

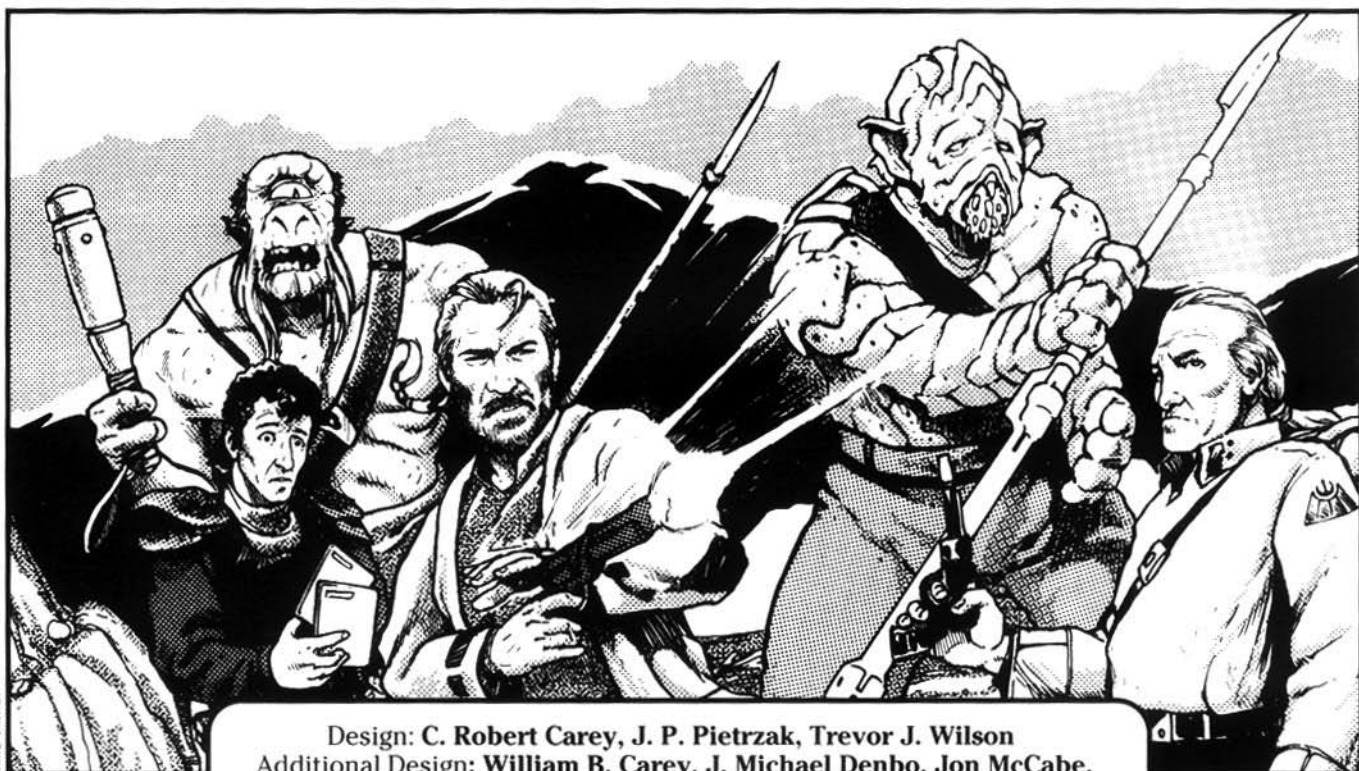
STAR WARS®

**ALLIANCE
INTELLIGENCE
REPORTS**



STAR WARS®

Alliance Intelligence Reports



Mike Vilardi

Design: **C. Robert Carey, J. P. Pietrzak, Trevor J. Wilson**
Additional Design: **William B. Carey, J. Michael Denbo, Jon McCabe, Todd Stewart Murray** • Development and Editing: **Bill Smith**
Graphics: **Tim Bobko** • Cover Art: **Doug Shuler**
Interior Art: **Matt Busch, Doug Shuler, Mike Vilardi, Christina Wald**

Publisher: **Daniel Scott Palter** • Associate Publisher/Treasurer: **Denise Palter**
Associate Publisher: **Richard Hawran** • Senior Editor: **Greg Farshtey**
Editors: **Miranda Horne, Bill Olmesdahl, Peter Schweighofer, Bill Smith, Paul Sudlow**
Art Director: **Stephen Crane** • Graphic Artists: **Tim Bobko, Steven Brown, Tom O'Neill, Brian Schomburg**
Sales Manager: **Jeff Kent** • Licensing Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill**
Accounting: **Karen Bayly, Wendy Lord, Kimberly Riccio** • Billing: **Amy Giacobbe**

Published by



RR 3 Box 2345
Honesdale PA 18431

40109



Introduction

Alliance Intelligence Reports is a supplement for *Star Wars: The Roleplaying Game, Second Edition*. Compiled and authored by Alliance operatives, officers and agents throughout the galaxy, the reports detail a number of individuals and groups who present a threat to the Rebel Alliance.

Each entry found within this collection includes descriptions and history of the given individual or group, their last known location, bases of operation, notable equipment and craft used, and the nature of the threat to the Alliance. A number of the many Rebels who have collaborated to develop this project have included personal addenda in which they relate their experiences with these beings. Nearly all entries contained within this supplement are non-Imperial threats, though many are Imperial-allied.

Using This Book

Alliance Intelligence Reports provides gamemasters with a wide array of new characters and organizations for use in a *Star Wars* campaign.

For many of the entries found herein, gamemaster notes are also provided. The materials within this collection can be a valuable aid to a gamemaster who is looking for interesting and varied characters for use in their adventures. Some of these threats are also suitable for long-term foes.

Time Frame

This book is set approximately two years after the destruction of the first Death Star (one year before the Battle of Hoth). However, many of these villains could easily be around in the New Republic era. Gamemasters need only adjust game statistics for the characters accordingly.



The Task Force on Alliance Security

The members of the Task Force on Alliance Security number 342 beings. Their main task has been to compile information about any and all major threats to the Rebel Alliance. As of this writing, the full reports total an incredible 9,200 data screen units (DSUs).

The following document contains excerpts regarding some of the most notable threats. Many are discussed in the hopes that individual Alliance Special Operations Mission Groups could deal with the threats.

The beings noted have helped compile this document and have added their own addenda regarding the threats presented.

■ Lt. Commander Anson Blazer

A young Human male hailing from Corellian space, Anson Blazer is a former Intell agent now serving as one of the few Alliance SpecForces Marshals. He has actively served the Alliance for nearly five years and has been an important asset to the Rebel cause in the vicinity of the Corellian Trade Spine (including the Bespin system). Anson is part of the Shadow Squadron, the Infiltration unit of the SpecForces Eclipse Team. During his tenure as an Intell Agent, Blazer operated in the Inner Rim Planets (page 131 of *Star Wars, Second Edition*), where he gathered a great deal of information vital to Alliance operations throughout the galaxy.

■ Lt. Colonel Beryl Chiffonage

Lieutenant Colonel Beryl Chiffonage is a brilliant tactician whose expertise has been crucial to several successful Alliance operations, including the triumph of the Engagement at Jestan. She is often called upon by Alliance High Command to help develop attack and defense patterns for a particular Rebel base. She is currently assigned to Rebel High Command; her duties and location are classified.

■ General Airen Cracken

One of the most colorful of the Alliance's leaders, General Airen Cracken is known as the man who has saved thousands of Alliance operatives. His famous field guide, which is issued to new

Alliance recruits, has helped many a Rebel team defeat their Imperial opponents through ingenuity and cunning rather than sheer firepower. Cracken is a stern soldier, but an unquestioned supporter of the Alliance and its objectives. His wisdom and judgement remain an important asset to the Task Force on Alliance Security.

■ Lieutenant Deeve

Lieutenant Deeve, one of the most famous Arporlan serving in the Alliance, is one of the Rebellion's premier scouts. Having learned many valuable scouting and tracking skills on his native Arporatalanin, Deeve is responsible for scouting and mapping many worlds in the Unknown Regions and Wild Space that eventually become Alliance safe worlds. He aided Alliance Support Services in the establishment of New Alderaan (page 133 of the *Rebel Alliance Sourcebook, Second Edition*) and performed much of the preliminary scouting for the safe world Apliria. (For New Republic era information on Deeve, see pages 3–4 of *Galaxy Guide 8: Scouts*.)

■ Major Bren Derlin

Major Derlin is commander of security and operations at Alliance High Command Base, having recently been promoted to his present rank by General Rieekan for meritorious action on Nentan. Major Derlin is a highly competent officer and also an excellent field operative.

For more information on Major Derlin, see *The Movie Trilogy Sourcebook*, pages 68, 69, 145 and 147; for New Republic era information on Derlin, see pages 24–25 of *The Last Command Sourcebook*.

■ Lt. Commander Adazian Liebke

An officer in the Alliance ground forces, Adazian Liebke serves within the Alliance Special Forces as a Wilderness Fighter. Liebke is among the most distinguished Weequays to have served in the ranks of the Rebellion. He and two of his former companions from the Dnalvec Militia on Sriluur joined the Rebellion shortly after the end of the Houk-Weequay conflicts. He is part of the Eclipse Team's Twilight Squadron, and is noted for his dark wolf handling. Liebke maintains a pack of nearly two dozen of the nocturnal canines, and often makes use of them during his assignments.



Mike Vilardi

■ Task Force members (from left to right) Lt. Lochner, Lt. Commander Liebke, Lt. Ma'w'shiye and Lt. Witig.

■ Doctor Saren Llalik

From a family of technical and scientific geniuses, Dr. Llalik is the Director of Prosthetic Design at BioTech Industries. A cyborg technology researcher and Rebel operative, Saren provides the Alliance with much of its more sophisticated medical technology. Currently on an extended paid vacation from BioTech, she agreed to aid the Task Force on Alliance Security in matters regarding medical and cyborging advances that may be used to the detriment of the Rebellion.

For more information on Dr. Llalik, see *Cracken's Rebel Operatives*, page 68.

■ Lieutenant Alton Lochner

Alliance Lieutenant Lochner, known to some as Tiris Warren, is a Special Forces operative who serves as Cloak Leader within the Eclipse Team. Alton served a brief stint in Alliance Intell prior to his present assignment, and is held in high regard by both military and intelligence operatives throughout the Alliance for his many successful operations and rescues of other operatives.

■ General Crix Madine

General Crix Madine, the commander of Alliance Special Forces, is a Corellian who originally served the forces of the Empire. Since his defection to the Alliance, Madine has been an invaluable officer. Like Generals Rieekan and Dodonna, Madine is a brilliant tactician and an able commander. He is a meticulous planner, and has secured victory after victory for the Rebel cause. He is highly respected

by those under his command, particularly for the fact he often accompanies them during field missions.

For more information on General Madine, see *The Movie Trilogy Sourcebook*, page 128. For New Republic era information, see pages 10–11 of the *Dark Force Rising Sourcebook*.

■ Lieutenant Ma'w'shiye

Lt. Ma'w'shiye is a sharpshooter for the Alliance SpecForces. He serves as part of the Eclipse Team's Twilight Squadron, and is a veteran of many perilous missions. He is a Nikto from the planet Kintan. He serves as a weapons coordinator for the Alliance in addition to field duties, and has been a valiant addition the Rebel cause for nearly three standard years. Ma'w'shiye is near-legendary in Alliance gunner ranks for his part in the defense of Corint City during the Empire's attack on the Pirik system.

For New Republic era information on Ma'w'shiye, see *Star Wars Adventure Journal #4*, pages 229–231.

■ Agent Tynan Rynl Mei

Agent Tynan served for nearly four years in Alliance Intell and has within the last few months taken command of the Eclipse Team's Storm Squadron. Before working for the Alliance, she operated as a privateer and smuggler, running weapons and supplies to groups and cells sympathetic to the Alliance cause on Imperial-controlled worlds. She is an intimidating figure and a fierce combatant. She is one of few Togorian females to permanently leave the grass plains of her homeworld.

■ **Lieutenant Tura Raftican**

Lieutenant Tura Raftican is a former investigative reporter for the HoloNews Network who has recently joined the force of the Alliance. She has provided much valuable documentation for Lieutenant Voren Na'al and her new commanding officer Major Arhul Hextrophon, and is a tireless worker. Her investigative abilities and reputation in the news industry aid the Alliance in acquiring information that would be difficult for a standard citizen, or even a Rebel spy, to attain.

■ **General Carlist Rieekan**

General Rieekan is theater commander of Alliance High Command Base. Originally from Alderaan, Carlist Rieekan has served in a military capacity since age 17. He joined the Alliance early in its conception and has served valiantly since. His wide breadth of tactical knowledge has made him an extremely effective base commander.

For more information on General Rieekan, see *The Movie Trilogy Sourcebook*, page 68. For New Republic era information, see page 22 of *The Last Command Sourcebook*.

■ **Lieutenant Ayla Shar**

Lt. Shar is a native of the planet Korbin and a former miner and resource coordinator for Vulca Minerals. Her knowledge of several industrial saboteur groups has proven invaluable in developing portions of these reports. She now serves as an Alliance resource officer at several outposts in

areas of heavy Imperial control. She has served as a foster agent on several occasions, and has worked for quite some time assisting in the hijacking of Imperial ore haulers.

For more information on Korbin, see *The Star Wars Planets Collection*, pages 237–245.

■ **Major Sisquoc**

The commander of the Eclipse Team's Twilight Squadron, Sisquoc is a Samuac near-Human. He is one of the Alliance's premier trackers and scouts. A Pathfinder in the Alliance SpecForces, Sisquoc serves at the Suolriep Sector HQ on his native New Kigse, where he serves as an instructor when not in the field. Prior to his service in the Alliance, Major Sisquoc was the star pupil of the Galactic Outdoor Survival School (GOSS; see entry following). He recruited many of his classmates into the Alliance, including Adazian Liebke, Akul Witig and Ma'w'shiye. He is supremely devoted to the Alliance and its ideals, and has drafted a large portion of the entry detailing GOSS and its staff.

■ **Commander Derembus Sitnalta**

Commander Sitnalta is regarded as something of an "elder statesman" of the Alliance non-officer ranks. A soldier whose career dates back to the days of the Old Republic, Sitnalta is an aging Human male who has repeatedly refused a command position, insisting upon remaining in the field. He currently serves as the heavy weapons crewer for the Eclipse Team's Midnight Squadron.



■ Task Force members (from left to right) Lt. Deeve (background), Lt. Cmdr. Sourthol, Agent Tiree, Lt. Cmdr. Blazer and Lt. Raftican trade with an alien street merchant (left foreground).

Artist: Vlahakis



Mike Vilardi

■ Lieutenant Lak Sivrak

Lak Sivrak, the renowned Shistavanen Wolfman scout, is a recent addition to the Alliance, having been recruited by a group of Rebel operatives some months ago. Sivrak left his homeworld of Uvena and served the Empire as a scout until seeing the tyranny of the New Order. He was hunted by Imperial forces for some time and eventually took to hiding on the remote planet Tatooine. Though a talented scout and tracker, Sivrak is also a capable warrior and in his short time within the ranks of the Alliance has served in a number of battles. His knowledge of Imperial scouting procedures has proven a true asset to Alliance operations.

For more information on Sivrak, see *The Movie Trilogy Sourcebook*, page 40–41.

■ Lt. Commander Bakki Sourthol

Recently-promoted Lieutenant Commander Sourthol is a young pilot who commands an X-wing fighter squadron in the Bakchou arm of the Fakir sector. He often serves as a member of Alliance Special Operations teams, having repeatedly proven his ability under fire. Recent events in the Tharin sector have allowed Sourthol to gather information regarding threats to the Alliance, and he has taken a brief reprieve from his duties in the Fakir sector to report them to High Command.

For more information on Bakki, see pages 15–16 of *Classic Campaigns*.

■ Colonel Andrephan Stormcaller

Colonel Andrephan Stormcaller, a Human from Entralla, is a brilliant tactician and veteran of countless engagements. He and Colonel Airen Cracken were two of the Alliance commanders responsible

for the development of the Special Forces units now used throughout the Alliance. He was especially valuable in his development of the SpecForces Infiltrator units and served as one of their number for some time. Stormcaller is a weathered Human male with light eyes and dark brown hair that has recently begun to gray.

For New Republic era information on Colonel Stormcaller, see *Star Wars Adventure Journal* #3, pages 167–169.

■ Agent Tiree

One of the Alliance's most effective Intelligence agents, Tiree has been in the service of the Rebel Alliance for years. He operated for some time posing as a governor's aide to Lord Cuvir, and aided in the recruitment of several now-valued Rebel agents shortly following the Battle of Yavin. Tiree was recently captured on the Imperial-held world Questal and rescued by some fellow Rebel companions (see the adventure *The Game Chambers of Questal*) and he has since been operating in the Tharin and Arkanis sectors, where he has gathered a great deal of valuable information for the Rebel Alliance.

■ Tirranna

One of the elite Eclipse Team operatives, Tirranna is an extremely seasoned Alliance field agent. Tirranna was chosen to be part of the Task Force on Alliance Security for her considerable knowledge of the galactic underworld and for her numerous contacts in both that environment and within the ranks of the Alliance, as well as her extreme devotion to the Rebel cause. One of the most active Wookiee agents within the Alliance, Tirranna also works

hard to organize the forces that she hopes will eventually liberate her enslaved homeworld of Kashyyyk.

■ **Lieutenant Tole Warren**

A communications officer at Suolriep Sector HQ, Lieutenant Warren has served in the Alliance for nearly six years and was one of the few survivors of the lost Alliance safe world Stronghold (see the adventure *Otherspace II: Invasion*). He takes an active role in many Alliance field missions, and spends the remainder of his time in the Delta Base command center as one of Captain Willard's top officers. Tole has assisted the Task Force in deciphering several encrypted transmissions, many of which have proven valuable in the preparation of these reports.

■ **Captain Vanden Willard**

Captain Vanden Willard, Suolriep Sector HQ commander, served as General Dodonna's first officer during the Battle of Yavin. Following the destruction of the Death Star, Willard coordinated the less-renowned yet still crucial Battle of Shaylin 18, and soon thereafter took the reigns of Delta Base. Willard, like his friends Dodonna, Pashna Starkiller and the recently re-surfaced Adar Tallon, is beginning to hand over much of the responsibility to the younger generation of commanders, but continues to be a great asset to Rebel planning.

■ **Lieutenant Akul Witig**

Lieutenant Witig joined the Alliance as part of a security contingent for the Calamari Shipyards. The energetic Quarren stopped several plots sponsored by Imperial collaborators and earned the respect of his Mon Cal superiors. He was eventually transferred to his present position as part of the Eclipse Team. He now serves as a SpecForces Aquatic Wilderness Fighter, and has been the veteran of several Alliance campaigns, including the infamous Karideph operations.

■ **Commander Zgorth'sth**

Commander Zgorth'sth, a Mon Calamari, is the Senior Officer of the Intentions branch of Alliance Intelligence. He served for quite some time as a field agent in the Outer Rim, but was promoted to his current position approximately two standard years ago, where his value as an officer within Intelligence ranks has been unmatched. Zgorth'sth culls much of the data brought into his office and determines what information is worthy of further investigation. Commander Zgorth'sth edited much of the materials the Task Force has developed.

For more information on Zgorth'sth, see pages 39-40 of the *Rebel Alliance Sourcebook*.

Securidex Files

The Security Index (SecuriDex) files issued by the Analysis office of the Alliance Intelligence Intentions branch detail individuals or groups

SecuriDex

Name: Subject's name

Species: Provided if known.

Sex: Provided if known.

Homeworld: Provided if known.

Known Associates: Provided if known, cross-referenced if a SecuriDex has been issued for any of the individuals listed as Known Associates.

Base of Operations/Last Known Location: Provided if known.

Suspected or Potential Threat: All those that apply from edited and compiled sourcefile 56211217.KXYR.170649 (Datafile Sub-J of Suspected Activities Considered Against the Interests and/or Benefit of Alliance Operations and/or Security).

Threat Register: Threat ranked as "low," "minor," "medium," "high," or "extreme," with specific regional or location threats as applicable.

Submitter: Agent or operative initiating SecuriDex file development

Submitter Addendum: Any personal comments or notes by submitter, added as deemed necessary.

which may be perceived as a threat to Alliance security or operations. While the Security office of the Counter-Intelligence branch scours the Alliance for internal security breaches, Analysis keeps a close watch on potential outside threats. (For more information on the structure of Alliance Intelligence, see Chapter Three of the *Rebel Alliance Sourcebook, Second Edition*.)

Though issued by Analysis, most SecuriDex files are authored by the various Intelligence operatives in the more "active" areas of Intelligence: Passive Operations and Systems Operations. Each preliminary SecuriDex, upon its being submitted by the Rebel operative who has compiled it, is analyzed and an investigation is soon thereafter conducted.

Each SecuriDex provides the pertinent information regarding the subject in question: who they are, what they do, and why they present a threat to the Rebel Alliance.

We would like to thank all the operative groups who assisted in procuring much of the information: the Task Force relied on their contributions a great deal. We would like to especially thank the Shroud Team, the Sandwind Team and the Eclipse Team for their assistance.

To: Fellow Rebels in the Field
From: Task Force on Alliance Security
Regarding: Attached Alliance Intelligence Reports Excerpts

Friends:

Following you will find a selection of several datafiles detailing those individuals or groups believed to be a threat to Alliance security. In the research of the Task Force, we have discovered a large number of groups or individuals who, though not directly aligned with the Empire, present serious threats to our cause and must be closely watched in these crucial days of the war.

Many of the individuals to be found in this file are already wanted for crimes against the Alliance. Unfortunately, we have such a large number of threatening individuals who oppose the Rebellion that any extensive list of them is near impossible. Nonetheless, we have tried to do so.

The recent demise of General Vernan has left Intell in dire need of trustworthy agents and trustworthy information: most of the information contained herein we feel to be quite accurate. We ask that those of you fighting in the field take into consideration the files contained within this collection and heed them. If you happen upon any the individuals or groups detailed within the following dossiers, please be aware of the potential danger they represent.

We consider these and the other files to be but a beginning; only a fraction of what will be compiled. Many of the operatives whose work was invaluable in the preparation of these reports have also expressed a willingness in preparing additional reports on other threats to Alliance security. We have discussed the matter of interviewing several of our prominent agents so that we may shine light on additional threats to our Alliance.

We would like to extend our sincere appreciation to all those Alliance operatives, agents and officers who serve our cause and have aided the development of this project, and especially those who submitted many of the SecuriDex files from which we worked.

Good day and may the Force be with us.

*Respectfully,
Task Force on Alliance Security*

[member names omitted for brevity]



ALLIANCE SECURIDEX

Name: _____

Species: _____

Sex: _____

Homeworld: _____

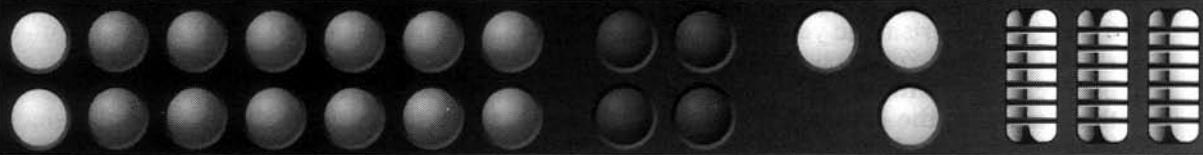
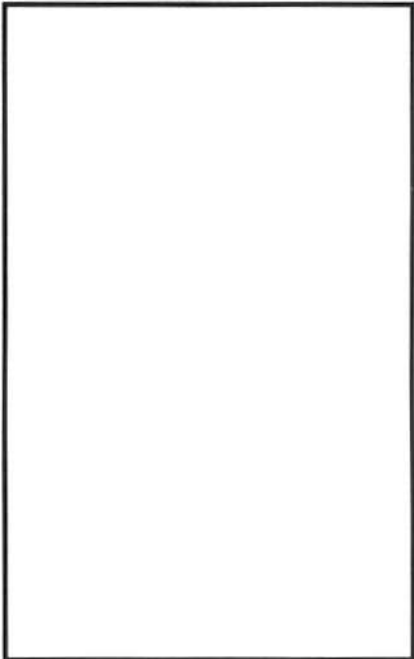
Known Associates: _____

Base of Operations/Last Known Locations:

Suspected or Potential Threat:

Threat Register: _____

Submitter: _____





Brosin Underground

The Brosin Underground is a paramilitary force that wages a guerrilla war upon the Corporate Sector Authority on the planet Brosi. The soldiers of the Underground, led by local hero Randle Clanse, terrorize virtually every CSA installation and constantly harass the CSA's Espo troops (see the *Han Solo and the Corporate Sector Sourcebook*).

The local CSA officer in charge, Supervisor Wasith, has hired a number of bounty hunters to flush the Brosin resistance fighters from the Blan Forests, but to little avail. One of the bounty hunters recently resigned from his contract, citing inadequate support from CSA officials. It is more likely that the CSA Espos are not familiar enough with the Brosin landscape to properly deal with the group.

Brosi is a site for several zinsian processing plants and therefore important to the Corporate Sector's shipping industry (zinsian is often used as a dry preservative). The three major installations on Brosin soil displaced thousands of native inhabitants, and many of the young male Brosins have been "hired" by the supervisors to work in the dangerous extraction sites.

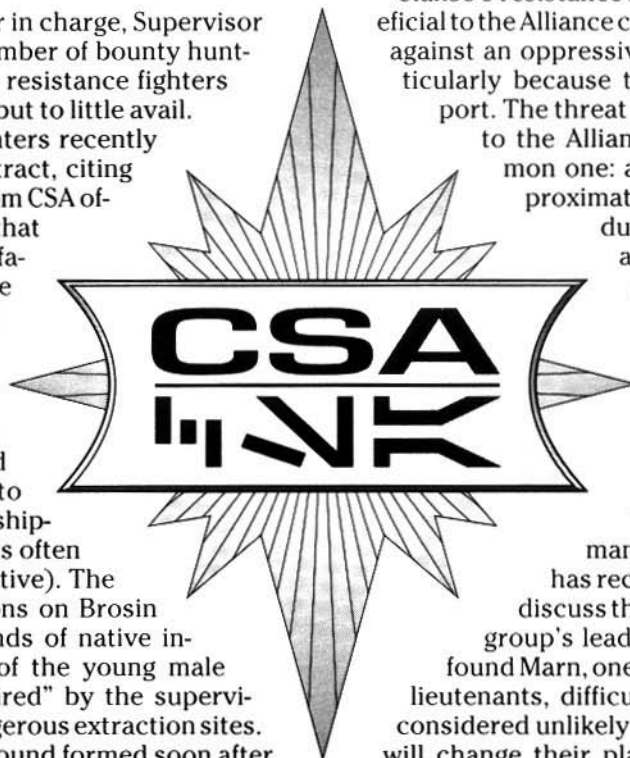
The Brosin Underground formed soon after the construction on the first zinsian processing installation began and has since its very beginnings had the popular support of the native Brosin population. The group's leader, Randle Clanse, is a charismatic young woman who has shown extreme compassion for those who have been cast from their homes. She shares with them much of the equipment and revenue the Underground steals from the CSA.

The Brosin Underground consists of four small groups, the largest of which operates in the Reyno and Nihun Valleys. The three largest groups are mobile, while the smallest group, which Clanse personally leads, most often moves along the Shoengen Coast, where Clanse and her 30 warriors strike at any and all Authority facilities.

Clanse's resistance fighters are mostly beneficial to the Alliance cause because they strike against an oppressive government and particularly because they have popular support. The threat the Underground poses to the Alliance, however, is a common one: a small Rebel cell of approximately ten operatives is conducting surveillance in an area that one of the Underground groups frequents. The Underground's activities have brought many Authority search parties into the area, potentially threatening the cell's secrecy.

The Rebel cell's commander, agent Abil Filorin, has recently taken measures to discuss the matter with the Brosin group's leader, Vuraj Marn, but has found Marn, one of Clanse's most valued lieutenants, difficult to contact. It is also considered unlikely that the Brosin soldiers will change their plans just because a few Rebels want them to change — most local revolutionary efforts seldom see the long-term, large-scale benefit that can come from *not* drawing too much attention to one's homework.

There is also a trio of Alliance operatives who have managed to infiltrate the Authority's zinsian processing complexes under the cover of spin-sealer technicians. Should security be increased within the structure, their cover may be blown



and the benefits the agents' work brings to the Alliance, as well as their lives, may end.

Typical Brosin Underground Guerrilla. All stats are 2D except: *Dexterity 3D, dodge 4D, firearms 4D, survival 4D, beast riding 3D, hide 4D, sneak 3D+2.* Move: 10. Slugthrower (3D+2), partial Espo armor (+2 physical).

■ **ADDENDUM/PERSONAL**

■ **RIEEKAN, CARLIST/GENERAL..**

The Underground's activities, while noble, are proving troublesome for our operatives in the zinsian processing facilities. We fear tightened security may reveal our agents and destroy the progress we have made. Perhaps if Abil can contact some of the Underground's leaders an agreement can be made that will benefit both parties.

Randle Clanse

SecuriDex

Name: Randle Clanse

Species: Brosin (near-Human)

Sex: Female

Homeworld: Brosi

Known Associates: Vuraj Marn, Brosin Underground

Base of Operations: Shoengen Coast

Suspected or Potential Threat: Anti-Corporate Sector Authority activities may be mistaken as Alliance activity and endanger current Rebel mission. Military build-up as a result of the Brosin Underground's activities hindering Alliance agents' mobility.

Threat Register: Minor, medium on Brosi (in Reyno and Nihun Valleys, Shoengen Coast, areas about Brosin capital)

Submitter: Abil Vilorin

Randle Clanse is the leader of the Brosin Underground and is loved by the millions of Brosin natives who have been adversely affected by the presence of the Corporate Sector Authority. Clanse is believed to be in her late twenties or early thirties, though there are no official records of her birth. She was born in the rural areas north of the Shoengen Shores, in a small village along the Talbot Ridges.

Though she is a widely-publicized figure and is very respected, Clanse is a humble woman. She always credits her subordinates with being the ones responsible for her organization's success and inspires such bravery in her followers that she has often turned certain defeat into a stunning victory solely through her enthusiastic rallying.

Clanse surrounds herself by other Underground warriors who also instill confidence: she has given her most valued and trusted lieutenant, Vuraj Marn, the leadership of the largest of the four Underground factions. Clanse has been perfectly content to lead the smallest (though most infamous) group of Brosin freedom fighters.

Randle Clanse is an athletic Brosin woman with the single shoulder-length *cuor* typical of females of her people. She has a number of minor scars on both arms, most from her frequent travels through the thick leac forests indigenous to the area. She dresses in the thick clothing of her people, but adorns it with a blast vest taken from an Espo Trooper. Her skin is dark tan due to long hours under the Brosin sun, and her clothing retains a trail-worn look.

■ **ADDENDUM/SECURIDEX**

■ **VILORIN, ABIL/AGENT..**

Randle Clanse is undoubtedly a potential ally, but the present manner in which she and her guerrillas disrupt CSA operations can only lead to the compromise of local Alliance efforts within my cell and those in Processing Center 7.

■ **Randle Clanse**

Type: Popular Bandit

DEXTERITY 3D

Blaster 4D, brawling parry 4D+1, dodge 5D, firearms 6D, grenade 3D+2, melee combat 4D+2, melee parry 4D, running: long distance 4D, thrown weapons 5D

KNOWLEDGE 3D

Bureaucracy: Brosin Triumvirate 4D+1, intimidation 4D, law enforcement 4D, law enforcement: Brosin constabulary 5D+2, streetwise: Brosi 6D, survival 5D, willpower 4D

MECHANICAL 2D+2

Beast riding 4D+2, beast riding: staplarint 5D+2, hover vehicle operation 3D+2

PERCEPTION 3D

Bargain 3D+2, command 5D, command: Brosin Underground 7D, hide 5D, persuasion 5D, persuasion: oration 7D+1, search 4D+2, sneak 5D+1

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 4D, stamina 3D+2

TECHNICAL 3D

Demolition 4D, first aid 4D+1, security 4D

Force Points: 1

Character Points: 4

Move: 10

Equipment: Blaster carbine (3D+1), slugthrower (3D+2), medpac, knife (STR+2), blast vest (+1 energy, +1D physical, -1 *Dexterity* and related skills)

■ **Brosi**

Type: Forest

Temperature: Temperate

Atmosphere: Type 1 (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Wooded mountains, forest, urban

Length of Day: 26.5 standard hours

Length of Year: 289 local days

Sapient Species: Brosins (near-Humans), Humans

Starport: 1 Imperial Class

Population: 19 million

Planet Function: Zinsian processing

Government: Corporate Sector Authority

Tech Level: Space

Major Exports: Zinsian

Major Imports: Bulk trade goods, medicine, high technology

System: Dostra

Star: Dostra Major, yellow



Mike Vilardi

■ Randle Clanse leads her troops into the caverns lining the Shoengen Coast.

Orbital Bodies:

Name	Planet Type	Moons
Mos	searing rock	0
Colsa	barren rock	1
Tol	barren rock	0
Brosi	temperate forest	1
Thosa	barren rock	2

Capsule: Brosi is the only habitable planet in the Thandon Cluster, a remote piece of the ever-expanding Corporate Sector. Had it not been for the large deposits of zinsian on the planet, Brosi would have been left alone and not even annexed by the Corporate Sector Authority.

Brosi is a lush forested planet filled with wildlife and, more recently, Authority mining facilities. Espo troopers maintain a strong presence throughout Brosi's cities and in rural areas where the Brosin Underground has been active. Aside from the constant strife between the Espo troops and the natives, Brosi is a pleasant world. Natural wonders include a string of waterfalls over two kilometers high.

■ **Staplarint**

Type: Forest-dwelling omnivore

DEXTERITY 3D+2

Running: long distance 4D+2

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Bite: Does *Strength*+1D damage.

Move: 12

Size: 1.5 meters at shoulder, 2.5 meters long

Orneriness: 2D+2

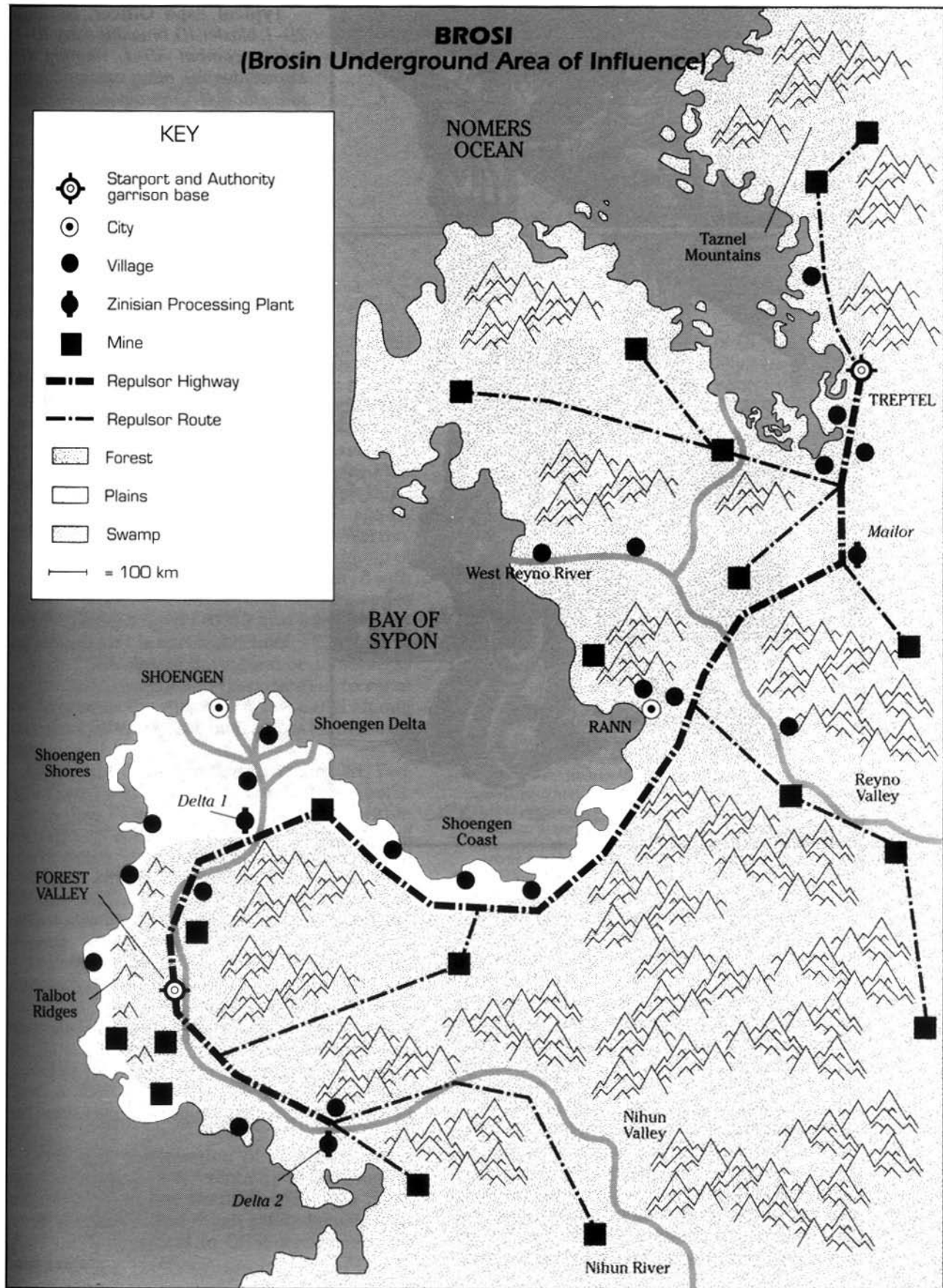
Capsule: The staplarint is an omnivore which was

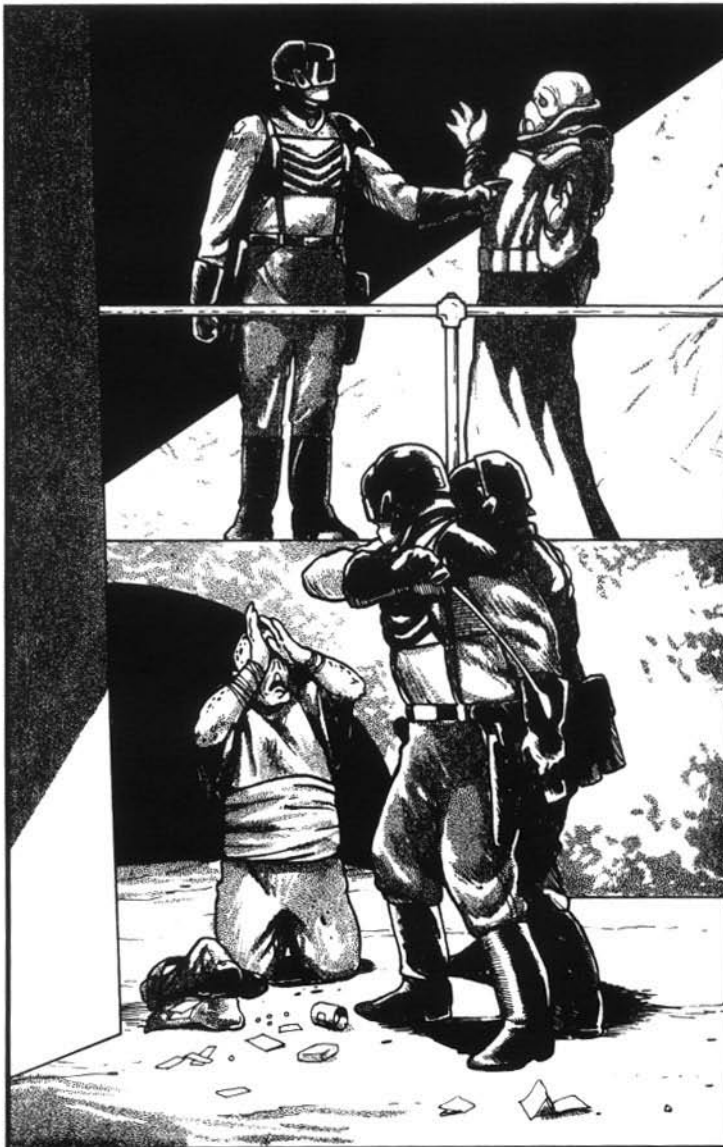
introduced to Brosi by Republic settlers. While increased reliance on repulsorlift transports ended the creature's usefulness in settled areas, many staplarints escaped the colonists and adapted to the wilderness. They have not been domesticated for centuries, but members of the Brosin Underground have begun to break in a number of the creatures, with surprisingly successful results.

Adventure Hook

After Alliance Intelligence has decided Clanse and her Brosin Underground followers have come too close to Alliance activities, Intell sends the characters to mediate a partnership with Clanse and company. Their meeting is compromised, and the Rebels and Brosin natives must join forces to fight Authority Espo troopers intent on killing them all.

Typical Espo Trooper. *Dexterity 3D, blaster 3D+2, brawling parry 3D+2, melee combat: stun baton 5D, running 3D, Knowledge 1D, intimidation 3D, law enforcement 2D+2, streetwise 3D, Mechanical 2D, beast riding 3D, ground vehicle operation 2D+2, repulsorlift operation 3D, Perception 2D, bargain 2D+1, search 3D+1, Strength 2D, brawling 2D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2, Technical 2D, security 3D.* Move: 10. Blast helmet with visor (+1 energy, +1D physical), blast vest (+1 energy, +1D physical, -1 *Dexterity* and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink.





■ The CSA's Espo maintain strict order on Brosi.

Typical Espo Officer. *Dexterity 2D+1, blaster 4D, brawling parry 3D+1, melee combat 3D+1, running 4D, Knowledge 2D, alien species 3D, bureaucracy 4D, intimidation 4D, law enforcement 4D, planetary systems 3D+2, streetwise 3D+2, Mechanical 1D+2, beast riding 3D, communications 4D+1, ground vehicle operation 2D+2, repulsorlift operation 3D+2, walker operation 3D, Perception 2D, bargain 4D, command 4D, investigation 4D, search 4D, sneak 3D+2, Strength 2D, brawling 2D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2, Technical 2D, computer programming/repair 4D, demolition 3D+1, droid programming 4D, first aid 4D, security 5D+2. Move: 10. Character Points: Varies, typically 1-5. Blast helmet with visor (+1 energy, +1D physical), blast vest (+1 energy, +1D physical, -1 Dexterity and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink, 3 pairs binders (5D Strength).*

Mike Vilardi



The Galactic Outdoor Survival School (GOSS) is an “unofficial” organization that has produced some of the most skilled survivalists in the galaxy. Its students learn the skills needed to survive in virtually any environment. A specialty is instruction in how to survive in environments hostile to a being’s physiology (such as the Mon Calamari instruction series in desert survival).

GOSS was established some decades ago by the Morellian scout and lawman Barosa Warren. Warren had recently acquired the ownership of a small planet in the Ollonir Boundaries, and with financial backing from several (now former) friends, planetscaped OM813 into a huge learning ground for his survival school.

Most GOSS alumni have gone on to serve as scouts (independent and corporate) or to serve the Empire or the Alliance. A few GOSS alumni have gone on to become instructors in their own right.

Eight of the dozen students of the famed “Twilight Class,” which graduated from the school in record time 14 years ago, actively serve within the ranks of the Alliance as part of the famed Eclipse Team. Three of the remaining four served within the Alliance as well, but have since been killed during the war. One of the students has fled settled space and is believed to be living somewhere in Wild Space.

The GOSS facilities on Barosa’s planet, stargate designate OM813 (referred to as Thrantin), are of the highest quality. Warren maintains a group of several dozen craft for use during instruction, at least seven of which are modified *Mu*-class shuttles (see page 37, *Galaxy Guide 8: Scouts*). Warren’s own craft, the *Cannibal*, serves as the unofficial flagship of the rag-tag fleet.

GOSS is a combination of a school and a survivalist camp. The mentality is far rougher and cruder than one would suspect at a traditional university, and it can safely be said that GOSS’s only loyalty is to GOSS itself and cold, hard credits.

The main training complex of GOSS is full of equipment collected from virtually every quality outfitter across the Empire: Merr-Sonn, BlasTech, Drearian Defense Conglomerate, SoroSuub, Aratech, Ulig Abaha Ltd., Ghtroc Industries and the like.

Barosa Warren

SecuriDex

Name: Barosa Warren

Species: Near-Human (Morellian)

Sex: Male

Homeworld: Morellia

Known Associates: Casti Tholon, Human female; Clenna, Human male; Myo, Abyssin male; Stren Grier, Human male.

Base of Operations/Last Known Location: Thrantin

Suspected or Potential Threat: Former students of Warren now in service of Alliance

Direct: Persons referred to above (Eclipse Team; Alliance operatives Sisquoc, Adazian Liebke, Xenon Nnaksta, Akul Witig, Derembus Sitnalta, Ma’w’shiye, Buran Borsil, Atin Attan). Potential threat to Kiras Torla, location unknown.
Indirect: Any Eclipse Team operatives or other Rebel agents who may operate with former GOSS students.

Threat Register: Medium, extreme on Thrantin or surrounding areas

Submitter: Major Sisquoc, Twilight Leader

Barosa Warren founded GOSS and is regarded galaxy-wide as the authority in hostile terrain survival. He and the rest of GOSS threaten the Alliance’s security due to a violent rivalry between Barosa and several former students who are now Alliance operatives. Of an extremely long-lived near-Human species, Warren is thought to have been born some years ago in the Morellian Commonwealth, a small group of star systems far beyond the reach of the Old Republic. He is believed to be the last of his people, as all his surviving children (all of which serve the Alliance) are half-Morellian: both mothers of his children were Humans of Coruscant ancestry.

It is known that years ago Warren served as a Morellian Enforcer, one of a select number within the Commonwealth who were charged with maintaining order. The technology level of the Morellian systems is relatively low; rather than



Mike Vilardi

■ GOSS members (from left to right) Myo the Abyssin, Stren Grier, Barosa Warren, Lunkar An and Sgt. Clenna.

using blasters, Enforcers rely on slughtrowing pistols and rifles. The standard attire of the Enforcers is distinctive: long leather oilcoats, leather boots, heavy-duty blackstrap gloves and the trademark Morellian Weapons Conglomerate .48-caliber Enforcer pistol.

After serving within the ranks of the Enforcers, Barosa went into semi-retirement, serving as a scout within the Republic. He staked some of the most perilous planets in the Empire's current jurisdiction, including Dra III, Theal, Frewwil and Buamlon Central. Upon announcing his retirement from the Republic Survey Corps, he made a mysterious "business transaction" and acquired the small planet OM813.

Warren was in his late 110's at the time, nearing his prime. He spent the next few years preparing the institute of his dreams: the Galactic Outdoor Survival School. Over the next four or so decades, he built GOSS into a galaxy-renowned survival instruction school, and has made a veritable fortune as the School's chancellor, dean and master instructor.

Barosa Warren is now in his mid-160s, and has begun to noticeably age. He continues to wear the trademark raiment of the Morellian Enforcers, and sports a thick red beard. His face is weathered from the elements of a thousand worlds, and his right arm sports a large, aged

scar from a nashtah attack during his exploration of the Dra III wilderness decades ago.

Barosa has a number of children serving within the ranks of the Alliance: sons Tole Warren, Roland Warren, and Alton Lochner (originally Tiris Warren), and daughter Danlea Lochner (originally Tara Warren). Both Tole and Alton serve at the Alliance Suolriep Sector HQ (Tole as a communications officer, Alton as a SpecForces operative), Roland serves as an undercover contact in the Simik system, and Danlea is a contact for Alliance smuggling operations along the Ison Corridor.

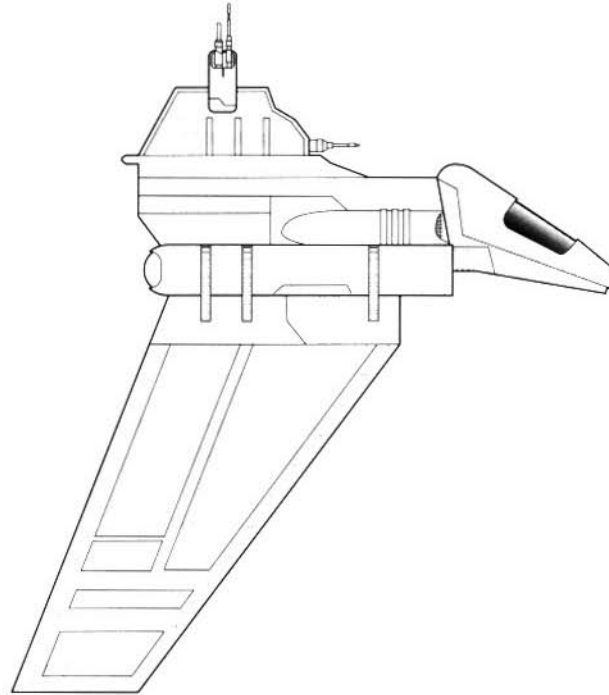
■ **ADDENDUM/PERSONAL**
■ **SISQUOC/MAJOR..**

Barosa poses a dire threat not only to the Alliance as a whole, but particularly those of us who were once under his tutelage and now serve the Rebel cause, as well as those who often work with us in the field. We believe he has collaborated with a number of bounty hunter and mercenary groups we have had to defend ourselves against, though we have yet to prove our suspicions.

He is the foremost expert in his field: our late companion Major Glidamir once commented that if Barosa were left to die in the wastes of Tatooine, in no time he would build himself a castle of seaweed. He is not to be underestimated: to do so will undoubtedly cost you your life.

GOSS Modified Shuttles

Craft: Modified Sienar Fleet Systems Mu-2
Type: Long range shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Mu-2
Crew: 2, skeleton: 1/+5
Crew Skill: See GOSS stats
Passengers: 14
Cargo Capacity: 100 metric tons
Consumables: 6 months
Cost: 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 25/1D
Scan: 50/1D+2
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/12/25
Atmosphere Range: 100-200/1.2/2.5 km
Damage: 4D+2



■ **ADDENDUM/PERSONAL**

■ **MA'W'SHIYE/LIEUTENANT..**

Barosa's dominance as a survivalist goes without question, but those of you who stand a chance of encountering him in combat of any sort should also keep in mind his weaponry. Most often he makes use of his Enforcer, a gun that should be part of a Star Destroyer's arsenal rather than a hand weapon. Despite the weapon's obvious weight, he handles it as if he weighs nothing. He can speed draw faster than even Derembus, and that's no simple feat. The recoil on that thing can knock a Gamorrean down, but Warren just squeezes off round after round without effort. If you encounter him and he even flinches, either apologize or find suitable cover. Don't think a landspeeder is enough cover: you should have seen what he did to Maashan's XP-38 ...

■ **ADDENDUM/PERSONAL**

■ **SITNALTA, DEREMBUS/COMMANDER..**

Ma'w'shiye and I have been training Rebel recruits in the use of high-powered blasters, but one thing that never ceases to amaze me is Barosa's simple slugthrower. That thing sounds like a Jexerian cannon when its fired. And the hole the

thing leaves! He could probably peel the armor off an AT-AT if he hit it just right, so make it a point not to get in his way ...

■ **ADDENDUM/SECURIDEX**

■ **SISQUOC/MAJOR..**

I have taken it upon myself to submit this SecuriDex in the interest of all of those Rebel officers who once were students of Barosa Warren. The personal vendetta Barosa has exacted against me has apparently been extended to those who took my side in the matter. The matter in question is personal, and as discussing it would not provide any useful information, has herein been excluded.

Keep in mind only that Warren believes those our allies — all Rebels — are his enemies. Avoid his territories. I would ask Intel to dispatch Agent Clanson and any other willing operatives so that they may accompany those us of who intend to confront Barosa at the upcoming Secure Passage seminar on Dlor 3.

■ **Barosa Warren**

Type: Survival Instructor

DEXTERITY 3D+1

Blaster 4D+1*, brawling parry 4D+1*, dodge 6D+1*, firearms 5D+1*, firearms: Enforcer 10D+1*, melee combat 5D+1*, melee parry 4D+1*, vehicle blasters 5D+1*

KNOWLEDGE 4D

Alien species 7D, bureaucracy 4D+2, cultures 6D, languages 5D+2, law enforcement: Morellian Enforcers 9D, planetary systems 9D+2, scholar: RSS *Expeditions* texts 10D, survival 10D+1*, survival: aquatic 11D*, survival: arctic 11D+2*, survival: desert 13D+2*, survival: forest 12D+1*, survival: jungle 13D+2*, survival: mines 11D*, survival: mountainous 12D*, survival: radiation zones 11D+1*, survival: urban 11D+1*, survival: zero-g 10D+2*

MECHANICAL 2D+1

Astrogation 5D+1, beast riding 5D+1*, beast riding: Cracian thumper 6D+1*, beast riding: Thrantin blarcluur 6D+1*, communications 5D+1, repulsorlift operation 5D+1, repulsorlift operation: Bantha II cargo skiff 7D+1, space transports 5D+1, space transports: *Mu*-class shuttle 7D+1, starship shields 4D

PERCEPTION 3D+1

Bargain 5D+1, command 6D+1, command: GOSS students 9D+1, hide 5D+1, sneak 6D+1*, search 8D+1

STRENGTH 3D

Brawling 6D*, climbing/jumping 5D+1*, climbing/jumping: climbing 6D*, stamina 8D*, swimming 6D*

TECHNICAL 2D

Droid programming 3D+2, droid repair 4D, first aid 6D+2, repulsorlift repair 5D, space transports repair 4D+1

Force Points: 5**Dark Side Points: 1****Character Points: 21****Move: 10**

Equipment: Enforcer slugthrower (6D+1), survival gear, comlink, Morellian oilcoat

* **Note:** Some skills have lowered to reflect aging.

Morellian .48 Enforcer

Model: Morellian Weapons Conglomerate .48-caliber Enforcer pistol

Type: Heavy-caliber slugthrower pistol

Skill: Firearms: Enforcer

Ammo: 4

Cost: Not available for sale; 6,000+ on black market

Availability: 4, R

Range: 1-25/75/150

Damage: 6D+1

Game Notes: Second shots in a round increase the difficulty by one level; third shots increase the difficulty by two levels; etc.

Capsule: The Morellian Weapons Conglomerate (MWC) produced the .48-caliber pistol in limited quantities solely for the use of the Morellian Enforcers (hence its model designation). The weapon, though archaic by modern galactic standards, does an incredible amount of damage. Only a trained handler can properly use the weapon, as the recoil is enough to launch the weapon clear out of the shooter's hands if not properly used.

Cannibal

Type: Unique freighter

Scale: Starfighter

Length: 24 meters

Skill: Space transports

Crew: 2, gunners: 3, skeleton: 1/+15

Crew Skill: See Barosa Warren and Stren Grier

Passengers: 8

Cargo Capacity: 45 metric tons

Consumables: 4 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D+2

Speed: 7

First Day of School

(Transcript of introductory statements given to incoming students by Master Barosa Warren at Surveyor Hall conference room 4: first day of instruction)

"Most of you probably came here with the idea that you're going to show how tough you are, how much punishment you can endure, and how fast you can light a tazzrin flit.

"But the *facts* are as follows: you will be pushed beyond what your species is designed to endure; you will be taught not only how to survive in a given environment but how to thrive in that environment; you will learn not only where and how to find food and shelter in hostile conditions but how to combat an enemy in those lands. You will be taught to best a Mon Cal in the seas though you are a Silika*; you will best the Wookiees when you encounter them in the trees; you will learn the intricacies of zero-g survival so that even an Imperial spacetrooper will fear you. You will learn skills for every environment, every condition. You will learn the true meaning of *survival*. Many of those with whom you sit you will not see for weeks, if ever again. Some of you will perish. Very few of you will complete the entire course, but you will know that you have become the best you can be.

"Now turn to datapage 2,584 of your *Expedition* texts, Volume 56 ..."

* For more information on the Silika, see page 204 of *Star Wars Adventure Journal* #1.

Atmosphere: 350; 1,000 kmh

Hull: 4D+2

Shields: 3D

Sensors:

Passive: 20/1D

Scan: 40/1D+1

Search: 50/2D

Focus: 4/2D+2

Weapons:

1 Twin-Mounted Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-7/20/30

Atmosphere Range: 100-700/2/3 km

Damage: 5D

1 Ion Cannon

Fire Arc: Front

Crew: 1; may be fired by pilot at fire control of only 1D

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/15

Graduation

Thrantin Major's red glare slowly intensified as it crept from behind the Kalis Peaks. A dozen figures stood at the edge of a high rock face, watching the sun climb. The figures were harnessed in manual climbing equipment: in this land, no repulsorcraft or gravitic gear was permitted. The moment the entire disc of Thrantin Major had exposed itself over the spires of the Kalis Range, the group quickly began to make their way down the face. A young near-Human male, Sisquoc of the Samuac Sukeu, led the descent.

At the bottom of the 200-meter drop was the thick vegetation of the Turas Valley. The thick leafy plants appeared black under the red light of the sun, and within them lived thousands of different life-forms. Sisquoc gathered his gear while his companions each made their way to the valley floor. He looked across the designated Zones of Territory C2 — they had to cross all of it to complete their instruction.

When the last person was down, Sisquoc and Xe began forging a trail that would lead them through the Second Jungle Zone. Theirs was, in Sisquoc's mind, the perfect team: they had a native of nearly every terrain type they would have to endure in their trek. The group entered the jungle, the sun at their back.

• • •

Four and a half days later, Akul leading the way, the group emerged from the crashing waves and kelp beds of the Ninth Aquatic Zone. As the group collapsed in fatigue on the green sand, Derembus triumphantly retrieved his comlink. As they lay exhausted, the group watched as the sun began to fall behind the

glaciers on the horizon.

"Zone Central, this is Team 8," Derembus called into the comm.

"Copy, Team 8. Go ahead."

"Requesting pickup at AquaZone 9, 12 passengers."

"Is there a problem?" the filtered voice asked.

"Negative," Derembus called. "Our route has been completed."

There was a long pause on the other side, and the entire group laughed as much as their exhausted bodies would allow. Finally, a response came through. "Mark time 103.7 hours, Team 8."

"Copy, Central," Derembus cheered.

"Central out," the amazed voice answered before ending the transmission.

Derembus switched off the comlink and jumped on his companions relaxing in the sand. He didn't care that he was aggravating the wound he had received from the tripion attack in the Desert Zone.

They had survived! That was all he cared about. They had completed their "final exam" in less than 104 hours, smashing the previous record by more than an entire day.

When the transport finally arrived and the pilots hauled the students' haggard bodies aboard, the team was greeted by two Carosite medics and a Two-Onebee medical droid. Their wounds were attended to as the shuttle lifted off in the fading light.

The jubilant team hollered in triumph as the shuttle traversed the landscape in the Thrantin twilight.

Atmosphere Range: 100–500/1/1.5 km

Damage: 5D

I Tractor Beam Projector

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1–8/15/20

Atmosphere Range: 100–800/1.5/2 km

Damage: 5D

Capsule: The *Cannibal*, as its name implies, is a craft built entirely of cannibalized and usually incompatible components. Originally crafted from the discarded hulls of a Kuat Systems Engineering Firespray-31 and Ckratar Crafts *Venturer*-class freighter, the major components of the *Cannibal* are culled from nearly 30 different manufacturers, while the smaller parts and pieces that complete the craft come from countless smaller manufacturers. For example, the power converters were stolen from the Koensayr Yards, the primary sensor array

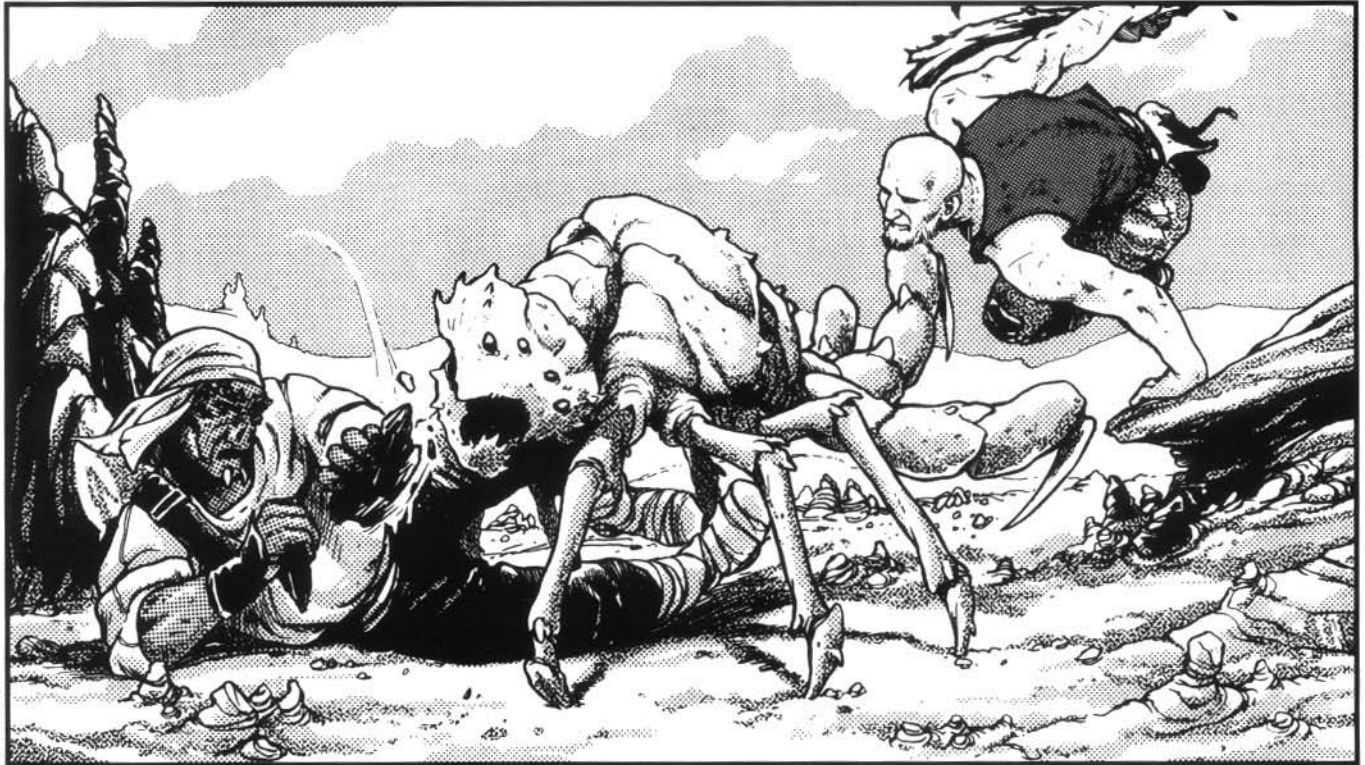
comes from the now-defunct Primarin Starshipwrights Union, and both flight computers are from a stripped Imperial *Gamma*-class assault shuttle.

Warren acquired the *Cannibal*, or rather the parts for the *Cannibal*, almost entirely from a former student of his who had little in the way of finances but an incredible talent for starship design and repair. Rather than take credits, Warren accepted as payment the custom-made craft. The starship has served admirably for years and despite its unorthodox design, does not appear to be the dilapidated craft one would expect.

A Word on the GOSS Twilight Class

The Twilight Class that graduated from GOSS approximately 14 standard years ago were a dozen individuals of remarkable ability.

Five of the class — Akul Witig, Adazian Liebke, Derembus Sitnalta, Ma'w'shiye and Sisquoc —



■ A pivotal moment during the Twilight Class' record-setting expedition: Derembus leaps to the aid of Xenon Nnaksta, who has been attacked by a tripton.

contributed to these reports. They were the best students even among the Twilight Class and have since gone on to form the Alliance's infamous "Eclipse Team" of SpecForces operatives.

Many of the other Twilight graduates are also in the service of the Alliance. Buran Borsil, a Nord male, currently serves as part of the SpecForces detachment temporarily deployed with Alliance High Command. Though Buran is not an official part of the Eclipse Team, he has an honorary position and often accompanies his companions and their partners on dangerous missions throughout the galaxy. His survival specialization, naturally, is arctic environments. He occasionally serves as an instructor to members of the search and rescue teams stationed at Alliance bases in frigid areas.

Captain Liebke's best friend, the Vodran Xenon Nnaksta, now serves the Alliance as a Pathfinder stationed at Suolriep Sector HQ with the Eclipse Team. He is a fierce combatant and a reckless (as opposed to "wreck-less") driver: his companions make a point to *not* let him drive during missions.

The late Norrion Glidamir, a Lorradian Human woman who served the Alliance as an officer for quite some time, was recently killed in the line of duty. She was a superb urban survivalist and was decorated for her action during the Corinth City attacks.

Another of the Twilight Class was the Kamarian Badlander Maashan, one of the few Kamarians to have left their world. As he left Varn over 12 years ago, he is not a follower of the Cult of Varn religion which has swept his homeworld (see pages 133–135 of the *Han Solo and the Corporate Sector Sourcebook*). Maashan served the Alliance as a pyrotechnician until his demise during the alien attack on the Alliance safe world Stronghold (see the *Otherspace II: Invasion* adventure).

Larq Thur was a premier mine survivalist prior to his death in the recent Lijarak Mines Incident on Anic. Thur entered and successfully completed GOSS's training program for mine survival. Subsequently he was offered a job as an instructor and accepted. When the rest of the Twilight Class joined the Alliance, he did so as well. Before his death, Thur had managed to survive in some of the most hazardous and unstable mines known. He is also one of the few individuals to escape from the infamous spice mines of Kessel, rescuing fellow Alliance operative Thar'quan in the process (for more on Thar'quan, see page 46 of *Cracken's Rebel Operatives*).

Atin Attan is a Sullustan who now serves as a pilot instructor for the Alliance Navy. A pilot since her youth, Attan also received a degree in Sullustan geology from the SoroSuub Extension programs and led one of the most perilous por-

tions of the Twilight Class's final expedition. She currently is stationed in the Roche Asteroid Field aiding in some minor modifications to the B-wing starfighter.

Kiras Torla is a middle-aged Human female native to Zalso. Once a close friend of Barosa and the GOSS staff, Kiras has since taken to the unknown parts of the galaxy. It is believed she is somewhere in Wild Space. She is very afraid of the threat Barosa poses to the Twilight Class and has decided to avoid the conflict altogether by confining herself to some remote area where no one can locate her. She is most likely making a peaceful life for herself on some uncharted world.

■ **Thrantin**

Type: Terraengineered Terrestrial
Temperature: Temperate with highly varied, engineered terrains
Atmosphere: Type I, with domed Type II (breath mask suggested), Type III (breath mask required) and Type IV (environmental suit required) areas
Hydrosphere: Moderate with terra-engineered lava pools and other non-water liquid bodies in specific areas
Gravity: Standard, except for engineered areas with repulsorlift and gravitic generators
Terrain: Virtually any terrain type engineered on this world
Length of Day: 23 standard hours
Length of Year: 380 local days
Sapient Species: Humans, Klatooinans, Shistavanen Wolfmen, Sullustans, Trandosians
Starport: Standard class
Population: 225 permanent, 1,700 transient (students)
Planet Function: Academic
Government: GOSS administered
Tech Level: Space
Major Exports: Survival equipment
Major Imports: High technology, medicines
System: Thrantin OM81-A
Star: Thrantin Major (red giant)
Orbital Bodies:

Name	Planet Type	Moons
OM811 (Kastin)	barren rock	0
OM812 (Rantorin)	barren rock	2
OM813 (Thrantin)	terraengineered terrestrial	1
OM814 (Hirin)	barren rock	2

World Summary

Thrantin (OM813) is the result of an extremely well-funded terra-engineering project. Originally a small terrestrial planet covered by low grasslands, Barosa Warren has transformed the world into a huge learning ground for the students of his Galactic Outdoor Survival School. Warren has completely re-engineered immense portions of the planet, creating hostile environment training grounds dozens of kilometers across. Warren has even built a number of domed terrain areas with variable atmospheres, ammonia seas or varied gravities (thanks to immense repulsorlift and gravitic generators and regulators). Some of the more exotic environments include the Zero-G, Ammonia Ocean, and Heavy Grav Mountainous Zones.

Thrantin has one moon, 813A, which the School occasionally uses for zero-gravity training in case the grav regulators are inoperative.

While Warren will readily admit that it would be more practical to ferry his students to a number of different worlds, he feels that having all of his training zones on one world gives him a controlled environment and ensures that none of his students "cheat" on their training missions.

Some of the terrains on Thrantin:

- Aquatic:** fresh water, salt water, ammonia, rethys; subterranean water caverns
- Barren**
- Caverns**
- Crater fields**
- Desert**
- Forest:** evergreens, deciduous (growth dependent upon season), scrub
- Glacier:** tundra, icecaps
- Jungle**
- Mountain:** forested peak (heavy vegetation), solid peak (no vegetation)
- Plains:** (grasslands, etc.)
- Plateau**
- Urban:** streets and buildings, subterranean accessways (storm drains, etc.)
- Wetlands**
- Volcanic**
- Zero gravity and variable gravity**

Lunkar An

In the GOSS files citing individual records and accomplishments, Alliance Major Sisquoc tops nearly every list. The few records he doesn't own belong to either his fellow Twilight Class members or to his archrival Lunkar An.

Lunkar and his Summit Class held nearly every record for seven years ... until the now-Rebel heroes of the Twilight Class enrolled in the course and broke his team's longstanding final trek record of 129.1 standard hours. Had the Twilight Class bested Lunkar's crew by only a few minutes, perhaps An would not be so spiteful.

Rather, the Twilight Class destroyed the Summit Class record by more than an entire Thrantin day. Most of Lunkar's previously-thought "immortal" records were shattered time and again by Sisquoc and the others. In short, Lunkar An's ego was threatened.

At the time of the Twilight Class's success, An had since become an instructor at his own smaller survival school, the Jmin Survival Academy. When he received news of his name being removed from the top of GOSS's record lists, he returned to GOSS to redeem himself.

He has not yet actually taken back to the field

to reclaim any of the records he once held. It is believed he is waiting to personally challenge Sisquoc, or perhaps all of the survivors of the Twilight Class.

Though his personal rivalry is with Sisquoc, his personal hatred is with Alliance Lieutenant Ma'w'shiye, the Nikto male. Lunkar and Ma'w'shiye's dislike for one another erupted into direct confrontation several times. Lunkar and Sisquoc have only met once, but Lunkar and Ma'w'shiye have fought many times.

Lunkar is a powerfully-built Rellarin male with thick, dark brown skin. His small black eyes and oversized hands make him a fierce-looking individual, though he is not nearly as wicked as he appears. His only desire is to be the best survivalist next to Barosa Warren. Though he has a heated rivalry with Sisquoc, it is not a vendetta of hatred but rather a drive to never accept second place.

An dresses in little other than his bantha trousers and a bandolier strap; his thick hide protects his body from most hazards. His weapon of choice is a Merr-Sonn T5 force pike, but he has become proficient with blasters.

■ Lunkar An

Type: Rellarin Scout

DEXTERITY 3D+2

Blaster 4D+2, brawling parry 6D+2, dodge 7D+2, melee combat 6D+2, melee combat: force pike 8D, melee parry 5D+2

KNOWLEDGE 3D

Alien species 4D, planetary systems 6D+2, survival 9D+1, survival: forest 10D+1, survival: jungle 10D, survival: desert 9D+2

MECHANICAL 2D

Astrogation 4D, beast riding 5D, repulsorlift operations 4D+2, starship shields 4D

PERCEPTION 3D+2

Command 4D+2, hide 4D+2, search 6D+2, sneak 5D+2

STRENGTH 3D+2

Brawling 7D+2, climbing/jumping 7D+2, stamina 7D+1, swimming 6D

TECHNICAL 2D

First aid 4D

Force Points: 1

Character Points: 8

Move: 10

Equipment: Force pike (STR+2D), blaster pistol (4D+1), rations, medpac

■ ADDENDUM/PERSONAL

■ SISQUOC/MAJOR..

Lunkar An and I have only met once and it was not a pleasant experience. He is obviously distressed over his loss of standing at GOSS. Our besting of his team record I assume causes his displeasure. An encounter between our team and his former crew would only result in further bloodshed, of which we have all seen enough. Should you encounter Lunkar An anywhere, avoid him: he may attempt to capture so as to demand a rematch against me.

■ ADDENDUM/PERSONAL

■ MA'W'SHIYE/LIEUTENANT..

Don't let 'Quoc's modesty fool you. We didn't just break the Summit Class record; we absolutely destroyed it! Lunkar will seize any opportunity granted to obtain his rematch. But if he gets in our way, it won't be a rematch he should be vying for: it should a one-way travel voucher to the Unknown Regions. If I ever catch him, he'll be in no condition to face the Survival Zones when I'm through with him.

Myo

The Abyssin Myo has been a mercenary and general thug for some years, and has only recently come into the service of Barosa Warren. Myo spent a good deal of his time frequenting the Outer Rim Territories and in fact was at the Mos Eisley Cantina when General Kenobi and Commander Skywalker first met Han Solo.

Myo left his native Byss at a relatively young age, and more by accident than intent. A particularly vicious combatant and one who fought valiantly in three separate Bloodings, Myo was captured by the small-time Rodian slaver Malak (for New Republic era information on Malak, see page 18 of *Galaxy Guide 11: Criminal Organizations*). He escaped while Malak's craft was refueling at Kinun Depot, and luckily came upon Lirin Car'n, a backup kloo horn player for Figrin Da'n's band, with whom he gained passage to Tatooine and spent some time in Mos Eisley (for more information on Figrin Da'n, see page 36 of *The Movie Trilogy Sourcebook*).

Shortly after the tumultuous events on Mos Eisley that culminated with the *Millennium Falcon's* lift-off, Myo encountered the Brubb GOSS instructor Dorlar, whose friendly manner and generosity with drink and amenities made Dorlar and Myo boon companions. Dorlar eventually convinced Myo to join the GOSS staff, as one of the desert assistants had recently been caught off-guard during a Ryloth windstorm and had perished in the middle of the current term.

Myo, having nothing better to do than sit about waiting for slavers to find him, accepted Dorlar's offer and made the voyage to Thrantin.

Though Myo has been under the employ of GOSS for less than two years, he has proven to be a very valuable advisor. He works almost exclusively in desert zones.

■ Myo

Type: Abyssin

DEXTERITY 4D

Brawling parry 6D, dodge 5D, melee combat 5D, melee parry 5D+2

KNOWLEDGE 2D+1

Intimidation 4D+1, survival: desert 7D+1, streetwise 4D+1

MECHANICAL 3D

Beast riding 5D

PERCEPTION 3D

Search 5D

STRENGTH 4D

Brawling 7D+1, climbing/jumping 5D, lifting 5D, stamina 6D+1, swimming 4D+1

TECHNICAL 1D+2

First Aid 3D

Special Abilities:

Regeneration 6D: Abyssin roll to regenerate after being wounded using this skill instead of using their *Strength*. Healing times are changed from "days" to "hours." The character's condition cannot worsen during healing rolls. (For more information on the Abyssin, see pages 5–7 of *Galaxy Guide 4: Alien Races, Second Edition*)

Character Points: 5

Move: 11

Equipment: Club (STR+1D), comlink

■ **ADDENDUM/PERSONAL**

■ **SIVRAK, LAK/LIEUTENANT..**

I had on some occasions encountered Myo in Mos Eisley, most often in the cantina we both frequented. Though he is working for a man who is very much opposed to the Alliance, Myo probably has no quarrel with our cause and simply follows orders. He is actually a rather friendly being, and if we could get him away from Warren long enough, he might even make a good recruit.

Sergeant Clenna

Clenna is a grizzled Human male with a sour disposition and quick temper. Raised on the industrial world Yalln, Clenna spent a good deal of his youth scouting the vast unsettled territories outside the corporate complexes with his trusty *tal*.

Clenna served for a short time in the Imperial Army, but was taught more about military theory than the New Order, so he can not truly be considered a product of the Empire. His aspirations of being a drill instructor unfulfilled, Sergeant Clenna returned to his native Yalln, but eventually grew restless.

Clenna joined the GOSS staff as a reprieve from a life he had grown tired of. He knows he is too old for service in the Empire and despises the Alliance; GOSS provided him with the perfect opportunity to bark orders at impressionable recruits.

From the experiences of his youth, his survival skills were considerable before his becoming part of the GOSS faculty. Instruction under the tutelage of Barosa Warren has furthered his expertise.

■ **Sergeant Clenna**

Type: Sergeant

DEXTERITY 2D+1*

Blaster 3D+2*, blaster artillery 3D+2*, brawling parry 3D+2*, dodge 4D*

KNOWLEDGE 2D

Alien species 4D, bureaucracy 4D+2, cultures 3D+2, intimidation 4D, survival 6D+2, survival: urban 7D+2, survival: desert 7D+1

MECHANICAL 3D+2

Astrogation 4D+2, beast riding 4D+2, repulsorlift operation 4D+2

PERCEPTION 2D

Command 5D+1, con 4D+1, search 5D+1

STRENGTH 2D*

Brawling 4D+1*, climbing/jumping 4D+1*, stamina 4D*, swimming 3D+1*

TECHNICAL 2D

First aid 4D

Force Points: 1

Character Points: 9

Move: 9*

Equipment: Blaster carbine (3D+2), comlink, rations

* **Note:** Some attributes and skills have been lowered to reflect aging.

■ **ADDENDUM/PERSONAL**

■ **SITNALTA, DEREMBUS/COMMANDER..**

I served with Clenna when we were both stationed at the Ruac Outpost many, many years ago. He is an unkind and rough man, and is easily angered. Having been out of "the business" for some time and being of advanced age, he does not present a direct combat danger, but his resources at GOSS make him a matter of concern.

Stren Grier

Stren Grier is a former Imperial scout who serves as Barosa Warren's personal assistant. During his last days of service to the Empire, Stren was framed by a commanding officer of having falsified several reports regarding the infamous Giryulan Findings, and subsequently forced to flee from Imperial space. He found haven at GOSS.

Stren comes from the Lesser Plooriod Cluster, the only son of a widowed trader. His mother raised him in spaceports throughout the galaxy, but upon his mother's death Stren joined the Imperial Survey Corps, serving loyally but eventually falling victim to the ambitions of a treacherous officer.

Stren is a middle-aged Human male with a rough countenance and aloof disposition. He seldom engages in conversation with anyone at the school, staff member or student. Though he lacks any desire to socialize, he is a knowledgeable survivalist. He is entrusted with many of Warren's most important assignments and performs them flawlessly.

■ **ADDENDUM/PERSONAL**

■ **WITIG, AKUL/LIEUTENANT..**

Stren joined GOSS the year we graduated, and for a Human, proved himself very skilled at aquatic survival. He nearly defeated me in the third Calant Engagement exercise. Nearly.

Like Sergeant Clenna, he is not a direct threat to the Alliance as is Barosa, but remains a danger for his allegiance.

■ Stren Grier

Type: Former Imperial Scout

DEXTERITY 3D

Blaster 4D+1, brawling parry 4D+1, dodge 5D+1, grenade 3D+2, vehicle blasters 4D

KNOWLEDGE 3D+1

Alien species 4D+1, planetary systems 5D+1, survival 5D+1, survival: aquatic 7D, survival: urban 6D+1

MECHANICAL 3D+1

Astrogation 4D+1, beast riding 3D+2, repulsorlift operation 5D+1, space transports 4D+1, starship gunnery 4D, starship shields 5D

PERCEPTION 3D+2

Command 4D+2, hide 5D+2, sneak 4D+2

STRENGTH 2D+1

Brawling 4D, climbing/jumping 4D+1, stamina 4D+1, swimming 5D+1

TECHNICAL 2D+1

First aid 3D+1, security 4D+1, space transports repair 5D+2

Force Points: 1

Character Points: 8

Move: 10

Equipment: Comlink

Casti Tholon

A native of Sardoran, Casti Tholon is perhaps the most loyal of the GOSS alumni. Because of her natural curiosity and devotion to her work, she was always one of Barosa Warren's favorite students. She is a scout by nature and has devoted her life to discovery. She has located and charted many planets and previously unknown astrographic locales throughout the Unknown Regions and Wild Space, including Tholon, the first and most important planet she has yet discovered. Named after her by Rim Commercial Mining (RCM), in whose service she was employed at the time, the desolate rock world has proven to be incredibly rich with ores of all kinds and has launched RCM to the forefront of the Rim mining outfits.

Casti is a very close friend of Barosa and is very loyal to him. Anyone who gains Barosa as a friend also gains Casti; one who gains Barosa as an enemy can also add to their list of enemies Casti Tholon. Together Casti and her instructor make an impressive team, and together they have explored and charted practically every kind of climate, from the ice-swept plains of the Clar's Vivab deserts to the perilous asteroid fields of the Corg system. Due to the nature of her present contract with Mero-Nepp Ores, she rarely gets a chance to see her good friend any longer.

Casti grew up on a Duros space city in the Duro star system. As a youth she knew only Duros and their culture. She differed from the Duros, however, in that she was very contentious and overbearing, whereas the Duros are a generally calm and peaceful people. Nonetheless, the Duro culture left its mark on Casti. It is likely that she gained her curiosity about the galaxy from her Duros foster parents, and continues to fulfill her yearnings.

Though a Human, Casti feels out of place when among her own kind. She considers herself to be a Duro and is most comfortable when around other Duros. She has a very forceful personality, and easily assumes the role of leader when in a group. She has a light complexion, but her arms and lower legs have numerous black scars acquired during a trek through the Kur forests in which she was severely cut by the forests' infamous poisonous thorn vines. Casti keeps her head clean-shaven and a number of thorn vine scars are also apparent on her scalp.

■ Casti Tholon

Type: Explorer

DEXTERITY 2D+1

Blaster 4D+1, bows 4D, brawling parry 3D+1, dodge 5D, running: long distance 5D

KNOWLEDGE 3D+2

Alien species 5D+2, cultures 4D+2, cultures: Duros 6D+2, languages 5D, planetary systems 5D, survival 7D, survival: forest 7D+1, survival: swamp 7D+1, survival: desert 7D+2, willpower 5D

MECHANICAL 3D

Astrogation 4D, beast riding 5D+2, repulsorlift operation 4D, space transports 4D+2

PERCEPTION 4D

Bargain 5D, con 4D+2, hide 5D+2, investigation 6D, search 8D, sneak 5D+2

STRENGTH 2D

Brawling 5D, climbing/jumping 4D+2, stamina 5D, swimming 5D+1

TECHNICAL 3D

Computer programming/repair 4D, first aid 6D+1

Force Points: 1

Dark Side Points: 1

Character Points: 6

Move: 10

Equipment: Heavy blaster pistol (5D), hunting blaster (4D+1), machete (STR+1D), carving knife (STR+1), survival tent (single person), macrobinoculars, syntherope (25 meters), rations, 5 flares, glow rod

■ ADDENDUM/PERSONAL

■ SISQUOC/MAJOR

Casti presents more of a threat to us not because of her skills, but because of her extreme loyalty to Barosa. Should we ever be successful in eliminating Barosa as a threat, Casti's vengeance would surely be fierce. Any attempts to alleviate the current hostilities between GOSS and the Alliance's Eclipse Team will surely see Casti play an active role.

Adventure Idea

Like many great *Star Wars* adventures, this scenario can begin *in media res*, perhaps with the characters in a high-speed repulsor chase with Imperial scout troopers through the planet Ebra's huge canyons.

The characters find themselves pulled into a covert operation on Thrantin, maintaining observation on an Imperial informant enrolled in GOSS. In the course of their observation the Rebels also have to endure the rigors of the course, maintaining their false identity while



Mike Viardi

■ Casti Tholon, one of Warren's favorite students. Her scouting abilities are legendary and she may present a threat to Alliance operatives.

conducting their mission and while attempting to survive the rather violent rivalry that grows between their crew and the crew comprised of the Imperial informants and innocents: GOSS is a place that tends to draw people with inflated egos — like any other group which draws

“hotshots,” rivalries quickly go from “friendly” to deadly serious.

One of the students reveals himself to be a Rebel operative shortly after the characters' cover is blown, and the adventure ends with a fierce battle that covers several of the various terrain zones of the planet.



Granse Confederacy

The Granse Confederacy is an organization Alliance Intelligence believes has only been formed in recent months. It consists of eight highly motivated and extremely dangerous individuals. All eight members have a history of employment with underworld organizations or Imperial officers and business executives seeking “discrete problem solving.” These people handle other people’s dirtywork with a smile — and now they have focused their attention on the Rebel Alliance.

These individuals worked independently in the past; their reasons for banding together remain unknown. They have been linked to at least six assaults on Rebel personnel in the past four months.

The group is led by Callandri, a young Human female assassin who formerly worked for a top executive at Kuat Drive Yards (KDY), the corporation contracted by the Empire to produce Imperial Star Destroyers and AT-AT walkers. After splitting with KDY, it appears she has recruited others and formed the Confederacy. The other members include Callandri’s older cousin, Zayl Braith. The Tunroth Hunter Kiran Tatch, Ubese bounty hunter Arcuse and Iotran enforcer Rodick Tag once worked together for a number of Hutt syndicates, but decided to go their own way after a violent dispute — they have since been “blacklisted” by a number of Hutt crime clans. The remaining three members, Kerestian hunter Milacass, the Rodian Vadon Lenitor and Gand findsman Lu’daal-ud, have all left their past behind them to join up with the Confederacy.

Of particular concern is the Gand findsman Lu’daal-ud, who has obtained several high-security files regarding current Alliance operations within the Shiwal and Cademimu sectors.

The group has acquired an impressive collection of equipment, vehicles and weapons and has at least three space-worthy craft. One of these, Milacass’s Mon Calamari freighter, was stolen from an Alliance depot on Wilpiet some time ago. The others, Callandri’s *Stalwart*-class freighter

Nightcast and Lu’daal-ud’s *MistLaden*, a Koensayr *Sigma*-class shuttle, are also at the group’s disposal. Callandri’s trademark Jadai Q-6100 ground vehicle, which she commonly uses while planetside, is aboard the *Nightcast*.

■ ADDENDUM/PERSONAL

■ MADINE, CRIX/GENERAL..

The threat Callandri posed has only been amplified by her founding of the Granse Confederacy. Her knowledge of our procedures and her effectiveness in previous attacks on SpecForces operatives Lochner and Tirranna makes her a serious problem. Alliance operatives in the field must be careful not to fall into one of the Confederacy’s elaborate traps.

Callandri

SecuriDex

Name: Callandri

Species: Human

Sex: Female

Homeworld: Pandal

Known Associates: Granse Confederacy

Last Known Location: Draria

Suspected or Potential Threat: Known antagonist of several Alliance operatives, particularly Tirranna the Wookiee and Lt. Alton Lochner. Presents a threat to any Alliance operative with a bounty placed upon him or her.

General Threat Register: Medium, high in and around Ord Mantell.

Submitter: Captain Vanden Willard

Callandri, the leader of the Granse Confederacy, left her position as an “advisor” unofficially under contract with a Kuat Drive Yards executive some years ago. It is common knowledge that her “advisory” tasks consisted of quiet, well-placed assassinations committed against the executive’s rivals both within and outside the company. It is rumored she simply deserted her final mission in the middle of the hunt and began her freelance career alongside her older cousin, Zayl Braith.

For her desertion, her former patron sent a group of five renowned bounty hunters after



Mike Vilardi

■ Kiran Tatch brings another capture back to Callandri and Zayl Braith.

Callandri. Callandri returned them to the patron's estate on Kuat in several small freight cubicles; she has not been bothered by her former employer since.

Callandri grew up in Pental's Tilam City, and has since a very young age been involved in crime of all sorts. She developed her assassination skills while working for various criminals groups on Pental and eventually took to the stars. Though many high technology tools have been made available to her by her many employers over the years, Callandri still prefers the simpler technology that is commonplace on her homeworld. She maintains and operates her Jadai Q groundspeeder and her primary weapon is a slugthrower machine gun.

Callandri has been wanted by the Alliance for over a year now. She has made two separate attempts on the life of Alliance officer Alton Lochner. The first attack came in the infamous Trader's Quarter on Ord Mantell, at the seedy Brawl and Grill establishment (for more information on Ord Mantell, see page 74 of *The Last Command Sourcebook*). Only through the actions of Lochner's companions was he saved, though he did spend several weeks in the infirmary after Callandri's attack.

The second attack came on Triewahl Docking Station, where Callandri and her cousin Zayl Braith attempted to exact revenge not only on Lochner, but also against Tiranna the Wookiee,

who saved Lochner in the first encounter.

Though they nearly succeeded in the second attempt, Tiranna's companions came to the rescue, once again foiling Callandri and Braith. It has been theorized that Callandri has grouped together the members of the Granse Confederacy for the sole purpose of killing operative Lochner, but that is considered wildly speculative.

Callandri is an attractive young Human female with very dark skin and a muscular build. She has long hair that she has braided into aconlins, a common hairstyle in her native Tilam City. She commonly dresses in gray or black clothing to help hide the smaller weapons she carries.

■ **ADDENDUM/SECURIDEX**

■ **WILLARD, VANDEN/CAPTAIN..**

Callandri is capable enough to endanger our most capable operatives — that should say it all. It is our hope that Rebel operatives will be able to track down and stop her group. I would like to extend special thanks to Liebke, Lochner and Tiranna for their extensive assistance in compiling this file.

■ **Callandri**

Type: Assassin

DEXTERITY 3D

Blaster 5D, dodge 5D, firearms 5D, firearms: sub-machine gun 7D+2, melee combat 4D, melee parry 5D

KNOWLEDGE 3D+2

Intimidation 5D+2, languages 4D+2, law enforcement 4D+2,

planetary systems 4D+2, streetwise 5D+2, survival 6D+2

MECHANICAL 3D

Ground vehicle operation 5D, ground vehicle operation: Jadai Q-series 7D, repulsorlift operation 4D, space transports 4D, starship gunnery 5D+2, swoop operation 5D

PERCEPTION 3D

Forgery 5D, hide 6D, investigation 5D, search 4D, sneak 6D

STRENGTH 2D+1

Brawling 4D+1, climbing/jumping 4D+2

TECHNICAL 3D

Armor repair 4D, ground vehicle repair 3D+1

Force Points: 2

Dark Side Points: 7

Character Points: 17

Move: 11

Equipment: Sub-machine gun (4D), force pike (STR+1D+2), blaster pistol (4D), knife (STR+1D), Jadai Q-6100 ground vehicle, comlink

■ ADDENDUM/PERSONAL

■ LIEBKE, ADAZIAN/LT. COMMANDER..

The first attack on Alton came as a complete surprise. Several of us were in the bar, hands close to our blasters and eyes on the seedy smugglers and thugs at every other booth and table. Then she entered with her guns blazing. If Tirranna had not been present to combat Callandri, we would have surely lost our friend.

I have the feeling next time either Callandri or Zayl Braith happen upon us, Tirranna will not deal with them so lightly: Wookiees have a tendency to get very angry when somebody tries to kill them ... especially more than once.

■ ADDENDUM/PERSONAL

■ TIRRANNA..

Of all the assassins I have encountered, Callandri is one of the most dangerous and one of the most tenacious. She is like a katarn from my homeworld of Kashyyyk: able to conceal herself when she wants, and then deadly when she attacks with terrifying ferocity. In all my travels, she has proven the most driven. Her particular hatred for Alton is almost an obsession.

I expect her next attack anytime our team moves out on an assignment. The next time we see her — regardless of circumstances — will be the last time.

■ Nightcast

Type: Modified *Stalwart*-class freighter

Scale: Starfighter

Length: 19.7 meters

Skill: Space transports: *Stalwart*

Crew: 2, gunners: 2, skeleton: 1/+10

Crew Skill: See Callandri

Passengers: 11

Cargo Capacity: 70 metric tons

Consumables: 3 months

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 15/1D

Scan: 30/1D+2

Search: 40/2D

Focus: 1/2D+2

Weapons:

2 Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Capsule: The *Nightcast* formerly belonged to the smuggler Karu Nelbin, whom Callandri killed some time ago. She took the *Stalwart*-class freighter as her own and has since had it modified by a number of her underworld tech contacts. It also received considerable services during Callandri's tenure with Kuat Drive Yards, and many of the craft's components are Imperial military designs. She keeps within the cargo hold her Jadai Q-6100, which she uses when traveling about the cities she and the Confederacy visit during "business trips."

■ Jadai Q-6100

Craft: Jadai Motors Q-6100

Type: Ground Vehicle

Scale: Speeder

Length: 8.5 meters

Skill: Ground vehicle operation: Jadai Q-series

Crew: 1

Crew Skill: see Callandri

Passengers: 4

Cargo Capacity: 150 kilograms

Cover: Full, 1/2 when convertible

Cost: Not for sale

Maneuverability: 1D

Move: 90; 260 kmh

Body Strength: 3D

Capsule: The Jadai Q-series is a heavy, passenger-oriented ground vehicle that has been out of production for nearly 30 standard years. Very popular for a number of years on backwater worlds, very few of the Q-series remain. Callandri's Jadai, which she keeps aboard the *Nightcast*, can reach speeds in excess of 250 kilometers per hour, and as much of the vehicle's body was constructed of metal rather than the lighter synthetics, it can withstand substantial punishment ... though an individual who would dare harm the classic vehicle would have to answer to its owner.

Zayl Braith

SecuriDex

Name: Zayl Braith

Species: Human

Sex: Female

Homeworld: Asamin system

Known Associates: Granse Confederacy

Last Known Location: Draria

Suspected or Potential Threat: Known antagonist of several Alliance operatives, particularly Tirranna the Wookiee and Alton Lochner. Also presents a threat to any Alliance operative with a bounty placed upon him or her.

Threat Register: Medium, high in Granse space or near

Ord Mantell.

Submitter: Lt. Commander Zhir-khan

Whereas Callandri grew up in Tilam City on Pental, her older cousin, Zayl Braith, was born to a prosperous family who traded along the Essien Run, primarily within the Asamin system. She quickly fell in with some smugglers, and worked for Captain Thi Sawrtin during many runs in the Asamin system. During a "routine" run through a corner of the Noonian sector, she and some friends were intercepted by the *Interdictor*-class cruiser *Tory's Catcher*. To her misfortune, Captain Gresia Vleen was not the bribable kind of official Sawrtin was accustomed to dealing with. (For more information on Captain Vleen, see *Star Wars Adventure Journal* #2, page 146.)

Sawrtin attempted to argue with Captain Vleen and was summarily shot. The smuggler's craft was impounded, and Zayl Braith imprisoned. She spent a number of weeks on board *Tory's Catcher* until she was transferred to the Imperial detention facilities on Rol Two. There, she effected her escape. Zayl has been hunted by the Empire ever since, and in an attempt to make a living was contracted to work as a smuggler once again, this time for the Sullustan gangster Tiron Til. She worked under Til until the Sullustan made a number of deals with a group of Trandoshan smugglers who were vying for a monopoly in the Asamin system's spice trade. Zayl, out of loyalty to her former partners, politely refused the assignment given her by Til, and was cast from the Sullustan's syndicate.

Shortly thereafter, Zayl was contacted by her her cousin Callandri. The two reunited and have since concentrated on hunting down Alliance operatives.

■ **Zayl Braith**

Type: Smuggler Turned Bounty Hunter

DEXTERITY 4D

Blaster 6D, brawling parry 5D, dodge 6D, grenade 4D+2, melee combat 5D, melee parry 5D

KNOWLEDGE 2D+2

Alien species 3D+2, intimidation 4D+2, languages 3D+2, law enforcement 4D+2, streetwise 5D+2, survival 3D+2

MECHANICAL 2D+2

Astrogation 3D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D+2

PERCEPTION 3D

Command 4D, hide 4D, search 5D, sneak 4D

STRENGTH 3D+2

Brawling 5D+2, climbing/jumping 4D+2

TECHNICAL 2D

Blaster repair 4D, security 3D

Force Points: 1

Dark Side Points: 4

Character Points: 12

Move: 10

Equipment: Heavy blaster pistol (5D), comlink, neural inhibitor (5D stun), tangle gun (5D holding strength; see page 74 of *Cracken's Rebel Field Guide*), binders

■ **ADDENDUM/SECURIDEX**

■ **ZHIR-KHAN/LT. COMMANDER..**

I noticed Zayl on Ord Mantell while on routine surveillance. Luckily she was alone and did not see the Abubaka II three docking bays from her own craft. Why she would have returned to the general vicinity of her first attack on us I am not sure, but she can not be up to any good. I have assigned Agent Shofeld to continue observation until she leaves the planet.

■ **ADDENDUM/PERSONAL**

■ **MADINE, CRIX/GENERAL..**

Zayl's abilities at the controls of a freighter are impressive, as are her capabilities with a blaster. The fact that she is wanted by the Empire ensures she will not be receiving contracts from the Imperials, and that might be seen as a fact in our favor. However, whatever it is she and her cousin and the others have planned will surely not be to the benefit of the Alliance, particularly if they plan revenge on Lt. Lochner and his companions.

Kiran Tatch

SecuriDex

Name: Kiran Tatch

Species: Tunroth

Sex: Male

Homeworld: Jiroch-Reslia

Known Associates: Granse Confederacy

Last Known Location: Draria

Suspected or Potential Threat: Known antagonist of several Alliance operatives, particularly Tirranna the Wookiee and Lt. Alton Lochner. Also presents a threat to any Alliance operative with a bounty placed upon him or her.

Threat Register: Medium, high in Granse space, and around Ord Mantell.

Submitter: Lt. Commander Anson Blazer

Kiran Tatch is one of the few Tunroth Hunters to have survived the Reslian Purge. His experiences have honed his tracking and combat skills, and now as part of the Granse Confederacy he looks forward to continuing the use of those skills.

Kiran spent a number of years as a skip-tracer, hunting down those individuals who attempt to escape their debts to crimelords and loan sharks. He has been successful in every assignment he has been given, and it is rumored Jabba the Hutt of the Outer Rim Territories is considering hiring him for the return of a certain Corellian smuggler and his Wookiee companion. Kiran will likely not take the assignment, as he prefers to work for larger bosses closer to the Galactic Core.

As a Tunroth, Kiran has a preference for weapons of relatively low technology. Even though that technology generally proved inadequate during the Reslian Purge, Kiran's abilities were never doubted by anyone who saw him in combat. He uses an antiquated black powder pistol

and a *klirun* bow, a very high-powered weapon that has been known to send its arrows completely through Imperial stormtrooper armor. The *klirun* is a lethal weapon, particularly when brandished by such a proficient archer as Kiran Tatch.

Though Tatch has sworn fealty to the Granse Confederacy, his loyalty may be questioned. He is rather sullen and withdrawn, and though he considers Callandri and the others his only friends, he often dines alone and does not share in their revelries. Intell believes his traumatic experiences during the Reslian Purge have made him a bitter individual with little interest aside from the hunt.

Like Rodick Tag and Arcuse, Kiran was employed for quite some time by a number of Hutt families in the Y'Toub system. Tatch and Arcuse became common partners, and Kiran found Arcuse's quiet ways a welcome respite from the loud and boastful Hutt bosses.

It was Tatch's disdain for the Hutts that got him expelled from the Y'Toub system. He grew increasingly disrespectful of the Hutts, and on his last visit to Glorga the Hutt, an operator in the Hollastin system, he actually spat on the powerful Hutt lord!

Kiran was commanded to leave (though the fact that he was not killed reflects how much clout he must have had within the organization), and his companion Arcuse decided to accompany him. In doing so, Arcuse was also "black-listed."

While leaving Hutt Space, the two encountered Rodick Tag, who had also taken leave of the bloated gangsters.

■ ADDENDUM/SECURIDEX

■ BLAZER, ANSON/ LT. COMMANDER..

Kiran Tatch just about got me and some fellow operatives killed about a year ago in the Xorao system. My companions and I were conducting low-level infiltration assignments in our investigation of the Kalstan gangsters, and though Kiran wasn't a part of the gang or even an acquaintance, when he found us he reported us immediately.

He didn't partake in the pursuit of my team (for which I am reservedly thankful), but he forced us to abandon the operation and a large stockpile of valuable equipment. I think he just enjoyed watching someone else chase some fugitives, though Command says he doesn't have that kind of sense of humor.

■ Kiran Tatch

Type: Tunroth Hunter

DEXTERITY 4D

Archaic guns: Yctor blackpowder pistol 8D, bows: Tunroth *klirun* bow 6D, brawling parry 5D, dodge 5D, melee combat 5D, melee parry 5D, running: long distance 4D+2

KNOWLEDGE 2D+2

Intimidation 5D, planetary systems 4D, streetwise 4D, survival 5D

MECHANICAL 2D+2

Beast riding 4D+2

PERCEPTION 3D

Hide 5D, investigation 4D, search 6D, sneak 6D+2

STRENGTH 3D+2

Brawling 7D+2, climbing/jumping 5D+2, stamina 4D+2, swimming 4D+2

TECHNICAL 2D

First Aid 3D+1

Special Abilities:

Quarry Sense: Tunroth Hunters have an innate sense that enables them to often know what path or direction their prey has taken. When pursuing an individual the Tunroth is somewhat familiar with, the Hunter receives +1D to search.

Force Points: 1

Dark Side Points: 4

Character Points: 12

Move: 10

Equipment: Yctor Arms black-powder pistol (3D damage, 3/10/25), *klirun* high-tension projectile bow (*talar*-tipped arrows 4D+2 stun, *caros* arrows 5D damage), blaster pistol (4D+1), 50 meters synthrope, 2 grappling hooks, comlink

Arcuse

SecuriDex

Name: Arcuse

Species: Ubese

Sex: Male

Homeworld: Ubertica (believed)

Known Associates: Granse Confederacy

Last Known Location: Draria

Known Associates: Granse Confederacy

Last Known Location: Draria

Suspected or Potential Threat: Known antagonist of several Alliance operatives, particularly Tirranna the Wookiee and Lt. Alton Lochner. Also presents a threat to any Alliance operative with a bounty placed upon him or her.

Threat Register: Medium, high in Granse space and near Ord Mantell.

Submitter: Lt. Akul Witig

The bounty hunter Arcuse has developed quite a reputation throughout the galaxy. He has captured several wanted beings, including the Exelis Hunters who terrorized the Strabin sector for so long. When his companion Kiran Tatch was cast out of the Hutt organizations, Arcuse — though he would surely have had a stellar career as a bounty hunter for the various syndicates — accompanied his friend.

Arcuse has been plying the spacelanes as a hunter for nearly two decades. His nomadic nature continually drives him to move, and when Kiran left the Hutts it suited Arcuse to continue moving. Eventually, Arcuse met Callandri and decided that this was a good group to be affiliated with — at least for the time being.

Arcuse is a valued member of the Granse Confederacy, especially for his extensive knowledge of hideouts and contacts throughout the galaxy. The Task Force believes Arcuse, no matter how well things go for him within the Confederacy, will eventually feel the need to move on and head for yet another part of the galaxy.

■ **ADDENDUM/SECURIDEX**

■ **WITIG, AKUL/LIEUTENANT..**

Arcuse is an interesting case. For one who makes his living in a profession so filled with treachery, murder and deadly rivalry, this bounty hunter has very few enemies. Aside from his recently having been blacklisted by the Hutts, he has always left an employer on friendly terms and he has never left for any reason but the want to "move on." For one whose profession is the capture and often killing of wanted individuals, he is a remarkably agreeable being. He exhibits no cruel tendencies or love for the hunt; he simply fulfills his contract, receives his payment and either decides to stay on or move along. His only enemies are the companions of those he has brought in, and even most of them respect his "professional" approach to the "business."

■ **Arcuse**

Type: Ubese Bounty Hunter

DEXTERITY 3D+2

Blaster 5D+2, blaster: blaster carbine 7D+2, brawling parry 4D, dodge 4D+2, grenade 5D+1, melee combat 4D+2, running 4D+1, thrown weapons: zeeda 6D+2

KNOWLEDGE 3D

Alien species 4D, cultures 3D+2, intimidation 5D, languages 3D+2, planetary systems 6D+1, streetwise 7D+2, survival 4D

MECHANICAL 2D+2

Astrogation 5D+2, beast riding 3D+2, space transports 4D+2, space transports: Baront 417 7D, starship gunnery 4D+2, starship shields 3D+2

PERCEPTION 3D

Bargain 3D+2, command 4D, hide 5D, investigation 5D+2, search 6D, sneak 5D+2

STRENGTH 3D

Brawling 4D+2, climbing/jumping 4D, stamina 5D

TECHNICAL 2D+2

Armor repair 4D+2, blaster repair: blaster carbine 4D, first aid 3D+2, security 4D

Special Abilities:

Increased Stamina: Due to the relatively low oxygen content of the atmosphere of their homeworld, Ubese add +1D to their *stamina* when on worlds with Type I (breathable) atmospheres.

Force Points: 1

Dark Side Points: 4

Character Points: 10

Move: 10

Equipment: Blaster carbine (4D+1), 4 grenades (4D), comlink, zeeda throwing knife (STR+2), modified Ubese armor (+2 physical), Ubese blast helmet (infra-red motion sensor, +1D to *Perception* in darkness or for moving objects or related skill uses; macrobinoculars, +1D to *search* for objects 100–500 meters away), medpac, 2 blaster power packs, thermal detonator (10D)

Rodick Tag

Rodick Tag, renowned Iotran Braceman (part of the elite Iotran police force) and occasional bounty hunter, has been a thorn in the side of the Rebellion for some time. As a Braceman, he has injured many individuals while pursuing his government's fugitives. His "victims" (often innocent bystanders) have included Alliance op-

eratives and contacts. After his service with the Braceman Council was completed, he desired more income than his pension; that new income came from bounty hunting. While Rodick spent many years part-time hunting, he adopted hunting as his full-time vocation with the formation of the Confederacy.

Tag not only presents a threat to the Alliance as part of the Confederacy, but as well for his general dislike of the Rebellion's ideals. Though he has no love for the Empire, he despises the Alliance for the conflict he feels the Rebellion brings into society. In his early days as a hunter, Rodick Tag was a favorite employee of Clacis sector Moff Garret Callron, and made many lucrative acquisitions under contract with Callron.

Tag is a master in the use of blaster weaponry. His preferred weapon is a modified BlasTech DL-44 heavy blaster pistol which has been fitted with an advanced multi-setting/multi-spectrum package engineered by Iotran Defense Technologies (IDT). Tag loads the blaster with standard blaster power packs, but the mechanisms developed by IDT increase the power pack's effectiveness when coupled with the spectrum package; this results in an auto-fire pistol with damage near that of a heavy blaster rifle (though the weapon requires constant maintenance and is susceptible to breakdown if not properly maintained).

Even for an Iotran, Rodick is muscular. His excellent physical condition and past training have made him effective in both ranged and close-quarters combat. For added protection he wears the standard uniform of the Iotran Braceman (sans rank and insignia): loose black clothing tailored specifically for his build, with a protective vest beneath. His Braceman helmet is pockedmarked from his many engagements as a protector and servant of the Iotran people.

■ **Rodick Tag**

Type: Iotran Braceman

DEXTERITY 4D

Blaster 6D+1, blaster: heavy blaster pistol 7D+2, brawling parry 5D, dodge 5D+1

KNOWLEDGE 2D+2

Intimidation 6D+1, law enforcement 3D+2, law enforcement: Iotran law 6D+2, streetwise 4D+2, survival 5D, willpower 4D+2

MECHANICAL 2D+2

Astrogation 4D, repulsorlift operation 4D, space transports 4D+2, starship gunnery 3D+2

PERCEPTION 3D

Command 4D, command: Iotran Bracemen 6D, hide 4D+1, investigation 4D, search 5D, hide 5D

STRENGTH 3D+2

Brawling 5D-2, lifting 4D+2, stamina 4D+2

TECHNICAL 2D

Blaster repair 5D, computer programming/repair 3D, security 5D

Force Points: 1

Dark Side Points: 3

Character Points: 9

Move: 10



Mike Vilardi

■ Arcuse, Milacass and Rodick Tag handle a problem personally.

Equipment: Modified heavy blaster pistol (5D+2), 2 Imperial-issue blaster power packs, blaster pistol (4D), hold-out blaster (3D+1), protective vest (+1D physical, +1 energy), blast helmet (+1D energy, +1 physical, -1 *Dexterity* and related skills).

Milacass

The Kerestian bounty hunter Milacass comes from the Tamarin sector, where he was employed for a short time by the Gotal crime lord Pari' Notgoth (for more information on Notgoth, see *The Politics of Contraband*). An attempt on Notgoth's life was pinned on the Kerestian, and Milacass fled the area before he could be brought to justice.

That false accusation was nearly six standard years ago, and in the time since he has seen plenty of action. Though already wanted by the Alliance, it is not for any actions since his becoming a member of the Granse Confederacy. Rather, he is wanted for the theft and destruction of Alliance property, as he stole one of our Mon Calamari light freighters on Wilpiet less than two months ago.

Milacass is known to have an exceptionally violent temper, and often explodes in bursts of rage, injuring beings and damaging equipment within reach. A noted instance of his explosive temper is when he lost a sabacc hand to a well-known Oseon gambler. His ensuing rampage left one Bilar dead and inflicted thousand of credits worth of damage to the casino. The gambler

Milacass lost to was able to get out of the way and escape.

Kerestian hunters, such as the renowned Galasett (see pages 68 and 69 of *Galaxy Guide 10: Bounty Hunters*), are known for their efficiency: Milacass is no exception. Milacass has brought in over 30 bounties, most to Imperial authorities, though he had also worked for underworld figures until the incident with Notgoth.

Milacass is a tall Kerestian with light yellow skin and thick brown double tails that begin at the ridges along his forehead. His light green eyes would be vibrant (as most Kerestian eyes are) if he had not been injured in an explosion at the Clariv Shipyards some years ago. The explosion seared both eyes and although his vision eventually returned, he almost appears to have no pupils. His is also missing a number of his fine jagged teeth due to a brawl with a Gamorrean enforcer on Luj City's seedy East Side.

■ Milacass

Type: Kerestian Hunter

DEXTERITY 3D+2

Blaster 5D+2, dodge 5D+2, melee combat 4D+2, melee parry 4D

KNOWLEDGE 3D+1

Bureaucracy 4D+1, streetwise 4D+1, survival 5D+1

MECHANICAL 2D+1

Astrogation 3D+1, space transports 5D+1

PERCEPTION 3D+1

Command 4D+1, con 4D+1, hide 4D+1, investigation 6D, sneak 5D+1, search 4D+1

STRENGTH 3D

Brawling 4D, climbing/jumping 4D, stamina 5D, swimming 3D+2

TECHNICAL 2D+1

First aid 3D+1, security 4D

Force Points: 1

Dark Side Points: 3

Character Points: 11

Move: 10

Equipment: Blaster rifle (5D), blaster pistol (4D), datapad, comlink, stolen Alliance freighter *Waterspire*

■ **Waterspire**

Craft: Mon Calamari *Simiyar*-class Light Freighter

Type: Modified light freighter

Scale: Starfighter

Length: 26.3 meters

Skill: Space transports

Crew: 1, gunners: 2

Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 2 month

Cost: Not available for sale

Hyperdrive Multiplier: x2

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Shields: 2D

Sensors:

Passive: 10/1D

Scan: 20/1D+1

Search: 30/1D+2

Focus: 2/2D+2

Weapons:

Dual Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/6/10

Atmosphere Range: 100-300/600/1 km

Damage: 5D

Ion Cannon

Fire Arc: Front, right, left

Crew: 1 (can be remotely controlled from cockpit at fire control of 0D)

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Capsule: The *Waterspire* was recently stolen by Milacass from an Alliance depot on Wilpiet. Milacass has not yet changed any of the transponder codes or markings of the craft, nor has he made much use of it since joining the Granse Confederacy: the two ships operated by Callandri and Lu'daal-ud are better suited to the Confederacy's activities. The craft formerly served a group of Alliance operatives who operated in and about the Wilpiet area.

Vadon Lenitor

The Rodian bounty hunter Vadon Lenitor was cast from the somewhat obscure Swinif Organization some time ago, moved on without incident, and was gaining favor with a number of Mid-Rim syndicates when she became part of the Granse Confederacy.

Vadon is the only child of the legendary ghestslayer Kalon Lenitor (for more information

on the ghests, see pages 28 and 29 of *Creatures of the Galaxy*). The Lenitor family lives in the bayous of the islands southeast of Rodia's capital, and there Vadon learned many of the skills she later adapted to bounty hunting.

Vadon Lenitor was not raised to be a bounty hunter, and is therefore not in possession of the attitude typical of most Rodian bounty hunters (this may be one of the reasons she and Callandri get along so well). Rather than the conceited, overeager Rodian stereotype bounty hunters such as Greedo and others have perpetrated, Vadon is intelligent, refined, and a hard worker. Her childhood, though difficult, was anchored by two loving parents and a sense of community that remains with the Rodian woman to this day.

Vadon is wanted by the Alliance, but not for a crime (not yet): it happens that none of the bounties she has brought in during her relatively successful career have been Rebels. Most were those who made trouble for *both* the Alliance and Imperial governments: criminals, mercenary groups, and so forth. But she is believed to have been present at some of the events that culminated in the Mapuzo break-in, and the Task Force on Alliance Security would like to question her regarding the matter. This now seems unlikely, as we doubt Vadon has any intentions of getting cozy with Alliance operatives any time in the near future.

■ **Vadon Lenitor**

Type: Rodian Ghestslayer

DEXTERITY 4D

Blaster 5D+2, brawling parry 4D+1, dodge 5D, melee combat 5D, melee combat: Rodian razor-stick 6D+2, melee parry 4D+2

KNOWLEDGE 3D

Alien species 4D, law enforcement 4D, law enforcement: Rodia 5D+2, survival 5D, survival: swamp 7D, value 3D+1

MECHANICAL 2D+1

Astrogation 3D, repulsorlift operation 3D+1, space transports 3D+1, starfighter piloting: Z-95 Headhunter 4D+1

PERCEPTION 3D

Search 4D, search: tracking 4D+2, sneak 3D+2, sneak: swampland 5D+2

STRENGTH 3D+2

Brawling 4D+2, stamina 4D, swimming 4D+2

TECHNICAL 2D

Blaster repair 3D, demolition 3D+1, security 4D, starfighter repair: Z-95 Headhunter 3D

Force Points: 1

Character Points: 7

Move: 11

Equipment: Blaster pistol (4D), rations, grenade (5D), blast vest (+1D physical, +1 energy, covers front and back of torso only), razor-stick (STR+1D+2; victim must subsequently make a Difficult *stamina* roll to avoid 1D additional damage every other round for three minutes due to excessive blood loss)

■ **Lu'daal-ud**

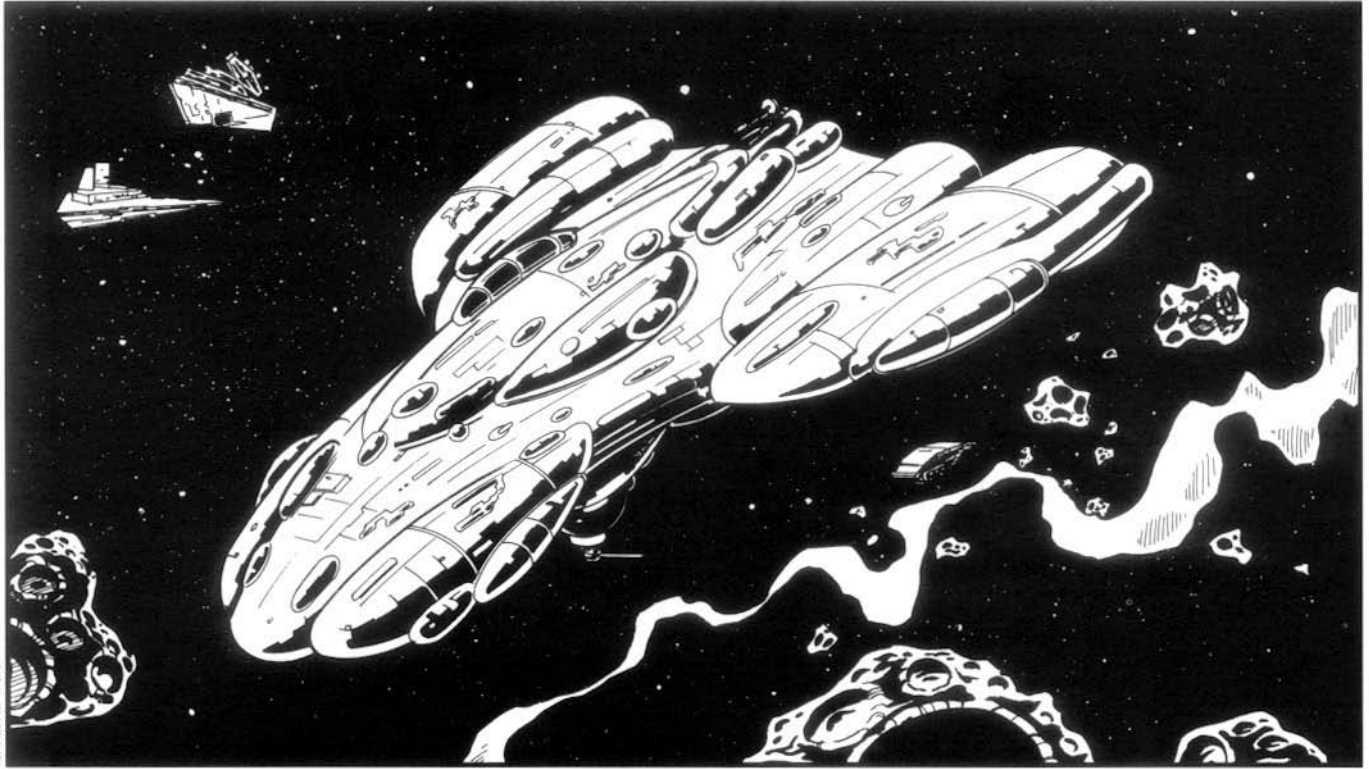
SecuriDex

Name: Lu'daal-ud

Species: Gand

Sex: Male

Homeworld: Gand



■ The Waterspire.

Known Associates: Granse Confederacy

Last Known Location: Draria

Suspected or Potential Threat: Associate of Callandri and Zayl Braith and of Granse Confederacy, has in possession valuable datafiles detailing pertaining to current Alliance cell operations in the Shiwal and Cademimu sectors.

Threat Register: Medium, high in Granse space, Ord Mantell, as well as Shiwal and Cademimu sectors.

Submitter: Commander Zgorth'sth

The Gand findsman Lu'daal-ud is the member of the Granse Confederacy currently most wanted by the Alliance. Approximately five standard months ago, he collected the bounty on Alliance agent Patel Odfath, who had in his possession several key datafiles. It is believed Lu'daal-ud kept the files.

If the Gand findsman is indeed in possession of those secret files, he poses a more serious threat than even Callandri: those files could determine the lives of nearly a thousand operatives in the regions from the Walin'or cell to the Tierfon Outpost (for more information on Tierfon, see pages 112–116 of the *Star Wars Sourcebook, Second Edition*).

Like his second cousin Zuckuss (see pages 94 and 95 of *The Movie Trilogy Sourcebook*), Lu'daal-ud has adopted the ancient ways of the Gand findsmen. The findsmen, with their ancient ritualistic ways, are renowned for their uncanny "hunches," which they attribute to the calling of the mists. They believe the mists guide their

hunt, and that through the elaborate rituals they perform, they will be led to their prey.

Little is known of Lu'daal-ud other than he was employed by the Kian'thar loan shark Ne'lear some years ago. It is assumed he worked for other groups and was blacklisted by his most recent employer, for he now has no intentions of ever returning to work for the underworld: he believes the mists have shown him to the Granse Confederacy, and it is with the Confederacy he intends to stay.

■ ADDENDUM/SECURIDEX

■ ZGORTH'STH/COMMANDER..

The files we believe to be in Lu'daal-ud's possession are extremely important to the Alliance. If sold to the Imperials (we seriously doubt Lu'daal-ud would simply hand them over), the information in them could conceivably be decoded and expose several of our operations. Though Lu'daal-ud is now a member of the Granse Confederacy and much more difficult to get to, I am still seriously considering sending an independent team after him to retrieve those files. If any agents or operatives believe they are suitable for the task, notify the Task Force on Alliance Security and your petition will be discussed. This matter requires immediate attention, but the group is lethal, and we need a group we know is up to the challenge.

A Professional Matter

Callandri rubbed her arm as she examined the holographic map in front of her. Her cousin Zayl looked up from cleaning her blaster pistol. "Still planning, Callandri?"

Callandri looked on the map and drew her face back in a tight, predatory smile. "Yes ... those two agents are going to come here, to the Zanitar, to meet their contacts."

The lotran, Rodick Tag, looked on impassively. "We should attack from this alley. Do we get them before or after they meet?"

"After ... we need the data tapes more than the 10,000 credits they have. The Alliance will pay us a handsome sum to get those tapes back. And the agents should be worth nearly as much as the tapes."

"How much do they know?"

Callandri deactivated the holo. "Not much. They know the datatapes detail planned Imperial fleet movements for this sector and that they are being held by a pair of Duros smugglers."

Vadon the Rodian moved to the table. "What about the Duros? Should we attempt to gain their money as well?"

Callandri shook her head slowly. "No. That would draw too much attention. They aren't worth anything to us."

Arcuse, the Ubese bounty hunter, watched on silently. His helmet hid his expressions from view, but his silence indicated his approval of the mission. Finally, his metallic voice rumbled through the room. "This will no doubt draw Lochner and his companions. It will be a personal challenge to combat."

Callandri responded curtly. "This is a business transaction. Its only purpose is financial gain. If Lochner and his friends are drawn into this, it is a happy coincidence."

Zayl nodded. "Callandri, as always, is right. This is just a professional matter ... one which may make us all wealthier."

Arcuse nodded slowly. "So it would seem."



Mike Vliard

■ Vadon Lenithor (top) and Lu'daal-ud (bottom), ready for action.

TECHNICAL 2D

Computer programming/repair 5D+2, security 6D

Special Abilities:

Findsman Ceremonies: Lu'daal-ud uses elaborate and arcane rituals to find his prey. He draws omens from these rituals. Whenever he uses a ritual (which takes at least three hours), he gains +2D to track a target.

Character Points: 4

Move: 10

Equipment: Blaster carbine (4D), medpac, comlink, protective armor (+1D physical, +1 energy), stolen Rebel datafiles, breathing apparatus

■ **Mist Laden**

Craft: Modified Koensayr *Sigma*-class shuttle

Type: Modified shuttle

Scale: Starfighter

Length: 21.6 meters

Skill: Space transports: *Sigma*-class shuttle

Crew: 2, gunners: 2, skeleton: 1/+5

Crew Skill: see Lu'daal-ud

Passengers: 8

Cargo Capacity: 100 metric tons

Consumables: 4 months

■ **Lu'daal-ud**

Type: Gand Findsman

DEXTERITY 4D

Blaster 5D, dodge 6D, melee combat 6D, melee parry 5D

KNOWLEDGE 2D+2

Planetary systems 3D+2, streetwise 5D+2, survival 4D

MECHANICAL 2D+2

Astrogration 4D, space transports 5D+2

PERCEPTION 3D

Hide 4D, investigation 5D+1, search 6D, sneak 4D

STRENGTH 3D+2

Stamina 4D

Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 20/1D
Scan: 25/1D+2
Search: 30/2D+1
Focus: 4/2D+2
Weapons:

1 Laser Cannon

Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

1 Heavy Turbolaser Cannon

Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/1.5 km
Damage: 6D

Capsule: The *Mist Laden* is a highly-modified Koensayr *Sigma*-class shuttle, a starship that was quite popular years ago but has since been replaced by faster, most powerful craft such as the Imperial *Lambda*-class. Lu'daal-ud acquired the craft

after capturing its owner, an independent trader who had run afoul of Imperial authorities in the Imberlin system. The *Mist Laden* has since been further modified by allies of the Gand findsman, and has proven a reliable craft for both him and his companions within the Granse Confederacy.

Adventure Idea

The character are chosen by Commander Zgorth'sth to apprehend Lu'daal-ud and retrieve the files in the Gand's possession. In the course of their pursuit, any (or all!) of the other members of the Granse Confederacy come to their comrade's aid.

Adventure Idea

The characters have bounties placed on their heads, and some members of the Granse Confederacy have decided to pursue the bounties. The characters must avoid the Confederacy or eliminate their aggressors.

Adventure Idea

One of the Confederacy members' former employers hires the characters to retrieve either Callandri's or Lu'daal-ud's craft, which the gangster believes rightfully his or hers. To succeed, the characters must steal the ship right from under the hunters' noses ... but the mission pays 15,000 credits!



Hydrospeare Corporation

Design Team Beta

The Hydrospeare Corporation designs and manufactures equipment for aquatic use. Its Design Team Beta is the group responsible for the development of those products Hydrospeare provides the Imperial military forces.

The two projects Team Beta is most renowned for are the Explorer submergible (see page 45 of *Cracken's Rebel Field Guide*) and the aquatic AT-AT Swimmer (built in a joint venture with Kuat Drive Yards and shown in the adventure *Battle for the Golden Sun*). Hydrospeare also developed a good deal of the equipment incorporated into Imperial seatrooper armor after consultation with one of the Empire's chief armor designers, Dr. Nashiak Llalik. (For more information on Dr. Llalik, see page 87. For more information on seatrooper equipment, see pages 38 and 47 of the *Imperial Sourcebook, Second Edition*.)

It is Team Beta's most recent projects that concern the Alliance. The Empire has recently awarded Hydrospeare over two dozen new contracts for aquatic weapons and combat vehicles. Some members of Command and Intelligence feel this increase in aquatic combat wares may precede an Imperial attempt to reclaim the world Calamari.

Design Team Beta is headed by Engineer Doctor Tolum Harous: the design team proper consists of only four individuals. The actual construction and legal aspects are handled by others. Three of the Team Beta engineers are geniuses of the first order; the fourth is a former Alliance officer who now serves as a field technician. Doctor Harous was a classmate of Bevel Lemelisk, designer of the dreaded Death Star, and has served the Hydrospeare Corporation for nearly three decades now (for more information on Bevel Lemelisk see page 88 of the *Death Star Technical Companion, Second Edition*).

Dr. Harous' companions include Engineer Miciluz, Technician Thiirn and the Sluissi engineer Sere Lure. The four team members are a

very effective team and are highly respected both as members of Hydrospeare and as accomplished engineers in their own right.

■ ADDENDUM/PERSONAL

■ CRACKEN, AIREN/GENERAL..

Harous' work for Hydrospeare is some of the best I've seen, and I've seen a lot in my time. His perfectionist attitude makes his projects long in development time, but when they are completed they are of the highest quality. Any work he is doing on behalf of the Imperials should be investigated thoroughly.

■ ADDENDUM/PERSONAL

■ ZGORTH'STH/COMMANDER..

Though it is entirely possible the Empire is planning an attack on the Calamari Shipyards and my homeworld, the time it takes to fully develop a new project and then pass it through the many levels of the Imperial military bureaucracy is considerable. Hopefully the Galactic Civil War shall be won before the Empire uses these new vehicles on my people.

Dr. Tolum Harous

SecuriDex

Name: Tolum Harous

Species: Human

Sex: Male

Homeworld: Adamastor

Known Associates: Hydrospeare Corporation, various technicians at other large corporations and companies

Base of Operations: Hydrospeare Design Facilities, Kailor V

Threat Register: Low, minor on Calamari or any largely aquatic Alliance world

Submitter: Lieutenant Akul Witig

Dr. Tolum Harous, Director of Hydrospeare's Design Team Beta, is one of the most skilled aquatic engineers in the Core. From the largely aquatic world Adamastor, Harous has always had a love for the oceans, and his pursuit of the coveted position of Design Team Beta's Director was realized less than a year ago, after the former Director, Dr. Plo Smarx, was imprisoned by the



Christina Wald

■ Design Team Beta: Tolum Harous, Mosare Thiirn, Sere Lune and Diran Miciluz.

Empire for sedition and espionage. Previously, Harous had served as a designer for Design Beta Team for nearly 30 years.

Harous' education is extensive. He has been honored by the Imperial scientific community time and again, and holds several honorary degrees from technological institutes throughout the galaxy. He has been offered enormous sums to join other corporations, particularly Kuat Drive Yards and Sienar Fleet Systems, but he is content in his current position.

The work Dr. Harous conducts for Hydrospeare is of the highest quality: he has often scrapped a more than acceptable project for the simple reason that he thought it could have been done better. It was only through much convincing from other Design Team Beta members that he agreed to release the Explorer submergible. He had worked very hard to make the vehicle the amphibious assault craft the Empire had originally requested, but the logistics proved impossible at the time. Nonetheless, Harous tried to fulfill the Empire's ideal.

Harous continues to develop and oversee the development of some of the finest multi-environment craft the Empire uses today. He is a short, light-skinned Human male with white hair. He maintains an immaculate appearance for such a busy individual; his lab coats are always freshly pressed (his tailor droid is the new TL-4 model), and his office equipment is always in order. He is

a pleasure to work with, and always an inspiration to his fellow designers.

■ ADDENDUM/SECURIDEX

■ WITIG, AKUL/LIEUTENANT..

Dr. Harous is a very skilled engineer and does not directly pose a threat to our operatives. It is his work that threatens the Alliance: his designs are so effective in aquatic areas we are often hard-pressed to deal with his new weapons. He considers these vehicle designs "puzzles" to be figured out; we consider them deadly machines which threaten our fight for freedom. The Alliance has no evidence of what Dr. Harous' political beliefs may be, but if he is not revealed to be a strong New Order constituent, perhaps we could recruit him: there is plenty of work for him on worlds like Calamari.

■ Dr. Tolum Harous

Type: Engineer

DEXTERITY 2D+1

Blaster artillery 3D+1, missile weapons: power harpoon 4D+1, vehicle blasters 4D+1

KNOWLEDGE 4D

Bureaucracy: Hydrospeare Corporation 5D, languages: Sluissi 4D+2, scholar: marine geology 6D+2, scholar: marine topography 7D, survival: aquatic 4D+1

MECHANICAL 2D+2

Aquatic vehicle operation 7D, powersuit operation 3D+2, repulsorlift operation 5D+2, repulsorlift operation: AT-AT Swimmer 7D+2, walker operation: Explorer submergible 6D

PERCEPTION 2D+1

Command 4D+1

STRENGTH 2D+2

Stamina 3D, swimming 3D+2

TECHNICAL 4D

Aquatic vehicle engineering (A) 9D, aquatic vehicle repair 11D, blaster repair 5D, blaster repair: vehicle blasters 6D, computer programming/repair 5D, repulsorlift engineering (A) 8D, repulsorlift repair 10D+1, walker engineering (A) 6D, walker repair 12D

Force Points: 1

Character Points: 11

Move: 10

Equipment: Pocket computer, datapad

Mosara Thiirn

Former Alliance Lieutenant Mosara Thiirn now serves as one of Hydrospeare's field technicians. Originally a Rebel Special Forces technician (for more information on SpecForces technicians, see page 29 of the *Rebel Alliance Sourcebook, Second Edition*), Mosara deserted the Alliance during a crucial battle when three of our SpecForces units engaged an Imperial-backed faction of the Assassin's Guild. While valiant agents such as the Shroud Team and the Eclipse Team's Midnight and Storm squadrons fought against insurmountable odds throughout the eastern seas on Archais against both the Assassins and Imperial forces, Mosara deserted her comrades and surrendered to the Imperial group's battle leader, Lt. Colonel Covell (for New Republic era information on Covell, see pages 41 and 42 of the *Dark Force Rising Sourcebook*).

Normally, when the Alliance is betrayed in such a fashion, various agents and bases are betrayed and the situation is a blow to our cause. In Mosara's case, however, the results were not quite so disastrous: she had not been entrusted with much valuable information. She did not know the locations of any fixed Alliance bases (she had been stationed aboard a technical frigate while with the Rebellion). Those names of the Rebel operatives she provided to the Empire were already well-known to Imperial Intelligence. Yet her intent was to damage the Alliance, and to some extent she succeeded due to her new position as part of Design Team Beta.

Mosara Thiirn is a lithe Human woman with dark hair and fair skin. She wears her hair in the Imperial military fashion required of women officers aboard fleet ships, though she is not part of the Imperial military. She fancies herself an integral part of Design Team Beta, but is actually only truly useful as a field engineer.

■ **ADDENDUM/PERSONAL**

■ **WITIG, AKUL/LIEUTENANT..**

Though her desertion didn't do any "serious" harm, Lt. Thiirn's treachery still angers me. Our unit was trapped at the Tylerin Embankment, and instead of performing her duty she went right by our position and surrendered her weapons, her craft and herself to the Impies! We fought long and hard

to get out, and survived only through some pretty tricky maneuvering by Norrion and some amazing patchwork by Shaparo. Some of the other teams weren't quite so lucky. I don't care if the "official" position on her desertion is that she did no harm; if any of the Eclipse Team ever sees her again, we'll be the last people she'll ever see.

■ **ADDENDUM/PERSONAL**

■ **CRACKEN, AIREN/GENERAL..**

Traitors, of all our threats, are those that truly infuriate me. We impart to our operatives a great deal of trust, and when that trust is violated, it does considerable damage to the psyche of those operatives directly involved. For her sake, I hope she isn't brought before Lt. Witig or Lt. Colonel Yerac first ...

■ **Mosara Thiirn**

Type: Alliance SpecForce Technician

DEXTERITY 3D

Blaster 4D, dodge 4D+1, vehicle blasters 4D

KNOWLEDGE 3D+1

Survival 4D+1

MECHANICAL 3D

Aquatic vehicle operation 6D, repulsorlift operation 4D+2, walker operation 3D+2

PERCEPTION 2D+2

Command 3D+1, hide 3D+2, sneak 3D+2

STRENGTH 2D+2

Brawling 3D+2, lifting 3D+2, stamina 4D

TECHNICAL 3D+1

Aquatic vehicle repair 5D, armor repair 4D+1, blaster repair 5D, computer programming/repair 5D+1, demolition 4D, droid programming 4D+1, droid repair 4D+1, hover vehicle repair 5D+2, ground vehicle repair 5D+2, repulsorlift repair 6D+2, walker repair 4D+2, walker repair: Explorer submergible 7D+2

Character Points: 3

Move: 10

Equipment: Blaster pistol (4D+2), Alliance-issue field toolkit

Diran Miciluz

Diran Miciluz is the primary weapons designer for Design Team Beta and he is *very* good at his job. The Task Force has learned that he was the individual who aided in the development of the improved range and accuracy of the BlasTech HY-6 heavy cannons the Empire has been using increasingly in aquatic applications. He is continuing his work for Hydrospeare at a feverish pace.

Intercepted communiques between Miciluz's offices and several sector Moff's have revealed Miciluz is diligently working on over 16 new weapon prototypes. The Task Force has requested that General Madine send a team of operatives to steal these plans for our own use, as we know Miciluz's designs are nothing short of superior.

Diran Miciluz is a young Human male still in his early 20s. He hails from the Ktilac Regions, a portion of Imperial space in which few Humans

reside. His parents were most likely traders or explorers. We have yet to determine where his fascination with weaponry originated, but his designs speak for themselves: he is one of the best.

Miciluz's physical appearance distinguishes him from his otherwise "normal" companions. He is only 1.4 meters in height, but has shocking green hair, suggesting he may descended from the crew of the RSF *Invincible*-class Dreadnaught *Noble*, lost centuries ago. He is well-built for his size. He is eager to improve on both his own and others' ideas and concepts.

■ Diran Miciluz

Type: Engineer

DEXTERITY 2D+1

Blaster 3D+1, blaster artillery 3D+1, missile weapons 3D+1, vehicle blasters 4D+2

KNOWLEDGE 4D

MECHANICAL 2D+2

Capital ship gunnery 3D+2, capital ship gunnery: turbolaser 4D+2, starship gunnery 4D+2, starship gunnery: turbolaser 5D, starship shields 3D+2

PERCEPTION 2D+1

Search 3D+1

STRENGTH 2D+2

Stamina 3D+2, swimming 3D+2

TECHNICAL 4D

Blaster engineering (A) 9D, blaster repair 11D, computer programming/repair 5D, repulsorlift repair 5D, starship weapon repair 5D+2, walker repair 5D

Character Points: 8

Move: 10

Equipment: Diagnostic computer, numerous weapon plans (in various stages of completion)

Sere Lure

Chief Systems Engineer Sere Lure is one of the most influential aliens allowed (and willing) to work in the Empire's military development. Though the Sullustan SoroSuub and some of the techs at Kuat are also aliens, this Sluissi woman is responsible for a great deal of Hydrospeare's project development.

Dr. Lure also helps Hydrospeare obtain use of many Sluis Van shipyard facilities for testing, though security is often increased, as many Sluissi feel Sere Lure to be a traitor to her people. It is known that many Sluissi are Alliance sympathizers, although efforts to eliminate Rebel elements from the Sluissi population have met with repeated failure. (For more information on Sluis Van, see pages 90, 91 and 93 of the *Heir to the Empire Sourcebook*. For more information on the Sluissi, see pages 96 and 97 of the *Dark Force Rising Sourcebook*).

Sluis Van is largely regarded as one of the best aquatic test sites due to the variety of underwater environments. From incredibly deep oceans to immense, shallow seas, an aquatic vehicle can be tested for virtually any aquatic environment on this single world. It is for those reasons that

the Hydrospeare Corporation, with Imperial Navy influence, "convinces" the Sluissi to let them make use of their facilities.

One of the other major test sites, and that which is considered the most efficient, is the Hydrospeare-owned property on the planet Golh. The temperamental seas of Golh's western hemisphere provide excellent testing grounds for Dr. Lure's designs, but a recent near-death experience for Lure has somewhat soured her opinion of Golh. Sedri Alliance operatives were waiting in ambush for the Hydrospeare engineer the last time Hydrospeare scheduled a testing, and all but a few of the staff were killed: Lure, the designer overseeing the operations, barely escaped with her life (for more information on the Sedrians, see the adventure *Battle for the Golden Sun*, or pages 79 and 80 of *Galaxy Guide 4: Alien Races, Second Edition*).

Dr. Lure is an attractive middle-aged Sluissi woman with a tendency to take longer on projects than even Harous, though this befits her kind. She has light green skin, and wears the common outfit of a Sluissi tech. Her hissing speech occasionally hinders her explanations of abstract concepts to engineers, but as she tends to stay within her own circle, she seldom works to lessen her accent. Dr. Harous has made a great effort to learn Sluissi to make Dr. Lure comfortable.

■ ADDENDUM, PERSONAL

■ BLAZER, ANSON/LT. COMMANDER..

The Task Force has reason to believe Dr. Lure had put in a request for new aquatic testing grounds, so the Alliance must be particularly careful to monitor the Design Team Beta's activities for the next few months. Many of our best cells are hidden in oceans and on largely aquatic planets, and their security is integral to our victory in the Galactic Civil War. Of course, it's entirely possible one of these cells could be used to get us detailed information on Hydrospeare's new designs.

■ Sere Lure

Type: Sluissi Engineer

DEXTERITY 2D

KNOWLEDGE 3D+1

Value 6D+1

MECHANICAL 2D+2

Aquatic vehicle operation 5D, astrogation 3D+2, hover vehicle operation 4D+2, repulsorlift operation 3D+2, walker operation 3D+2

PERCEPTION 3D+1

Bargain 4D+1, command 3D+1

STRENGTH 2D+2

Lifting 3D

TECHNICAL 4D

Aquatic vehicle engineering (A) 5D, aquatic vehicle repair 8D, computer programming/repair 5D, repulsorlift repair 5D, walker repair 5D

Special Abilities:

Technical Aptitude: Sluissi receive an extra 4D beginning skill dice for *Technical* skills. Sluissi are so particular

about their work that whenever a Sluissi uses a *Technical* skill, the action always takes twice as long as it does for other species.

Character Points: 7

Move: 9

Equipment: Datapad, pocket computer, diagnostic link-up

■ **Explorer**

Craft: Hydrospeare Corporation Explorer Submersible

Type: Undersea exploration vehicle

Scale: Walker

Length: 9.1 meters

Skill: Walker operation: Explorer

Crew: 2, gunners: 2, skeleton: 1/+15

Crew Skill: Varies

Passengers: 2

Cargo Capacity: 500 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 1D (underwater), +2 (on land)

Move: 28; 85 kmh (underwater), 21; 60 kmh (on land)

Body Strength: 3D

Weapons:

Heavy Blaster Cannon

Fire Arc: Front

Crew: 1

Scale: Walker

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/100/200 (underwater); 10-100/200/400 (on land)

Damage: 5D

Light Blaster Cannon

Fire Arc: Turret

Crew: 1

Scale: Walker

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/100/200 (underwater); 10-100/200/400 (on land)

Damage: 2D

Capsule: Officially billed as an underwater exploration vehicle, it must be noted the Explorer fits the Imperial idea of an exploratory vehicle: heavily armed, and prepared to subjugate or destroy any hostile life-forms. The Empire had originally requested a multi-environment vehicle, but it proved too difficult for the craft to be as efficient on land as in water. Though technically an “exploratory vehicle,” it is considered one of the first AAVs (Aquatic Assault Vehicles).

■ **Waveskimmer Prototype**

Craft: Hydrospeare Corp. AQ-5 Waveskimmer

Type: Attack hydrofoil

Scale: Walker

Length: 14 meters

Skill: Hover vehicle operation: Waveskimmer

Crew: 3, gunners: 2

Crew Skill: Varies

Passengers: 28 (troops)

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale (not yet on market)

Maneuverability: +2

Move: 30; 90 kmh

Body Strength: 2D+2

Weapons:

2 Medium Blaster Cannons

Fire Arc: 1 front/left*, 1 front/right*

Crew: 1 (co-pilots)

Skill: Vehicle blasters

Fire Control: 1D+1

Range: 50–350/1/1.5 km

Damage: 3D+1

* The blaster cannon can only be turned to one facing per round.

2 Light Blaster Cannons

Fire Arc: 1 front, 1 back

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50–300/500/1 km

Damage: 1D+2

Capsule: A prototype designed by Design Team Beta, the waveskimmer, or “Wave Walker,” has received nothing but excellent reports from its test pilots. The Alliance believes the craft to be the first of a long line of new military contracts for Hydrospeare, and if the efficiency of the new vehicle is any indication of what is to come, the Rebels must prepare quickly. Based on a strengthened and highly modified walker frame, the waveskimmer claims a powerful repulsorthruster unit that gives it top speeds in excess of 90 kilometers per hour, and is reportedly an extremely potent assault craft. (For New Republic era information on the finished waveskimmer, see pages 121–122 of the *Dark Empire Sourcebook*.)

Hydrospeare Modification Packages

One of Design Team Beta’s strongest points is its ability to take tested and reliable vehicles from other manufacturers and develop “modification packages” that can convert the given vehicle into a worthy aquatic craft. The three vehicles of this sort that have met with the greatest acceptance by the Imperial military have been from projects originally designed by Kuat Drive Yards, Nen-Carvon and Incom. The Kuat Drive yards modification was a tandem project that birthed the popular aquatic AT-AT, often referred to as the “Swimmer.”

The other two projects are based on other vehicles commonly used in military capacities: the first is based on the Nen-Carvon CAV (compact assault vehicle), popular among Imperial forces throughout the Empire. The second, more common vehicle is an adapted Incom T-47 airspeeder (see page 60 of the *Star Wars Sourcebook, Second Edition* for a standard T-47). Both craft excel in their respective duties.

■ **Aquadon CAVa 400**

Craft: Hydrospeare Aquadon CAVa 400 (modified Nen-Carvon CAVw PX-10)

Type: Personal aquatic combat vehicle

Scale: Speeder

Length: 5.1 meters

Skill: Aquatic vehicle operation: CAVa 400

Crew: 1

Crew Skill: Aquatic vehicle operation 4D+2, vehicle blasters 4D+1

Cargo Capacity: 75 kilograms

Cover: Full



Christina Wald

Cost: Not available for sale

Maneuverability: 1D

Move: 26; 75 kmh

Body Strength: 4D

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-250/750/1.5 km

Damage: 4D

Capsule: The Aquadon CAVa 400 is yet another craft derived from a land-based design. The Nen-Carvon CAVw PX-10, contracted by the Empire some time ago, has proven a formidable one-trooper vehicle in combat (for more information, see pages 70–71 of the *Imperial Sourcebook, Second Edition*).

Modified for underwater use by the Design Team Beta, the Aquadon has proven invaluable in the subjugation of several ocean worlds. The Kath subjugation saw particularly heavy use of the CAVa 400, especially in the Karm Trenches, where many Rebel forces were positioned.

The Aquadon has powerful stern thrusters and lateral thrusters in addition to its treads. This allows the craft to move about much like any other submergible, without forcing it to rely solely on an ocean or sea floor for movement.

The Aquadon's greatest departure from its base design is that it, like the Rebel B-wing starfighter, has a gyroscopically stabilized cockpit. This allows the craft to move at any angle relative to the sea floor, yet the pilot remains "fixed" forward and is able to concentrate on his given mission.

As the systems of the vehicle are nowhere near as complex and extensive as the B-wing starfighter, the cockpit does not require as great a degree of attention and maintenance, though compared to other vehicles its upkeep is considerable. If the craft is heavily damaged, the gyro-locks release the pilot's cabin.

■ **Aquaspeeder**

Craft: Hydrospeare Corporation Combat Aquaspeeder (modified Incom T-47 airspeeder)

Type: Modified combat airspeeder

Scale: Speeder

Length: 5.8 meters

Skill: Aquatic vehicle operation: aquaspeeder

Crew: 1, 1 (can combine)

Crew Skill: Aquatic vehicle operation 4D+1, vehicle blasters 4D

Cargo Capacity: 15 kilograms

Cover: Full

Altitude Range: Ground level–100 meters

Cost: Not available for sale

Maneuverability: 1D+1 (underwater), 2D (in atmosphere)

Move: 80; 230 kmh (underwater), 225; 600 kmh (in atmosphere)

Body Strength: 2D+2

Weapons:

Quad Laser Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/3 km

Damage: 4D

Power Harpoon

Fire Arc: Rear

Crew: 1 (co-pilot)

Skill: Missile weapons

Fire Control: 2D

Range: 25-50/100/200

Damage: 3D (none if tow cable and fusion disk is used)

Capsule: The Hydrospeare conversion of the enormously popular Incom T-47 airspeeder has met with great success. The Rebel Alliance makes particularly heavy use of modified airspeeders for military use: the Alliance snowspeeder (see page 60 of the *Star Wars Sourcebook, Second Edition*) is an excellent example.

The largest change in the craft, aside from the replacement of the cockpit with a sturdier two-pilot model, is the streamlining of the body: additional shield plates have been fixed along the wings to provide for a more streamlined vehicle, and the forward gun emplacements have been replaced by a heavier turret cannon atop the craft. The harpoon and cable system common in the modified T-47s is still in place, and is often used for salvaging wreckage.

Adventure Idea

While on any aquatic planet or any aquatic region of an Imperial-held world, the characters inadvertently encounter one of the new Hydrospeare training grounds. Knowing the new designs would greatly benefit the Alliance (or bring a substantial price on the black market if that's the kind of characters they are), the characters attempt to steal any (or all!) of the plans or prototypes.



m'Yalfor'ac Order

The m'Yalfor'ac Order is a continental army headed by the Bitthævrian military leader Colonel Quaal Tavier Catharius. The Order is one of the last vestiges of anti-Old Republic sentiment in the Kadok Regions: they are rumored to have been defeated by the Jedi Knights during the last days of the Old Republic, and continue to harbor a great deal of animosity towards any Force-using individuals. Their disdain for the values and methods of the Old Republic makes the m'Yalfor'ac Order an inherited adversary of the Rebel Alliance.

Located on the l'Quar'ta continent on the Bitthævrian homeworld Guiteica, the m'Yalfor'ac Order is led by five men: Catharius and four subordinates. Two of the four officers who serve as Catharius' advisors are officers from the Guiteica Militia; one is an Adnerem mercenary from days long past; the final leader is a Khil tactician and naval commander who served in many of the recent skirmishes in Belnar space.

The m'Yalfor'ac Order consists of nearly 700,00 soldiers, all of whom are completely loyal to Colonel Tavier and the Order. They oppose the Rebel Alliance solely because the Alliance strives to restore the very Republic that brought defeat to the Order. Though Tavier and the others of the Order recognize the Empire as a corrupt and wicked government, it also sees the Empire as the lesser of two evils: to the Order, anything is better than the Republic.

As an organization, the Order has two primary enemies: Force-users (namely Jedi Knights) and the Bothans. The Bothan tendency to avoid direct conflict in favor of deceptive maneuvering is contrary to Bitthævrian nature: in short, the Bothans simultaneously anger and terrify the Bitthævrians, who cannot comprehend the Bothan ways. The Bothan love of political manipulation and scheming defies all that which the Order believes in.

The m'Yalfor'ac Order maintains a sizable arsenal of outdated weaponry. Their patrol craft consist largely of modified Z-95 Headhunters,

Tocsan 8-Q and C-73 Tracker starfighters, as well as numerous other out of date snubfighters. The Order's ground equipment consists of a number of lower-tech craft, including internal combustion treaded tanks and the aged Republic All Terrain Personal Transport, or AT-PT. They also use a small number of early-model Espo Walkers believed to have been hijacked from a CSA lighter traveling through the Kadok Regions en route to the Corporate Sector.

Though the hierarchy of the m'Yalfor'ac Order contains two non-Bitthævrians, all of the soldiers of the Order are Bitthævrians.

Average m'Yalfor'ac soldier. All stats are 2D except: *Dexterity 2D+1, blaster 3D+1, brawling parry 4D+2, dodge 4D+2, melee combat 4D+2.* Move 10. Blaster carbine (4D+2), comlink.

Colonel Quaal Tavier Catharius

SecuriDex

Name: Colonel Quaal Tavier Catharius

Species: Bitthævrian

Sex: Male

Homeworld: Guiteica

Known Associates: m'Yalfor'ac Order

Base of Operations: l'Quar'ta, Guiteica, Kadok Regions

Suspected or Potential Threat: Belligerent adversary of Republic, now Alliance; present minor military and serious personal threat to any Alliance operative in the region.

Threat Register: Medium, extreme on Guiteica

Submitter: Lieutenant Ayla Shar

Colonel Tavier, the leader of the m'Yalfor'ac Order, is a hero to the Bitthævrian people, respected and admired across Guiteica for his anti-Republic rhetoric and strong leadership.

Colonel Tavier is the 31st leader of the m'Yalfor'ac Order, and like his predecessors, gained his position through meritorious action in combat against Republic-allied troops, guerrilla operations against pro-Republic corporate complexes, and exceptional leadership. He has defended himself against several usurpers, continually proving his worthiness to lead the Order. The rise of the Rebel Alliance has given Colonel

Tavier new fuel to further his popularity.

As the military leader of Guiteica's only sizable armed forces, Tavier commands even greater respect. He has protected his relatively small constituent population against all those in the Kadok Regions who have attempted to conquer them. As Guiteica has considerable mineral resources (chief among them the Bal'ta'ran crystals and extensive subterranean feldspar and yttrium reserves), many Imperial-sanctioned and private mining corporations have attempted to convince the Bitthævrians to allow the companies to mine those areas ... and every time, the m'Yalfor'ac Order sent the "invaders" on their way, politely at first and forcefully if a second response was required.

Imperial entanglements have not been uncommon; though Tavier despises the Alliance, he has no love for the Empire. An Imperial patrol craft may on occasion venture into Bitthævrian space only to be blasted. These actions have strained Guiteican-Imperial relations, but the Kadok Regions Moff, Rhain Towith, has yet to implement any serious actions against the upstart m'Yalfor'ac Order.

Colonel Quaal Tavier Catharius is an imposing and memorable figure. He is renowned as an excellent warrior and fierce adversary. He suffered permanent injuries in battle against Major Jael Ganton Farvash, who sought to assassinate him. However, his besting of this rival accorded him a place in the Bitthævrian history books. He is regarded as one of the greatest leaders in Guiteica's history. His dark skin is covered with the horrid scars of many dematoil battles, but behind the many layers of scar tissue is a proud and dedicated being: he is leading his beloved people along what he believes to be a path of greatness and tradition.

■ **ADDENDUM/SECURIDEX**

■ **SHAR, AYL/LIEUTENANT..**

I worked for a short time with Vulca Minerals when they were still dealing with Guiteica. After Vulca got a little too pushy about yttrium mining, the Order just about killed the Team Commander on the spot. Since then, Kadok Resources has handled all of Guiteica's exports. The Order, in their absolute hatred of the Alliance, is indeed a serious threat.

There are few groups who hate us more, and I believe we stand little chance of ever befriending the Bitthævrians. Our best option would be to just steer clear of the area altogether.

■ **Colonel Quaal Tavier Catharius**

Type: Bitthævrian Colonel

DEXTERITY 3D

Blaster 4D, blaster: blaster carbine 5D+2, brawling parry

A word on Bitthævrian names

The manner in which Bitthævrians are named varies somewhat from the galactic norm. Rather than the common personal name first, followed by a family name, Bitthævrians always have at least three names.

The first name of a Bitthævrian is the season in which the child was born. There are seven seasons on Guiteica: Giil, Quul, Aul, Zoul, Tweil, Jael, and Quaal.

The second name of the child is the family name: the name the mother of the children brings from her family. A husband takes his bride's name upon marriage, and forever afterwards carries four names. Single Bitthævrian males are noticeable for their only having three names.

The last name of the Bitthævrians is their personal name: the name they are called by friends. So the Bitthævrian name sequence goes as follows: season; family name; personal name.

Bitthævrian males who have married and carry four names follow the same pattern, though their married name is placed between the season name (first) and family name (usually second, now third).

Using Quaal Tavier Catharius as an example, it can be seen that he is a single male born in the last season of the local year, Quaal. His family name is Tavier, and he goes by Catharius when in the company of friends and family.

If Catharius were to marry a woman named Zoul Minchov Dwæer, his new name would be Quaal Minchov Tavier Catharius.

5D+2, dodge 5D, melee combat 6D, melee combat: dematoil 8D+1, melee parry 5D+1

KNOWLEDGE 4D+1

Bureaucracy 5D+2, bureaucracy: l'Quar'ta 7D+2, bureaucracy: m'Yalfor'ac Order 10D, cultures 5D+1, intimidation 7D+1, survival 5D+1, willpower 6D

MECHANICAL 2D

Beast riding 4D, repulsorlift operation 3D+2, walker operations: AT-PT 4D+1

PERCEPTION 3D

Bargain 4D, command 5D, command: m'Yalfor'ac Order 9D+2, hide 5D, persuasion 4D, search 6D, sneak 5D+1

STRENGTH 3D+2

Brawling 6D+2, climbing/jumping 4D+2, lifting 4D+2, stamina 6D

TECHNICAL 2D

Computer programming/repair 4D, first aid 4D, melee weapon repair: dematoil 5D

Special Abilities:

Vision: Bitthævrians can see in the infrared range, giving them the ability to see in complete darkness provided there are heat differentials in the environment.

Natural Body Armor: A Bitthævrians' thick hide provides a



■ m'Yalfor'ac Order officers Tarlo Ganar, Colonel Tavier and Major-Guardian Tarrus.

+2 bonus against physical attacks.

Fangs: Catharius has six pairs of long fangs which do STR+2 damage.

Quills: The quills of Catharius' arms and legs do STR+1D+2 when *brawling*.

Force Points: 2

Dark Side Points: 7

Character Points: 15

Move: 10

Equipment: Dematoil (STR+2D+2), military uniform, blaster carbine (5D), quill knife (STR+1D+2), headset comlink

Major-Guardian Aul Tarrus Vishav

Major Tarrus is the hulking brute who looms behind Colonel Tavier wherever the m'Yalfor'ac Order travels the lands of l'Quar'ta. Aul Tarrus Vishav was born and raised as a slave in the crystal mines of the Upper Bal'ta'ran Cluster, a group of islands located just off the northwest coast of l'Quar'ta. He was always abnormally large and the labor he performed in the rigorous crystal mines only bettered his superior physical condition, unlike so many other slaves who perished from exhaustion. Though Tarrus was able to perform the work of many of his kind, he was perceived as a threat by the slave masters because of his great size and unbelievable strength. The head slaver ordered his execution and he was bound and imprisoned in one of the small chambers located at the foothills of the u'Tal'ac Range.

The guards who shackled Tarrus underestimated his strength, however, and only restrained

him in standard manacles rather than the huge magnacuffs he had been bound with since his youth. Vishav eventually broke his bonds: the carnage that he left behind in his escape is legendary among the slaves of the Bal'ta'ran mines.

Soon after his escape, Tarrus immigrated to l'Quar'ta, where he entered the m'Yalfor'ac Order as a common foot soldier. Due to his immense size he was always a superb fighter and with his training within the Order he eventually became regarded as one of the best warriors within the Order. During the many wars the Order fought, he proved his prowess and considerable intelligence time and again and advanced quickly through the ranks. He eventually attained the elite rank of Guardian, becoming one of the few personal bodyguards protecting the leader of the m'Yalfor'ac Order, Colonel Quaal Tavier Catharius.

As a Guardian his most famous act — that which made him a hero to his people — was his defense of Colonel Tavier during the challenge of Major Jael Ganton Farvash, a traitor to the Order. Major Ganton tried to assassinate Colonel Tavier and claim leadership of the Order. After Ganton's failed assassination attempt, the traitor was to be executed, but he instead demanded the right of challenge by personal combat. Although Colonel Tavier was seriously injured in the attack, he was bound by Bitthævrian tradition to accept to the challenge. Ganton knew this, and it was in

large part this situation that prompted him to propose the duel; to refuse the challenge would demean the Colonel's power. The winner would be the leader of the m'Yalfor'ac Order.

As was the custom, each challenger could select one Guardian as a Defender (a largely traditional role, originally selected in the event that uninvited interlopers interrupted the battle, but more commonly used to verify that the battle was conducted honorably). Major Tarrus accepted this honor when Colonel Tavier asked.

Tavier and Ganton met in the traditional battle arena of the m'Yalfor'ac Order, with only the Defenders and the Succession Judge in attendance. Ganton and Tavier wielded their dematoils, each inflicting vicious wounds with the weapons. Suddenly, three more of Ganton's Guardians emerged into the arena, dematoils at the ready. Tarrus protested, but the Succession Judge only nodded slowly; he favored Ganton and would allow the lopsided battle to continue. Unwilling to allow Tavier to be murdered dishonorably, Tarrus leapt into the arena unarmed. While Tarrus suffered serious injuries, he single-handedly killed the three Guardians. While Tavier slew Ganton to prove his worthiness, Tarrus ended the circle of betrayal by ending the life of the Succession Judge: there would be no question that Tavier was the rightful leader of the m'Yalfor'ac Order.

This battle marked Tarrus as a hero to the Bitthævrian people, almost equal with Colonel Tavier himself. Because of his tremendous courage and loyalty to Tavier, he was awarded the Ransar Rhal Insignia, virtually guaranteeing his place as the next leader of m'Yalfor'ac Order.

Aside from Tavier, Tarrus is the most respected member of the Order, and is certainly the only being absolutely trusted by Tavier. He is also generally considered the Order's greatest combatant. Tarrus is a master of the dematoil and uses one that is customized to his size.

Tarrus is nothing short of immense. He is far larger than practically any other Bitthævrian and his bulk is almost all muscle. His chest and arms are splashed with fierce scars from his many battles, particularly from the battle with Ganton's Guardians. His arm is also striped with large bands due to his bout with sinjaffe, a childhood disease that almost always proves fatal yet somehow slowed Tarrus for only a few days.

■ **Major-Guardian Aul Tarrus Vishav**

Type: Bitthævrian Guardian

DEXTERITY 3D

Blaster 4D, blaster: blaster rifle 6D, brawling parry 6D, dodge 6D+1, melee combat 5D, melee combat: dematoil 9D, melee combat: quill knife 6D+2, melee parry 5D, melee parry: dematoil 7D+2

KNOWLEDGE 3D

Bureaucracy: m'Yalfor'ac Order 5D, intimidation 7D, law enforcement: m'Yalfor'ac Order 5D+2, survival 4D, survival: Guiteica crystal mines 6D, willpower 6D+1

MECHANICAL 2D

Beast riding: j'kuutak 4D, repulsorlift operation 3D

PERCEPTION 3D

Command 4D, command: m'Yalfor'ac Order 7D, investigation 4D, search 4D+2

STRENGTH 5D+1

Brawling 10D+1, lifting 6D+1, stamina 7D+1

TECHNICAL 1D+2

First aid 3D+2, security 5D+2, melee weapon repair: dematoil 5D

Special Abilities:

Vision: Bitthævrians can see in the infrared range, giving them the ability to see in complete darkness provided there are heat differentials in the environment.

Natural Body Armor: A Bitthævrians' thick hide provides a +2 bonus against physical attacks.

Fangs: Tarrus has six pairs of long fangs which do STR+2 damage.

Quills: The quills of Tarrus' arms and legs do STR+1D+2 when *brawling*.

Exceptional Individual: Vishav is an exceptional Bitthævrian and exceeds several species maximums. Very few Bitthævrians can match his abilities.

Force Points: 2

Dark Side Points: 1

Character Points: 14

Move: 11

Equipment: Dematoil (STR+3D damage), heavy blaster rifle (5D+2), Ransar Rhal Insignia, j'kuutak mount

■ **Tarlo Ganar**

Type: Khil Tactician

DEXTERITY 3D

Blaster 3D+2, dodge 4D

KNOWLEDGE 3D+1

Bureaucracy 4D+1, bureaucracy: m'Yalfor'ac Order 5D+1, tactics: planetary defenses 5D+1, tactics: starfighters 5D

MECHANICAL 3D

Repulsorlift operations 4D

PERCEPTION 3D

Bargain 3D+2, command 4D, command: m'Yalfor'ac Order 5D

STRENGTH 2D+2

Brawling 3D+2, stamina 4D

TECHNICAL 3D

Computer programming/repair 4D, demolition 4D+1, starfighter repair 4D+1, starfighter repair: Tocsan 8-Q 5D+2

Force Points: 1

Dark Side Points: 1

Character Points: 5

Move: 10

Equipment: Blaster pistol (4D), comlink

Capsule: Tarlo Ganar is an older Khil male who recently led the Belnar Sector Force to victory against their inter-system rivals, the Peltsic League. Instead of face mandatory retirement, he chose to join his old comrade Quaal Tavier Catharius. Since that time he has proven himself to be a valuable member of the m'Yalfor'ac Order, though he is not *completely* trusted by the Bitthævrian population. (For more information on the Khil, see *Wanted by Cracken*, page 90.)

■ **Bitthævrians**

Attribute Dice: 12D

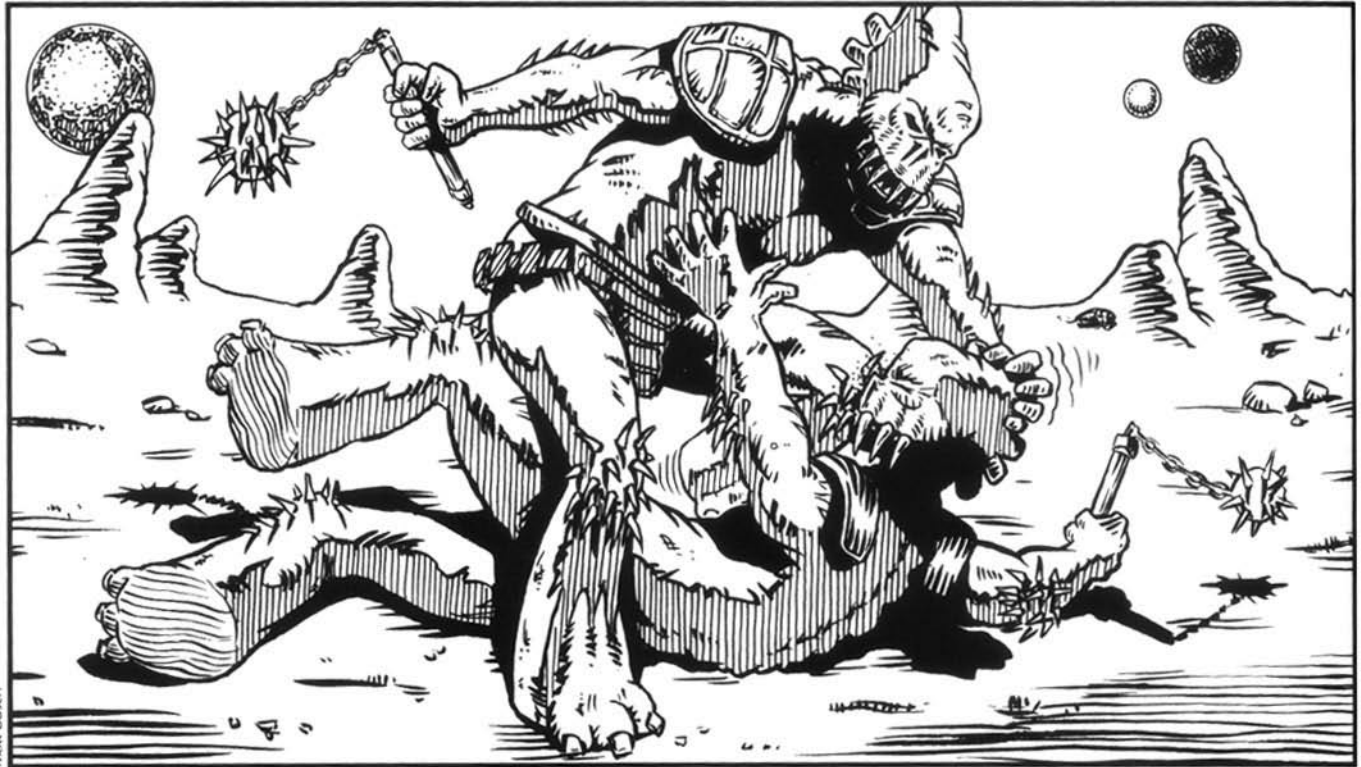
DEXTERITY 1D+2/4D

KNOWLEDGE 1D+2/4D+2

MECHANICAL 1D+2/3D+2

PERCEPTION 1D/4D+2

STRENGTH 2D/4D+2

**TECHNICAL 1D/3D+1****Special Abilities:**

Vision: Bitthævrians can see infrared radiation, giving them the ability to see in complete darkness, provided there are heat differentials in the environment.

Natural Body Armor: The thick hide of the Bitthævrians give them a +2 bonus against physical attacks.

Fangs: The Bitthævrians' row of six teeth include six pairs of long fangs which do STR+2 damage.

Quills: The quills of a Bitthævrians' arms and legs do STR+1D+2 when *brawling*.

Story Factors:

Isolation: A Bitthævrian is seldom encountered off of Guiteica. The species generally holds the rest of the galaxy in low opinion, and individuals almost never venture beyond the homeworld.

Move: 9/12

Size: 1.7–2.2 meters

Capsule: The Bitthævrians are an ancient species indigenous to the harsh world Guiteica in the Kadok Regions. Their society holds in high regard personal combat, and the positions of stature within their culture are dependent upon an individual's ability as a warrior. Physically, it is obvious that the Bitthævrians were bred for battle: their bodies are covered in a thick leather-like hide that provides some protection from harm; their elbow and knee joints possess sharp quills which they make use of during close combat. These quills, if lost or broken during combat, quickly regenerate. The Bitthævrians also have a row of six teeth similar to the Frisk sharks native to the Trandoshan homeworld.

The Bitthævrians have historically been an isolated culture: they are content on their world and generally have no desire to venture among the stars. Most often, a Bitthævrian encountered off-

world is hunting down an individual who has committed a crime or dishonored a Bitthævrian leader.

The skin coloration of the Bitthævrians vary, but the most common colors are a rust-colored brown or a ruddy yellow. Many of the species of the northern regions have black or dark brown skin, and some equatorial inhabitants have lighter tan skin.

Dematoil

Type: Bitthævrian morningstar

Scale: Character

Skill: Melee combat: dematoil

Cost: Not available for sale

Availability: 4, X

Body: 3D–5D+1

Difficulty: Moderate-Difficult

Damage: STR+1D–STR–3D

Game Notes: The damage of a dematoil is dependent upon the greatness of the warrior, and how many personal victories he has had.

Capsule: The Bitthævrian dematoil is a custom-designed morningstar that is not only a potent personal combat tool but also the ultimate symbol of a Bitthævrian warrior's ability. The spikes of the weapon's ball are quills taken from warriors the wielder has defeated in personal combat. The greater the warrior, the more quills are on the weapon, and the more damage it will do.

All Bitthævrians have large quills on their elbow joints; the stronger and older they become, the larger these quills become. Most great warriors have quills of considerable size: if they are bested, the warrior who has defeated them is given the right to take the largest quill of their weapon arm, and affix it to his dematoil.

One of the most famous grudges in Bittthævrian history pitted Major Zoul LAVOR Xariv Lar against Major Quaal Stavi Giniras in a feud that lasted nearly five decades. The two, who were also the best of friends, were so equal in their fighting prowess that over the years they continually battled one another. As soon as they recovered from their wounds from the previous battle and tended to any personal or state business, they would resume their rivalry. The record at the end of nearly 50 Guiteican years stood with Lar the victor, 212 victories to Giniras' 211: the rivalry would have continued if Giniras had not died of old age. It is said that upon the death of his companion, Lar pulled out his own quill and affixed it to Giniras' dematoil, and then buried his friend with his weapon in the sacred hills outside of s'Korth'an.

Guiteica Militia

The planetary defense force which the m'Yalfor'ac Order officially belongs to is known simply as the Guiteica Militia. The 16 different continents each contribute hardware and troops to the Militia for defense, but the m'Yalfor'ac Order is clearly recognized as the leader of the Militia, as the headquarters are based on the l'Quar'ta continent of the Order, and most equipment and funding comes from m'Yalfor'ac accounts. In terms of beingpower, the m'Yalfor'ac Order represents over 80% of the Guiteica Militia.

The equipment discussed below is indicative of the technology level of the entire Militia, though only the Order has all of these items. Each continent is responsible for the purchase or "acquisition" of its own equipment.

■ ADDENDUM/PERSONAL

■ STORMCALLER, ANDREPHAN/ COLONEL..

I find it somewhat humorous that Tavier, for all his hatred of our organization and that in which we believe, has no problem using the very same equipment the Republic devised for its many skirmishes against forces like his army. He is a capable leader and very charismatic, but dangerous for the general uprising he may cause. If he stirs his people too well, they may just decide to confront the Alliance, or worse yet, the Empire. Then he'll understand just how outdated his "great army" truly is.

■ AT-PT Walker

Craft: All-Terrain Personal Transport
Type: Light walker
Scale: Walker
Length: 2.1 meters long, 3.1 meters tall
Skill: Walker operation: AT-PT
Crew: 1
Crew Skill: Missile weapons 4D, vehicle blasters 4D, walker operation 4D
Cargo Capacity: 25 kilograms
Cover: Full

Cost: 15,000 (used)

Maneuverability: 2D

Move: 21; 60 kmh

Body Strength: 2D

Weapons:

1 Twin Blaster Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/200/500
Damage: 4D

1 Concussion Grenade Launcher

Fire Arc: Front
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 2D

Capsule: It is believed the Order acquired their AT-PT walkers, which number approximately three dozen, during a raid on a pirate craft some years ago. This was one of the few instances in which members of the Order left Guiteica, most likely for the express intent of "acquisition." It is unknown where the pirates acquired the walkers. The AT-PT, though still a potent weapon for the Bittthævrians' use, is built for the generally smaller Human frame, and therefore those of the Order who are somewhat smaller are chosen as their operators (for more information, see pages 121-122 of the *Dark Force Rising Sourcebook*).

■ Espo Walker

Craft: SecuriTech Espo Walker 91
Type: Light walker
Scale: Walker
Skill: Walker operation: Espo walker
Crew: 1
Crew Skill: Missile weapons 4D, vehicle blasters 3D+2, walker operation 4D
Cargo Capacity: 30 kilograms
Cover: 1/2
Cost: 20,000 (used; model 91 has been replaced by newer model 101)
Maneuverability: 1D+2
Move: 21; 60 kmh
Body Strength: 1D+2
Weapons:

1 Light Blaster Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+2

1 Heavy Stun Cannon

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 10-50/100/200
Damage: 4D (stun)

1 Concussion Grenade Launcher

Fire Arc: Front
Scale: Character
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/80/160
Damage: 4D+2

Capsule: The Espo Walker 91 was long ago replaced by the Espo Walker 101. While it performs a similar role to the AT-PT, the design is closer to a scaled-down AT-ST scout walker, with a more upright

chassis compared to the "crouching" AT-PT. The craft has proven excellent not only in defense of l'Quar'ta, but also as a patrol craft in the steep ranges in the northern portions of the continent. For more information on the newer Espo 101 model, see page 111 of the *Han Solo and the Corporate Sector Sourcebook*.

■ C-73 Tracker

Craft: Subpro C-73 Tracker
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 11.5 meters
Skill: Starfighter piloting: C-73
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2
Cargo Capacity: 60 kilograms
Consumables: 1 day
Cost: Varies widely by condition and modifications
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 2D
Sensors:
Passive: 10/0D
Scan: 15/1D
Search: 20/1D+1
Focus: 2/3D

Weapons:

Double Laser Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Capsule: The C-73 Tracker is even older than the common and reliable Z-95 Headhunter. One of Subpro Corporation's last designs before teaming up with Incom to produce the Z-95, the craft has served the Order and the continental armies for decades. The craft is considered an antique in more civilized systems (several are on display at the Imperial Stardrive Museum on Coruscant), but they still serve well as planetary defense craft for Guiteica.

■ Z-95 Headhunter

Craft: Incom/Subpro Z-95 Headhunter
Type: Multi-purpose starfighter, many variants
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 85 kilograms
Consumables: 1 day
Cost: 30,000 (current condition)
Maneuverability: 1D
Space: 7
Atmosphere: 400; 1,150 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D+2

Weapons:

2 Triple Blasters (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Concussion Missiles

Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D

Capsule: A legendary if antiquated starfighter, the Z-95 remains a common starfighter throughout the galaxy. Thousands of constabularies and planetary defense forces make use of the rugged craft, and though no longer a match for the Incom T-65 X-wing or the Imperial TIE models, the craft is an excellent choice for the Order and its allies. (For more information on the Z-95, see page 15 of the *Star Wars Sourcebook, Second Edition*; pages 82–83 of the *Rebel Alliance Sourcebook, Second Edition*; pages 103–104 of the *Han Solo and the Corporate Sector Sourcebook*.)

■ Tocsan 8-Q Fighter

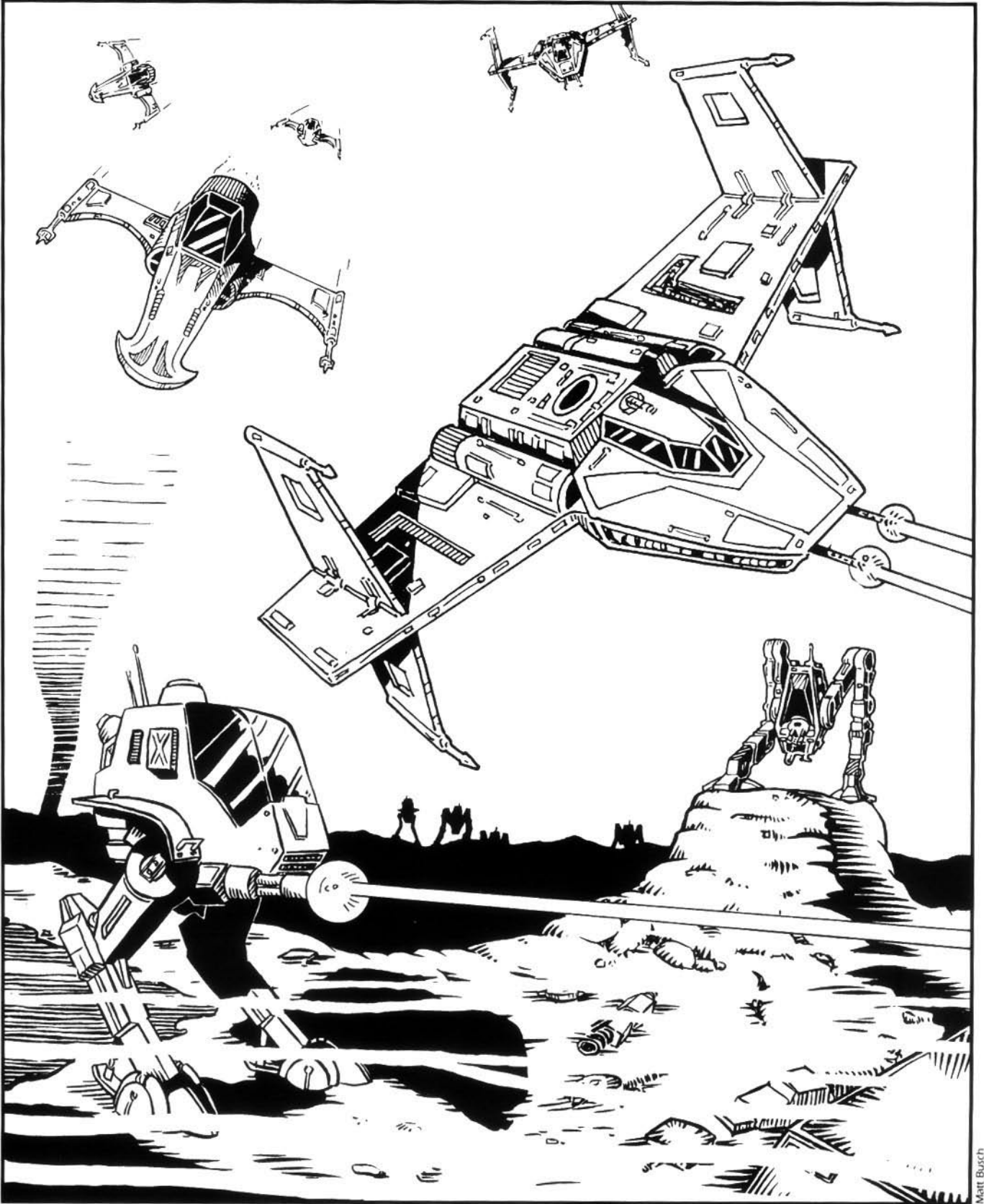
Craft: Shobquix Yards Tocsan 8-Q Starfighter
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 10.2 meters
Skill: Starfighter piloting: Tocsan 8-Q
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2
Cargo Capacity: 75 kilograms
Consumables: 1 day
Cost: 35,000 (used; no longer available new)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Sensors:
Passive: 15/0D
Scan: 25/+1
Search: 50/1D+2
Focus: 2/2D

Weapons:

2 Laser Cannons

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50–100/300/700
Damage: 5D

Capsule: One of the few production starfighters to come out of the Shobquix factories, the Tocsan 8-Q starfighter uses a Koensayr cockpit. The Tocsan 8-Q remains popular with pirate groups and other small military forces, particularly in lower-tech regions such as Wild Space and the Unknown Regions. The m'Yalfor'ac models have been stripped of their hyperdrives and their ship systems modified to substantially increase speed and firepower.



Matt Burch

■ The m'Yalfor'ac Order relies on outdated weaponry, including Subpro C-73 Trackers (top left), Tocsan B-Q fighters (top right), ESPO Walker 91s (bottom left) and AT-PTs (bottom right).

■ **Guiteica**

Type: Desolate mountains
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Mountainous, forested, glacial
Length of Day: 27 standard hours
Length of Year: 306 local days
Sapient Species: Bitthævrians (N)
Starport: 1 standard class
Population: 7.8 million
Planet Function: Homeworld
Government: Popular military
Tech Level: Space
Major Exports: Bal'ta'ran crystals, minerals and metal ores
Major Imports: High tech
System: Tertiary Kadok
Star: Kadok III
Orbital Bodies:

Name	Planet Type	Moons
Kadok III-A	searing rock	8
Kadok III-B	searing rock	15
Kadok III-C	barren rock	1
Kadok III-D (Guiteica)	terrestrial	9
Kadok III-E	gas giant	75

World Summary

Kadok III-D, commonly known as Guiteica, is a harsh world and home to the Bitthævrians. The world, though considered overly rugged by many less hardy species, is rich in natural beauty, with gorgeous vistas, soaring peaks and huge waterfalls.

The 16 primary continents of Guiteica are each governed by a separate popular military group, which each have representation (though some more than others) in a planetary defense force. Since the world can supply all essential goods for the Bitthævrians nutritional needs, the imports such as medicines, computers, and starcraft components are brought in only on a biannual basis.



Mytaranor Slaving Council

The Mytaranor Slaving Council is a large slaving group that plies the Mytaranor sector, a region of space far removed from most of the Empire, but laden with a great many exploitable resources. Where there are resources, there are those who wish to profit from them. Those who wish to profit from the vast Mytaranor resources need slave labor. Those who need slave labor contact the Mytaranor Slaving Council.

The Council is led by Talas Piran, a former slave and knowledgeable handler. He has in his company some of the most efficient (and ruthless) beings in the industry. In recent years, Piran was able to acquire the Mandalorian Dungeon Ship *Vanquisher* during a "business trip" that brought him to Kessel. The ship, a scaled-down version of the infamous *Lictor*-class which is said to have held the Jedi Knights captive during the Purge, has been instrumental in Piran's acquiring a virtual monopoly in the slave trade in and about Mytaranor space.

The Mytaranor Slaving Council does not limit itself to only its namesake territory, however: it provides a great many slaves for several major mining and resources companies. The Council is known for reasonable prices and excellent selection; it also hires out bounty hunters to capture many of the stronger species in the galaxy. A premium is paid for the exceptionally able-bodied species such as Wookiees, Gamorreans, and Gigorans. (For more information on Gigorans, see *Star Wars Adventure Journal #4*, pages 133-134.)

The Council boasts over 200 slavers and guards, most serving aboard the *Vanquisher*. At any given time, the group has an average of 800 slaves captive.

■ ADDENDUM/PERSONAL

■ TIR'UH..

I am a Wookiee. I don't have to tell you my opinion of slavers. These beings, should they fall into my grasp, would never slave again, regardless of the consequences I myself would

face. But as there are thousands upon thousands of slaving groups out there, I know I probably won't be so lucky to find them.

■ Tir'uh

Type: Slaver

DEXTERITY 4D

Blaster 5D, brawling parry 5D, dodge 6D, melee combat 5D+1, melee parry 5D, thrown weapons 4D+1

KNOWLEDGE 3D

Alien species 5D, bureaucracy 4D+2, business 3D+2, intimidation 4D, languages 6D, streetwise 4D+1, value 4D, value: slaves 8D

MECHANICAL 2D+2

Capital ship piloting: *Kiltirin*-class dungeon ship 3D+2, capital ship shields 3D+2, communications 4D+2, repulsorlift operation 5D+2, sensors 6D, space transports 3D

PERCEPTION 2D

Bargain 5D+2, command 4D, command: Mytaranor Slaving Council 8D+2, con 4D, search 4D+1

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 3D+2, stamina 4D+1

TECHNICAL 3D

Computer programming/repair 4D, security 4D+1

Special Abilities:

Multi-Actions: Because they possess four arms, Noehon may make a second action in a round at no penalty. Additional actions incur penalties: third incurs -1D penalty, fourth -2D penalty, etc.

Force Points: 1

Dark Side Points: 2

Character Points: 12

Move: 10

Equipment: Blaster pistol (4D), slave director unit

Capsule: The slaver Tir'uh has been known to law enforcement agents for decades. An elderly Noehon, she has worked from Kessel to Bnar VII, and probably knows every locale in between where slaves are bought and sold. The Task Force for some time believed Tir'uh to be the leader of the Mytaranor group; we now believe her position is one of "elder statesbeing," advising and providing keen insight.

■ Rian Rann

Type: Sullustan Pilot

DEXTERITY 3D

Blaster 5D, melee combat 4D

KNOWLEDGE 2D+2

Alien species 4D+2, planetary systems 5D+2

MECHANICAL 4D+1

Astrogration 5D+2, capital ship gunnery 5D+1, capital ship



Christina Wald

■ The Mytaranor Slaving Council leaders: Karalan(background, left), the Noehon Tir'uh, Talas Piran, Rian Rann, and C'ar L'andara.

piloting 5D+1, capital ship piloting: *Kiltirin*-class dungeon ship 6D+1, capital ship shields 5D, communications 5D, sensors 4D+2, space transports 5D+2, starship gunnery 7D, starship shields 5D

PERCEPTION 3D

Command 4D, command: slaves 6D, search 4D

STRENGTH 2D+2

Brawling 4D+2, stamina 4D

TECHNICAL 2D+1

Capital ship repair 3D+1

Special Abilities:

Enhanced Senses: Sullustans have advanced hearing and vision. They get +2D to *search* and related *Perception* checks in low-light conditions due to their vision and hearing.

Location Sense: Sullustans cannot get lost in a place they have visited before. They get +1D when making an *astrogation* roll for a planet they have visited before.

Force Points: 1

Dark Side Points: 3

Character Points: 5

Move: 10

Equipment: Blaster pistol (4D), comlink, force pike (STR+1D+2)

Capsule: Sullustan pilot Rian Rann is an ideal head navigator and master pilot for the Council. A Sullustan, he has uncanny navigatory abilities. He has been with the Slaving Council since his expulsion from the Sullustan Home Guard approximately three years ago, and in very little time became the master pilot. He is known to be a merciless slaver, and often tortures those slaves who do not fully comply with his orders. He loves the *Vanquisher* as if it were his own ship, and has as part of its

permanent crew a trio of very skilled Verpine technicians whose sole purpose is to maintain the craft.

■ **R2-K7**

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 3D, arc welder 5D

KNOWLEDGE 2D

Planetary systems 7D+1, value 4D, value: slaves 3D+1

MECHANICAL 4D

Astrogation 9D

PERCEPTION 3D

Sneak 4D

STRENGTH 3D

Lifting 4D

TECHNICAL 4D

Capital ship repair 5D, capital ship repair: *Kiltirin*-class dungeon ship 8D+2, computer programming/repair 8D, droid programming 4D+2, droid repair 4D+2, machinery repair 5D, repulsorlift repair 5D, starfighter repair 4D+2, space transports repair 5D

Equipped with:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendable 0.3 meter long video sensor (360° rotation)
- Small electric arc welder (3D damage, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- One long range sensing array; includes radar, Geiger counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast

and communication frequencies)

- Information storage/retrieval jack for computer link-up

Character Points: 4

Move: 5

Size: 0.96 meters tall

Cost: Not for sale

Capsule: For an astromech unit, R2-K7 is a wicked little batch of circuits and plasteel. It is unknown if his central boards were radically altered or if his cruelty is simply a serious design flaw, but R2 greatly enjoys his place as part of the Slaving Council and is regarded as a very important member. Along with the three Verpine technicians, he oversees the upkeep of the *Vanquisher* and often helps in herding slaves to their respective auction blocks.

Talas Piran

SecuriDex

Name: Talas Piran

Species: Locan Near-Human

Sex: Male

Homeworld: Loce

Known Associates: Mytaranor Slaving Council, many other slavers Empire-wide

Last Known Location: Trandosha

Suspected or Potential Threat: Known slaver; has imprisoned many Alliance operatives; continues to apprehend many beings of species common in Alliance ranks

Threat Register: Medium, high in Mytaranor sector, other regions

Submitter: General Airen Cracken

Talas Piran presents a strange case: once a slave, now a slaver. As a youth, Talas was captured by a group of slavers and forced to leave his homeworld of Loce. He was sold to a large Imperial-sanctioned resources company on Hintivan II, a frigid but heavily-forested world. For years, he was forced to work in the many thick forests of the planet's northern latitudes, and spent many of his adult years as a slave. Though no forced labor is easy, Piran's was particularly difficult: he and his work gang were forced to fell the huge tress native to Hintivan II with vibro-axes as their only tool.

His life changed when he somehow acquired enough credits to buy his freedom. How a slave could acquire *any* money, let alone enough to buy his own freedom, is a mystery. Even stranger was Talas' next move: he sold his abilities and knowledge of slave rings to the highest bidder, which turned out to be the Mytaranor Slaving Council. With his considerable brawn and intimate knowledge of slavery he was soon promoted to assistant to the chief slavemaster. Talas proved far more competent than even the leader of the group, and eventually became slavemaster.

Talas Piran's chief threat to the Alliance is that he tends to deal in many of the species that constitute a large portion of the Alliance's forces, including Wookiees, Mon Calamari and Bothans. He is believed to have assisted several corporate entities who rely on slave labor to acquire the beingpower they require to achieve their ends,

and is among those suspected of having abducted the Quarren Alliance operative Fru Kalg from the Calamari shipyards some months ago.

Talas Piran leads the Mytaranor group, and is also the head slaver. He oversees the maintenance and care of the slaves until their sale, and oversees sales and transfers. He carries the weaponry and equipment typical of a slaver, among them a neuronc whip and stun baton, but his weapon of choice is (again, strangely) the same vibro-ax he was forced to use during his long years as a slave on Hintivan II. He isn't known to have used the vibro-ax in the last few years, as doing so would result in a severely injured or dead slave, and dead slaves reap no profit.

Piran is a large man with a thick frame and a heavy build. He has the light purplish-blue complexion indicative of his people, with black, mottled arms. His short black hair is worn in the same style he has maintained for years. He often wears the chest plate of an old suit of snowtrooper armor that was provided for him during his days of slavery. The company he was indentured to distributed the early model suits to its slaves to protect them from the cold and hazards of logging.

■ ADDENDUM/PERSONAL

■ SITNALTA, DEREMBUS/ COMMANDER..

This I just do not understand: how can a being who suffered unimaginably for years as a slave turn right around and enslave others? Talas Piran is a ruthless slaver: Alton and Sasnak and I once encountered him outside of Corulag. This was before he had purchased the Vanquisher, and he was making some deals with an old nemesis of Sasnak's by name of Chordak.

It turns out ol' Sas knew some of the guys who were being sold as slaves to Piran, and by the Core did Chordak and Piran have their hands full for a while! After the local prefect showed up, Alton and I grabbed Sas and headed for clearer skies, but now I know at least three Rebels he wouldn't mind enslaving. I guess he didn't appreciate the fact we let a couple dozen of his slaves go.

(For more information on Chordak, see page 84 of *Galaxy Guide 6: Tramp Freighters, Second Edition*).

■ Talas Piran

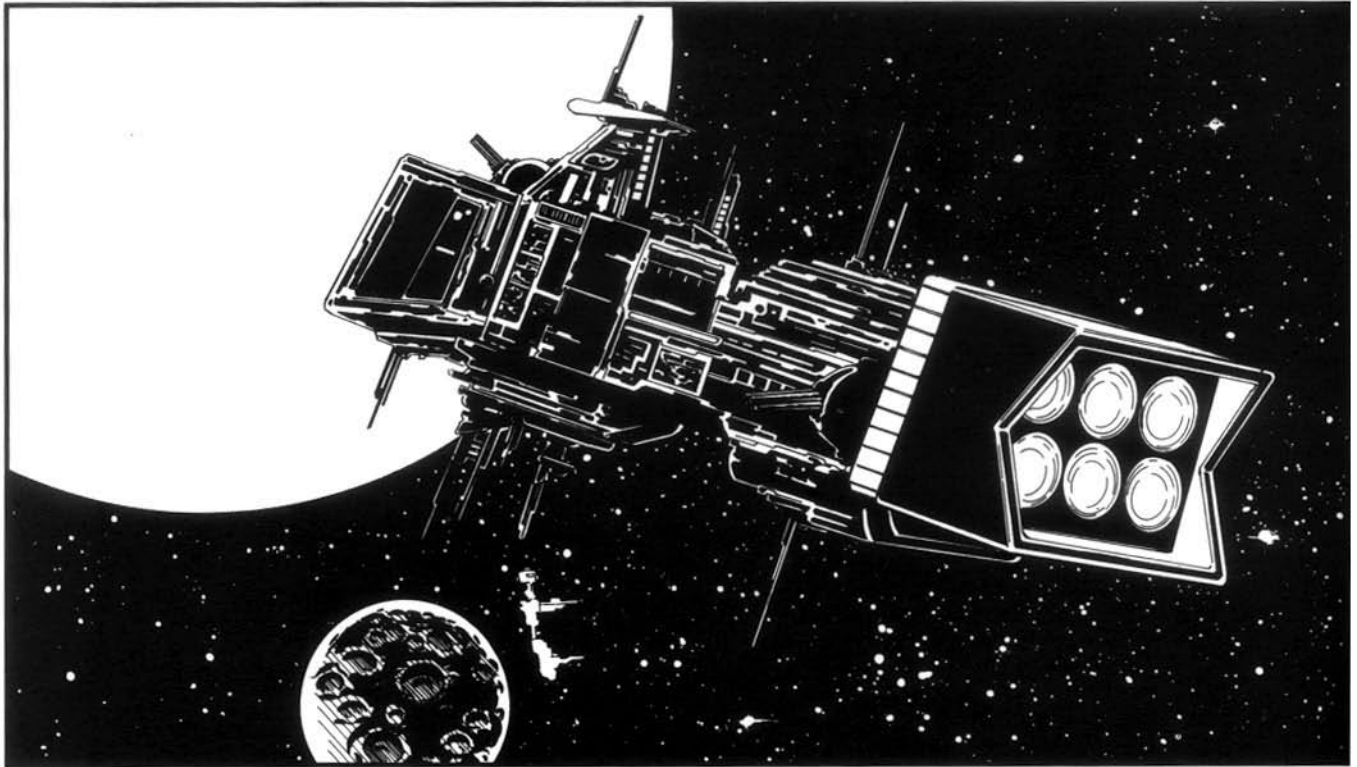
Type: Slaver

DEXTERITY 3D+1

Blaster 4D+1, brawling parry 5D+1, dodge 4D, melee combat 4D+1, melee combat: neuronc whip 6D, melee combat: stun baton 5D+2, melee combat: vibro-ax 6D+2, running 5D

KNOWLEDGE 3D

Alien species 3D+2, intimidation 6D, streetwise 5D, sur-



Christina Wald

■ The Vanquisher.

vival 4D+1, survival: arctic 5D, value: slaves 6D, willpower 6D+2

MECHANICAL 2D

PERCEPTION 3D+2

Command 4D, command: slaves 6D+2, command: Mytaranor personnel 5D, search 5D+2

STRENGTH 4D

Brawling 5D, climbing/jumping 5D, lifting 6D, stamina 6D+2

TECHNICAL 2D

First aid 4D, security 5D, security: slave camps 7D

Force Points: 1

Dark Side Points: 2

Character Points: 7

Move: 10

Equipment: Heavy vibro-ax (STR+2D+1), neuronc whip (STR+1D damage, 4D damage (stun or normal) for five rounds), stun baton (STR+1D damage, 5D stun damage), 8 wristbinders, early-model Imperial snowtrooper armor (+1D physical and energy; -1D *Dexterity* and related skills), terrain grip boots (+1D to *climbing*)

■ ADDENDUM/SECURIDEX

■ CRACKEN, AIREN/GENERAL..

We all know in what high regard I hold these filthy slavers. The sooner they are captured, the sooner they will be on their way to Des. Of all the individuals and groups in this reports, it is this group I would most like to see brought to justice.

■ Neuronc Whip

Model: TholCorp Neuronc Whip

Scale: Character

Skill: Melee combat: neuronc whip

Cost: 700

Availability: 4, X

Difficulty: Moderate

Damage: STR+1D, 4D (stun or normal) for five rounds

Capsule: A gross of neuronc whips were found in a long-forgotten compartment of the *Vanquisher* after Talas Piran purchased the ship. Knowing only some of the most serious slavers use the weapon, he was delighted with the find and distributed the weapons to many of his slave handlers.

■ Stun Baton

Model: Merr-Sonn Z2 Stun Baton

Type: Stun baton

Scale: Character

Skill: Melee combat: stun baton

Cost: 400

Availability: R

Difficulty: Easy

Damage: STR+1D or 5D stun (two settings)

Game Notes: Power pack lasts for three hours.

Capsule: A stun baton commonly used by many slavers, riot police and beings whose job it is to control other sapients, the Merr-Sonn Z2 is a popular two-setting baton that can be used as its nameso implies, or (and seemingly more often) for lethal force.

■ Karalan

Type: Krish Smuggler

DEXTERITY 3D+2

Blaster: blaster rifle 4D+2, dodge 4D

KNOWLEDGE 3D

MECHANICAL 2D+2

Capital ship gunnery 3D+2, space transports 4D+2, starship gunnery 4D

PERCEPTION 3D

Command 4D, sneak 3D+2

STRENGTH 2D+2

Brawling 3D+2

TECHNICAL 3D

Character Points: 4

Move: 10

Equipment: Blaster rifle (5D), headset comlink

Capsule: Karalan is a former smuggler who worked for a number of petty crimelords in the Lexas systems, but only got himself deeper and deeper into debt. He finally lost his ship and was almost killed by a bounty hunter, so eventually hooked on with Talas and Tir'uh and has become part of the security team aboard the *Vanquisher*.

■ **C'ar L'andara**

Type: Twi'lek Dancing Girl

DEXTERITY 2D

Blaster 3D+2, dancing 5D+2, dodge 4D

KNOWLEDGE 2D

Survival 4D, value: slaves 4D+1

MECHANICAL 1D+2

Repulsorlift operation 3D+2

PERCEPTION 3D+1

Bargain 5D+1, hide 6D+1, sneak 6D

STRENGTH 2D

Brawling 3D+1

TECHNICAL 1D

Security 2D+2

Special Abilities:

Tentacles: Twi'leks can use their head tails to communicate with one another in secret.

Character Points: 1

Equipment: Blaster pistol (3D+2), manacles, 300 credits

Capsule: C'ar L'andara is a Twi'lek dancing girl who recently escaped from the palace of Moff Julstan of the Arkanis sector. She was captured by Talas Piran hours later, but rather than return her to the Imperial palace, Piran decided she could prove useful. C'ar now aids in business transactions with a number of Ryloth-based slaving groups, and uses her seductive manner to sway potentially stubborn male Twi'lek slavers. She is still new at this ploy, but is learning quickly.

■ **Vanquisher**

Craft: Modified Rendili StarDrive's *Kiltirin*-class

Type: Mandalorian Dungeon Ship

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: *Kiltirin*-class

Crew: 115, gunners: 21, skeleton: 75/+15

Crew Skill: Varies

Passengers: 50 (security wardens), 1,250 (prisoners)

Cargo Capacity: 275 metric tons

Consumables: 2 months

Cost: 3.6 million credits

Hyperdrive Multiplier: x2

Nav Computer: none, see R4-K7

Maneuverability: 3D+1

Space: 4

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 40/1D+1

Search: 50/2D

Focus: 4/3D

Weapons:

5 Quad Turbolaser Batteries

Fire Arc: 1 front, 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

1 Tractor Beam Projector

Fire Arc: front

Crew: 6

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/15

Atmosphere Range: 1-5/10/15 km

Damage: 4D



Ploovo's "Protocol Team"

Criminal figures often have to rely on violence or the threat of violence to obtain the payments they are owed. Ploovo Two-For-One, infamous shylock of the Corporate Sector, has a very effective group of thugs who perform this job quite well. Ploovo fondly refers to this group as his "Protocol Team" (for more information on Ploovo, see pages 88–90 of the *Han Solo and the Corporate Sector Sourcebook*).

Ploovo's Protocol Team is led by the Klatooinan mercenary Beatas, whom he acquired the services of following a "merger" with a rival loanshark's organization in the Corporate Sector. The beings he has placed under Beatas' command have over the years proven extremely effective in gaining monies lent that would have otherwise been considered lost.

Beatas

The mercenary Beatas commands Ploovo's Protocol Team, and he loves his job. Formerly an employee of the Gotal loanshark Thar Lasan, Beatas ended up working for Ploovo after Thar's unexpected death (presumably by Ploovo's command).

Despite his prior juvenile delinquency, Beatas was lucky enough to not have been sold into servitude. He has operated as mercenary hired muscle for various criminal figures, but never found a job to his liking until he began working for Ploovo Two-For-One.

By Beatas' way of thinking, no job could be better: if some smuggler or gambler misses a payment, Beatas and his group get to go beat up on the "customer" until the payment miraculously appears. Some of these payments are indeed miraculous, for seconds earlier the subject often claims to have no idea how they are going to get the money in time, but with a little coaxing by Beatas and company the money has a great tendency to appear.

"Miraculous" has become Beatas' favorite word as of late; it is also the largest in his vocabulary.

Beatas can be considered your average

Klatooinan, except he is extremely loyal to Ploovo: he loves his job more every day, and he attributes his happiness to the loan shark who pays him. Beatas has been with Ploovo for nearly seven years, and wishes to continue his employment as long as Ploovo will allow. His skin is dark green, though with some yellow coloration about the eyebrows (the result of too much exposure to the Timja Suns during his brief employment there). He dresses in heavy clothing with several flat credit voucher pockets expressly for "collection purposes."

■ Beatas

Type: Klatooinan Mercenary

DEXTERITY 3D+2

Blaster 5D+2, brawling parry 4D+2

KNOWLEDGE 2D

Intimidation 5D+2

MECHANICAL 3D+1

Repulsorlift operation 4D+1

PERCEPTION 2D

Bargain 3D+1, investigation 4D

STRENGTH 4D

Brawling 5D+2, stamina 4D+2

TECHNICAL 3D

Security 3D+2

Character Points: 8

Move: 10

Equipment: Heavy blaster pistol (5D), manacles, 2 grenades (5D), comlink

Durmag

The Gamorrean Durmag is a relatively recent addition to the Protocol Team. He worked as muscle for the Twi'lek gangster Abdi-Badawzi on Socorro, but was traded to Ploovo for a favor done some time ago (for more information on Abdi-Badawzi, see page 125 of *Star Wars Adventure Journal* #2).

Though he had enjoyed his time of employment under the Twi'lek, Durmag did not mind the move once he realized how much action there would be for him with Ploovo. Back on Socorro, he didn't get to pound on nearly as many people as he would have liked, but the number of delinquents who owe Ploovo ... paradise!

Durmag is having a great time.



Doug Shuler

■ Ploovo (right) sends Durmag, EV-4D9 and Beatas on another "collection" mission.

■ **Durmag**

Type: Gamorrean
DEXTERITY 4D
 Brawling parry 6D, dodge 5D, melee combat 5D, melee combat: vibro-ax 7D, melee parry 5D
KNOWLEDGE 2D+2
 Intimidation 5D, intimidation: bullying 6D, streetwise 3D, survival 3D, willpower 4D+1
MECHANICAL 1D+2
 Beast riding 2D+2
PERCEPTION 3D
 Search 4D
STRENGTH 5D
 Brawling 7D+2, stamina 6D+2
TECHNICAL 1D+2
Special Abilities:
Voice Box: Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they can understand it perfectly well.
Stamina: Gamorreans have great *stamina* — whenever asked to make a *stamina* check, if they fail the first check, they may immediately make a second check to succeed.
Character Points: 3
Move: 9
Equipment: Force pike (STR+2D+1), comlink

Lotas

At one point, Lotas was like most Rodian bounty hunters. Ruthless, always on the prowl for another easy kill, and possessing a definite appreciation for the better weapon. While returning a Duro acquisition to the Empire, Lotas was made an offer that changed his life. The admiral to whom Lotas was delivering the fugitive offered the Rodian bounty hunter either the 7,000 credit

bounty or the opportunity to be fitted with over 25,000 credits worth of prototype cybernetic attachments (it was later discovered that the admiral in question had invested heavily in the manufacturer).

Lotas, never one to miss the opportunity to gain an edge, quickly agreed to the implants. Both parties in the joint venture came out ahead ... Lotas gained a new SoroSuub implant, and SoroSuub a test subject for new implants.

Over the next few years, Lotas took many new implants in place of monetary reward, and also purchased additional modifications with his own funds. During a competitive run-in with Jodo Kast in the Trax sector, Lotas had the misfortune of losing his right arm. This he also replaced by a prosthetic. (For more information on the Trax sector, see *Classic Campaigns*. For more information on Jodo Kast, see page 61 of *Galaxy Guide 10: Bounty Hunters*.)

Over time, either intentionally or by accident, most of Lotas' body has been replaced by cybernetic enhancements and replacements. His make-up reads like a veritable list of the most popular galactic cybernetics producers: his eyes are from SoroSuub, his ears were designed by NeuroSaav, and both his arms are BioTech designs. Lotas has come to dislike the frailties of flesh, and has stated that he would much rather be machine than being. Very little remains of his original Rodian self, except for some of his internal or-



Doug Shuler

gans and the Rodian love for the hunt.

As part of Ploovo's Protocol Team, Lotas has developed what can be best equated as a friendship with HN-TR1 and EV-4D9. Lotas feels admiration for HN-TR1 as the droid is an efficient killing machine. EV-4D9 exhibits the many darkly analytical functions Lotas admires in droids and computers.

■ Lotas

Type: Rodian Cyborg

DEXTERITY 4D+2

Blaster 6D+2, blaster artillery 6D, dodge 6D, grenade 5D+2, missile weapons 5D+1

KNOWLEDGE 2D

Intimidation 3D+1

MECHANICAL 1D+2

Repulsorlift operation 3D

PERCEPTION 3D

Hide 4D+1, investigation 5D, search 7D, sneak 5D

STRENGTH 4D+1

Brawling: repulse-hand 6D+2, lifting 6D, stamina 5D+2

TECHNICAL 2D+1

Armor repair 3D, blaster repair 3D+2, computer repair 3D+2

Special Abilities:

Cybernetic Improvements: Lotas has the following cybernetic enhancements:

- NeuroSaav Cardio-Muscular Package (see *Cracken's Rebel Field Guide*, page 35); increases *Strength* and all related skills by +1D
- Modified BioTech NeuroShock Hand (see *Cracken's Rebel Field Guide*, page 40) on his right hand which does STR damage
- Control Zone K-11 blaster modification which does 3D+1 damage
- NeuroSaav Hifold Sensory Package (see *Cracken's Rebel*

Field Guide, page 38) which increases *Perception* and all related skills by +1D

• SoroSuub SSIC-S4.2 internal comlink which is implanted in his skull.

Force Points: 1

Dark Side Points: 2

Move: 14

Equipment: Blaster pistol (4D)

HN-TR1

The only surviving model of his line, HN-TR1 is a brutal assassin droid who has been under the employ of Ploovo Two-For-One for nearly six years. Despite his tremendously violent history and absolutely brutal tendencies, little is known of HN-TR1.

The Task Force believes the machine was a prototype assassin droid, though the specific manufacturer remains unknown. It is nearly definite that HN-TR1 was designed to hunt out Rebel operatives, as he was known to have done so before being purchased by Ploovo. He is considered the most dangerous member of the Protocol Team.

Like IG-88's tragic activation, it is said HN-TR1 killed his design team upon start-up. However, it is also believed he destroyed his own schematics as well, leaving himself to be the only of his kind.

■ HN-TR1

Type: HN-TR Assassin/Combat Droid Prototype

DEXTERITY 5D

Blaster 8D, blaster: light repeating blaster 8D+2, dodge 7D, energy weapons: sonic stunner 6D, grenade 5D, flamethrower 7D+1, missile weapons 6D

KNOWLEDGE 1D

Planetary systems 4D

MECHANICAL 1D

Astrostation 4D+2, space transports 2D

PERCEPTION 4D

Command 4D+1, hide 5D, investigation 5D, search 7D, search: tracking 10D+2, sneak 6D+2

STRENGTH 5D

Brawling 8D, stamina 6D

TECHNICAL 1D

Computer programming/repair 4D, demolition 3D, droid programming 5D, droid repair 5D+1, security 5D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Armor plating (+2D to all areas)
- Light repeating blaster (5D+2 damage, 0-5/15/30), mounted on left arm
- Sonic cannon (4D+2 damage, 0-5/10/20), mounted on left arm
- Broad-band antenna (can intercept and decode most communications on standard frequencies)
- Flamethrower (5D damage, 0-3/5/10)
- Long-range sensor (+2D to search for moving objects 50 meters to 750 meters away)
- Movement sensor (+2D to search for moving objects)

Move: 14

■ **ADDENDUM/PERSONAL**

■ **SITNALTA, DEREMBUS/
COMMANDER..**

I've heard a few times that IG-88 is supposed to be one of the fiercest droids in the galaxy. No way. I've seen a lot of nasty droids, but HN-TR1 is in a class all by himself. He would eat IG-88 for breakfast. Hell, he'd eat the whole IG series if given the chance. Why by the Core Ploovo trusts that homicidal machine with his creds is a mystery.

EV-4D9

EV-4D9 is one of a line of droids manufactured by MerenData. Several lots of the EV-series supervisor droids were mistakenly fitted with motivators from a case of parts intended for interrogator droids. Noticing the error after several shipments of the faulty droids had gone out, MerenData covered up the incident and reprogrammed the remaining droids.

Alliance Intelligence recently learned of the incident through some contacts in the Wenderal system cells. According to various industry sur-

veys, production lines where these supervisors have been placed boast a high efficiency rating (the higher-than-average attrition rate is apparently of little concern).

Like EV-9D9, Fourdeenine possesses the MDF motivator (for more information on EV-9D9, see page 114 of *The Movie Trilogy Sourcebook*). The MDF motivators give the faulty EV models quite a malicious streak. Noticing Fourdeenine's tendency to utilize a rather harsh form of discipline, one of Fourdeenine's former owners chose to enhance this brutality. With a small amount of programming, a few low-end processors from an older interrogator droid and the addition of a few implements of pain, EV-4D9 became an efficient interrogation machine.

Ploovo acquired Fourdeenine during the Glite-Ven hostilities. When HN-TR1 and Lotas expressed an interest in the droid, Ploovo sent 4D9 out with his Protocol Team.

EV-4D9 has several devices built into his frame that he uses in the interrogation of "clients." They include an arc welder, a plasteel cutter, a thermal drill and three different solution injectors that he can load with a variety truth-inducing to pain-inducing serums.

■ **EV-4D9**

Type: Modified MerenData EV Supervisor Droid

DEXTERITY 3D

Blaster 4D, dodge 3D+2

KNOWLEDGE 3D

Intimidation 6D, intimidation: droids 7D, intimidation: torture 7D, intimidation: interrogation 6D+2

MECHANICAL 3D

PERCEPTION 3D

Command 4D+2

STRENGTH 2D

TECHNICAL 4D

Droid programming 7D, droid repair 7D

Equipped with:

- Humanoid Body (two arms, two legs, head)
- Two visual and audial sensors — Human range
- Vocabulator speech/sound system
- Arc welder (6D)
- Plasteel cutter (2D)
- Thermal drill (5D)
- Three solution injectors (damage for solutions varies)

Move: 9

Size: 1.6 meters tall

Cost: Not available for sale

Ssach'thirix and Kal-tan-shi

Ssach'thirix and Kal-tan-shi are bounty hunters who have been bitter rivals for years, but their rivalry has recently become a threat to Alliance security. Ssach'thirix hunts only other reptilian sapients and has hunted Alliance operatives in the past; he is wanted by Rebel Intelligence for those crimes against the Alliance.

Kal-tan-shi is an indiscriminate killer: he is also wanted by the Alliance, in this case for the recent killing of two Mon Calamari envoys and their entourage of seven operatives in the Veron system three standard months ago. (For more information on the Veron system, see the *Star Wars Planets Collection*, pages 86–91.)

Ssach'thirix

SecuriDex

Name: Ssach'thirix

Species: Shatras

Sex: Male

Homeworld: Trascor

Known Associates: None

Last Known Location: Veron system

Suspected or Potential Threat: Obsession with capturing wanted individuals of reptilian nature; threatens all reptilian Alliance operatives, agents and officers; rivalry with Kal-tan-shi may endanger both Alliance personnel and property.

Threat Register: Medium

Submitter: Captain Adazian Liebke

Ssach'thirix is an intriguing case. A Shatras male, Ssach'thirix only takes assignments in which the "acquisition" (i.e. target) is of a reptilian species. The reasoning for his selecting only reptilian quarry is unknown, but many have theorized that Ssach'thirix hunts out of some belief in his species' superiority over all other reptilian species.

Regardless of why he hunts, Ssach'thirix is an effective hunter. He has brought in scores of wanted beings, and has only failed in his pursuits a handful of times. He was responsible for the captures of Rebel operatives Larkor, a Barabel, and Thlan-sa, a Kath. He has as well made an unsuccessful attempt to capture special operative Jungen.

■ ADDENDUM/SECURIDEX

■ LIEBKE, ADAZIAN/LT. COMMANDER..

For the next few standard months all our agents, regardless of whether or not they are reptilian, should be wary of Ssach'thirix: he is undoubtedly still very sore (both physically and otherwise) from his recent attempt on Lt. Commander Xenon Nnaksta. Xe and I were picking up some supplies for the Pii 3 cell when Ssach'thirix must have somehow caught our trail. Before we were sure what was going on, he had us on the run. At first we thought he was an Imperial hunter, so we called in Kichiir and a few others who were in the area. The pounding he took must have surely been humiliating, but at least he lived. I'm really getting tired of these assassins and bounty hunters mistaking me for a holotarget or something ...

■ Ssach'thirix

Type: Shatras Assassin

DEXTERITY 3D+1

Blaster 5D+1, blaster: repeating blaster 6D+1, brawling parry 4D+1, dodge 5D+1, grenade 4D+1, melee combat 5D, melee parry 4D+2, vehicle blasters 3D+2

KNOWLEDGE 3D+1

Alien species 4D+1, intimidation 5D+1, planetary systems 4D, streetwise 5D+1, survival 3D+2

MECHANICAL 2D+1

Astrogation 3D+1, beast riding 4D, repulsorlift operation 3D+2, space transports 3D+1, starship gunnery 3D+1, starship shields 3D+1, swoop operation 4D+1

PERCEPTION 3D+1

Con 3D+2, forgery 4D+1, hide 4D+1, investigation 4D+1, search 5D+1, sneak 5D

STRENGTH 3D+1

Brawling 6D+1, stamina 4D+1, swimming 4D+1

TECHNICAL 2D+1

Demolitions 3D+1, security 4D

Special Abilities:

Bite: STR+1D

Vision: Ssach'thirix has infrared sight, and can see complete darkness if there are heat sources.

Neck Flexibility: Ssach'thirix's neck can make two full rotations. He receives +2D to *search* to notice *sneaking* characters and +1D to *Perception* to any relevant actions.

Force Points: 1

Dark Side Points: 2

Character Points: 11

Move: 11



Christina Wald

■ Ssach'thinx and Kal-tan-shi (right) are bitter rivals.

Equipment: Light repeating blaster (6D), blaster pistol (4D), 2 grenades (5D), comlink, manacles, Imperial Peace Keeping Certificate (IPKC) (for more information, see *Galaxy Guide 10: Bounty Hunters*)

■ **Shatras**

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 1D/3D+2
STRENGTH 1D+2/4D+1
TECHNICAL 1D/2D+1

Special Abilities:

Bite: STR+1D

Vision: Like many other reptilian species, the Shatras have infrared sight, and can see in complete darkness if there are heat sources.

Neck Flexibility: The Shatras neck can make two full rotations, making it very difficult for an individual to sneak up on a member of the species. The Shatras receive a +2D to search to notice sneaking characters and a +1D Perception bonus to any relevant actions.

Story Factors:

Species Loyalty: All Shatras are loyal to one another in matters regarding non-Shatras; no Shatras will ever betray his own kind, no matter how much the two Shatras may dislike one another.

Move: 9/12

Size: 1.7–1.9 meters tall

Capsule: The Shatras are a bipedal reptilian species hailing from Trascor. They are on average slightly taller than most Humans, and despite their relatively gaunt build are a strong species. Their narrow hands are clawed, and their talon-like feet are powerful; their bites are savagely painful. Though it appears as though the Shatras have evolved out of most of their

scales, they still have scales on their backs and on most joint areas. The Shatras have a very long and flexible snake-like neck that possesses amazing dexterity and enables them to rotate their head nearly 720°. The head has four elongated bulbous eyes, two located on each side of their flat heads.

There are five distinct races of Shatras, though only the Shatras or those heavily educated in their physiology can distinguish the differences between them. The two which have the greatest numbers are the Y'tras and the Hy'tras. Of the two, the Y'tras is the most common, and the one a citizen of the galaxy is most likely to encounter. The Y'tras travel the spacelanes and can be found inhabiting planets in thousands of star systems. They are estimated at approximately 87% of the Shatras population.

The second-most common race, which constitutes approximately 10% of the Shatras population, is the Hy'tras. They can only be found on the large island continent of Klypash on the Shatras homeworld. They are believed to have once been as technologically advanced as the Y'tras, but after the vast wars of centuries past they rejected their technological ways and reverted to a simpler lifestyle. The Y'tras agreed to leave them alone in return for all the Hy'tras' wealth. When the Hy'tras submitted to this demand, the Y'tras held up their end of the bargain and have since left them alone. The other three races live on other portions of the planet.

As a species, the Shatras have always been deeply loyal to one another, regardless of race. This loyalty, however, only exists to the extent of Shatras dealing with other species. Within their own species they have the same conflicts that have characterized

Y'tras-Hy'tras relationships. But if ever a Shatras is persecuted by a non-Shatras, his kind, no matter what race, will come to his or her defense. There are no exceptions to this loyalty.

Kal-tan-shi

SecuriDex

Name: Kal-tan-shi

Species: Tiss'shar

Sex: Male

Homeworld: Tiss'sharl

Known Associates: None

Last Known Location: Veron system

Suspected or Potential Threat: Bounty hunter, prefers Alliance targets; rivalry with Ssach'thinx may endanger both Alliance personnel and property

Threat Register: Medium

Submitter: Lieutenant Tole Warren

The Tiss'shar bounty hunter and assassin Kal-tan-shi has been a hindrance to Alliance operatives for a number of years. As Alliance operatives tend to earn higher bounties than many pirates, smugglers and gangsters (and often provide more of a challenge), Kal-tan-shi has enjoyed the "fine hunting" he has conducted in bringing in wanted Rebels.

To date, Kal-tan-shi has apprehended 17 Alliance operatives, most of whom have been high-ranking Alliance members (he is most known for his capture of Alliance Generals Tfin and Wuvnir at Yhuli Docking Port 32). His frequent killing of Alliance operatives during capture is particularly appalling: he seems to enjoying killing his quarry so long as he knows he will be paid the same amount.

Kal-tan-shi was formerly a hunter for the House Paramexor (see *Galaxy Guide 10: Bounty Hunters* for more information), which may explain his preference for not taking live captives: the Paramexor hunting guild specializes in *not* taking live captures. He left Paramexor after a successful career, apparently intent on working on his own and perhaps further pursuing his rivalry with Ssach'thinx, which was frowned upon to a certain extent by Guild Master Janq Paramexor.

Whatever his reason for leaving, Kal-tan-shi still maintains a strong friendship with Paramexor and has often been sighted dining with his friend and former employer.

■ ADDENDUM/SECURIDEX

■ WARREN, TOLE/LIEUTENANT

I was stationed aboard the Silent Water the last time Kal-tan-shi was spotted by Alliance operatives, this time in the Veron system. I was immediately transferred there and began the hunt for him. They had requested my presence because I speak and understand Tiss'shar, and Kal-tan-shi reportedly has a terrible dislike for droids (this dismayed my protocol unit, but she got over it).

Of course, we never did catch up to him, but we did notice the Accuser, his ship, has a slightly malfunctioning starboard thrust converter. So if

you see a Ghtroc in that area that looks like its right engine is in on the blink, you might want to consider calling in the SpecForces.

■ Kal-tan-shi

Type: Tiss'shar Assassin

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 4D+1, dodge 5D+1, melee combat 4D+1

KNOWLEDGE 2D

Alien species 3D, intimidation 5D, languages 2D+2, planetary systems 4D, streetwise 5D, survival 4D+1, willpower 3D

MECHANICAL 2D

Astrogation 4D, beast riding 2D+1, repulsorlift operation 4D, repulsorlift operation: speeder bike 4D+2, space transports: Ghtroc 720 4D, starship gunnery 4D, starship shields 3D+2

PERCEPTION 3D+1

Hide 4D+2, search 6D+1, sneak 5D+1

STRENGTH 4D

Brawling 5D, stamina 4D+2

TECHNICAL 3D

Security 4D, space transports repair: Ghtroc 720 3D+2

Special Abilities:

Body Armor: +1D against physical attacks, +1 against energy.

Vision: Tiss'shar can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources.

Droid Hatred: Kal-tan-shi has a hatred of droids so extreme it verges on fear. He will go out of his way to avoid them.

Force Points: 1

Dark Side Points: 1

Character Points: 8

Move: 11

Equipment: Blaster pistol (4D+1), comlink, *Accuser* (modified Ghtroc 720 freighter)

■ Accuser

Craft: Modified Ghtroc Industries class 720 freighter

Type: Modified light freighter

Scale: Starfighter

Length: 35 meters

Skill: Space transports: Ghtroc 720

Crew: 1, gunners: 1

Crew Skill: See Kal-tan-shi

Passengers: 10

Cargo Capacity: 115 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D

Space: 5

Atmosphere: 295; 850kmh

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 40/1D+2

Search: 75/2D

Focus: 6/4D

Weapons:

1 Double Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

1 Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D+2

Capsule: Kal-tan-shi acquired the *Accuser* from an acquisition in the Lesser Plooriod Cluster some years ago. His former employer, House Paramexor, modified it to some degree, but Kal-tan-shi left Paramexor before the craft was built into a truly impressive ship. He would like to further improve the ship, and though he has ample finances to do so, he has not found the time. The *Accuser* has been a very dependable craft for one not very adept at repairs, and Kal-tan-shi is usually careful not to damage the craft during pursuits ... but the *hunt* comes first.

Adventure Idea

If there is a reptilian character in the group, the group is targeted by Ssach'thirix for termination. While combating the Shatras, Kal-tan-shi appears to obtain the bounty on the character's head, but also comes into conflict with his nemesis. The characters are thrust into a three-way battle, and may be forced to temporarily ally themselves with one of the bounty hunters to survive ...

If there is no reptilian character in the group, perhaps the characters' contact is reptilian. Perhaps Kal-tan-shi can be the first attacker (in pursuit of a simple Rebel bounty), and Ssach'thirix will appear mid-way through the adventure's course to disrupt his nemesis.



Venithon Twins

In comparison to most Ithorians (“Hammerheads”), the Venithon Twins (Denuab and Dorin) are an aberration. Whereas the Ithorian people are generally peaceful and tranquil, these two vicious pirates care nothing for peace. Just the opposite of the Ithorian norm, the Venithons thrive on the feeling of power and control they get when boarding a vessel and subjugating its occupants. Whereas the Ithorian people are respectful of all life, these two only respect power. They feel no guilt when stripping their victims of both possessions and dignity; with their utter lack of respect for the rights of all beings, they make perfect pirates.

The Venithon Twins have served in the ranks of several pirate organizations. The groups they have worked with include the notorious Kliap Pirates (known for their flashy raids in the Kliap sector), The Bandits of Ggy-ynt, and the Yarnak Gang. They currently are with the Hy'thor pirate group, led by the infamous Nalroni criminal Ompiach. The group operates solely in the Mieru'kar, where the pickings are ripe. Once part of the Fivaran Organization, the twins are the sole survivors of the failed pirate raid on the *Censian*-class transport *Hauler VI*, an Alliance transport that happened to be carrying 400 Alliance SpecForce Marines. Once the twins found out about their “victims,” they abandoned the raid and left all 46 of their colleagues to perish or be captured at the hands of the Alliance military.

The twins are two of the highest-ranking members within the rigid hierarchy of the Hy'thor group. They serve on the leadership council and though all council members are subject to the laws of Ompiach, the twins still hold a substantial amount of power over the other members of the organization. They have recently been assigned as emissaries to produce a treaty between their establishment and that of their chief rival group, the gang led by Rodian pirate Safonne Pendon (for New Republic era information on Safonne Pendon, see page 42 of *Wanted by Cracken*).

Though Denuab and Dorin would much rather be spending their time raiding vessels, they know that to disobey the orders of their captain could result in dire consequence for them, so they have agreed to the mediations ... though with some enmity towards their Nalroni leader.

Very little of the Venithon twin's history is known. It is generally given they were born on an Ithorian herd ship that was trading and traveling through Corellian space. Rumors suggest the Ithorians grew up in the slum docks of Corellia and it is there, among the many famed Corellian pirates and smugglers, that they assumed the life of pirates. Whatever the details, the fact remains that the twins — thieves, murderers, and scoundrels — present a serious threat to all spacefaring Alliance personnel.

■ ADDENDUM/PERSONAL

■ TIRRANNA..

In all my encounters with with the peace-loving Ithorian people, never have I come across a more non-Ithorian pair than these two. They are so antithetical to the Ithorian culture and people I sometimes find it hard to believe they do indeed hail from Ithor. I have encountered them on two separate occasions and each time they managed a narrow escape, like the scur lucky enough to escape the jaws of the nightdweller. With one civilized and the other crude, their personalities off-set one another. Likewise, their skills complement each other perfectly; Dorin is an excellent combatant, whereas Denuab is more technically-inclined. Together, they make a fearsome team and I would urge all agents to be extremely cautious — they are seldom far from their fellow pirates and neither fight fair nor with honor.

■ Denuab Venithon

Type: Ithorian Pirate

DEXTERITY 3D

Blaster 4D, dodge 4D+2, pick pocket 4D

KNOWLEDGE 4D

Alien species 5D, bureaucracy 5D, cultures 5D+2, languages 5D+1, planetary systems 6D+2, streetwise 5D+1, value 5D



Christina Wald

MECHANICAL 2D

Astrogation 5D, capital ship gunnery 4D+2, communications 4D+1, repulsorlift operation 5D, sensors 5D, space transports 6D, starship gunnery 5D+2, starship shields 5D

PERCEPTION 4D

Bargain 4D+2, command: Hy'thor pirates 5D, con 5D+1, persuasion 4D+1

STRENGTH 3D

TECHNICAL 2D

Capital starship repair 3D+2, computer programming/repair 3D, security 5D, space transports repair 5D+2, starship weapon repair 5D

Force Points: 1

Character Points: 6

Move: 10

Equipment: Blaster pistol (4D), security override device, comlink

Capsule: Of the twins, Denuab is the more reasonable and educated. Preferring to let his brother do the fighting, he usually just pilots their ship during raids. Not well suited for combat, Denuab rarely ventures into the vessels targeted for attack. On occasion, he boards the target vessel merely to break the securilocks, then returns to the safe confines of the *Venithon Bandit* to await his brother. He is by far the more diplomatic of the two and performs well as a Hy'thor council member. When working with others he tends to speak softly ... while his brother carries the big force pike.

■ **Dorin Venithon**

Type: Ithorian Pirate

DEXTERITY 3D+2

Blaster 5D+2, blaster: heavy blaster pistol 6D+2, brawling parry 5D, dodge 5D, grenade 4D+2, running 4D+2

KNOWLEDGE 3D

Intimidation 5D, languages 3D+2, streetwise 4D+1, sur-

vival 4D, value 4D

MECHANICAL 2D

Communication 3D+2, repulsorlift operation 4D, space transports: Ghtroc freighter 4D, starship gunnery 4D+2

PERCEPTION 4D

Bargain 4D+2, command 4D+2, command: Hy'thor pirates 5D+2, con 4D, gambling 4D, hide 4D+2, search 4D+1

STRENGTH 3D

Brawling 6D, stamina 5D+2

TECHNICAL 2D+1

Demolition 3D+1, first aid 4D+1, security 3D+1

Force Points: 1

Dark Side Points: 2

Character Points: 6

Move: 10

Equipment: Heavy blaster pistol (5D), blaster pistol (4D), vibroknife (STR+1D), 3 grenades (5D), comlink

Capsule: Of the twins, Dorin is easily the more belligerent. He is considered to have a mean streak a kilometer wide and enjoys bullying anyone weaker than he. He is an adept combatant and thoroughly enjoys the thrill of an all-out firefight. He also loves a good old-fashioned hair- and tentacle-pulling, arm-twisting, chair-smashing barroom brawl: he is considerably less restrained than his brother. He takes pride in being a pirate and works very hard to keep up his rough image. Whether engaged in dining, gambling, or small talk, one thing is certain: he will be the loudest and most foul-mouthed of anyone short of a Hutt or a Gamorrean (and it should be remembered that Ithorians have two mouths). Dorin can be distinguished from his brother from the many scars he has acquired, most notably a large plasma burn on his right side that runs the entire length of his body. (From his lower legs to the parietal area of his curved head — in an Ithorian's

An Offer They Couldn't Refuse

Denuab and Dorin watched from the viewport as their transport disengaged the *Gant Wanar*. Denuab sauntered across the room and sat in the old but comfortable thermchair. It sent soothing pulses of warmth through his tired body. His brother came over and sat at the round table opposite the thermchair.

"You think it'll happen this time?" Denuab asked of his brother.

"Not a chance," Dorin responded. "This is just a big waste of time. What do we need a truce for? We're pirates, after all! We ought to just gather the rest of the gang and blow this little greenie straight through the Fire Rings of Fornax."

Denuab didn't agree with his brother, but neither did he wish to argue with him. He was sure Safonne's pirates were more heavily armed than the Hy'thors, and that if a war were to break out the Venithons and their companions would surely be in the hurt vector. He thought for a moment, but, as usual, his brother didn't wait for his reply.

"Look," Dorin said as he leaned toward his brother, "I don't care how tough Safonne thinks he is. If I have to, I'll —"

At that moment the comm crackled to life. "Sirs, we've docked with their corvette and will be going aboard soon."

The twins stood and walked to the main exit. By the time they arrived to the docking tube, the seals had already be secured and the tube pressurized. Safonne's people wasted no time.

Denuab opened the secondary lock and stepped into the tube, Dorin quickly catching up to him. At the other end stood two sleazy-looking Devaronian males, one dressed in tattered black robes, the other sporting what looked like a discarded Bespin Wing Guard uniform. When they reached the lockbay of Safonne's corvette, the Ithorian twins were patted down for weaponry, and Dorin's vibroblade was taken from him, as was his heavy blaster pistol, standard blaster pistol, and several hidden explosive devices. Denuab had no weaponry, only a small trinket around his neck with sharp edges. One of the Devaronians reasoned it was intended as a bludgeon.

The last seal door hissed open and the twins entered *Safonne's Sword*.^{*} They were led down a poorly-lit hallway to a small rectangular room with a number of gravcouches against its walls. A narrow bulkhead against the far wall was open, and through the door the twins could see a Rodian male sitting at a small table.

"Come in," Safonne beckoned in well-spoken Basic. It was usually quite difficult for a Rodian to speak Basic very clearly, as their tapir-like snout had great difficulty in articulating the various sounds of the language. Impressed, the two Ithorian pirates crossed the lounge and entered Safonne's office, where they seated themselves at the two small chairs across from the Rodian.

"So, the Nalroni's sent you here for another useless truce meeting, huh? He must be getting pretty nervous these days." Safonne opened the top drawer of his bureau and revealed a number of expensive Flyntarian tabac sticks.

"Tabac stick?" he offered, extending two to each of the Ithorians ... one for each mouth.

Denuab politely refused, and Dorin took one of the two offered him. The autoigniter clicked and Dorin puffed, irritated at the Rodian's confidence.

"It's nothing personal, but this sector belongs to me," Safonne said. "You'd best tell Ompiach he'd be better off packing up and finding someplace else to pillage."

Dorin rose in indignation, but Denuab held him back before his brother got them into any serious trouble.

"Mr. Pendon," Denuab said, "we're not here because we want to be, we're here because Ompiach sent us to attempt one more round of diplomacy with you before a war breaks out. If we fail to produce a treaty of some sort our futures with the organization will be ... uncertain."

"Uncertain!" Safonne laughed. "What kind of pirates are you? Your organization is far too rigid." He paused. "My group is a *brotherhood*, not a group of slaves under some backstabbing Nalroni who'd probably jet you out the airlock for a measly 50 creds. You've been limiting yourself by sticking around such a sorry case."

The Rodian thought for a moment, then continued. "Why don't you join with me? I know about you and what you've accomplished in the past. You'd make a strong addition to my group."

Though not expecting the offer, the twins both kept their sabacc faces. Denuab spoke first. "Sorry, Pendon, we're not interested. But thanks anyway."

Dorin was less eloquent. "No thanks snout-nose!"

Ignoring an insult that would have usually have gotten any other being killed on the spot, the Rodian continued. "I'll tell you what: I usually only offer new members a quarter-share of the booty until they've proven themselves. For you I'll make an exception. You join and I'll give you a triple share of anything we grab as partners. That's more than fair ... and probably a good deal more than you're getting now. Deal?"

It was an excellent offer. The twins had been with Ompiach over four years now and still

hadn't gotten up to a triple share. But the twins still weren't sure, and Pendon could see this.

His tabac stick nearly burned out, he dropped it down the refuse chute on the side of his desk. "Look," he explained, "you just said yourself that if you don't get this treaty your futures are uncertain, and that's probably putting it mildly. So I'll make the decision easy for you. I could really use your skills for a raid we're planning. If you don't join, I declare war. And you'll be the ones to deliver the news to old Ompiach."

The twins appeared a little more convinced, but Denuab still said, "Well, we'll think about it."

Safonne's snout curled into what was the equivalent of a Rodian smile. "The way I see it," Safonne finished, "you two don't have a whole lot of options."

* For more information on Safonne Pendon and *Safonne's Sword*, see pages 42–45 of *Wanted by Cracken*.



Christina Wald

case, where the neck begins to curve up towards the eyes.)

■ Venithon Bandit

Craft: Ghtroc Industries class 580 freighter

Type: Modified light freighter

Scale: Starfighter

Length: 37 meters

Skill: Space Transports: Ghtroc 580

Crew: 1 (2 can coordinate), gunners: 2

Crew Skill: See Denuab and Dorin Venithon

Passengers: 12

Cargo Capacity: 135 metric tons

Consumables: 6 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D

Shields: 3D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/3D

Focus: 2/4D

Weapons:

2 Quad Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Capsule: The *Venithon Bandit*, of the Ghtroc 580 class, is an older and slightly larger model freighter than the more recent 720 class freighter. The twins purchased the craft from an Elomin smuggler who stole the ship. Its original documents conveniently "lost," the craft now legally belongs to the Venithons and is registered under both their names. Through the course of the twin's many adventures, the two have refitted the craft with stolen parts taken from newer Ghtroc models. Virtually all that remains of the craft they originally purchased is the hull: the craft is nearly as efficient as the more modern models. The *Venithon Bandit* is the only starship the twins have ever owned and as a result they have devoted a great deal of time and effort to its improvement and upkeep.

Adventure Idea

The characters, charged with escorting a transport carrying important Alliance cargo, exit hyperspace in the middle of a space battle between the Hy'thor pirates and the pirates led by Safonne Pendon. During the battle, the Rebel cargo ship is damaged and is forced to crashland deep in the swamp regions of a nearby planet. A group of Hy'thor pirates and the Venithon Twins, eager to prove themselves to their new leader, all land on the planet to retrieve the valuable Alliance cargo. The characters must race the cutthroat pirates to retrieve the cargo.



Zulirian Swordmasters

The Zulirian Swordmasters are a group of sword and bladed weapons aficionados who originally formed a group for those who shared a common interest: the history and use of swords. They have become increasingly violent and have become more of a secret society of vigilantes than “beings who share a love for the blade” as their self-authored charter originally stated. The membership of the Swordmasters is somewhat surprising. The following entry details the five founding members.

The Swordmasters are led by the Arcona Ther-das, a former acquisitions director for the Zuliria Museum of Antiquities. Ther-das worked in the Ancient Weaponry department, and was previously schooled at the Lerct Historical Institute. It was on Zuliria that Ther-das met with the current members of the group and came to form the Zulirian Swordmasters.

The group for some time was simply an academic and research group “dedicated to the further research and study of ancient melee weaponry and extinct orders of swordsbeings,” but within the last standard year Ther-das and his companions have begun to use their extensive knowledge for vigilantism.

A noted instance of the Zulirian Swordmasters’ change of intent is the recent altercation that occurred between a few of the Swordmasters and a Rebel team on Teloc Ol-sen, where the Alliance was conducting operations intended to acquire a number of the indigenous *bergruutfas* for use at a newly established Alliance outpost in the Eclorar sector. (For more information on the *bergruutfas*, see pages 14–15 of *Creatures of the Galaxy*.)

While on Teloc Ol-sen, the Swordmasters encountered the Alliance group, and among the Rebels was an operative who was seen making use of an extended vibroblade. Kaltor, one of the Swordmasters’ key members, challenged the operative to a duel; when the operative refused, Kaltor killed him. In responding to the murder of

their friend, the Rebels struck back, only to be cut down by the Swordmasters, who greatly enjoyed the “entertaining,” if brief, skirmish.

The Zulirian Swordmasters are simply a group that has let their academic interests develop too far. Their zealous pursuit of the abilities of many ancient cultures have made them dangerous, not only to Alliance operatives who might encounter them, but to any individual they may feel poses a worthy challenge to their skills.

■ ADDENDUM/PERSONAL

■ RAFTICAN, TURA/LIEUTENANT..

The Zulirian Swordmasters remind me of many of the eccentric groups I covered while I was employed by the various news agencies in the Core: they are eager for attention. What separates the Swordmasters from so many of the other groups is that they deserve attention, especially by the Alliance. Their proficiency in blade combat and the drive to improve themselves presents a very real threat, despite the fact they were almost all once datafileworms.

Ther-das

SecuriDex

Name: Ther-das

Species: Arcona

Sex: Male

Homeworld: Cona

Known Associates: Zulirian Swordmasters

Base of Operations: Zuliria

Suspected or Potential Threat: Leader of group of bladed weapon enthusiasts who have turned into a group of pseudo-assassins and menaces.

General Threat Register: Medium, high on Zuliria

Submitter: Captain Adazian Liebke

A recovering salt addict, the Arcona Ther-das is the leader of the Zulirian Swordmasters. Until recently, Ther-das was acquisitions director for the Zuliria Museum of Antiquities, working out of the Ancient Weaponry department. He received a degree in ancient weaponry from the Lerct Historical Institute, and soon thereafter received the position he recently quit.



■ Four of the founding members of the Zulirian Swordmasters: Ther-das, Curdik, Kaltor Naklian and Cene Gilvent.

While a student at Lerct, Ther-das fell into a bad crowd and became a salt addict his second year in school. His academic career was nearly destroyed. When his addiction was discovered, he was expelled from Lerct and placed in a recovery program: after exorcising his personal demons, he was readmitted to the Institute, and even graduated one season ahead of his projected schedule.

Ther-das brought tenacity and dedication to his job and he procured some of the best pieces in the galaxy for the Zuliria Museum of Antiquities. The Museum was indeed very fortunate to have Ther-das as part of its staff. However, after reaching a certain point in his career, Ther-das apparently grew tired of studying and procuring small relics. He decided to take a more active role in pursuing his passion.

Though Ther-das had psychologically recovered from his addiction, his body was still somewhat weak from two sodium near-overdoses. He began training with facsimiles of ancient Arcona weaponry, and now his body has been cleansed of any residual lethargy caused by his past self-abuse.

While on Zuliria, he met the four other beings with whom he founded the Zulirian Swordmasters. Ther-das is surely not the most skilled combatant of the Zulirian Swordmasters, but he was chosen its leader for his drive and his consid-

erable credentials. He and the other charter members are the best of friends, and the others continue to support his recovery. The Ni'Shaw-Dak extremist Kaltor is perhaps Ther-das' best friend among the Swordmasters.

■ ADDENDUM/SECURIDEX

■ LIEBKE, ADAZIAN/LT. COMMANDER..

Ther-das can be commended for overcoming his salt addiction, though I think him a fool for starting in the first place. His fervor for his people's ancient weaponry and romanticization of a long-extinct and rather cruel order are indications that while the body may be healed, the mind is still diseased. The incident on Teloc Ol-sen is ample proof that we should be wary.

■ Ther-das

Type: Arcona

DEXTERITY 3D

Blaster 3D+2, brawling parry 4D, dodge 5D, melee combat 6D, melee combat: Arcblade 7D+2, melee parry 5D+1

KNOWLEDGE 3D

Alien species 4D+2, bureaucracy 3D+2, bureaucracy: Zuliria Museum of Antiquities 6D+1, cultures 5D, intimidation 4D, languages 4D, planetary systems 4D+2, scholar: ancient melee weapons 7D, scholar: ancient metallurgy 5D+2, streetwise: Lerct 3D+2, survival 3D+2, value 4D, value: melee weapons 7D+2, willpower 5D+2, willpower: salt addiction 8D+1

MECHANICAL 2D+2

Astrogation 3D-2, repulsorlift operation 4D

PERCEPTION 3D

Bargain 4D+2, bargain: ancient melee weapons 7D, command 4D, hide 3D+2, investigation 4D, search 5D

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 5D+1, digging 5D+1, stamina 4D

TECHNICAL 3D

Computer programming/repair 4D, first aid 4D+1, melee weapon repair 9D, metallurgy (A) 7D, security 3D+1

Special Skills:

Strength skills:

Digging: Time to use: One round or longer. Allows Ther-das to use his talons to dig through soil or other similar substances.

Special Abilities:

Senses: Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses (add +1D to all *Perception* skills involving heat, smell or movements within 15 meters).

Thick Hide: Arcona have tough, armored hides that add +1D to *Strength* when resisting physical damage.

Talons: Ther-das has sharp talons which add +1D to *climbing*, *Strength* (when determining damage in combat during *brawling* attacks), or *digging*.

Salt Weakness: Arcona are easily addicted to salt. If an Arcona consumes salt, it must make a Very Difficult *willpower* roll not to become addicted. Salt addicts require 25 grams of salt per day, or they will suffer -1D to all actions.

Force Points: 1

Character Points: 7

Move: 10

Equipment: Arcblade (STR+1D+1), comlink

Note: For more information on the Arcona, see pages 15-16 of *Galaxy Guide 4: Alien Races, Second Edition*.

Mlatar Thon Gra

SecuriDex

Name: Mlatar Thon Gra

Species: Togorian

Sex: Male

Homeworld: Togoria

Known Associates: Zulirian Swordmasters

Base of Operations: Zuliria

Suspected or Potential Threat: Member of group of bladed weapon enthusiasts who have turned into a group of pseudo-assassins and menaces.

Threat Register: Medium, high on Zuliria

Submitter: Agent Tynan Rynl Mei

Individually-forged Togorian scimitars (sc'rath) command a substantial price on the galactic market. The quality of these blades is among the highest in the galaxy, due both to the substantial mineral resources of Togoria and the quality of work produced by the Togorian smiths. Mlatar Thon Gra is one of the most skilled bladesmiths to have left his world. (For more information on Togoria and the Togorians, see pages 86-88 of *Galaxy Guide 4: Alien Races, Second Edition*.)

Only with a thorough knowledge of the use of the sc'rath can a smith understand what the blade should be, many Togorian smiths reason. After many seasons learning the crafting of the blade, a young smith can take his place beside his master smith, assisting in the making of the sc'rath. A Togorian is rarely moved to the level of master smith rapidly.

Mlatar proved himself a capable hunter at a young age. At one point, his father's tribe was invited to travel with the Margrave's camp. During these weeks with the Margrave's camp Mlatar entered "Rrann Hhoss," a series of contests centered around the sc'rath and its uses in combat and hunting. Much to the surprise of those involved in the Rrann Hhoss, Mlatar captured the top honor of the competition.

Noting Mlatar's skill with the scimitar, a master smith asked the young Togorian if he would like to become a smith: to learn the art of crafting the blade. Mlatar accepted, and for the next few years, Mlatar studied beside Master Smith Elotis. In the time the two shared, Mlatar learned enough of the crafting of a sc'rath to take his place working beside Elotis. Mlatar grew considerably in skill for the next five standard years. Some time after the marking of the sixth standard year of Mlatar's apprenticeship, Elotis declared Mlatar a master smith, and soon thereafter Mlatar found and joined with his mate, Tyrimm Wyln.

Tyrimm and Mlatar enjoyed a stable Togorian relationship, seeing one another for several days out of each year. Tyrimm managed to save a small store of credits from the herd of bist she and her sisters managed, and she set out to tour a portion of the galaxy, including Ord Klina and Zuliria. While on Zuliria, Tyrimm was killed in the cross-fire of an Imperial raid on a local Rebel cell.

When Tyrimm did not return to Togoria as expected, Mlatar took to the stars in an effort to locate her. On Zuliria, Mlatar met Ther-das, who offered his assistance in finding Tyrimm. Finding a common ground in their love of the blade, the two became fast friends. Mlatar and Ther-das discovered what had become of Tyrimm after some investigation. Grief-stricken, and with little tying him to Togoria, Mlatar accepted Ther-das' invitation to join the brotherhood of the blade ... the Zulirian Swordmasters.

Mlatar is an average shot with a blaster, which he carries in case he has need for long-range weaponry. He is more than a lethal adversary with his twin scimitars, which he often uses in a rare two-pawed Togorian style (most Togorians prefer to wield their weapons one-pawed, using their other to control their mosgoth mounts). As a master smith, Mlatar forges the more traditional sc'rath indigenous to his father's tribe rather than the "pretentious" crystalline scimitars that have appeared of late, which he disdains.

Mlatar is an obvious sight throughout the cities of Zuliria: whereas most residents of the urban areas make use of the local Ruori, a small aerial mount, Mlatar has brought with him his huge and intimidating mosgoth Ktlin. He flies throughout the Zulirian city spires on his mosgoth, a fearful scene in the evening light.

■ ADDENDUM/SECURIDEX

■ RYLN MEI, TYNAN/AGENT..

I have seen many contests with the sc'rath on my Togoria. Hunters and warriors are very skilled with their blades. Master smiths can perform feats with their blades that I have neither seen nor heard of anywhere else in the galaxy. Mlatar is the first Togorian to attain the title of master smith in less than 10 standard years in at least three generations. To attain such a high rank so quickly is indicative of great skill.

Mlatar is not only a skilled wielder of the scimitars of my homeworld, but his recent partnership with the Zulirian Swordmasters will prompt him to use his weaponry on individuals not prepared to defend themselves against such a master. He and his companions could very well become a mercenary group if they are allowed to progress along their current path.

■ Mlatar Thon Gra

Type: Togorian Master Smith
DEXTERITY 4D+2

Dodge 6D+2, melee combat 5D+2, melee combat: sc'rath 9D+2

KNOWLEDGE 2D

Survival: grasslands 5D

MECHANICAL 2D

Beast riding: mosgoth 6D+1

PERCEPTION 3D+1

STRENGTH 4D

Brawling 6D, climbing/jumping 6D

TECHNICAL 2D

Melee weapon repair 10D, melee weapon construction (A): Togorian sc'rath 9D+1

Special Abilities:

Claws: Do *Strength*+1D damage in combat.

Teeth: Do *Strength*+2D damage in combat.

Force Points: 1

Dark Side Points: 1

Character Points: 9

Move: 14

Equipment: Two Togorian sc'raths (STR+2D+2), blaster pistol (4D), mosgoth riding harness, mosgoth (Ktlin)

■ Mosgoth

Type: Aerial reptilian mount

DEXTERITY 4D

PERCEPTION 3D

Search 5D

STRENGTH 4D

Brawling 5D

Special Abilities:

Claws: Do STR+2 damage

Teeth: Do STR+1D damage

Tail: Does *Strength* damage

Night vision: Mosgoth have a form of organic sonar which allows them to navigate in complete darkness with no penalty.

Move: 7 (walking), 28 (flying)

Scale: Speeder

Orneriness: 3D

Size: 12-17.5 meters long

Capsule: Mosgoths are large, four-winged flying reptiles from Togoria. Togorians and mosgoths learned to rely on each other for survival: ancient Togorians defended mosgoth nests from preda-

tors, and mosgoths built their nests closer and closer to Togorian camps over the centuries. The mosgoths are strong fliers, and are used as mounts and beast of burden by their sapient companions. When flying, an adult mosgoth can carry approximately 300 kilograms, but due to the placement of their wings, can carry no more than two riders. They possess sharp claws and teeth, as well as a strong, whip-like tail. Able fighters, the mosgoths can and will readily fight alongside a Togorian, especially its owner/companion. They can use their tail as a weapon while on the ground, and as a natural "rudder" while in flight. They have keen eyesight, and can see well without light.

■ Togorian Scimitar (sc'rath, traditional variant)

Skill: Melee combat: sc'rath

Cost: Not available for sale

Availability: 4, R

Difficulty: Moderate

Damage: STR+2D+2

Capsule: Togorian scimitars are individually-forged by smiths and master smiths on the planet Togoria. Each clan's weapons have distinctive qualities and markings. The scimitars are usually a meter or more in length, although they can be significantly shorter or longer. Togorian scimitars command a substantial price on the galactic market.

Curdik

The Whiphid swordsman Curdik hails from the frozen plains of Toola. Born mute, the Whiphid warrior has never bothered having his vocal apparatus repaired, and has learned to communicate effectively with only his datapad (when conversing with his companions) and his blade (with his enemies).

Curdik left Toola some years ago after serving as a tribal scout for off-worlders. He roamed the galaxy for many years until finally encountering the Arcona Ther-das on Zuliria. Already an adept swordsman, Curdik accepted Ther-das' proposal that he and the Arcona, along with some other beings with similar interests, organize the group that has become known as the Zulirian Swordmasters.

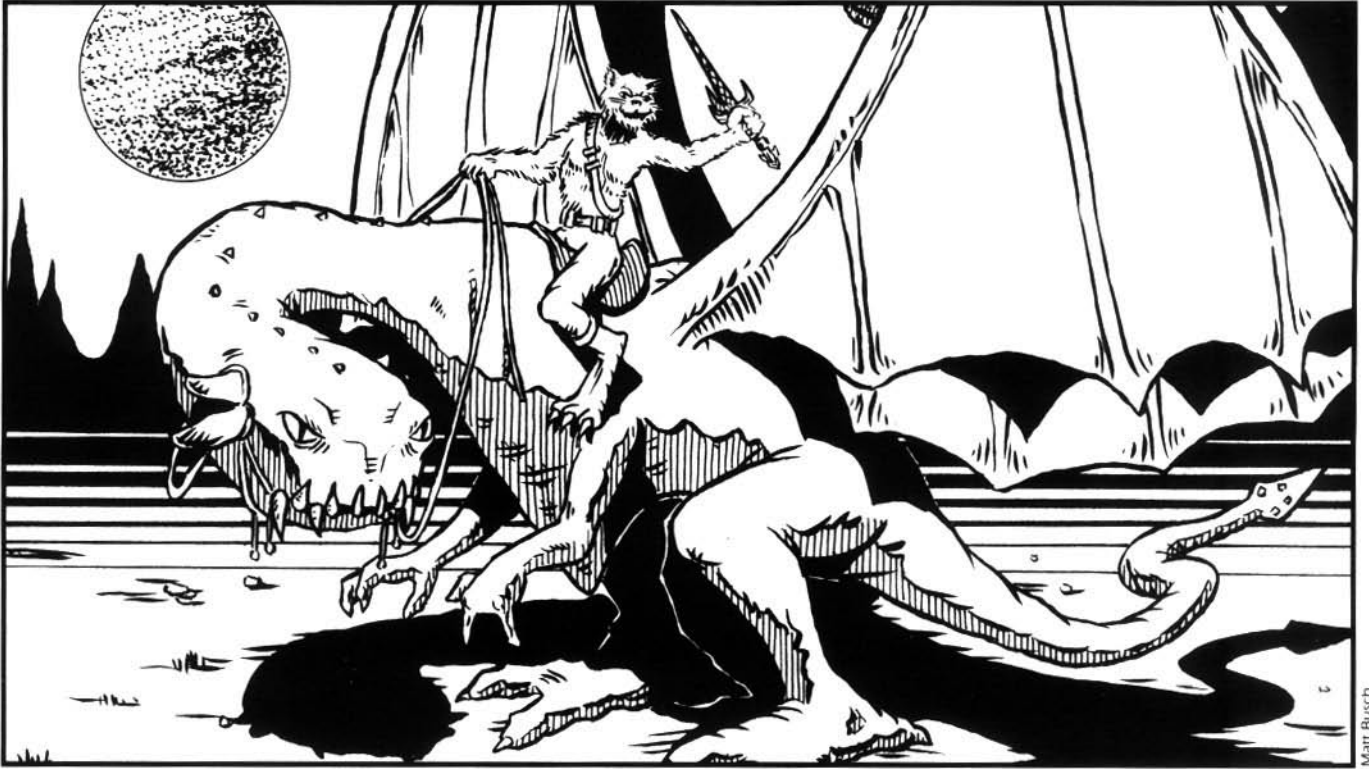
Curdik's position within the Swordmasters has yet to be determined by the Task Force on Alliance Security. It is known he is actively involved in much of the studying the group commits itself to, but as yet not enough is known of him to determine what his other duties might be. It is known he has on several occasions fought adversaries so as to allow Ther-das to continue his studies, so it is conceivable he is developing a sense of duty to the being who has given him purpose.

■ Curdik

Type: Whiphid Swordsbeing

DEXTERITY 4D

Brawling parry 5D, dodge 4D+2, melee combat 5D+2,



Matt Busch

melee combat: saber 6D+2, melee parry 5D, melee parry: saber 7D

KNOWLEDGE 2D

Alien species 3D, cultures 3D, languages 3D, planetary systems 4D, survival 3D, survival: arctic 6D+1

MECHANICAL 3D

Astrogation 4D, beast riding 4D+1, beast riding: tuggle sledge 5D+1

PERCEPTION 3D+1

Search 4D+1, search: tracking 6D+1

STRENGTH 4D

Brawling 6D, stamina 5D

TECHNICAL 1D+2

Special Abilities:

Claws: Do *Strength*+1D damage when *brawling*.

Force Points: 1

Character Points: 5

Move: 11

Equipment: Saber (STR+1D), club (STR+1), rations, comlink

Kaltor Naklian

Kaltor Naklian is one of the charter members of the Zulirian Swordmasters. Originally merely curious about the renowned ancient warrior culture indigenous to his world's southernmost continents, Kaltor's curiosity eventually grew into an academic pursuit. For years he taught ancient Ka'hren history at the University of Timb on his homeworld V'shar.

His academic pursuit eventually became an obsession, and he learned the ages-old craft of the forging of the *rantok*, the traditional sword of the Unfyr warriors of the Ka'hren species. Through his studies, Kaltor uncovered several instructional texts that furthered discussed the

ways of the *rantok*. After many years of study and practice, Kaltor eventually mastered the weapon, resigned his position at the University and became what he calls a "scalp hunter."

In the early days of his new-found career, Kaltor only hunted non-sapient creatures, but after becoming so efficient in the use of the *rantok* took to hunting sapients as well. Kaltor for the most part hunts creatures only with fur. He makes quite a profit selling the scalps of sentient beings to individuals throughout the galaxy. (Rising demand for Wookiee scalps from bounty hunters attempting to emulate the infamous Boba Fett has recently increased his income substantially.)

As one of the founding members of the Swordmasters, Kaltor is the object of much respect within the order. He has great sway in the policies and edicts of the group, and a large portion of the income he earns he deposits into the coffers of the organization. Recently, Kaltor has also hired himself out as a bounty hunter to supplement his income, but does this only as a means of further providing for his beloved organization.

Kaltor is one of the finest melee combatants within the Zulirian Swordmasters, which is no small distinction. He is not known to have ever lost an engagement, and though not a member of the Unfyr clans, is held by his own people to be the best *rantok* wielder in history. His skills and deeds are legendary on his native V'shar.

Being of the Ka'hren, Kaltor is an extremely devoted and loyal being. He stands just shy of 2.1 meters tall and has a wiry, muscular build. His flesh is a deep purple-blue and has a thick, coarse texture. He arms are tremendously long in proportion to his body, hanging nearly to his knees. Save for the thick patches of fur on the back of his thick forearms and the long strands of hair growing from his temples, he is completely hairless. A very intimidating creature, his fierce countenance alone is often enough to keep would-be assailants at bay.

Kaltor is an extremely religious being. He is the founder and high priest of the Ni'Shaw-Dak Ministry, which is a derivative of Jydan, the most common religion on V'shar. Though many would believe his current profession as a killer would contradict his religious title, such is not the case with Ni'Shaw-Dak: there are no objections against the killing of innocents. This is not to state the religion is callous; rather, it is Kaltor's belief (and that of his followers) that those of other religions are living a condemned life anyway.

The Ni'Shaw-Dak religion has incorporated many of the beliefs and practices of the ancient Ka'hren warrior tribes. Due to his having single-handedly restored the glory of the ancient orders, Kaltor's branch of Jydan is the fastest-growing cult on V'shar and is therefore gaining a great deal of representation within the demoteocratic government. Though his ministry is quite wealthy, he does not allow those monies to be used by the Zulirian Swordmasters. He sees his two ventures as completely different and unrelated. Even Kaltor refuses to use any of the funds the ministry accrues: all wealth acquired by the ministry is for the sole use of the ministry; the money Kaltor earns as a scalp hunter is for the Swordmasters.

■ Kaltor

Type: Ka'hren Warrior

DEXTERITY 4D+2

Brawling parry 5D, dodge 5D+2, melee combat 6D+2, melee combat: rantok 10D+2, melee parry 8D+2, melee parry: rantok 12D

KNOWLEDGE 3D

Alien species 4D, business 4D+2, intimidation 7D, religion: Ni'Shaw-Dak 13D, scholar: ancient Ka'hren history 7D, scholar: Jydan philosophy 6D, scholar: Jydan writings 6D+2, scholar: Ni'Shaw-Dak philosophy 7D+2, scholar: Ka'hren warrior history 6D+2, survival 5D

MECHANICAL 2D

Communications 3D, repulso/lift operation 3D, space transports 4D

PERCEPTION 2D+1

Command 4D+1, command: Ni'Shaw-Dak practitioners 9D+2, command: Zulirian Swordmasters 6D+1, investigation 3D+1, search 4D+1, sneak 4D

STRENGTH 4D

Brawling 6D, stamina 6D

TECHNICAL 2D

Computer programming/repair 3D, first aid 4D, melee weapon construction: rantok 6D, security 4D

Special Abilities:

Natural Armor: Due to his thick flesh, Kaltor receives +1 to *Strength* to resist physical damage.

Force Points: 2

Dark Side Points: 1

Character Points: 10

Move: 14

Equipment: Rantok (STR+1D+1 one-handed, STR+2D+1 two-handed), dagger (STR+1), datapad, comlink

■ Rantok

Type: Sword

Scale: Character

Skill: Melee combat: rantok

Cost: Not available for sale

Availability: 4

Difficulty: Difficult

Damage: STR 1D+1 (one-handed), STR+2D+1 (two-handed)

Game Notes: When used two-handed, reduce the difficulty one level, but no parries are possible.

Capsule: The rantok is an ancient Ka'hren sword that was used by the Unfyr warriors centuries ago. The weapon consists of a thick straight blade approximately 1.2 meters in length attached to a wooden hilt approximately a third of a meter long. On each side of the hilt is a large crossguard that thrusts upward, much like the daggers of the Fpi Assassins. On the flat side of the blade are small quillion which are used to catch the blades of enemy swords. The rantok was designed to be used either one- or two-handed: it is lethal either way.

The Unfyr used the sword for any and all military purposes and it was also a highly regarded ceremonial weapon. For ages, it was used by all Ka'hren warriors. It remained the preferred Ka'hren weapon even after the introduction of ranged weapons. Eventually, however, blasters and such weaponry replaced the blades, and the Unfyr, unwilling to accommodate the new technology, have essentially become extinct.

Ni'Shaw-Dak

Ni'Shaw-Dak, the worship of Ni'Shaw, is one of the many branches of Jydan, a polytheistic religion that claims the most members of all the religions on V'shar. It was founded by Kaltor Naklian, also known as the Third Prophet, or high priest of the sect. It is the fastest growing religion on V'shar and now totals over 2.5 million members; nearly all of them are highly-skilled warriors.

Because of its large membership the religion has begun to gain considerable representation in Ka'hren governmental matters.

Ni'Shaw-Dak follows the laws set forth by the Jydan Writings and the Volumes of Truth. The Jydan Writings relate the teachings and tales of the deities as written by the three prophets of each god. They speak of time's beginning and of the gods' domination of the galaxy, and their preferential view of the Ka'hren peoples. The Volumes of Truth relate the laws and moral practices of each deity, also believed to be written by each god's trio of prophets.

select laws of ni'shaw

the privilege of my worship shall only
Be granted to the greatest of
warriors.

one shall never disrespect a worthy
enemy, nor harass or seek vengeance
against his family.

wisdom is gained by the felling of
one's adversary: the best warrior shall
be the mightiest not only in sword, but
in mind.

While paying tribute to all the gods of Jydan, Ni'Shaw-Dak's main worship is dedicated to Ni'Shaw, a minor deity of war and wisdom. Ni'Shaw was the god worshipped by the ancient Unfyrr warriors, but with their fall, this god was nearly forgotten. While exploring through a cavern uncovered during an archaeological expedition, Kaltor and some companions discovered some ancient writings that spoke of Ni'Shaw and his laws and practices.

According to the lost writings, Ni'Shaw had only two prophets, and was doomed to be forgotten until his rightfully-deserved third prophet appeared to take his place. Next to the writings, Kaltor found a perfectly preserved rantok and the texts which explained their history and use: he felt he was destined to be this Third Prophet, and immediately set out to establish his new religion.

The Hierarchy of Ni'Shaw-Dak

Third Prophet (1): leader of the religion

The Al'ma'dens (12): priests housed at the Ministry headquarters

The Shafars (1,728): priests housed in various parts of the planet, each with his or her own jurisdiction

■ Ka'hren

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D
MECHANICAL 2D/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+2/3D+1

Special Abilities:

Natural Armor: Due to their thick flesh, Ka'hren receive +1 to *Strength* to resist physical damage.

Story Factors:

Lawful: The Ka'hren are very honorable and can be trusted to keep their word. The concept of "betrayal" prior to their contact with outside cultures was but an abstract.

Move: 10

Size: 2-2.3 meters tall

Capsule: The Ka'hren are a people steeped in tradition and religion. They are dedicated to preserving the traditional ways of their ancestors, and though much of their history went unrecorded, that which is known is greatly honored. The eldest of the Ka'hren are granted the most respect and are often chosen as the leaders of their government, which is a mixture of representative democracy and theocracy. Officials are elected to represent various religions, making Ka'hren politics quite volatile at times. Younger Ka'hren are expected to honor and obey their elders without exception, regardless of religion.

The Ka'hren are a long-lived species with an average lifespan of approximately 140 standard years. They are isolationists and though they are capable of space travel, they rarely leave their homeworld. To leave V'shar, a Ka'hren must receive permission from each of the seven nations' leaders.

Ka'hren are a tall species, and have a very wiry build that belies their strength. Their skin is thick and ranges in color from dark red to near black, with blues and violets the norm. They are hairless except for the thick patches of fur on their forearms and the long hair that grows from the sides of their ridged foreheads. Their long arms end in very large hands, and their stiff posture, combined with their large teeth, make them a frightening species in appearance.

■ Cene Gilvent

SecuriDex

Name: Cene Gilvent

Species: Human

Sex: Female

Homeworld: Saclas

Known Associates: Zulirian Swordmasters

Base of Operations: Zuliria

Suspected or Potential Threat: Member of group of bladed weapon enthusiasts who have turned into a group of pseudo-assassins and menaces.

Threat Register: Medium, high on Zuliria

Submitter: Major Bren Derlin

Cene Gilvent is the “wild card” of the Zulirian Swordmasters. Rather than pledging allegiance to one style of sword combat, Gilvent has studied dozens of styles from various cultures across the galaxy. She has become proficient in styles ranging from the Teelar two-handed method of the long-extinct Lar warriors to the Kartranin methods of the recently-founded Murra Orders.

A master of many of these styles, Cene was among those Swordmasters who encountered the Alliance team on Teloc Ol-sen (see discussion above). Her belligerence makes her of particular concern to the Alliance, as she is quick to fight and enjoys combat more than anything.

Cene, for her practicing so many different techniques, was originally frowned upon by the other Swordmaster founders. Eventually, however, her love for the blade and obvious expertise won the others over and she became a co-founder.

Gilvent received the largest portion of her training through the same means as many of the other Swordmasters: by studying historical texts and holodocumentaries on swordsbeingship.

Like the others, her interest became an obsession and in the last seven standard years she has developed a composite method that makes her a wildly unpredictable warrior.

She has begun to extract what she perceives as the most effective aspects of the various methods she has studied and has started to compile them into one form. This form she believes can defeat nearly any other swordsbeing. She has yet to be proven wrong, as she has never been known to have been defeated in battle. She is as proud of her perfect record, as is fellow Swordmaster Kaltor; the two engage in friendly mock duels to hone their skills.

Cene is a near-Human Ocsinin female who grew up on Saclas, a barren world along the Solenbaran Merchant Route. Saclas is a planet of little consequence, and is more renowned for its gelatinous pet slimes, very popular among Gamorrean youths.

In her late teenage years, Cene earned enough credits harvesting the pet slimes to gain passage to the Mid-Rim, where she eventually was hired by the Zuliria Museum upon showing interest in

many of the subjects. She was charged with the maintenance of many of the properties of the museum, and through her work met Ther-das, leader of the Zulirian Swordmasters.

Cene is now a middle-aged woman with long yellow hair she keeps braided and collected behind her back. As with most of her kind, she has glaringly white skin and black, pupil-less eyes. She has a large build for her species, but relative to humanoid standards, would be considered rather slender.

■ ADDENDUM/SECURIDEX

■ DERLIN, BREN/MAJOR..

I have submitted this SecuriDex particularly for Cene because of her unpredictable style: her amazing abilities very nearly cost me one of my newest soldiers during training movements on Fislan. She is certainly a force to be reckoned with, as her specialized training allows her to recognize most forms of sword-wielding, including the standard methods employed by those Alliance operatives who make use of melee weapons. It would certainly prove difficult to use a style she is ignorant of, and as such any attempts to detain Gilvent should begin with some well-placed shots from long range ...

■ Cene Gilvent

Type: Ocsinin Martial Artist

DEXTERITY 3D+2

Brawling parry 4D+2, dodge 6D, melee combat 8D+2, melee combat: Soknar 10D+2, melee parry 7D+2, running: short distance 4D+2

KNOWLEDGE 3D

Intimidation 4D, languages 3D+2, scholar: Ocsinin weaponry 7D, streetwise 4D, survival 3D+1, value: swords 5D

MECHANICAL 2D

Astrogation 3D+2, beast riding: mosgoth 2D+1

PERCEPTION 3D+2

Command 4D, hide 4D+2

STRENGTH 3D+1

Brawling 4D+1, stamina 4D+2

TECHNICAL 2D+1

First aid 3D+1

Special Abilities:

Training: Because of her training in so many different forms of sword-wielding, Cene receives a +2D bonus to her *melee combat* skill when wielding her personalized weapon, “Soknar.”

Force Points: 1

Character Points: 9

Move: 10

Equipment: “Soknar” (STR+2D+1), comlink, protective vest (+2 physical, +1 energy)

■ “Soknar”

Type: Custom bladed weapon

Skill: Melee combat: Soknar

Cost: Not available for sale

Difficulty: Moderate

Damage: STR+2D+1

Capsule: Cene’s weapon was crafted for her by her Togorian companion Mlatar. The sword is for the most part a combination of three different weapons

that have been regarded through the ages as among the finest ever designed: the Somreth tri-blade of the famed Drevun Six; the Barnax "Twenchok" foil; and the Coynite sat'skar.

Mlatar and Cene spent considerable time developing her custom-designed weapon, and her blade, "Soknar," (Talon for "several"), is a formidable piece indeed.

Adventure Idea

The characters, regardless of their allegiance, could encounter one or many of the Zulirian Swordmasters during an adventure. Those char-

acters who have a preference for any kind of melee weapons (from lightsabers to *ryyyk* blades) would be a viable target for any of the Swordmasters.

Adventure Idea

Any character of a particularly hairy species (Wookiee, Trianii, or anything aside from a Whiphid or Togorian), is chosen as Kaltor's next victim for one of his scalphunts. The characters must ward off the Swordmaster and prevent his taking of "the prize."

Individual Cases

The Task Force on Alliance Security spent a good deal of time choosing which of the individual cases were going to be included in these intelligence reports. After considerable debate and careful thought, we have chosen the following as important threats and special cases.

Professor Callow Batta

SecuriDex

Name: Callow Batta

Species: Human

Sex: Male

Homeworld: Coruscant

Known Associates: None known

Last Known Location: De'etta systems, Sanbra sector

Suspected or Potential Threat: Subject may disrupt Alliance trade and operations in areas where he conducts piracy.

General Threat Register: Low, low in and about Sanbra sector space, the Alui Corridor and other major tourist routes.

Submitter: General Airen Cracken

Dr. Callow Batta was an instructor and professor of the governmental and political history college at the University of Sanbra for nearly 20 standard years, until very recently. About a year ago Professor Batta was put on "indefinite leave" by the Sanbra sector Moff. The Imperial Sector Monitor's Education agency cited no reason for Callow's effective termination of tenure, but it is believed by many to have been a result of Dr. Batta's occasional anti-Imperial lectures. (For more information on the Imperial Education agency, see pages 17, 19 and 20 of the *Imperial Sourcebook, Second Edition*.)

In most cases, any highly-respected educator in opposition to or even disgruntled with the New Order would be considered an ally of the Rebel Alliance rather than a security threat. However, Dr. Batta, upon losing his professorship at Sanbra, moved on to another vocation: crime.

Callow Batta quickly became a notorious pirate and smuggler. He and his companions, whom have yet to be identified but are thought to be fellow academics, have successfully raided two

Galaxy Tours cruisers: one above Yuga Two and the other within the Torch sector; they have raided other craft as well, many along the Alui Corridor. Though a thief and a threat to Imperial, Alliance and public security, Callow and crew have never physically injured any of their victims ... he even goes so far as to hand out fizzer-sweets to small children aboard the cruisers.



Matt Busch

It is the hope of Alliance Intelligence that Professor Batta can be swayed from his newly-illicit ventures and be convinced to join the Rebellion. The need for educated individuals within the ranks of the Rebellion is paramount and Dr. Batta's knowledge would be especially welcome.

Dr. Callow Batta is a graying Human male who is only now starting to lose his once-thick black hair. He has slowly been putting on weight, but is still healthy for a Human his age. He is never without his Wartaki clay pipe, a gift given him by a dear Wookiee friend years ago. He has a passion for reading materials of any kind; one of the hardest things about leaving the University of Sanbra was that he was forced to abandon his beloved library.

■ **ADDENDUM/SECURIDEX**

■ **CRACKEN, AIREN/GENERAL..**

Dr. Batta is another of those individuals I would very much like to sway to our side rather than brand an enemy of the Alliance. His hijackings, if you can call them that, are mild annoyances, and have yet to hinder our operations. Yet his value as an educator for the Alliance would be unmatched: his knowledge would be extremely valuable in our struggle against the Empire.

■ **Dr. Callow Batta**

Type: University Professor

DEXTERITY 2D

Dodge 3D

KNOWLEDGE 4D+1

Alien species 5D-1, business 4D-2, bureaucracy 6D-1, bureaucracy: Alderaanian Royal House 8D+1, bureaucracy: Imperial 10D+1, bureaucracy: Old Republic Senate 9D-1, bureaucracy: Sanbra sector 7D+1, bureaucracy: University of Sanbra 8D, cultures 5D-1, intimidation: students 6D+1, languages 5D+1, languages: Wookiee 7D+1, languages: Sullustan 5D-2, languages: Chakdin 8D, languages: Cifronicc 6D+1, languages: Pingil 7D, law enforcement 5D-1, law enforcement: Sanbra sector 5D+2, law enforcement: University of Sanbra security 6D+1, planetary systems 6D-1, scholar: Coruscant history 8D+1, scholar: Republic Scout Service policy 6D+2, scholar: Republic Navy tactics 4D+2, scholar: Sanbra Board of Governing texts 7D, streetwise 4D-2, value 5D+1, willpower 5D-1, willpower: student pleading 6D+1

MECHANICAL 2D+1

Communications 4D-1, sensors 3D+2

PERCEPTION 3D+2

Bargain 5D+2, command 4D+2, command: University of Sanbra students 7D+2, con 4D, gambling: sabacc 4D, investigation 5D+2, investigation: student plagiarizing 7D-2, investigation: historical records 9D+2, persuasion 4D-1

STRENGTH 2D+2

Stamina 3D+2

TECHNICAL 3D

Computer programming/repair 4D, droid programming 4D+1, droid programming: TCH-series educational assistant droid 5D+2, first aid 3D+2, security 4D

Character Points: 4

Move: 9

Equipment: Datapad, comlink, Wartaki clay pipe, leather bag of *wroshyr* cavendish.

Dr. Cinto Alaras

SecuriDex

Name: Cinto Alaras

Species: Human

Sex: Male

Homeworld: Rya

Known Associates: Tauber Neuro-Saav staff

Base of Operations: Neuro-Saav facilities on Tauber

Suspected or Potential Threat: Close proximity to Agent Sommen may inhibit Agent's work.

Threat Register: Low

Submitter: Dr. Saren Llalik

Dr. Cinto Alaras is a designer and medical consultant at the Neuro-Saav labs on Tauber, in the Jaso sector, one of the most important medical areas in the galaxy. Dr. Alaras, as a part of the Neuro-Saav staff, would not normally present a threat to the Alliance, but as Alliance Agent Sommen works in the adjacent design station, the Alliance fears Alaras may become suspicious of Sommen's activities in the Neuro-Saav offices and eventually report his suspicions to higher executives or even the local prefect.

Cinto Alaras has never actually designed any materials solely on his own, he instead *occasion-*



ally coordinates with the primary designers at the labs or provides minimal insight. Intell suspects he plans to someday steal someone else's designs and claim them as his own. Of course, this would be disastrous if Alaras decided to pilfer some of Sommen's designs.

Dr. Alaras received his degree from the Carosi XII Academy of Medicine only seven standard months ago, and accepted the first (and only) position offered him: the position he now holds at Neuro-Saav. (For more information on Carosi XII, see page 203 of the *Star Wars Planets Collection* or page 23 of *Planets of the Galaxy, Volume 2*.)

It was originally believed by many in Alliance Intell that Alaras' education in a pro-Alliance environment such as the Carosite homeworld would have swayed him to the Rebellion, but this has not been the case.

Alaras, for a medical technician and designer, is an unmotivated and lax worker: if properly motivated he may someday amount to a mediocre designer, but until he finds the drive to become such, there is little his fellow designers can do to help him, no matter how many opportunities and corporate contracts they literally dump in his lap. His co-workers usually return to his office to find he has done little or none of his work, and they then take it upon themselves to complete a given project, receiving in the process all the payments, funding for future projects, and prestige.

■ ADDENDUM/SECURIDEX

■ LLALIK, SAREN/DR...

Dr. Alaras would pose absolutely no threat to us if it were not for our having Agent Sommen in such close proximity to him. I do not feel we should be overly concerned with his presence, just aware. At some point, his proximity may cause us significant problems.

■ Dr. Clinto Alaras

Type: Medical Engineer

DEXTERITY 2D+1

KNOWLEDGE 4D

Bureaucracy: Neuro-Saav 4D+2

MECHANICAL 2D+2

PERCEPTION 2D+1

STRENGTH 2D+2

TECHNICAL 4D

Computer programming/repair 5D, cyborg technology (A) 4D+2, droid programming 6D+2, droid repair 5D, first aid 8D, medicine (A) 5D+1, prosthetic design (A) 5D+2, prosthetic repair 5D+2

Character Points: 3

Move: 10

Equipment: Datapad, Neuro-Saav workstation ID

Derrida

SecuriDex

Name: Derrida

Species: Ketton

Sex: Female

Homeworld: Ket

Known Associates: Garindan (see page 45 of *The Movie Trilogy Sourcebook*), Arkanis sector Moff Julstan, various lower Imperial bureaucrats and officers in and near Kwenn Space Station.

Base of Operations: Kwenn Space Station

Suspected or Potential Threat: Known spy and informant for Imperial forces

Threat Register: Medium, specifically in Kwenn Space Station, Arkanis sector

Submitter: Lieutenant Lak Sivrak

An informant and spy who operates on Kwenn Space Station, Derrida is a sly and cunning Ketton female who has made a considerable amount of credits from the local Imperial authorities by reporting on suspected Alliance operatives near Kwenn.

Derrida has to date foiled five separate Alliance operations that were based at the station, and has proven to be a constant hindrance to Alliance agent Kassar Kosciusko, who maintains a large group of Rebel operatives on Kwenn. (For more information on Kassar, see page 47 of *Cracken's Rebel Operatives*.)

Derrida does not spy solely for the Empire: she will spy on anybody for anybody for the right price. In her most recent job, she collected information in an attempt to incriminate Alliance Lieutenant Commander Zhir-khan by falsifying Kwenn Space Station Precinct reports to make it appear that Zhir-khan had committed treason against the Alliance. The ploy failed however, as it is widely known that Zhir-khan is among the most loyal of Rebel agents.

Derrida thrives on creating mischief, and she is enjoying her "occupation" at Kwenn, constantly framing and informing on careless Rebels and other individuals who do not operate in the interests of the Empire.

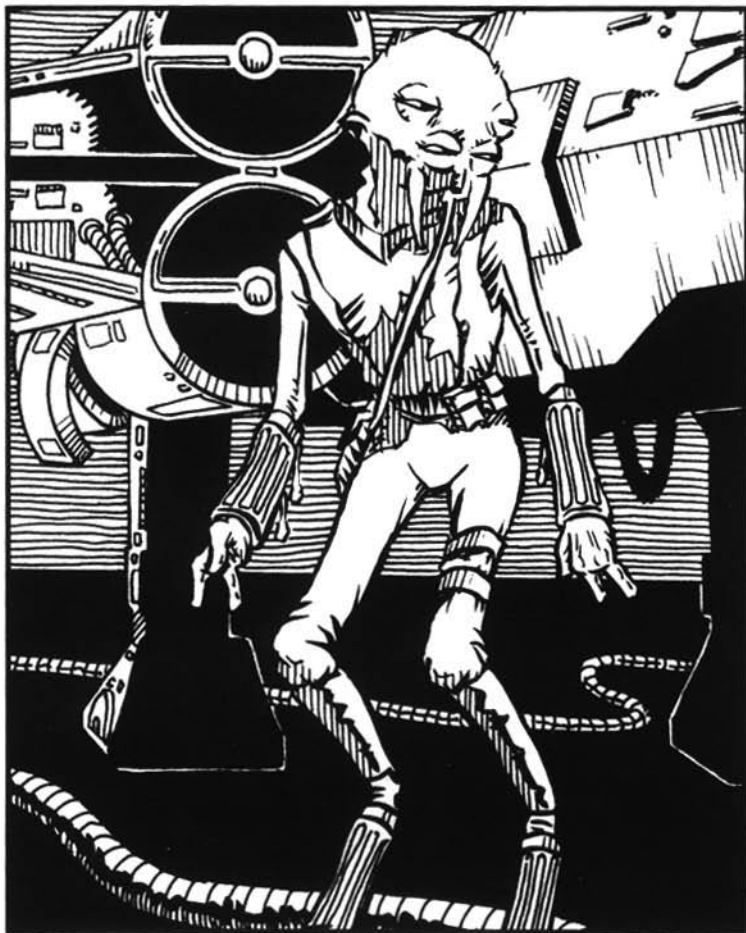
■ ADDENDUM/SECURIDEX

■ SIVRAK, LAK/LIEUTENANT

Derrida is certainly an individual we should keep our eyes on: after several discussions with Agent Kosciusko, I learned it is suspected that she is responsible for the recent attempt on Meysen Kayson's life, one of our most important financiers.

We fear Director Kayson's ties to the Alliance may be in jeopardy of being discovered should Derrida not be contained soon. Kayson's adopted son, who owns a weapons shop in Mos Eisley where I once resided, has reported seeing Derrida conferring with the Kubaz spy Garindan in recent weeks. I can't help wonder what the two may be up to ...*

(*For more information, see pages 62-63 of *Galaxy Guide 7: Mos Eisley*.)



Matt Busch

■ **Ketton**

Attribute Dice: 12D
DEXTERITY 2D/3D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 2D/4D+1
STRENGTH 1D+2/4D+1
TECHNICAL 1D/3D

Special Abilities:

Natural Body Armor: Ketton have a carapace exoskeleton that gives them +1D to *Strength* against physical damage and +1 against energy weapons.

Fangs: The Ketton's hollow fangs, usually used to extract water from various succulent plants (such as the stillar cacti) in the Ket desert, can be used in combat, though most Ketton prefer not to. They do STR+2 damage.

Move: 10/12

Size: 1.3–1.7 meters tall

Capsule: The Ketton are a nomadic and solitary species indigenous to the Great Dalvechan Deserts of Ket. They are resilient beings with carapace ranging in color from white to dark brown (most carapaces are light brown or tan). Though they have a chitin-like shell similar to many insects, they are mammalian creatures.

Their eyes are little more than slits in their heads, designed to avoid the harsh sandstorms that rage across the deserts. Though they are by nature solitary individuals, they strangely have a strong sense of community and will go out of their way to aid a fellow Ketton.

Due to the Ketton's arid native environment, the species have long hollow fangs with which they suck the liquid reservoirs of various succulent plants native to their deserts. Though the Ketton are a generally peaceful people, their fangs make them appear to be hideously wicked creatures.

“**Jundland Banshee**”

SecuriDex

Name: “Jundland Banshee”

Species: Tusken Raider

Sex: Presumed to be male

Homeworld: Tatooine

Known Associates: None

Base of Operations/Last Known Location: Arnthout Pass, Jundland Wastes, Tatooine

Suspected or Potential Threat:

Direct: Equipment and cover of Rebel cell in Motesta

Indirect: Security of Arkanis agents and operations

Threat Register: Low, medium in Motesta, Jundland Wastes, Tatooine

Submitter: Agent N'tain Xalis, Sandwind Leader

A maverick Tusken Raider who has either been abandoned or been banished by his own people, the “Jundland Banshee” (as he is called

■ **Derrida**

Type: Kettan Spy

DEXTERITY 3D

Blaster 4D, dodge 4D, pick pocket 5D+1

KNOWLEDGE 2D+1

Alien species 4D+1, bureaucracy: Kwenn Space Station 4D+1, cultures 3D+1, languages 3D+1, streetwise: Kwenn Space Station 5D+1

MECHANICAL 2D

Astrogation 2D+1, repulsorlift operation 2D+2

PERCEPTION 4D+1

Con 5D+1, hide 6D+1, investigation 6D+1, search 5D+1, sneak 5D+1

STRENGTH 3D+1

Brawling 3D+2

TECHNICAL 3D

Computer programming/repair 3D+2, demolition 3D+2, first aid 3D+1, security 4D+1

Special Abilities:

Natural Body Armor: Carapace exoskeleton gives +1D physical, +1 energy.

Fangs: STR+2 damage.

Character Points: 8

Move: 10

Equipment: Blaster pistol (4D), comlink, medpac, datapad

by the locals) is a nightmare to moisture farmers and settlers all along the Arnthout Pass on Tatooine. (For more information on Tatooine and the planet's geography, see *Galaxy Guide 7: Mos Eisley*.)

With no companion but his loyal bantha mount, the Banshee has been terrorizing local residents for nearly three months. His moniker comes from the wailing howl he delivers, a haunting cry that inspires great uneasiness.

The Jundland Banshee has attacked a small settlement on the outskirts of the small farming hamlet of Motesta, which is located deep within the Jundland Wastes. He most often steals food and provisions, though on one occasion he destroyed a farmer's treadwell droids.

It seems as though even the other Sand People in the area do not approve of the Banshee's actions, as there have been a number of reports of the Banshee openly engaging in combat with other Tusken Raiders. This rivalry between the Banshee and others of his kind has led Alliance Intelligence to believe that the other Tusken Raiders are attempting to prevent an uprising by frightened moisture farmers. The Sand People must surely be aware that the settler population vastly outnumbers (and outguns) the nomadic Tusken Raiders.

Though the Alliance is sympathetic to the local residents' plight, we are also concerned about the security of our operations in the area. Hidden at one of the Motesta moisture farms is the Sandwind team, a group of Rebel operatives who serve as contacts and unofficial Foster Agents (For more information on the various Rebel Agent classifications, see pages 14–21 of *Galaxy Guide 9: Fragments from the Rim*). The Sandwind group, which presently consists of 11 operatives, monitors and coordinates much of the Rebel activity in the Arkanis sector and outlying areas. Should the Banshee's continued actions bring Imperial attention to the remote areas about Motesta and expose the Sandwind group, both agents and operations crucial to Alliance activity in the Outer Rim Territories would be compromised.

■ ADDENDUM/PERSONAL

■ TIREE/AGENT..

Though only a single being, this "Jundland Banshee" could bring about the destruction of a vital Alliance intelligence network. The Sandwind group's information network has been the savior of many operatives in the area, including myself. When I was nearly captured in the Lorn system some time ago, it was the Sandwind operatives who helped me find the Vuzsa safehouse and hole up until Moff Murquan gave up on me ...

The Sandwind team cannot stop the Banshee themselves. If anything is to be done, it is suggested

that the Rebels pose as bounty hunters from Mos Eisley brought in by the farmers to solve the problem.

■ ADDENDUM/PERSONAL

■ LIEBKE, ADAZIAN/LT. COMMANDER..

When I served as interim head of Sandwind during Agent Xalis' brief tenure in the Elus sector, we had a hard enough time keeping our operations hidden from Imperial view without one of the Sand People ripping our comm emplacements apart and roughing up the locals. Efforts to either relocate the Banshee should be taken immediately if we are to ensure the security of the Sandwind cell.

■ Jundland Banshee

Type: Tusken Raider

DEXTERITY 3D+1

Blaster: blaster carbine 4D+1, dodge 4D+1, melee combat: gaderffii 5D+1, melee combat 4D+1

KNOWLEDGE 3D

Intimidation 3D+2, survival 4D, survival: desert 5D

MECHANICAL 2D+2

Beast riding: bantha 4D

PERCEPTION 3D

Hide 4D, search 4D, sneak 3D+2

STRENGTH 4D

Brawling 5D+2, stamina 5D

TECHNICAL 2D

Character Points: 4

Move: 11

Equipment: Blaster carbine (4D+2), gaffi stick (STR+1D), breathing apparatus, bantha

■ ADDENDUM/SECURIDEX

■ XALIS, N'TAIN/AGENT..

The Jundland Banshee has been sighted by two Sandwind operatives, Agents Carlío and Swanze, in both Beggar's Canyon and Nomad Gulch. He is believed to be responsible for the vandalism to communication sub-anchors 3 and 12, and has caused undue attention to be drawn to Sandwind operation areas. Should his actions continue, we fear the residents may take the matter to the local authorities: we would rather not have to concern ourselves with a detachment of sandtroopers in the area. All the heat that whole Death Star thing brought us was enough. And then there was that hunt for Tallon. It looks like Tatooine is no longer the sleepy little desert world it once was ...

High Inquisitor Mox Slosin

SecuriDex

Name: High Inquisitor Slosin

Species: Human (Entuuran)

Sex: Male

Homeworld: Entuur

Known Associates: Crewmembers aboard cruiser *Ironhand*

Base of Operations: Urce Space, Lesser Plooriod Cluster

Suspected or Potential Threat: Known Imperial threat to all agents and operatives in High Inquisitor's jurisdiction, particularly the Lesser Plooriod Cluster and outlying regions.

Threat Register: High in Lesser Plooriod Cluster; most



Matt Busch

often frequents territories between Burna Trade Route and Entana Run.

Submitter: Tirranna/Midnight 3

Imperial High Inquisitor Mox Slosin is perhaps one of the cruelest and most sadistic persons in the service of the Empire. Part of his sadistic tendencies can likely be attributed to the fact he is an Entuuran Human, a culture that values pain and suffering. As befits his nature, Slosin is one of the Empire's most effective interrogators. His territory is the Lesser Plooriod Cluster and he is given the same kind of latitude granted to High Inquisitor Tremayne in the Outer Rim Territories. (For more information on High Inquisitor Tremayne, see pages 22–24 of *Galaxy Guide 9: Fragments from the Rim*.)

Mox Slosin's primary threat to the Alliance is not actually the fact he is a High Inquisitor, but moreover the fact he actively searches for Rebel agents in his sector. Most often, Imperial Intelligence searches for seditious individuals who intend to harm the New Order. Only when they

fail to obtain the desired information from a given subject is an Inquisitor called in.

But High Inquisitor Slosin actively plies the many trade routes frequented by Alliance operatives aboard his craft, the *Ironhand*, a modified Merkuni Drives *Trenchant*-class cruiser. He therefore proves to be a much greater threat than most other High Inquisitors, who waits to be called upon.

High Inquisitor Slosin is also known for the keen insight he provided during the development and programming of the Imperial IT-O interrogation droids. (For more information on the IT-O droids, see pages 52–53 of *The Movie Trilogy Sourcebook*.)

Many of the sadistic tendencies he and other Inquisitors and Imperial Security Bureau (ISB) agents share have been programmed into the droids, and they perform exceptionally, though Slosin chooses not to rely on automatons for results.

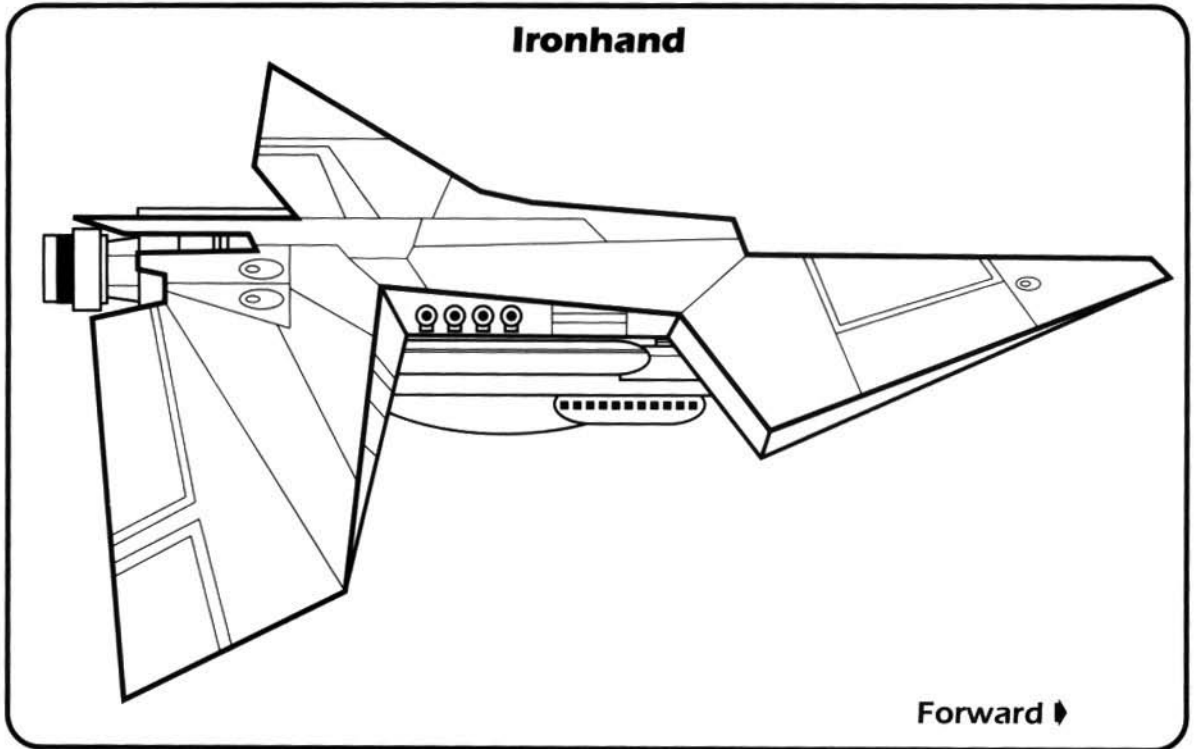
Slosin is a frighteningly effective interrogator, though occasionally his enthusiasm drives him too far and his subjects die during "overly sensitive" interrogations. The worst case of this was his murder of Alliance Colonel Shanda Dok. Captured during the first Alliance support wave on Fitca Prime, Colonel Dok was immediately taken before Slosin, who was at that time stationed in the Fitca system as an Imperial Intelligence interrogator. During her intense interrogation, Colonel Dok refused to betray the Alliance; for her resolve, she died at Slosin's hands. Following the successful subjugation of Fitca, Slosin was transferred to Urce, where he continues to effectively ply his wicked trade.

Slosin is in his mid-50s, but looks far older. His wrinkled skin is slightly darker than the Human norm, and his bald head is crowned with a thin ring of white hair. His long, thin beard causes him to look out of place, but he nonetheless presents an aura of fear.

■ ADDENDUM/SECURIDEX

■ TIRRANNA..

Though I despise all in the Empire, Mox Slosin certainly comes close to being the most hated. He is certainly among the most effective interrogators: I remember how effective he was when I was captured approximately two and a half years ago in Pa'hir'al City. The scars from my encounter with High Inquisitor Slosin, both physical and psychological, still run deep. In his mind, torture is an art form and almost a game: he seems to perceive his challenge to be to traverse the line of one's pain and endurance without going so far as to kill the person. Unfortunately, when he loses his little game, his prisoner does as well.



■ Ironhand

Craft: Modified Merkuni Drives *Trenchant*-class cruiser
Type: Modified light cruiser
Scale: Capital
Length: 215 meters
Skill: Capital ship combat: *Trenchant*
Crew: 140, gunners: 20, skeleton: 64/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D+2, capital ship shields 3D+2, starship gunnery 4D+2
Passengers: 80 (troops)
Cargo Capacity: 400 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D
Shields: 1D
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 3/3D+2
Weapons:
6 Turbolaser Cannon
Fire Arc: 2 forward, 4 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 4D+1
8 Quad Laser Cannon
Fire Arc: 4 left, 4 right
Crew: 1

Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D+1

■ High Inquisitor Slosin

Type: Imperial High Inquisitor
DEXTERITY 3D
 Blaster 3D+2, dodge 4D
KNOWLEDGE 4D
 Alien species 6D, intimidation 5D, intimidation: interrogation 6D+2, intimidation: torture: 8D, languages 4D+2, scholar: alien physiology 5D+2, scholar: Entuuran resilience tests 7D, scholar: historical interrogation methods 7D, scholar: Human physiology 6D+2, willpower 5D+2
MECHANICAL 2D
PERCEPTION 4D
 Command 5D, command: Imperial agents 7D, con 5D+2, investigation 6D, persuasion 7D+1
STRENGTH 2D
 Stamina 3D
TECHNICAL 3D
 Computer programming/repair 4D, droid programming 4D, droid repair 5D, first aid 5D, medicine (A) 2D, medicine: surgery (A) 3D, medicine (A): pain serums 2D+2
Force Points: 2
Dark Side Points: 4
Character Points: 5
Move: 10
Equipment: Blaster pistol (4D), datapad, comlink

Dr. Nashiak Llalik

SecuriDex
Name: Nashiak Llalik
Species: Human
Sex: Male

Homeworld: Plavin 6

Known Associates: Science Group, COMPNOR

Base of Operations: Unknown

Suspected or Potential Threat: Armor designs may be used against the Alliance
Threat Register: Medium

Submitter: Dr. Saren Llalik, BioTech Industries

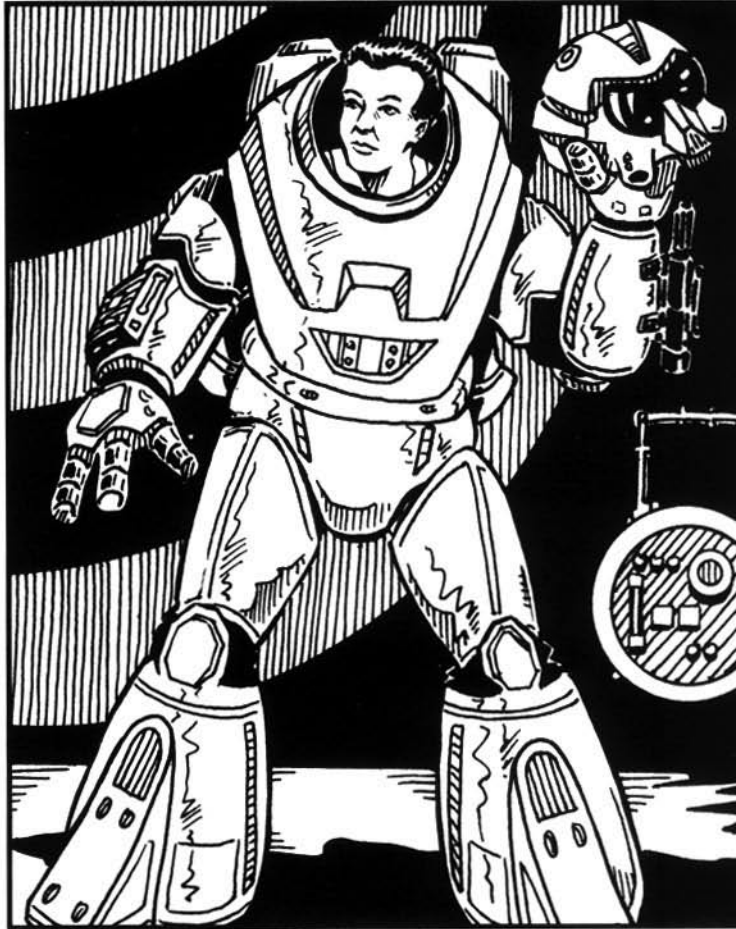
Dr. Nashiak Llalik is the designer responsible for the development of several highly effective Imperial military designs and scores of civilian armor suits. He designed three of the stormtrooper armors used by the Empire today: the Zero-G, Radiation Zone and Storm Commando* armor.

Llalik is the older brother of Alliance operative Dr. Saren Llalik (see page 68 of *Cracken's Rebel Operatives*). Nashiak, like his sister, grew up on the humid jungle world Plavin 6. The second son of doctors Nash and Loran Llalik, Nashiak attended the Chandrillan Academy of Sciences and graduated first in his class. While both his brother and sister eventually joined the Alliance, Nashiak became a core member of the Empire's COMPNOR Science group before the organizational shuffling that put Science under the wing of Progress. (See page 19 of the *Imperial Sourcebook, Second Edition*.)

Before the general outlawing of most forms of power armor, Llalik worked on his pet project, which he was eventually forced to scrap due to the new laws. The armor Llalik was developing, Sunder 9, provided many of the concepts that were eventually incorporated into Zero-G spacetrooper armor. The design remains incomplete.

Now a highly-respected engineer throughout the galaxy, Dr. Llalik has designed or aided in the design of many civilian armor suits throughout the Empire (under supervision by the Imperials, of course). He aided both Creshaldyne Industries and Koromondain PDS, Incorporated, in the development of many of their designs. Wealthy from his work, Nashiak built a large mansion on his beloved Plavin 6 where he someday hopes to retire to a quiet life.

* For more information on Zero-G stormtrooper armor, see pages 40, 47 and 48 of the *Imperial Sourcebook, Second Edition*. For more information on Imperial Radiation Zone Troopers and Storm Commandos, see pages 27-30 of *Galaxy Guide 9: Fragments from the Rim*.



MATT BURCH

Dr. Llalik is a driven man, with a passion to constantly improve upon existing armor designs. His expertise is sought by armor producers throughout the Empire. He is a dark-skinned human with light green eyes and closely-cropped hair. Like most Plavin natives, he prefers to wear loose-fitting clothes. Though he loves weaponry of all sorts, he does not carry a sidearm.

■ ADDENDUM/SECURIDEX

■ LLALIK, SAREN/DOCTOR

My brother Nashiak is certainly the premier armor designer under contract with the Empire, aside from perhaps Dr. Nonrey, from whom we have not heard from in several years. He is not an evil man; he has none of the cruel tendencies so often attributed to eccentric Imperial designers. He is just blind to the Empire's true evil: he believes that he is not responsible for how his inventions are used. His love, as long as I can remember, has been armor: when we were children he used to read stories of the Death Watch and the Sun Guard and tell us all about the armor they wore. I would very much like him to be recruited to the Alliance's side, not only to help us in our struggle but so that I could hear him tell one of his stories again ...

■ Dr. Nashiak Llalik

Type: Armor Engineer

DEXTERITY 2D+1

Armor weapons 5D+1, blaster 3D, dodge 3D+1

KNOWLEDGE 4D

Alien species 6D, scholar: historical armors 9D+2

MECHANICAL 2D+2

Powersuit operation 4D+2, powersuit operation:

spacetrooper armor 5D+2, powersuit operation: Sunder 9

6D, jet pack operation 4D+2

PERCEPTION 2D+1

Command 3D+1, search 4D+1

STRENGTH 2D+2

Stamina 4D+2

TECHNICAL 4D

Armor design (A) 7D+2, armor design: power armor design

8D+2, armor repair 10D, armor repair: Radtrooper

12D+2, armor repair: Imperial Storm Commando 11D,

armor repair: Zero-G stormtrooper 12D+2, , blaster repair

9D, computer programming/repair 5D, droid program-

ming 4D+2, droid repair 4D+1

Character Points: 12

Move: 10

Equipment: Datapad, personal computer, comlink.

■ Sunder 9

Model: Llalik Designs Sunder 9 Armor Prototype (Incomplete)

Type: Multi-environment personal battlesuit

Skill: Powersuit operation: Sunder 9

Cost: Not available for sale

Availability: 4, X

Game Effect:

Armor: Provides +3D to *Strength* for physical attacks, +2D for energy attacks, -1D+2 to *Dexterity* and related skills. Full cover

Strength: Servos in the upper portion of the armor add +1D+2 to *Strength* for *lifting*, brawling and melee damage.

Blaster Cannon: Cannon on left arm (usually right, but Dr. Llalik is left-handed). 6D damage, uses *blaster* skill, ranges 10-50/100/500.

Flame Projector: 5D damage, uses *armor weapons* skill, projects up to three meters. Right arm.

Rocket Pack: Has a *Move* of 90 meters horizontally, 50 meters vertically. Uses *rocket pack operation* skill, base difficulty is Easy, modified by terrain conditions. Has 12 charges, can expend up to three per round.

Sensors: Provides 270 degree vision and marcobinocular vision. Gives wearer +1D to *Perception* rolls, +2D to *search*. Includes specialized sonar and infrared sensor packages for dark environment or aquatic depths where light is not available.

Aquatic Propulsion System: Increases *swimming* skill by +2D; gives wearer an underwater *Move* of 14.

Body Glove: A climate-controlled body glove provides heating and cooling systems to allow operation in extreme environments.

Sealed Enviro-Filter: System prevents entry of foreign substances, can also be sealed completely when in hostile environments or during submersion. Has four hours of power and 6 hours of oxygen.

Capsule: Dr. Llalik worked on the Sunder 9 design for nearly a full year before he was contracted by the Empire to design the Zero-G spacetrooper armor and was forced to put aside his personal project. The two Sunder 9 prototype suits are still incomplete, and are stored at his home on Plavin 6, where they are guarded by his personal security detachment (led by one particularly vicious security droid). Llalik hopes to finish the Sunder 9 when he has the time, but for now the untested armor remains idle

in his securi-vault.

Note: For information on other forms of armor, see *Galaxy Guide 10: Bounty Hunters* (pages 86-88) and *Star Wars Adventure Journal #3* (pages 237-252).

Riic Mardec

SecuriDex

Name: Riic Mardec

Species: Human

Sex: Male

Homeworld: Gotida

Known Associates: None

Base of Operations: Jalor City, Gotida

Suspected or Potential Threat: May attempt to seek revenge on Alliance personnel for the death of his family during the recent battle with Imperial troops in Jalor City

Threat Register: Low, minor in Jalor City and outlying suburbs, Gotida, Goti system

Submitter: Lt. Commander Detta Rotan, Jalor City cell leader

Riic Mardec spent nearly 14 years saving enough money to move his family out of Jalor City and to a better place for raising his children. Now, all that seems to have been for nothing. Two standard weeks ago during the Imperial



Matt Busch

attack on the Alliance cell in Jalor City, Mardec's wife and two daughters were killed in the crossfire between the Alliance urban guerrillas and the Imperial troopers.

Which of the two forces struck the Mardec family is unknown, but it seems likely that Mardec, a man who has never shown any political leanings and has been a law-abiding cab driver since his teens, blames the "revolutionary" Alliance for the death of his family.

Though the Alliance has no proof of any threat Mardec may pose, he is apparently extremely distraught by his loss and claims of "getting them back for it" have been overheard in the taverns he now frequents.

The Alliance makes a point of maintaining the safety of the people it is trying to free, but as the Mardec incident illustrates, war is often indiscriminate. We are deeply saddened by this tragedy. Unfortunately, incidents like the deaths Lina, Sale and Fora Mardec are too common when fighting a foe such as the Empire.

Now that he has lost his family, the Alliance is considering approaching Mardec with a formal apology, regardless of who is actually at fault for the death of his family. If he refuses, the Alliance will attempt to aid him while it can.

■ **ADDENDUM/SECURIDEX**

■ **ROTAN, DETTA/LT. COMMANDER..**

Mardec's story is certainly a tragic one: he was a man who worked hard for his family only to have them taken from him. According to reports the Task Force has received, Mardec now spends much of his time frequenting local bars and taverns, drowning his sorrows with lum and renan irongut.

■ **Riic Mardec**

Type: Repulsortaxi Driver

DEXTERITY 2D

Dodge 3D

KNOWLEDGE 2D

Streetwise: Jalor City 5D

MECHANICAL 2D

Repulsorlift operation 5D

PERCEPTION 2D

Bargain 3D+1

STRENGTH 2D

Stamina 3D

TECHNICAL 2D

Repulsorlift repair 4D+1

Move: 9

Equipment: 25 credits, Mobquet G-12 repulsortaxi

Risiev Credal

SecuriDex

Name: Risiev Credal

Species: Human

Sex: Male

Homeworld: Jofoger

Known Associates: Formerly Lieutenant Colonel Beryl Chiffonage, others within the Alliance military

Last Known Location: Anoat system

Suspected or Potential Threat: May have defected to Empire with significant knowledge of newly-devised Alliance tactics for both ground and space combat.

Threat Register: High

Submitter: General Carlist Rieekan

An accomplished Alliance tactician, Lieutenant Risiev Credal has recently disappeared and is thought to be a traitor. Lt. Credal studied for some time under the brilliant Alliance tactician Beryl Chiffonage, and was believed to be one of the Alliance's future leaders.

Credal hails from Jofoger, a planet along the Sisar Run. Credal had always been fascinated by epic space and ground battles and his love became his profession after he joined the Alliance. Credal was already considerably well-versed in starship and ground tactics before joining the Alliance; after becoming a Rebel officer and prov-



Matt Busch

ing his genius during the defense of the Sran Outpost, he was transferred to Alliance High Command on Dantooine, where he was schooled by Beryl Chiffonage and Jan Dodonna. Chiffonage instructed her new student in tactics for countless scenarios, from the Dsalis Theories on low atmosphere combat to the urban tactics used on Thyrsus.

To supplement his instruction under Chiffonage, Lt. Credal was sent on brief assignments with some of the highest-ranking members of the Alliance, including Madine, Dodonna, Starkiller, Willard, Rieekan, Ackbar and (recently) Adar Tallon. Credal was taught by the best, and his work reflected it.

In circumstances neither Alliance Intel nor Alliance High Command have been able to shed much light on, Lieutenant Credal recently jumped to hyperspace while overseeing patrol in the Anoat system. He has yet to return.

Though every being who associated with Credal would find it hard to believe he has become a traitor, precautions must be taken in case that is indeed the case.

Risiev Credal is a handsome young Human male approximately 30 standard years of age. He has light brown hair and black eyes, common to the Humans indigenous to the areas in the vicinity of the Sisar Run. When he was in the service of the Alliance, he preferred to wear the standard fleet trooper uniform rather than the officer raiment he was entitled to.

■ ADDENDUM/SECURIDEX

■ RIEEKAN, CARLIST/GENERAL..

Lieutenant Credal had served under Lt. Colonel Chiffonage for some time during the development of the tactics designed to protect the hidden Alliance High Command base. He helped devised attack pattern Delta, which we believe should prove potent against Imperial walkers. Though his integrity was once thought beyond reproach, his apparent desertion is cause for alarm: not only could he divulge the potential High Command base sites, he could explain probable defenses.

■ ADDENDUM/PERSONAL

■ WILLARD, VANDEN/CAPTAIN..

Lt. Credal is an extremely enthusiastic young man and was always a joy to have in the command center. His interest in the tactics Jan and I worked on for the Battle of Yavin was so intense that he would have been willing to spend entire days listening to our discussions. I do not personally believe Risiev to be a traitor, but I do believe the Alliance must assume he is until we learn otherwise.

■ ADDENDUM/PERSONAL

■ CHIFFONAGE, BERYL/LT. COLONEL..

Credal's considerable talent and drive helped

move along quite a few briefings and planning sessions. Airen and I would spent a great deal of time prior to the meetings recounting the stories of earlier times to the ever-eager Credal, and even if no tactics or lessons were intended, he soaked it all up. When he returns from wherever he has gone, I'm going to harshly reprimand him ... then tell him about the time I ran into those mercenaries on Liaq.

■ Lt. Risiev Credal

Type: Tactician

DEXTERITY 2D+1

Blaster 3D+1, dodge 4D+1

KNOWLEDGE 3D+2

Alien species 4D+2, bureaucracy 4D, military history 4D, military history: modern fleet battles 6D, tactics: capital ships 6D, tactics: fleets 6D+1, tactics: ground forces 7D, tactics: planetary defenses 7D, tactics: sieges 7D+2, tactics: starfighters 5D

MECHANICAL 3D

Astrogation 3D+2, beast riding 3D+1, repulsorlift operation 4D, space transports 3D+1

PERCEPTION 3D+2

Command 4D

STRENGTH 2D+1

Stamina 3D+1

TECHNICAL 3D

Computer programming/repair 4D

Force Points: 1

Character Points: 9

Move: 10

Equipment: Alliance uniform, blaster pistol (4D), comlink

Vacander

SecuriDex

Name: Vacander

Species: Filar-Nitzan

Sex: Male

Homeworld: Unknown

Known Associates: None known

Last Known Location: Dwor, Steniplis sector

Suspected or Potential Threat: Known infiltrator, may be hired against the Alliance

Threat Register: High

Submitter: Lieutenant Colonel Palpatine Essex Yerac, Midnight Leader

The Filar-Nitzan infiltrator Vacander presents a special threat to the Alliance: his very nature as a gaseous being makes him difficult to detect and even harder to stop. Though he has never been known to work against the Alliance, he is thought to associate with several individuals who have shown no hesitancy to assist the Empire.

The Task Force on Alliance Security had a particularly difficult time in preparing this file as so little is known about Vacander. Intel agents spent over five months working on his dossier and the report is still sketchy.

Vacander has been hired by some of the highest-ranking Imperial officers and some of the biggest gangsters in the galaxy, and even most of those employers know little or nothing of who he is or what he looks like. He maintains a bank account on Eczar and a number of reliable mes-

sage drop points throughout the galaxy. He has done considerable work for the pro-Imperial corporation SoroSuub (based on Sullust) and is a particular favorite of SoroSuub chairman Sin Suub when the need for industrial espionage arises.

Vacander is a generally peaceful and reserved being (considering those with whom he keeps company). When he sneaks into a facility he does not do any damage other than the actual theft of information. He has never been known to harm any individual during his operations, nor has he destroyed or damaged any equipment. He simply retrieves the information he is contracted to, and if damage occurs later as a result of the information having been stolen, said damage is invariably done by others.

■ **ADDENDUM/SECURIDEX**

■ **YERAC, P. ESSEX/LT. COLONEL..**

Vacander is easily one of the most effective infiltrators in the galaxy, not for any extensive training or any knowledge he has of security systems, but rather for who he is. As a Filar-Nitzan, he can waft into almost any installation undetected once any ventilation monitors have been rendered inoperable. He is a truly frightening individual to behold: I on one occasion had the misfortune to encounter him while tracking a group of independent bounty hunters through the infamous fog banks

of Hewl's Karap Valley: you can imagine my surprise when a pair of piercing red eyes appeared from nowhere and the fog told me to keep my distance.

■ **Vacander**

Type: Filar-Nitzan

DEXTERITY 1D+1

Aversion 5D+1, aversion: melee weapons 6D, aversion: blasters 7D-1

KNOWLEDGE 3D+2

Alien species 4D+2, intimidation 7D+2, languages 4D+2, languages: Nikto 5D+2, languages: Sullustan 5D, law enforcement 6D+2, planetary systems 4D+2, streetwise 5D+2, streetwise: Kintan 6D-1, survival 4D+2, survival: high winds 6D+2

MECHANICAL 1D+1

Astrogation 4D-1, communications 3D+1, sensors 4D+1

PERCEPTION 3D+2

Hide 8D+2, search 6D, sneak 7D+2

STRENGTH 1D+1

Diffusion 5D+1, diffusion: blaster 6D-1

TECHNICAL 1D+2

Computer programming/repair 4D+2, demolition 3D+2, security 5D+2

Special Abilities:

Aversion: Filar-Nitzan use the skill *aversion* in place of *dodge*.

Diffusion: Filar-Nitzan use the skill *diffusion* to resist damage (instead of *Strength*)

Gaseous: Due to his gaseous nature, Vacander receives a +2D bonus to *sneak*. However, skills requiring the manipulation of objects (such as *blaster*, *grenade*, etc.) receive a +15 difficulty modifier.

Force Points: 1

Character Points: 12

Move: 7

■ **Filar-Nitzan**

Attribute Dice: 8D

DEXTERITY 1D/2D

KNOWLEDGE 1D/4D+2

MECHANICAL 1D/2D

PERCEPTION 1D/4D+1

STRENGTH 1D/2D

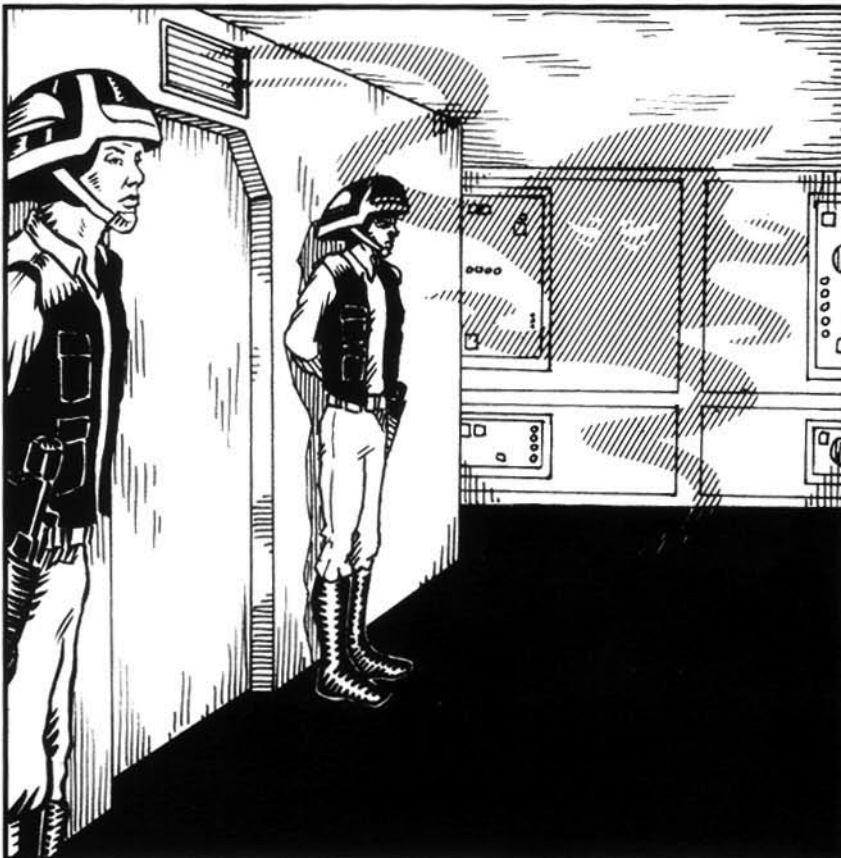
TECHNICAL 1D+1/2D

Special Skills:

Dexterity skills:

Aversion: To avoid blaster fire and other such potentially harmful things, the Filar-Nitzan have an *aversion* ability, a near-equivalent to *dodge*. This skill allows them to change their shapes quickly enough to often avoid melee weapons and occasionally blaster fire without having to move entirely out of the way. *Aversion* requires *double* the normal Character Point cost to increase. Example: to improve *aversion* from 2D to 2D+1 would take four Character Points instead of two; to improve *aversion: blaster* from 2D to 2D+1 would take two Character Points instead of only one.

Specializations: against nearly any weapon (melee, lightsaber, blaster, firearms, etc.) at the gamemaster's discretion.



Matt Busch

Strength skills:

Diffusion: When a Filar-Nitzan is hit by an energy weapon of any kind or by some other element that may cause injury (such as open flame), the character rolls its *diffusion* skill when calculating damage. The *diffusion* skill requires six times the normal number of Character Points to increase; specializations cost three times the normal cost. Example: to improve *diffusion* from 2D to 2D+1 would require 12 Character Points instead of two; to improve *diffusion: blaster* from 2D to 2D+1 would require six Character Points instead of one.

Specializations: against any damaging element (blaster fire, strong electricity, large quantities of other gases, open flame, etc.).

Special Abilities:

Aversion: The *aversion* skill is used in place of *dodge*.

Diffusion: *Diffusion* is used in place of *Strength* to resist damage.

Gaseous: As non-solid beings, the Filar-Nitzan possess many of the qualities of normal gases: they can enter normally secure areas, and are nearly impervious to "normal" forms of attack. Because of their nature, the Filar-Nitzan receive a +2D bonus to their *sneak* skill. The primary disadvantage is that they have considerable difficulty generating enough mass in a given portion of their body to grasp any physical object. All manipulations of physical objects (*blaster*, *grenade*, etc.) suffer a +15 difficulty modifier.

Story Factors:

Reputation: Filar-Nitzan are a nearly unknown species, considered to be a myth even moreso than the Defel "wraiths." Often referred to as "cloud demons" or "gas devils," the Filar-Nitzan are a frightening species when encountered.

Move: 4/8 (floating)

Size: 0.3–2.1 square meters (dependent upon preferred density)

Note: It is strongly recommended that players not be allowed to play Filar-Nitzan characters.

Capsule: An extremely rare and virtually unknown species, the Filar-Nitzan are known to the very few who have any knowledge of the species as "cloud demons" or "gas devils." Native to an undetermined world in Wild Space, the Filar-Nitzan are gaseous beings whose coloration ranges greatly, and their glowing eyes tend to be the opposite color of their "bodies": green Filar-Nitzan tend to have red eyes, blue "cloud demons" orange eyes, and so forth.

Very little is known of the species, other than their nature makes them perfectly suited for infiltration and spying. Fewer than 400 of the species are believed to exist by the few xenobiologists who have any knowledge of the Filar-Nitzan.

Yansan

SecuriDex

Name: Yansan

Species: Ho'Din

Sex: Male

Homeworld: Moltok

Known Associates: None

Last Known Location: Hijoian Docks

Suspected or Potential Threat: Known saboteur, has crippled numerous Alliance and Alliance-allied craft

Threat Register: High in Hijoian Space and nearby Mid-Rim locales

Submitter: Lieutenant Commander Bakki Sourthol, Red Leader



Yansan is one of the more intriguing Ho'Dins known to Alliance Intell. A former ecology student on the Ho'Din homeworld Moltok (see pages 49–50 of *Galaxy Guide 4: Alien Races*), Yansan was always known as something of a nature fanatic, even among his own people. Yet in recent years, Yansan's general contempt for technology and its uses has taken an astounding turn.

Yansan came to the conclusion that the "evils" of technology were so great that he was obligated to rid the galaxy of all devices. In a move that very well illustrates the old adage of "knowing one's enemy," Yansan enrolled in the Traval-Parcor System Institute of Technology to learn all he possibly could. Upon his graduation from the Institute (about three and a half years ago), he embarked on a reign of technological terror, sabotaging scores of starcraft. He has caused the deaths of seven beings: three civilians and four Rebels.

Yansan has consistently chosen to disable starcraft that aid the Alliance in its struggle against

the Empire's oppression. Whether intentionally or by coincidence is not known, but nearly one out of every three vehicles he has sabotaged have been owned or operated by the Rebellion.

That Yansan operates in an area of heavy Rebel activity lends to this high percentage, but regardless of whether he intentionally chooses Alliance craft is irrelevant: he is costing the Alliance money, time and equipment, and is threatening many operations in Hijoian Space.

■ **ADDENDUM/SECURIDEX**

■ **SOURTHOL, BAKKI/LT. COMMANDER..**

Yansan's activities have become a serious detriment to our operations. His most recent incident of sabotage at the Hijoian Docks caused two of our Gallofree transports to crash. Luckily no one was injured, but the damaged craft will take precious time to fix. His crippling of one of our craft in Ichalin Station some months ago did not turn out so positively: four of our valued agents in that area were captured and killed when their escape craft proved inoperable.

One of the reasons Intell has asked me to contribute to Yansan's dossier is because of my encounter with him in the Fakir sector: he actually attempted to disable some of our transports while we were still inside! I noticed during his quick escape he has a considerable limp and favors his left leg: if you spot a limping Ho'Din milling about your craft, keep your visual receptors open.

■ **Yansan**

Type: Ho'Din Terrorist

DEXTERITY 2D+1

Blaster 3D+1, dodge 4D+1, melee combat 4D+1

KNOWLEDGE 3D+2

Alien species 4D, business 4D+1, ecology: Moltok 4D+2, law enforcement: Imperial 4D+2, planetary systems 4D+1, streetwise 5D, survival 5D+2, value: starships 4D

MECHANICAL 2D

Astrogation 3D, communications 3D, sensors 3D+1

PERCEPTION 3D+2

Con 4D+1, hide 5D+1, sneak 6D+1

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 3D+1

Capital starship repair 4D+1, capital starship weapon repair 4D, computer programming/repair 6D, demolition 5D, demolition: starships 6D, droid programming 4D+2, droid repair 4D+1, repulsorlift repair 5D, security 6D+1, space transports repair 4D+1, starfighter repair 4D, starship weapon repair 4D+1

Force Points: 1

Character Points: 5

Move: 11

Equipment: Datapad, diagnostic computer, vacuum suit, sporting blaster (3D+2), security toolkit, starship repair toolkit

Yurdak Fav

SecuriDex

Name: Yurdak Fav

Species: Shistavanen Wolfman

Sex: Female

Homeworld: Uvena system

Known Associates: None

Last Known Location: Neary, Outer Rim Territories

Suspected or Potential Threat: Currently jeopardizing Alliance scout activities in Unknown Regions, Wild Space and the Periphery

Threat Register: High in Unknown Regions, Wild Space and the Periphery

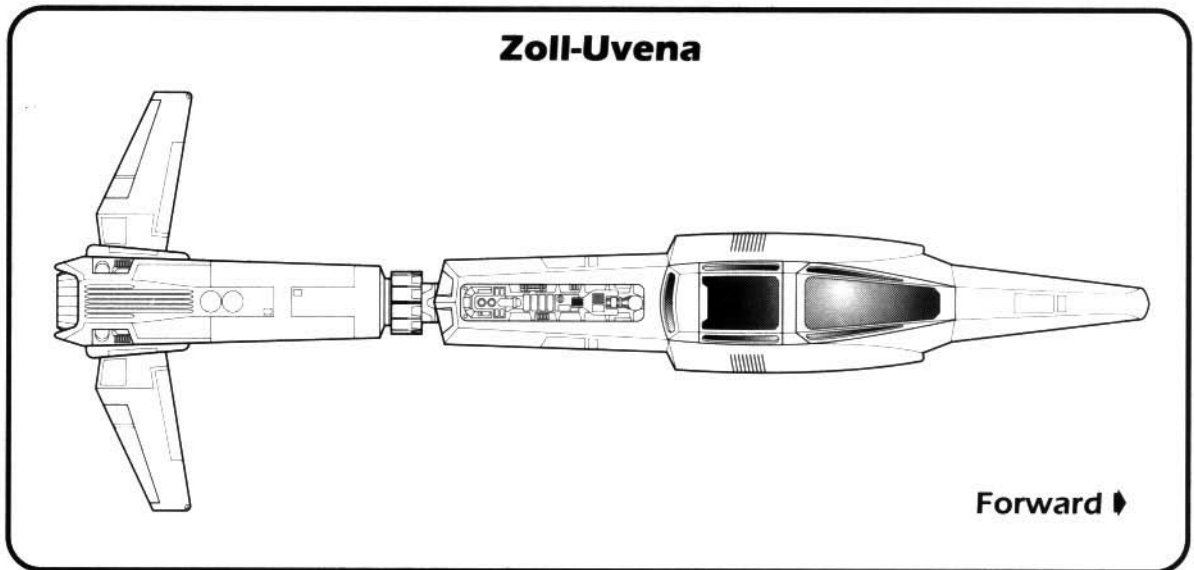
Submitter: Lieutenant Deeve

The Shistavanen scout Yurdak Fav is not known to be a definite threat to the Alliance, though her current actions have certainly hindered it. No longer officially employed, Fav has of late been spotted following several Alliance scouts who have been scouting out potential Alliance safe worlds. Regardless of her reasons for tailing the scouts, each time she has appeared, the scout is forced to abandon the world as not being secure.

The present shortage of safe havens to conceal the families of Alliance operatives makes it necessary to deal with Yurdak as soon as possible. None of our scouts have been attacked nor has there been any evidence of Imperial forces in these systems after Yurdak discovered them.



MART BUSCH



Yurdak Fav grew up in the Uvena star system, the youngest of a large family with a strong heritage in the scout service. Her great-great-grandmother served as a scout for the Republic. She served in the Republic Survey Corps until the rise of the Emperor, at which time she, like many other Shistavanen wolfmen, quit.

Each time Yurdak has been spotted, she has been using a different starship. She was most recently sighted in a modified Vangaard Pathfinder. (See page 40 of *Galaxy Guide 8: Scouts*.)

She is a short Shistavanen female who is starting to gray about her eartufts. She is darkly colored, but has a large splotch of cream-colored fur about her muzzle. She is not nearly as fearsome as many Shistavanen males. Her bright yellow eyes indicate her being of Inner Uvena system lineage, as opposed to the red eyes of those generally descended from the Outer portions of the system.

■ ADDENDUM/PERSONAL

■ SIVRAK, LAK/LIEUTENANT..

I knew Yurdak more than a decade ago, as we were both asked by the Uvena System Constabulary to aid in the search for Shistavanen Alpha Premier Korta Sarc. After Premier Sarc was found murdered at the Jenet embassy (and our portion of the job completed), she and I spent a good deal of time with the other scouts before returning to our respective home warrens.

She came across as a generally good person, although I realize this was long ago. I am not totally convinced she is intentionally disrupting the search for Alliance safe worlds, but we should consider questioning her next time she appears.

■ Zoll-Uvena

Craft: Vangaard Pathfinder

Type: Scout ship

Scale: Starfighter

Length: 36 meters

Skill: Space transports

Crew: 1

Crew Skill: See Yurdak Fav

Passengers: 2

Cargo Capacity: 100 metric tons

Consumables: 6 months

Cost: 35,000

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+2

Space: 4

Atmosphere: 350; 950 kmh

Hull: 3D

Shields: 3D

Sensors:

Passive: 30/0D

Scan: 45/1D

Search: 60/2D

Focus: 5/3D

Weapons:

1 Laser Cannon

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 0D

Space Range: 1-5/15/20

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Capsule: The *Zoll-Uvena* is Yurdak's most recent ship. It is a modified Vangaard Pathfinder, with improved maneuverability and a different weapon system than the standard model.

■ Yurdak Fav

Type: Shistavanen Wolfman Scout

DEXTERITY 2D+2

Blaster 3D+2, dodge 4D+2, melee combat 3D+2

KNOWLEDGE 4D

Alien species 4D+2, planetary systems 5D+1, survival 5D

MECHANICAL 3D

Astrogation 5D, sensors 5D, space transports 4D, starship gunnery 3D+2, starship shields 4D

PERCEPTION 2D

Hide 3D+2, search 4D+2, search: tracking 5D, sneak 4D

STRENGTH 3D

Climbing/jumping: climbing 4D, stamina 4D

TECHNICAL 3D +1

First aid 4D+1, space transports repair 4D

Character Points: 9

Move: 10

Equipment: Blaster rifle (5D), survival gear, comlink

Adventure Hook

The characters are assigned by the Alliance to accompany Alliance scouts when Yurdak appears, trailing the Rebel ship. The characters must attempt to capture Fav, who in her flight is captured by local slavers (perhaps members of the Mytaranor Slaving Council). The characters must rescue Fav from the slavers in order to question her. Perhaps she can be convinced to join the Alliance ...

STAR WARS®

ALLIANCE INTELLIGENCE REPORTS

by C. Robert Carey, J. P. Pietrzak and Trevor J. Wilson

"Slavers, bounty hunters, political radicals ... you don't have to wear an Imperial uniform to be a threat. Anyone or anything that hinders the fight for freedom is an enemy of the Rebel Alliance."

— Task Force on Alliance Security

Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles and aliens for use in any *Star Wars* roleplaying adventure.

A STAR WARS SUPPLEMENT

For ages 12 and up.

©, TM & © 1995 Lucasfilm Ltd. (LFL). All Rights Reserved.
Trademarks of LFL used by West End Games under authorization.

A supplement for use with *Star Wars: The Roleplaying Game*



40109

0-87431-260-4 \$15.00

