 6m x 6m "ring" (a circle drawn in the dirt) and simply escapes being pinned by the Mighty Musstoro, the barker is impressed enough to pay 60 credits. Heroes with no talent for physical contests can place bets with the small crowd that gathers once the barker announces that the strangers are challenging the Mighty Musstoro.

➤ **The Barroom Brawl.** If heroes stop off in the Tailfin cantina, a local watering hole, a 7-foot Quarren picks a fight with them or anyone else he can bait. Soon, the entire cantina is one big fistfight, complete with breaking chairs, overturned tables, and a determined kloo-tist who insists on playing "The Hutt

Two-Step" through the entire mess. The fight is like many that erupt in bars around town every week, and no one is trying to kill anyone else. If the heroes begin to take the brawl too seriously, the Chief arrives to break things up and warns the newcomers to keep their sensory organs out of trouble.

➤ **Mylla's Double-Crossing.** The heroes might want to visit Miss Mylla's Saloon sooner rather than later. Once there, they overhear the Falleen courtesan telling one of her girls about the trouble she's having getting her recent shipment of Corellian brandy from the ORO thugs at spaceport security. She suspects that the guards are holding the shipment for personal use, but she doesn't want to tell the Chief about it for fear that he'll be butting heads with his ORO superiors one too many times. Once she spies the heroes, she offers them 1,000 credits or room and board to recover her brandy shipment. This is a straight-up retrieval mission, but it could result in at least one good shootout with the corrupt ORO guards (a half-dozen Generic 2nd-level Thugs from Chapter 14 of the core rulebook). It turns out that the corrupt guards were violating several ORO codes and actually helping to smuggle hard-to-find items (such as Corellian brandy) to other planets on the Rim. If they succeed in uncovering the smuggling ring, the heroes earn the thanks of the spaceport harbormaster.

Reckonings

begins using the Force, the Padawan also begins to take cover, endangering innocents whenever possible. As soon as he takes a point of wound damage, however, he collapses into a coughing heap, dropping his pistol and weeping like a madman.

The shuddering figure that so recently threatened you now lies curled in a ball on the ground, a hacking cough shaking his body. "Liddell!" He shouts with all his remaining might. "Liddell! You owe me a death! I can't wait forever!" At the final outburst he passes out, settling to the dirt with steady but rattling breaths.

After a few seconds, the throng of bystanders parts for a simply dressed, middle-aged Mon Calamari with curled barbells and a steely glint in his eye. The figure strides purposefully through the crowd toward you. When he catches a glimpse of your mysterious attacker, he freezes. Mon Calamari expressions are difficult to read, but you could swear that he looks as if he's seen a ghost.

Turning to you, he asks gruffly, "I'm Chief Liddell. Who can tell me what happened here?"

Enter Chief Mix Liddell. Street duels are an accepted event on the streets, but that doesn't mean the Chief approves of the custom—too often, in his opinion, duels amount to little more than formalized murder. Therefore, he isn't immediately trusting of the strangers. Heroes who beat a DC 20 Spot check notice a grizzled, squinting Human in the crowd holding a sawed-off slugthrower rifle and watching them, apparently the Chief's backup.

Liddell is shocked to find the Padawan alive, let alone lurking in the streets of his town. Once he gets the heroes' story, he asks them to accompany him and Second Vapps (the man in the crowd) to the

The Force on Lamaredd

The living Force permeates Lamaredd, and the locals know Force adepts well—usually healers, charlatans, or performers in the case of the smaller invader villages, and shamans in the case of the native Menahuun. Of course, most attribute magical powers to these "magicians" and "witch doctors," and even the adept herself might not have heard the term "the Force." Menahuun shamans simply refer to an energy they call "Pa'ela," a word that literally means "holy blood." If a hero wishes to play a Force-user from Lamaredd, Force adept is the best class for them. Commoners might be a little fearful of these heroes, but such power could serve the hero well in a confrontation with the Menahuun.

Since both Outer Rim Oreworks (ORO) and Bartyn Gourmet Delicacies (BGD) have an interest in keeping official attention away from the planet, those in charge don't welcome Jedi. If a hero wishes to play a Jedi, that hero must be from off-world—there are no Jedi training facilities on Lamaredd. (Even the Padawan, although a local legend, was an immigrant). Common folks usually distrust the Jedi presence, if they even recognize it. Some fool might even challenge a Jedi to a street duel. Older, wiser individuals have heard stories of the fabled knights of the Republic, however, and might welcome Jedi or share information with them that they might not share with less trustworthy individuals.

station to get their statements on record. If any of the characters have taken damage, the Chief also offers the services of "the finest doctor on the Outer Rim."

"You folks look to be new in town," Chief Liddell adds, "and understand you're not under arrest. Help me get to the bottom of this, and I'll fill you in on 'the Padawan' here." Glancing around to make sure he's out of earshot of the crowd, he adds, "You might not realize this, but this old man's still got a mighty big reward on his head from way back. I never expected to have to pay it out, but it looks like you might be entitled."

The heroes need not follow the Chief. They might want to continue to explore the town, where they can learn about any number of possible side adventures in a local cantina or saloon (use the side encounters presented earlier, or one from "Adventures on Lamaredd" on page 48.) In that case, the Chief finds them after their adventure and again invites them to the station. Once they comply, pick up the story with "Go Directly to Jail."

While on the town, the heroes might also learn a few intriguing facts. For each successful Gather Information check (DC 15), the heroes learn one of the following pieces of information:

- Two of Mylla's girls and their client disappeared in the lowlands of the Krakana's Maw last week. Mylla is concerned, but it's not the first time something like this has happened.
- Fishing boats have been going out with extra ammunition and armament after several were lost at sea over the last year, more than were lost in the previous 10 years combined. Locals suspect that an increase in the gulletbeast population is responsible.

The Padawan: Male Human JG 4/Sci 4/Frg 2; Init -2 (Dex); Def 20 (+12 class, -2 Dex); Spd 10m; VP/WP 44/6; Atk +6/+11 melee (2d4-2, vibrodagger) or +5 ranged (2d6, slugthrower); SQ Barter, better lucky than good, illicit barter; SV Fort +8, Ref +8, Will +5; SZ M; FP 3; DSP 15; Rep 7; Str 7, Dex 7, Con 6, Int 19, Wis 14, Cha 11. *Equipment:* Black robes, lightsaber (non-functional), slugthrower pistol, vibrodagger.

Skills: Appraise +11, Bluff +7, Craft (lightsaber) +9, Diplomacy +2, Disguise +2, Escape Artist +3, Forgery +11, Gather Information +7, Intimidate +7, Knowledge (Jedi lore) +10, Knowledge (Lamaredd) +11, Move Silently +5, Read/Write Basic, Repair +9, Search +8, Speak Basic, Speak Calamarian, Speak Chagri, Speak Menahu, Speak Quarren, Spot +9, Survival +7, Swim +2. *Force Skills:* Affect Mind +4, Battlemind +4, Drain Energy +2, Enhance Ability +11, Farseeing +7, Fear +6, Force Defense +4, Force Grip +8, Force Push +10, Friendship +5, Heal Another -6, Heal Self +3.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Great Fortitude, Quick Draw, Skill Emphasis (Repair), Weapon Focus (slugthrower pistol), Weapon Group Proficiency (blaster pistols, simple weapons, slugthrowers).

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Sense.

Reckonings

"Say, you strangers interested in a little work? You look able-bodied, and you brought in our friend back there without much trouble." He appraises you with a practiced eye before continuing. "See, there's some strange things happening around town these days, and Grubber and I aren't as young as we used to be." Vapps cackles at the remark, then raises a flask and knocks back a belt.

Suddenly, the Padawan sits upright on his bunk, catching Doc by surprise. "Mix! You swore you'd kill me! You swore!" he exclaims, before launching into a coughing fit. Slowly, the coughs give way to a low, deep chuckle, and sudden fire sparkles in the eyes of the ancient one-time Jedi student. "No matter," the robed man laughs. "They'll take care of it soon enough. They're out there, you know. They always have been." With that, the old outlaw breaks down again in a fit of hacking.

The Chief, once he sees to it that the outlaw is securely bound, invites the heroes into the cell. If none of the heroes asks a question of the prisoner, Liddell gets things going by demanding to know where the

WAIT JUST A SECOND . . .

Not all heroes will jump at the chance to be lawmen—a Jedi might find such dual allegiance awkward, for example, and a smuggler or mercenary simply might not want to work on the side of the law. In this case, have the Chief or another towns person suggest that they might also be able to find work as mercenaries for Guther Bartyn. This option allows the adventure to play out with only minor adjustments. In the following section, for example, the Gungan Boom Boom can be a mercenary guide hired by Bartyn to lead the heroes up the coast, not a trusted second of Liddell. In this case, Bartyn gives the heroes bronze seven-pointed stars to show their affiliation with ORO.

Of course, if the heroes don't want to work for anybody, it's their prerogative to investigate everything of their own accord. They won't get paid much, however, and things like medical aid might not be as easy to find. . . .

outlaw's been all these years. The Padawan tells the heroes and the Chief about his experience with the Menahuun. What he tells them is true and registers as such if challenged by a Sense Motive check.

"When I got out of your jail," the Padawan snorts, "I ventured up the coastline. My plan was to find a ship and get to Cape Regret, or maybe Farsands. I got maybe a hundred, a hundred twenty kilometers when they got me. Swarmed out from the treeline, and they . . ." He spits. "They overwhelmed me. Even my power has limits. Menahuun, Mix. Vicious little buggers. They tossed me into a bag—a bag!—and took me to some dank little hole. I was there for twenty years. At least, as best I could reckon the time." The old outlaw grins, an excessively creepy expression on his leathery face. "They couldn't hold the Padawan forever, though. I dug my way out. It took me twenty years, but I—"

The exertion of speaking takes its toll on the Padawan, and he begins to shake again. He gives up little more in the way of information, but feel free to sprinkle in a few intriguing details if the heroes want to continue the interrogation. If the interrogation becomes abusive, Doc asks the heroes to leave his patient alone.

At this point, Liddell repeats his job offer. He offers them 100 credits each per week to start, and promises them they'll be seeing action. He also offers a bonus if they'll help get to the bottom of the Menahuun situation (if the heroes are unfamiliar with the legend of the Menahuun, Liddell fills them in on Bartyn's Last Hunt, page 34).

"I don't know if you've been to see Miss Mylla yet. She's hard to miss—about six feet tall, green, legs up to here—but she runs a fine establishment. I'll send word I'm seconding you and that you need rooms." With a smirk, he adds, "Of course, I'm only paying for your stay. Until morning, then."

If the heroes accept the offer, the Chief gives each of them a seven-pointed star similar to his, but silver instead of gold. He asks them to meet him at Miss Mylla's

Saloon first thing in the morning. If the heroes aren't interested in being seconds, the Chief still invites them to come along as observers. However, they are free to go. In such a case, you can again turn to the side missions presented earlier or create a few of your own, then work the heroes back into the main events later.

Part II: The Great Menahuun Hunt LET'S POSSE!

The heroes have come at just the right time, Liddell tells them. His office is understaffed, and frankly he doesn't trust some of his seconds, Vapps excepted. He suspects several of being on Guther Bartyn's payroll, and the Chief and the Administrator rarely see eye-to-eye. He trusts the heroes because they are strangers and because his instincts tell him they're on the level. Their help will allow him to remain in Center Sphere, where he can keep an eye on the town. "I need you to find out whether the Padawan was lying," he growls, "I don't care how you do it, but try not to break any major laws."

Liddell has a couple of suggestions as to where the heroes might start, although they're free to come up with their own plan, which means tackling encounters in any order. The heroes can investigate the area up the coastline to where the Padawan claims to have encountered Menahuun. Liddell offers to outfit them with long-range swoops, hunting gear, and camping equipment for the mission up the coast. If the party can find the Menahuun, he suggests they try to reason with the natives but also recommends that they pack weaponry in case the Menahuun refuse to parlay. Finally, he insists on sending along a guide—one of the seconds whose loyalty he's sure of, a young Gungan named Boom Boom. If the heroes refuse a guide, Liddell asks Boom Boom to follow the posse at a discreet distance.

The heroes might also check out the rumors of "gremlin" attacks. If they choose to go to the docks and look into the rumors, Liddell furnishes them with an open-ended search warrant. He admits that the local Administrator, Guther Bartyn, has been pressuring him to act on the gremlin reports, since Bartyn has an expensive yacht docked in the private slips off Center Sphere. It's obvious that the Chief chafes at hopping-to

when Bartyn calls, but the Administrator is still officially his boss, and Liddell respects the chain of command even when it leads to someone like Bartyn.

Give the heroes a few hours to attend to any business in town (such as buying ammunition or weapons), then proceed to "Head 'Em Out." Doc provides them with one medpac each; it's all he can spare. If the heroes choose to hit the docks, proceed to "Down on the Docks."

HEAD 'EM OUT

Even heroes with no ranks in Pilot should be able to handle moving in a swoop caravan (at least until more complicated maneuvers become necessary), although anyone is free to ride on the back of another hero's vehicle.

Several hours out from the Landing, the swoop's scanners pick up all manner of readings from the foliage along the golden sands, but nothing concrete enough to warrant venturing into the jungle. After a few hours' travel, all traces of "civilized" Lamaredd disappear as the outlying farms and huts give way to a long, wide beach . . . the perfect place for an ambush from the woods.

As you round a long spit and enter a wide, open beach, the jungle falls silent. Suddenly, the air is alight with blaster fire coming from the coastal jungle. Boom Boom doesn't even have a chance to cry out as he's blasted from his seat, his swoop careening back into the trees where it crashes in a spectacular explosion. High-pitched shouts erupt from the jungle beyond, it sounds like the attackers are regrouping. You can see a dune a few meters ahead that might offer cover for everyone, and large chunks of driftwood litter the beach. Some of them might also provide cover.

AMBUSH-WHACKED!

The attackers are a hunting party of eight Menahuun scouts. They didn't expect to encounter this prey, but they set an ambush after spotting the heroes from the jungle.

The Menahuun used their surprise round to score a hit on Boom Boom (roll damage automatically—the unfortunate Gungan, a 2nd-level expert with 12 wound points, might not survive the initial hit).

Adjust this encounter as necessary if the heroes were clever enough to send an effective scout ahead of the posse or found some other means of detecting the ambush.

Menahuun laser weapons do not have multifire capability, so the heroes should be able to reach cover in a round or two without being pulverized by enemy fire.

Besides the dune, there is little else to provide cover on the beach but a few large chunks of driftwood, which might serve as protection for a short time. If the heroes want to charge the enemy, they are free to do so, but they must abandon their swoops at the jungle's edge, for the foliage is far too thick to maneuver among the trees. They'll also need to make a Spot check (DC 22) to find the enemy at the beginning of combat.

Once the heroes get to cover, the Menahuun warriors begin to creep from the treeline. They move in two-by-two formation. The Menahuun are brave, cunning fighters, not suicidal fanatics. Once two are killed or stunned or half are wounded, the rest retreat.

If the heroes get Boom Boom home—especially alive—the Chief and his allies gain even more respect for the newcomers.

The heroes might want to track the Menahuun. Finding the trail requires a successful Survival check (DC 25) for characters with the Track feat. They can track the Menahuun for a kilometer before the trail becomes impossible to follow. Success indicates that the tracks appear to lead not north, as the Chief expected, but back in the general direction of Bartyn's Landing.

The heroes might search a body or two (the Menahuun attempt to retrieve the fallen as they retreat, but if it proves difficult they'll leave them). On a successful Spot check (DC 14) the heroes notice a star-shaped symbol on the side of the laser weapon. Any hero who successfully makes an Intelligence check (DC 15) or Knowledge (Lamaredd) check (DC 12) recognizes the unmistakable 7-pointed star logo of Outer Rim Oreworks stamped on the barrel.

DOWN ON THE DOCKS

As you leave Center Sphere proper, you step onto the floating dock where the more affluent citizens of the Landing keep their private yachts. Lamaro is still climbing into the eastern sky, and many

of the expensive craft shine in the dazzling light of early morning.

Two guards wearing the drab uniform of ORO spaceport security stand nearby, ready to block entrance to the slips. A uniformed, mottled-blue Mon Calamari female sits at a small computer station. She lazily waves you forward when she sees your second's stars. "You must be looking for *Tria Blue*. She's down at the far end of Green 11, that big covered slip with the floodlights," she drawls. "Bartyn must be getting really nervous."

Howe Walwahd, dockmaster of Pier Green, holds no love for ORO or the BGD corporation, and she harbors a special animosity toward the Bartyn family: Her sailing career was cut short when a BGD trawler accidentally sunk her fishing boat. (Walwahd conforms to the 4th-level Administrator in Chapter 14 of the core rulebook.) The Mon Cal wears an artificial leg as a result of the disaster, and she wouldn't mind if something happened to Bartyn's precious *Tria Blue*. She'd do it herself, she says frequently at the Tailfin Cantina, but for her bum leg.

Howe initially treats the heroes gruffly; they're just a few more of Bartyn's thugs to her. With a little Diplomacy, however, the heroes might gain useful information on

Menahuun Scouts (8): Male or female Menahuun, Sct 2; Init +7 (Dex, Improved Initiative); Def 18 (+4 class, +1 size, +3 Dex); Spd 6m; VP/WP 13/10; Atk +4 melee (1d4, knife) or +5 ranged (3d8, laser rifle); SQ Darkvision, hold breath; Fort +2, Ref +5, Will +5; SZ 5; FP 1; DSP 0; Rep 0; Str 14, Dex 17, Con 10, Int 13, Wis 16, Cha 8.
Equipment: Knife, homespun clothing, laser rifle, leather pouch, rations.

Skills: Climb +10, Hide +12, Knowledge (Lamaredd) +6, Listen +10, Move Silently +8, Read/Write Menahu, Speak Basic, Speak Menahu, Spot +10, Survival +10, Swim +11.

Feats: Improved Initiative, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Bartyn and the recent malfunctions and accidents; she's hit the sauce early today. If a hero's Diplomacy check is 10 or less while questioning Howe, the dockmaster threatens to have them barred from the docks if they don't get on with their business. Otherwise, read all the results below that apply:

CHECK	INFORMATION
11-15	"Bartyn hasn't been to his yacht in months, despite sending a half-dozen ORO thugs to guard it."
16-20	"The accidents and malfunctions are real. I can't seem to do anything about it with such a meager staff. Parts of ships disappear, others have unexpected fires, engine failures, or worse. The town council refuses to give me any money to find the source of the problem."
21-25	"Three-quarters of the missing trawlers over the last year have been lost south of the area of dead

sea water known as 'the Rank.' That's where 'Good-for-nothing Bartyn' dumps waste from the mines. The waste travels by pipeline for thousands of kilometers over the northern continent, then spills into ocean waters far from BGD's area of operation."

- 26-30 "My cousin, a sailor on a private trawler operating out of Cape Regret, says that the Rank has been spreading, and it seems to be killing most of the jungle surrounding the coastline there."
- 31+ "I saw gremlins near *Tria Blue's* slip two nights ago," she admits. You realize she might not have had the most accurate eyesight at the time. "I swear I saw at least two of them scrambling over the roof of the yacht. I fired a couple of shots in their direction, and they disappeared."

Howe lets the heroes check out *Tria Blue*, and she even hands them a datasheet stamped with the dockmaster's seal to go with their search warrant. The guards (who conform to the generic ORO thug in "Bartyn's Landing") adamantly refuse to give up any information. If the heroes pry or trick information out of them using the Force or Diplomacy, they still have little to offer: They were ordered by their Administrator to ensure the security of *Tria Blue*, and it's a nice change of pace from the spaceport grind. They don't bar the heroes from heading down the dock to Bartyn's yacht.

Pier Green 11 seems eerily empty. The slips hold most of the vessels of the wealthy of Bartyn's Landing, and they apparently don't live on their boats.

An artificial light shines down on a covered slip ahead. As you approach, you notice that the expected ORO guards are nowhere in sight.

The Tria Blue

TRIA BLUE BRIDGE

- Helm Control
- Captain's chair (retractable)
- Engine Control Computer
- Scanner/Torpedo Control
- Navigation Control
- Communications Control
- Laser Cannon Turret Pod (below Deck)
- Access hatch to maintenance tubes
- Retractable Hatch
- Retractable docking catwalk (retracted)
- Retractable docking catwalk (Extended)
- Lift Tube
- Emergency Supply Storage
- Weapons/Auxiliary Engine Reactor
- Shield Generators
- Auxiliary Repulsorlifts (below deck)

- Viewport
- Lift Tube
- Lift Tube Door (ballroom)
- Lift Tube Door (Galley)
- Swinging double doors to galley
- Service Door
- Wetbar
- Dance Floor

TRIA BLUE STARBOARD STATEROOMS

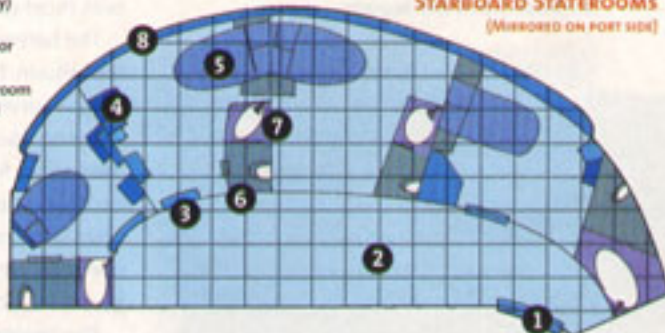
- Entrance from Ballroom vestibule
- Hallway
- Door to Stateroom
- Close/Pantry
- Bed
- Refresher Unit
- Shower/bath
- Scenic Viewport

TRIA BLUE GALLEY

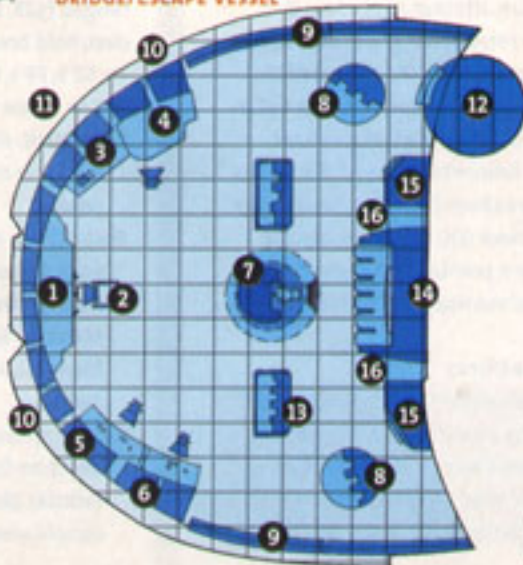
- Lift Tube
- Lift Tube Door (ballroom)
- Lift Tube Door (Galley)
- Ballroom
- Swinging double-door to ballroom
- Service Door to Ballroom
- Walter Droid w/food
- Food Prep Droid
- Chef Droid
- Dish Droid
- Walk-in Cold Storage
- Dishwasher Treadmill
- Dishes
- Dry goods & Appliance storage

- Range ovens/food processors
- Chef's prep table/utensil storage
- Main Food Prep Table

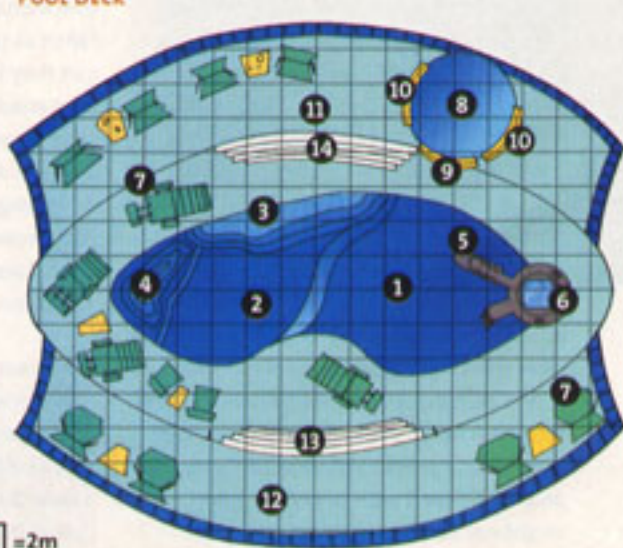
STARBOARD STATEROOMS (MIRRORRED ON PORT SIDE)



BRIDGE/ESCAPE VESSEL



POOL DECK



□ = 2m

TRIA BLUE POOL DECK

- Pool—3.5 meter depth
- Pool—4.5 meter depth
- Stairs
- Heated Tub
- Diving Board
- Diving Lift
- Diving Ladder
- Lift Tube
- Lift Door (Pool level)
- Lift Door (Pool level)
- Starboard Sundek
- Port Sundek
- Port Stairs from Sundek to pool level
- Starboard Guardrail Stairs from Sundek to pool level

TRIA BLUE BALLROOM

- Entrance from Staterooms
- Exit to Staterooms
- Coat & Valuables Check
- Retractable Stage
- Dining Table

When the heroes get within 20 meters of the lighted area, let the players each make a Spot check (DC 22). On a successful roll, the heroes see two small humanoid silhouettes—a pair of Menahuun scouts identical to those listed in above—ducking inside from the roof of the slip, presumably to the yacht. A second Spot check (DC 10) reveals the severed heads of four Humans resting at the entrance to the slip, two on each side flanking the double door leading in to the *Tria Blue*.

If the heroes retreat to find help, the Menahuun have time to escape via the water. If they fail to see the Menahuun or simply do not pause before boarding the *Tria Blue*, they have time to explore the ship and find evidence of tampering with the engine; skip ahead to "Searching the *Tria Blue*." If the heroes investigate, read the following:

Four pairs of eyes stare in four different directions from their "guard posts" on the pier—someone or something has decapitated all four of Bartyn's guards. Blood still oozes from the bases of the grisly trophies. Whatever killed these men apparently did the deed recently.

The double doors leading to the *Tria Blue* appear to be controlled by a small panel on the right side. A long, narrow pier no wider than 2 meters runs alongside the slip and appears to allow access to the far end.

If the heroes attempt to enter through the double doors, the action of the noisy,

slow-moving doors alerts the pair of Menahuun scouts who have already performed their sabotage on the *Tria Blue*. The heroes can catch a glimpse of strange three-toed feet entering the water; otherwise, proceed to "Searching the *Tria Blue*."

If the heroes enter from the far end, they find that pair of doors wide open. A walkway two meters wide surrounds the ship, giving the heroes a chance to catch the Menahuun by surprise. The two natives are standing on the large fishing deck that sits atop the yacht's stern, preparing to leave the vessel.

SKIRMISH ON THE *Tria Blue*

Once discovered, the scouts fight to reach open water. Each carries a Menahuun laser weapon on a sling. If the heroes open fire, the scouts drop to the deck for cover (the railing of the fishing deck offers 1/2 cover from the surrounding dock) and return fire as they creep over the six meters between them and the railing allowing them access to the sea. Once the Menahuun are in the water, the heroes should be hard pressed to catch them.

If the fight continues for eight rounds, Howe Walwahd comes to the rescue in a small speeder with two ORO thugs.

If the heroes succeed in killing or capturing one of the Menahuun, they have solid proof that Hugo Bartyn failed to wipe out the natives 500 years ago and that the "gremlins" are real. They'll also retrieve a Menahuun knife and one or two of their laser weapons, but nothing else.

When the laser weapon is found, have the heroes make a Spot check (DC 17)—those that are successful notice a worn seven-pointed star ORO logo stamped onto the barrel of the weapon.

Howe Walwahd calls the Chief's office to report the bizarre slaying of the ORO guards, but Fritz informs her that the Chief is unavailable. Frustrated, Walwahd requests a mortuary speeder.

Any surviving Menahuun that the heroes capture remains silent and does not respond to interrogation. Furthermore, a captured scout takes any opportunity to escape. The Menahuun will die before willingly revealing information.

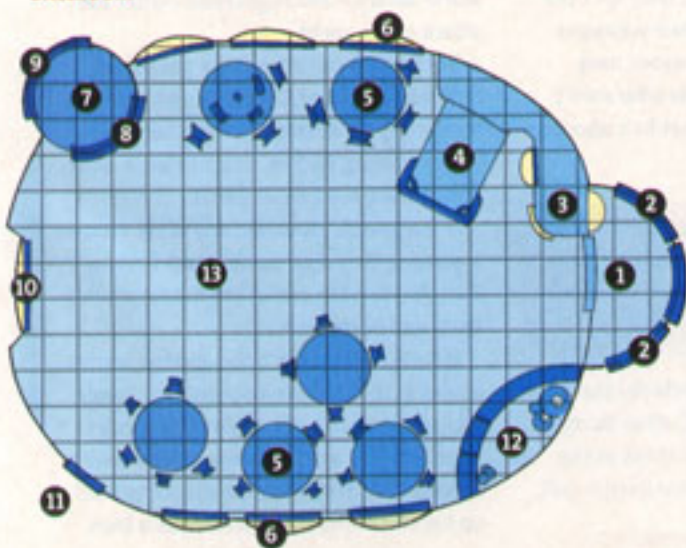
SEARCHING THE *Tria Blue*

If the heroes haven't already, the dockmaster asks them to help search the ship for more Menahuun. In the engine room, Menahuun sabotage is plainly visible on the main fusion generator.

A successful Repair check (DC 20) reveals that the *Tria Blue* has been rigged with a power feedback loop to explode within 2 minutes. The heroes can fix the damage with a second Repair check (DC 18). If that check fails by more than 5, the vessel explodes immediately, dealing 4d10 points of wound damage to all aboard. Characters on the outside of the ship—such as the stern fishing deck or the upper pool deck—take damage normally on a successful Reflex save (DC 15).

Characters not onboard the *Tria Blue* but within 30 meters when it explodes

BALLROOM



GALLEY



Tria Blue maps by Idea + Design Works

Reckonings

suffer 2d10 damage from the shock wave.

A successful Reflex save (DC 12) reduces this damage by one-half.

If the heroes miscalculate their chances of undoing the Menahuun's tampering they can easily end up dead. Particularly courageous players might continue searching the boat until the last second. Those who do find nothing unusual.

Part III: Bartyn's Secret

The heroes, for a variety of reasons, might wish to make the trip to Bartyn's mansion. Observant heroes might want to learn about the ORO-Menahuun connection. If asked, Chief Liddell thinks the Menahuun weapons look a lot like modified mining lasers. He recommends that the heroes get as much information as possible before heading to the automated mine, suggesting they might want pay Bartyn a visit first.

If the heroes decide to explore the mine, skip ahead to Part IV: Into the Krakana's Maw.

ROAD TO BARTYN MANSION

If the heroes ask about visiting Bartyn at home, Liddell offers to call ahead and let the Administrator know they're coming. "He'll probably think he can talk circles around a bunch o' green seconds," adds Liddell. "If anyone can get Bartyn to talk, you can." Bartyn's secretary gives the heroes four hours; enough time to rest, see the sights, shop for equipment, or make one Gather Information check. The mansion is a short ride by swoop or a couple of hours' walk from the office.

The mansion is the largest structure outside of Bartyn's Landing proper, nestled several kilometers from the main town in the lush foothills of Mt. Hugo, the largest peak in the Maw range. Ornate without being gaudy, the beautifully adorned towers atop the structure reach 10 stories into the air. The mansion is constructed mostly from the deep red wood of the local vaffu tree, giving the home of Guther Bartyn the appearance of a warlord's keep.

As you move up the road past transplanted trees and lush, alien grasses, you spot a pair of Humans wearing the dress uniform of ORO security standing on either side of the large gated entrance.

If the guards detect the heroes, read the following:

In a heartbeat, their blaster rifles are in their hands, although they do not yet point them in your direction. "What've we got here? You're on Bartyn property, grubbers. State your business before we have to call the mortician."

The guards (who conform to the 4th-level Generic Thug in Chapter 14 of the core rulebook) aren't under any orders to be polite. Treat their attitude as unfriendly, as described in Chapter 12 of the core rulebook.

If the heroes remain calm and diplomatic, have one make a Diplomacy check (DC 15). If the hero succeeds, the guards allow the heroes inside. A successful Intimidate (DC 19) or Bluff check (DC 15) also grants the heroes admittance. A failed Diplomacy or Bluff check leaves the heroes stonewalled, the guards unwilling to let them in. A failed Intimidate check, however, causes the guards to raise their blaster rifles at the heroes or fire a warning shot.

If the heroes refuse to leave after an unsuccessful Diplomacy or Bluff check or fail an Intimidate check, the guards attempt to sound the alarm. If the heroes attack, the guards take cover behind the gate and return fire. (The guards kneel behind one-quarter cover while fighting defensively for a total Defense bonus of +6 and an attack penalty of -4.) Four more guards arrive in the next 2d6 rounds.

If more than one guard is reduced to 0 wounds or stunned, the rest think better of dying for Guther Bartyn, who isn't the greatest boss. They drop their weapons and surrender. When the heroes have gone, any remaining guards who aren't restrained notify Bartyn that he's about to have company.

You enter a grand, lavishly decorated foyer, and a well-polished bronze protocol droid shuffles toward you. "Greetings, gentlebeings," it says politely.

If the heroes arrive unexpectedly, the droid reluctantly leads them to Guther Bartyn's office. Otherwise, it greets them at the door and says, "Administrator Bartyn will see you now."

The droid turns and walks stiffly toward a grand staircase. It leads to a pair of large vaffu wood doors polished to the point of reflection. Tapping the security panel, the droid opens the doors, beyond which you find a small vestibule facing an identical set of doors that open inward with the same sound. These doors open into a long, well-lit hall, 6 meters wide, that leads to another set of doors about 30 meters away.

THE ADMINISTRATOR'S OFFICE

The exit leads directly to the office of the Administrator, Guther Bartyn. If the heroes are paying Bartyn a visit for any reason other than their investigation of the ORO-Menahuun connection, feel free to make him unavailable.

Twenty meters beyond the doors, bright daylight streams through a huge picture window that frames profile of a short, fat Human sitting behind an oversized desk. Guther Bartyn dims the transparisteel panel, giving you a better view of him. He wears a fine suit, and the hair surrounding the shiny bald spot on top of his head curls up on each side like wings. "If it isn't the Chief's new seconds," he cackles. He lights a cigarra and beckons you forward. "You folks got something to say to me, say it. I'm a busy man."

Initially, Bartyn is indifferent toward the heroes. If the heroes attack Bartyn, he cowers under his desk and surrenders. Despite his pompous façade, Bartyn has become world-weary—and frightened—after the attack on his yacht.

The heroes can attempt to get useful information out of Bartyn by making a Diplomacy or Intimidate check. See the "Interrogating Bartyn" chart to learn what information the heroes glean.

If the guards wounded any of the heroes, assuming they didn't also attack Bartyn, Guther offers the use of the mansion's infirmary and bacta tank.

If Bartyn offers the bribe and the heroes accept it, they receive 1,000 credits apiece (heroes can make one Diplomacy check to negotiate this amount). Any Jedi hero who accepts Bartyn's bribe and intends to hold up his end of the bargain receives a Dark

Side Point. You can wait until the Jedi's inaction at an appropriate moment (such as saying nothing to Chief Liddell of the phony inspectors) to award this Dark Side Point. Jedi who do not keep the bribe, even if other heroes do, shouldn't receive a Dark Side Point for overlooking Bartyn's corruption.

If the heroes don't trust Bartyn—and he admits they have little reason to—he tells them of two other entrances into the mine. "The most obvious one is straight up the northeast Cargo Track into the mine proper." Bartyn reminds them that this is where he came under fire while hunting. "You can also take your chances with the caves that line the foothills. They're southwest of the mining installation. Those tunnels are crawling with cavehoppers—man-sized reptilian predators—but I've got scanners that'll help you navigate through the old lava tubes and into the mine."

Part IV: Into the Hrakana's Maw

BARTYN'S TUNNEL

If Bartyn offers the use of his family's secret tunnel and the heroes accept, he leads them to what looks like a utility closet. The heroes can enter now or arrange to come back later.

"Here," he says as he hands you a datapad. "You'll need the access code to get into the complex."

The heroes' journey is uneventful for over three kilometers. They reach a square room containing a hulking droid. If one or more of the heroes scouts ahead without a glowrod or other light source, there's a chance they can sneak up on the guard droid standing watch in the center of the room. Otherwise, its eyes ignite with red fire as it declares, "Intruder! Activating security protocol!"

Hugo Bartyn stationed this droid here over 500 years ago, and it has remained unmaintained for all that time. Its deteriorating logic circuits cause it to attack on sight. The droid will not leave the room, however, so the heroes can retreat back to the mansion or fight their way through and escape into the mining complex.

The guard is MMV-6o8, a heavily modified mining droid that has been converted into a rolling weapons platform. Any hero with ranks in Craft (droids), Knowledge (geology), Profession (miner), or Repair can recognize the MMV model on a successful Intelligence check (DC 10).

MMV-6o8 is a bruiser, but it has a weakness: a bundle of neurocircuitry leading into the droid's brain curls out from behind its small head. A successful Craft (droids) or Repair check (DC 20) reveals that these wires are an artifact of the many weapons and combat programs connected to the mining droid's small neural processor. If the heroes can flank the droid, they can

attempt to destroy the neurocircuitry (Diminutive, Defense 25, 3 wounds). Doing so immediately shuts down MMV-6o8.

The heroes can try to get around the droid; the room is big enough that the rest of the heroes can occupy the droid long enough for one to enter the access codes (a full-round action). The door opens one round later and, after remaining open 5 rounds, begins to close. One round later, the door is closed again. If the heroes are brave enough to try to subdue and disable the droid by shutting it down, at least one hero must pin it long enough for another to make a successful Disable Device check (DC 25) to bypass its locked access panel.

The heroes can instead try to destroy the droid, which is dangerous if not impossible.

No matter their tactics, if the heroes get past the droid, they enter the raw ore processing area of the mining complex from the east, through a door in the southeast corner. The Menahuun are waiting in ambush in the main loading bay (see "The Direct Approach"). The heroes might be able to get into Hua'Bal outpost without alerting the Menahuun by using the Move Silently skill. Still, they must find the sealed doors into the old command center (see "Out of Site").

The sealed doors in the raw processing area, like those in the other two mine rooms, lead to the tunnels system.

INTERROGATING BARTYN

Check Result

- 1–10 "As long as I can remember, the mines have run themselves. Ore and refined metals have continued to roll into town on cargo speeders driven by droids, who return the empty containers to the mountain. As long as profits are steady, there's no reason to question the process."
- 11–15 "ORO inspectors haven't been to the facility in over 40 years—the 'inspectors' that Liddell sees are just security guards dressed up for show. It's a cost-saving measure. ORO charges facilities for inspections. It's cheaper to bribe the officials to keep the real inspectors away. I'd be grateful," Bartyn adds while flashing a thousand-credit stick, "if you promise not to spread this fact around..."
- 16–20 "There's a large underground command center attached to the main mining complex. Hugo Bartyn had the complex constructed as a base from which to conquer the rest of Lamaredd; once he was convinced the Menahuun were extinct, he moved his operations here. The command center—which, according to the records, has life support, survival equipment, and access to an underground river—was

ordered sealed by Hugo Bartyn a little less than 500 years ago. As far as I know, it's untouched by time."

- 21–25 "A secret tunnel runs from the mansion to the ore processing section of the facility. It was first put in by one of my more 'unpopular' ancestors a couple of hundred years ago. If you want to find out what's happening in the mine, the tunnel is the best way to get up there without the Menahuun noticing. The end of the tunnel blocked and guarded by an MMV security droid. I'm pretty sure the entrance is clear of Menahuun. I have the codes that open the sealed doors leading to the command center."

- 26+ "I've been to the mine only once since my childhood. I was on a hunting trip seven years ago. I'd tracked a krugga deer all the way up into the Krakana's Maw. I'd lost the deer, so I decided to check out the mine while I was there. Suddenly laser fire seemed to come from all around—the jungle outside, the tunnels, even the refining facility. I made it back alive but told no one. I assumed a gang of outlaws was using the Maw as a hideout."

Reckonings

THE DIRECT APPROACH

The jagged peaks of the mountain range rise to meet you as you follow a caravan of empty cargo-hauler droids up the Northeast Cargo Track to the huge blast door that marks the main entrance. As each cargo-hauler approaches, the door rises open and then closes mere seconds after the droid enters the loading area.

If the heroes want to go through the main entrance, they can dive in the front door after a cargo-hauler goes through, ride in on a cargo droid, or attempt to enter through a nearby service entrance. Make a Spot check (DC 25) for each hero to see whether anyone notices the 1-by-2 meter access panel. Any heroes actively looking for an alternate entrance spends 3d6 rounds and makes a Search check (DC 18). A successful Disable Device check (DC 25) bypasses the lock.

THE LOADING BAY

Once they make their way inside the mine's loading area, the heroes find themselves in a cavernous room. It's full of beeping, chattering droids loading pure metals extracted by the ore processing unit onto giant cargo-haulers. A treadmill runs through the processing unit, delivering metals to loader droids. The air in the loading bay is hot and sulphurous.

There are no Menahuun in sight. The only doors—two of them—lead to the



MMV-608: Tracked security droid, Sol 6; Init +3 (Dex); Def 18 (+6 armor, +3 Dex, -1 size); Spd 8m; VP/WP 62/18; Atk +10/+5 melee (2d10 +5, 2 vibro-axes) or +8/+3 ranged (3d8, 2 repeating blaster rifles*); SV Fort +9, Ref +5, Will +3; SZ L; Rep 2; Str 21, Dex 16, Con 18, Int 6, Wis 12, Cha 12.

Equipment: Two repeating blaster rifles*, two vibro-axes, heavy armor, infrared vision, weapon mounts (x4), locked access, vocabulator.

Skills: Hide -1, Intimidate +10, Listen +4, Speak Basic, Spot +7.

Unspent Skill Points: 0.

Feats: Armor Proficiency (light, medium, heavy), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Intimidate, Spot), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Cost: Not for sale, likely valued at 20,000 credits.

*Treat repeating blaster rifle as a blaster rifle that can be set to autofire.

*MMV-608's skill totals include ability and other miscellaneous bonuses.



droid maintenance area to the east and to the processing center to the west.

After the heroes have had a minute (10 rounds) to look around, make a Spot check for each of them (DC 27).

Suddenly, a blaster bolt hits the floor near your feet. Confused droid workers scatter in all directions, unsure which way is safe. Twenty meters overhead are several Menahuun with laser rifles standing on small ledges that dot the high, rocky walls.

Heroes that see the Menahuun are able to act during the surprise round. The heroes must choose at this point whether to stand and fight the Menahuun warriors (one for each hero), attempt to pass through the sealed doors (if discovered), or flee through the open doors to droid maintenance or raw ore processing. They also might retreat the way they came.

If they stay, they face dangerous opposition. The high ground and rocky ledges that make up the high ceiling of the cavern provide 9/10ths cover to the Menahuun, who pop out only to take single shots at the intruders. After 3 rounds, the Menahuun begin to climb with great agility down the walls to get clearer shots, using droids and machinery as cover.

The ore-processing unit gives off an enormous amount of heat. Any character, Menahuun or hero, must make a Fortitude save (DC 10 + 1 per additional round) or suffer 1d4 points of heat damage each round if she spends more than one round adjacent to the OPU.

The heroes can also use droids and machinery for cover, although most of the mechanicals won't hold still long enough to allow the heroes to do so. A panicked droid crowd will offer the heroes 1/4 cover. As with the bystanders in the shootout earlier, a shot that misses by 2 or less strikes a droid instead.

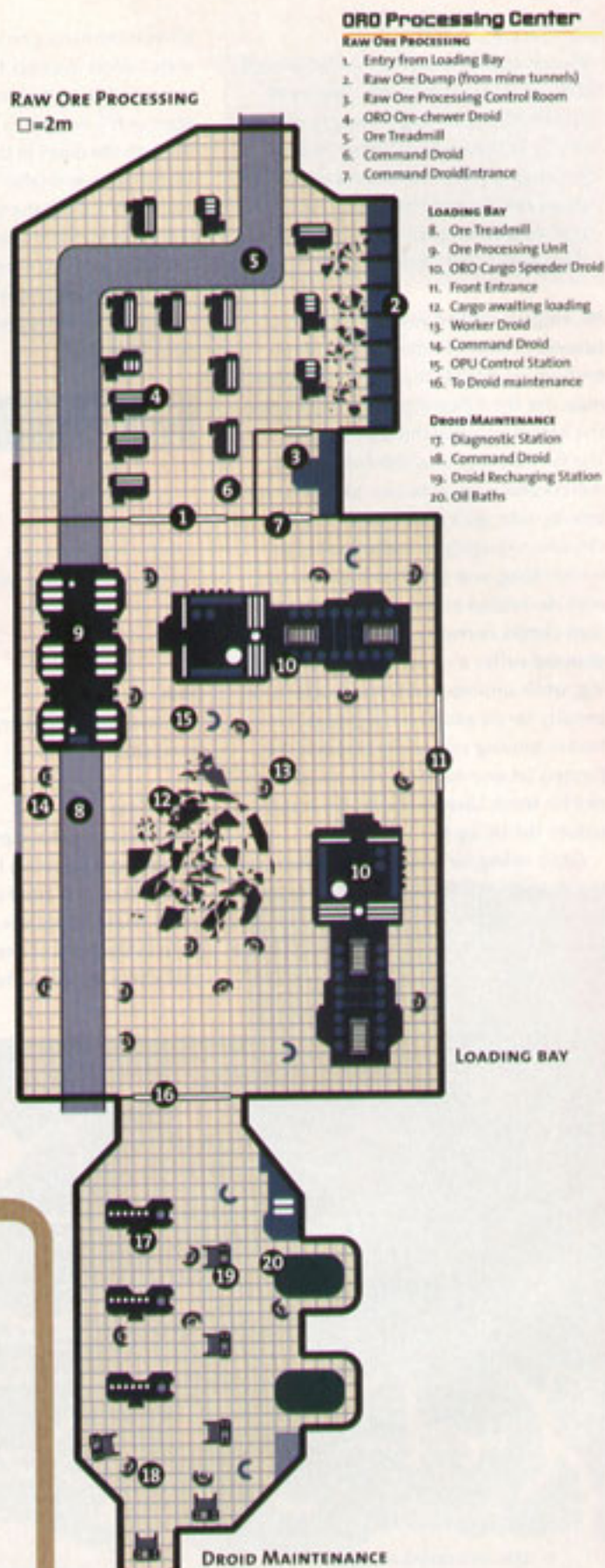
When the heroes kill, stun, or knock unconscious their first Menahuun, one of the surviving warriors retreats to warn others. Those remaining fight to the death defending their home.

WHICH WAY DID THEY GO?

If the heroes go through one of the sealed doors or climb the walls to the Menahuun's ledges, they enter the tunnel system. Proceed to "The Tunnels" section.

OUT OF SIGHT

Five hundred years ago, Hugo Bartyn sealed the doors to the mining complex's command center to keep out scavengers and saboteurs. Heroes who are looking for anything out of the ordinary may search areas of the mine (DC 20). If a hero is 10 meters away from a command center door (noted on each map) and succeeds, he notices the outline of a stone façade that covers the doors. The façade is just resilient enough to survive casual contact (0 hardness, 10 wounds, DC 15 to break with a Strength check). Once cleared, the access code provided by Bartyn can be used to open these doors as a full-round action. If the heroes don't have Bartyn's code, a successful Disable Device check (DC 20) is required to override the door's computerized control panel.



Reckonings

THE TUNNELS

Several days' journey down a little-used trail cut through the thick jungles of Lamaredd, the trees give way to shorter shrubs as the Krakana's Maw rises before you. The natural caves you heard about are obscured by foliage, but appear to be unguarded. You should be able to enter with little trouble.

Mt. Hugo is riddled with a labyrinth of tunnels in which heroes face random encounters. Rather than a big, complex map, use the following table to plot out the heroes' journey through the tunnels. The tunnels vary in width from 4 to 6 meters allowing up to two heroes to walk side-by-side, occasionally opening up into chambers roughly 10 meters wide, 30 meters long, and 5 meters high. Heroes with darkvision or low-light vision roll Spot checks normally. Heroes using a glowrod suffer a -2 penalty for poor lighting, while unprepared heroes suffer a -8 penalty for no additional lighting. For heroes moving cautiously through the tunnels (at one-half speed to avoid penalties for Move Silently checks, for instance), reduce the DC by 5.

Begin rolling for random encounters (see the "Tunnel Encounters" table below) and continue until the heroes reach Hua'Bal. Roll 10 times on the table if the heroes enter the natural caves ("The Long Way Around"); 6

times if the heroes enter through the old sealed doors in either the droid maintenance or raw processing area ("The Direct Approach"); or 4 times if the heroes get through the doors in the loading bay or the Menahuuns' exit (also "The Direct Approach"). Once the heroes reach Hua'Bal, they have no more random encounters.

If the heroes do not reach Hua'Bal after rolling the appropriate number of times on the table, the heroes encounter "The Mysterious Shaman."

TUNNEL ENCOUNTERS	
2d6	Result
2	Lost
3	Spike trap
4-5	Pit trap
6-8	No encounter
9-10	Menahuun patrol
11	Cavehopper
12	Hua'Bal

Lost

Roll two more times on the Tunnel Encounters table.

Spike Trap

The Menahuun have prepared for invaders by rigging a primitive hidden spike trap using discarded droid and machinery parts. Make a Spot check (DC 24) for each hero in the front of the group. A successful skill check indicates that the hero has

spotted the makeshift sensor, usually a partially assembled droid head.

Disabling the trap requires a Disable Device check (DC 22). If this check fails by more than 5 it deals 2d8 points of damage to the hero attempting to disarm the trap. If it goes unnoticed, each hero in the front of the group is hit instead. A successful Reflex save (DC 18) halves this damage.

Pit Trap

The tunnels are riddled with minor cracks, occasionally strewn with debris. Some of this debris hides deeper crevices, set as pit traps by the Menahuun for cavehoppers and other unwanted visitors. Make a Spot check for each hero (DC 18). A successful roll reveals that a pile of debris could potentially cover unsafe ground.

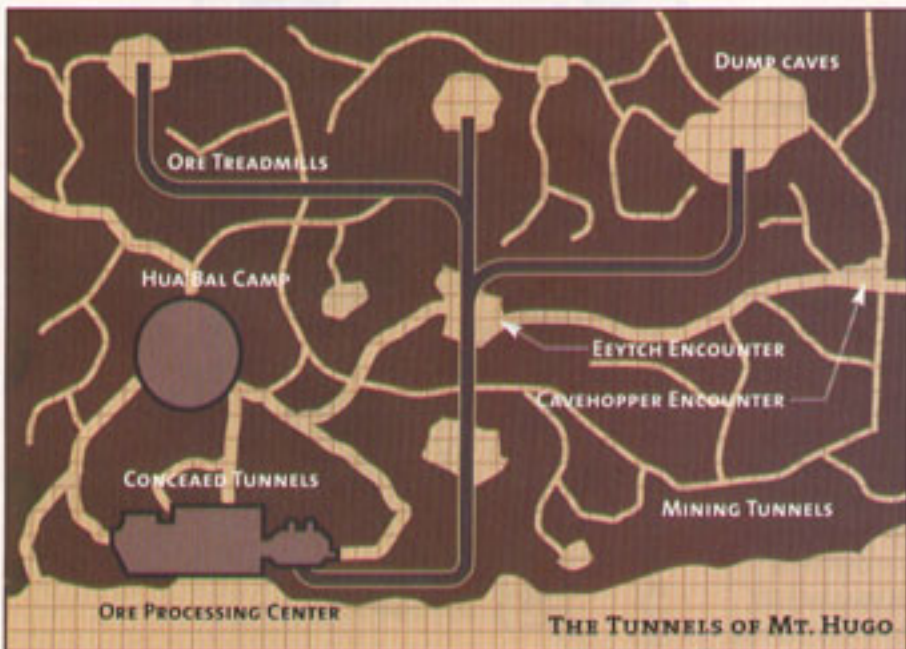
Navigating around a pit trap requires a Dexterity check (DC 17, DC 12 at one-half speed). Going over requires a Jump check (DC 16). If either attempt fails, or the trap goes unnoticed, each hero in the front of the group makes a Reflex save (DC 20) to avoid stepping into the pit. The pit is 8 meters deep. Heroes that fall in suffer 2d6 points of wound damage. A Reflex save (DC 12) allows the hero to suffer damage normally. Climbing out requires a Climb check (DC 20).

Menahuun Patrol

Make a Listen check (DC 15, DC 10 if moving at one-half speed) for each hero. If successful, the heroes hear a patrol of 2d3 Menahuun guards one round before it comes into sight. The Menahuun are marching double-file with their spears at rest and lasers holstered. If the heroes decide to run, roll two more times on the table. Until they encounter the Shaman or find Hua'Bal, the heroes become trapped by this patrol if they become lost (a roll of 2 on the "Tunnel Encounters" table).

Cavehopper

A cave-dwelling amphibian, the cavehopper has the body of a giant frog topped by a long, toothy crocodilian snout. Its hide is considerably tougher than that of the average amphibian, and the Menahuun often use cavehopper hide to make clothing and tents. This particular specimen sits in a wide spot in the tunnel, surrounded by piles of



Reckonings

TEST OF CHAMPIONS: TACTICS

Eeytch, the Menahuun's grand champion, uses Enhance Ability to increase his Strength. The others are champions from other tribes who have been selected to even the odds. Each wears a single ORO star around his neck and carries a net that he tries to use as soon as possible, entangling the heroes and making them easier to pummel. Eeytch will also allow the other champions to keep the heroes distracted with

melee attacks and shots from their lasers.

At first, the shaman simply hops in and out of blaster range and tries to disarm one or more of the heroes with Move Object. When he gets a group of heroes near each other, he uses Force Push a few times, but he saves enough vitality to summon a swarm of objects using Force Whirlwind as a last resort.

If there are Force-users among the heroes, Eeytch pays special attention to them, hitting them with a Force Push first, trying to knock them into the water or off of the high gantry. He also uses his spear in close combat when necessary, although he prefers to use the environment against the heroes.

Eeytch is not interested in fighting to the death, but he does want to test the heroes'

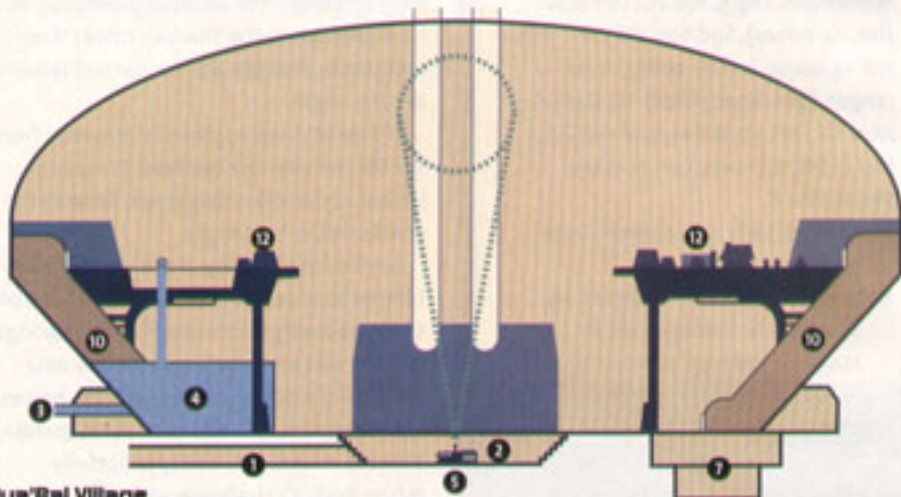
mettle. Having foreseen that his own death is still a long way off, the shaman is confident that this will not be a fight to the death. Therefore, if the heroes wound Eeytch (and only Eeytch), he surrenders, laughs, and offers to negotiate a peace with them. If they accept the offer, go to "Peace!". If the Menahuun defeat the heroes, Eeytch does not attempt to harm them further. He'll even offer to heal wounded heroes. Otherwise, they are now prisoners of the Menahuun. Go to "The Dungeon" section of "Exploring Hua'Bal."

Exploring Hua'Bal

1. ENTRANCE FROM TUNNELS

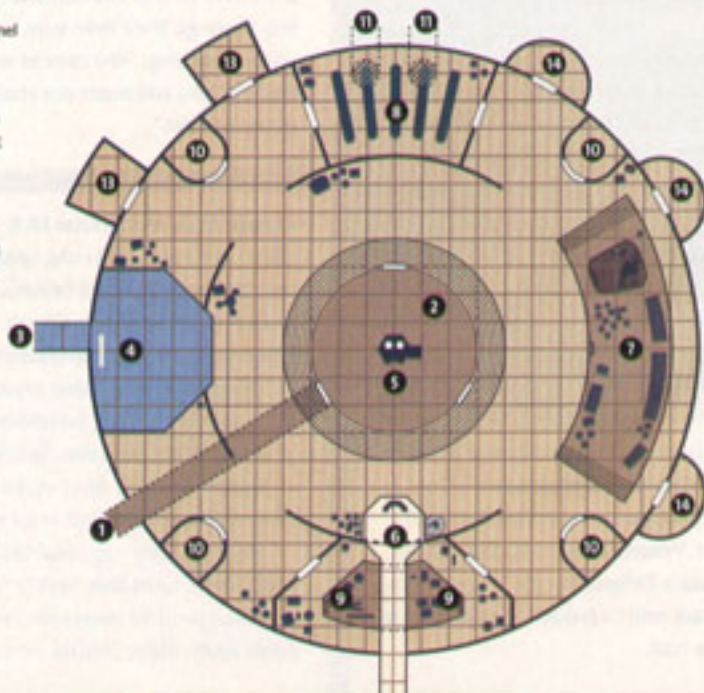
There are three entrances spaced evenly around what was once a holothrater. The

Check	Result
1-10	"Unless the Landing's champions defeat those of the Menahuun, we'll overrun 'the Slayer's' land and kill all in our path." The little shaman examines the heroes. "I had a vision that you are those champions. I will guide you to the Hua'Bal to meet the challenge, if you have the courage."
11-15	"My people are acting according to custom: to avoid conflict among the tribes, each one selects a champion to fight in single combat. To become a champion, one must have stolen the "holy mark"—the seven-pointed star—from an invader. You wear the mark of champions," Eeytch notes as he flicks one of the heroes' second's badge.
16-20	"The Slayer," Hugo Bartyn, you presume by now, "drove the Menahuun into the deep northern woods ages ago. Three generations ago, we migrated south when the waters died and began to eat the land. There we discovered long-lost routes into the mines while searching for shelter in the deep lava tubes."
21-25	"We founded Hua'Bal, 'Hidden Glory,' in the mine's command center. We've been using it in the same manner as 'the Slayer' did ages ago: as a staging area for attacking the enemy."
26+	"The upper level is for warrior training, and the soldiers build their huts there. The lower level is 'forbidden.' You're welcome to try to get there."



Hua'Bal Village

1. Entrance from Tunnels
2. Fighting Pit
3. Underwater Tunnel
4. Reservoir
5. Holoprojector
6. Holoprojector Control Platform
7. Weapons Testing Range
8. Greenhouse
9. Warehouse
10. Freight Lifttube
11. Ventilation Shaft
12. Menahuun Huts
13. Dungeon
14. Reactor Core Control Room





heroes enter through them on a result of 12 on the Tunnel Encounters table.

2. FIGHTING PIT

If Eeycht leads the heroes here, there are Menahuun as far as the eye can see. If they discover Hua'Bal on their own, this area is deserted enough that they can quickly find a place to hide without drawing attention to themselves. Make all hide checks at a +4 bonus.

3. UNDERWATER TUNNEL

If the heroes have the proper equipment, they can attempt to enter or exit the mines through this underwater tunnel that leads into the open sea.

4. RESERVOIR

Mountain streams that were diverted 500 years ago fill this reservoir with fresh water. The pipes that feed this pool are too small for the heroes to traverse.

5. HOLOPROJECTOR

At the center of the old holothater is a still-functioning holoprojector. The controls are located in area 6.

6. HOLOPROJECTOR CONTROL PLATFORM

This large raised platform overlooks most of Hua'Bal. Two Menahuun guards man a mounted mining laser that can be brought

to bear on most visible areas of the city. (Treat this laser as a blaster cannon that is incapable of multifire.)

7. WEAPONS TESTING RANGE

The Menahuun have converted this area, once a laser storage bay with a recessed testing pit, into a firing range. On the south side of the bay are tools and partially constructed Menahuun laser rifles. A successful Search check uncovers 1d4 operating laser rifles.

8. GREENHOUSE

This greenhouse originally provided food for the command center's occupants. It barely meets the Menahuun's needs.

9. WAREHOUSE

The food stores left behind when the command center was abandoned have been all but depleted by the Menahuun. Nothing else of any use can be found here.

10. FREIGHT LIFTTUBE

These lifttubes once carried heavy mining equipment from the storage areas up into the mine. Each car is 10 meters in diameter.

11. VENTILATION SHAFT

Fresh air for the greenhouse flows in from high above the Maw entrance. Traveling through the ducts is dangerous, as they can

drop off unexpectedly. Heroes without the proper gear cannot get out of Hua'Bal through these ducts.

12. MENAHUUN HUTS

Hovels made of scrap mining containers and other found objects litter the upper ring of the command center. This makeshift

Menahuun Champion: Male or Female Menahuun, Sol 5; Init +3 (Dex); Def 18 (+3 class, +4 Dex, +1 size); Spd 6m; VP/WP 37/13; Atk +9 melee (1d8+3, spear) or +8 melee (see entry*, net) or +9 ranged (3d8, laser rifle); SQ Darkvision; SV Fort +5, Ref +5, Will +2; SZ 5; FP 1; DSP 1; Rep 5; Str 16, Dex 18, Con 13, Int 11, Wis 13, Cha 12. **Equipment:** Homespun clothing, spear, net, laser rifle. **Skills:** Climb +11, Escape Artist +8, Hide +8, Intimidate +8, Jump +6, Listen +3, Read/Write Menahu, Speak Basic, Speak Menahu, Spot +3, Survival +3, Swim +7, Treat Injury +2, Tumble +8. **Feats:** Armor Proficiency (light, medium, heavy), Power Attack, Two-Weapon Fighting, Weapon Focus (spear), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibroweapons).

Reckonings

village is where the Menahuun tribes have been living since discovering Hua'Bal gener-

Epilogue

ations ago. Menahuun commoners run and attempt to raise an alarm if they encounter the heroes. Menahuun guards do not patrol this area. It takes 1d6 minutes for Menahuun guards to respond to an alarm.

13. DUNGEONS

If the Menahuun capture the heroes, they find themselves escorted (or carried) to the dungeons—converted storage areas—and unceremoniously dumped in large holding pens, giant lockers once used to store heavy mining equipment. The locks are a simple mechanical design, and can be bypassed with a Disable Device check (DC 16). Two guards are always on duty here, making it difficult for heroes to bypass the lock undetected. Forcing open the door requires a Strength or Move Object check (DC 25).

14. REACTOR CORE CONTROL ROOMS

These rooms house the fusion generators that power the entire mine. The command console near each one can be used to shut down the generators, or reprogrammed to self-destruct with a Computer Use or Repair check (DC 30). Failure by more than 20 results in an immediate explosion, taking out the command center and everyone in it. Failure by 20 or less yields no result. On a successful check, the heroes have 6d6 minutes to evacuate Hua'Bal before the reactor self-destructs. When it blows, anyone within 100 meters of the Maw entrance suffers 8d4 damage (DC 15 Reflex save to reduce damage by one-half). Heroes in the mines run the risk of being crushed and buried alive (4d4 wound damage, DC 20 Fortitude save to suffer normal damage).

If a lightfight breaks out near a reactor core, there's a chance the reactor could get damaged. Anyone foolish enough to shoot at someone near a reactor core and miss has a chance of damaging the core's shielding (hardness 10, wounds 100). Only Eeytch and other Menahuun shamans know not to fire near the reactor core. When the reactor core has taken 50 or more wounds, lights begin to flash, sirens blare, and an evacuation message begins playing throughout the mining complex. When the reactor has no wounds remaining, it begins to go critical (treat this as a successful check to self-destruct the reactor core).

PEACE!

With their victory in the Menahuun fighting pit, negotiations between Eeytch and the heroes are off to a good start. Eeytch seems to like the members of this group, making him receptive to their ideas. If the players wish to roleplay negotiations you may do so. Otherwise, choose one hero to make a Diplomacy check. Read only the result below that applies.

Check	Result
1–10	The negotiations are short. The Menahuun find the conditions unacceptable, and promise to continue their isolationism and guerrilla raids, even at the risk of all-out war.
11–20	The Menahuun wish to go on living in the mines. They warn that approaching the mines in force would signal war. This is a cease-fire at best.
21–30	The Menahuun have nearly depleted the well-preserved foodstuffs found in the abandoned command center. They promise to continue the flow of ore to Barty's Landing in exchange for food, water, and other supplies on the returning convoys. The peace is shaky, but the terms are acceptable to both parties.
31+	The people of Barty's Landing have always welcomed newcomers. Thanks to the heroes' efforts, Chief Liddell is willing to protect the rights of the Menahuun who wish to become part of the Landing's society, although there'll surely be some civil unrest, the Chief, the Menahuun tribe leaders, and even Barty (although reluctantly) will work together to maintain this peace.

PEACEFUL DAWN

If the heroes successfully negotiate a cease-fire or peace of any kind, everyone in the Landing can breathe a sigh of relief. Everyone except Guther Barty, at least. Outer Rim Oreworks withdraws its operations from Lamaredd in an attempt to preempt a potential scandal. The company has no

interest in being connected to slave trading and genocide, even if it did happen centuries ago. Guther Barty agrees to fill in the secret tunnel in his mansion leading to the mines for fear of a Menahuun attack. Soon, Barty's Landing will have its first democratically elected Administrator.

Barty's Gourmet Delicacies remains solvent, and the town council seizes the company from the now-powerless Barty family. It's rumored that the Sailor's Union hopes to take over the business.

FURTHER ADVENTURES: PEACEFUL DAWN

- At a pre-election rally for Mix Liddell's run for the Administrator's office, the crack of a slugthrower rifle breaks the festive mood, and Liddell collapses—he's taken a sniper's bullet to the chest. Witnesses report a black-robed figure on the rooftop of a building facing the podium at which Liddell was speaking. The heroes soon learn that the attacker is a young outlaw trying to make a name for himself as the new Padawan of Lamaredd.
- A notorious pirate known only as "the Red Quarren," stalks the seas, and the heroes can earn a substantial bounty and help a lot of honest sailors by catching her. The mission goes awry when the Red Quarren attacks the heroes!
- Guther Barty has finally snapped. He has ordered two dozen MMV units to attack the town (Menahuun citizens specifically, if the negotiations went well), and Administrator Liddell and Chief Vapps call upon the heroes to help defend and fortify the Landing.

DARK DAYS

If the heroes are unable to negotiate a cease-fire or peace with the Menahuun, a war becomes unavoidable. A few days after the heroes return to the Landing, Menahuun warriors begin to attack the town openly. Guther Barty—more in charge than ever—has heavy weapons mounted all around the town wall (and his own mansion, of course) to defend against Menahuun incursions, and the Landing soon becomes a war zone. Most civilians who survive the initial battles leave for safer harbors: Even Miss Mylla leaves to start a new life on Little Mon Cal.


Life in the Landing is now even harder. Crime runs rampant as the Chief and his seconds engage the Menahuun in battle after endless battle. The fishing industry grinds to a halt. Bartyn continues to pay good money for able soldiers, and the heroes, if they're willing to stick it out, will eventually be able to drive the Menahuun back into the mountains. Meanwhile, Bartyn calls in corporate shock troops from ORO to clean out the mines. They soon are permanently assigned to the facility to prevent a recurrence of a "Menahuun infestation."

The heroes are now lawmen in a lawless town. Even though they work directly for Guthier Bartyn, the pay is good and the work steady.

FURTHER ADVENTURES: DARK DAYS

➤ Guthier Bartyn hires the heroes to protect a large BGD cargo ship on a voyage to distant Bartyn's Retreat, a tiny speck of an island on the equator. The shipment is to resupply the food stores in the mansion there. When they arrive, they'll find the summerhouse has been burned to the ground, and the island is

overrun with Menahuun. When the Menahuun scuttle the heroes' vessel, the delivery mission becomes a desperate fight for their very lives.

- Chief Liddell comes to the heroes with a plea for help—Miss Mylla's ship has run aground west of the Rank! Although the grounding was an accident and the ship remains above water, the Menahuun are sure to discover it sooner or later.
- The Sailor's Union is more an organized crime syndicate than labor union now. Bartyn hires the heroes to infiltrate and "neutralize" the Union. 

New Species: The Menahuun

Long thought extinct by most inhabitants of Bartyn's Landing, the native sentient species on Lamaredd (which they call "Great Menahua") is very much alive. After five centuries in exile, these once-peaceful beings have evolved into a competitive tribal society.

The typical Menahuun stands 1.2 meters tall on wiry legs made for running and climbing. Like many arboreal mammals, the Menahuun have feet with opposable digits. Large black eyes the size of a Bith's give the Menahuun keen vision. The Menahuun sense of smell is poor, so vision is important to survival. Their physical morphology is most accurately described as "lemuroid"—long arms that nearly reach the ground when they stand upright. Menahuun are covered with short, wiry fur ranging in color from rust to olive green. Males and females show typical mammalian sexual dimorphism, although both genders rarely wear more than a simple loincloth. Most also carry leather pouches filled with rations, tools, and a simple knife.

Hugo Bartyn, "the Slayer" to the Menahuun, assumed he had wiped them all out with the destruction of their coastal-dwelling tribes. More tribes dwelled in the thick, tropical forests, and were flooded with refugees from Bartyn's attacks. As word of the devastation spread, the tribal leaders decided that they needed to study the invaders from a distance, learning their weaknesses and the secrets of their powerful technology. Thus armed, they would be in a position to drive the interlopers from their homeworld forever.

After centuries of isolation and tribal conflicts the Menahuun suddenly faced a new threat. The coastline northwest of "the Slayer's" land was dying, the result of centuries' worth of waste dumped in the ocean. Soon, Menahuun shamans found the source of the disease that plagued their people; the ORO waste pipeline. Misinterpreted as another attack, the tribes moved south, intent on retaking their ancestral homelands. A scout party was exploring the Krakana's Maw when it made a startling discovery: tunnels running from deep in the jungle all the way to the mines. Some even connected to the artificial caves of the intruders.

The invaders' caves seemed deserted at first. Soon, everywhere they looked were what seemed to be living machines. None of them interfered with the scouting party. (Hugo Bartyn had recalled the security droids to help launch his fishing business and never bothered to replace them.) The Menahuun grew bold, learned as

much as they could, and returned with several treasures: a datapad and some mining lasers.

The tribal leaders set to work studying the invaders' strange devices. After much experimentation and decades of study they had learned the secrets of the invader's killing tools. For two hundred years, they built their own energy weapons using scavenged parts from the mines, which was now considered Menahuun territory. (Menahuun weapons are converted mining lasers, and can be used normally with the appropriate Weapon Group Proficiency feat. Menahuun laser weapons are identical to blaster weapons of the same type, but may not be set to multifire.)

At the beginning of "Reckonings," most tribal conflicts have been settled and the Menahuun are preparing for war. Scouting parties are under orders to stay hidden and learn as much as possible. Still, some young Menahuun warriors eager to prove themselves attack fishing boats and outlying farms. The jungles of Lamaredd become a dangerous place for Landing residents.

Once the Menahuun reveal themselves, few will wish to leave their homeworld, but may still become what one might call adventurers. Menahuun heroes are often scouts, fringers, nobles, or Force adepts. Those who are strong in the Force could potentially become Jedi, although they would need to leave Lamaredd to do so, making this a rare occurrence.

Menahuun Commoner: Init +1 (Dex); Def 12 (+1 size, +1 Dex); Spd 6m; VP/WP —/8; Atk +1 melee (1d4, knife) or +2 ranged; SQ Darkvision, +2 species bonus to Listen, Spot and Survival checks, +8 species bonus to Climb checks, +4 species bonus on Swim checks; Fort -1, Ref +1, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 12, Con 8, Int 10, Wis 12, Cha 10.

Equipment: Knife, homespun clothing, leather pouch, other personal belongings.

Skills: Climb +8, Craft (varies) +2 or Knowledge (varies) +2, Hide +5, Listen +3, Read/Write Menahu, Speak Menahu, Spot +3, Survival +3.

Species Features: +2 Dex, -2 Con, +2 Wis.

Automatic Language: Menahu.

Special Qualities: Hold Breath—This ability is identical to that of the Gungans as described in Chapter 2 of the core rulebook.

SCOURGE OF THE DESERT

BY MICHAEL MIKAELIAN

WITH SPECIAL THANKS TO DECIPHER, INC.

Whether you call them Sand People or Tusken Raiders, there's no disputing that these brutal beings were the dominant sentient species indigenous to Tatooine prior to its colonization. Jawas—the only other indigenous sentient species—are clearly more intelligent, but they lack the ferocity and size to compete with Tusken Raiders. Even so, these days the Jawas vastly outnumber the Sand People.

Galactic scholars suggest that the Jawa population exploded as a result of colonization. This theory's central belief is that Tusken Raiders went from hunters to prey when the first settlers arrived on Tatooine, and the Jawas' comical appearance and less-threatening demeanor led to an uneasy alliance between them and offworlders. Frightened settlers killed many Sand People and gave Jawas a safe haven from their natural predators.

Tusken Raiders, as the colonists named them, are primitive by galactic standards. They communicate through spoken word only and have a rudimentary tribal society. Most Tusken Raiders are fringers, though some are excellent scouts or dedicated combatants (thugs). Heroes who explore the deserts of Tatooine could easily run afoul of these dangerous individuals.

URORRU'R'R, TRIBAL LEADER

The average Tusken Raider fears machines. The whine of a speeder or swoop usually means murderous offworlders approach, and even the bravest Tusken Raider must think twice before facing such foes. URORRU'R'R is unafraid of offworlders and their machines. His courage steels his companions when attacking moisture farms and ambushing unwary travelers.

Rrr'ur'R: Desert Herd Animal 5; Init +1 (Dex); Def 19 (+10 natural, +1 Dex, -2 size); Spd 6m; VP/WP 65/60; Atk +11 melee (3d6+11, gore) or +1 ranged; SQ +4 species bonus to Survival checks in desert conditions, trample; SV Fort +14, Ref +2, Will +1; SZ H; Rep 2; Str 32, Dex 12, Con 30, Int 3, Wis 11, Cha 3. Challenge Code: D.

Skills: Hide -7, Listen +7, Survival +7.

Special Qualities: **Trample**—As a full round action, Rrr'ur'R can move over an opponent at least one size category smaller than he. The bantha must move over the opponent; no attack roll is necessary. He does not have to stop when he moves adjacent to an opponent. All characters he moves over suffer 4d6+16 points of damage. A successful Reflex save (DC 26) reduces the damage by one-half.



URORRU'R'R: Male Tusken Raider, Sct 6; Init +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 44/14; Atk +5 melee (1d8+1/1d6+1, gaderffii) or +4 ranged (2d8, slugthrower rifle); SQ Trailblazing, uncanny dodge (Dex to Def), skill mastery (Intimidate), +2 species bonus to Hide, Move Silently, and Survival checks in desert conditions; SV Fort +5, Ref +5, Will +4; SZ M; FP 1; DSP 4; Rep 3; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 9. Challenge Code: B.

Equipment: Slugthrower rifle, gaderffii, bantha, desert robes.

Skills: Hide +11, Intimidate +3, Knowledge (Tatooine) +3, Listen +5, Move Silently +11, Ride +8, Search +4, Speak Tusken, Spot +5, Survival +8.

Feats: Exotic Weapon Proficiency (gaderffii), Far Shot, Point Blank Shot, Track, Weapon Group Proficiency (simple weapons, slugthrowers).



Even among the Sandpeople, Ur'Ru'r has a reputation for his skilled use of the gaderffii. Many others of his tribe would gladly stand by his side in combat, but they find him too rash and eager for battle to follow him. If he had better temperament—by Sand Person standards—he'd make an excellent leader. Ur'Ru'r prefers to take orders from URoRRuR'R'R, which always gives him the opportunity to throw his weight around.

RR'URUURR, BANTHA HERDER

RR'uruurr is well known among the Sand People as a skilled bantha herder, able to break even the wildest of banthas and train them as war mounts and beasts of burden. URoRRuR'R'R sought him out for this reason, and now the herder travels with the raiding band, overseeing the care and acquisition of new animals.

One chance encounter would have made the herder even more famous than his leader, if either of them knew the truth. Though RR'uruurr couldn't have

URoRRuR'R'R is also a skilled hunter and crack shot. These qualities, along with his brash attitude toward offworlders, make him a natural leader of his tribe. URoRRuR'R'R and his companions roam the Jundland Wastes in search of food, water, and anything else useful to their tribe. When water is scarce, it's not unusual for these Tusken Raiders to attack an outlying moisture farm. Whatever they can't steal, they destroy.

RR'RUR'R, URoRRUR'R'R'S BANTHA

Rrr'ur'R (named after RR'uruurr, the Tusken Raider who trained him) is larger than the average bantha. Rrr'ur'R was the alpha male of his herd when he was corralled and broken. Of URoRRuR'R'R's few possessions, the bantha is his most prized. Rrr'ur'R is trained to respond only to commands from URoRRuR'R'R and RR'uruurr, making it difficult for anyone else to ride or handle him.

UR'RUR', FIERCE WARRIOR

Ur'Ru'r is a product of harsh desert life, more warrior than survivor. Hot tempered and impulsive, he prefers to solve problems with a crushing blow from his gaderffii. Most Tusken Raiders are prone to violence, but Ur'Ru'r goes far out of his way to find conflict. He's known to venture as far north as Mos Espa to raid moisture farms.

known at the time, the farm boy he single-handedly defeated would one day become a powerful Jedi. **E**

Special thanks go to the *Star Wars* CCG design team that gave these Tusken Raiders their names and backgrounds. URoRRuR'R'R, Ur'Ru'r, RR'uruurr, and URoRRuR'R'R's bantha made their first gaming appearance as cards. According to Sandy Wible at Decipher, "We prefer to have names for unique individuals in the universes we help develop. *Star Wars* is no exception."

For more information on Tusken Raiders, pick up a copy of *Secrets of Tatooine* by JD Wiker, available at a book, game, or hobby store near you. *Secrets of Tatooine* is also available online at swfan.wizards.com.



Ur'Ru'r: Male Tusken Raider, Thg 8; Init +0; Def 12 (+2 class); Spd 10m; VP/WP —/20; Atk +11/+6 melee (1d8+3/1d6+3, gaderffii) or +8/+3 ranged (2d8, slugthrower rifle); SQ +2 species bonus to Hide, Move Silently, and Survival checks in desert conditions; SV Fort +9, Ref +2, Will +1; SZ M; FP 2; DSP 6; Rep 2; Str 16, Dex 10, Con 17, Int 8, Wis 9, Cha 12. Challenge Code: B.

Equipment: Slugthrower rifle, gaderffii, bantha, desert robes.

Skills: Intimidate +6, Ride +6, Speak Tusken.

Feats: Exotic Weapon Proficiency (gaderffii), Power Attack, Toughness, Weapon Group Proficiency (simple weapons, slugthrowers).



RR'uruurr: Male Tusken Raider, Frg 5; Init +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 31/13; Atk +4 melee (1d8+1/1d6+1, gaderffii) or +5 ranged (2d8, slugthrower); SQ +2 species bonus to Hide, Move Silently, and Survival checks in desert conditions, barter, adaptive learning (Intimidate), Jury-rig +2, Survival +2; SV Fort +5, Ref +5, Will +1; SZ M; FP 1; DSP 3; Rep 1; Str 12, Dex 15, Con 13, Int 12, Wis 10, Cha 10. Challenge Code: A.

Equipment: Slugthrower rifle, gaderffii, bantha, desert robes.

Skills: Handle Animal +10, Hide +7, Intimidate +8, Knowledge (Tatooine) +6, Listen +7, Move Silently +4, Ride +10, Search +6, Speak Tusken, Spot +7, Survival +7.

Feats: Alertness, Exotic Weapon Proficiency (gaderffii), Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, slugthrowers).

From the Desk of Professor Eliss ...

Many professors have graced Sanbra's halls, but perhaps none of them have been as beloved—nor as tall—as Iliox Argunn, for decades a peerless teacher of anatomy. I was a mere under-professor the day a Nova scout returning from a just-explored system at the heart of the Yoon Cloud left us a strange, 12-armed glider the likes of which Sanbra had never seen. Professor Ungeth set to work with his scalpel; Professor Argunn peered at the glider for a few minutes, left, and set to work with his light-pen. At the end of the day, Professor Ungeth was preparing the stripped skeleton for tri-D scanning when he happened to check his datapad. There was Professor Argunn's drawing, sent hours before—a rendering of the skeleton perfect in every detail.

I also remember Professor Argunn's quiet delight on the days in which Anx would visit Sanbra on their way between Gravlex Med and the Core. And, alas, I remember how those visits dwindled and Professor Argunn's loneliness increased. The Empire was devastating his fair world, and in time they would leave one of the galaxy's noblest species little more than wandering paupers.

The Republic first became aware of the Anx only through the discovery of centuries-old skeletons, a phenomenon that offered Core World scientists ample proof that first impressions can be completely wrong.

Archaeologists first uncovered the bones thousands of years ago. The remains appeared in great numbers on the heavy-gravity world Shusugaunt, a planet on the edge of what is now the Raioballo sector of the Outer Rim. The 1.5-meter crested skulls and the powerful tail vertebrae inspired xenobiologists to envision a powerful aquatic creature from the planet's seas—perhaps, they surmised, a species recently hunted to extinction by the squat Shusugaunt braves whose hierarchs had sent them on a disastrous jihad into Republic space.

Further exploration of the Raioballo star lanes would prove such conjecture utterly



The Anx

BY CRAIG R. CAREY,
JASON FRY
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ILLUSTRATED
BY JOE CORRONEY

wrong. The bones in question turned out to belong to a species of highly intelligent land dwellers native not to Shusugaunt but to Gravlex Med, a low-gravity world dozens of light years away. The Anx were very much alive, and they would soon emerge as one of the Republic's more intriguing species.

Anx, to put it mildly, stand out in a crowd. They average four meters in height and would be taller still if not for the fact that they walk with their shoulders stooped and their crested heads held out in front of them, an odd posture that's a legacy of their ancestry as herbivores browsing Gravlex Med's native chiliox trees.

Their slow, hunched way of walking, together with their small, close-set eyes, wrinkled faces, and pursed mouths can make them look like parodies of old men. But as with so much else about the Anx, appearances are deceiving. Anx like to amble, but their large, muscular tails evolved not for swimming but for use as a counterbalance for running at astonishing speed across the vast plains of Gravlex Med. Their crests aren't snorkels, as Republic

scientists surmised, but enormous sinuses used by the creatures to speak in a booming, low-frequency language that other Anx can hear from many kilometers away. The Anx have exceptionally poor eyesight, but sense organs along their crests and at their knees and elbows give them a remarkable sense of smell from which they discern a sophisticated image of the world. Their small mouths hold quadruple rows of flat teeth for grinding leaves and even bark and thorns—a tough diet that demands teeth be constantly displaced by new ones growing up from the jaw. After chewing, the Anx process the resulting cud in no fewer than three stomachs.

A cud-chewing Anx presents a picture of contentment, and in some respects the Anx are serene creatures. As befits a species descended from herdbeasts, they are highly sociable, given to large families, extended and complex clan structures, and a terror of isolation. Their skins—and particular the fins beneath their crests—change color to reflect their emotions, and even a very young Anx can interpret an astonishing



range of moods from the play of hues and the accompanying scents and calls. While non-Anx can never hope to grasp the subtleties, an Anx's basic emotions are easy to decipher; as a result, Anx are notoriously bad sabacc players and often wear fin cloaks for sensitive negotiations with non-Anx. Such behavior would be considered an unforgivable insult in an Anx-only setting.

The Anx sociability extends to other species as well. If anything, Anx are too adaptable to the company of others, tending to grow easily attached to an individual, a company, or a cause. The species also has a veritable mania for gift-giving, with Gravlex Med's autumnal holidays marked

by huge clan potlatches in which elders go to ridiculous lengths to outdo each other with extravagant presents. For hundreds of years, opportunistic spacers have clogged the planet's spaceports at festival time, hawking holds full of everything from expensive antiques to gaudy gimcracks in hopes that one of their wares becomes that season's must-give item for the faddish Anx clan leaders.

An oddity of the Anx is their uncanny sense of the nervous system and of how muscles are connected to the skeleton, even in creatures they have never encountered before. This gift has left the Anx in demand, as everything from master surgeons to

The Anx in the Era of Rebellion

Like so many other species, the Anx have suffered terribly in the iron grip of the New Order. While the Raioballo sector in general is too remote to be of much interest to the Empire, Gravlex Med caught the eye of the Imperial war machine not long after the fall of the Republic. The prize the Empire wanted was the mighty Gravlex Launchworks, which for millennia had been used only for shooting garbage into the system's sun in imitation of Coruscant.

The Empire was interested in testing such a facility with an eye toward investigating it as an interstellar weapon that could be protected cheaply with energy shields. Imperial troops were quick to seize the Launchworks and intimidate the Anx into what was at first merely an agreement to turn over the facility to the Empire.

The Empire soon found that the Launchworks was an ideal weapon-testing grounds because unsafe by-products of such experiments could be jettisoned into Gravlex Med's sun. In time, the Launchworks became popular as a facility for eliminating not only biological armaments but also radioactive materials and industrial chemicals. From there, the next step was all too easy: Freighterloads of dangerous materials were brought from other Imperial facilities to Gravlex Med until even the Launchworks' capacity was overwhelmed. That didn't stop the Empire, which soon began simply jetti-

soning hazardous materials from orbit to the surface of Gravlex Med for eventual disposal by the droids who had replaced Imperial personnel on the planet's poisoned surface. By the time of the Battle of Yavin, nothing except mutated superbacteria lived on the blasted, radioactive plains of Gravlex Med, and the galaxy's few surviving Anx were huddled together in miserable poverty on a scattering of low-gravity worlds, with their once-proud potlatches reduced to keening lamentations for a destroyed life.

While the New Republic sympathized with the plight of the Anx, its scientists agreed that even with an unlimited budget, the devastated surface of Gravlex Med could never be restored. While the use of the world as a dumping ground for hazardous waste was ended, its orbital shipyards did remain used for the disassembly of mothballed capital ships. This situation led to a notable episode in which slicers paid by the Imperial Remnant penetrated the New Republic's computer networks and introduced a phony disassembly order for the Star Destroyer *Chimaera*, which had been Grand Admiral Thrawn's flagship. When the *Chimaera* arrived at Gravlex Med with a skeleton crew, it was seized by Imperial commandos, who then blasted their way past New Republic pickets and escaped to the Imperial Remnant, where they triumphantly returned the *Chimaera* to Admiral Gilad Pellaeon.

Species Summary

The Anx are serene giants who assume many roles in the Republic, from senators to masseuses to gladiators.

Personality: Anx are placid, extremely sociable creatures noted for an almost-fanatical devotion to any larger group of which they consider themselves a part. There is no such thing as a wishy-washy Anx.

Physical Description: Anx average four meters in height and would seem taller if they didn't walk with their shoulders stooped and their long, crested heads held out in front of them. Their great size has caused them considerable grief in the galaxy: Most facilities are built for smaller humanoids, and riding in the enclosed cockpits of speeders or starfighters is impossible for an Anx.

Homeworld: Gravlex Med (none in the Rebellion era).

Languages: Anx, Shusugaunt, Basic.

Example Names: Horox Ryyder, Graxol Kelvyyn, Theen Fida, Sajax Astliax.

Adventurers: Anx adventurers can be any class, though they are rarely encountered as Jedi or scouts. (Despite the Anx suspicion of the Jedi, however, Anx Force adepts are even rarer than Jedi consulars or guardians.) Anx fringers and scouts are more common in an Imperial-era campaign.

Anx Commoner: Init -1 (size); Def 9 (-1 size); Spd 12m; VP/WP —/10; Atk +0 melee (1d3+1, punch), -1 ranged; SQ Blindsight, scent, communicate at distance; SV Fort +0, Ref +0, Will -1; SZ L; FP 0; Rep 0; Str 12; Dex 10; Con 10; Int 10; Wis 8; Cha 10.

Equipment: Variety of personal belongings, usually including fin cloak.

Skills: Craft (varies) +4 or Profession (varies) +4, Read/Write Language (Anx), Speak Language (Anx, Shusugaunt, Basic).

Feats: Run.

Species Features: +2 Str, -2 Wis; Communicate with other Anx within 5 km (depending on weather conditions); -5 to Bluff checks with no fin cloak; an Anx opting for Martial Artist as a Feat gets a threat on an attack roll of 18 or above.

The Anx

masseuses in posh vacation resorts to skilled butchers who can carve and dress even the toughest beasts in just minutes with the tiniest knife. This precision has also given the Anx a talent that is less well-known: They are devastating fighters when given even minimal training in unarmed combat, able to stop even a raging Wookiee with a well-placed blow to the right nerve center. The record for kills in the famed gladiator pits of Looovria still belongs, after three centuries, to the mute Anx known only as the Great Goblin. (The Goblin's career ended when he was sold to a Hutt crimelord who had him transported to Nal Hutta in a tiny freighter hold with no companionship. The Anx died of terror on the two-day journey.)

Jedi scholars see the Anx's sociability and their effortless understanding of anatomy as evidence of a close connection to the Force, and a handful of Anx have risen high in the Jedi ranks. The vast majority of Anx, however, have turned their back on the Jedi,

terrified of what they see as a solitary path and incredulous at a nature so ascetic that, to them, it borders on rudeness.

Thousands of years before the Republic encountered them, the Anx developed interstellar travel by hurling their ships into orbit with colossal cannons. A mighty complex of these devices, known as the Gravlex Launchworks, now covers nearly an entire continent of Gravlex Med. With the Launchworks, the Anx spread from Gravlex Med to neighboring systems in their corner of space. Unfortunately for them, they quickly encountered the Shusugaunt, a squat, high-gravity species of spacefaring warriors given to furious internecine warfare broken by jihads against perceived enemies from without. Shusugaunt braves conquered the worlds of Anx Space and enslaved the Anx, driving them from their colony worlds back to Gravlex Med. But the conquest of the Anx homeworld proved short-lived: The conquerors felt dizzy in the low gravity of Gravlex Med, while their new vassals couldn't survive Shusugaunt's high gravity. (The caches of Anx bones found by Republic forces date from this era.) The Shusugaunt

soon turned on each other in a new round of religious wars, losing interest in the Anx, and their next species-wide jihad foundered on the hulls of Republic warships.

The proximity of the placid, gigantic Anx and the hyperactively warlike, meter-high Shusugaunt has made for one of the galaxy's odder rivalries, and the dark humor of the situation isn't lost on the Anx. Contact with the Republic has also given Gravlex Med a new export and added an unexpected twist to the joke: The forests of Gravlex Med are home to chattering, clever little creatures known as Medx homunculi, which look eerily like bony humans scaled down to thirty centimeters in height. The Anx love sly stories constructed around a human from the Republic who meets an Anx, a Shusugaunt, and a Medx. The human invariably regards the Shusugaunt and the Anx as animals and insists on communicating with the Medx, giving the Shusugaunt time to do the human some evil turn. The stories inevitably end with the so-far-ignored Anx stepping in to gently but firmly put things right. ■

A Pair of Anx

Horox Ryyder is one of the most respected members of the Galactic Senate. For years he was openly considered as a possible successor to Finis Valorum as Supreme Chancellor, and Senate-watchers are still shocked that he wasn't nominated to the post upon Valorum's ouster. In an age in which the characters of more and more senators have been impugned, Ryyder remains above reproach, representing the thousands of worlds in the Raioballo sector with level-headed impartiality. He has never favored Gravlex Med over industrious Sinsang or simple Dantooine and has even pressed the Senate to ease sanctions on the Shusugaunt. Ryyder insists on going without a fin cloak, even for the most sensitive negotiations, and is fond of saying that the Republic is his herd, his clan, and his true species.

Horox Ryyder: Male Anx Nbl 10; Init +0 (-1 size, +1 Dex); Def 18 (+7 class, +1 Dex); Spd 12m; VP/WP 41/12; Atk +7/+2 melee (1d8+1, crit 18-20, punch); SQ Call in a favor (3).

inspire confidence +3, command +3; SV Fort +4, Ref +7, Will +10; SZ L; FP 5; Rep 14; Str 12; Dex 12; Con 12; Int 16; Wis 16; Cha 15. Challenge Code: D.

Skills: Bluff +8, Diplomacy +22, Intimidate +15, Knowledge (bureaucracy) +16, Knowledge (Coruscant) +13, Knowledge (galactic history) +14, Knowledge (Gravlex Med) +22, Knowledge (politics) +18, Listen +6, Read/Write Language (Anx, Basic), Speak Language (Anx, Basic, Calamarian, Shusugaunt, Shryliwook, Twi'lek), Sense Motive +16.

Feats: Fame, Martial Artist, Run, Trustworthy.

Not all Anx are so honorable as Horox Ryyder. At the opposite end of the spectrum is Graxol Kelvyyin, a slave trader based on Ryloth who does business throughout the Outer Rim. If Kelvyyin has a herd, it's the seedy network of smugglers of living cargo who make their living in shadowports from Kidiet Olgo in the Core to Mytaranor and Thalassia in the Outer Rim. An obsessive gambler and friend of Watto the Toydarian, Kelvyyin frequently attends the Podraces on Tatooine. Recently, he has made an all-too-

common Anx mistake that no slaver can afford to make: falling in love with a piece of his property. The chillox-fruit of his eye is the beautiful Twi'lek slave Shakka, whom Kelvyyin has taken to having on his arm at social gatherings.

Graxol Kelvyyin: Male Anx ScI 5/Nbl 2/CL 5; Init +0 (-1 size, +1 Dex); Defense 22 (+11 class, +1 Dex); Spd 12m; VP/WP 32/9; Atk +6/+1 melee (1d8+1, crit 18-20, punch) or +7/+2 ranged (3d4, hold-out blaster); SQ Illicit barter, better lucky than good, call in a favor (1), inspire confidence +1, sneak attack +2d6, resource access, followers; SV Fort +3, Ref +11, Will +10; SZ L; FP 3; Rep 10 (13); Str 12; Dex 14; Con 10; Int 13; Wis 11; Cha 13. Challenge Code: E.

Skills: Appraise +12, Bluff +8, Diplomacy +13, Intimidate +17, Knowledge (criminal organizations) +20, Listen +9, Profession (gambler) +11, Sense Motive +16, Read/Write Language (Anx, Basic), Speak Language (Anx, Basic, Huttese, Rodian, Shryliwook, Shusugaunt, Twi'lek).

Feats: Martial Artist, Infamy, Sharp-Eyed, Skill emphasis (Knowledge: criminal organizations).



BY JESSE DECKER

ILLUSTRATED BY DENNIS CRAMER

Throughout the galaxy, most beings struggle to live their lives with a modicum of comfort. For a privileged few, however, comfort and success are taken for granted. There are those among the wealthy elite of the galaxy who work as hard and tirelessly as the average being.

There are others, however, who without necessity to drive them, turn away from the hardships others must endure. These lucky few often travel through the galaxy, going where whim takes them and never staying long in one place. Whether jaded offspring of bureaucrats or young entrepreneurs able to live off their own wealth, these fickle souls wander the space lanes seeking a new level of excitement at every turn. Some run into trouble with the law when their thrill-seeking activities cause property damage, injury to locals, or even worse harm. Others take to the stars searching for more selfless adventure, using their diverse skills and powerful friends to thwart the cruel and oppressive.

Roleplaying Notes

Dilettantes become adventurers to add excitement to their lives. They can afford

many things that other characters cannot, and they often forget that others do not have their financial resources. Most dilettantes are charming men and women for whom the cares of the rest of the galaxy simply don't exist. They seek thrilling diversion because, without it, they lead lives of privileged monotony. While bored by many other things, dilettantes have an innate optimism and enthusiasm for their current interest. They might not be interested in the Kessel run six months from now, but for this adventure, they're as willing as any crewmember.

Curiosity is the prime motivating force of adventuring dilettantes. Their broad, if not deep, knowledge and their considerable financial assets make them a good addition to any group of heroes. Dilettantes tend to be quick-thinking, intelligent people whose only real limitation is their own

whimsical inclination to change interests.

Dilettantes are interested in friendships with other heroes because they are likely to lead exciting lives. As GM characters, they can easily get in over their heads and turn to the heroes for help. Their somewhat innocent enthusiasm for adventure, if coupled with a knack for finding trouble, can make them ideal as sympathetic employers for a group of heroes. Plus, they'll often be able to pay the heroes handsomely for efforts on their behalf.

Variant Abilities

Although the chart below shows the typical level progression with abilities granted according to the multiclass rules found in the core rulebook, your GM might allow you to substitute some of the existing class abilities for others more appropriate to the dilettante archetype. While you and your GM might invent others, here are three to get you started:

VARIANT 1: RESOURCE ACCESS

Anytime a Dilettante would earn the call in



a favor ability, she instead gains access to valuable objects or equipment. Dilettantes have vast wealth at their disposal, but their meandering lifestyle rarely builds the relationships that nobles enjoy.

The dilettante can make a Charisma check to use those resources. She can accumulate multiple "requisitions" if she doesn't use those previously gained. Unused requisitions don't "expire," although the Dilettante can never have more than five "stored up." If a Dilettante has five unused requisitions and gains another, the new one is lost.

The value of the resources gained equals the Dilettante's character level times the result of the Charisma check times 20. Thus, a 4th-level Dilettante who rolled a 17 would gain ($4 \times 17 \times 20 =$) 1360 credits' worth of resources. These resources can take virtually any form the Dilettante chooses (within reason), and they are hers to do with as she pleases—she may keep them, use them, give them away, or sell them as she sees fit.


The resources gained arrive in the Dilettante's possession 1d6 hours after she makes the check. Note that these resources must be reasonably (although

not necessarily commonly) available when and where she chooses to make the check. For instance, a Dilettante slogging through the swamps of Dagobah probably won't have access to many resources.

VARIANT 2: INSPIRE INDIFFERENCE

Rather than inspiring their comrades to greater heights, dilettantes are easily underestimated by their foes. Anytime a dilettante would earn an Inspire Confidence bonus, she instead earns an equivalent bonus to her own Bluff and Hide checks. This bonus is applied at the GM's discretion but should apply only when the Dilettante is attempting to blend in with a crowd or represent herself as less capable than she really is.

VARIANT 3: QUICK STUDY

Whenever a dilettante earns a bonus Skill Emphasis feat, she may apply it to a skill in which she has zero ranks. With this option, the Dilettante gains a +5 bonus to all skill checks with that skill. This replaces the +3 bonus normally granted by Skill Emphasis. If the dilettante purchases ranks of this skill, the +5 bonus is lost, replaced by the normal +3 bonus. 

Multiclassing Pathways

The multiclassing rules of the d20 system make it easy to play almost any character concept by combining levels of various classes. Although players need not always choose the optimal order in which to add class levels, few want to fall behind the abilities of those with only one class. Here are some things to think about when sketching out your own multiclass hero concepts:

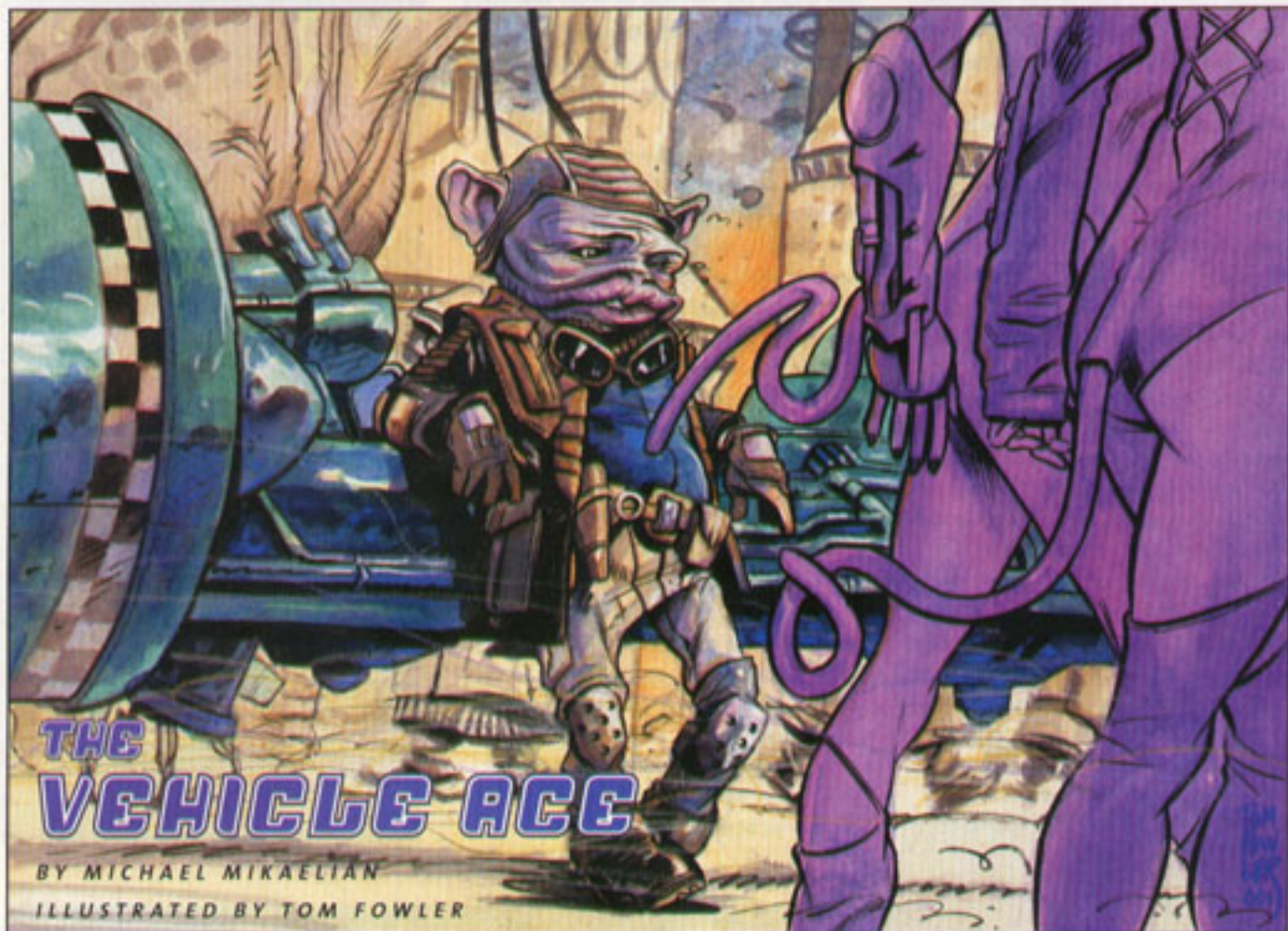
Class Abilities: Some classes have very powerful abilities that come only at a few key levels. Choosing when and whether to acquire important abilities, such as the scoundrel's sneak attack, should come before other considerations.

Attack Bonuses: Classes other than soldier and Jedi guardian do not gain an additional base attack bonus every level. To be an effective combatant, avoid character levels that provide no additional attack bonus when possible.

Saving Throws: Fortitude, Reflex, and Will saving throw bonuses have a tendency to collectively "jump" at certain levels and remain unchanged at others. If you stop short of a level that benefits two or three of these bonuses, you're shortchanging your hero's abilities.

The Dilettante

Level	Class Levels	Base Atk	Fort	Ref	Will	Special	Def.	Rep.
1	Nbl1	+0	+0	+1	+2	Starting feats, bonus class skill, call in a favor, feat	+3	3
2	Nbl2	+1	+0	+2	+3	Inspire confidence +1	+4	4
3	Nbl2/Sch1	+1	+0	+4	+3	Illicit barter, feat	+6	4
4	Nbl3/Sch1	+2	+1	+4	+3	+1 to attribute, call in a favor	+6	4
5	Nbl4/Sch1	+3	+1	+4	+4	Command +2	+6	5
6	Nbl4/Scl2	+4	+1	+5	+4	Better lucky than good, feat	+7	6
7	Nbl5/Scl2	+4	+1	+6	+4	Call in a favor	+8	6
8	Nbl5/Scl3	+5	+2	+6	+5	+1 to attribute	+8	6
9	Nbl5/Scl4	+6/+1	+2	+7	+5	Skill emphasis, feat	+9	7
10	Nbl5/Scl5	+6/+1	+2	+7	+5	Sneak attack +2d6	+9	7
11	Nbl6/Scl5	+7/+2	+3	+7	+6	Inspire confidence +2	+9	8
12	Nbl6/Scl6	+8/+3	+4	+8	+7	+1 to attribute, feat	+10	9
13	Nbl7/Scl6	+9/+4	+4	+9	+7	Call in a favor	+11	9
14	Nbl8/Scl6	+10/+5	+4	+9	+8	Command +4	+11	10
15	Nbl8/Scl7	+11/+6/+1	+4	+9	+8	Feat	+11	10
16	Nbl9/Scl7	+11/+6/+1	+5	+9	+8	Call in a favor	+11	10
17	Nbl9/Scl8	+12/+7/+2	+5	+10	+8	Skill emphasis	+12	11
18	Nbl10/Scl8	+13/+8/+3	+5	+11	+9	Inspire confidence +3	+13	12
19	Nbl11/Scl8	+14/+9/+4	+5	+11	+9	Call in a favor	+13	12
20	Nbl12/Scl8	+15/+10/+5	+6	+12	+10	Command +6	+13	13



Not every hotshot pilot navigates the void of space. The vehicle ace can't live without the wind in his face, the whine of repulsorlift engines, and the thrill of competition. To him, dodging obstacles is as easy as breathing. Twisting turns are as simple to navigate as a flight of stairs. The vehicle ace doesn't think twice before accepting the most suicidal challenges.

Vehicle aces can earn a living in many professions, but the most famous are successful racers. Throughout the many racing circuits across the galaxy, you can find true aces and aspiring pilots alike racing for fame and fortune. Although some of the best racing circuits are in the Outer Rim Territories, racing is popular in most parts of the galaxy. On the Core worlds and Mid Rim Territories, organized racing teams like the famous Ferini team compete in sanctioned events

for small fortunes. In outlying regions, the competition is fiercer, sometimes even deadly. Systems like Malastare, Mepha's Prime, Bescane, Caprioril, and Tatooine are popular places to compete.

Racing is not the only profession for vehicle aces. Organized crime attracts more than its share of such thrill seekers. On sparsely populated worlds, pirates employ expert pilots to loot and harass villages, and smugglers are always looking for skilled pilots to make illicit cargo runs through dangerous regions. Then, of course, there are the infamous swoop gangs.

Swoop gangs are usually no more than local ruffians. They are most common in systems where local laws are suggested rather than enforced, as well as in densely populated urban areas. These unruly gangs have colorful names such as the Blood Razors,

Hurt Vectors, Bloodsniffers, and Star Helions. Others take their leader's name, as with Big Gizz's swoop gang. It's not uncommon for gang leaders to have ties to more powerful criminals, including the Hutts and the Black Sun crime syndicate. Vehicle aces who run with swoop gangs tend to be the leader or a high-ranking lieutenant.

Military organizations occasionally attract vehicle aces with generous salaries and access to the galaxy's most powerful vehicles. The two military roles most commonly filled by vehicle aces are test pilot and combat pilot. Test pilots tend to overlook the dangers of redlining vehicle prototypes, instead focusing on the chance to be the first to pilot advanced machines. For some combat pilots, the awesome power of an Imperial AT-AT more than makes up for the lumbering walker's lack



The Vehicle Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation
1st	+0	+1	+2	+1	Vehicle defense	+2	+0
2nd	+1	+2	+3	+2	Familiarity +1	+2	+1
3rd	+2	+2	+3	+2		+3	+0
4th	+3	+2	+4	+2	Familiarity +2	+3	+1
5th	+3	+3	+4	+3	Vehicle evasion	+4	+0
6th	+4	+3	+5	+3	Familiarity +3	+4	+1
7th	+5	+4	+5	+4		+5	+0
8th	+6	+4	+6	+4	Familiarity +4	+5	+1
9th	+6	+4	+6	+4	Improved vehicle evasion	+6	+0
10th	+7	+5	+7	+5	Familiarity +5	+6	+1

of speed. Others prefer armed and armored airspeeders, or more nimble walkers like the AT-ST.

Vehicle aces, like all daredevil pilots, usually take to one type of vehicle. The only thing most have in common is a love of speed. As a result, they'll race anything from swoops, airspeeders, and speeder bikes to the more dangerous podracers. Less common, though not unheard of, are races involving wheeled, tracked, and walking vehicles.

Special Abilities

Vehicle Defense: At 1st level, the vehicle ace can add his Defense bonus derived from his vehicle ace levels to the Defense of any vehicle he's piloting.

Familiarity: The vehicle ace gains a bonus to Pilot and Repair checks when used on a vehicle he designates as familiar. The same bonus applies to the hero's

attack roll whenever firing the vehicle's weapons. This bonus is +1 at 2nd level, and it increases by 1 every two levels thereafter (at 4th, 6th, 8th, 10th levels, and so on).

To designate a vehicle as familiar, the hero must have operated it for at least three months. A vehicle ace can be familiar with only one vehicle at a time.

Vehicle Evasion: At 5th level, the vehicle ace can make a Pilot check to lessen the damage inflicted by a successful hit against a vehicle he is piloting. If the Pilot check exceeds the attack roll, the damage inflicted to the pilot's ship is halved (round fractions down, minimum of 1 point of damage). The vehicle ace can make an evasion check once per round.

Improved Vehicle Evasion: At 9th level, the vehicle ace's vehicle evasion improves. A successful Pilot check negates all damage suffered by the attack.

New Feat

VEHICLE DODGE

Select a class of vehicle (ground or air). You are adept at dodging attacks while piloting that class of vehicle.

Prerequisite: Dex 13+, Pilot 6+

Benefit: When piloting a vehicle of the selected type, during your action you designate an opponent and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action. ☐

Class Features

REQUIREMENTS

To qualify to become a vehicle ace, a character must fulfill the following criteria:

Base Attack Bonus: +3

Feats: Vehicle Dodge, Weapon Group Proficiency (vehicle weapons)

Skills: Pilot 8+, Repair 6+

Weapon Proficiency: Vehicle aces have the Weapon Proficiency feats for blaster pistols and simple weapons.

Class Skills: The vehicle ace's class skills (and the key ability for each skill) are Computer Use (Int), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Repair (Int), and Spot (Wis).

Skill Points at Each Additional Level: 4 + Int modifier

IdB Vitality per Level

Air-2 Racing Swoop

The Air-2 Racing swoop, like most swoops, is fast and hard to control. Unlike the Mobquet Flair-5 swoop (presented in the Cities of Tatooine: Transportation section of *Secrets of Tatooine*), the Air-2 is faster and more maneuverable. This extra speed and handling comes at the cost of a lower maximum altitude and more lightweight construction.

Experienced racers prefer the Air-2 racing swoop to the slower Flair-5 in a fair race. When opponents are likely to race dirty, many prefer the Flair-5 for its extra bit of durability. Players might recognize the Air-2 as the swoop that a young Han Solo "borrowed" to escape from unfriendly slavers on Bonadan.

Craft: SoroSub Air-2 Racing Swoop; **Class:** Air (Speeder); **Cost:** 7,000 (new), 2,500 (used); **Size:** Large (2.35 m); **Crew:** +0 (1 pilot); **Passengers:** none; **Cargo Capacity:** 1.75 kilograms; **Speed:** 115 m (max. speed 700 km/h); **Altitude:** up to 325 meters; **Defense:** 10* (-1 size, +1 armor); **Hull Points:** 12; **DR:** 0.

Weapons: None

*A swoop provides one-quarter cover from attacks.

DECK PLANS

Tips, Tricks and Tactics for the Star Wars Customizable Card Game



The Shaft: Dark Lord Walking Special Jedi Knights Edition!

BY CORY J. HERNDON

DThis month's thrilling plunge down the Shaft takes a turn about halfway, dropping us with a satisfied "plop" into unfamiliar but exciting territory—Decipher's latest trading card game, Jedi Knights. Jedi Knights has proven to be an intricate, enjoyable game that's neither as complicated as the original *Star Wars* card game nor as simple as the Episode I-based *Young Jedi*.

Players build Jedi Knights decks around a single heroic character from the *Star Wars* universe. That Hero is tied to a particular Theme card that gives you certain advantages throughout the game. Heroism is in the eye of the beholder, or in the case of this month's deck, the eye of the Sith Lord. With his loyal army of quick-draw troopers, some of his more vocal critics, and a little battle station with the cuddly moniker "Death Star" at his disposal, Darth Vader's got a chance of ending a certain destructive conflict before his kids and their cohorts get out of hand with their uppity Rebellion.

He'll Have You Now

Scum & Villainy really blew the Jedi Knights game wide open in terms of multiplayer versatility—Independent Heroes could now play as a third side with the introduction of Theme cards for Jabba the Hutt and Boba Fett, with their requisite cast of supporting baddies. The set also includes Themes for the decidedly un-scummy Leia and the venerable-yet-less-than-villainous Obi-Wan Kenobi. Jedi and Sith Power cards introduced Force deck manipulation, card cancellation, and that whole bucket of worms. A set of Orange Force cards and a few rare Black Force cards open up more options. Still, the big news is three-player *Star Wars*.

Receiving a little less notice but no less impressive were four new Themes for the Heroes from the original release—Tarkin, Luke, Han, and Vader. Vader's Theme card from the set, End This Destructive Conflict, has a much higher Theme number than his original Theme card (15 as opposed to 1), and it doesn't monkey around with placing cards in the Theme pile. Instead, your side is +3 in Control checks. This might not seem like much, but it allows the Dark Lord to control a planet location with relatively little support. Of course, it helps if he's got a few troopers to dodge blaster bolts and a fleet of Star Destroyers to patrol the skies.

Vader's team relies on Star Destroyers and Tarkin's technological terror to cover the system during the initial three planets, but the Sith Master isn't particularly concerned with space—notice that he doesn't even have his own TIE with him in this deck. The capital ships are there to be sacrificed if necessary. Use them to block your opponent's capitals from intimidating your characters. If your opponent fails to get anything into space, having your own power of intimidation will also come in handy, and the power bonuses provided by the Destroyers can make even the most weak-kneed Imperial thug a wrecking crew.

Vader can also call on the Force in a pinch with a few well-chosen Sith Power cards. Not too many have been included to provide as many tactical bonuses as possible.

Ground Assaults 'R' Us

This deck's strategy is as subtle as a sledgehammer—lots of guns, lots of troopers, and lots of power boosts. Your side should be well protected by You Should Not Have Come Back, knocking your opponent's

weapon destinies down a notch each time. A platoon of Quick Draw troopers from Scum & Villainy provide easy access to powerful cannons like the E-Web, and they will always be ready for a little Imperial Precision target practice. Vader's power (especially his Sith Warrior persona) is hard for the good guys to beat even without tactical bonuses, but you've got plenty of those just in case.

Arm Vader with whichever version of his lightsaber fits the situation and go after the opponent's Hero right out of the gate. Don't let Han, Luke, Leia, Obi-Wan, Jabba, or Fett spend any more time than possible out of the Theme pile. Force your opponent to spend valuable credits repeatedly deploying their Hero. If you can't play Darth Vader • Sith Warrior, consider dropping the Starting Event Imperial March to get Admiral Motti into play for his Vader-boosting ability.

Whatever the case, don't forget the guns.

FROZEN WASTES & 2 TROOPERS

Despite the free card deployment it grants your opponent, a lot of people like to use the Hoth System/North Ridge for the sweet +5 credit bonus it grants for the final battle. What good's a credit bonus if you aren't around to use it? Since your opponent will often go first thanks to Vader's good but still relatively low Theme number, drop Frozen Wastes as the second site. By the time you get there, you should have at least two troopers in your Theme Pile to send charging into the snow like the snarling curs they are.



ADMIRAL MOTTI, GENERAL TAGGE & QUICK DRAW TROOPERS



Admiral Motti has learned the errors of his Force-deriding ways. He adds +2 to Vader's power and defense, so keep the good Admiral protected with a well-armed pack of troopers. Motti's confederate on the Death Star, Tagge, can get those troopers into play quickly from your Theme Pile or Lost Pile.

DEATH STAR & STAR DESTROYERS



This deck treats capital ships like starfighters to a certain extent—there are plenty of them. They're to be sacrificed when necessary since your main game is planetside. Still, it's sure nice to have the power boost from those Destroyers. In this case, the Death Star can be your attack dog. It's not foolproof, but when used offensively the Emperor's big ball of terror can clear a path through orbit to pump up the groundpounders—and, if a certain Jedi pilot gets a torpedo down that ventilation shaft, make them pay with turbolaser fire from supporting Destroyers.

MAJOR MILLICH, 2 TROOPERS & DEWBACK PATROL



Dewback Patrol turns even a minor Death Star functionary like Millich into a death-dealing delicacy. The recipe is simple:

- Step 1** Rotate Millich to attack the opposing Hero.
- Step 2** Support Millich with two Imperial Troopers, boosting his power to +4.
- Step 3** Play Dewback Patrol as your first weapons step action. Draw a card and watch Millich swell to 12 power.
- Step 4** Go through the weapons step, blasting as needed.
- Step 5** Season with tactical bonus.

Tear This Ship Apart & Your Star Destroyer

This deck isn't too concerned with space battles, but that's no reason to be a sitting worry. Tear This Ship Apart is a handy way to rid yourself of that pesky Red 5 without risking your ship in combat or wasting an opportunity to intimidate (this



Event does not require the Star Destroyer to rotate). Since intimidation is the easiest way to deprive the opposing Hero of mooks looking to take one for the team in combat, a ready capital ship is not to be underestimated. It works against any ship, so feel free to pull the *Rancor's Tooth* to pieces while you're at it. This trick works best, of course, when you have played the highest Force card this turn.

Imperial Precision, Blaster Rifle & Trooper



Imperial Precision is Jedi Knights' equivalent to the venerable Sniper and Sorry About The Mess cards from the *Star Wars* CCG. It automatically grants one of your troopers one extra shot in each battle at +2 to hit, +3 if using a Blaster Rifle. It doesn't provide a guaranteed hit, but the more characters you hit in battle (especially if your opponent is playing a one-star leader like Han Solo • Smuggler For Hire), the easier it is to hit the opposing Hero and force the other player to waste a lot of credits deploying and redeploying that Hero. Remember, the trooper still gets to fire again later in the weapon step if he survives (albeit at the normal +1 granted by the Blaster Rifle). ☐

End It, Already!

STARTING CARDS (15)

- 1 End This Destructive Conflict
- 1 Darth Vader • Agent of the Empire
- 1 Imperial March
- 1 Green Force 1
- 1 Green Force 2
- 1 Green Force 3 (Uncommon)
- 1 Green Force 4
- 1 Green Force 5
- 1 Green Force 6
- 1 Green Force 7 (Uncommon)
- 1 Green Force 8
- 1 Bespin System/Cloud City Carbon-Freezing Chamber
- 1 Endor System/Back Door
- 1 Hoth System/Frozen Wastes
- 1 Tatooine System/Lars Moisture Farm

CHARACTERS (29)

- 2 Admiral Motti • Fleet Admiral
- 3 AF-119 • Quick Draw
- 2 Boba Fett • Relentless Hunter
- 3 Darth Vader • Sith Warrior
- 2 General Tagge • Imperial Commander
- 2 Major Millich • Security Chief
- 3 NT-311 • Quick Draw
- 4 RGA-972 • Quick Draw
- 2 Sergeant Baysden • Sandtrooper
- 1 ST-103 • Sabacc Player
- 2 ST-4402 • Tatooine Garrison
- 3 TK-577 • Fire Team Leader

WEAPONS (23)

- 5 Blaster
- 5 Blaster Rifle
- 1 Boba Fett's Blaster Rifle
- 5 E-Web Repeating Blaster
- 5 Turbolaser Battery
- 1 Vader's Lightsaber
- 1 Vader's Lightsaber • Sith Weapon

STARSHIPS (7)

- 2 Conquest
- 1 Death Star
- 2 Devastator
- 2 Stalker

EVENTS (25)

- 2 Concentrate All Fire
- 3 Dewback Patrol

- 3 I Have You Now
- 4 Imperial Precision
- 1 Keep The Local Systems In Line
- 2 Local Trouble
- 2 Pick Up Some Power Converters
- 1 Prepare Your Troops
- 2 Tear This Ship Apart
- 2 They Came From Behind
- 3 You Should Not Have Come Back

SITH POWERS • VADER (6)

- 1 Dissipate Energy
- 3 Force Choke
- 1 Lightsaber Defense
- 1 Lightsaber Frenzy



Rebel Commandos

"Back door, huh? Good idea."

BY DOUG TAYLOR

Rebel Strike Team/Garrison Destroyed, the Light Side Objective from the Endor expansion set, got a big boost with the helper effect *The Shield Is Down!* from the Tatooine expansion. It's still not an easy Objective to flip, but the strengths are enough that you can no longer ignore a Rebel Strike Team deck. The Force generation is now amazing. Combining strong scouts with other powerful characters and high-destiny support cards gives you a deck that can stand up to just about anything the Dark Side throws at you.

To make the most of a Rebel Commandos deck, first evaluate your opponent's tactics.

Where other decks have a game plan and try to stick to it, with this deck you need to be flexible. Your Force drains on Endor are weak until you flip; if your opponent plays tempting sites, you might want to go after them aggressively. When your opponent deploys those juicy Force drain magnets, take them over and rely on the high destiny draws of your deck.

On the other hand, if your opponent leaves you alone on Endor, you have two ways to flip your objective. The first is to "blow away" the Endor: Bunker. During each of your first two turns, it's crucial you get Endor: Bunker, Deactivate *The Shield Generator*, General Crix

Madine, General Solo, Endor: Back Door, and both docking bays from your Reserve Deck. Don't lose cards from your Life Force until these cards are in hand, or else you'll have a tough time pulling out a victory.

Even if you don't demolish the generator, you can still flip your Objective. The other way to do so—controlling three exterior Endor sites with two Rebel scouts at each during your move phase—can be tough to maintain. You have only ten scouts in your deck: *Strike Planning* lets you get Han (a scout) and General Crix Madine; eight other scouts in your deck can be brought into hand with Madine. Flipping this way, your opponent can easily

Lead the Assault

STARTING (7)

- 1 Rebel Strike Team/Garrison Destroyed
- 1 Endor
- 1 Endor: Rebel Landing Site (Forest)
- 1 Heading For The Medical Frigate
- 1 Strike Planning
- 1 Insurrection
- 1 *The Shield Is Down!*

LOCATIONS (5)

- 1 Endor: Back Door
- 1 Endor: Bunker
- 1 Endor: Hidden Forest Trail
- 1 Endor: Landing Platform (Docking Bay)
- 1 *Home One*: Docking Bay

CHARACTERS (15)

- 1 Chewbacca Of Kashyyyk
- 1 Colonel Cracken
- 1 Corporal Beezer
- 1 Corporal Delevar
- 1 Corporal Midge
- 1 General Crix Madine
- 1 General Solo
- 1 Leia With Blaster Rifle

- 1 Lieutenant Blount
- 1 Lieutenant Greeve
- 1 Luke Skywalker, Jedi Knight
- 1 Obi-Wan With Lightsaber
- 1 Qui-Gon Jinn
- 1 Sergeant Junkin
- 1 Wedge Antilles, Red Squadron Leader

STARSHIPS (6)

- 1 Artoo-Detoo In Red 5
- 1 Red 6
- 1 Red 7
- 1 Red Squadron 1
- 1 Tala 1
- 1 Tala 2

WEAPONS (4)

- 2 Explosive Charge
- 1 Luke's Lightsaber
- 1 Qui-Gon Jinn's Lightsaber

INTERRUPTS (13)

- 1 Double Agent
- 1 Fallen Portal
- 1 Gift Of The Mentor

- 3 Insertion Planning
- 1 Rebel Barrier
- 1 The Bith Shuffle & Desperate Reach
- 3 The Signal
- 2 *Throw Me Another Charge*

EFFECTS (7)

- 1 Battle Plan
- 1 Close Air Support
- 1 Menace Fades
- 1 Squadron Assignments
- 1 What're You Tryin' To Push On Us?
- 1 Wise Advice
- 1 Your Insight Serves You Well

ADMIRAL'S ORDER (1)

- 1 I'll Take The Leader

EPIC EVENT (1)

- 1 Deactivate *The Shield Generator*

PODRACER (1)

- 1 Anakin's Podracer

Follow Your Present Course

From the very first turn, it's important to play your cards just right. Unless the Dark Side is playing Endor Operations, remind your opponent that he generates no Force for the Endor system (using Strike Planning's game text). On your first turn, before you activate any Force, use Strike Planning's other game text to put Han and Madine in your hand. During your deploy phase, play Endor: Back Door (thanks to The Shield Is Down!) and a docking bay (Insurrection), preferably *Home One: Docking Bay*. Use 2 Force to get the Bunker. Once you've deployed your other docking bay and pulled Deactivate The Shield Generator out of your deck, you should have (at most) only one location left. Typically, this can happen by your second turn; the new average destiny of your Reserve Deck is between 3 and 4.



After your first two turns, you should have all these cards out of your Reserve Deck.

flip your Objective back to its 0 side simply by controlling the Endor system.

Of the two ways to flip Rebel Strike Team, destroying the Bunker is preferable. If you can manage it, flipping with scouts at sites gives you a +4 to Deactivate The Shield and insures Garrison Destroyed stays face-up. Either way, The Shield Is Down! dumps your opponent's hand into his Used Pile, and you retrieve 8 Force when the Bunker is "blown away."

Luke and Qui-Gon are powerhouses. Each is capable of holding a site alone, especially when wielding his lightsaber. Wedge is the anchor of your space forces; use him with any pilot aboard Red 5, 6, or 7 to cancel a battle destiny in space. I'll Take The Leader bolsters your unique starfighters, boosts your drains at the Landing Platform, and lets your lost ships relocate there.

There are many effects in your deck; use multiple copies of The Signal to get them out. Squadron Assignments is most effective early in the game (before your Reserve Deck gets too small) and lets you defend the Endor system. Next is Close Air Support, which adds some kick to your scouts on the ground if you

can get Tala 1 or Tala 2 to the Endor system. Of course, if your opponent's strategy is giving you trouble, you have other effects that provide relief.

Insertion Planning is an excellent, high-destiny interrupt that you can constantly recycle, provided your scouts battle. Play Throw Me Another Charge to get Explosive Charges or merely to set up a 6 destiny. Surprise your opponent at the Back Door or any docking bay with Fallen Portal. Hold The Bith Shuffle & Desperate Reach until you need them most, either to cancel Imperial Barrier or to shuffle your opponent's deck, ruining a tracked destiny.

You never need to fear battling, especially at sites, with all of the high destiny cards in your deck. Anakin's Podracer might even win a Podrace without any racing Interrupts thanks to the high destinies you can draw. Insurrection, Deactivate The Shield Generator, Garrison Destroyed, and The Shield Is Down! combine well to strengthen your scouts. If your Rebel strike team "blows away" the bunker and maintains firm control over Endor, the Dark Side doesn't stand a chance. ☐

Is Your Strike Team Assembled?

General Crix Madine's ability to "download" most of the scouts in your deck (except Luke Skywalker, Jedi Knight and General Solo) as you need them is critical. Deploy Madine where he can be safe. His game text has two benefits: He fills your hand with important characters, and he removes low-destiny characters from your Reserve Deck. Besides working great with General Solo to cancel a battle destiny draw, here's why you want each of these scouts in your deck:



Sergeant Junkin: When at the Bunker, Junkin adds 1 to Deactivate The Shield Generator total for each explosive charge there.



Corporal Beezer: Your opponent cannot 'react' to the same site.

Corporal Midge: This card adds 1 to each of your Force drains at exterior Endor sites where you have a scout of ability > 2.



Corporal Delevan: Your characters at the same site cannot have their forfeit reduced.



Lieutenant Greeve: This card is the only 3-power, 2-ability scout (the rest are either 1- or 3-ability).



Chewbacca of Kashyyyk: It's hard to argue with a 6-power, 9-forfeit scout you can put in your hand from Reserve Deck.



Colonel Cracken: When your opponent deploys a spy or scout to the same or related exterior site, he loses 1 Force. (Killer against ISB decks.) As the matching pilot of Tala 1, you can use Cracken to deploy the starfighter from your Reserve Deck with Squadron Assignments.



Lieutenant Blount: Just as Cracken can easily deploy Tala 1 with Squadron Assignments, Blount does the same with Tala 2.





Rogue Leader's Greatest Hits

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- 124 Knights of the Old Republic Sneak Peek



Playstation 2 Xbox Game Cube PC

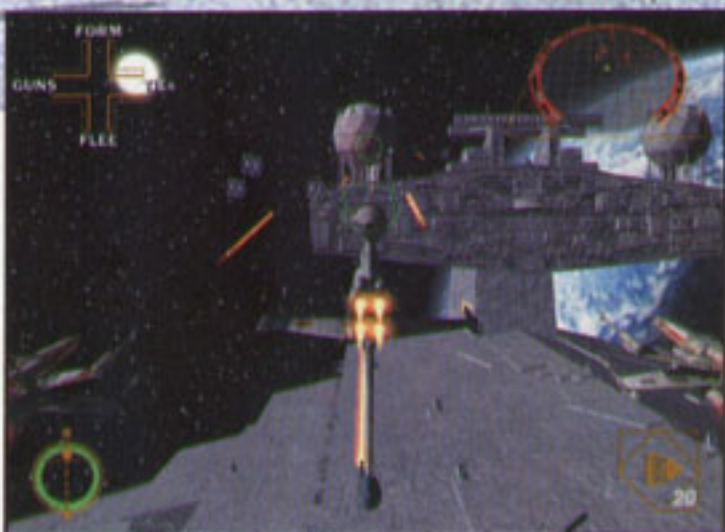
BY HADEN BLACKMAN

LucasArts and Factor 5 Prepare to Launch *Star Wars Rogue Leader: Rogue Squadron II*

This might be Rogue Squadron's most desperate hour. The group of young pilots is embroiled in one of its first battles, a fight that spans the ice plains of Hoth. AT-AT laser cannons threaten to knock the Rogue snowspeeders out of the sky, and advancing Imperial troops will soon capture Echo Base. Luke Skywalker, Rogue Squadron's commander, has already been shot down. Only Wedge Antilles, a Corellian space jockey who survived the attack on the first Death Star, can slow the Imperial advance long enough for the Rebels to escape. In Skywalker's absence, Antilles has become Rogue Leader. It's a rank that Wedge must share with Nintendo GameCube owners when LucasArts Entertainment's *Star Wars: Rogue Leader* screams into stores this November.

G ROGUE LEADER: ROGUE SQUADRON II

Developed by Factor 5, the same company that collaborated with LucasArts on *Rogue Squadron* and last year's *Battle for Naboo*, *Rogue Leader* could be considered a "Greatest Hits" compilation that includes many of *Rogue Squadron*'s most important battles. The game's story begins with the attack on the first Death Star, as seen in the original *Star Wars*. (Luke and Wedge survived the Battle of Yavin and, according to continuity sources, formed the basis of *Rogue Squadron*, the group of Rebel pilots that appears in *The Empire Strikes Back* and continues its adventures in novels and a Dark Horse comic book series.) The game ends with the Battle of Endor. Between these two events, players take on the role of either Wedge or Luke to aid in the evacuation of Yavin 4, battle AT-ATs on Hoth, and capture the plans to the second Death Star. To complete the game's eleven core missions,



The B-Wing is a good start, but you need a whole alphabet of fighters to take on an Imperial cruiser.

players must master a variety of craft and battle virtually every known Imperial opponent.

Before jumping into the cockpit of an X-wing, *Star Wars Gamer* visited the Rogue Leader crew and received a classified mission briefing from Brett Tosti, Rogue Leader's Producer. The first item we tackled: the differences and similarities between *Rogue Leader* and its predecessor, the successful Nintendo 64 title *Rogue Squadron*.

ROGUE SQUADRON II

"*Rogue Squadron* was really just a series of missions very loosely tied together," explains Tosti, who also did a tour of duty on *Rogue Squadron*. "*Rogue Leader*, by comparison, follows a clear storyline, with missions derived from events we've seen in the films or read about in the Expanded Universe."

Beyond its emphasis on story, *Rogue Leader* also surpasses *Rogue Squadron* in terms of visual quality, largely due to the GameCube technology, which far exceeds the N64's capabilities. "*Rogue Leader* provides a new sense of realism in every way," says Tosti. "We're shooting for total immersion." LucasArts achieves this effect visually through detailed and complex models and high-resolution textures. The developers also take



Traffic cops in Cloud City don't fool around with speeders.

advantage of GameCube's sound technology, including interactive music and 5.1 surround sound.

The artificial intelligence (AI) is also completely updated. In both *Rogue Squadron* and *Battle for Naboo*, enemy fighters generally follow "splines," pre-set flight paths carefully designed to challenge the player. Factor 5 has abandoned splines for *Rogue Leader*, opting for dynamic AI that allows enemy fighters to adapt quickly to a player's actions and attacks. AI-controlled enemies might attempt to flank a player, take evasive maneuvers, or attack in swarms.

The robust AI extends to wingmen as well. According to Tosti, while players flew as part of a group in *Rogue Squadron*, wingmates "weren't really important to the success or failure of your mission. They were just eye candy to give you a sense that you were part of a squadron." In *Rogue Leader*, however, wingmen promise to be much more effective. When left to their own devices, wingmates use dynamic AI to determine the most effective strategy for dealing with an opponent. But Tosti is quick to warn, "Issuing commands to wingmen is an important element of the gameplay," vital to success in some missions.

Despite the obvious differences between the two products, however, *Rogue Leader* doesn't ignore its roots. Because *Rogue Squadron* was so successful and has a large fan base, the designers have carefully exploited everything that the original title did right. "*Rogue Squadron* was a very intuitive game," says Tosti. "The interface design, controls, and flight physics were all very accessible. We've improved on those things a bit, but overall we wanted to stay true to what gamers liked about *Rogue Squadron*."

THE POWER OF THE GAMECUBE

While *Rogue Leader* is certainly not a departure for LucasArts or Factor 5 in terms of design, it does represent the first Nintendo GameCube product for both companies. Tosti explains that the

"Rogue Leader provides a new sense of realism in every way. We're shooting for total immersion."

decision to create the game exclusively for the GameCube was a logical one: "First off, *Rogue Squadron* was developed for the Nintendo 64. Certainly, a number of people who own the N64 and played *Rogue Squadron* will be buying the GameCube, and those customers are likely to play *Rogue Leader* as well."

Aside from the marketing angle, GameCube seemed promising because LucasArts and Factor 5 have long histories of working on Nintendo titles. "We have an understanding of how their hardware works and what type of games the Nintendo customer likes," says Tosti. "Even though the hardware's structure and potential are so completely different from the N64, a lot of the programming methodology is still the same and relies on the same way of thinking."

Probably most important to this platform decision is the fact that Factor 5 actually worked with Nintendo to help develop some of the GameCube's sound tools in the hardware's early stages of development. "As a result," Tosti points out, "Factor 5

had an understanding of the hardware's potential much earlier than other third-party developers. That really gave us an advantage."

According to Tosti, the GameCube commitment has proved a wise choice. The machine is, by Tosti's account, extremely powerful yet easy to work with. "On past development efforts, we've spent 80% of our time just trying to get the game to work, to get the elements functioning like we wanted them to," explains Tosti. "With the GameCube, we've really only spent about 60% of our time getting the game up and running. After that, we could just start putting in content. We're on a very compressed schedule—just under a year of

development time—so this is a huge gain for us."

The GameCube's technology also includes an unprecedented ability to apply up to eight separate textures to a single model. "You can add layer upon layer," says Tosti. "You can create beautiful transition textures, add details through 'bump mapping,' add shadows, and use different reflective surfaces. We're even doing 'dirt mapping,' which allows us to make one area of a ship look dirtier or more damaged than another area."

The medium used for GameCube titles is another advantage. Nintendo 64 titles were contained to a cartridge with limited memory constraints. GameCube titles use a proprietary DVD-like medium with 1.5 gigabytes of space. "We have more space than we know what to do with," Tosti admits. The team hasn't ruled out using all that extra space for bonus levels, "Easter eggs," and

ROGUE LEADER DEBRIEF

Platform: Nintendo GameCube

Genre: Flight Action

Release Date: November 2001

Number of Missions: 11 (not including bonus missions)

Playable Craft: 5 (not including bonus vehicles)

Star Wars Era: Rebellion

other special features, like the designer audio track hidden on Battle for Naboo.

To push the technology even further, Tosti and the Factor 5 engineers set a lofty goal: they wanted the game to run at sixty frames per second, without any hitches or delays during flight. "We're now getting sixty frames per second throughout the entire game," Tosti notes. "It's something you really notice in big battles, or when you're doing barrel rolls near something large, like the Death Star. There are no hiccups and no break in the action."

Developing for the GameCube has not been without its difficulties, but Tosti stresses that any hurdles the developers have encountered have little to do with the hardware itself. "Whenever you're developing a 'first-generation' game on a brand-new platform, you have no reference," he explains. "Information is hard to come by, and you end up learning through trial and error. You don't know the hardware's capabilities and limitations. So the challenge is just getting up to speed on the new hardware. But the learning curve hasn't been very steep."

MISSION PROFILES

Ultimately, the developers and LucasArts are using the GameCube to create an experience that closely mirrors the films. The game's eleven core missions span familiar locations, such as Tatooine and Cloud City, and carry players into the depths of space. "Each mission takes place at a different location," Tosti says. "Even space missions feel like completely different environments—we have the Maw in one, and in a mission entitled 'Rendezvous with the Razor,' the environment is framed by a huge Star Destroyer and a frigate."

During these missions, Rogue Leader players face a wide range of enemies and obstacles. The development team draws heavily on the films for these elements. Players can expect to dogfight against TIE fighters, TIE bombers, and TIE interceptors, and they can make attack runs against Star Destroyers and other large capital ships. Both Death Stars figure prominently in the game, and players must maneuver past turrets and missile launchers that protect Imperial installations. Ground units include AT-ATs, AT-STs, and infantry. "On Hoth, the Imperial troops will actually be fighting Rebel soldiers," Tosti reveals. "Players can strafe the Imperials to help out the Rebels."

Fortunately, Rogue Leader's heroes have a wide range of weapons to combat these Imperial threats. Along with a full complement of starfighters (A-wings, Y-wings, X-wings, and B-wings), the Rebels use cloud cars, snowspeeders, and various bonus craft. The vehicles are equipped with ion cannons, laser cannons, and proton torpedoes or bombs when appropriate. All weapons can receive upgrades that might increase damage or provide a homing feature.

During missions, players have access to a targeting computer similar to the device used by Rogue Squadron pilots. The unique



Relive your Atari arcade days by blowing up a few towers for no good reason.

feature identifies all manner of targets using different colors to distinguish between mission critical and secondary targets. This feature allows players to focus on core goals. In addition, the computer helps players spot dark objects, like TIE fighters, against the darkness of space. The targeting computer's third function relates to wingmen: "It's very important to the wingman functionality," Tosti explains, "because it allows advanced players to give wingmen very specific targets."

As with Rogue Squadron, missions begin in detailed 3D hangars, where players can select their starfighters. However, in Rogue Leader, the hangars have been vastly improved and change depending upon location. There's a specific hangar for the Hoth mission, for example. Players can explore the hangars as Luke or Wedge to get a closer look at the various detailed starfighters.

Battle for Naboo's ability to switch vehicles mid-mission has also found its way into Rogue Leader, although it won't be used as often. "We're only switching vehicles when it really makes sense," says Tosti. "On Bespin, for example, players will switch from an A-wing to a cloud car, which is a logical change. On Hoth, we actually switch characters, so players transfer from Luke to Wedge mid-mission."

Players can access bonus missions by earning medals, which the game awards based on a player's performance. The system is similar to the medal systems used in both Rogue Squadron and Battle for Naboo, although Rogue Leader players can "unlock" certain bonus missions before completing the entire game. These bonus missions, along with the identity of the bonus vehicles, are still tightly under wraps.

Early demos of Rogue Leader's Bespin and Star Destroyer missions suggested that the design team has achieved a visual quality on par with the look of the original movie trilogy. At the Electronic Entertainment Expo in May, Rogue Leader received numerous accolades and was nominated one of the best games on display by many reviewers. Tosti addresses the positive press:

"I think people were really impressed by what we've been able to achieve in such a short amount of time. In my opinion, *Rogue Leader* is starting to look like a second-generation game. I think a lot of that has to do with the Factor 5 development team, but it also has a lot to do with the fact that the platform is easy to work with."

Star Wars fans have also been anticipating the title, and Tosti feels that the game will strike a chord with this group as well. "The people who love Classic *Star Wars* and these characters—Luke, Wedge, Darth Vader—are definitely going to feel that the game is very reminiscent of the films," he says. "We're putting you in the movies—into the trench run and at the Battle of Hoth—to a degree that's never been done before." And, of course, fans will get to be Luke Skywalker and Wedge Antilles.

RETURN OF ROGUE THREE

As *Rogue Leader* progresses, the player assumes the role of Wedge Antilles. Second only to Luke Skywalker in reputation and accomplishments, Wedge is also one of *Star Wars* fandom's most popular characters. Now that *Star Wars* fans finally have the chance to become Wedge in a game, LucasArts went to great lengths to bring the character to life.

Voice director Darragh O'Farrell knew that the most effective way to introduce Wedge as a strong, central character was by actually using the true voice of Wedge—Denis Lawson. Lawson agreed to work on the project, and O'Farrell traveled to London to record the actor. According to O'Farrell, Lawson's performance in the game is flawless. "Denis put a lot of energy into the part," O'Farrell relates. "He brought that original vibe that you want for this type of game, which so closely mirrors the movies. Because of his experience in the films, he knew exactly what we wanted and nailed every line."

"STAY ON TARGET..."

Rogue Leader is scheduled for a November 5th release date coinciding with the release of the GameCube. As one of the most visible launch titles for the console, *Rogue Leader* is under a great deal of pressure to stay on schedule. "We're right on track," Tosti smiles. In late July, the team was nearing its Alpha milestone, which Tosti defines as "all features and the majority of the content will be in the game."

Despite the team's current success, the schedule has been demanding. "We've really only been working on *Rogue Leader* since late December," says Tosti. "We did a bit of work in September of 2000 doing a demo for *Space World*, but that was just a prototype, and most of the work was thrown away."

Tosti's biggest concern is balancing and fine-tuning the game. "We'd also like to take the last month or so to add cool effects—nice little particle effects or flares or explosions," says Tosti. And the team is also looking at adding bonus material in the form of hidden surprises, or "Easter eggs." "We know that those things aren't just fluff," Tosti adds. "Players want strong motivations to play and finish each mission." The chance to hear Wedge say, "I can't shake 'em!" might be motivation enough.



Moonwalking is the least of a Jedi's force powers.

Obi-Wan Kenobi Trains for his Self-Titled Xbox Adventures

Obi-Wan Kenobi. Padawan hero, Anakin Skywalker's mentor, wizened Jedi Knight. And one of *Star Wars*' most memorable and beloved characters. Since his first appearance in *A New Hope*, Kenobi has embodied the Force and represented the prototypical Jedi warrior. In Episode I, audiences finally glimpsed the younger version of Obi-Wan as portrayed by Ewan McGregor. In the film, Obi-Wan transforms from a brash Padawan to a responsible Jedi Knight. But before Obi-Wan vows to train the most powerful Force-user in the galaxy, he must stop a dangerous criminal cartel, defeat "*Star Wars* ninjas," and battle a menacing Tusken warlord in LucasArts Entertainment's *Obi-Wan*. The third-person action game puts players in control of the young Jedi, who uses his lightsaber and Force powers to overcome scores of enemies and complete nineteen story-driven levels.



ACTION APPRENTICE

FROM PC TO PLATFORM

Scheduled for release later this year, *Obi-Wan* is being developed for Microsoft's Xbox game console. The product was originally conceived as a PC title, but last year LucasArts announced its plans to convert the project over to a console, largely due to *Obi-Wan*'s specific style of gameplay. Third-person action titles are popular on consoles, and the team had designed an intuitive control scheme that seemed better suited to a handheld gamepad rather than a keyboard or joystick.

Once LucasArts and the team agreed that the title should be moved from the PC, the developers needed to evaluate their console options. Ultimately, Xbox proved the best choice because it so closely mirrors the PC in terms of hardware. The team was already working to bring *Obi-Wan* to computers using Intel processors and GeForce video cards, both of which the Xbox incorporates.

According to Obi-Wan producer Mike Gallo, the switch to Xbox proved relatively easy. "We were up and running on the Xbox within days," Gallo says. The platform change also gave the team a new sense of focus. "We're no longer worrying about system specs. Instead, we've been able to concentrate on the things that make the game fun," Gallo adds. "Specifically, we've devoted a ton of energy to the feel of the controls, especially the way the lightsaber functions with the gamepad."

The developers did need to make a few adjustments to adapt to the new system. The main concern for the Obi-Wan team is the fact that, like all other consoles, the Xbox has a fixed memory limit. "A PC's memory is somewhat scaleable," Gallo explains. "But with the Xbox, we have 64 megabytes of memory to do everything. That includes video, music, sound, and every other piece of information that needs to go into the game. The memory limit affects how we build levels and characters. We had to find ways to include our really big levels and still maintain the quality level that we wanted."

ORIGINAL ADVENTURES

The PC product, codenamed "Tanis" while in development, focused on propelling Obi-Wan through the events of *The Phantom Menace*. When the team regrouped to start the Xbox effort, they also decided to take the story in new directions.

Director Dan Connors reveals that the team had a strong desire to take the character to new worlds and pit him against all-new enemies. The revised story starts before the events of Episode I, with the first missions taking place on Coruscant. Obi-Wan is first sent on a quest to stop a band of ruffians called the Black Heth. According to Connors, the Black Heth "is composed of every rowdy you've ever run into in the *Star Wars* universe." Gallo gets more specific, identifying Grans, Rodians, Trandoshans, and other aliens as part of the gang. Black Heth members will be armed with a wide array of weapons, including knives, pipes, vibroblades, and blasters. From a design perspective, the Black Heth hoodlums serve as fodder for Obi-Wan during early missions as the player learns to use the character and his abilities.

The Black Heth doesn't remain the central threat for long. Soon, Obi-Wan learns that the gang is linked to the Jin'ha, a group of nefarious weapons dealers inhabiting a mysterious swamp planet. The Jin'ha, which Connors describes as "*Star Wars* ninjas," are formidable hand-to-hand combatants. They are also armed with weapons made of cortosis, a rare ore introduced in Expanded Universe sources. Cortosis is able to resist lightsabers, allowing the Jin'ha to engage Obi-Wan in melee combat.



Obi-Wan uses Force Jump to evade the attack of a Moog-3000 Death Synthesizer.

Again, the Jin'ha fulfill an important design requirement. "From a gameplay standpoint," Connors says, "the idea was to come up with a group that would challenge Obi-Wan. The lightsaber is such a powerful weapon that, as a game designer, it's sometimes difficult to include. We don't want one-hit kills, so we need enemies that can counter the lightsaber." Because the game is set during the Episode I timeframe, however, the game designers could not include so-called Dark Jedi or Sith aside from Darth Maul or Darth Sidious. Arming acrobatic enemies with cortosis weapons proved the perfect solution.

After Obi-Wan deals with the Jin'ha, the game segues into the

Episode I-related portion of the story, including trips to Tatooine and Naboo. The Tatooine segment reveals what Obi-Wan was *really* doing while Qui-Gon searched Mos Espa for a replacement hyperdrive. "In the movie, [the Tatooine sequence] is all about Qui-Gon," Connors says, "so we wondered what Obi-Wan was doing. Basically, the handmaiden, who Obi-Wan still thinks is the Queen, gets kidnapped by Tusken, and Obi-Wan has to rescue her." The quest brings Obi-Wan to a Tusken outpost, where he encounters belligerent Sand People armed with fire-based weapons. Eventually, the young Jedi must confront a Tusken warchief wielding a deadly battleaxe.

The game culminates in missions in Theed, where Obi-Wan faces a horde of battle droids armed with blasters and other weapons. "The storyline we came up with for the Theed levels—the side story of what Obi-Wan is actually doing there—is really exciting," Connors says. "Players are going to get right into the Battle of Naboo and fight on the ground against battle droids. Obi-Wan won't be a secondary character. He's going to be mixing

Obi-Wan Debriefing

Platform: Microsoft Xbox

Genre: Third-Person
Action/Adventure (with
emphasis on Action!)

Release Date: Late 2001

Number of Levels: 20

Types of Enemies: More
than 20

Star Wars Era: Rise of the
Empire



Cirque d'Obi-Wan: Acrobatics are the key to avoiding those nasty laser burns.

it up against all types of enemies, including destroyer droids.

From a design perspective, "Theed is really about projectile weapons against the lightsaber," Connors says. To increase the variety of opponents on Naboo, the team built a number of new droids using the battle droid's basic skeleton. Sniper droids, grenade-tossing droids, and even an exploding "kamikaze" battle droid plague Obi-Wan. Just in case these foes don't challenge Obi-Wan, the team invented a cortosis-armored assassin droid, which allows for melee combat in Theed and suggests a connection between the Jin'ha and the Trade Federation.

And, of course, the game concludes with the showdown between Obi-Wan and Darth Maul, as seen in *The Phantom Menace*. The Sith soldier wields his double-bladed lightsaber during the climactic final battle. Besting the villain should prove the game's most difficult encounter.

Visually, every level strives to recreate the flavor of the films, especially on Coruscant and Theed. "The types of vistas in Obi-Wan haven't been seen in this genre before," promises Connors. "In *Rogue Squadron*, where you're viewing everything from a starship, you expect to fly over large chunks of terrain. But when your character is on foot, you don't often see the sprawling landscapes and cityscapes we're creating."

Each portion, or "chapter," of the game has also been given its own atmosphere and art style. "Theed is beautiful, with focus on capturing the type of geometry and texture from the films," Connors says. "Coruscant, in contrast, is much darker and moodier. We're trying to envision what we know about the lower reaches of the city planet." The Jin'ha's planet, which Connors

says "showcases the team's creative energy," is generally foggy and rainy.

THE JEDI'S WEAPON

One of the most important elements of Obi-Wan is the Padawan's blue lightsaber. Capturing the feel and functionality of the traditional Jedi weapon is integral to the game's success. To make the lightsaber intuitive and easy to use, the Obi-Wan designers took advantage of the dual analog joysticks on the Xbox game controller. The left stick moves the character, while the right stick controls the lightsaber.

"The amount of control you feel as a player in melee combat is pretty unique," Gallo says. "You really get a chance to have swordplay with enemies. You're actively blocking, looking for openings, trying to do combo moves to break their block or open them up to attack." The team is also planning to support the "rumble" feature in the gamepad to create the sensation of clashing lightsaber blades

Aside from standard slashing and sweeping, Obi-Wan can use the Force to enhance his attacks. These "Force swings" can disarm opponents, cut through blocks, or cause extra damage.

As in the films, the lightsaber can also deflect incoming blaster fire. The standard "autoblock" feature basically acts as Obi-Wan's shield. "This isn't *Dark Forces* where you run around and pick up personal deflector shields," Connors says. "Obi-Wan is a Jedi. He doesn't need a deflector shield." Reflecting laser blasts back on attackers, however, is a trick that requires a bit more skill.

While the lightsaber is Obi-Wan's primary weapon, he also has a small array of other weapons. A sniper rifle might be necessary to complete specific mission goals, and Obi-Wan also carries a sampling of powerful grenades. And, of course, the heroic Padawan must sometimes use the Force.

FORCE-SENSITIVE

As with the lightsaber, the team put a great deal of thought and effort into Obi-Wan's complement of Force powers. Aside from the various Force-enhanced lightsaber moves, the Jedi have Force Throw, Force Push, a boomerang-like "Saber Throw," and Force Pull. The team has also invented "Force Focus," which essentially puts the game into slow motion, allowing the player to react more effectively to enemy attacks. But probably the most frequently used power will be Force Jump. "Force jumping is a huge part of the game," Connors points out. "It's almost more important than running, especially in battle. You see some enemies and immediately you're up above them and trying to figure out how to come down on them and land a swing."

"Obi-Wan won't be a secondary character. He's going to be mixing it up against all types of enemies."



"Cool! Now you pull my lightsaber." Use the dual analog joysticks to make Obi-Wan a whirlwind of destruction.

A recharging "Force Meter" fuels Force powers. Each time the Force is used, it drains energy from this pool. If you deplete the pool, you can't use Force powers until the meter replenishes. Connors notes that monitoring the Force Meter and determining when and how to use the Force provides a strategic element. "The game is many layers deep," Connors says. "You can complete the first few levels with just your lightsaber, but eventually you'll need to start using your Force powers."

The game emphasizes Obi-Wan's innate Jedi agility through a series of acrobatic moves, including flips and rolls. You can use these moves in combat to avoid enemies, dodge attacks, and close with opponents. "When you're doing an acrobatic move," Connors reveals, "the Obi-Wan model's area of collision—which we use to detect whether or not an enemy hits—actually gets smaller." Essentially, acrobatic moves make it more difficult for enemies to injure the Padawan. And, if Obi-Wan is set on fire, a roll can put him out.

Obi-Wan is so versatile because the team devoted months to perfecting the character. "I'm really proud of Obi-Wan," Connors says. "Our mandate, even since the PC days, was to make Obi-Wan the coolest he could possibly be. Now, he moves the way we always thought he could move. The mechanics of the character himself makes it easy to drop him almost anywhere, in any type of level, and have a good time."

FOCUS ON COMBAT

Both Connors and Gallo stress that Obi-Wan's central focus is combat. Connors breaks down the gameplay as eighty-percent combat and twenty-percent puzzle-solving and exploration. "We don't have a lot of puzzles in the traditional sense," Connors says. "We don't often require you to push a button to lower a bridge or climb a rope to hit a switch. Our puzzles are more tactical in nature. If you have two guys trapped by battle droids, the direct approach might result in the death of one of those captives; a

subtler route might save them both. The 'puzzles' really revolve around winning combat situations."

Because combat is so important, the developers are carefully designing each of the twenty enemies found throughout the game. "There are natural differences between enemies with projectile weapons and those with melee weapons," Connors says. "On top of that, we've thrown in enemies like the destroyer droid that have heavy armor and heavy weapons." The strength of every melee weapon is also different, ranging from relatively weak knives to Maul's very powerful double-bladed lightsaber.

"Melee opponents also have various abilities and strengths," Connors reveals. "Some characters might be better at blocking, so you'll need to use other methods to bring them down." Finally, some enemies have a pack mentality, ensuring that they attack in groups. Such conflicts require a different fighting style—and greater reliance on Force powers—than does single combat.

"THE FORCE IS MY ALLY"

If enemies can fight in groups, it's only fitting that Obi-Wan have some backup. "We really wanted to get friendly NPCs [Non-Player Characters] involved in combat," says Connors. "Throughout the game, you get to fight alongside a ton of allied characters. In Theed, you're fighting next to Naboo soldiers in an attempt to defeat the Trade Federation."

Without a doubt, the most powerful of these allies is Qui-Gon Jinn, Obi-Wan's master and mentor. While Qui-Gon won't be around in every level (especially in the early part of the game, when Obi-Wan is on a solo mission), he shows up as the game transitions into its Episode I content.

As with Obi-Wan, the team spent a great deal of time perfecting Jinn. "We're very happy with Qui-Gon and his performance," Connors says. "He's fun to watch, and very powerful." Capturing Qui-Gon's abilities without unbalancing the game, however, proved to be a difficult design challenge. "Qui-Gon can take out a

"Now, Obi-Wan moves the way we always thought he could."

Jedi Tactics

With the release of Xbox's *Obi-Wan* only a few weeks away, Dan Connors, the project's Director and Jedi Master, provides a few tactics for Padawan hopefuls.

Proceed with Caution: Melee combat in *Obi-Wan* is all about creating, spotting, and exploiting openings and weaknesses. Be cautious and patient until you're sure it's the right time to strike. Once you spot an opening, however, strike quickly.

Change it up: Alternating lightsaber swings create opportunities for successful attacks during combat. Specifically, using a variety of different swings against a blocking opponent can be used to defeat the block.

Use the Force: This seems like obvious advice, but Connors urges players to experiment with the different powers against different types of opponents. The "Force block" ability, for example, can be used as an offensive power to break through a defending opponent's own block.

Put Force behind your attacks: The various "Force swings" available to *Obi-Wan* are central to melee combat, especially against opponents with solid blocking abilities. A Force swing is more likely to bring down an enemy's guard.

Acrobatics are key: Don't hesitate to deploy *Obi-Wan*'s various acrobatic maneuvers when facing both ranged and melee opponents. The moves make *Obi-Wan* much harder to hit and allow him to gain an advantage before he attacks.



Bull rush: Charging enemies equipped with ranged weapons is a viable tactic. To survive this bold approach, use the "crouch roll" or "dive roll" moves to make *Obi-Wan* harder to target.

High Jump: When entering battle, use Force Jump to leap out of the way of any initial attacks and gain the element of surprise. Just be prepared to swing as you land.

Fire Bad! Fire, which is used by the Tusken Raiders, is one of the most dangerous weapons in the game. Avoid it. If you are hit by a fire weapon and find *Obi-Wan* rapidly burning to a crisp, use the roll maneuver to put out the flames.

lot of enemies," Connors notes, "so we've designed the game to give the player, as *Obi-Wan*, his own tasks. *Obi-Wan*'s goals are just as important, so the player should never feel overshadowed."

THE LIGHTSABER ARENA

Aside from the core, story-based levels, the team is building a training arena to allow players to master *Obi-Wan*'s abilities. Called the "saber arena" by Connors, the training room is located in the Jedi Temple on Coruscant and allows *Obi-Wan* to square off against a variety of opponents, ranging from Jin'ha foot soldiers to Mace Windu himself. Gaining access to the more powerful and skilled opponents will require the player to achieve certain goals within the game's other levels.

"We basically have an equivalent to the medal system [used in past LucasArts games, like *Rogue Squadron* and *Starfighter*]," Connors says, "but our ranking tool will be a little more mysterious than those other titles. We'll definitely track achievements and give players rewards based on that." Among these rewards will be the opportunity to spar against members of the Jedi Council, who have their own abilities and tactics.

DEVELOPING A NEW LEGEND

Although the PC version of *Obi-Wan* was in development for several months before the switch to the Xbox, the console version of the product required a new design, new programming, and new art. "We started the design in mid-November of 2000," Gallo

reveals, "and we'll be in stores in late 2001. The Xbox development cycle is really only about ten months."

To create the game in such a short time, Gallo and Connors initially mustered a team of about twenty-six. The team grew to nearly thirty-five people as additional departments, including Voice and Sound, came on to the project. In July and August, the *Obi-Wan* team entered the testing phase, ramping up from just three testers to over a dozen in order to hunt bugs and fine-tune the game.

To stay on schedule, the team considered reusing many of the art assets created for *Tanis*, the PC version of the project. "The Jin'ha swamps started out as the swamps of Naboo, one of the levels built for *Tanis*," says Gallo. As it turned out, the new platform sometimes demanded a new approach. "We originally thought that we'd be able to reuse a lot of the PC assets but found that we needed to rebuild about 95% of everything to make the game look like an Xbox title. All of the geometry in the swamps, for example, is new. The trees are much more detailed. And they're rounder."

Despite the relative difficulty of developing *Obi-Wan* in ten months and for a new platform, Gallo insists that the team has embraced the challenge. "Basically, we just had to identify the design goals and then execute," Gallo says of the process. "To be able to accomplish that in the time frame we've been given, and have a quality product when we're done, is incredibly exciting."

LucasArts Level Designers Provide Insight into *Star Wars Galactic Battlegrounds*

Star Wars Galactic Battlegrounds, LucasArts Entertainment's new Real-Time Strategy (RTS) game, promises to bring sweeping *Star Wars* conflicts to the PC this Fall. Galactic Battlegrounds contains forty-three missions that span the *Star Wars* timeline, beginning with seven "tutorial" missions that focus on Chewbacca's early adventures. A team of eight Level Designers has worked for the past ten months on creating, testing, and balancing these missions. To prepare for the game's massive battles, *Star Wars Gamer* brings you the latest information about the title, straight from lead level designer Reed Knight and level designers Steve McManus and Kevin Schmitt.



"And on his farm he had some condensation collectors, EIEIO..."

BATTLE PLANNING

The process for creating missions for Galactic Battlegrounds includes several steps. During early design, the level designers

P GALACTIC BATTLEFIELDS

(LDs) determine where a mission will take place, how it serves the story, and where it fits within the overall arc of the game. An early training mission is obviously different from a major battle that occurs late in the game. Next, they brainstorm ideas for the mission as a group, and then an individual designer begins decid-

ing what resources the player should have during the mission. Once the group agrees on a direction, the LD must create a detailed map that includes major objectives, opposing forces, and important terrain features.

When a map is approved, the LD can start building the mission in the game. He creates the basic terrain, then places "triggers," which are scripted events that occur based on a player's positions and actions. If the player reaches a particular technology level, this progress might "trigger" a line of dialogue or a visit from an ally.

The LD is also responsible for developing the mission's AI files,

CHOOSE WISELY

Each of the game's six civilizations has different strengths and weaknesses. Building and upgrading with a civilization's strengths in mind is a key to victory. Here's a quick cheat sheet:

Galactic Empire: Probably the best all-around civ in the game (and the civ with the most film-related units), the Galactic Empire's strengths are in its mechanized units, like AT-ATs. The Empire's Sith units are also important. When compared to the Rebel Alliance, the Empire has relatively weak air units, although they can compensate for this by attacking in larger numbers. "We tried to relate this to the films," says Schmitt. "The Empire cranks out TIE fighters, but they aren't shielded and can be easily destroyed. They emphasize numbers and attack in swarms." Players should do the same with both aircraft and troopers.

Gungans: Perhaps the game's greatest sea power, the Gungans can build a wider variety of water-based craft than any other civ. They therefore dominate on any maps with a great deal of water. They also have powerful beasts of burden (which actually fall under the game's "mech unit" category) and competent troopers.

Naboo: Another formidable sea power, the Naboo also have access to strong Jedi units and some of the most potent aircraft in the game. Like the Rebel Alliance and the Wookiees, they have the ability to build shielded aircraft.

Rebel Alliance: Strong troopers provide the Rebels with a good starting point, while one of the game's most powerful air forces aids the Alliance in longer battles. "Go for air as soon as possible," McManus suggests. "It requires a stockpile of nova crystals [one of the game's resources], but it's worth it." McManus also stresses the deflector shield upgrade, which gives all Rebel aircraft shields. Jedi also play an important role in the Rebel forces.

Trade Federation: The Trade Federation's greatest strengths rest with its "mechs," which include AATs and STAPs. Because of the corporation's experience on Naboo, the Trade Federation is also a strong sea power. Finally, the Trade Federation does not need to build shelters, which limits the production of units in other civs. "Players should just produce units as quickly as their resources allow," McManus advises.

Wookiees: It's only fitting that Wookiees should have the strongest troopers, with the widest variety of trooper-based upgrades. They also have shielded aircraft, which leads to a play style similar to the Rebels.



which determine how the enemy AI will act and react during the course of the mission. "The AI files are very important," notes Knight, "because they tell the enemy units how to respond appropriately to the terrain and the player's actions."

Once the LD is comfortable with the state of the mission, it is play-tested endlessly by other LDs, LucasArts' crack testers, focus groups, and "expert" RTS players. The play-testing lets the LD revise the level continually based on feedback so as to ensure that the mission is neither too easy nor too hard and, most importantly, that it is fun.

According to Knight, the missions in Galactic Battlegrounds can be divided into three categories: standard "build and attack" missions, "set-piece missions," and "quest missions." The standard mission requires the player to establish a base, upgrade his or her civilization, and produce a wide variety of units to attack an enemy force. Throughout a standard mission, which is the most common type in the game, the player also needs some defensive units or buildings to deal with enemy advances. A set-piece mission provides the player with a limited number of units that must be deployed carefully to explore the map and defeat hostile forces. In the eight set-piece missions, players are often unable to build anything, so losing even one unit can be a major setback. Finally, the game's three quest-style missions give the player a specific, story-oriented objective; the player must use his army to achieve these goals.

The importance of a well-designed mission becomes obvious through the tale of the AT-AT crush. Recently, level designer Don Sielke was play-testing a Kessel-based mission that pits the player's Wookiee force against the AI-controlled Empire. Unfortunately, the AI for the Empire was "broken," and the Imperials focused entirely on creating AT-ATs rather than a balanced army. Within a few minutes, over thirty AT-ATs charged Sielke's Wookiee compound, catching him off-guard. The AT-ATs filled the entire screen. Fortunately, Sielke had a few bombers and managed to destroy this first wave, but before he could rebuild, another wave of AT-ATs came flooding across the map. "At this point," Knight recalls, "the game mercifully crashed." The AI has since been fixed, and now the Empire is much more devious.

GALACTIC BATTLEFIELDS DEBRIEFING

Platform: PC
Genre: Real-Time Strategy
Release Date: Fall 2001
Number of Missions: 43
Playable Civilizations: Six
Star Wars Era: Rise of the Empire and Rebellion

COMMANDER FANBOY

Advice for succeeding Galactic Battlegrounds' single-player and multi-player games is in large supply at LucasArts. Following are some basic tactics and strategies promoted by Knight, Schmitt, and McManus.

In multiplayer games, selecting the right civilization for your experience level is very important. "The Galactic Empire is probably the best all-around civilization for the rookie player," says McManus. By contrast, the Rebels and the Naboo require more micro-management and mastery over air units.

So, which civs do they prefer? Because the LDs have such a strong understanding of the game mechanics, they usually base their civ choice on aesthetics or the preference of a particular unit. Schmitt prefers the Wookiees because "their art is really unique. We've never seen any of this stuff before, but

every building and unit is actually close to what I've imagined as a fan." McManus gravitates toward the Naboo because of their art deco style.

Probably the most curious culture in the game belongs to the Gungans, a civilization that both McManus and Knight endorse. "The Gungans got a lot of heat around Episode I," Knight admits, "but, in a way, our game vindicates them. We're showing them as complex and powerful. They're not just fodder. As you work your way through the Gungan campaign and through the tech tree, you'll see some really amazing art. And the nature of their combat and units is really different from anything else in the game."

- **Build a Balanced Force.** Says McManus: "Our game really emphasizes the idea that you can't just build twenty of one kind of unit, roll into somebody's base, and wipe them out. We've set the game up so that you need to build the appropriate 'power units,' which are the aggressive offensive units, and the 'counter units,' which are the defensive units designed to protect your base from specific types of enemy attacks." Players who diversify their army will succeed over those who concentrate on a handful of powerful units.
- **Understand the Countermeasures.** Nearly every unit in the game has some sort of countermeasure. Aircraft can be shot out of the sky by anti-air missile turrets, anti-air

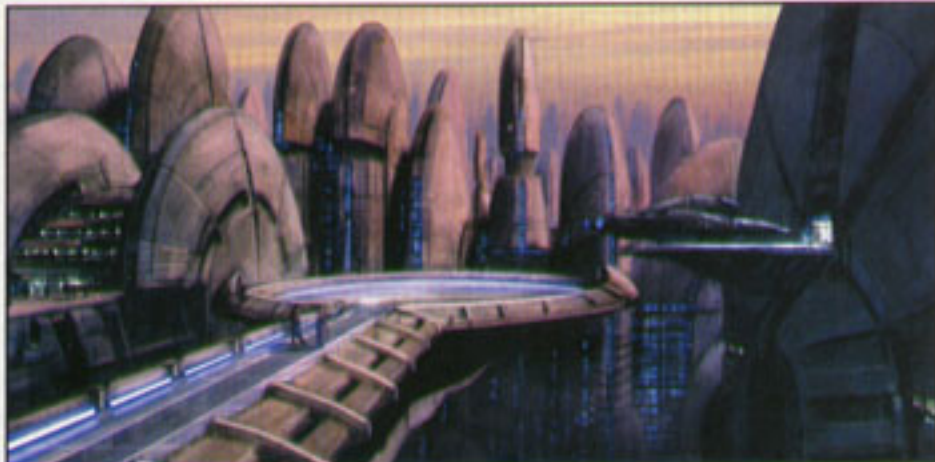
Star Wars Knights of the Old Republic

This month, *Star Wars Gamer* brings you a first look at concept art for the *Star Wars* computer role-playing game being developed by BioWare and LucasArts. Tentatively titled *Knights of the Old Republic*, the game takes place about 4,000 years before the Battle of Yavin and embroils players in a conflict between the Jedi and the Sith.



Far left: In this fantastic city, camera angles emphasize the horizon and the sheer vastness of the *Star Wars* world. This city is one of several exotic locations the player can visit.

Left: Enemies are plentiful in *Knights of the Old Republic*. Well-armed opponents, like this stylish trooper, prove formidable in combat.



Above left: Players encounter a wide range of allies, including various Jedi heroes with fabulous hair-dos.

Above right: *Knights of the Old Republic* captures the spirit of *Star Wars* while firmly grounding the game in the ancient past. This skyline is one of the more technologically advanced locations in the game.

infantry, or other aircraft, for example. Learning which units are effective deterrents for common attacks is a key component of Galactic Battlegrounds.

- **Take Notes.** "I always pay close attention to what's coming at me," Schmitt says. "If I can observe what my enemy is sending my way, I can figure out what he's not producing and take advantage of that vulnerability by building the right unit." If an enemy attacks with wave after wave of ground troopers, you might discern that he is not concentrating on an air force and send a fleet of starfighters his way.
- **Upgrade.** Throughout the game, players have the ability to upgrade units and structures. The LDs stress that this is extremely important and well worth the cost in resources. "The player who wins the upgrade war," McManus says, "often wins the game."
- **Build Special Units.** Each civilization has one special, unique unit that no other civilization can create. Players should learn how to produce these units quickly and master their use on the battlefield. The Wookiee special unit is the "Wookiee berserker," which McManus describes as "a monster. It moves

very fast and carries two huge ryyk blades." The Gungans have a fambaa shield generator, which can provide the Gungan commander with a mobile, shielded attack force. The Trade Federation's special unit is the droideka, or destroyer droid—a shielded, mobile turret that can wipe out most infantry units with ease.

- **Use Jedi.** Each civilization has access to light or dark Jedi. Although some civilizations, like the Rebels and the Empire, have more powerful Jedi/Sith units, all such units are worthy combatants. It's also important to upgrade the various Jedi powers. Jedi Conversion is especially formidable. "Seeing a Jedi convert your fambaa shield generator is just horrifying..." says Schmitt.
- **Take to the Sky.** Air force is something that is commonly overlooked in multiplayer games, in part because it is expensive. But Schmitt promises that a player who invests in an air force "can decimate an opponent with a solid air attack." A strong air force is also important to counter enemy aircraft—players often forget that a starfighter counters another starfighter just as effectively as an anti-air missile turret or anti-air trooper.



STAR WARS Gamer



In Two Months *Star Wars Gamer #8*

The New Jedi Order

BEING YUUZHAN VONG

A campaign guide for players who just want to be extra-galactic invaders bent on total domination and mechanical annihilation.

HIVE OF THE INFIDEL

The adventure you've been waiting for ever since *Vector Prime*. Play the noble Yuuzhan Vong warriors assigned to hunt and kill the filthy *jeedai scum*.

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Think inside the box! Alternative starship and vehicle combat rules using a grid, just like character combat.

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Two Episode I theme decks for the *Star Wars CCG*

continued from page 12

don't have email, you can call 1-800-324-6496 from 9 pm to 7 pm (PST) Monday through Friday for immediate customer service.



Too Good for This Game

I have a question about the Chiss. After reading over their game stats, I began to wonder if game balance is being phased out or perhaps not looked at. My reasoning behind this is: Chiss are near-Human and as such were afforded the same benefits Humans are (bonus feat, extra skill points). However, they also gain better vision and free abilities. This all comes at the price of, well, nothing. There are some roleplaying issues if you want to be a Chiss, but otherwise... nothing. Essentially they are souped-up Humans with no penalties. This seems a little unfair to the poor Humans (arguably the best species). I was curious to know why the designers felt that even with the bonuses Chiss receive, there were no balancing penalties.

Sean Brown

Via email

Boy, are my lekku twitching! When "The University of Sanbra Guide to the Chiss" (*Star Wars Gamer #5*) first arrived, the author determined that the Chiss are a near-Human species. At the same time, the J-9 worker drones in R&D were crafting the Chiss entry for *Alien Anthology*, on which we based our game statistics in *Gamer #5*. In the final phase of production, our broken-down WED-299 repair droid accidentally left in the three lines you're asking about.

Chiss do not get any bonus skill points

or feats. If you can't bear to take a big black magic marker to your copy of *Gamer #5*, you can find the correct Chiss species entry in *Alien Anthology*.

As punishment for his error, WED-299 has been sent to the spice mines of Kessel.



The Dark Side is Stronger . . .

I'd like to commend you on the excellent work held within the pages of *Gamer #5*. I've enjoyed all of your issues, but this one beats all.

For me, the highlights of the issue were Elaine Cunningham's original fiction "The Crystal," "The Emperor's Pawns" roleplaying article, and "The Centrality."

First off, I'd like to say that I am a huge Mara Jade fan. I had been waiting for an issue to include the red-headed Amazon and knew it wouldn't take long. I was right. "The Crystal" held a very much welcomed cameo by Mara, as well as "The Emperor's Pawns" article. I am currently waiting for a short fiction by Timothy Zahn, Michael Stackpole, or Kathy Tyers that expands on some of the adventures of Mara Jade. (Any idea as to how long I must wait?)

Secondly, I was extremely pleased by "The Centrality" feature. I am a huge fan of locations in the *Star Wars* galaxy. In fact, with your very helpful (and extremely awesome) galaxy map, I have created an eight-foot by ten-foot map of my own. Already included is the "long slice of space" known as The Centrality. Very awesome, I commend you once more.

However, my only qualm is that the article did not contain its own Centrality location map. One of my person favorites of WEG was the sector and space lane navi-



gation maps that were included within their campaign books and the *Adventure Journal*. Can we expect to see any maps that plot out the hyperspace routes, systems, sectors, and other natural phenomena (nebulae, drifts, and so on) in the future?

Overall, a superb issue! I am looking forward to more editions with exceptional fiction, great gaming resource material, and more Mara Jade and galaxy map content! Keep up the great work!

Frank "Mazzic" Frelier

Via email

How about we meet you halfway? This issue, we've got Elaine Cunningham, though she's not tackling everyone's favorite Emperor's Hand. Instead, she's recounting an early adventure of Jag Fel, son of Baron Soontir Fel. You can expect to see more fiction from big-name *Star Wars* authors in the year to come.

It's a good thing we didn't include a map of the Centrality in *Gamer* #5, or Frank might have gone blind gazing upon such an awesome tome. In the future he'll need to wear protective goggles before risking a glance at *Gamer*. We'll be including just the kind of maps he's asking for. Don't believe me? Check out "Bartyn's Landing" on page 30.



Interpreting George's Whill

I was just reading "HoloNet Transmission" in issue #5. One of the questions was requesting information on what species Yoda is, and Yaddle for that matter. The response in the magazine was to say it was a mystery, but I'm writing to tell you that the truth is out there.

You may recall that the original draft of the *Star Wars* movie was titled "Journal of The Whills." George might not have originally envisioned the Whills as little, green goblins, but it is now an irrefutable fact that Yoda is one of these species.

There has not been much information revealed about this species, but it would seem they kept a detailed account of the conflicts that happened a long time ago in a galaxy far, far away.

By the way, it was also brought to my attention that in the movie *ET* our friendly extra terrestrial saw a child dressed as Yoda and starting calling for "home!" As the species that *ET* came from is displayed in *The Phantom Menace* in the senate as it is calling for a vote of no confidence, it would seem *ET* remembers this galaxy himself. After all, it must have been the Force that allowed him to heal wounds with a touch and levitate his friends through the air.

Grim

Via email

Grim seems pretty convinced that Yoda and Yaddle are Whills. You've got to admit, the *ET* connection does look suspicious. I've decided to end all speculation and go right to the source: "Comment I cannot," is all Yoda has to say on the matter. Yaddle and George couldn't be reached for comment. *ET* just kept going on about his home, and how Drew Barrymore won't return his calls. Let the debate continue.



No, Really, C'mon . . .

I noticed an interesting error in chapter eight of the core rulebook, under "Unarmed Attacks." The paragraph points

out that an unarmed strike from a Medium-sized character deals 1d3 points of damage, and that a small character's unarmed attack deals 1d2. What I'd like to know is: Where can I get these groovy two- and three-sided dice?

Actually, what I'd really like to know is what amount of damage is really dealt here. I haven't seen anything about this in any of the errata. Maybe I skipped over it accidentally. Who knows? However, if memory serves, I've run across other references to these oddly shaped dice elsewhere in the core book. I wish I could remember where else I saw them; I'd list them here for you. Then again, I could just be dreaming.

Stephen Wilson, Sith Wizard

Via email

You can stop rubbing your eyes, and we can get to the bottom of this, now that I've recovered from fits of uncontrollable laughter. There are only six actual dice in d20 games: d4, d6, d8, d10, d12, and d20. Sometimes a check calls for some other die, like the d3 or d2 you mention. To roll 1d3, roll a d6 and divide by 2 (round up). A d2 can be any die, using any odd result for "1" and even result for "2."



Token "List" Letter

Every issue of *Star Wars Gamer* magazine is really helpful for our group. We look forward to each issue and, as a group, we have adopted many of your suggestions and ideas (such as the armor gives DR instead of a Defense bonus). Here are some questions we have:

1. Could we get some idea on ship and upgrades prices?

- Han Solo modified his personal blaster. What does it take to increase damage or range for such modifications?
- We enjoyed the poster in issue #5. Will that be an annual bonus?
- Will there be a galaxy guide or sourcebook summarizing planets?
- Is there a gunnery skill that allows players to man the ships guns as opposed to the piloting skill that allows for piloting or are they both covered by the Starship Operation feat?
- I am sure many people have already asked, but what about sabacc?
- In *Shadow Hunter*, the novel about Darth Maul, the characters goes into some Teräs Käsi fighting stances and moves. Could that be expanded?
- Could the bounty hunter's guild be expanded upon?
- I cannot figure out what Table 11-7 means. How can I figure out the quality of a crew of heroes? What does it take to be an expert crew?
- How about a Smuggler prestige class?

Inis Barker
Via email

So many questions, but they're good ones. The answers are even better:

- Starships of the Galaxy* expands on what's in the core rulebook.
- There are no official rules for such a modification (yet), but you could use Repair or Craft (choose a weapon cate-

gory) to do so. You'll have to figure out the details, but the value of such a weapon should be increased by a factor of 5, 10, or more, depending on the amount of modification.

- Thank you. There's a good chance we'll update it periodically.
- Many of the planets from the *Star Wars* films are covered in the *Rebellion Era* sourcebook, as well as *Secrets of Tatooine* and *Secrets of Naboo*. Other sourcebooks will have some locations when they relate to the theme of the book. *Star Wars Gamer*, of course, will have locations such as this issue's "Bartyn's Landing" and "Secrets of Mos Eisley," and others inspired by places in comics, novels, and video games.
- To fire a starship's weapons, a hero substitutes her ranged attack bonus (base attack + Dex) for the crew bonus in the starship weapon's "Attack Bonus" statistic. If she doesn't have either the appropriate Starship Operation feat or the Gunnery feat, she suffers a -4 penalty to hit.
- Sabacc would make a great original game in an upcoming issue of *Gamer*, wouldn't it?
- Look for the Teräs Käsi prestige class (as well as alternate stats for Arden Lyn, master of Teräs Käsi) in a future issue of *Gamer*.
- "How the Other Half Hunts" (*Star Wars Gamer* #6) touches on the events of

"Jedi Mind Trick" Answers

Here are the answers to the puzzle that appears on page 130. The letter in parentheses is the one that does not change.

- | | |
|--------------------------|---------------------------|
| 1. Han Solo (A) | 10. Leia Organa (N) |
| 2. Jar Jar Binks (I) | 11. Artus/Detoo (D) |
| 3. Obi-Wan Kenobi (N) | 12. Jabba the Hutt (H) |
| 4. Boss Nass (N) | 13. Uncle Owen (C) |
| 5. Chewbacca (B) | 14. Princess Leia (P) |
| 6. Grand Moff Tarkin (F) | 15. Senator Palpatine (T) |
| 7. Queen Amidala (U) | 16. Luke Skywalker (W) |
| 8. Darth Vader (A) | 17. Lando Calrissian (C) |
| 9. Boba Fett (B) | 18. Qui-Gon Jinn (I) |

the Bounty Hunter Wars novel series. For full details check out *The Mandalorian Armor*, *Slave Ship*, and *Hard Merchandise* from Del Rey Books.

- Crew quality is a simplified statistic for GM-controlled starships. It's used for all the skill and attack rolls a GM-controlled starship makes. Heroes are not subject to crew quality restrictions on starships. Instead, they use their Pilot, Astrogate, Repair, Computer Use, and ranged attack bonuses as appropriate.
- Between the Privateer (*Star Wars Gamer* #2) and Blockade Runner (*Starships of the Galaxy*), is there really a need for a Smuggler prestige class?



Only one Bothan had to buy it to bring you this letter column.

STAR WARS INSIDER

In Two Weeks
Star Wars Insider #57

Attack of the Bounty Hunters

BAD COMPANY

Insider interviews *Attack of the Clones* stars Temuera Morrison (Jango Fett), Daniel Logan (Boba Fett), and Leanna Walsman (Zam Wessell).

PREQUEL UPDATE

Exclusive *Attack of the Clones* images and comments from Executive Producer Rick McCallum.

POWER OF THE FORCE

An illustrated guide to the heroes of the New Jedi Order.

PLUS:

Set Piece: Vader's Bounty Hunters
Official www.starwars.com FAQ
All-new puzzles and trivia questions





JEDI MIND TRICKS

BY MIKE SELINKER

Welcome, young Padawan! Your Jedi training requires the mastery of many puzzle disciplines. We begin with the mastery of the discipline of letter-pattern recognition.

The beings below are not refugees from Hee Haw: *The Hillbilly Strikes Back*. Instead, they are named characters from the *Star Wars* movies, but in disguise. Each character has been encoded to its own code, where letters are exchanged for other letters. So if in one name, an A was changed to a B, all the As in that name (but not necessarily in any other names) will be changed to Bs. To make it easier, one letter in each name has not been encoded every time it appears in that name (that is, it stays the same). So if you were presented with the name GILLEY, you could make it GREEDO; the G stays the same, but the others change, with both Ls becoming Es. Using pattern recognition and your knowledge of the *Star Wars* films, identify the characters below:



1. SAD ZEKE
2. LOU LOU FITCH
3. JOE-DON BANJOE
4. DULL NELL
5. LIZABELLE
6. FRED A LYNN HERZOD
7. TUBBY PINEPOP
8. CANDI MACON
9. ADAM WEBB
10. KATE JOLENE
11. MAREE-DOREE
12. GREER LOU HILL
13. BECKY FRYE
14. TRUDYANN BAUM
15. CLEOTIS BOGBOTHEL
16. RIMA BROWERMAN
17. ALEXI CLAPDOODLE
18. ONE-ARM JEMM