# Star Wars: Corellian Smuggler

## A new solitaire board game set in a galaxy far, far away

### by Dan Verssen, based on an original concept by John Zinser

**W**elcome to *Corellian Smuggler*, the game of crime and rebellion in the world of *Star Wars*. *Smuggler* is a solitaire game designed to be played over the course of several evenings; the player takes the role of a free-lance pilot and criminal, sneaking his ill-gotten goods past Imperial blockades and assisting the forces of the Rebel Alliance over a series of six scenarios. As time passes, you will have to opportunity to improve your skills, upgrade your ship, and stick it to the dark forces bent on controlling the universe. All you need to begin are these rules, a pair of six-sided dice, and a pair of scissors for the counter sheet. You will probably want to make a copy of the character creation sheet (p. 55) — perhaps several copies.

## Getting Started

### Character Creation

To begin *Corellian Smuggler*, you will need to create a character to portray. A starting character begins with 7 character points to allocate to skills and to ship upgrades (see Character Creation Sheet for details). A character gains an additional number of character points with the completion of each scenario. If you choose to begin with any scenario other than the first, generate a character with the following number of character points: 7 at the start, plus 4 points for each scenario to be skipped. For example, if you were to begin with third scenario, you would generate a character with 15 points (7 for the normal starting character, plus 4 for the first scenario, plus 4 for the second scenario).

### Skills

Skill Points are used to modify particular die rolls during a given situation. For instance, if your character has a Blaster +1, he adds one to all his rolls involving Blasters. (Pretty straightforward, isn't it?)

### Luck Points

Luck Points can be used to adjust rolls after they have been made. Each point of Luck gives you a certain number of Luck circles to spend. Luck is expended as it is used, and each Luck circle expended will retroactively adjust a die roll by one point in either direction. No more than two Luck circles may be expended to modify a single die roll.

Luck circles may be expended to modify any die roll in the game. Once expended, a Luck circle is gone permanently.

Once you have chosen your skills, feel free to embellish you character any way you see fit — give him or her a name, decide what race he or she belongs to, describe what she wears, etc. Despite the game's title, your character doesn't have to be from Corellia (Corellians are traditionally *better* at smuggling than everyone else, so they get the honor of having the game named after them). Such details have no effect on the game, but can be fun and give your character a sense of personality.

Characters receive 1000 credits to begin the game with. They do not receive additional credits when they begin in later scenarios, except where specified by the particular scenario to be played. Their ship is assumed to be fully repaired if they begin with any scenario except the first.

Once your character is secured, select a planet to begin the game on and start a scenario.

## On-Going Characters

An on-going character is one who moves through more than one scenario. Presumably, such characters begin at Scenario 1 and progress numerically all the way through Scenario 6. However, players may choose to start and end at whichever scenarios they please.

Depending on how well you perform, your character will earn a number of character points as you play through each scenario. These points can be used to increase statistics at the end of the scenario. Your status at the end of each scenario is kept as you begin the next. This includes your ship damage, your credits, Wanted counters in place, your location, your crew members, and whether you are Wounded.

## Crew Members

During your time in Starport, you will have the opportunity to hire Crew Members for your ship. You may, as well, gain a Partner on your Starport Encounter roll. In either case, you've now got someone to help you with all the things you need to do. Crew Members can only be hired in their home system (listed on their counter).

Each Crew Member or Partner you have may be assigned one Activity by you (the Captain) each day while in a Spaceport, on a Wilderness System, or while Dead in Space. All crew members must be assigned their Activity for the Day before any may be resolved. The following rules for specific activities apply:

### Piloting

Only one person can Pilot the ship at a time. However, one other person in the Cockpit — the Co-Pilot — may assist in Piloting. To have a crew member assist, add up the Piloting skills of both crew members and apply it to the Piloting die roll.

### Gun Turrets

Your ship has two weapon turrets. One person may be in each turret. People in turrets may not be assisted.

A single person may Pilot the ship as well as remotely operating either turret from the Cockpit, so long as the turret is unoccupied. In this situation, treat the person's Piloting and Gunnery skills as each being one less than normal. No one may help a person do this.

### Repair

An unlimited number of people may attempt to repair Components on the ship each day. You may also group several people into one die roll in an attempt to gain a single large modifier to one die roll. A successful Repair roll will move a Really Damaged (black) component to Damaged (grey), or a Damaged component to Functional.

All people attempting to Repair the ship must be assigned at the start of the Day. You may, however, resolve one Repair attempt before selecting the Component to be

Repaired by the next crew member. Each Self Repair attempt requires the expenditure of credits, listed on the chart. These credits are expended whether the attempt is successful or not. You may choose to expend additional credits before rolling for the Repair attempt in order to increase your die roll. Each time you pay a multiple of credits equal to the required amount, you gain +1 on the attempt. For example: Self-Repairing the Emergency Power Generator requires a die roll of 6 or greater and 150 credits. You could choose to expend 300 credits and succeed on a 5 or greater, 450 credits and succeed on a 4 or greater, etc. Remember to take into account the modifiers for being in a Wilderness System or Dead in Space if these apply to your situation.

Paying for Repairs while in a Spaceport is a second option. Simply pay the indicated number of credits and the Components you select are automatically Repaired (Really Damaged to Damaged, or Damaged to functional). You are, however, limited in the number of Repairs you may get per Day based on the System you are in; see the Components table.

### Blaster

All Crew Members are assumed to be present for a given fight. As with Repair, multiple people may group their skill for one good die roll. Droids and pets may not fight. See the Blaster Fights rules for more information.

### Encounters

Each Encounter specifies whether to use your character's skills alone, or to combine those of the entire crew.

### Cargo and Contraband

Crew Members are free to purchase Cargo and/or Contraband. Each Crew Member may make one roll on the Cargo or Contraband Table, representing their individual efforts to locate those items. Alternately, you may pool two or more Crew Members together to modify a single die roll. For example, if Selnia and Aabatar are both shopping for cargo, they may make two separate rolls at +1 on the table (representing their respective "Charisma +1" stats), or may pool their efforts to make one single roll at +2.

### Imperial Entanglements

Imperial Entanglements rolls are modified by the statistics of the entire crew. Only one roll need be made.

### Dropping Crew Members

A Crew Member (not a Partner) may be let go while at any Spaceport, or their home System. This is a free action, before paying Daily Expenses, and does not require a Day. Once a crew member is fired, they will not work for you again for the remainder of the scenario.

### Slain Crew Members

A slain crew member is removed from the scenario and will not reappear. If you are playing an on-going character, the crew member does not appear in later scenarios.

### A Word About the Wookie

The Wookie Yaawl is an Imperial Fugitive who may be picked up as a Crew Member or Partner on the planet Hoth. Every time you leave a system with Yaawl, you must add a Wanted counter to it, reflecting the Empire's attempts to track him down (no, keeping him in the Cargo Hold the whole time will not prevent this). This will continue for as long as Yaawl remains on your crew.

### "I don't have the money *with me*..."

What happens when you owe credits and you don't have them? Well, it depends on who you owe. There is also the situation where you actually do have the credits but don't feel like parting with them. In any event, you must pay a penalty for your lack of financial savvy. What kind of penalty depends on which Event caused you to go into debt. See the Non–Payment Table for descriptions.

## Space Travel
### "Flying through hyperspace ain't like dusting crops."

When transporting Cargo, Contraband, or any other item that you have been asked to transport to a specified destination, you must take the route with the fewest number of intervening Systems possible. If there is more than one shortest route of equal length, you are free to choose.

Travel stops when the Alderaan Belt or The Maw are encountered. The event is resolved (as described below), and the journey continues.

### "...And no Imperial entanglements."

When you complete a journey from one system to another, you must make a check for Space Imperial Entanglements. Roll at the Destination System only. Do not roll for Entanglements as you pass through each intervening System.

### Smuggling and Wanted Counters

Wanted counters represent the character's popularity with the local authorities, bounty hunters, and any others who may have a reason to want you out of the way. For example, carrying Contraband results in Wanted counters being placed because it is against the law, and the Empire considers you a criminal.

Each time you pick up contraband, you place Wanted counters equal to the Contraband's Wanteds in the System of origin, the destination System, and each System to be traveled through. These counters are placed when the Contraband is accepted or purchased.

Smuggling and Passage must be delivered to its destination system the day after it is procured, or the following penalty is incurred: place additional Wanted counters on both the System of origin and System of destination equal to the Contraband's Wanted value. Jettisoning your Contraband also results in Wanted counters being placed (equal to the Wanted score of the contraband in question).

| Non-Payment Table | |
|---|---|
| Event | Penalty for not paying |
| Cargo Purchase | Cargo may not be purchased |
| Contraband Purchase | Contraband may not be purchased |
| Crew Member Daily Wages | Crew Member leaves your employ and is removed for the remainder of the scenario. If you cannot pay the Crew Member while stuck out in space, the Crew Member will continue to perform as normal until a System is reached. You may not choose to withhold pay from a Crew Member while stuck out in space if you have the credits. |
| Detained Fine | Treat as Arrested, game over |
| Encounters | Detailed in Encounter rules |
| Ship Component Damage | Component remains Damaged or Really Damaged. If the Component is required for the game to continue (Sublight, Hyperdrive, etc.) then the game is over |
| Spaceport Fee | Must leave System at the end of the Day. Place 3 Wanteds in System. If System cannot be vacated for any reason (ship damage, Encounter, etc.), then the game is over. |

# Corellian Smuggler

This is because the owner and buyer of the merchandise has now taken a dislike to you. Dumping Kessel spice isn't always good for your health…

As a result, the battles with "fighters" and "Stormtroopers" may not always be against the forces of the Empire. They may represent combat against mercenaries and bounty hunters hired by the people you've upset.

On a slightly different subject, legal Cargo must also be delivered the day after it is procured, or it must be Jettisoned. After all, if you don't deliver it, it becomes stolen and creates more problems than it's worth (yes, I suppose you could sell your load of now-stolen Bantha saddles on your own, but just let it go).

## The Alderaan Belt

Treat the Alderaan Belt the same as the Asteroid Field Space Encounter, over and above any other Space Encounters. When making a delivery to the Alderaan Belt, resolve the event first, then conduct the delivery. No other activities may be undertaken at Alderaan, and you don't roll for any other Encounters or Spaceport Imperial Entanglements.

## The Kessel Run

The Maw is a large grouping of black holes between Kessel and Corellia. In order to make the Run, a ship must plot a course through the gravity wells. The faster a ship travels and the more skilled the pilot, the shorter the course. A fast moving ship with a skilled pilot can "dip" down into the wells to shorten the distance traveled, and thus cut the travel time.

As the ship approaches The Maw, declare the type of Run you would like to attempt: Safe, Intense, or Foolhardy. Then roll the dice to determine the outcome of the Run and check the appropriate table below.

Apply all Piloting modifiers, regardless of which type of Run is selected. Luck may also be applied following the die roll.

### Kessel Run Notoriety and Experience

The first time your character completes a Safe Run with a Smooth Trip result, you immediately gain 1 character point (to be allocated or saved) and one Luck circle.

The first time your character completes an Intense Run with a Good Run result, you will be able to add one to all future Contraband Availability die rolls, and you immediately gain two Luck circles and two character points (to be allocated or saved).

The first time your character completes a Foolhardy Run with a 13 Parsecs! result, you will be able to add one to all future Contraband Availability die rolls, and you immediately gain three Luck circles and three character points (to be allocated or saved).

There is no official place to record this information, but don't worry — you'll remember.

## Combat and Damage
### Blaster Fights

These rules cover blaster fights with Imperial Stormtroopers.

You and your crew shoot first during each turn of combat. You may choose which of your team is to shoot and in which order every turn. You are free to resolve one attack before who will attack next. To resolve an attack, roll 2 dice and consult the Stormtrooper Target table (see p. 51). Apply the appropriate modifiers listed to the die roll to determine the result of the attack.

Once all of your shots have been resolved, any remaining Stormtroopers shoot back.

## The Kessel Run

### Safe Run

| 2d6 | Result of Run |
|---|---|
| 3– | **Disaster!** Even though you were playing it safe, dreadful piloting causes your ship to spiral into a black hole; game over. |
| 4-5 | **Close Call** A miscalculation results in your ship suffering 3 Damages. If your Hyperdrive becomes damaged your ship loses speed and falls into a black hole; game over. |
| 6-8 | **Rough Ride** Your entire Run is marred by near misses and close calls. You complete the Run, but your ship suffers 2 Damages. |
| 9+ | **Smooth Trip** You get the ship through in one piece due to a safe course and some good piloting. |

### Intense Run

| 2d6 | Result of Run |
|---|---|
| 5– | **Miscalculation** You exceed the envelope of your ship's capabilities and dissolve in a shower of metal and flame, before whirling into a black hole. Game over. |
| 6-9 | **Emergency Power** You must hook in emergency power in order to correct your course. If your Emergency Power Generator is not functioning, game over. If it is functioning, take 3 Damages now. If your Hyperdrive becomes Damaged, you are in fact pulled back into the hole and the ship is destroyed; game over. |
| 10-12 | **Over Stressed** You made it, but your ship got quite a workout. Take 4 Damages after you clear The Maw. |
| 13+ | **Good Run** There are those who would say you played it too safe in places, but you got through it okay. |

### Foolhardy Run

| 2d6 | Result of Run |
|---|---|
| 8– | **Smack!** You never even saw it coming. One millisecond you're smiling with ignorance, and the next millisecond — game over. |
| 9-12 | **Ahhh!** You get about as deep into a hole as you can, and still have any chance of getting out. Your ship takes 3 Damages. If any of the following are, or become non-functional, game over: Hyperdrive, Sublight Drive, Emergency Power Generator, Cockpit, Fore Shield. If you survive, you clear The Maw and your ship takes 3 more Damages. |
| 13-16 | **Stylin'** Your crew watches in horror as you skim the holes. A Run like this gets talked about. |
| 17+ | **13 Parsecs!** Think you could have done better? We'll never know, because in these here parts only one guy does the Run in 12 parsecs, and you ain't him. |

## Asteroid Field

Roll 2d6 and apply all Piloting and Hull & Shield modifiers. Ship suffers one Damage for each point the modified die roll is less than 10.

## Bad Weather:

May not safely leave System for 1d6 Days. If you choose to leave while enduring Bad Weather, resolve a Rough Flight encounter. Once you have resolved the Bad Flight encounter, you may choose to continue exiting the System, or turn back and land again.

## Blaster Duel

Time to shoot it out with some low-life scum. Use the following table to determine the outcome. Apply your own Blaster skill to the die roll.

| 2d6 | Result of Duel |
|---|---|
| 4- | You're dead; game over |
| 5-7 | You're Wounded, but you get him |
| 8-10 | Nice Shooting, go get a drink and claim a 100 credit bounty on the scum |
| 11+ | Quick and deadly, they never knew what hit them. In addition to your 100 credits, gain one Character Point toward improving your Blaster skill, in addition to your 100 credits. |

## Corrupt Bureaucrat

Pay 100 credits in bribes, plus 100 credits per Wanted in the System, or add an additional +3 to the Day's Spaceport Imperial Entanglement die roll.

## Cutter

Remove 1d6 of Wanteds from the map at no cost, plus one Wanted per 500 credits paid to the Cutter.

## Dangerous Creature

The crew is attacked by a dangerous creature. Treat the Creature as a Stormtrooper for combat purposes. Creature will attack until slain, or all Crew Members are slain.

## Drunken Spree

Use the following table to determine the result of your drunken spree.

| 2d6 | Result of Drunken Spree |
|---|---|
| 2-3 | Lose 500 credits; if you cannot pay, game over |
| 4-5 | Find a Sealed Cargo in Hold (lose any already there) |
| 6 | Find a load of Contraband "Weapons for Sale" in your secret Hold (lose any already there with no Penalty) and take on the new Contraband's obligation |
| 7 | Move ship to a random System |
| 8 | Gain 500 credits |
| 9-10 | Lose cargo and Contraband on-board (and suffer the penalty) |
| 11-12 | Roll for 2 Results, re-roll future "11" |

or "12" results

## Equipment Failure

Draw one random Damaged (not Really Damaged) counter and apply it to your ship.

## Find Cargo

Locate an abandoned load of Cargo. You may deliver it to any non-Wilderness System at any time and get paid 500 credits.

## Get Lucky

You gain one luck circle for every 500 credits that you choose to spend.

## Ion Storm

All Shields become Damaged if Functional. No effect if already Damaged.

## Laying Low

Remove two Wanted counters from the map.

## Misjump

Roll on the following table to determine the result of the Misjump.

| 2d6 | Result of Misjump |
|---|---|
| 4- | Ship is lost forever, game over |
| 5-6 | Ship ends up in a random System, Hyperdrive is Really Damaged, and ship suffers 3 Damages |
| 7-8 | Ship ends up in a mostly random System (roll 2d6 to determine the System, you may adjust die roll by 1), Hyperdrive is Damaged |
| 9-10 | Ship ends up in a slightly random System (roll 2d6 to determine the System, you may adjust die roll by 2) |
| 11+ | Due to your excellent Piloting skills, there are no ill effects |

Apply all Piloting modifiers to Misjump die roll.

## Misunderstanding

A random Crew Member in your hire leaves, and will not work with you again for the remainder of the Scenario. Treat as No Encounter if no Crew Member is in your hire. This encounter has no effect on Partners.

## Mynocks

Sublight Drive Component becomes Damaged if Functional, or Really Damaged if already Damaged.

## Partner

Receive the Crew Member resident to the System (if more than one, choose). Works for no pay (or receive at no Purchase cost). If none available, no effect. A partner remains with you until slain. If your Partner is slain, your next Spaceport encounter is automatically Drunken Spree.

## Rebel Base

Freely upgrade one aspect of your ship (Controls, Turrets, Hull & Shields, or Diagnostics).

## Rebel Victory

Remove 1d6 of Wanted counters from the map.

## Rough Flight

While landing on a planet, or while moving the ship to a new location during your stay, the ship's repulsors fail and you are in danger of crashing. Apply Piloting modifiers and resolve the incident on the following table.

| 2d6 | Result of Rough Flight |
|---|---|
| 3- | Crash, all on board killed, game over |
| 4-5 | Draw 3 Really Damaged and 3 Damaged |
| 6-7 | Draw 2 Really Damaged and 2 Damaged |
| 8-9 | Draw 1 Really Damaged and 1 Damaged |
| 10-11 | Draw 1 Damaged |
| 12+ | No damage received; good landing, Captain. |

## Sabaac Game

Choose an amount to bet, 50 credits minimum, then roll on the following table. Treat as No Encounter if you have no credits.

| 2d6 | Result of Gambling Session |
|---|---|
| 3- | Lose bet. Also lose 10 times amount bet |
| 4-5 | Lose bet. Also lose 3 times amount bet |
| 6-7 | Lose bet |
| 8 | Break even, reclaim amount bet |
| 9-10 | Reclaim bet, and win an amount equal to bet |
| 11-13 | Reclaim bet, and win an amount equal to 3 times bet |
| 14+ | Reclaim bet, and win an amount equal to 10 times bet |

Add your own Charisma to die roll. If you lose the bet and cannot pay the amount due, Lose ship (Game Over)

## Secret Approach

Do not roll for Imperial Entanglements as long as you stay in the new System.

## Spare Parts

Repair 1d6 of Damage. One Point improves a Really Damaged Component to Damaged, or a Damaged to Functional.

## Stowaway

Stowaway pays you 2,000 credits for the ride, but the Space Imperial Entanglements die roll at destination System is at +2. You may not refuse to accept or Jettison the stowaway. Treat the stowaway as Contraband if Boarded or Detained. The stowaway may be hidden in your Secret Hold even if you are carrying Contraband there.

## Valuable Contact

Add 2 to the Day's Cargo or Contraband Availability die rolls.

# Daily Sequence of Play

1. Pay Daily Expenses
2. If in a Non-Wilderness System:
    i) Roll for Spaceport Encounter
    ii) Select and Resolve a Spaceport Activity for each crew member
    iii) Roll for Spaceport Imperial Entanglements
   If in a Wilderness System:
    i) Remove one Wanted counter
    ii) Roll for a Wilderness Encounter
    iii) Select and resolve a Wilderness Activity for each crew member
   If Dead in Space:
    i) Select a Dead in Space Activity
       (Do not roll for Space Encounters while Dead in Space)
3. May choose to travel to another System; if so:
    i) Roll for a Space Encounter
    ii) Move ship counter to destination System
    iii) Roll for Space Imperial Entanglements
4. End of the Day
    i) Advance Day counter

## Daily Expenses

**Docking Fee:**

| | |
|---|---|
| Dead in Space | 0 credits |
| Wilderness | 0 credits |
| Settled | 50 credits |
| Populated | 100 credits |
| Metropolitan | 200 credits |

**Crew:**

See crew member counter

### Corellian Smuggler

## Spaceport Activities

| | | |
|---|---|---|
| 1) | Do nothing | |
| 2) | Heal | see Wounds |
| 3) | Repair Ship (Self and/or Paid) | see Components |
| 4) | Fulfill Goal | see Scenarios |
| 5) | Load Cargo and/or Contraband | see Cargo/Contraband |
| 6) | Unload Cargo and/or Contraband | see Cargo/Contraband |
| 7) | Hire a crew member | see Crew cards |

## Wilderness Activities

| | | |
|---|---|---|
| 1) | Do nothing | |
| 2) | Heal | see Wounds |
| 3) | Repair Ship (Self) | see Components |
| 4) | Fulfill Goal | see Scenarios |
| 5) | Load Cargo and/or Contraband | see Cargo/Contraband |
| 6) | Unload Cargo and/or Contraband | see Cargo/Contraband |

## Dead in Space Activities

| | | |
|---|---|---|
| 1) | Do nothing | |
| 2) | Heal | see Wounds |
| 3) | Repair Ship (Self) | see Components |

## Imperial Entanglements

| 2d6 | Space | Spaceport |
|---|---|---|
| 6– | None | None |
| 7-10 | Boarded, or 2 TIEs | Boarded, or 2 Stormtroopers |
| 11-13 | Detained, or 2 Interceptors | Detained, or 4 Stormtroopers |
| 14-15 | Detained, or 4 TIES | Detained, or 6 Stormtroopers |
| 16+ | Arrested, or 4 TIEs and 2 Interceptors | Arrested, or 8 Stormtroopers |

### Modifiers to Entanglement Die Roll

Crew's Charisma (–)
Ship has legal cargo in Cargo Hold (–1)
Each Wanted in System (+1)
Each Carbon Scoring on ship (+1)

### You may choose to jettison Contraband before...

**Being Boarded:** Empire finds Contraband in Secret Hold on a 2d6 die roll of 7 or less, or Contraband in Cargo Hold on 11 or less. You are Arrested if Contraband is found.

**Being Detained:** Empire finds Contraband in Secret Hold on a 2d6 die roll of 10 or less, or Contraband in Cargo Hold automatically. You are Arrested if Contraband is found. Regardless, you are fined 1d6 x 100 credits and any legal Cargo that you may have is taken.

**Being Arrested:** Look forward to spending a long time in an Imperial detention cell. Game over.

## Encounters (see page 45)

| 2d6 | Spaceport | Wilderness | Space |
|---|---|---|---|
| 2 | Valuable Contact | Misunderstanding | Asteroid Field |
| 3 | Cutter | Partner | Stowaway |
| 4 | Spare Parts | Dangerous Creature | Misjump |
| 5 | Blaster Duel | Find Cargo | Mynocks |
| 6 | Get Lucky | No Encounter | No Encounter |
| 7 | No Encounter | Laying Low | No Encounter |
| 8 | Corrupt Bureaucrat | No Encounter | No Encounter |
| 9 | Sabaac Game | Bad Weather | Equipment Failure |
| 10 | Drunken Spree | Equipment Failure | Rebel Victory |
| 11 | Misunderstanding | Rough Flight | Ion Storm |
| 12 | Partner | Rebel Base | Secret Approach |

*Corellian Smuggler* is a board game, but we hope the ideas and concepts presented here will not stay limited to that format. The six scenarios can easily be converted to the *Star Wars* RPG, giving GMs some quick on-the-fly adventures to run on a moment's notice. We've also tried to bring some of the flavor and atmosphere of the movies' settings to life with the Charts and Encounters. They can serve as a handy guide for a group who makes an unexpected detour onto an abandoned planet, or who find themselves in a strange starport, hiding from the Imperials.

## Cargo and Contraband

### Cargo

| 2d6 | Cargo Available | Payment |
|---|---|---|
| 6– | No Cargo available | None |
| 7-8 | Bulk Cargo | 200 credits/System |
| 9-10 | Sealed Cargo | 400 credits/System |
| 11-12 | Important Cargo | 700 credits/System |
| 13+ | Priority Cargo | 1,100 credits/System |

### Modifiers to Availability Die Roll

Crew's Charisma (+)
Metropolitan System (+2)
Settled System (-2)
Wilderness System (-4)

Roll 2d6 to determine the Destination System. Re-roll if you roll your current System. Cargo must travel directly to the Destination System at the end of the Day, or the payment is not received.

### Contraband

| 2d6 | Contraband Available | Purchase Price | Payment | Wanteds |
|---|---|---|---|---|
| 3– | No Contraband available | None | None | None |
| 4-6 | Weapons for Sale | 200 credits | 2d6 x 100 credits | 1 |
| 7-9 | Illegal Technology for Sale | 800 credits | 2d6 x 400 credits | 1 |
| 10-12 | Smuggling — Weapons | None | 1,500 credits/System | 1 |
| 13-14 | Smuggling — Stolen Data | None | 2,000 credits/System | 2 |
| 15-16 | Smuggling — Kessel Spice | None | 2,500 credits/System | 3 |
| 17+ | Passage — Imperial Fugitive | None | 3,000 credits/System | 4 |

### Modifiers to Availability Die Roll

Crew's Charisma (+)
Metropolitan System (+2)
Crime System (+2)
Wilderness System (–4)
Kessel Run Notoriety (+0 to +2)

Roll 2d6 to determine the Destination System for Smuggling and Passage Contraband (Purchased Contraband may be sold anywhere). Re-roll if you roll your current System.
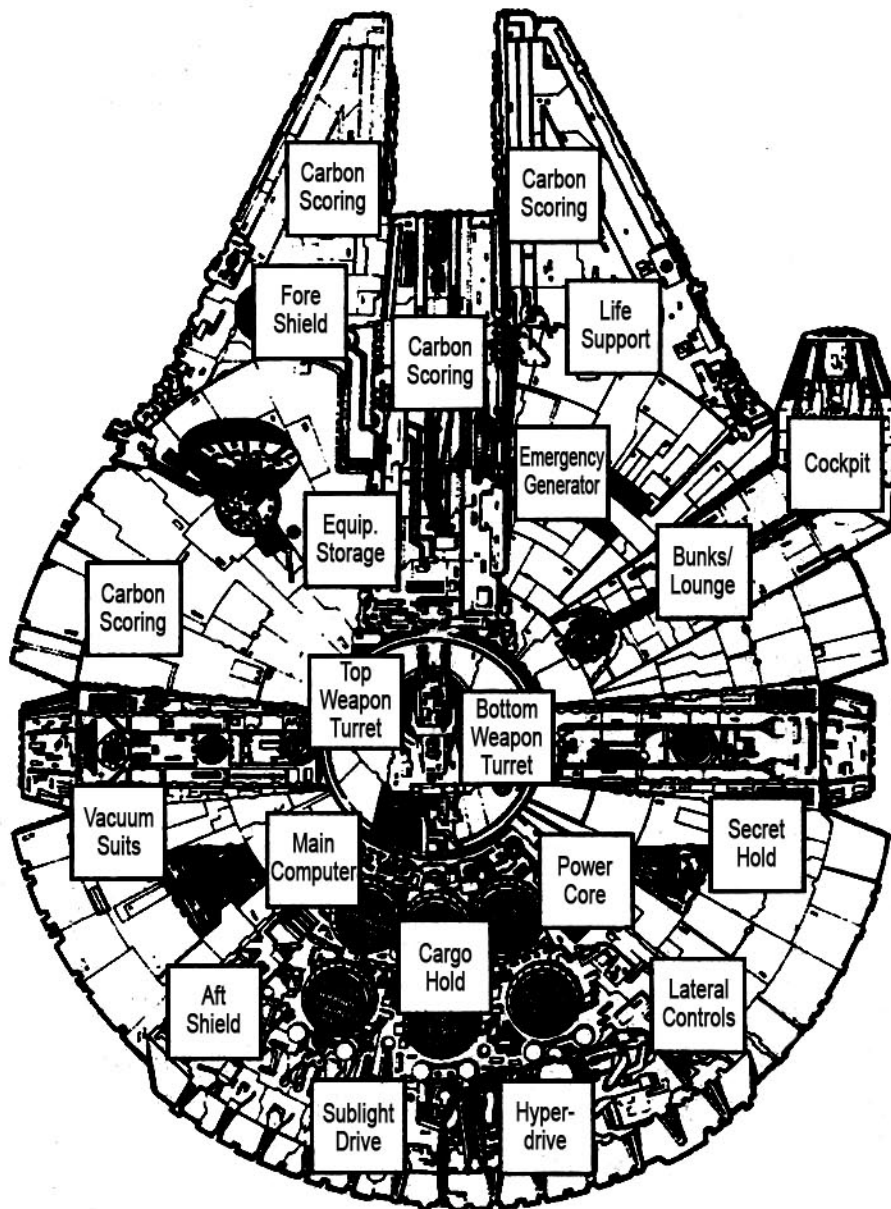
Smuggling and Passage Contraband must travel directly to the Destination System at the end of the Day, or the Payment is not received. Also, place Wanted counters on the Origin and Destination Systems equal to the Contraband's Wanteds.

# Roll 2d6 for TIE fighter placement every round

| | |
|---|---|
| **2–3** | **Fore and Above** |
| **4–5** | **Fore and Slot** |
| **6** | **Fore and Below** |

Carbon Scoring

Carbon Scoring

Fore Shield

Carbon Scoring

Life Support

Emergency Generator

Cockpit

Equip. Storage

Bunks/ Lounge

Carbon Scoring

Top Weapon Turret

Bottom Weapon Turret

Vacuum Suits

Main Computer

Secret Hold

Power Core

Cargo Hold

Lateral Controls

Aft Shield

Sublight Drive

Hyper-drive

| | |
|---|---|
| **7–8** | **Aft and Below** |
| **9–10** | **Aft and Slot** |
| **11–12** | **Aft and Above** |

Straighten the staples and remove these pages. Lay the ship and map flat on the table, and open the magazine to the facing pages of charts.

# Corellian Smuggler Sector Map

4

Tatooine
Settled
Crime

6

Sullust
Populated
Garrisoned

The Alderaan
Belt
12

Calimari
Populated
Garrisoned

7

Kessel
Settled

10

Yavin
Wilderness

11

"The Maw" —
The Kessel Run

3

Gamorr
Populated
Garrisoned

8

Corellia
Metropolitan
Garrisoned
Crime

5

Bespin
Settled
Garrisoned

Kashyyyk
Populated

Hoth
Wilderness

2

9
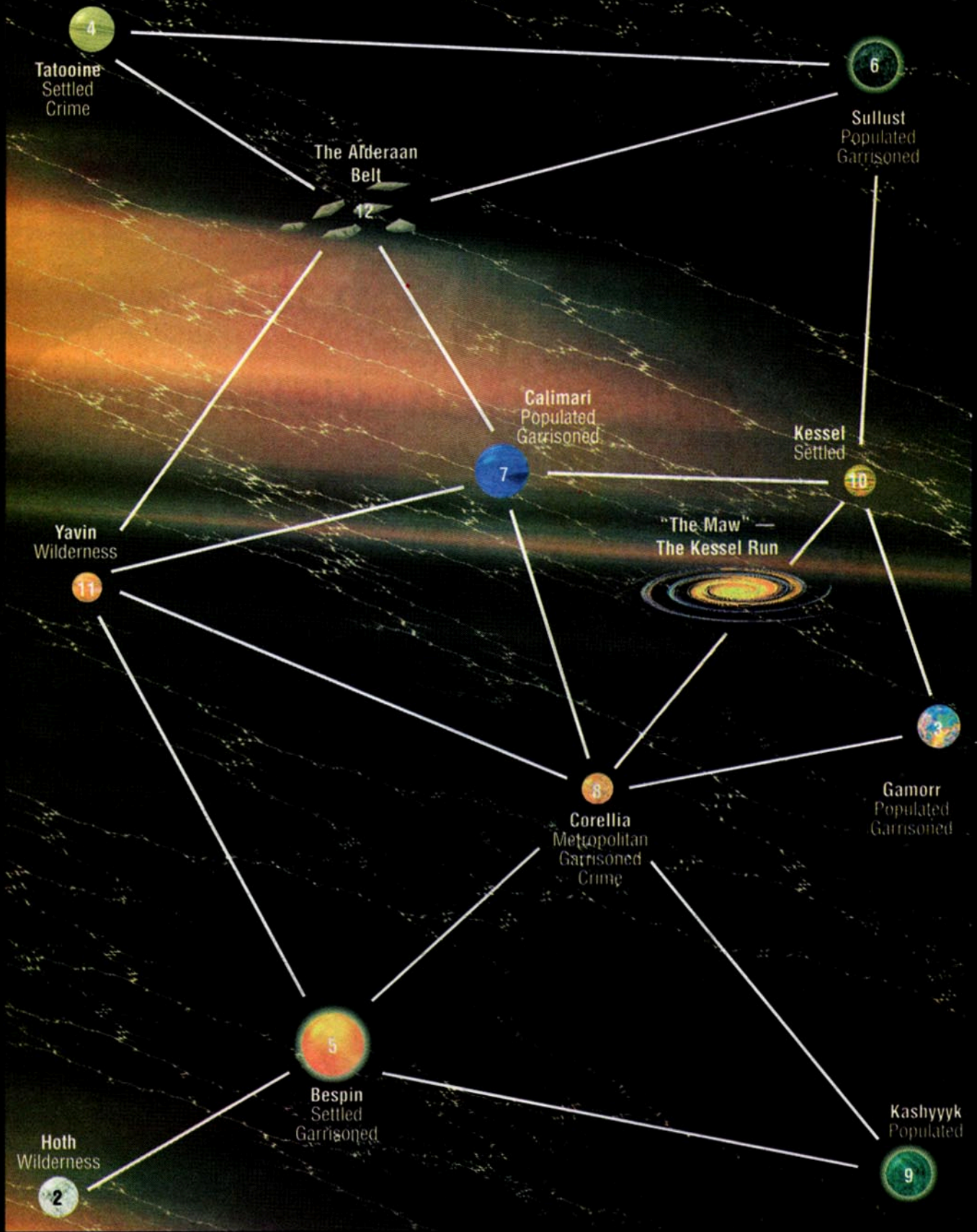
**Use the numbers for Random System Determination.**

# Space Combat

## Sequence of Space Combat

1) Determine location of enemy fighters and place them on the Ship Sheet
2) Assign your own character and any other crew members on-board to Duties (Pilot, Co-Pilot, Top Gunner, Bottom Gunner)
3) Conduct attacks against the enemy fighters by your ship
4) Conduct attacks from enemy fighters against your ship
5) Repeat this sequence until all enemy fighters are destroyed, or until your ship is destroyed

| 2d6 | Ship Shooting at Fighter | Fighter Shooting at Ship |
|---|---|---|
| 6– | Missed | Missed |
| 7-8 | Missed | Damaged |
| 9-10 | Destroyed | Damaged (2) |
| 11 | Destroyed | Really Damaged & Damaged |
| 12 | Destroyed | Really Damaged (2) |
| 13+ | Destroyed | Really Damaged (3) |

**Modifiers to Ship Attack**
Gunnery Skill (+)
Ship's Turrets (+)
In The Slot (+1)
Prepared last turn (+2)
Interceptor (–1)

**Modifiers to Fighter Attack**
Ship's Hull & Shields (–)
Interceptor (+1)
Inoperable Shield facing fighter (+2)
No one Piloting ship (+2)

Top Turret may shoot at fighters which are Above or In The Slot.

Bottom Turret may shoot at fighters which are Below or In The Slot.

Pilot may remotely operate one unoccupied Turret from the Cockpit in order to Pilot and Shoot in the same turn. When doing this, treat both skills as being one less than normal.

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# Blaster Combat

## Sequence of Blaster Combat

1) Each crew member shoots. Declare and resolve their attacks one at a time.
2) Each Stormtrooper shoots. Stormtroopers shoot at the crew member with the lowest Blaster skill until the crew member is killed. They then turn their attention to the next least skilled crew member, and so on.
3) Repeat until all Stormtroopers or crew members are killed.

| 2d6 | Crew Member Shooting | Stormtrooper Shooting |
|---|---|---|
| 5– | Missed | Missed |
| 6 | Negated by Armor | Missed |
| 7-8 | Negated by Armor | Stunned |
| 9 | Dead | Wounded |
| 10+ | Dead | Dead |

**Modifiers to Crew Attack**
Blaster skill (+)

**Modifiers to Stormtrooper Attack**
Target's Blaster skill (–)

**Stunned:** Next attack at –1
**Wounded:** All skills at –1 until Healed. Wound penalties are cumulative.
**Dead:** If your character dies, game over. If one of your crew members dies, they are removed from the game and do not return.

## Wounds

A crew member's die rolls are reduced by one each time they are Wounded. A crew member may be Wounded multiple times.

One Wound may be Healed by selecting the Heal Activity for the Day. The Wound is healed on a die roll of 8 or higher on 2d6. You may add one to the die roll for every 50 credits paid, before the dice are rolled.

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# Components

| Component | Effect when Damaged or (Really Damaged) | Self Repair (2d6) | Spaceport Repair |
|---|---|---|---|
| Aft Shield | Ship Defense reduced vs. Aft attacks | 4+ & 50 credits | 300 credits |
| Bunks/Lounge | Increase Docking Fee by 50 credits each Day. Anyone in Bunks/Lounge when it is Damaged (Really Damaged) is Wounded (killed) | 3+ & 50 credits | 200 credits |
| Carbon Scoring | Modifies Imperial Entanglements | 4+ & 100 credits | 300 credits |
| Cargo Hold | Contents are destroyed and the Cargo Hold may not be used until fully repaired | 5+ & 250 credits | 1000 credits |
| Cockpit | Piloting die rolls are at –1 (–2), and the Pilot and Co-Pilot are Wounded (killed) | 8+ & 500 credits | 2500 credits |
| Emergency Generator | No effect, unless the Power Core is also inoperable and you are in space, in which case you have no power to repair the ship and you all freeze to death in space, game over | 6+ & 150 credits | 550 credits |
| Equipment Storage | Repair die rolls at –1 (–2) | 5+ & 50 credits | 250 credits |
| Fore Shield | Ship Defense reduced vs. Fore attacks | 4+ & 50 credits | 300 credits |
| Hyperdrive | You are Dead in Space until it is fully repaired | 8+ & 500 credits | 2500 credits |
| Lateral Control | Piloting die rolls at –1 (–2) | 6+ & 250 credits | 600 credits |
| Life Support | No effect unless the Vacuum Suits are also inoperable and you are in space, in which case everyone dies | 4+ & 100 credits | 350 credits |
| Main Computer | All ship related die rolls at –1 (–2) | 7+ & 300 credits | 950 credits |
| Power Core | No effect, unless the Emergency Generator is also inoperable and you are in space, in which case you have no power to repair the ship and you all freeze to death in space, game over | 6+ & 400 credits | 1200 credits |
| Secret Hold | Contents are destroyed and the Secret Hold may not be used until fully repaired | 5+ & 200 credits | 1000 credits |
| Sublight Drive | You are Dead in Space until it is fully repaired. If the damage occurs while in combat the enemy fighters add +1 (+2) to their die rolls | 6+ & 100 credits | 300 credits |
| Vacuum Suits | No effect unless Life Support is also inoperable and you are in space, in which case everyone dies | | |
| Weapon Turrets | Attack die rolls for the damaged Turret are at –1 (–2), and the Gunner in the Turret is Wounded (killed) | 6+ & 250 credits | 800 credits |

**Modifiers to Self Repair Die Roll**
In a Spaceport (+0)
In a Wilderness System (–2)
Dead in Space (–4)
Extra credits equal to required (+1)

**Maximum Repairs per Day in a Spaceport**
Metropolitan: 6
Populated: 4
Settled: 2

A Really Damaged Component must be repaired to Damaged, before being repaired to functional. Each crew member may attempt one repair per Day. Multiple crew members may combine their Mechanical skill toward a single die roll.

Stormtroopers attack the crew member with the lowest Blaster skill (thus having the best chance to hit). If you have more than one crew member of the same lowest skill, you choose which one is attacked. Stormtroopers will continue to fire at Stunned or Wounded crew members. Once a crew member has been killed, they move on to the next. Stormtrooper attacks are resolved in the same manner as crew attacks; simply use the Crew Member Target table instead.

This completes one turn of combat. Continue conducting turns until all the members of one side are dead.

### "Here they come..."

These rules cover ship battles with Imperial TIE fighters.

Your ship has two weapon turrets, one on the topside of the ship and one on the underside. The top turret can be used to shoot at one enemy fighter each turn which is either above or "in the slot" (alongside your ship). The bottom turret can be used to shoot at one enemy fighter each turn which is below or in the slot. One crew member is required to operate each turret. If you wish, a single crew member (or your character) may Pilot the ship and remotely control one turret from the Cockpit, but while doing this both his Piloting and Gunnery skills are one less than normal.

If a crew member Prepares for one turn, they receive +2 on their next attack die roll. To Prepare, the crew member must be in a Turret and not fire for one turn (they're taking careful aim). They then receive +2 to their attack die roll on the following turn.

At the start of each turn of combat, roll for each enemy fighter's position using the Angle of Attack chart. Once all enemy fighters are placed, assign the duty you want each crew member to perform (Piloting and Co-Piloting in the Cockpit, Gunnery of Top Turret, Gunnery of Bottom Turret). All other crew members are in the Bunks/Lounge. A crew member may move from one location (Cockpit, Top, or Bottom) to one of the other locations, by spending one turn in the Bunks/Lounge.

Your turrets fire first during each turn of combat. You may select the turret to shoot first and resolve its attack before declaring and resolving the attack for the second turret. To resolve an attack, roll 2 dice and consult the Fighter Target chart, applying all appropriate modifiers.

Once all of your attacks have been resolved, any remaining enemy fighters shoot back. They use the same method of attack, except they use the Ship Target chart.

This completes one turn of combat. Continue conducting turns until either the ship or all enemy fighters are destroyed.

### Wounds

A crew member's die rolls are reduced by one each time they are Wounded. A crew member may be Wounded multiple times. One Wound may be Healed by selecting the Heal Activity for the Day. The Wound is Healed on a die roll of 8 or higher on 2d6. You may add one to the die roll for every 50 credits paid, before the dice are rolled.

# Scenarios

The following section describes the scenarios available. Any starting adjustments or conditions are noted, as well as the goal of the scenario.

The scenarios are arranged in order of difficulty from 1 to 6, with '1' being the easiest and '6' being the most difficult. You may either play the scenarios in order, and gain experience from each before proceeding to the next, or you may generate a character with the appropriate amount of experience and play any scenario you like.

## (1) Repair Ship or "Bring me my hydrospanner!"

Congratulations! You've just won a ship in a high stakes sabaac game. Unfortunately, the previous owner was a little vague about its condition.

Your ship begins with the following Components **Really Damaged:** Carbon Scoring, Carbon Scoring, Emergency Generator, Bunks/Lounge, Vacuum Suits, Lateral Controls. But there is good news, the following Components are only **Damaged:** Fore Shield, Carbon Scoring, Cockpit, Bottom Weapon Turret, Aft Shield. 1000 credits only goes so far, and in order to get this tub up and running, you're going to have to take a few jobs...

This scenario comes to an end at the end of 20 Days. You may choose to end it early if your ship is fully repaired in order to gain additional character points. The number of character points received for the scenario is based on how quickly your ship gets fully repaired.

| Days Required | Character Points |
|---|---|
| 1 to 3 | 7 |
| 4 to 7 | 6 |
| 8 to 11 | 5 |
| 12 to 15 | 4 |
| 16 to 19 | 3 |
| 20 | 2 |
| Not repaired | 1 |

At the end of this scenario the Rebellion issues orders to all ships to begin Blockade Running operations.

## (2) Run the Blockade, or "Why don't you outrun them? I thought you said this thing was fast!"

Rumors of rebellion draw the attention of the Empire to this sector. In order to bring order to the galaxy, the Empire has blockaded Corellia and Calamari with ships from the Imperial Navy. In response, the Rebellion organizes blockade running operations to defy the Empire and inspire support for their cause.

| Result of Fighter Attacks | |
|---|---|
| Missed | The attack missed the target and has no effect. |
| Damaged | Draw one random Component counter and place it on the appropriate area of the ship sheet with the Damaged (grey) side up. |
| Damaged (2) | As **Damaged**, but draw two counters. |
| Damaged and Really Damaged | As **Damaged**, but draw a second counter and place it on the ship sheet with the Really Damaged (black) side up. |
| Really Damaged (2) | As **Damaged (2)**, but use the Really Damaged side of the counters. |
| Really Damaged (3) | As **Really Damaged (2)**, but draw three counters. |
| Destroyed | The enemy fighter is destroyed and removed from the battle. |

All Imperial Entanglements in Corellia and Calamari automatically result in Stormtroopers or Fighters. The Empire will not Board, Detain, or Arrest anyone in those Systems; go immediately to combat.

As part of the blockade, the Empire has shut down the Spaceports on both Systems. Your ship must land in uninhabited areas of the planets. Normal Docking Fees still apply, and you still roll on the Starport chart for Encounters (the nearby villages are almost as busy these days). However, you may not Pay for Repairs or Buy Cargo in these Systems. Also, All Self-Repair die rolls in these Systems are at -2.

By using your contacts with Rebel agents stationed throughout the Sector, you may adjust any 5 Cargo and/or Contraband Destination die rolls by 1 or 2 toward '7' (you could, for example, adjust a '5' to a '7', or a '10' to a '9', but not an '8' to a '9').

This scenario ends at the end of 15 Days.

The number of character points received for this scenario is based on the number of Loads of Cargo and/or Contraband you haul into Corellia and Calamari. Arriving with a Load of Cargo and Contraband counts as two Loads.

| Loads | Character Points |
|---|---|
| 15+ | 8 |
| 13 or 14 | 7 |
| 11 or 12 | 6 |
| 9 or 10 | 5 |
| 7 or 8 | 4 |
| 5 or 6 | 3 |
| 3 or 4 | 2 |
| 1 or 2 | 1 |

At the end of 15 Days of blockade running, orders arrive assigning your ship to carry out covert operations in the sector.

## (3) Covert Operations, or "My friends will get the shield down in time!"

To magnify the effect of the blockade running operation, the Rebellion initiates commando raids against Imperial bases in the Sector. Your ship is to be used to transport these commandos to the various bases. Once inserted, the teams will attempt to sabotage key components of the base. You must then extract the team and prepare for the next raid.

You must maintain your free trader cargo and contraband activities in order to provide a cover for your frequent travels. The Rebellion supplies you with 1000 credits to begin the operation, but all other financial problems are up to you to handle. The Rebellion will also freely repair your Beds/Lounge Component if it is not functional. If it is already functional, they provide you with an additional 100 credits.

You must travel to each System with an Imperial Garrison and spend one Day while in each "Fulfilling Goal". It is during that Day that the commando team will sabotage the Imperial base. Place 3 Wanteds in the System at the end of the Day. Also at the start of the next Day, consult the following table to determine the result of the command raid.

| 2d6 | Result of Raid; Base Destroyed? |
|---|---|
| 4– | Disaster — No |
| 5-6 | Complete Failure — No |
| 7-10 | Failure — No |
| 11-13 | Success — Yes |
| 14+ | Complete Success — Yes |

| Result of Attack | Effect on Team |
|---|---|
| Disaster | Team is lost in Raid and replaced with a new Team. Lose any previous experience. |
| Complete Failure | No experience is gained, but the team survives. |
| Failure | Team is now "Proven" and gains a +1 on future Raid die rolls. |
| Success | Team is now "Experienced" and gains a +2 on all future Raid die rolls. |
| Complete Success | Team is now "Veteran" and gains a +3 on all future Raid die rolls. |

Experience bonuses are not cumulative; apply only the best achieved to date to the team's die roll.

Being the hero that you are, you can't just sit back while the commandos act. Your crew must stay with the ship and may not apply their Blaster skill. You do what you can to help them in their raids, because of this add your personal Blaster skill to their Raid die rolls.

If your Bunks/Lounge Component becomes Damaged while in Space, the command team is incapacitated and withdrawn from duty. You are assigned a new team and any Raid modifier earned by the previous team is lost. If the second team is also incapacitated, the scenario ends.

Treat the team as being Contraband if you are Boarded or Detained. Any normal Contraband that you are carrying at the time must be Jettisoned and the team hides in the Secret Hold.

You may choose to have the team partici-

pate in the fight against Stormtroopers at the start of each turn of combat. If the team participates, the Stormtroopers are automatically eliminated at that time. Additionally, immediately place 3 Wanted counters on that System; the Empire will hear about the presence of a Rebel Commando Team in the area.

The team leaves the ship as soon as the ship lands on any System after the last Garrison has been destroyed.

This scenario has a 15 Day duration.

The number of Bases eliminated determines the character points earned for the scenario.

| Bases Eliminated | Character Points |
|---|---|
| 5 | 6 |
| 4 | 4 |
| 3 | 2 |
| 2 | 1 |
| 1 | 0 |

The special rules covering the Blockading of Corellia and Calamari are in full effect throughout this scenario. The blockade is lifted at the end of this scenario.

## (4) Courier, or "Many Bothans died to bring us this information."

The Empire has stepped up intelligence activities in the sector following the success of the covert operations against their bases. They first broke some of the codes used by the Rebellion, then used the information to round-up and execute several key Rebel agents in the sector. Orders, therefore, must be hand delivered to operatives in the sector until new codes can be established and replacement agents put into the field.

Your ship has been selected as the courier vessel to deliver the new orders to the Rebel operatives in the sector.

At the start of each Day, just after pay Daily Expenses, you are contacted by a Rebel Agent. The Agent delivers to you the coded information which must be delivered, as well as its destination. Determine the destination randomly, re-roll if the indicated System is the one you are currently in.

The coded information will be found if Boarded on a die roll of 8 or less, or during a Detention on a die roll of 11 or less. This information may not be placed in the Secret Hold, it must remain on your person. If it is discovered, you are immediately terminated, game over. The information may not be Jettisoned.

You may haul cargo and contraband as normal during the scenario, as well as performing all the usual Activities.

Place 1 Wanted counter on the destination System each time you deliver coded information. The information is considered to be successfully delivered after the Check for Space Imperial Entanglements step at the end of the Day. If you do not deliver it at the end of the Day, for any reason, the information is out of date, and the delivery is a failure. Keep in mind that you are not forced to attempt the run. You may decline the delivery due to danger, the need to make ship repairs, etc. But each such refusal still counts as a Day of the scenario.

This scenario has a 15 Day duration.

The number of character points earned is based on the number of successful deliveries made during the scenario.

| Successes | Character Points |
|---|---|
| 15 | 7 |
| 14 | 6 |
| 12 to 13 | 5 |
| 10 to 11 | 4 |
| 8 to 9 | 3 |
| 6 to 7 | 2 |
| 4 to 5 | 1 |
| 3 or less | 0 |

## (5) Rescue Mission, or "Marching into the Detention Center's not what I had in mind!"

Captain Antilles has once again run out of luck and being captured by the Empire. He is been held somewhere in the sector in a temporary Imperial base. You must travel around the sector collecting information as to the Captain's location, then lead a small Rebel strike force to rescue him.

You may only collect information in non-Wilderness Systems. Once in a System, each crew member may attempt to search during each Day. To do this, the crew member selects "Fulfilling Goal" for their Daily Activity. Roll once on the following table during any Day when at least one crew member attempts to search.

| 2d6 | Result of the Search for a Lead |
|---|---|
| 4– | No information discovered, but the Empire has been alerted to your presence: place 1 Wanted in the System. |
| 5-9 | No information discovered |
| 10+ | You have discovered the Lead available on the System. |

Add the Charisma skill of crew members engaged in the search.

Before rolling, you may choose to attempt bribery and spend 100 credits to add 1 to your die roll.

Before rolling, you may choose to search more openly, place 2 Wanteds on the System and add 2 to your die roll.

Only one Lead may be found in each non-Wilderness System. Re-searching a System will not gain additional Leads. A System may be Searched multiple times until its Lead is discovered.

Roll once on the following table after each new Lead is discovered. Continue searching for Leads in new Systems and checking for the Location of Captain Antilles until you succeed in locating him.

| 2d6 | Location of Captain Antilles |
|---|---|
| 19– | Remains unknown, continue search Systems for Leads |
| 20+ | You have discovered the location of the Imperial base and may proceed on to the next phase of the scenario |

| Leads Found | Search modifier |
|---|---|
| 1 | +1 |
| 2 | +2 |
| 3 | +3 |
| 4 | +5 |
| 5 | +7 |
| 6 | +10 |
| 7 | +13 |
| 8 | +17 |

If you have not discovered the location of Captain Antilles after successfully searching all the non-Wilderness Systems, you fail the mission.

Now that you have discovered the location of the Imperial base, you group up with three other small Rebel ships and begin the rescue operation. Your ship must first battle your way past 4 TIE fighters on patrol over the base (conduct a normal space battle). The other Rebel Ships are assumed to be fighting other Imperial forces at this time. Once you have defeated the TIEs, the three other ships will continue to battle other Imperial forces while you land and rescue Captain Antilles on the ground.

As you battle your way toward the Captain on the ground, the three other Rebel ships are engaged against Imperial ground and space forces in order to maintain an opening for you to fly the ship through during your escape. Your progress in the ground rescue is measured on a minute-by-minute basis. Conduct one Ground Combat turn (fully resolve any indicated combat) then one Rebel Support turn each minute you are on the ground.

| 2d6 | Ground Combat |
|---|---|
| 3– | Encounter 4 Stormtroopers |
| 4-6 | Encounter 2 Stormtroopers |
| 7-10 | Running through corridors, gain +1 on future Ground Combat die rolls |
| 11-13 | You have located the Detention Level, gain +2 on all future Ground Combat die rolls |
| 14+ (1st time) | You have located Captain Antilles. Defeat 2 Stormtroopers and he is rescued. Reset Ground Combat modifier to zero. You must now exit the base. |
| 14+ (2nd time) | You have exited the base and blasted out into space. |

These die rolls may be modified with your own personal Blaster skill.

Accumulate the modifiers gained each time you "Run through corridors" or "Locate the detention level."

| 2d6 | Rebel Support |
|---|---|
| 1– | One Rebel Ship destroyed |
| 2+ | No Rebel Ships destroyed |

Subtract one from the die roll for each minute you are on the ground.

Once you have rescued the Captain, conduct one last Rebel Support die roll. If the last of the three Rebel Ships is destroyed while you are on the ground, you are captured and it's game over. If the last Rebel Ship is destroyed during the "Blast out into space" turn, then you must defeat 4 TIE fighters before ending the scenario.

The Captain has been seriously injured by the Imperial interrogation and may not perform any actions during the scenario.

This scenario ends at the end of 20 Days or when Captain Antilles has been rescued, whichever occurs first.

| Days Required | Character Points |
|---|---|
| 10 or less | 6 |
| 11 to 12 | 5 |
| 13 to 14 | 4 |
| 15 to 16 | 3 |
| 17 to 18 | 2 |
| 19 to 20 | 1 |

## (6) Repay Jabba or "Look, I'll pay you triple!"

While smuggling a load of Kessel Spice for Jabba the Hutt, you jettisoned the load as you were about to be boarded. The good news is that you were not arrested and scheduled for summary execution. The bad news is that you

owe Jabba 25,000 credits. Now, Jabba knows that you'll pay him as soon as you can, but he does have a reputation to protect, so he's put out a contract on you. So you suddenly find yourself in high demand.

You begin this scenario with 2,000 credits. If you are playing an on-going character who has played in previous scenarios, reduce your money to 2,000 credits. For every 1,000 credits that you are forced to lose, you receive 1 Luck circle.

**Effects of Jabba:** Due to Jabba's contract, add Wanted counters to the following Systems: Tatooine (2), Kessel (3), Calimari (1), Corellia (2), and Bespin (1).

All crew members in your hire from previous scenarios leave you and return to their listed Systems.

Modify the Partner Encounters as follows: If you do not already have a Partner, then treat them as Blaster Duel. If you do already have a Partner, the Partner is killed by one of Jabba's bounty hunters and you immediately suffer the Drunken Spree encounter.

You may hire crew members, but due to your situation they charge you double their normal fee, or cost (you can hire "Eyes" but he won't pay you to carry him around anymore).

To pay back Jabba, you must spend one Day on Tatooine and select the Fulfill Goal Activity. At that time you must transfer 25,000 credits to Jabba.

This scenario ends at the end of 15 Days or when Jabba is paid back, whichever occurs first.

| Days Required | Character Points |
|---|---|
| 7 or less | 6 |
| 8 | 5 |
| 9 | 4 |
| 10 to 11 | 3 |
| 12 to 13 | 2 |
| 14 to 15 | 1 |

At the end of the 15th Day, Jabba hires Boba Fett to balance the books, and several hours later, he puts "paid" to your account. Game over.

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## DataPad: Character, Ship, Credit, and Time Records

Beginning Characters receive 7 character points and 1000 credits. If you begin in a later scenario than the first, add 4 character points for each scenario skipped.

Skills and Capabilities must be purchased one bonus at a time. For example, one point must be expended to attain a +1 in the Blaster skill, before two additional points are expended to increase the Blaster skill to +2.

Ship Capabilities may be upgraded between scenarios by expending the indicated number of credits and character points.

Luck gets expended as it is used. Each Luck circle expended will retroactively adjust any die roll by 1. No more than 2 Luck circles may be expended on any one roll. Once used, a Luck circle is gone for good.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Tens of Thousands | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Thousands | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Hundreds | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Tens | | | | | | | | 50 | 50 | 00 |
| Days | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
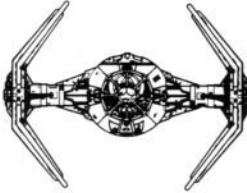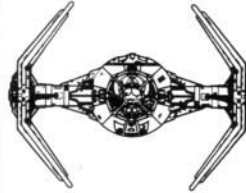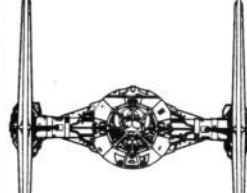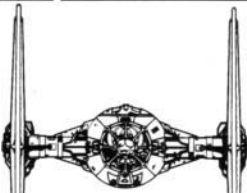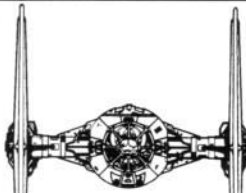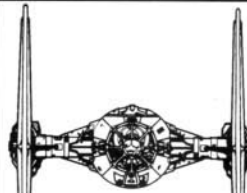
**Character Name:**

| Skills | +1 | +2 | +3 | +4 |
|---|---|---|---|---|
| Piloting | ☐ | ☐ | ☐ | ☐ |
| Gunnery | ☐ | ☐ | ☐ | ☐ |
| Mechanical | ☐ | ☐ | ☐ | ☐ |
| Charisma | ☐ | ☐ | ☐ | ☐ |
| Blaster | ☐ | ☐ | ☐ | ☐ |
| Luck | ☐☐☐ ☐☐☐ | ☐☐☐ ☐☐☐ | ☐☐☐ ☐☐☐ | ☐☐☐ ☐☐☐ |
| | 1 Point | +2 Points | +4 Points | +7 Points |

**Ship Name:**

| Capabilities | +1 | +2 | Modifies |
|---|---|---|---|
| Controls | ☐ | ☐ | Piloting rolls |
| Turrets | ☐ | ☐ | Gunnery rolls |
| Hull & Shields | ☐ | ☐ | Ship Defense rolls |
| Diagnostics | ☐ | ☐ | Ship Repair rolls |
| | 2 Points & 1000 Credits | +4 Points & +3000 Credits | |

| Interceptor | Interceptor | TIE |
|---|---|---|
| TIE | TIE | TIE |

| Bulk Cargo | Sealed Cargo | Important Cargo | Priority Cargo | Origin System ● | Destination System ● |
|---|---|---|---|---|---|
| Illegal Tech | Weapons | Passage-Imperial Fugitive | Smuggle Weapons | Smuggle Stolen Data | Smuggle Kessel Spice |
| 1 Day | 10 Days | 10 Credits | 100 Credits | 1000 Credits | 10,000 Credits | Ship |

### Imperial Fugitive
*Human*

Charisma +2

**Contraband**

| Aft Shield | Bottom Weapon Turret | Bunks/ Lounge | Carbon Scoring | Carbon Scoring | Carbon Scoring | Carbon Scoring | Carbon Scoring | Carbon Scoring | Bunks/ Lounge | Bottom Weapon Turret | Aft Shield |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Carbon Scoring | Cargo Hold | Cockpit | Emergency Generator | Equip. Storage | Fore Shield | Fore Shield | Equip. Storage | Emergency Generator | Cockpit | Cargo Hold | Carbon Scoring |
| Hyper-drive | Lateral Controls | Life Support | Main Computer | Power Core | Secret Hold | Secret Hold | Power Core | Main Computer | Life Support | Lateral Controls | Hyper-drive |
| Sublight Drive | Top Weapon Turret | Vacuum Suits | | | | | | | Vacuum Suits | Top Weapon Turret | Sublight Drive |
| Stunned | Stunned | Stunned | | | | | | | Wounded | Wounded | Wounded |

Cut out this entire block of counters. Fold along the dotted line, and glue the counters back to back.

| Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted | Wanted |
| Wanted 2 | Wanted 2 | Wanted 2 | Wanted 2 | Wanted 2 | Wanted 3 | Wanted 3 | Wanted 3 | Wanted 3 | Wanted 4 | Wanted 4 | Wanted 4 | Wanted 5 | Wanted 5 |

### Yaawl
*Wookie Fugitive*
*Hoth*

Gunnery +1
Blaster +2

**Wanted**

50 Credits/Day

### "Eyes"
*Rodinian Creep*
*Kessel*

Charisma −2

Pays you 50 Credits/Day

### R2-X3
*Droid*
*Corellia*

Mechanical +1

Buy for 500 Credits

### Womprat
*Pet*
*Tatooine*
May be sacrificed to negate any Wound or Dead result meant for character.

Buy for 100 Credits

### Selnia
*Human Gambler*
*Kessel*

Piloting +1
Charisma +1

100 Credits/Day

### Bolto
*Rodinian Gunman*
*Bespin*

Blaster +1

50 Credits/Day

### T'Sal
*Jawa Shuttle Jockey*
*Tatooine*

Piloting +1

50 Credits/Day

### Thuugar
*Gamorrian Leg-breaker*
*Gamorr*

Blaster +2

50 Credits/Day

### Rooarwaa
*Wookie Mercenary*
*Kashyyyk*

Gunnery +1
Blaster +1
Mechanical +1

200 Credits/Day

### Aabatar
*Calamari Smuggler*
*Calamari*

Gunnery +1
Piloting +1
Charisma +1

200 Credits/Day

### Nenasha
*Sullustan Pilot*
*Sullust*

Piloting +1
Blaster +1

100 Credits/Day

### Huutar
*Human Mechanic*
*Corellia*

Mechanical +1
Blaster +1

100 Credits/Day