

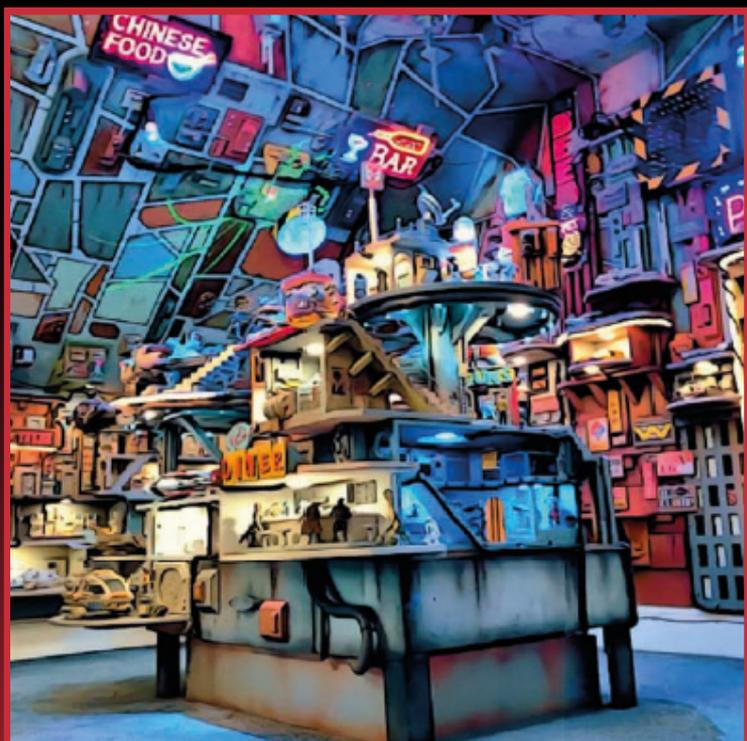
STAR WARS

NOVEMBER 2018

ADVENTURER'S JOURNAL

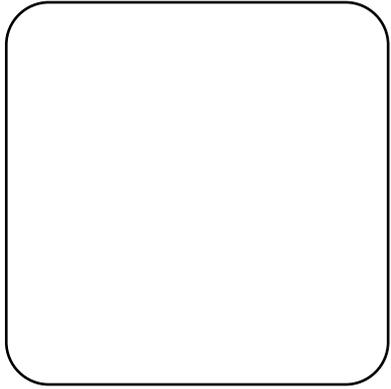
PRESENTS

GALACTIC GUIDE ONE ROTGUT STATION



CELEBRATING OVER 30 YEARS OF *STAR WARS: THE ROLEPLAYING GAME*

STAR WARS ADVENTURER'S SHEET



Character Name _____
Player Name _____
Template _____
Species / Gender _____
Height / Weight / Age _____
Physical Description _____
Movement _____ Force Sensitive? _____
Character Pts _____ Light / Dark Pts _____ / _____

DEXTERITY _____ PERCEPTION _____

KNOWLEDGE _____ STRENGTH _____

Tactics _____
MECHANICAL _____ TECHNICAL _____

GEAR - TECH - WEAPONS

WOUND STATUS

- STUNNED
- WOUNDED
- WOUNDED
- INCAPACITATED
- MORTALLY WOUNDED

GALACTIC GUIDANCE



I never set out to make an entire city but I have always loved playsets – a boxed environment to have your figures play out a scenario instead of just standing them on an empty shelf or table. About 6 years ago, I was determined to create a 'small settlement' type of interactive scene on a *Thomas the Tank Engine* play table. Fueled by a slodgy mental mix of *Deadwood* and *Borderlands*, along with flashes of any sketchy sci-fi city I've ever seen, from *Blade Runner* to B-movie nuggets like *Space Raiders* to one of my animated favorites, *Starchaser*.

The *Star Wars 1313* concept art was a HUGE inspiration as well. I was positive that this small outpost complex was going to be a less than hospitable location in the galaxy, any galaxy. Dirty, grimy, lived-in and more adult in nature. A play-set for a 40 year old dude that grew up in gritty sci-fi, which is exactly what it was.

With no planning, I approached it like a shopping mall. I wanted a few key anchor locations like a seedy bar, a motel, medical center, a landing platform and maybe a shop or two. I figured I could fill in any empty areas afterwards. The “high rise” motel came first, then I completed the rest over several months. I soon realized I had no empty space left, but I kept going. Up and under, over and out. If there was a flat spot to anchor another wall then that means someone else just opened up shop.

I wanted the city to basically build itself.

My main goal was to keep each individual structure as a fully playable and openly accessible location. Like a slummy doll house. I had no real back story, history or even a name for this monstrosity yet. And there it sat like a studio exhibit in one corner of my white walled playroom. I wanted it to be more immersive, I wanted it to surround you. I added lighting, I added more buildings, more facades, I moved along the outside walls and up to and down from the ceiling.

I felt like Richard Dreyfuss in *Close Encounters*. I stepped back and realized I actually did it, I created the sub level sci-fi gritty city I always wanted. From the signs and references, it skirted the edges of all the science fiction universes that sloshed around in my head. I didn't want it to be sealed within any one particular franchise bubble so that it could be visited by all characters and those crossover characters could interact. Not a parody necessarily but more like if *Starlog* magazine was a physical spaceport. Rotgut Station became a reality. Have fun with her. She's a crusty old gal but be careful, she'll welcome anyone or any Thing.

- Chris Shaylor, Empire Toy Works



NOVEMBER 2018

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ADVENTURERS JOURNAL

PRESENTS

GALACTIC GUIDE ONE

ROTGUT STATION

Contents

A Somewhere In the Middle of Nowhere <i>by Daniel Sturman</i>	6
Zero Hour <i>by Jason Dray</i>	24
Greetings From Gutter Town: A Solo Adventure featuring Ferris Hol <i>by Mark Dowson</i>	38
Another Day At Rot-Gut: Stories & Adventures.....	105
Left of Center vs. Rites of Passage	178
Blank Character Sheet	
HoloNews	

Features

Galactic Guidance	1
Mongdolian Monks ...STAT!	20
New Template: Detective	42
Starship ...STAT!	100
Location Scout: Rot-Gut Station, featuring Aurek Jenth	138
Exterior of Rotgut Station	141
About the Authors & Artists	181

STAR WARS Timelines

CANON

These articles take place within the canon *Star Wars* universe, any characters that are owned by Lucasfilms Ltd., cannot be used as the focal or Point of View characters in any submissions and may only be used as background NPCs. They can be mentioned very briefly, perhaps a line or two, and are never directly interacted with.

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Formerly known as the Expanded Universe (abbreviated EU), encompasses every one of the officially licensed, fictional background stories of the *Star Wars* universe, outside of the original six *Star Wars* films produced by George Lucas and certain other material such as *Star Wars: The Clone Wars*, created before April 25, 2014. These characters may be used in a limited capacity.

i.e. Gen. Reiken meets with the characters in the article to give them a mission, and they will report to him HOWEVER these missions can not have a direct impact on the canon characters or canon events.

Within the Legends continuity timeline are the Infinities stories. Written as parodies or presenting "what-if" circumstances, these stories are considered non-canonical within the officially licensed Legends continuity.

ADVENTURER'S

This is where we adventure into charted territory and established events and alter the landscape. Anything goes (as approved by the editors). Canon characters fully interact with those created by the contributor. Events can change and take a new direction. The story or article becomes part of the *Adventurer's Journal* in magazine universe and may or may not feature the persons, places, planets, and things that were first introduced in the Journal.

Unless otherwise noted, all entries are considered to take place within the **Adventurer's Timeline**.

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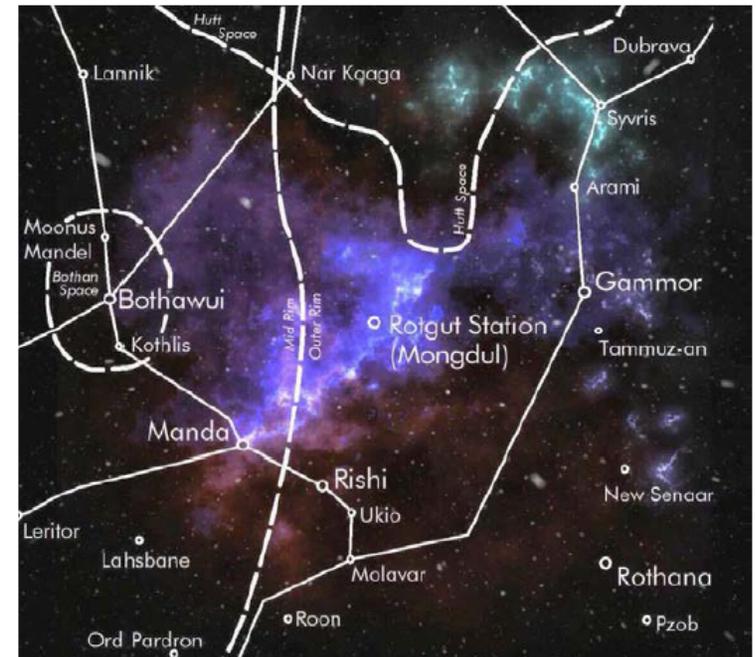


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Rotgut Station and the Mongdul System

The place we call Rotgut Station is located in the Mongdul system, in the Outer Rim of the galaxy, south of Hutt space, west of Gammor, east of Bothan Space, and north of Rishi. Further to the south are Tattooine, Rylloth, and Rodia. The proximity to these worlds and regions is reflected in the visitors, inhabitants, and passers through one can find there.

Travelers headed to Rotgut Station come from a number of nearby locations. From the south one is likely to make the jump from Rishi. Some might want to avoid Imperial trouble and jump from Gammor. To the north one sees travelers from Hutt Space.



Authors Note:

The purpose of this article is to help make Rotgut Station a place that is connected to the rest of the Star Wars galaxy in a meaningful way that allows it to be incorporated into existing games, and used as a major setting for events and adventures. We also want to give a sense of the relationship between different groups that have a presence there, to make it easier to figure out how each reacts to events to help move stories along. These topics are handled in broad strokes, as the specifics are to be found in the other articles contained within this publication.

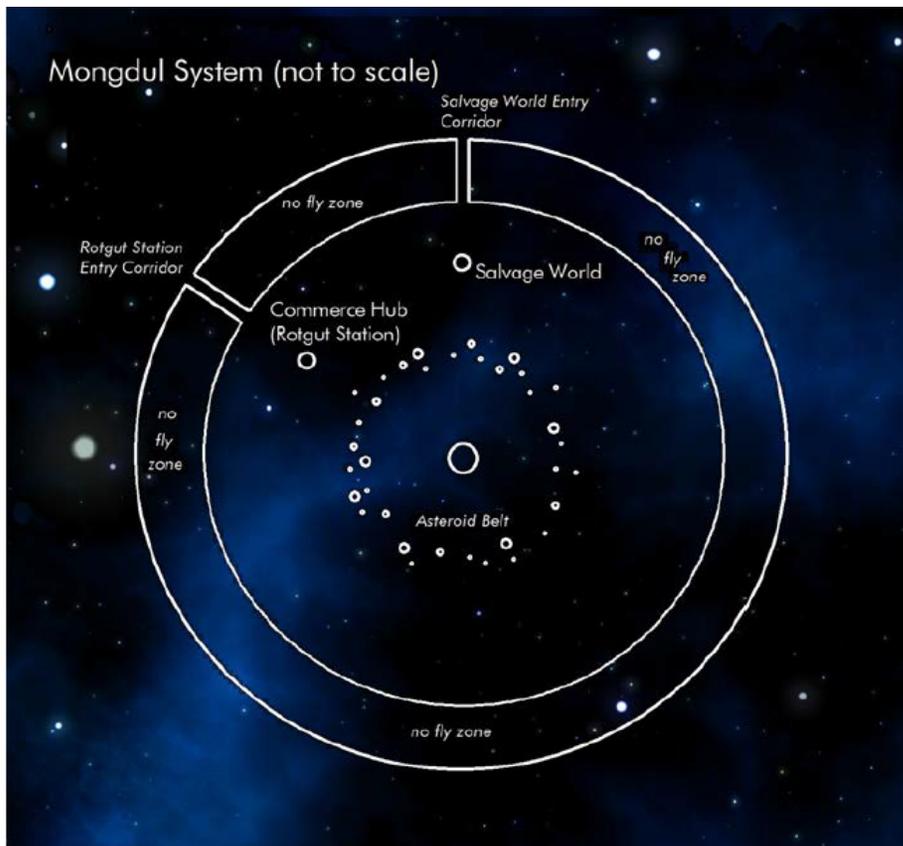
A SOMEWHERE
IN THE MIDDLE
OF NOWHERE

by Daniel Sturman

They usually jump from Nar Kaaga. Both Rishi and Gammor take six hours at standard (x1) hyperdrive rating, with Nar Kaaga taking a bit longer at 8 hours.

The station itself is located in the Mongdul (sometimes spelled Mongdool) system. Other than a moon sized, airless planetoid, the system just has an asteroid belt and no other planet sized bodies. Rotgut Station (or the Commerce Hub as the Mongdoolian Monks call it, more about them in a moment) sits just outside the asteroid belt. The planetoid (called Salvage World, complete with gaudy orbital holosigns stating this fact) also orbits just outside the belt as well.

Within the asteroid belt are not just asteroids that are being mined for ore, but also small communities and the domed farms that grow most of the food consumed in the system.



The Commerce Hub could be viewed as the capitol of the system. Most commerce happens here. If you want to buy parts for your ship, bid on ore shipments, buy a hyperspace calculation, or sell something, you do it here. There is a Hutt presence here, with the accompanying underworld dregs spilling into other sections of the station. The Empire maintains a garrison as well. If you need to get something done, you will probably do it here. The Mongdoolian Monks, a race of tentacled aliens that move about in robotic suits, all live here. They are behind most of the commerce in the system, and do well at keeping the Mongdul system from being run by outsiders.

The moon-sized planetoid is called “Salvage World”. Shipments of junk from all over the galaxy are deposited here. Floating picker platforms that resemble giant viper probe droids sort through the scrap piles, cataloging what is in them, and taking the more valuable parts away for storage underground. Beneath the surface, gigantic underground vaults are carved out for the storage of less hardy items like electronics and droid parts, as well as for valuable items like hyperdrives and starship weapons. The beings who live here refer to themselves as “salvagers” and consider themselves to be a separate tribe from the miners. They usually get along well enough with everyone else, but the residents of Salvage world can be tricky to deal with at times.

The people who live among the asteroids (or “belters” as they call themselves) are a collection of farmers, miners, technicians, and traders. They grow food in domed agricultural facilities, mine asteroids, quietly trade among themselves, and work hard to fix all of the machinery that likes to break more than work. They are often seen in Rotgut Station shopping, wandering about, or drunkenly gambling in Guttertown after selling off a haul. They, like the salvagers, consider themselves to be locals and have done well under the Mongdoolian Monks’ system of controlled trade and limited outside control.

When jumping into this system, it is important to get as close to the entry corridors as possible. The distance from the entry corridor that a ship exits hyperspace is related to their *Astrogation* roll.

TOTAL ROLL	DISTANCE FROM ENTRY CORRIDOR
<5	300
6-10	250
11-15	200
16-20	150
21-25	100
26+	50

Whenever characters jump into system, the GM should take note of the roll and the distance at which the players' ship enters the system. You'll need this in a moment when (and if) you check for pirate activity.

When a vessel drops out of hyperspace in the vicinity of Rotgut Station, the ship will get a message from the nav beacon that says "Welcome to Mongdool Commerce Zone. All visitors must proceed to Commerce Hub. Direct unauthorized access to other facilities is prohibited." They then get a series of navigation instructions that lead to the Commerce Hub, aka Rotgut Station. This is all done to better distinguish who is a pirate and who is legitimately doing business. Bulk freight headed to Salvage World uses a different set of nav beacons and a separate entry corridor to avoid traffic issues.

If you opt to check for pirate activity, roll 3D, with the difficulty being the *Astrogation* total from earlier. If the roll succeeds, the characters have gained the attention of pirates. These pirates are rumored to be an offshoot of the Pirates of Tarnooga. Their cautious methods have made them more than a nuisance to the local Imperial garrison, who because of their small presence can only do what is necessary to keep the pirates at a distance and not actually wipe them out or capture any.

Pirate crews usually have skills around 4D, with attributes in the 2D-3D range. If you want to make a leader type for them, use any of the pirate templates. Their usual tactic is to scan a vessel from a distance. The characters will notice this with an Easy *sensors* roll. If the characters are more than ten rounds away from the entry point, the pirates will proceed to a range of about 30-35

spatial units from them and fire ion cannons, while staying out of range of common lasers, blasters, and missiles.

If they manage to disable the ship, they will send in another ship equipped with a tractor beam to grab the damaged ship. At this point they will send a message for the crew to board escape pods and abandon ship. If they do not, the ship will be dragged to an awaiting corvette with grapples and the crew will be "forcibly evicted" before the whole pirate fleet jumps to hyperspace and parts unknown.

If the GM is not prepared to run in depth pirate adventures, the pirates can always send a message stating that it is the crew's lucky day. The pirates then will grapple the disabled ship and remove something that they want, whether it be a weapon or something mundane, like the ship's left rear landing gear. They then will ionize the ship one last time and leave before the characters can follow.

If you want to roll up some random "uglies" you can use the table below.

Pirates usually hunt in groups of 4-6 ships, and at least one will

UGLY PIRATE STARSHIP TABLE				
Roll 1D	Hull	Cockpit	Engines	Weapons
1	YT-1300 (Hull code 4D, 0D shields, 0D Maneuverability, x2 hyperdrive rating)	TIE variant (seats 1, sensors ranges 20:0D/40:1D/60:2D/4:3D)	Slot like engines that glow red. (space rating 5)	Y Wing ion cannon turret complete with the cockpit (fire control 2D, 4D damage, range 1-3/7/36)
2	YT-1300 with irregular hull plating added (hull code 4D+2, 0D shields, 0D maneuverability, -1 space, x2 hyperdrive rating)	Y Wing (seats 2 in tandem, sensor ranges 20:0D/35:1D/40:2D/2:3D)	Long cylindrical engines that look like they might be from a Y Wing (space rating 6)	Tractor beam and grapples (fire arc: rear, 1D fire control, 4D damage, range 1-2/4/6, grapples hold ship and ionize at 4D/round)
3	Football shaped Tammuz-an freighter (hull code 3D+2, 1D shields, +1D maneuverability, x3 hyperdrive rating)	YT-1300 (seats 4, sensor ranges 10:0D/25:1D/40:2D/2:3D)	Flat slot that glows red at the back of the ship (space rating 4)	Heavy laser turret made out of a TIE fighter mounted on the roof of the ship (1D fire control, 5D damage, range 1-3/12/25)
4	Unknown cylinder shaped ship with irregular plating on hull (5D hull, 1D shields, 0D maneuverability, x2 hyperdrive, -2 space)	Round bubble shaped thing (same stats as TIE variant in entry 1)	Scary looking booster rocket nozzles that glow red at back of ship (space rating 7)	Front mounted ion cannon (fire arc: front, fire control 2D, damage 3D, range 1-3/7/36)
5	Ghtroc Freighter (Hull code 3D+2, 1D shields, +1D maneuverability, x2 hyperdrive rating, -1 space)	Ghtroc Freighter (seats 3, sensor ranges 15:0D/30:1D/50:3D/3:4D)	Non-glowing ion emitters at back of ship (space rating 5)	Laser turret (2D fire control, 4D damage, range 1-3/12/25)
6	Unknown rectangular box hull (same stats as YT-1300 in entry 1)	Square box with windows, apparently made by hand (same stats as YT-1300 in entry 3)	4 cylinders mounted around rear of ship that glow red (space 7)	Blaster turret (1D fire control, 3D damage, range 1-5/10/18)

have an ion cannon, and another will have a tractor beam. The rest will be a mixture of whatever they can get. If you rolled say 1, 4, 6, and 3 on the table below, the ship would be a YT-1300 with a bubble canopy in place of the standard cockpit, two cylindrical engines mounted on the top rear and two on the bottom rear, and a tie fighter cockpit mounted on the roof as a turret. By no means is this the limit to the weird ships pirates use, this is just a guide.

Rotgut Station itself is a vaguely round asteroid with large docking bays that are accessed via round portholes in the sides, top, and bottom. With the gravity plane of the station, the top docking port is a large flat area inside with docking pits, not unlike a landing field you would see on many semi-developed worlds. The side docking ports are like those you would see on many space stations and ships, with many decks on which ships can land. The bottom bay has a number of docking towers for larger ships to connect with.

When one lands here, they will be surprised not to see the usual Imperial Customs agents. This is as a result of one of many agreements the native Mongdoolian Monks have with the Empire. Speaking of factions and how they interact with one another...



Factions of Rotgut Station

There are four main factions to consider when trying to figure out what is going on: The Mongdoolian Monks, The Hutts, The Empire, and The Rebellion.

The Mongdoolian Monks

Most prominent among the locals are the Mongdoolian Monks. These strange tentacled beings are said to be the natives of this system, and former inhabitants of the world that became the asteroid belt. Others say that they are inter-dimensional beings. The Monks themselves are quiet about this, and only give rare cryptic answers. The truth is that the monks are from somewhere else entirely, but keep the rumors going to prevent outsiders from finding their home planet.

Commerce is the lifeblood, and some would say religion, of the



Monks. They make a great deal of credits by selling ultra-fast hyperspace routes. They are able to calculate unstable routes that are many times faster than normal, but decay in a matter of days or hours.

The only non-Monk that knows the secret of how the Monks do this is Gomaar Traydah, the blind albino Ithorian farmer that runs the Ag and creature farms that cover Wall Sector Three, or as denizens of the station call it, the Nerf.

He has a variety of droids that help with the day to day running of his operation, including the ones that clean the toilets in the central complex. The contents of the waste management system are used as feedstock for special fungus that allow the Monks to “see” hyperspace routes. Unknown to outsiders, trace minerals and ingredients are added to the food served in the central complex to make the “fungus food” have the properties needed to grow them properly.

Mongdoolian Hyperspace Routes

How the Mongdoolian Monks generate hyperspace routes is a closely guarded secret known only to certain sects of their society. The effects of the calculations and their decay times are well documented, however.

The Monks sell navigation calculations encrypted on data cards that are used to interface with a ship's navicomputer. The contents of the cards will not translate properly if one attempts to duplicate them or transmit them elsewhere.

The base price of a route is 500-1000 credits. A freshly generated route is ten times faster than normal. After 1D hours it decays to x9, then after another 1D hours to x8, etc. Once the route decays to x0, it is no longer viable. The current price of a route is the base price times the speed multiplier.

If the route is a future route (it hasn't manifested yet) it will cost an additional x1 modifier for every 3 hours it is delayed, up to 30 hours.

A route with a base rate of 700 credits. It will manifest in 18 hours. Its price modifier will be x6 for the delay (18 hours/3) and x10 for speed modifier, with the total being 11,200 credits. The price will drop to 10,500 in 3 hours.

Routes that lead into the unknown regions will be several times as expensive, and one must remember that the routes don't work in reverse. It pretty much goes without saying that you don't purchase calculations unless you really need to get between two places quickly.

Other than the hyperspace routes, the Monks sell parts for almost anything you can imagine. Although the parts are stocked on Salvage World, one buys from the Monks on Rotgut Station and the parts are delivered there. This is part of the arrangement that the salvagers have with the Monks. If you need parts installed this can be arranged at standard rates, again by negotiating with the Monks. The Monks also run some other smaller businesses and overall manage commerce on the station and within the system.



And he said "that's the last thing heard my father say before falling off the tower." Of course his father was Darth Vader and we in The Dark Empire Costume Club like to focus on bringing the joy into peoples lives, not destroying dreams, severing limbs or crushing rebellions. So if you need a break from reality, and perhaps your dark father, come join us in bringing a smile to a child's life through the power of the force.

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The Hutts

The underworld is mostly represented by the Hutts. They are trying to buy up everything, and would very much like to own this place and everything around it.

They often have smugglers bring in illegal chems, but the Hutts make most of their money here via loan sharking and gambling. The Monks do what they can to keep this under control, but the Hutts are well versed in getting around regulation. The miners and salvagers would very much like to see the Hutts removed from the station, but only if the ledgers containing records of their debts were to be destroyed in the process.

Players may find that the only way to get information on certain subjects is to deal with agents of the Hutts. Endo Fash (pictured above) is listed as being “the Hutt” in station, but that role can be filled by whomever the GM deems a better fit based on their game.



Endo Fash entertaining officiants in Dirt Market

The Empire

The Empire keeps a garrison here.

They have an understanding with the Mongdoolians that they are not to sell hyperspace routes into secure Imperial facilities, like the nearby Rothana system. They maintain this with spies, bribes, and friendly threats of force.

They also are there to intimidate the Hutts, so that they do not try to overtly control the system. The Empire knows well that it

would not be in their best interests to have the Hutts control this place.

The Imperial presence in the station is but a small part of the overall task force that patrols the system. The base of operations for Imperial forces in the Mongdul system is an aging Acclamator-class assault ship. The internal bays have been converted to hold standard TIE/In fighters, which are used to patrol the system and keep pirates at bay.

These are early versions of the TIE, and still have the p-s3 ion engine. To keep the engines from overheating they are governed at a lower output than standard (in game terms the they have a space rating of 9 instead of 10). The LAAT assault craft is used in modified form to ferry technicians to perform maintenance on the numerous asteroid bouys in the system. Actual ground troops are far fewer than would be suggested by an Acclamator-class ship being present, at only one brigade of about 3,000.

Even then, they only keep a company sized (about 150 troops) element in the station at any given time, and rotate individual troops in and out frequently.



The Rebellion

Overt Rebel activity is rare to none in system, especially in Rotgut Station itself. Still, individuals working on the behalf of the Rebellion are not uncommon in the station. Agents will come into station to bid on repair parts, ore, or hyperspace calculations. The Mongdoolian Monks know very well that these agents are here, and are willing to play the game of pretending that they aren't there as long as those agents pretend that they aren't Rebels either and behave themselves.

This doesn't mean that there aren't any Rebels that reside on the station. There is at least one agent, a street preacher that codes gathered intelligence in his "insane" ramblings.

Still, the players would do well to keep their Rebel affiliations to themselves.



An Example of How the Factions Interact

Guttertown is a good example of how the four factions clash.

Miners, salvagers, and occasional Imperial troops drink and gamble there. They also fight a lot. Nothing too serious, mostly 'busted knuckles and black eyes'-type scuffles. The "good" chems are supplied by the Hutts, and often smuggled in by Rebel operatives. The Monks don't like this. They have no problem tipping off the Imperials as to where the spice horde is hidden or who has it.

The Empire mostly does this because they don't want to have a bunch of inebriated troops, know the Rebels make money off this, and busts may lead to finding the identities of Rebel operatives. On the other hand, they (the Imperials) will be careful not to cause too much underworld trouble because the Hutts keep the underworld from spilling out into the streets.

Rotgut Station and its factions can be thought of as a precariously balanced ecosystem, sometimes stable, sometimes not so much.

Conclusion

Rotgut Station is a sort of crossroads for this corner of the galaxy. People and goods aren't all that pass through here, ideas do as well. Different factions work with, for, and against one another in an ongoing dance that makes the whole thing live and breathe. We hope, with the material presented, that gamemasters can use Rotgut Station as a major setting for events and adventures, and make it their own.

Just as Chris Shaylor took plywood, plastic, paint, and other materials and built something that almost seems alive at times, we hope you can take these pictures, charts, descriptions, and stories within the Journal and build this setting into a living, breathing location in your own *Star Wars* galaxy.

MONGDOOLIAN MONKS ...STAT!

by Jason Dray



What follows is the winning entry to our first ...STAT! Article as introduced in *Adventurer's Journal Issue Two: Alien Creatures, Species, & Worlds*.

Jason will receive his very own Mongdoolian Monk figure courtesy of Empire Toy Works, for this entry.

Mongdoolian Monks

Mongdoolian are small, tentacled creatures resembling, in many ways, the cephalopods that inhabit so many worlds throughout the galaxy. Their small size and need for constant liquids to survive caused them to develop power suits early in their history to explore the land masses of their world. They first encountered the galaxy at large by examining a freighter that had crash landed on their world. Though the ship had no surviving crew, they were able to reverse-engineer first the astro-mech droid, then the other components of the ship itself, over the course of five generations.

During these generations, the mission to reverse-engineer the vessel became a unifying goal to the fragmented Mongdoolians, and took on a quasi-religious nature. Much like the cargo cults seen in post-WWII Earth throughout the Pacific Islands, the items were worshipped as if they had come from gods. However, the Mongdoolians soon came to understand, after sending a group of monks to the stars, that the creators of technology were not gods. The Mongdoolians monks were rather taken aback by the flawed nature of these once-worshipped creators of technology, and many crawled from their power suits to die a dry death in the bowels of the station where they had docked.

The Mongdoolian monks who survived what they call the “great disillusionment” stayed on Rotgut Station and began worshipping the technology instead of those who had created it. They began a strange, impossibly confusing break up into smaller sects, each worshipping a different sort of technology. Parts shared in common with the bewildering array of different technologies were highly prized as currency that every sect would accept. They are traded to settle disputes, acquire other pieces of technology and pay dowries. They are also used to cement alliances and as gifts to other Mongdoolian monks on religious holidays.

Personality: Mongdoolians tend to be twitchy, curious, and obsessive. Other races are often baffled at what a Mongdoolian finds intensely important or sublimely interesting.

Physical Description: Mongdoolians are almost never seen without their power suits. Indeed, most of the galaxy at large would not recognize the half-meter long cephalopods as sentient, let alone realize that they are the Mongdoolians. They have one yellow eye, mottled and rubbery skin, and six tentacles. They feed and speak to each other through a orifice filled with three rows of very small (but razor-sharp) teeth.

Homeworld: Mongdoolia may be the original homeworld of the Mongdoolians, but the Mongdoolian Monks can only be found on Rot-Gut Station.

Language: Most Mongdoolians understand Basic, and have programmed their power suits to vocalize the language. Amongst themselves they speak an electronic language that is a pidgin of Binary and their native tongue which they call “The Holy Communication.”

Example Names: Mongdoolians usually take on a name consisting of a single letter (a clan designation) and a number. They also respond to a variety of nicknames. One or more Mongdoolian Monks on Rot-Gut station that frequent the market respond to “Heyoo.”

Adventurers: Mongdoolians serving as adventurers would be very rare indeed. However, they might be convinced to travel with a group to get a chance to work with, or to barter for, exciting and new technology.



Mongdoolian Monk

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D+1/4D+1

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 2D+2/4D+2

Special Abilities:

Skill Bonuses: At the time of character creation only, Mongdoolians gain 2D for every one they assign to Power Suit Operation, Bargaining and Value.

Story Factors:

Technology Worship: Mongdoolians are known for their obsessive worship of junk technologies. To tell a non-Mongdoolian the specific reasoning behind this, or to explain to an outsider how the different sects work and why they trade and gift pieces of tech as they do is to risk losing the grace of the technology spirits that provide life and “spark” to all Mongdoolian Monks.

Move: 3 (6 in suit)

Size: 0.5 Meters, 1.8 – 2.0 meters in power suit

Mongdoolian Power Suits:

The power suit of a Mongdoolian monk typically contains technology from their home world and dozens of other cultures. It grants +1D to Strength, +1D protection vs. Energy and Physical damage, and provides a constant slurry of the chemicals Mongdoolians need to stay happy, well-fed, and healthy.

Strangely enough, Mongdoolians have found that the combination of water, chemicals, and biological material found in the sewer system can be easily made into a near-perfect cocktail, though they have long worked to blame breaks in the sewer system on a group of Ewoks who also live on the station.



Shanac could see the quarry now, and keyed the wrist pad that controlled the sensor drones. The drones, lovely creatures, spiraled in long, slow circles extending outward to 200 meters. Each of the three sent data back to Shanac's helmet. All was clear. The target was alone.

The quarry was the human renegade Kira Liarra, wanted dead or alive for aiding and abetting rebels and stealing the cargo of the gangster Ploovo Two-For-One. The fact that Kira was also wanted by some very unsavory pirates for blowing up their base (most likely the pirates that had in fact stolen the cargo) may have dissuaded many bounty hunters from taking the contract. Or perhaps, Shanac mused as he checked the ammunition display on his disruptor rifle, other hunters didn't want to kill one of their own. Shanac cared little of those things. The contract was all that mattered, and the 15,000 credits.

Shanac crept along the alley, saw the fire escape above, used the repulsor-lift boots to make the four-meter jump, and soon found a catwalk that would serve as the hunting blind. One last check with the sensor drones and Shanac settled in and watched the warehouse door. A scant two minutes and 37 seconds later

and the door opened. The rangefinder told Shanac that it was exactly 72.41 meters to the center of the door. Shanac had studied this Kira target well.

Kira was of the world Jabim, and human.

She did not use high tech gear, and seemed to not trust or understand it.

She would not see Shanac in the dark.

She would not look for sensor drones.

Best of all, Kira was a pistoleer, and would not be at a range to engage Shanac even if she did spot something amiss.

Kira stepped into the doorway, Shanac pulled the safety trigger gently, then squeezed down on the firing stud. The disrupter was loud, unsubtle, but it was Shanac's signature weapon. Kira's molecules blew out in a spray of blood and DNA. Shanac keyed the wrist pad to stop recording. The drones kept the active sweep up as Shanac certified the kill with a DNA sample and medi-scan. Shanac would collect the bounty on the Kira target in the morning.

Zero Minus 120 hours

Kira had contacted Deckler two weeks ago. He had been apprehensive at first, but Kira's money was in coin, and her plan didn't risk *his* skin. Anyways, his ship wasn't big enough to make decent money running cargo. He loved his YV-636, the *Dagger*, but what it had in speed and maneuverability it paid for with a cargo limit of 20 tons....

But two hundred credits a day for taxi service was good money, and he was free, even encouraged, to pick up cargo at each destination. It was a dream come true. Besides, Kira didn't look like she was in the mood to take no for an answer.

Zero Minus 95 hours

Marus Finch was an info-chant tonight, and would be for the foreseeable future. He could forget about his horribly boring job working as a data analyst for Rotgut Station. This was what he lived for, and Kira always gave him interesting things to look for.

The job was simple.

All Marus needed to do was find information on the bounty hunters that had targeted her and a few associates. But Marus needed more than their names. Kira wanted to know how they worked, if they had signatures and tells. Kira wanted to get inside their heads. It was easy enough, really, as that sort tended to have big egos and very identifiable “calling cards” – signature attacks and well-known methods of operating. Luckily, there was plenty of opportunity to research these bounty hunters, both on the HoloNet and DarkNet, at terminals all over the promenade. Then there was the shopping list. Wow, that would take some time to scavenge and build.

Kira was hot as hell with a blaster, or so he had read

He loved a challenge. Now, where in Guttertown would he ever find an unregistered bacta tank? This was going to cost her. Marus had charged her three thousand credits up front, and three thousand later. She didn't seem to have a problem with it. And, anyways, Marus thought as he messaged a Moongdoolian Monk about rush delivery on a SCOP tank, it was such a damned interesting job... Marus had struggled to find a SCOP tank, even on an antiquated old scrapheap like Rotgut. Honestly, he was glad

that so few ships carried the old food creation devices. Growing Single Cell Oriented Proteins and then adding flavor drops to them did NOT sound like good eating to Marus.

Zero Minus 68 hours

Marus was tired of Kira poking around his stuff. He was a little upset that he had to work out of a cargo hold, and didn't like that he was travelling in this piece of junk ship either. But still, Marus had never been out of his home system, so a little free trip to Ord Cantrell wouldn't hurt. Besides, they had beaches, and he had never seen a beach. He showed Kira how to use the new tech one more time. Marus was amazed that it actually seemed to be sinking in, albeit slowly. Kira was hot as hell with a blaster, or so he had read, but she could barely use a quarter of the stuff in this room. The bacta tank, useless for anything except small animals, had been rented from a struggling veterinarian. It was jury rigged to the SCOP tank. Inside it, something resembling a bad egg, part blood and part yolk, roiled in a sticky ball.

Zero Minus 15 hours

The bounty hunter Shanac considered believing in fortune again. Shanac had only registered the bounty two days ago, and had been searching for the quarry. To Shanac's surprise, the quarry had swiped a credit stick to rent a warehouse on Ord Cantrell, only four hours from the planet Shanac lived on. Checking to make sure the disruptor was fully charged and operating smoothly, Shanac boarded a small freighter, the *Dagger*, that had agreed to transport him. Best of all, for 500 credits no questions would be asked.

Zero Plus 1 hour

Shanac collected his pay at the Imperial Customs office. The duty officer looked down his nose at Shanac, muttering "Ubese turd" as he paid out 15,000 credits in coin to the insect-like faceplate. Shanac boarded a small transport. The duty officer looked at the scans. It was a YV-636, smaller than the more common YV-666 by half. It was a perfect bounty hunting vessel, and the duty officer knew that it was favored with smugglers

because of its speed and maneuverability. A warning popped up in the corner of the display, but it was quickly ruled out as a warning for a YV-699 called the *Banshee*. YV-699s looked different enough from the 636s, especially with the underslung and detachable cargo container, that the duty officer made digital note of the computer error and tagged it for the technicians. Then, he quickly decided that he didn't care. The ship applied for clearance to lift off, and Shanac was never seen again.

Zero Plus 2 hours

Kira took off the stuffy helmet. She was officially dead, which would only make the next few weeks easier.

"How did the remote drones work? Was the interface easy enough to use?", Marus asked.

"Worked like a dream, as did the holo projector. Quite convincing." said Kira as she tossed the small projector back to Marus. He fumbled it, and it clattered across the deck plating.

"Hey, watch it!" He said. Kira just smiled that wicked smile of hers and plopped three small backs of credits on the table. She was right, he thought. There was plenty of money to go around.

"I'd really prefer to never have to fill balloons with your blood and bodily proteins again, if that's alright with you." That part had been particularly disgusting, and his stomach rolled as he recalled the balloon that broke.

"Hey, it worked, right?" Kira said. "After all, they needed proof that I had been disintegrated."

"Actually, if you had been disintegrated, there wouldn't have been proof. We needed to make it appear that you had been vaporized and disrupted. And yes, it appears to have worked."

So, Marus, who's our next target, and what do we know about them?" Kira said, throwing her feet up on the table.

"Meshla Runi, another one of those self-styled 'Mandalorians', though I can find no evidence to suggest that she ever had contact with the esteemed group. Prefers the direct approach, which means she fights like you..."

Kira interrupted. "Not anymore, though I'll still get direct with you if you don't continue the brief."

How he had become a data analyst was a story of woe and underachievement, but he was thinking that he could really start to like this job.

"Sure thing, boss. As I was saying, Meshla Runi. Uses a scoped blaster carbine, prefers to stun her targets and bring them in alive. Armor enhancements, from the footage of her last catch, include stunners in the bracers, sensor package in the helmet, and about 15 kilograms of ceramic armor."

"Any air system or rocket packs?"

"Apparently not."

"Okay," Kira grinned, "Tell me if you think this will work..."



Shanac (Prior to his disappearance in 4 BBY)**DEXTERITY 3D+1**

Blasters 5D+1, Dodge 4D+1

KNOWLEDGE 3D

Streetwise 4D, Law Enforcement 4D

MECHANICAL 2D**PERCEPTION 3D+1****STRENGTH 2D+2****TECHNICAL 3D+2**

Blaster Repair 4D+2, Droid Programming/Repair 4D+2

Marus Finch**DEXTERITY 2D+2**

Dodge 3D+1

KNOWLEDGE 3D+2

Bureaucracy 4D, Streetwise 4D, Alien Races 4D

MECHANICAL 2D+2

Communications 3D+1, Sensors 3D+1

PERCEPTION 3D

Bargain 4D

STRENGTH 2D+1**TECHNICAL 3D+2**

Computer Program/Repair 4D+2, Droid Program/Repair 4D+2,
Equipment Repair 4D+2

Razias "Raz" Deckler**DEXTERITY 3D**

Brawling Parry 3D+2 , Dodge 3D+1

KNOWLEDGE 2D+2

Planetary Systems 3D

MECHANICAL 3D+2

Communications 4D, Sensors Operation 4D+2, Shields 4D, Starship
Piloting 4D+2 , Starship Gunnery 4D+2,

PERCEPTION 3D

Con 3D+1

STRENGTH 2D+2

Brawl 3D+1

TECHNICAL 3D

Starship Repair 4D

Kira Liarra**DEXTERITY 4D**

Blaster 5D, Blaster Pistols 7D, Brawl Parry 5D, Dodge 5D

KNOWLEDGE 2D**MECHANICAL 3D**

Repulsorlift Piloting 3D+2, Starship Gunnery 3D+1

PERCEPTION 4D

Search 5D

STRENGTH 3D

Brawl 4D

TECHNICAL 2D

The Dagger

Craft: Corellian Engineering Corporation YV636 Light Freighter

Type: Light freighter

Era: Galactic Republic

Affiliation: General

Scale: Starfighter

Length: 28 meters

Skill: Space transports: YV636

Crew: 2 (pilot and copilot/gunners)

Passengers: 2

Crew Skill:

Cargo Capacity: 20 metric tons

Cost: 80,000 (new), 18,000 (used)

Hyperdrive Multiplier: x2

Backup Hyperdrive: x12

Nav Computer: Yes

Consumables: 2 months

Maneuverability: 2D+1

Space: 8

Speed: 350; 1,000 km/h

Hull: 3D+1

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/4D

Weapons:

Heavy Blaster Turret

Fire Arc: Turret

Crew: 1

Skill: Starfighter gunnery

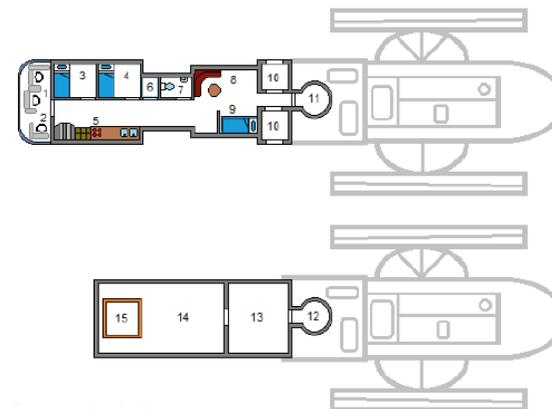
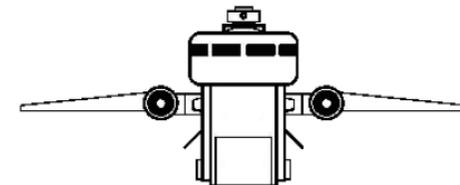
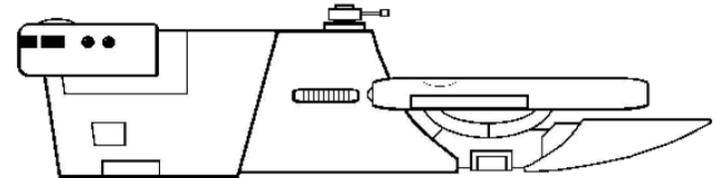
Fire Control: 1D

Space Range: 15/10/17

Atmosphere Range: 100500/1/1.7 km

Damage: 4D

Notes: Maneuvering Fins: in atmosphere Maneuverability: 3D



1. Pilot and Copilot Station
2. Sensors/Comms Station
3. Captain's Room
4. Copilot's Room
5. Kitchen/Galley
6. Fresher
7. Water Closet
8. Dining/Lounge
9. Guest Bunks
10. Airlocks
11. Turbolift (up to turret)
12. Turbolift (down to outside)
13. Secondary Cargo Hold
14. Primary Cargo Hold
15. Cargo Elevator

The Banshee (Stock YV-699)

Craft: Corellian Engineering Corporation YV636 Light Freighter

Type: Light freighter

Era: Galactic Republic

Affiliation: General

Scale: Starfighter

Length: 28 meters

Skill: Space transports: YV636

Crew: 2 (pilot and copilot/gunners)

Passengers: 2

Crew Skill:

Cargo Capacity: 20 metric tons in hold; 80-ton detachable cargo container

Cost: 95,000 (new), 25,000 (used); 2,000 per cargo container, 6,000 per repulsorlift container

Hyperdrive Multiplier: x2

Backup Hyperdrive: x12

Nav Computer: Yes

Consumables: 2 months

Maneuverability: 1D+2

Space: 7

Speed: 350; 1,000 km/h

Hull: 3D+1

Shields: 1D

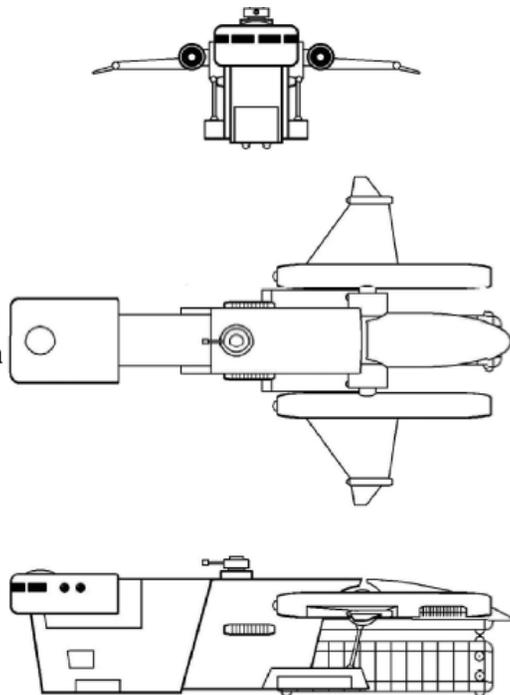
Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/4D



Weapons:

Heavy Blaster Turret

Fire Arc: Turret

Crew: 1

Skill: Starfighter gunnery

Fire Control: 1D

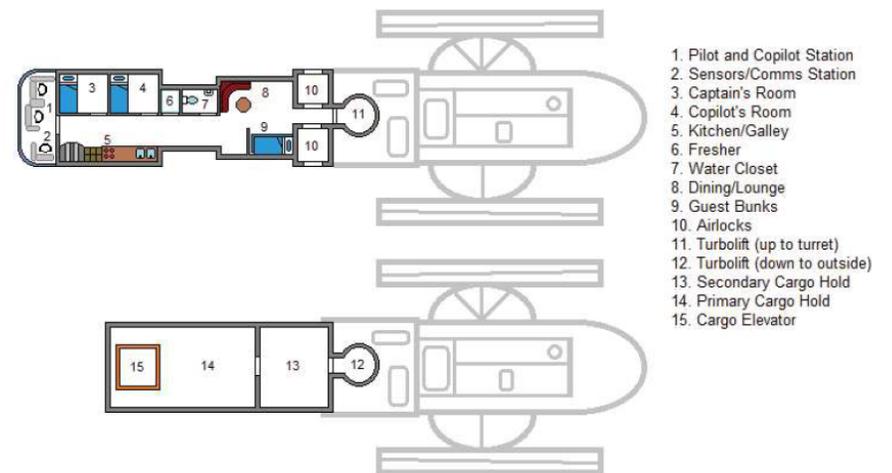
Space Range: 15/10/17

Atmosphere Range: 100500/1/1.7 km

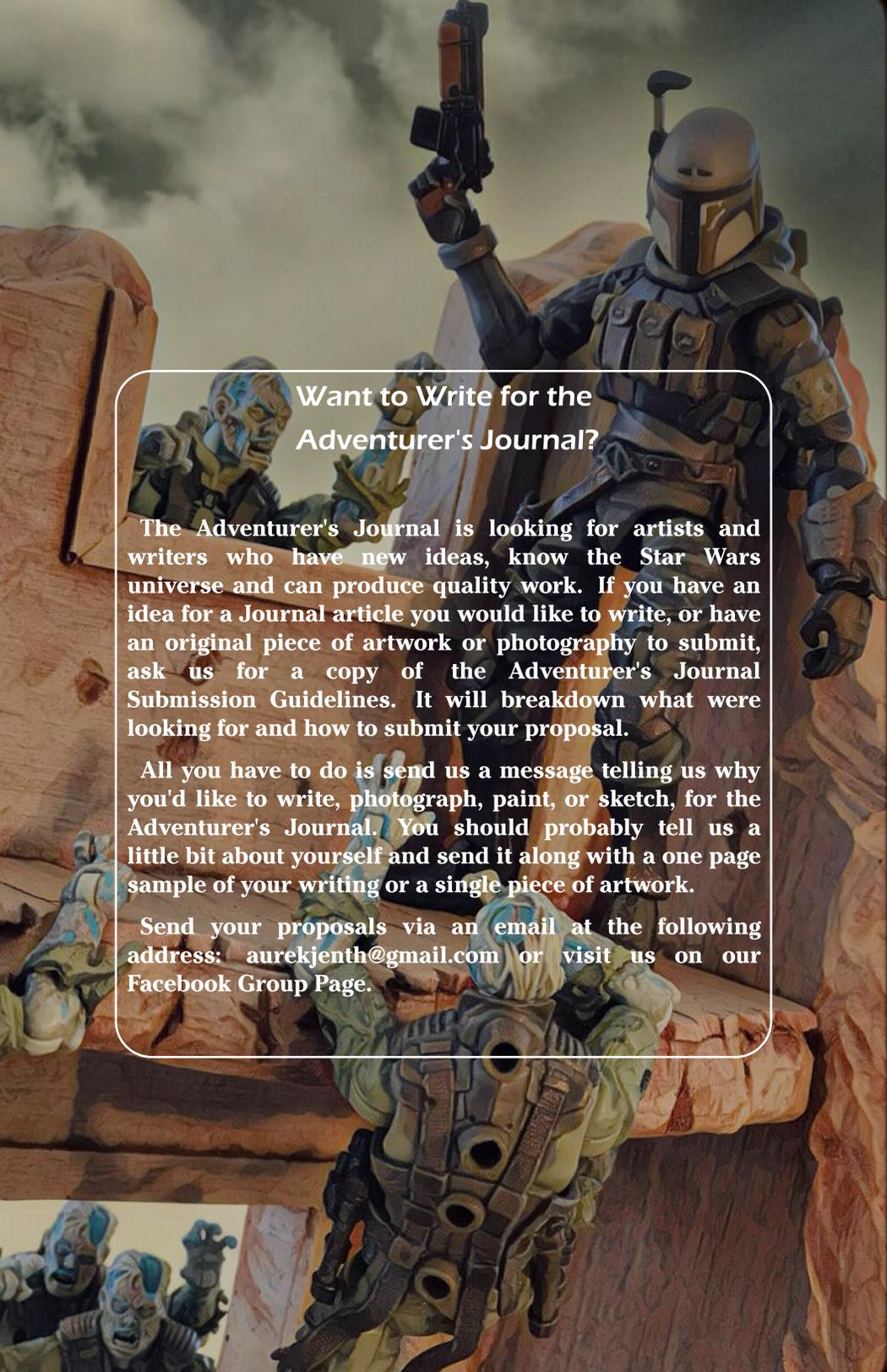
Damage: 4D

Notes: Maneuvering Fins: in atmosphere Maneuverability: 2D+1

The YV-699 was designed to correct the problems inherit in the YV-636 and YV-666. Mounting an under slung, 80-ton cargo pod, this model can rapidly drop and pick up cargo, whether it be in port or on the battlefield, thus saving precious time and money. Further, many enterprising mercenaries and blockade runners have built repulsorlift cargo pods, allowing captains to simply enter the upper atmosphere and release a pod. The most primitive of remote control systems then bring the pod to a gentle touch down at the desired location with little risk of being caught on the ground.



1. Pilot and Copilot Station
2. Sensors/Comms Station
3. Captain's Room
4. Copilot's Room
5. Kitchen/Galley
6. Fresher
7. Water Closet
8. Dining/Lounge
9. Guest Bunks
10. Airlocks
11. Turbolift (up to turret)
12. Turbolift (down to outside)
13. Secondary Cargo Hold
14. Primary Cargo Hold
15. Cargo Elevator



Want to Write for the Adventurer's Journal?

The Adventurer's Journal is looking for artists and writers who have new ideas, know the Star Wars universe and can produce quality work. If you have an idea for a Journal article you would like to write, or have an original piece of artwork or photography to submit, ask us for a copy of the Adventurer's Journal Submission Guidelines. It will breakdown what were looking for and how to submit your proposal.

All you have to do is send us a message telling us why you'd like to write, photograph, paint, or sketch, for the Adventurer's Journal. You should probably tell us a little bit about yourself and send it along with a one page sample of your writing or a single piece of artwork.

Send your proposals via an email at the following address: aurekjenth@gmail.com or visit us on our Facebook Group Page.

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GREETINGS FROM GUTTERTOWN



**A SOLO ADVENTURE
FEATURING FERRIS HOL**

by Mark Dowson & Brian L. Bird

In this solo adventure you get to play the professional detective, Ferris Hol. You will need to create your version of her by assigning skill dice.

Ferris has six attributes. These are Dexterity, Knowledge, Mechanical, Perception, Strength and Technical. The skills you will have a chance to use are listed under the attributes they are based off. If you have not assigned any dice to a skill, it uses the value of the attribute above it. Ferris for example has Perception 3D+2 so if you put nothing in her Persuasion skill, it would have just 3D+2 (three dice with +2 added to the total rolled when the skill is used).

Ferris has seven dice to assign to skills. No more than two dice can be put into a skill. If Ferris put one dice in her Persuasion, that would give her Persuasion 4D+2. If she put two dice in, it would give her Persuasion 5D+2.

With attribute and skill rolls you can, if you want, use the Wild Dice rules from the second edition Star Wars rules. One of the dice you roll, before rolling it, is designated the Wild Dice. If it rolls a 6 you get to roll another dice, which also counts as a Wild Dice, and add the result from that one to the total. If you roll a 1 on the Wild Dice however, you must discard the highest result rolled on one of the other dice in that roll and the 1 the Wild Dice rolled.

Ferris has the Force skill, Sense, at a base of 1D but you can raise it by assigning one or two of your skill dice to it, increasing it to either 2D or 3D. If you want a reasonable chance of success with using Ferris's Force skill, you are advised to max out on it, although you can succeed at the adventure without using this skill. You are however advised to put at the very least one skill dice in either Dodge or Blaster!

Now if you have assigned your skill dice to your character, with character sheet at the ready turn to the start of the adventure on page 44 to begin and as you play through it, use your choices or attribute and skill rolls at the end of each section to determine which section to go to next. Good luck and may the Force be with you!

THE DETECTIVE

When we think detective our mind goes to literary examples of the consulting Sherlock Holmes, Hercule Poirot, or Charlie Chan from the literary classics and films. In modern times we can envision police detectives like Kojak, Columbo, the stalwart Sheriff Walt Longmire, or the hard-edged Jessica Jones.

Rimward detectives and Jedi at either extreme - they're both required to 'investigate' independently without the support of a greater organization while having access to unique resources. They don't necessarily have the time/resources to spend on running down every lead and have to rely on their gut, and are also required to make decisions in the field that would be made by an administrative body were they a police detective.

No matter what kind of investigation it is, the basic process is the same, follow leads, track clues, perform surveillance, and piece things together to solve the puzzle present before them. The difference is the level of adherence to the process itself either because of a lack of resources or motivation.

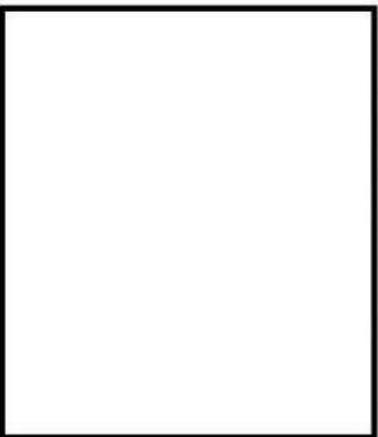
You might not be the walking arsenal bounty hunters tend to be or be Jedi Investigator, like Kenobi, but you have your talents. Apt at solving cases by talking to the right people, and not prone to disintegrating people, like bounty hunters are, you have the advantage of often being able to tell when you are being lied to.

Good forensic skills and a thorough attention for detail means you often spot the vital clues the law enforcement officials have missed. As for being aided by the power of Psychometry, imagine how much faster Kenobi would have tracked down to Kamino the bounty hunter behind the assassination attempts against Senator Amidala, if he had the benefit of that to aid him...

When those behind a crime you are investigating decide to play rough and attempt to dispose of a certain interfering detective, you can certainly take care of yourself, and perhaps pack quite a punch by carrying a blaster like the Rakura Arms Adjudicator Compact.



STAR WARS ADVENTURERS JOURNAL



Character Name Ferris Hol

Player Name _____

Template Type Detective

Gender/ Species Female / Kiffu

Height 6' **Weight** 165 **Age** 25

Physical Description

Blond hair hazel eyes. Tall and slim yet fit and toned. Red tattoo of Hol clan across eyes and nose. Angular features of face and defined feminine strike a unique beauty. Fashionable clothes that are also utilitarian in purpose.

Force Skills & Powers

Senses

Post-Occupation

Dexterity 3D _____

Blaster

Dodge

Running

Knowledge 3D _____ Streetwise

Alien Species

Intimidation

Law Enforcement

Mechanical 2D _____

Perception 3D+2 _____

Con Persuasion

Hide Search

Investigation Sneak

Strength 2D+1 _____

Brawling Stamina

Jumping/Climbing

Technical 2D+2 _____

Computer Program/Repair

First Aid

Security

Background: Ferris is one of the rare Kiffu to be born with psychometry. She served in the Kiffu Guardians alongside her parents. After her father's death she and her mother journeyed to Beatrix III and were recruited into Alliance Intelligence through the Holstrum Talent Agency where Ferris served undercover as a model. During this time she had the unique opportunity to have the new female protocol droid from Cybot Galactica modeled after her. After her mother's death she left Alliance Intelligence and was invited to work Corporate Investigations for Cybot Galactica. Hoping to mourn her mother's death through her work, her empathy towards droids begins to affect her judgment and she resigns to start Guardian Investigations.

Personality: Ferris tends to keep to herself and focuses on the job. During her downtime she like to listen to all kinds of music, reads history, and studies the places her investigations send her. Though she prefers the company of women, she will not shy from using her wiles on anyone she feels is susceptible. Focused, and fierce when she needs to be. She has a playful old soul that she keeps reserved for only those she lets close.

Objectives: Uphold her family's legacy of service to the truth.

A Quote: Not the guardian angel you were expecting?

Equipment: Datapad, Electronic Lockbreaker, pocket hydrosparner, Rakura Arms Adjudicator Compact 5D

Movement 10 **Wound Status**

Char. Points 5 **Stun**

Force Points 2 **Wounded**

Force Sensitive? Yes **Incapacitated**

Dark Side Pts. _____ **M. Wounded**

You check your chronometer, as the electronic docking sounds and inflight announcement breaks through the music pulsating in your headset. Stretching and swinging your legs over the side of your bed, you take a moment to appreciate the pilot's talents in arriving at Rotgut Station, on the Outer Rim, near Hutt Space, a full 2 hours earlier than scheduled.

You could easily walk to the cockpit and do so in person, but you deserve as much privacy as the luxury yacht provided. As the sole passenger you took the time to catch up on local music, view holonews of the Empire and the Rebellion's current counter-efforts. Most of the entertainment was slanted towards the Empire, but as you reached the Outer Rim the broadcasts take a rebellious and, in your opinion, more appropriate slant.

Though you are early, time was working against you. Every moment spent needed to be to the accomplishment of your goal. A goal you accepted 2 days ago, find the Princess of Kessel. Reported missing 4 days ago, with her last known location being reported as Rotgut Station, from where she sent a holo-postcard to her parents. If she's here you've won the race against time, if she isn't, well hopefully there's a trail you can follow and nothing too uncouth has happened to her.

On walking over to the edge of the docking bay, you reach the door leading further into the station.

Through it, corridors leading away from the docking bay quickly transition from metal to the rocky striated interior of the asteroid of which the station has been built in.

Holo-displays and printed advertisements begin to dot the walls of the corridors. If you wish to immerse yourself here in what you can see and hear, **turn to 130**. To just continue straight on, **go to 1**.

1 Opening the door at the end of a corridor, you step through it, out onto a wide green walkway, looking out over the cavern forming the interior of the asteroid you are inside. Some distance away across the cavern floor, you can make out the towering structure of the Main Platform. To your right you can see the entrance into a place to stay, called the Econo Lodge, and steps at the side of the walkway down to the next level. Stretching behind you to your left are the doors of venues offering services. The third door is beneath a high relatively small sign saying, "THE LUSTY LADY". Just above the door are holo-images of the faces of

four women. The top left woman has green skin and orange hair and the bottom left one has blue skin and red lips. To the right side of the holo-images is a vertical row of three red Xs. **Go to 9** to enter this place. To your far-left is a brown wall with a doorway in it and a set of steps next to it up to the next level. **Turn to 133** to go through the doorway. **Turn to 30** to go up the steps.

A few air-taxis arrive in front of you, hoping to pick up a passenger. **Turn to 11** to go for a droid-driven air-taxi or **to 33** to pick one piloted by a living being.

2 Standing on a wide green walkway, stretching to your left and right, you see a grey door in front of you with the holo-images of four women above it and to the right of them, a vertical row of three red Xs. Go to 9 to enter this place. To your right is a brown wall with a doorway in and steps up to the next level next to it. **Go to 133** to go through the doorway. **Turn to 30** to go up the steps. **Turn to 33** to instead catch an air-taxi to somewhere else.

3 You enter the storeroom. Inside it is dimly lit due to a malfunctioning flickering circular light in the centre of its ceiling. Facing you at the far end is a doorway. To your left are various containers and a filing cabinet.

Along the wall to your right is what, you suspect, must be a refrigeration unit for dead bodies. It is slightly longer than human length, with curved edges. The refrigeration unit is locked. **Go to 7** if you wish to try and get it open. On the filing cabinet you can see a data pad, which someone must have been in a real hurry to forget to lock up. **Turn to 122** to try and get into the files on it.

4 Sheriff Coogs hands you a data card. "Here's everything to date from our investigation on the disappearance of your Princess," he tells you. Note down you have the "Investigation Data File" and next to it the number "164". You can turn to this number whenever you want after first making a note of the number you are currently on, so you can go back to it.

Turn to 164 to look at the file right now. **Turn to 38** if you ask to see the body. **Turn to 72** to enquire where the body was found. **Turn to 81** to just thank the Sheriff and leave.

5 Roll the dice in your *Persuasion* skill. On a result of 14 or more, **turn to 38**. On less than this, **go to 17**.

6 Running out of the doorway and sprinting up the stairs to your right, roll the dice in your *Running* skill. On a total of 10 or more, **turn to 81**. On less than this, **go to 23**.

7 Pulling out a lock breaker, you get to work on the refrigeration unit's electronic lock. The metal of its surface is cold to the touch. Roll the dice in your *Security* skill. On a result of 15 or more, **turn to 22**. On less than this, **turn to 16**.

8 Roll the dice in your *Persuasion* skill. On a result of 14 or more, **turn to 72**. On less than this, **go to 17**.

9 You enter a small red carpeted foyer with a door lined corridor, ending in stairs going up, at the rear of it, facing you. To your left is a reception desk.

"How can we at the Lusty Lady help you, sweetie?" smiles a red-skinned Zeltron woman behind the desk. "We are prepared, for a reasonable price, to do anything to ensure you have a good time..."

"Sorry, I'm a detective. I'm looking for this woman," you reply, holding up your holo-image of the Princess.

"Shouldn't tell you this, honey. I've seen that girl here a number of times. She likes the Nautolan girl. I can't blame her. The Nautolan girl is quite something. I think you would like her too. She is in the bedroom through the fifth door on the left of the corridor. You should so visit her. You won't regret it." If you have "Lead X", **turn to 128** to visit the Nautolan girl to follow it up. If you have "Clue A" and want to ask the Zeltron if she knows where you can follow it up, **turn to 179**. **Turn to 131** to leave the Lusty Lady.

10 Sheriff Coogs looks up from his computer screen. "Oh, it's you again," he sighs wearily. "What do you want?"

Turn to 38 if you ask to see the body. **Turn to 72** to enquire where the body was found. **Turn to 4** to request his findings in their investigation, regarding the Princess, before they discovered the body.

11 You climb into the seat at the front of the air-taxi, which is effectively a box with an engine mounted on your left and right sides and an astromech droid pilot in a droid socket behind you. The droid produces a series of whistles and bleeps and a small screen in front of you displays a written translation, which you of

course do not need, of the droid asking you where you wish to go. You reply with your answer and with a whine of repulsorlifts the air-taxi takes off. **Go to 21** if you wish to talk to the droid during the journey and have not done so before in an air-taxi in this adventure, otherwise **turn to 34**.



12 You quickly discern that the victim died due to being hit multiple times, although the first shot was probably enough to kill her. The surprising thing is the absence of the cauterisation caused by a blaster and the larger exit wounds in her back, compared to the smaller entry wounds in her chest. This is consistent with projectile-firing weapons, as if the victim had been shot with some archaic slug thrower! Note down you have discovered "Clue D". **Turn to 156** to use psychometry on the body, if you have not already done so, otherwise **turn to 76** if you are in the storeroom on your own, **to 79** if the Sheriff is with you **or to 88** if a deputy is with you.

13 Going through the doorway past the Med Centre, you enter a chamber with steps leading down straight ahead and three public computer consoles against the wall to your right. To your far left you can also see the area opens out onto a small spaceship landing platform. **Turn to 135** to go right. At the bottom of the stairs you see to your right the door to the Law Keeper Office and to your left the door to a storeroom. **Go to 19** to enter the Law Keeper Office **or to 3** to enter the storeroom. **Turn to 81** to go back up the stairs and out into the street above.

14 Roll the dice in your *Persuasion* skill. On a result of 14 or more, **turn to 4**. On less than this, **go to 17**.

15 "You know I used to work for Cybot Galactica," you tell the droid, "And I do find it horrific how your kind are treated. So

many organic beings just don't seem to realise you droids have feelings too."

"At least you do," the droid whistles and bleeps. "There's a place called Closa's, where your missing person might have sent the holo-postcard from. The place deals in holo-cubes and data storage and transfers. It's up the steps to your right outside the Lusty Lady, and through the doorway at the back of inside the Electronic Repair shop. I could take you there if you wish." **Turn to 34** and if you wish to take up the droid's suggestion of checking out Closa's, choose the Lusty Lady as your destination in the next section.

16 The security system turns out to be better than you expected, and you manage to trip an alarm. "Blaard! Blaard, blaard...!" **Turn to 6** to run for it up the stairs outside **or to 35** to go out of the doorway to your left, which is opposite the one you entered by. Alternatively, **turn to 93** to let yourself be caught and face the music.

17 "This is police business Miss Hol and you are to stay out of it," the Sheriff informs you sternly. "It has been a courtesy on my part informing you of the death of your missing person. Don't make me regret doing so. Anything more is out of the question. Do we understand each other?"

"Perfectly," you smile sweetly, knowing you are going to get nowhere with him personally. You do have other options which the Sheriff really will not like, but he has left you with little choice.

Leaving the Law Keeper office, you see to your left the set of stairs leading up. **Turn to 81** to climb them. Facing you is a door presumably to a storeroom. **Turn to 3** to enter it, as perhaps the refrigeration unit with the body in will be in there.

18 Reaching the Gutter Town alley way closest to the lift, you see blaster scoring on a white wall. Roll the dice in your *Investigation* skill. On a result of 14 or more, **turn to 45**. On less than this, **turn to 26**.

19 Through the door you enter an office with pale green walls and a holding cell to your right, featuring a set of bunkbeds, a fierce-looking alien bounty hunter prisoner sat on a box, and a toilet.

Sitting behind the desk facing you with a small computer in front of him is a green-skinned Rodian in a dark brown armoured

combat jacket. Behind him is a noticeboard with the images of wanted criminals pinned up on it. To your left is another door.

Go to 20 if this is your first visit here **or to 10** if it is your second visit.



20 "You just might like to know that this missing person you are looking for has turned up dead," drawls Sheriff Brilby Coogs from behind his desk, after you have explained why you are here and shown him your holo-image of the Princess.

Turn to 5 if you ask to see the body. **Turn to 8** to enquire where the body was found. **Turn to 14** to request his findings in their investigation, regarding the Princess, before they discovered the body. It is possible he could be mistaken about the body being hers. With the Sheriff being a Rodian rather than a human he might be less good at distinguishing between different humans. He could also be lying as a means to dissuade you from interfering in police business.

21 "I am a professional detective," you confide to your droid driver. "I have been hired to find a missing young woman by her family. She had sent them a holo-postcard, saying "Greetings from Gutter Town" and of course Gutter Town is the worst area of Rotgut Station, which is what has brought me here."

"We don't go to Gutter Town," bleeps the droid. "None of the other air-taxis do either. It's far too dangerous. Your life sounds much more interesting than mine. All I do is go back and forth, back and forth between the same old destinations. **Go to 15** to say something to the droid to indicate you sympathise with its plight **or to 34** to fall silent and not encourage anymore whining from it.

22 With a click and a red light turning green you have the refrigeration unit open. **Turn to 139**

23 The officer coming out of the door catches sight of you and sprints after you, cutting you off. **Go to 66.**

24 “You could try making enquiries in the Blue Waffle,” says the air-taxi driver, after you have told her what you do. **Go to 34.**

25 K'dirp, you are aware, is the rookie of Sheriff Brilby Coogs' three deputies. She patrols the Wall Sectors and while good at investigating, is rather naïve—to put it kindly. **Turn to 61** to see what you can learn from her, **or to 41** to leave Mel's Diner and re-enter the Blue Waffle.

26 You are still examining the blaster marks, having learnt nothing from them, when a vocabulator-laced voice greets you callously from behind a drawn blaster.

“Greetings from Gutter Town!”

To Dodge **go to 37.**

To rush the source of the voice, **turn to 56.**

To take your chances at drawing your Adjudicator Compact blaster pistol, **go to 89.**

27 You enter the Blue Waffle. Inside it is illuminated with blue lighting, which presumably gives the bar its name. To your left you see a stage. There, sitting with a keyboard array encircling him is a hammerhead-like Ithorian and near him is a blue skinned Duro, holding a saxophone in one hand. **Go to 28** if this is your first time in the Blue Waffle this adventure, otherwise **go to 29.**

28 The musicians appear to be having a break, thus the current absence of any live music. At the bar to your right you catch a glimpse of a familiar-looking Twi'lek you recognise as Reska Jat, a friend who you know is a singer. You met her a while back when she recognised you due to your fame from your time when you worked as a model and as a result, started talking to you, leading to the two of you becoming friends. Presumably the two on the stage are her band. Roll the dice in your *Perception*. On a 12 or more, **turn to 68.** On less than this, **turn to 46.**

29 In front of her fellow performers, the blue skinned Twi'lek, Reska Jat, is singing. Behind the bar to your right, you see T5-TR, the droid who owns the Blue Waffle. He has a mostly dark blue

protocol droid body with a silver toaster-shaped head.

Go to 39 to, while buying a drink, ask him if he has seen the Princess. **Turn to 49** to leave the Blue Waffle.

30 Up the steps you reach a brown walkway with shops along it to your left. Past the doors of a seafood restaurant with a mottled green wall, you see a small orange-brown shop with a green sign above its arched doorway, saying “Electronic Repair”. **Turn to 62** to enter this place. **Turn to 74** to continue along the walkway **or to 75** to go back the way you have come.

31 You quickly discern that the victim died due to being hit multiple times but that is all. **Turn to 156** to use psychometry on the body, if you have not already done so, otherwise **turn to 76** if you are in the storeroom on your own, **to 79** if the Sheriff is with you **or to 88** if a deputy is with you.

32 “Yes, I would really appreciate it if you could tell me everything you can about the case,” you tell her. Roll the dice in your *Persuasion* skill. On a result of 11 or more, **turn to 106.** On less than this, **turn to 53.**

33 “Where too, Madam?” asks the driver, as you climb into her vehicle. You tell her your destination and with a whine of repulsorlifts the taxi lifts off. **Go to 24** to talk with the driver, otherwise **go to 34.**

34 After a few minutes the air-taxi lands at your desired location, and you pay the driver and get out. **Turn to 2** if this was the Lusty Lady in the commercial district, Wall Sector 2. Alternatively, **turn to 84** if this is the Main Platform, where the Law Keeper Office and Blue Waffle bar are located. **Turn to 170** to go specifically to the Robo Mart on the Main Platform.

35 Through the doorway you find yourself out on a landing platform, occupied by a small space transport. There is no way off the platform except back the way you have come, or perhaps by attempting to climb on top of the space transport and from there jumping upon to the landing platform above, which is on top of the store room.

Go to 44 to try and get up to the next landing platform **or to 55** to try hiding beneath the ship.

36 The blaster marks on the wall to your left, you notice, were fired in a determined effort to obscure the tell-tale pockmarks of a slug-thrower. **Turn to 146** if you wish to use your psychometry on it and have not already done so. **Turn to 107** to search the surrounding area for additional clues. **Turn to 112** to leave Gutter Town and return to the Main Platform.

37 Your attacker, a man in grey and red armour with his face totally concealed by his helmet, opens fire at you with a blaster. Roll the dice in your Dodge skill. On a result of 12 or more, **go to 98**. On less than this, **turn to 78**.

38 “Fine, yeah, you can see the body, if it means that much to you. Knock yourself out. We have her in the refrigeration unit in the storeroom next door. Personally, I can think of much better things to do than staring at smelly corpses and you can take my word for it, it’s her. Matches your description like a glove.”

Sheriff Coogs leads you back through the door you entered by and through the one facing you, into the storeroom. Against the right wall you see the long shape of the freezer unit laid on the ground with its curved edges. Coogs opens it up for you. **Turn to 139**.



39 “Yes Madam,” T5-TR replies, as he passes you your drink and takes the credits you pay for it with. “She was here earlier on. Got into a fight with one of Endo Fash’s men. He touched her some place where she did not appreciate it. You know how organics can be about specific parts of their bodies.”

“Thank you, Tee-five. I’m sure that will be very helpful.” You

finish your drink. Note down you have “Lead F”. **Turn to 54** if this is your first time in the Blue Waffle this adventure, otherwise you just leave now and **turn to 49**.

40 Past the bottom of the stairs in the Blue Waffle, you see on the wall facing you in that direction a sign saying “Mel’s Diner” with an arrow pointing to a doorway to the left of it, also facing you. Through the doorway you leave the blue lighting of the bar behind you and enter a white walled diner, featuring a long counter to your right with two droids working behind it. On the wall to the right of the counter is a price list, which has white writing against a black background. One of the items on it includes KFC (‘Klatooian Fried Chewy’).



Sitting on a metal stool before the counter and drinking a coffee, you see a Kubaz, distinguishable by its long, slightly downward curved dark snoot. You recognise the Kubaz as Law Officer Deputy K’dirp. Roll the dice in either your *Law Enforcement* skill or your *Streetwise* skill. On a result of 11 or more, **turn to 25**. On less than this, **turn to 61** to speak to K’dirp **or to 41** to leave Mel’s Diner and re-enter the Blue Waffle.

41 Re-entering the blue light of the Blue Waffle, you pass between the stairs to the upper level and the bar to your left.

Ahead of you, at the other end of the Blue Waffle, you can see Reska Jat is back on the stage with her band and is singing the song, “My Ugly is Beautiful”. **Go to 91** to go upstairs and speak with Deputy Mephiti up there. **Go to 40** to return to Mel’s Diner if you want to talk with K’dirp and have not already done so. **Go to 39** to, while buying a drink, ask T5-TR, the droid who owns the Blue Waffle, if he has seen the Princess. **Go to 49** to leave the Blue Waffle.

42 From studying the Nautolan woman as she spoke, you could tell she was lying when she denied being responsible for deleting the file. Considering the software used, it is possible she is a Rebel Alliance intelligence operative. She also seems too keen for you to believe she has been providing pleasure services for the Princess. Perhaps the Princess is a Rebel agent and this Nautolan is her handler... **Go to 131.**

43 On entering the Med Centre, you find yourself in a sterile white reception with a desk to your right, manned by a blonde woman in a cream white top.

“Do you have an appointment?” she asks you. If you do not but want to make one to have a blaster burn treated, **go to 51. Turn to 58** if you already have an appointment **or to 67** to show her your holo-image of the Princess and ask if she has seen this woman. **Turn to 83** to just say no and leave the Med Centre. If you have “Clue A” and demand to speak to whoever is in charge, **turn to 209.**

44 As you attempt to scramble on top of the space transport then leap upwards to grab the edge of the landing platform, roll the dice in your *Climbing/Jumping* skill. On a result of 10 or more, **turn to 70.** On less than this, **turn to 64.**

45 Noticing what could be a possible clue, you stop short. The blaster marks, on the wall to your left were fired in a determined effort to obscure the tell-tale pockmarks of a slug-thrower. Note down you have discovered “Clue B”. Raising your hand to gain more insight from your psychometry, you hear a shuffle to your right.

A vocabulator laced voice greets you callously from behind a drawn blaster, "Greetings from Gutter Town!"



To Dodge **go to 37.**

To rush the source of the voice, **turn to 56.**

To take your chances at drawing your Adjudicator Compact blaster pistol, **go to 89.**

46 Turning around, Reska Jat spots you. “Hey Ferris, imagine seeing you here,” she calls out. **Go to 69.**

47 The image of a different woman appears in your mind, followed by that of a surgical scalpel. It is clear to you what this means. This woman was not the Princess but another who has had plastic surgery to make her look like her. Note down that you have discovered “Clue A”. **Turn to 60** to examine the body physically and for cause of death. If you have finished now, **turn to 76** if you are in the storeroom on your own, **to 79** if the Sheriff is with you **or to 88** if a deputy is with you.

48 You have a vision of a woman, who is not the Princess, changing in appearance to look like her and the sense that that change happened here. Note down that you have discovered “Clue A”. **Turn to 59.**

49 You step into the street outside with buildings towering around you, covered in advertisements, and the road before you busy with aliens and the occasional speeder. **Turn to 84.**

50 You recognise the Kubaz expression for anger on K’dirp’s face. She really is not pleased with you at all. **Go to 52.**

51 “Name and any contact details please and a one hundred and fifty credit deposit, non-refundable,” she tells you.

“Ferris Hol,” you reply and give what contact details you have. The blonde receptionist types it all into her computer then prints you out an appointment card and receipt.

“Come back in an hour and the doctor will see you then,” she smiles. **Turn to 67** to show her your holo-image of the Princess and ask if she has seen this woman. **Turn to 83** to just say goodbye and leave the Med Centre.

52 “Just go, Ferris,” K’dirp squeaks. “Leave me in peace.”

Leaving Mel’s Diner, you re-enter the Blue Waffle, where Reska Jat is on the stage at the far end, singing “The Pirate Who Broke My Heart”. Passing between the stairs to the upper level and the

bar to your left, **turn to 91** if you want to go up the stairs and speak with Deputy Mephiti, if you have not already done so. **Go to 39** to, while buying a drink, ask T5-TR, the droid who owns the Blue Waffle, if he has seen the Princess. **Go to 49** to leave the Blue Waffle.

53 “No, sorry Ferris, I don’t think I can assist you,” K’dirp squeaks. “I don’t think the boss would like it.” **Turn to 87** to use the lie, that the Sheriff wants her to help you, **or 41** to just say goodbye to her and leave.

54 **Turn to 90** to go upstairs and talk to Deputy Mephiti **or to 124** to have Reska Jat do it on your behalf. If you have “Lead A” and need Mephiti’s help with it, you must **turn to 90** and deal with the Deputy on your own. **Turn to 40** to go passed the stairs and through to Mel’s Diner and check if there is anyone there to speak to **Go to 49** to just say goodbye and leave the Blue Waffle.

55 From behind you, as you roll under the space ship, you hear the alarm being silenced and the door being opened, followed by footsteps heading towards you. Roll the dice in your *Hide* skill. On a result of 18 or more, **turn to 85**. On less than this, **turn to 65**.

56 With desperation you charge towards your assailant, hoping to be on top of him before he can fire. He is a man in grey and red armour, with his face totally concealed by a helmet. Roll the dice in your *Running* skill. On a result of 9 or more, **go to 166**. On less than this, **turn to 99**.

57 You fail to learn anything new from the blaster scoring. Turn to 146 if you wish to use your psychometry on it. **Turn to 107** to search the surrounding area for additional clues. **Turn to 112** to leave Gutter Town and return to the Main Platform.

58 “Ah, Ms Hol,” the receptionist smiles on seeing your appointment card. “The doctor is ready for you and will see you now. Go through the doorway straight ahead.” She indicates towards the doorway in the left side of the wall behind her.

You go through and find yourself in an examination room, featuring a bed to your right with transmission body-scanner images on the wall behind it. In pale green overalls, the doctor himself is a near-human with receding brown hair, and gill covers below his eyes.

“Ah, welcome Ms Hol,” he smiles. “If you would be so kind to roll up your top and lay down on the bed.” A moment later, as he is examining the blaster burn in your side and placing a bacta patch on it, he says, “You haven’t been playing around in Gutter Town, have you? It’s a dangerous place there. You can get really badly hurt there, or even killed.” You feel the pain from the burn receding, as the bacta does its work. Roll the dice you have in your Sense skill. On a result of 12 or more, **turn to 48**. On less than this, **go to 59**.

59 The last of the pain disappears and you are no longer at the -1D penalty for being wounded. Back at the reception you pay a further five hundred and fifty credits. **Turn to 67** to show the receptionist your holo-image of the Princess and ask if she has seen this woman. **Turn to 83** to just leave the Med Centre. If you have “Clue A” and demand to speak to whoever is in charge, **turn to 209**.

60 Roll the dice in your *Investigation* skill or *First Aid* skill to identify the cause of the wounds on the body. On a result of 10 or more, **turn to 12**. On less than this, **go to 31**.

61 “Hi, Deputy K’dirp. I’m looking for this individual,” you tell her, holding up your holo image of the Princess. To those unfamiliar with the way Kubaz speak, it sounds like they are talking in their own language even when they are actually communicating in Basic. Due to your past, working with droids, you can distinguish differences between various fast squeaks and other similar sounds sufficiently to recognise them as making up words in Basic so you have little trouble hearing her say, “You mean the Princess whose body Fiti found in the Gutter Town alley nearest the lift?”

Note down you now have “Lead C”. **Turn to 32** if you only try to persuade her to give you information **or to 86** to lie, telling her Sheriff Coogs wants her to help you in this matter.

62 Through the arched doorway you enter the modest sized white interior of the electronics shop with the counter to your right and electronic goods and spare parts displayed around you on shelves or stands. In the back wall you see another arched doorway.

Through it you enter a small stone walled room, featuring a desk to your right with a grey faced Klatooinan in a sandy-coloured waistcoat sat behind it with a computer in front of

him. On the wall behind him is a complex geometric red pattern. On the wall to your left are shelves with data card cases on them. On the wall behind you, to the right of the doorway you entered by, is a holo-net interface through which messages, including holo-postcards, could be sent across the Galaxy to anyone also with a holo-net interface.

“How can I, Closa, help you?” asks the Klatooinan. **Turn to 119** if you wish to enquire about the Princess and whether she used his data transfer and messaging services here, if you have not already done so. If you have the Investigation Data File and request Closa’s help in retrieving the information on it and uncovering the circumstances of how it was hacked, **turn to 210**.

63 The searing agony of a blaster bolt hits you in the side and you fall to the ground. Before your enemy can finish you off, as you lay there helpless, you hear a sharp hiss-hum sound, accompanied by a blue light coming from some powerful energy melee weapon. There is the sound of the weapon being swung through the air and a slight change in pitch, before your attacker’s severed head hits the ground near you and bounces a few times.

You get back to your feet just in time to see a figure in a black cloak and with long dark wavy hair, disappearing down an alley way.

Note that you are now wounded, which means all your skill rolls are at one dice less, unless you can get your wound treated. You can try to treat your wound yourself, but this requires you rolling one less than the dice in your *First Aid* skill and on a result of 6 or more you have succeeded.

After this, **turn to 146** if you wish to use your Psychometry on the blaster scoring on the wall, **or to 77** to examine it physically first if you have not finished doing so. **Turn to 107** to search the surrounding area for additional clues. **Turn to 112** to return to the Main Platform.

64 Somewhere in the process of scrambling up you lose your grip and tumble to the ground. **Go to 65**.

65 A few moments later you see staring down at you the silhouette of a head with two cone shaped horn like growths on top of it. **Go to 66**.

66 You recognise the officer who has seen you, as Senior Deputy, Sec Grinth, who is a Gotal with the typical two

cone-shaped horn-like growths of his species on his head, and his flat nosed face.

“Hello Ferris Hol,” he says gruffly, seeing and recognising you. “The station holding cell is already occupied, and we are all over worked, so what am I going to do with you, hmmm? You want to examine the body we found in the Gutter Town alley way nearest the lift, don’t you? The Sheriff wouldn’t let you, but I will. It will be our little secret and you will owe me. Do we have an understanding?”

You nod, “Yes, but why...?”

“I can sense your intentions. You would only try again and as I said, the holding cell is occupied and this way you will owe me. Here’s the casefile,” he says handing you a data card. “Follow me if you wish to see the body.” Note down you now have “Lead C”.

Note down you have the “Investigation Data File” and next to it the number “164”. You can turn to this number whenever you want after first making a note of the number you are currently on, so you can go back to it if this option is not specifically stated at the end of the section you are on. **Turn to 127**.

67 “I am Detective Ferris Hol. Have you seen this woman?” you ask, holding up your holo-image of the Princess.

“No, sorry I can’t help you, Detective,” the Blonde receptionist replies. “I haven’t seen her.” Roll the dice in your *Investigation* skill. On a result of 15 or more, **go to 73**. On less than this, **turn to 83**.

68 You see the Twi’lek passing a data card to a tall man with long wavy dark hair.

“Hi Reska. Who was that?” you ask.

“Oh, hi Ferris. Just someone I had some business with,” Reska Jat replies. **Go to 69**.

69 “What brings you to Rotgut Station?” Reska Jat asks.

“I’m looking for this woman, Princess Luita Sullanaro.” You tell the blue skinned Twi’lek, holding up your holo image of the woman.

“Sorry, I haven’t seen her but Deputy Mephiti, who is sat upstairs, having a drink, might have. Just be careful of that one,” Reska teases. “He eats little girls.” The twinkle in her eye makes it

clear it is you she is implying is the little girl, compared to her.

“So, you can safely have this beast of a male eating out of your hand?” you half scoff and half laugh.

“Of course. I am Reska Jat!”

“Maybe the great Reska Jat should speak to him on my behalf,” you mock.

“Yes, maybe I should, considering he might be too much for you.”

Turn to 90 to go upstairs and talk to Deputy Mephiti **or to 124** to have Reska Jat do it on your behalf. If you have “Lead A” and need Mephiti’s help with it, you must **turn to 90** and deal with the Deputy on your own. **Turn to 40** to go past the stairs and through to Mel’s Diner and check if there is anyone there to speak to.

Behind the bar to your right, you see T5-TR, the droid who owns the Blue Waffle. He has a mostly dark-blue protocol droid body with a silver toaster shaped head. **Go to 39** to, while buying a drink, ask him if he has seen the Princess. **Turn to 49** to just say goodbye and leave the Blue Waffle.

70 You manage to climb on top of the ship then leaping towards the landing platform above you, grab the edge of it and haul yourself upon to it.

Dashing across the landing platform, you see a public computer console to your right and three more against the wall ahead of you.

Past the first console is a doorway to your right. **Turn to 82** to dive through it **or to 135** to run past it.



71 “That’s right, take advantage of the naïve rookie,” Deputy K’dirp squeaks. “Thank you very much, Ferris. I thought we were friends.” Roll the dice in your *Alien Species* skill. On a result of 11 or more, **turn to 50**. On less than this, **turn to 52**.

72 “In the Gutter Town alley nearest the lift,” the Sheriff tells you. “Doubt you’ll find much besides some blaster scoring. My men have been pretty thorough.” Note down you now have “Lead C”.

Turn to 38 to ask to see the body if you have not already done so. **Turn to 4** to request his findings in their investigation, regarding the Princess, before they discovered the body. **Turn to 81** to leave the Sheriff’s office and return up to the main street level.

73 There is something about the way the receptionist looks uncomfortable which suggests she is lying to you. If you have “Clue A” and demand to speak to whoever is in charge, **turn to 209**. **Turn to 83** to say goodbye and leave the Med Centre.

74 Continuing along the walkway, you pass a number of shops. The walkway then curves to the right and you pass a shop with a sign above it, saying “Drug Mart” in red letters. After it there is a pawn shop and then a liquor store.

Finding nothing of use to your investigation, you eventually turn around and return the way you came. **Go to 75**.



75 As you descend the steps down from the walkway, you see ahead of you a high relatively small sign saying, “THE LUSTY LADY”. Stepping down the last step, you see a grey door to your right with the holo-images of four women above it and below the

Lusty Lady sign, and to the right of them, a vertical row of three red Xs.

Go to 9 to enter this place. Behind you, to the right of the steps, is a brown wall with a doorway in it. **Go to 133** to go through it. **Turn to 30** to go back up the steps. **Turn to 33** to instead catch an air-taxi to somewhere else.

76 Left on a filing cabinet you see a data pad. **Turn to 122** to try and find out if there is anything useful on it. **Turn to 81** to leave the storeroom and go back up the stairs outside to your right.

77 Taking a look at the blaster scoring, roll the dice in your *Investigation* skill. On a result of 14 or more, **turn to 36**. On less than this, **turn to 57**.

78 Your reflexes are not quite fast enough to avoid being shot. Roll the 2D+1 you have in your *Strength*. On a result of 7 or less, **turn to 215**. On a total of 8 to 12, **turn to 63**. On a total of 13 or more, **turn to 118**.

79 “Happy now?” asks the Sheriff. **Turn to 72** to ask him where the body was found if you have not already done so. **Turn to 81** to leave the storeroom and return up to the main street level.

80 You see the wall of a white building about a metre away. To your right you can see out from the Main Platform the metal hovels of Gutter Town below. Beyond Gutter Town you can just make out the fungus and creature farm against the far wall. To your left you can see a street busy with alien pedestrians and air taxis, which you step out into.



There, to your right, you can see a building with a large sign above door level, saying in blue letters against a yellow background, “THE BLUE WAFFLE”. Slightly further along is the doorway into the bar with advertisement signs above it. **Turn to 27** to enter this establishment.

Further along to your right are some steps up to the next level. **Turn to 169** to go up them.

To your left, past the red tower of the Super 8 Motel, from which the lift you used came out of, you can see the dirty white building of the Med Centre. Just past a ramp up to a landing pad on top of the Med Centre is the arched doorway into the medical establishment. **Turn to 43** to enter it.

Finally, past the Med Centre and facing you, is the passageway towards the Law Keeper Office. **Turn to 13** to go that way. **Turn to 114** to return to the lift. **Turn to 33** to catch an air-taxi to your next destination. If you have visited all these places, all your leads have failed, and you decide to give up, **turn to 216**.

81 Up the steps outside the Law Keeper Office and the adjacent storeroom you enter a room with a doorway ahead of you, three public computer consoles along the wall to your left and behind you to your right it opens out onto a small spaceship landing pad. **Go to 82** to go through the doorway or **turn to 135** to go past it to the left.

82 Passing through the doorway, you see to your right the dirty white building of the Med Centre with an archway in a short distance along it. To your left you see above the grey structure of space port control with its long window. Beneath it is an open square with the stall of a creepy robed Mondoolian Monk merchant in the far-left corner.

Turn to 43 to enter the Med Centre. Past the Moodoolian Monk’s stall is a tall narrow doorway. **Turn to 137** to go through it.

Past the Med Centre is the red tower structure of the Super 8 Motel with a circular window at each level and advertisement boards covering its exterior.

Turn to 114 to enter the lift in the side of the Super 8 Motel and use it to descend to Gutter Town.

Ahead and directly facing you is a building with a large sign above door level, saying in blue letters against a yellow background, “THE BLUE WAFFLE”. Further left along it is the

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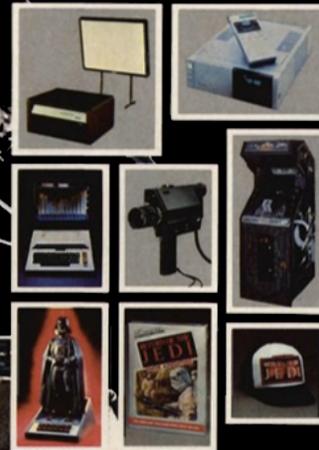
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<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>	

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doorway into the bar with advertisement signs for beverages and cigars above it. Turn to 27 to enter this establishment.

Further along to your left are some steps up to the next level.

Turn to 169 to go up them. **Turn to 13** to go back the way you have come. **Turn to 11** to catch an air-taxi to your next destination. If you have visited all these places, all your leads have failed, and you decide to give up, **turn to 216**.

83 Stepping outside the Med Centre, you see above the street straight ahead the grey structure of space port control with its long window. Beneath it is an open square with the stall of a creepy robed Mondoolian Monk merchant in the far-left corner. Past the Moodoolian Monk's stall is a tall narrow doorway. **Turn to 137** to go through it.

To your near left is the passage way to the Law Keeper office. **Turn to 13** to go that way. To your right is the Blue Waffle bar. **Turn to 27** to enter it. Further along to your right are steps up to the next level. **Turn to 169** to go up them.

Behind you, to your right, is the red tower structure of the Super 8 Motel, with a circular window at each level and advertisement boards covering its exterior. **Turn to 114** to enter the lift in the right side of the Super 8 Motel and use it to descend to Gutter Town. **Turn to 43** to re-enter the Med Centre behind you. **Turn to 33** to catch an air-taxi to your next destination.

84 Looking around the street, you see directly facing you a large grey-brown pillar, covered in advertisement boards, and along with a further away pillar, supporting the space port control and a large landing pad above it. To your left, at the end of the street, is the red tower structure of the Super 8 Motel with a circular window at each level and advertisement boards covering its exterior.

Turn to 114 to enter the lift in the side of the Super 8 Motel and use it perhaps to descend down to Gutter Town. To the far left, past the Super 8 Motel, is a dirty white building with a space transport parked on top of it and an oval doorway, you identify as the Med Centre. **Turn to 43** to enter it.

Facing you in the far-left corner is the passageway to the Law Keeper Office. **Turn to 13** to go that way. Behind you, to your left is the doorway into the Blue Waffle. **Turn to 27** to enter it.

Behind you to your right are steps up to the next level. **Turn to**

169 to go up them. **Turn to 11** to catch an air-taxi to your next destination.

85 You hear the footsteps for a few more moments before the officer gives up and leaves. You then pull yourself out from under the ship and going back through the storeroom, return to the stairs. **Turn to 81**.

86 "Yes, that's the one," you confirm. "I saw Sheriff Coogs earlier on. He said he was too busy to help me and that I should find you instead, and let you know that he said you were to show me everything which might be pertinent to my investigation." Roll the dice in your *Con* skill. On a result of 6 or more, **turn to 105**. On less than this, **go to 71**.

87 "Actually I saw Sheriff Coogs earlier on and he said I was to get you to help me in this matter, as he was too busy," you lie to her. Roll the dice in your *Con* skill. On a result of 11 or more, **turn to 105**. On less than this, **go to 71**.

88 "Happy now?" asks the Deputy, as you have one last look at the body.

"Yes, thanks. I really appreciate this."

"Good then you'd better be going." The Deputy then shows you out through the door to the stairs back up to the main street. **Turn to 81**.

89 As you reach for your blaster, your assailant opens fire, forcing you to try and dive out of the way. Roll one less than the dice in your *Dodge* skill. On a result of 12 or more, **go to 98**. On less than this, **turn to 78**.

90 "Careful little sister," Reska croons from behind you, as you start up the steps. "Deputy Mephiti's bite is worse than his bark and he does bite. All the most badass bad boys do, given the chance." **Go to 91**.

91 You see Deputy Mephiti upstairs off-duty, taking a short break. He is tall, muscular and covered in dark fur with a white stripe extending up from his nose and over the centre of his head.

One of his eyes is a cybernetic replacement and he has a scar across his face where he lost that original eye. **Go to 92** if you are after information on the Princess case or if you have "Lead A" and need his help with it **turn to 97** after first noting down you are in

the Blue Waffle.

92 Roll the dice in either your *Law Enforcement* skill or your *Streetwise* skill. On a result of 11 or more, **turn to 145**. On less than this, **turn to 104**.

93 Standing silhouetted against the light coming through the doorway, you see a figure with two cone shaped horn like growths on top of his head.

“So, it’s just you, Ferris Hol,” growls the voice of Sec Grinth, the senior deputy. “You are investigating the woman whose body we found in the Gutter Town alley way nearest the lift, aren’t you?”

“Yes,” you agree.

“Well go ahead then. There’s no room in our holding cell for you and I can’t be bothered with the paper work. Here’s the casefile,” he hands you a data card. “We’ll pretend you were never here, but you’ll owe me for this one. Do we have an understanding?”

“Yes Deputy. It is very kind of you.”

“And don’t ever call me kind again. It’s bad for my reputation.”

“Understood.”

Note down you now have “Lead C”. Note down you have the “Investigation Data File” and next to it the number “164”.

You can turn to this number whenever you want, after first making a note of the number you are currently on, so you can go back to it if this option is not specifically stated at the end of the section you are on. **Turn to 127** to check out the body in the refrigeration unit if you have not already done so. **Go to 88** if you decide you are done here.

94 There is a faint smell of sewage in the air. Looking around, you see that you are in an alcove in the side of the base of the Main Platform and ahead of you is a large collection of small metal buildings, many with large gas bottles on the side of them.

These you start making your way among in your search for the spot you are looking for. If you want to look around or have “Lead C” and wish to go there, **turn to 18** if it will be your first visit to



Blue Horizons - the abandoned development project that lead to Gutter Towns formation

that location, otherwise go to 101. If you have “Lead B” and wish to follow it up, **turn to 200**. If you have “Lead A” and wish to find Deputy Mephiti, **turn to 123**. **Turn to 112** to leave Gutter Town and return to the Main Platform.

95 You arrive with the Deputy at the stairs down to the Law Keeper Office. At the bottom of them, instead of turning right into the office, the Deputy leads you to the door to the left. **Go to 127**.

96 “Come then,” K’dirp squeaks, as you pocket the data card, “Let’s get this over with.” **Go to 95**.

97 “If you were looking for me,” Mephiti growls. “Then you’ve found me. Now what do you want?”

“Just to draw your attention to the fact the doctor at the Med Centre is using plastic surgery to give individuals on the run new faces and hoping you will look into it. I’m sure it will have allowed a number of criminals to escape, when you’ve been closing in on them.” Roll the dice in your *Persuasion* skill. On a result of 5 or more, **turn to 108**. On less than this, **go to 103** if you are in Gutter Town, **or to 162** if you are in the Blue Waffle.

98 A volley of blaster bolts sear through the air where you had been, producing a reek of ozone. Returning fire with your Adjudicator Compact at your attacker, who is in grey and red armour with his face concealed by a helmet, roll one less than the dice in your *Blaster* skill. On a result of 6 or more, **turn to 149**. On less than this, **go to 117**.

99 Your assailant gets a shot off before you can fully close on him. Roll one less than the number of dice in your *Dodge* skill. On a result of 12 or more, **go to 166**. On less than this, **turn to 215**.

100 Unfortunately you find yourself not able to concentrate. **Go to 60** to examine the body physically and for cause of death. If you do not bother, **turn to 76** if you are in the storeroom on your own, **to 79** if the Sheriff is with you **or to 88** if a deputy is with you.

101 Reaching the alley way nearest the lift, you see blaster scoring on a white wall. **Turn to 146** if you wish to use your psychometry on the blaster scoring, **or to 77** to examine it physically. **Turn to 107** to search the surrounding area for additional clues. **Turn to 112** to leave Gutter town and return to the Main Platform.

102 After a few minutes of unsuccessfully searching through the files on the data pad you decide you would happily kill whoever came up with the chaotic filing system you are having to deal with.

It is then you hear the door behind you open and turn around, knowing it is too late to make an escape or hide. **Go to 93**.

103 “Do you even have proof of this?” Mephiti growls.

“Not really...”

“Then why are you wasting my time? Be gone and get out of my sight.” Returning to the Main Platform, **go to 112**.

104 “Hello, Deputy Mephiti. I’m looking for this individual,” you tell him, holding up your holo image of the Princess.

“You mean the woman whose body I found in the Gutter Town alley nearest the lift?” he replies. “Not sure if the boss would approve of me giving out information on police business.”

“I’m sure he wouldn’t care in this case,” you insist. “It will be one less thing for you lot to trouble yourselves with if I take care of it..”

“You think we can’t manage it?” Mephiti growls menacingly.

“No, not at all. It’s just it’ll give you more time to concentrate on more important investigations.” Note down you now have “Lead C”. Roll the dice in your *Persuasion* skill. On a result of 18 or more, **turn to 113**. On less than this, **turn to 162**.

105 “Yeah, typical of him,” K’dirp squeaks. “So much for my break.” She takes out a data pad and downloads the relevant information on to a data card, which she hands to you. Note down you have the “Investigation Casefile” and next to it the number “164”. **Turn to 164** to look through the casefile after first noting down the number of this entry so you can return to it afterwards. **Turn to 96** if you ask her to show you the body or **go to 49** if you just thank her for what she has told you and leave Mel’s Diner and the Blue Waffle.

106 “I guess I can help you and hopefully the boss won’t mind,” K’dirp squeaks. She takes out a data pad and downloads the relevant information on to a data card, which she hands to you. Note down you have the “Investigation Casefile” and next to it the number “164”.

Turn to 164 to look through the casefile after first noting down the number of this entry so you can return to it afterwards. **Turn to 96** if you ask her to show you the body or **go to 49** if you just thank her for what she has told you and leave Mel’s Diner and the Blue Waffle.

107 Methodically you begin checking the ground of the entire alley for anything that might have been dropped, no matter how small. Roll the dice in your *Search* skill. On a result of 10 or more, **turn to 151**. On less than this, **go to 126**.

108 “You certain the doctor is providing plastic surgery services to criminals?” Mephiti asks.

“Yes.”

“This is to help you with your investigation, isn’t it?”

“Yes.”

“And you have proof?”

“No.”

“Then let’s go and get some,” he grins in a way which almost makes you feel sorry for the doctor. **Go to 109** if you are in Gutter Town **or to 110** if you are in the Blue Waffle.

109 Mephiti and you return to the lift back up to the Main Platform and arriving back on Level 4, turn left and head to the Med Centre. **Go to 111.**

110 Leaving the Blue Waffle, Mephiti and you head towards the dirty white building of the Med Centre to the far-left end of the street. **Go to 111.**

111 Inside the Med Centre, the blonde woman behind the reception desk starts to ask if you have an appointment but then recognises Mephiti and falling silent, turns pale with fear.

“Wait here,” Mephiti tells you then, “And watch her,” he indicates to the receptionist. He then strides towards the examination room, where the doctor presumably is. From there you hear the doctor’s scared voice and Mephiti’s growls.

After about ten minutes Mephiti returns to the waiting room, holding the terrified doctor by the back of his neck. “He’s told me some of his nasty clients are holding your Princess in the second level suite of the Super 8 Motel,” the Deputy tells you. “Here’s my key for the lift. I want it back when you’re done. Now go then my little friend. I need to finish up here. The doctor needs to divulge to me the rest of his present and past criminal clients, don’t you doctor...?” The doctor just whimpers in reply. **Turn to 219.**

112 Returning to the towering structure of the Main Platform, you reach an alcove with the doors of a lift in the left wall of it. **Go to 114.**

113 “Fine, fine, you can have the casefile,” he growls and downloads it from his data pad onto a data card, which he gives you. “This should have everything you need and if you want to see the body we have in the refrigeration unit, we can go now.”

“Thanks Officer. You are the best.”

“Yeah, and don’t you forget it.”

Note down you have the “Investigation Casefile” and next to it the number “164”. **Turn to 164** to look through the casefile after first noting down the number of this entry so you can return to it

afterwards. **Go to 95** to go with Mephiti to look at the body. **Turn to 49** to leave the Blue Waffle.

114 You walk over to the lift and entering it, press the button for the level you wish to reach. The doors close and it begins moving. **Turn to 125** if you wish to use your psychometry on the metal wall of the lift and have not done so before, otherwise **go to 115.**

115 The lift comes to a stop and the doors slide open, allowing you to step out. **Turn to 94** if your destination was Gutter Town, **to 80** if it was to the fourth level of the Main Platform, where the Blue Waffle bar is, **or to 153** if it is the top level of the Main Platform.

116 Unfortunately, so many people have touched the lift walls that all you get is a blur of emotions from all of them. **Go to 115.**

117 Your shot misses, ricocheting off a metal door behind him and your assailant fires back. Roll one less than the dice in your *Dodge* skill. On a result of 9 or more, **go to 98**. On less than this, **turn to 78.**

118 You flinch from the pain as the near-miss of a blaster bolt burns your arm. Roll one less than the dice in your *Dodge* skill. On a result of 9 or more, **go to 98**. On less than this, **turn to 78.**

119 “I’m looking for this woman,” you inform him, showing him your holo-photo of the Princess. “She might have used your services to send a holo-postcard. If she did I need to know if she did anything else here and if you have any idea where she is. She’s missing and her family are worried.”

“Sorry but I cannot disclose any information on customers I may or may not have had.” Roll the dice in your *Alien Species* skill. On a result of 14 or more, **turn to 134**. On less than this, **turn to 129.**

120 Your shot misses, hitting the rose-coloured wall behind the Devaronian instead. Grimly he returns fire. Roll one less than the dice in your *Dodge* skill. On a result of 6 or more, **turn to 173**. On less than this, **turn to 147.**

121 The blaster shot clips your thigh with burning pain, causing you to stagger off balance, and the Devaronian shoots at

you again. Roll one less than the dice in your *Dodge* skill. On a result of 6 or more, **turn to 173**. On less than this, **turn to 147**.

122 With the flick of a switch at the side of the data pad's screen, it comes on and you start scrolling through the information on it for the case file on the missing Princess and for the body in the refrigeration unit. Roll the dice in your *Computer Programming* skill. On a result of 5 or more, **turn to 163**. On less than this, **go to 102**.

123 Often feeling the hostile eyes of the Gutter Town inhabitants on you and getting an uneasy sense of not belonging here and not being safe, you search the alleyways between the metal buildings for any sign of Deputy Mephiti. Roll the dice in your *Search* skill. On a result of 11 or more, **turn to 150**. On less than this, **go to 141**.

124 "Fine, I'll be back with everything he knows on the disappearance of your Princess," Reska grins. She then saunters up the stairs to your left and up to the level above.

A short while later she comes back down the stairs looking very smug and pleased with herself. "He's quite the pussy cat once tamed by someone who knows how to handle him."

"So, what did he tell you?"

"Only that the Princess's body was found in the Gutter Town alley way nearest the lift. They have it in the refrigeration unit in the storeroom next door to the Law Keeper. He'll let you see it if you want. Anything for a friend of Reska Jat's! Oh, and here's a data card from him with the full casefile on it."

"Thanks, Reska."

"You're welcome. Now I really must get back to my band. We're overdue for starting our next performance."

Note down you have the "Investigation Casefile" and note next to it the number "164". You also have "Lead C". **Turn to 164** to look through the casefile after first noting down the number of this entry so you can return to it afterwards. **Go to 95** to go with Mephiti to look at the body. **Turn to 49** to leave the Blue Waffle by yourself.

125 Roll the dice in your *Sense* skill. On a result of 5 or less, **turn to 116**. On a 6 to 11, **go to 144**, while on 12 or more, **turn to 148**.

126 Unfortunately you find nothing. **Turn to 146** if you wish to use your psychometry on the blaster scoring on the wall, **or to 77** to examine it physically first if you have not finished doing so. **Turn to 112** to leave Gutter Town and return to the Main Platform.

127 A moment later in the storeroom the Deputy opens the long shape of the refrigeration unit to your right with its curved edges. **Go to 139**.

128 You head down the corridor and reaching the fifth door in the left side of it, push it open. "Do come in," coos a rich female voice from within. You step inside to see sitting on a large bed a green skinned woman with tentacles extending from the back of her head. She is only wearing a bra and underpants. "Oh my!" she exclaims, licking her lips. "Don't you look so utterly scrumptious with your lovely blonde hair, that tight top leaving your waist and cleavage exposed and your complete badass look. I could eat you all up."

"I'm not here for pleasure," you sigh, holding up your holo-image of the Princess. "I'm looking for this woman."

"Oh yes, I've seen her; all of her, and like you, she's very tasty."

"Do you know where I can find her?"

"She was heading to the Blue Waffle when I last saw her. If you stay with me long enough she might drop by while you are still here and join us. Just think what fun the three of us could have."

"Someone remotely deleted the Law Keeper investigation file from here on this woman's disappearance. It was you wasn't it?"

"What, the woman you're asking about has disappeared? You think little me would do something like slice Law Keeper files? I'm a *good* girl. Why don't you let me show you how good? You look so tense. If you lie down here with me, I'll give you a massage. I'll make you feel real good and maybe get you in the mood for other things."

"Maybe I should get Law Keeper Officer Mephiti involved," you growl menacingly. "He will get the truth out of you..."

"Oh, please do, sweet-heart. Fiti is a really, really good friend of mine. I love it when he plays rough. He knows he cannot break me." As you say goodbye and turn and leave, the Nautolan

woman blows you a kiss. Roll the dice in your *Alien Species* skill. On a result of 14 or more, **turn to 42**. On less than this, **go to 131**.

129 Turn to 119 if you wish to inquire about the Princess and whether she used his data transfer and messaging services here, if you have not already done so. If you have the Investigation Data File and request Closa's help in retrieving the information on it and uncovering the circumstances of how it was sliced, **turn to 210**. If you decide you have learned all you can here, you leave through the doorway behind you and then through the electronics shop and back on to the walkway outside. In which case **turn to 74** to go left along the walkway **or 75** to go down the steps to your right.

130 Various colours speckle the rocky walls, casting iridescent shadows that seem to echo back with the music and audio announcements they accompany.

Holo-news flickers across both walls on parallel ticker displays, interspersed with directional arrows colour-coded in some mockery of Imperial protocol. The holo-displays include information on local events, wanted ads, and posters about the Blue Waffle and the singer, Reska Jat, performing there. Roll the dice in your *Investigation* skill to efficiently and quickly filter the onslaught of information. On a result of 6 or more, **go to 136**. On less than this you do not glean anything of use and continuing forward, **turn to 1**.

131 Having learned all you suspect is going to here, at least for now, you leave the Lusty Lady. Outside, to your left is a brown wall with a doorway in it and steps up to the right of it. **Go to 133** to go through the doorway. **Turn to 30** to go up the steps. **Turn to 33** to head over to an air-taxi.

132 Returning past the food stalls to your right, you reach a brown wall with a doorway in it. Through the doorway the walkway continues, although now green in colour. There is a grey door to your right with the holo-images of four women above it and to the right of them, a vertical row of three red Xs. **Turn to 9** to enter this place. **Turn to 33** to instead catch an air-taxi to somewhere else or **to 133** to return through the doorway behind you. To the left of the doorway behind you and the wall it is in, are steps going up. **Turn to 30** to climb up them.



Offshoot Pirate Group Threatens Mongdul System Commerce

Months after the disintegration of the Tarnooga Pirates, a rumored splinter group has risen within the Mongdul system, preying on inbound space traffic and threatening the local economy. Eyewitness accounts from spacers have spiked in recent weeks, describing the assailants as piloting “uglies” and ramshackle spacecraft just outside proximity of the system's Rotgut Station, otherwise known to its inhabitants as the Commerce Hub.

While fairly remote from major hyper routes in the Outer Rim, the Mongdul system does serve a significant role as a waystation and minor trade center in between Gammor, Rishi, Manda, and Bothawui, also bordering Hutt Space and the Bothan colonies. As piracy increased substantially within the system, hypertraffic within this area of space decreased by 11%, while trade revenue saw an overall decrease of 24%, creating concern among both local inhabitants and inbound free-traders who routinely avoid the costly fees and tariffs imposed by rival systems and starports. Amidst economic fears, it is speculated that the agreement between the station owners and Imperial customs could be negatively-impacted if pirate operations persist.

Free-traders and tramp freight captains are highly encouraged to update the navigational coordinates to and from the Mongdul system to maximize the protective coverage from Imperial vessels adjacent to Rotgut Station, as the local garrison is limited in both scope and manpower. All inbound ships are reminded to obey the station's space traffic control and proceed promptly towards the Mongdool Commerce Zone upon emergence from hyperspace.

Independent Traders InfoNet

133 Through the doorway the walkway continues, although now a dirty white in colour and with food stalls along the wall to your left. Coming from the chop shop below the walkway you can hear the sounds of welding and the voices of mechanics working.

At the far end of the walkway is a doorway guarded by a stocky green-skinned and heavy-jawed Gammorrean with small horns on his head and a pig like snout. He is armed with an axe. Through there are the chambers of the Hutt crime lord, Endo Fash. You can hear music coming from within. If you have Lead F and wish to follow it up by speaking to Endo Fash, **turn to 211**. **Go to 132** to go back the way you have come.

134 Studying the Klatooinan's face, as you question him, you detect tiny changes in his expression, confirming to you that yes, the Princess was here, and revealing sending the holo-postcard was not the only thing she did with the data transfer services available here. **Go to 129**.

135 Turning left at the three public computer consoles, you pass them and reach a walkway around the corner to your right. Continuing along the walkway, you can see to your left, at the other side of the cavern from the Main Platform, the sheer cliff face of apartments making up Wall Sector 1, Kowloon City. To your right you pass the arched entrance of the Community Council Chamber. Ahead you reach a tall narrow entrance in to a short dark passageway.

Through the passageway you come out into an area with the stall of a creepy robed Mondoolian Monk merchant near you to your right. Bridging over the area you are in is some building above you, which might be space port control.

Further right the place opens out into a main street with the dirty white building of the Med Centre directly to your right. **Turn to 43** to cross over to the Med Centre and enter it.

Further along and next to the Med Centre is the red tower structure of the Super 8 Motel with a circular window at each level and advertisement boards covering its exterior.

Turn to 114 to cross over to the Super 8 Motel and enter the lift in the left side of it.

Past the wide support column in front of you, you can see a building with a large sign above door level, saying in blue letters against a yellow background "THE BLUE WAFFLE". Further along

the building is the doorway into the bar. **Turn to 27** to head over to this establishment and enter it.

To the left of the Blue Waffle are some steps up to the next level. **Turn to 169** to go up them. **Turn to 11** to catch an air-taxi to your next destination. **Go to 137** to go back the way you have come.

136 You notice a wanted ad for some blonde-haired male human rebel called Luke Skywalker, requesting those with any information to contact Sheriff Coogs. The Law Keeper Office is detailed as being on the lower level of the Main Platform, down some steps from the street the Blue Waffle is on. There are even a few old fashion holos of you from your time of fame working as a model and naturally adverts for the F3PO protocol droid, which was based on your appearance.

Listed places for visitors to stay include the Econo Lodge, which is in the Wall Sector 2 Commercial district this corridor comes out into, and more up class, the Super 8 Motel, which is near the Blue Waffle on the Main Platform.

Also mentioned is the used droid outlet on the Main Platform, called the Robo Mart. "Your droid barely functional? Need a new one? Come to Robo Mart. We sell the best reconditioned and second-hand droids!"

Naturally Rotgut Station's Chop Shop in the Wall Sector 2 Commercial District is well promoted here for anyone wanting custom starfighters, assembled from salvaged ships. Continuing along the corridor, **turn to 1**.

137 Through the tall narrow doorway you enter a short dark passageway, which comes out onto a walkway. To your right, where there is a sheer drop, you can see at the other side of the



cavern from the Main Platform, the sheer cliff face of apartments making up Wall Sector 1, Kowloon City. To your left you pass the arched entrance of the Community Council Chamber.

Further along, the walkway turns left then left again into a chamber with three public computer consoles along the wall behind you and another against the wall to your left.

Just before the last computer console there is a doorway to your left and steps leading down to your right. **Turn to 82** to go through the doorway.

Down the steps you can see at the bottom there is a door on either side of it. The left one is marked as being a storeroom. **Turn to 3** to enter it. The right one is marked as being the Law Keeper Office. **Turn to 19** to enter it. **Go to 135** to turn around and return the way you have come.

138 You are able to partially restore some of the deleted data and learn that the Princess had been involved in a fight in the Blue Waffle with some of Endo Fash's men. Several hours ago, a body was found in the Gutter Town alleyway nearest the lift down from the Main Platform, which looks like Princess Luita Sullanaro. Note down you have "Lead F" and "Lead C". If you have "Clue C" you now also have "Clue A".

You also discover coding that reveals the file was remotely sliced from a computer at the Lusty Lady and the software used is one you know, from your past dealing, is more commonly used by the Rebel Alliance to Restore the Republic than anyone else! Note down you have "Clue X". Return to the number you were at when you opened the file.

139 Unfortunately the body inside the refrigeration unit does appear to be the missing person you were hired to find! Your client however is going to want certainties and details and the fastest way for you to possibly get them is through using your psychometry on the body. **Go to 155** if you have "Clue C", otherwise **go to 140**.

140 **Go to 156** to use your psychometry **or to 60** to physically assess the body and cause of death.

141 After a long futile search, you fail to find Deputy Mephiti and are eventually forced to give up and head back to the Main Platform. **Turn to 112**.

142 You react faster, firing first. Roll the dice in your *Blaster* skill. On a result of 10 or more, **go to 213**. On less than this, **go to 174**.

143 You climb down the stairs to the right of the Gun Shop, which twists to the left, where you can see the upper level of the Blue Waffle bar. There a Morseerian and a human are sat out on the balcony. The steps bring you down into a street stretching to your left. **Turn to 84**.

144 You pick up the psychic trace of the Princess having been here only over an hour ago and her emotions from then of smug satisfaction and adrenalin, revealing that at least at that point in time she was alive. **Go to 154** if you have seen the body in the refrigeration unit, otherwise note down you have discovered "Clue C" and **go to 115**.

145 You are aware that Mephiti is the deputy who patrols Gutter Town and that he likes his job mainly for the opportunities it provides for him to indulge in violence. **Go to 104** to proceed with approaching him. Alternatively, **turn to 40** to go back downstairs and through to Mel's Diner and check if there is anyone there to speak to. **Turn to 49** to leave the Blue Waffle.

146 Placing a hand on the wall, feeling the actual charred residue beneath your fingers, you close your eyes and concentrate. Roll the dice in your *Sense* skill. On a result of 11 or more, **turn to 183**. On less than this, **go to 157**.

147 In the confines of the lift you fail to avoid one of the Devaronian's blaster shots. Roll the 2D+1 you have in your *Strength*. On a result of 5 or less, **turn to 215**. On a total of 6 to 10, **turn to 176**. On a total of 11 or more, **turn to 121**.

148 Several hours old, you pick up the mixture of fear, adrenalin and determination often consistent with someone on the run from an enemy. In your mind you see the image of the Princess reflected in the metal surface of the lift wall. Here you sense residues of the feelings of both being trapped as that person and loathing and hating the Princess for her current plight for which she was trying to convince herself would not end up in her own death. Mixed in with this is a feeling of being unfairly betrayed. **Turn to 144**.

149 Your shot hits your attacker in the centre of his chest and he falls to the ground, dead, with your Adjudicator Compact being powerful enough to burn through his armour and him. **Turn to 146** if you wish to use your psychometry on the blaster scoring on the wall, **or to 77** to examine it physically first if you have not finished doing so. **Turn to 107** to search the surrounding area for additional clues. **Turn to 112** to leave Gutter town and return to the Main Platform.

150 After almost an hour of looking you spot the dark fur-covered form of Deputy Mephiti, coming around the side of an orange square building with a blue stripe around the lower half of it. Mephiti is muscular and moves like a hunter. One of his eyes is a cybernetic replacement and he has a scar across his face where he lost that original eye. A white stripe extends up from his nose and over the centre of his head. He turns to look straight at you, daring you to draw a weapon on him if that is your intention. **Turn to 97** after first noting down you are in Gutter Town.

151 On the ground, at short range firing distance from the wall with the blaster scoring on it, you find a few spent slug-thrower bullet casings, making it clear what kind of weapon was actually used in the murder.

Note down you have discovered “Clue B”. **Turn to 186** to use your psychometry on the cases. **Turn to 146** if you wish to use your psychometry on the blaster scoring on the wall if you have not already done so, **or to 77** to examine the wall physically first if you have not finished doing so. **Turn to 112** to leave Gutter Town and return to the Main Platform.

152 As he gets progressively more inebriated, you ask him again for his help. **Turn to 133** if this is concerning the information he has on the Princess case or seeing the body. **Turn to 108** if you have “Lead A” and need his help with it.

153 You find yourself on a small landing platform, overlooking a much larger landing platform ahead of you. The aroma of food cooking reaches you. To your right, across a small blue bridge, you can see a yellow Wang's Tacos food stall, where it is coming from, featuring two stools facing the counter and service window. **Turn to 158** to go across the bridge to the stall **or to 114** to return to the lift.

154 *So if the Princess was alive over an hour ago, you think to*

yourself, then the body in the refrigeration unit cannot have been her, despite appearing to be so, as that person was found dead several hours ago. With the Princess not having a twin sister, this suggests someone had themselves altered to look like her, using plastic surgery. Note down you have discovered “Clue A”. Turn to 115.

155 *Considering I know the Princess was alive over an hour ago, you think to yourself, and this person was found dead several hours ago, it cannot be her, despite appearances. With the Princess not having a twin sister, this suggests someone had themselves altered to look like her, using plastic surgery. Note down you have discovered “Clue A”. Turn to 140.*

156 Placing your hand on the cold body, you close your eyes and concentrate. Roll the dice in your *Sense* skill. On a result of 11 or more, **turn to 47**. On less than this, **Turn to 100**.

157 Your psychometry reveals nothing to you. **Turn to 107** to search the surrounding area for additional clues if you have not already done so. **Turn to 77** to examine the wall physically if you have not done so. **Turn to 112** to leave Gutter Town and return to the Main Platform.

158 Crossing the blue bridge, you reach the Taco food stall. With it next to you to your left you can see facing you is a white building with an arched doorway, called “The Toy Barn”. Further right there is a spiral staircase, going down. **Turn to 171** to go down it. On the other side of the spiral staircase you can see a small red building with “TOOLS” written above its doorway. **Turn to 114** to return to the landing platform over the bridge and re-enter the lift.



159 Reaching the Wang's Tacos stall, you see there is a blue bridge to your left to a small landing platform. On the left side of the landing platform is a lift to the lower level and Gutter Town. **Turn to 114** to cross the bridge and enter the lift. **Turn to 171** to go down the spiral staircase behind you.

160 Feeling the effects of the Muja Brandy on you, you start to realise your plan really is not going to work. You can tell Deputy Mephiti is not inebriated in the slightest and you are likely to pass out drunk well before he would be intoxicated enough to help you.

Making your excuses, you stand up unsteadily and say goodbye before heading back to the stairs. **Turn to 40** to go down the stairs and through to Mel's Diner and check if there is anyone there to speak to. **Turn to 49** to leave the Blue Waffle.

161 Ripping the blaster from his grasp, you shoot him with it. **Turn to 149**.

162 "The answer is no. You shouldn't even be asking this of me and if you persist, you are seriously going to regret it and don't think that little blaster pistol you are carrying is going to do you any good." **Turn to 189** to switch to using buying the Deputy drinks to get his help **or turn to 40** to go down the stairs and through to Mel's Diner and check if there is anyone there to speak to. **Turn to 49** to leave the Blue Waffle.

163 After less than a minute of searching through the disorganised files on the data pad, you find the casefile on the investigation on the missing Princess and download it to a data card. Note you have the "Investigation Data File" and next to it the number "164". You can turn to this number whenever you want to look at the file, after first making a note of the number you are currently on, so you can turn back to it.

Shutting the data pad down, **turn to 172** to leave **or 7** to try and get the refrigeration unit open.

164 You open the file only to find it is empty with its contents having been deleted. If you have computing skills and want to take time using them to investigate the file deletion and possibly seeing if you can retrieve anything, **go to 168**, otherwise return to the number you were previously on before opening the file.

165 You climb the spiral staircase up into a level where you can see a red tools shop to your left and a white newspaper store to your right with two public computer consoles outside it. The aroma of food cooking reaches you.

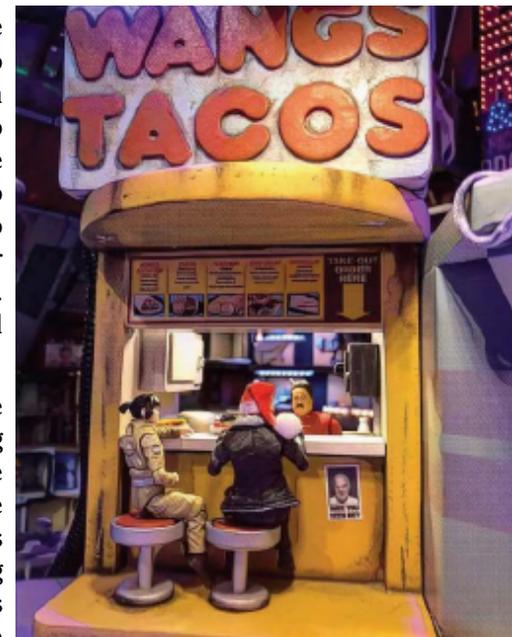
Stepping up off the last step and turning around, you see in the other direction the yellow stall of a Wang's Tacos food outlet facing you with two stools outside it next to the counter and service window.

To your right there is also a place called "The Toy Barn". **Go to 159** to go over to the Wang's Tacos stall. **Turn to 171** to return down the spiral staircase.

166 A wild blaster shot from your assailant flashes through the air well wide of you, as you close on him and attempt to wrestle his weapon from his hands. Roll the dice in your *Brawling* skill then roll 2D6 for him.

On you rolling equal or higher, **turn to 161**. On rolling less, **turn to 217**.

167 Through the doorway you enter a small shop cluttered with droids which are either not activated or currently not functional. Some of the latter are in various states of assembly and repair. Before you is a solid looking counter of bare metal with a creepy Mوندoolian Monk behind it. Two pink tentacles protrude from his pale blue robes. Like the counter, the walls of the shop are also of bare metal. Behind the Mوندoolian Monk is the metal casing of an old power generator. Propped up against the side of the metal counter you can see the head and torso of an F3-PO protocol droid. You would recognise it anywhere, as the



model's facial and body dimensions were based off your own, during your time as a model.

You ask the, Mondoolian Monk if it has seen the Princess and show it your holo-image of her but it just rasps, "No, sorry, I can't help you." You leave by the doorway behind you.



Outside you see a staircase twisting clockwise up a support column facing you. **Turn to 165** to climb up it. Beyond the column and to your left you see a small red building with grey doors and above the doors in large blue letters against a yellow background, the word "Guns". Inside you see blaster rifles displayed inside the counter the owner is stood behind. If you have "Clue D" or both "Clue B" and "Lead C" and wish to follow it up by making enquiries at the Gun Store, **turn to 196**. To the right of the Gun Shop are stairs going down. **Turn to 143** to go down them.

168 Roll the dice in your *Computer Programming/Repair* skill. On a result of 16 or more, **turn to 138**. On less than this you have no success and must just return to the number you were at when you opened this file.

169 Climbing up the set of stairs, which twist to your right, you reach the next level. **Go to 170**.

170 Straight ahead you see a metallic support column with from its left side, a spiral staircase twisting around it up to the level above. **Go to 165** to climb up them. To your right, you see a small red building with grey doors and above the doors in large blue letters against a yellow background, the word "Guns". Inside you see blaster rifles displayed inside the counter the owner is stood behind.

If you have "Clue D" or both "Clue B" and "Lead C" and wish

to follow it up by making enquiries at the Gun Store, **turn to 196**. Past the support column you see steps going up to a landing pad and to the right of them a lime coloured building with an oval door and partially obscured from view by the support column, the words "ROBO MART" in pale blue. **Turn to 167** to enter the Robo Mart. **Turn to 143** to go down the stairs behind you.

171 The spiral staircase twists around a wide metal support column to your left. As you descend down the steps and onto the next level, you see to your left a small red building with grey doors and above the doors in large blue letters against a yellow background, the word "Guns". Inside you see blaster rifles displayed inside the counter the owner is stood behind. If you have "Clue D" or both "Clue B" and "Lead C" and wish to follow it up by making enquiries at the Gun Store, **turn to 196**.

To your right you see steps going up to a landing pad and further right, beneath the landing pad, is a lime coloured building with an oval door and partially obscured from view by the support column, the words "ROBO MART" in pale blue. **Turn to 167** to enter the Robo Mart.

Ahead you can see some distance away Kowloon City or Wall Sector 1, which is effectively a vertical wall of apartments, one on top of the other, some with balconies. In that direction, but much closer, there are also steps going down. **Turn to 143** to descend them. **Turn to 165** to return up the spiral staircase behind you.

172 Having what you need, you shut the data pad down then sneak back out through the door behind you to the stairs. **Turn to 81**.

173 You throw yourself to one side of the lift, as the Devaronian's blaster bolts flash through the half of it where you previously were. As your shoulder hits the side wall of the lift, you fire back with your blaster pistol. Roll one less than the dice in your *Blaster* skill. On a result of 7 or more, **go to 178**. On less than this, **turn to 120**.

174 Your blaster shot misses both the thugs and instead shatters a bottle on top of the unit next to the porthole-like window to your right. Both the Quarren and the Devaronian fire back at you. Roll one less than the dice in your *Dodge* skill. On a result of 10 or more, **turn to 185**. On less than this, **turn to 215**.

175 The lift doors close behind you. You either slot a key into the control panel and twist it, if you have obtained one, or hot-wire the lift to go to the second level motel room. The lift starts its ascent. With a ping it arrives at that level and it is the doors in front of you that open, rather than the ones behind you, which you entered by.

Through them you see a squid-head-like Quarren and a horned Devaronian. Both have blaster pistols aimed at the lift, but you also have your Adjudicator Compact blaster held at the ready. Laid on the bed behind them is the Princess, their captive. Roll the 3D+2 dice you have in your *Perception* and roll 2D+1 for them.

If you roll equal or higher than them, **Turn to 142**. On rolling lower, **go to 180**.

176 The blaster bolt sears across the side of your head and you fall backwards against the rear doors of the lift, with the smell in your nostrils of your own blonde hair burning. Feeling too sick and dazed with pain to move, you watch as the Devaronian aims his blaster at you and with a grin that shows his teeth, prepares to pull the trigger for that final shot which will kill you.

A blaster shot rings out and the Devaronian falls face-down onto the cream coloured carpet beneath him. Behind him, on the floor beside the bed, you see the Princess slouched with a blaster in her hand, presumably the one her Quarren guard had dropped when you shot him.

“Thanks,” you wince, as you painfully get to your feet and help the Princess up as well. **Turn to 220**.

177 As you push two wires together, with a faint click, the door unlocks. Roll the dice in your *Sneak* skill to see how quietly you open the door. On a result of 6 or more, **turn to 212**. On less than this, **turn to 197**.

178 With a precise shot you hit the Devaronian in the chest and he falls to the floor, dead. On the bed behind him you see the Princess is now conscious and struggling to free herself from the binders her wrists are in. Stepping over to her, you quickly help her get free. **Turn to 220**.

179 “I’m also looking for a place which does plastic surgery,” you tell the Zeltron woman.

“It would be a crime against nature, you doing anything to your

beautiful face and body!” she exclaims. “Well if you must the only place on the station is the Med Centre on the Main Platform.” If you have “Lead X”, **turn to 128** if you wish to visit the Nautolan girl to follow it up. **Turn to 131** to leave the Lusty Lady.

180 The two thugs open fire with a fierce barrage of blaster fire. Roll the dice in your *Dodge* skill. On a result of 13 or more, **go to 185**. On less than this, **turn to 215**.

181 You return upstairs to Mephiti and find yourself having to, at his insistence, match him drink for drink. Fortunately, he has already had a few drinks beforehand, or you would not have had a chance. Roll the dice in your *Stamina* skill. On a roll of 12 or more, **turn to 152**. On less than this, **turn to 160**.

182 You find the lock more challenging than it appears and after a few minutes are forced to concede this design is beyond you. **Turn to 208**.

183 You hear the psychic memory in the wall of voices from some days ago. “That idiot, Yarsh Steel-death, might as well signed the wall with his signature. No one else uses that archaic slug-thrower of his. I said for him to be discrete. How did he not get that included using a blaster for once? See what you can do to obscure them with blaster shots.”

“Okay boss.” You hear the sounds of over a dozen blaster shots.

“You better do the body as well, Seveg...” A different pitch of blaster then fires, followed by a voice growling,

“This is Law Officer Deputy Mephiti. Drop your weapons and get on the ground or I will enjoy ending you!” The final thing you hear is the sound of return fire from the criminals and the sound of their boots against the ground, as they make their escape. Note down you have discovered “Clue B”. **Turn to 112** to leave Gutter town and return to the Main Platform. **Turn to 107** to search the surrounding area for clues.

184 There is a loud bang from the street thug firing his slug thrower but fortunately you manage to dodge out of the way a split second before this so are not in the path of the bullet. Firing back with your blaster pistol, roll one less than the dice in your Blaster skill. On a result of 8 or more, **turn to 193**. On less than this, **turn to 199**.

185 You drop into a crouch and the blaster bolts blaze through the air above you, where a moment ago your head and chest had been. From that position you shoot back. Roll one less than the dice in your *Blaster* skill. On a result of 7 or more, **turn to 213**. On less than this, **turn to 174**.

186 You concentrate hard on the spent bullet cases. Unless you have noted down “Lead B dead” roll the dice in your *Sense* skill. On a result of 11 or over, **turn to 204**. On less than this or if you have noted down “Lead B dead”, **go to 195**.

187 “They’ll kill me for telling you,” he pleads.

“Not if you are successful in running,” you counter unsympathetically. “With me, however, you won’t even get the chance to run if you don’t cooperate. Do the smart thing and talk and your chances of survival will be so much better. What’s happened to the Princess of Kessel?”

“I shot the woman they made up to look like her by mistake.” he tells you. “She’s in the second level room of the Super 8 Motel,” Switching your blaster to stun, you fire at him; dropping him to the ground. **go to 188**.

188 In the thug’s pocket you discover a key with Super 8 Motel and “Level 2 Room” on it. Heading back to the towering structure of the Main Platform, you reach an alcove there with the doors of a lift in the left wall of it. Entering the lift, **turn to 175**.

189 “Sorry,” you apologise. “You’re right that I was out of order. Can I buy you a drink to make up for it?”

“Muja Brandy; the D’sturman stuff, not the cheaper stuff, and get yourself one as well.” Returning downstairs and to the bar there on your left, you order the Muja Brandy, wincing slightly at the price of it. Roll the dice in your *Alien Species* skill. On a result of 12 or over, **turn to 198**. On less than this, **turn to 181**.

190 In the small dimly-lit single room hovel with a table and quite a bit of clutter, you see a large massively-obese pale-skinned Askajian male with long brown hair. Standing on a mattress, he is levelling an archaic looking gun at you. Roll the dice in your *Dodge* skill, plus an extra dice for the cover the door provides. On a result of 12 or more, **go to 184**. On less than this, **turn to 215**.

191 With a pocket hydrospanner you quickly get the cover off the lock, allowing you access to the wires beneath it. It certainly does not look like the greatest of locks. Roll the number of dice you have in your *Security* skill. On a result of 6 or more, **turn to 177**. On less than this, **turn to 182**.

192 You do not think the Weequay believes your claim of wanting to find the owner of the slug-thrower for a job. Pretty certain the gun shop owner does know something and probably just needs a suitable credit incentive to betray a customer, you ask, “Are you sure?” and pull out enough credits for a reasonable bribe. Roll the dice in your *Persuasion* skill. On a result of 11 or more, **turn to 206**. On less than this, **go to 201**.

193 With the red flash of your blaster shot illuminating the hovel, your opponent falls to the floor. **Turn to 212**.

194 If all your leads have failed and you decide to give up, **turn to 216**. **Turn to 143** to go down the stairs to your right. **Turn to 165** to go up the stairs behind you to your left and around the support column.

195 All you sense is the coldness of the spent bullet cases in your hand. **Turn to 146** if you wish to use your psychometry on the blaster scoring on the wall if you have not already done so, **or to 77** to examine the wall physically first if you have not finished doing so. **Turn to 112** to return to the Main Platform.

196 “I’m looking for a professional whose signature weapon is a slug thrower,” you tell the Gun Store owner, who is a Weequay with brown-grey wrinkled skin and a bald head apart from a few plaits of hair at the back. “I have been impressed with the reports of his work and gather someone like him would be useful for an associate of mine.” Roll the dice in your *Con* skill. On a result of 9 or more, **turn to 207**. On less than this, **turn to 202**.

197 With a creak of corroded metal you push the door open, hearing movement from within, as you do so. **Go to 205** if you hotwired the lock **or to 190** if you shot it with your blaster.

198 You have the idea of spiking the Muja Brandy with a drink known as “Darth Vader Neck Crusher”, which due to it containing hydrotrentalite phenol phosphate, you are aware gets ZeHethbras drunk very fast, so order a shot of that as well and

have it added to Mephiti's drink, before returning upstairs to him.

A short while later you are watching him get progressively more inebriated and ask him again for his help. **Turn to 113** if this is concerning the information he has on the Princess case or seeing the body. **Turn to 108** if you have "Lead A" and need his help with it.

199 The red flash of your blaster shot illuminates the interior of the small cluttered hovel but misses your opponent, who returns fire with his much louder slug-thrower. Roll the dice in your *Dodge* skill. On a result of 9 or more, **Turn to 184**. On less than this, **turn to 215**.

200 Half an hour later you find the hovel of one Yarsh Steel-death, a small-time thug who fancies himself to be a professional killer. The building is square shaped with pale walls and has a domed roof. To the left of the door, there are two large green canisters on the wall.

Even through the metal of his home, you think you can hear snoring. The door, however is locked. **Turn to 191** if you wish to try and hotwire the lock. **Turn to 208** to just shoot the lock with your blaster.

201 "Sorry, I still can't help you, even for that much," the Weequay tells you. If all your leads have failed and you decide to give up, **turn to 216**. **Turn to 143** to go down the stairs to your right. **Turn to 165** to go up the stairs behind you to your left and around the support column.



202 "I'm sorry, I can't help you," the gun store owner tells you. Roll the dice in your *Investigation* skill or *Streetwise* skill. On a result of 8 or more, **turn to 192**. On less than this, **turn to 194**.

203 Stupidly, the street thug reaches for his dropped gun, obviously underestimating your resolve, leaving you with no choice but to finish him off. **Turn to 188**.

204 This time through your psychometry you do not see, hear or smell anything. Instead you feel a pull from the spent bullet casings in a specific direction, which you instinctively know is in the direction of the owner of the slug-thrower from which they were ejected. **Go to 200**.

205 In the small dimly lit single room hovel you see a large massively obese pale skinned Askajian male with long brown hair. From the mattress he is on, he reaches for an archaic looking gun. With your blaster pistol out you fire before he can shoot at you with his slug-thrower. Roll the dice in your *Blaster* skill. On a result of 10 or more, **turn to 193**. On less than this, **Go to 199**.

206 The Weequay takes the credits and holds out a hand for more. Reluctantly you double what you had given him, and he smiles, "Yarsh Steel-death is the only individual I know who uses a slug thrower. You can find him at this address in Gutter Town..." Note down you now have "Lead B". **Turn to 143** to go down the stairs to your right. **Turn to 165** to go up the stairs behind you to your left and around the support column.

207 "Really," exclaims the gun shop owner. "That's an unusual weapon, considering the advantages a blaster has over it. I only know of one individual who uses one."

"Who"

"Yarsh Steel-death. He has a slug thrower because they didn't have blasters on his home planet. He lives at this address in Gutter Town..."

"Thanks. My associate will be most grateful." Note down you now have "Lead B". **Turn to 143** to go down the stairs to your right. **Turn to 165** to go up the stairs behind you to your left and around the support column.

208 Drawing your Adjudicator Compact blaster pistol, you shoot the lock activation mechanism. The sound of your weapon firing is at least as loud as knocking on the door. There is a smell of charred metal and burnt circuitry with smoke coming out of the lock activation mechanism where you shot it. **Turn to 197.**

209 You ask to see the doctor and after a short wait, are shown through to him.

“Excuse me, I’m looking for a client of yours, who paid to have a woman made up to look like this,” you tell him, holding up a holo-image of the Princess.

“Sorry, I can’t help you.”

“Can’t or won’t?”

“Client confidentiality.”

“Are you familiar with Officer Mephiti? He really enjoys violence and the hunt. Nothing frustrates him more than his quarry getting away. How do you think he would react if he learned criminals have been eluding him thanks to using your services to get new faces? I imagine he would be very angry, and things would get unpleasant for you. If you cooperate and tell me what I need to know it will give me a reason to turn a blind eye to the services you offer here.”

“They’ll kill me if I rat on them.”

“What do you think Officer Mephiti will do to you? It will be more than a slapped wrist. Did I mention he has quite a temper...?” Roll the dice in your *Intimidation* skill. On a result of 8 or more, **turn to 218**. On less than this, **turn to 214**.

210 “Now this I can help you with,” the Klatooian smiles, as you show him the deleted file. He spends a few minutes deftly using specialist illegal software on your file then tells you what results he has managed to achieve. Closa manages to partially restore the data so you are able to learn that the Princess had been involved in a fight in the Blue Waffle with some of Endo Fash’s men. Several hours ago, a body was found in the Gutter Town alleyway nearest the lift down from the Main Platform, which looks like Princess Luita Sullanaro. Note down you have “Lead F” and “Lead C”. If you have “Clue C” you now also have “Clue A”.

Closa is also able to tell you that the file was remotely sliced

from a computer at the Lusty Lady, and the software he informs you was used is one you know, from your past dealing, is more commonly used by the Rebel Alliance to Restore the Republic than anyone else! Note down you have “Clue X”. **Turn to 129.**

211 As you approach the doorway, the Gamorrean looks you up and down and not spotting your Adjudicator Compact blaster pistol, lets you enter. Inside a second Gamorrean guard escorts you into the presence of the giant slug-like Hutt, Endo Fash, laid upon his animal skin covered stone slab of a throne and surrounded by various low life minions. Playing music to the right of the throne there is a band, consisting of a Rodian, a Shawda Ubb and a Bith playing flutes and a Pa’lowick singer and an Ortolan organist.

“Detective Ferris Hol,” rumbles Endo Fash in his deep voice. “What brings you before my awesome presence?”

“I am investigating the disappearance of this woman,” you inform him, holding up your holo-image of the Princess. “I have heard she got into a fight with some of your men.”

“Boys will be boys,” the Hutt chuckles. “It had nothing to do with me and if they get themselves hurt or killed in a fight, that is entirely their affair and I will not get involved.” *It is too much, I guess, to expect for him to keep his thugs under control, you think to yourself.*

“As for you girl, if ever you need paid work, there are always people I need finding,” the Hutt continues. Thanking Endo Fash for his time, you leave his audience chamber. **Turn to 132.**

212 A moment later you are inside the hovel, standing over the street thug and pointing your blaster pistol down at his head. Off to one side, near the mattress he is laid upon, is a mostly empty bottle of cheap Cassandran choholl.

“If you wish to live,” you inform him. “Tell me the full details of what has happened to the Princess of Kessel.”

“I don’t think you have it in you to pull that trigger,” he splutters.

“Really! No one is going to miss you and I’ve been an investigator long enough to know how it is possible to make coldblooded murder look like self-defense, and to know how to dispose of incriminating dead bodies...”

Roll the dice in your *Intimidation* skill or *Law Enforcement* skill. On a result of 5 or more, **turn to 187**. On less than this, **turn to 203**.

213 Your shot hits the Quarren in the head and he falls flailing to the ground, while the Devaronian, with a snarling hiss, returns fire. Roll one less than the dice in your *Dodge* skill. On a result of 6 or more, **turn to 173**. On less than this, **turn to 147**.

214 “I think I will take my chances,” he says firmly. “I doubt he will have the time to go after me for whatever minor indiscretions I might have committed. You, on the other hand should leave, as there is nothing here for you.”

Note down you have “Lead A”. It seems likely your only chance of any success here will be to find Officer Mephiti and persuade him to take an interest in this matter. Leaving the Med Centre, **turn to 83**.

215 A gun shot hits you in the head, killing you instantly.

The End

216 With a heavy heart you book passage on a ship leaving Rotgut Station. It has not been easy facing the fact you have failed to find Princess Luita Sullanaro and you really are not looking forward to telling the Kessel Royal Family.

Hopefully you will be more successful with your next case and after the expenses of this one, you need the credits.

The End

217 As you try to wrestle the blaster away from you, your assailant manages to fire, hitting you in the chest at point blank range, and you collapse to the ground, dead.

The End

218 “The place you want is the second level suite in the Super 8 Motel,” he sighs. “I gather that is where they’re holding the woman who was the template for the plastic surgery they had me perform on their woman. You did not get this information from me.” **Go to 219**.

219 Leaving the Med Centre, you step back into the street outside and walking past the ramp up to the landing pad on top of the Med Centre, turn right so the Blue Waffle bar is facing you.

You continue in that direction with the orange tower of the Super 8 Motel to your right, before turning right again and entering the lift in the left side of the motel. **Turn to 175**.

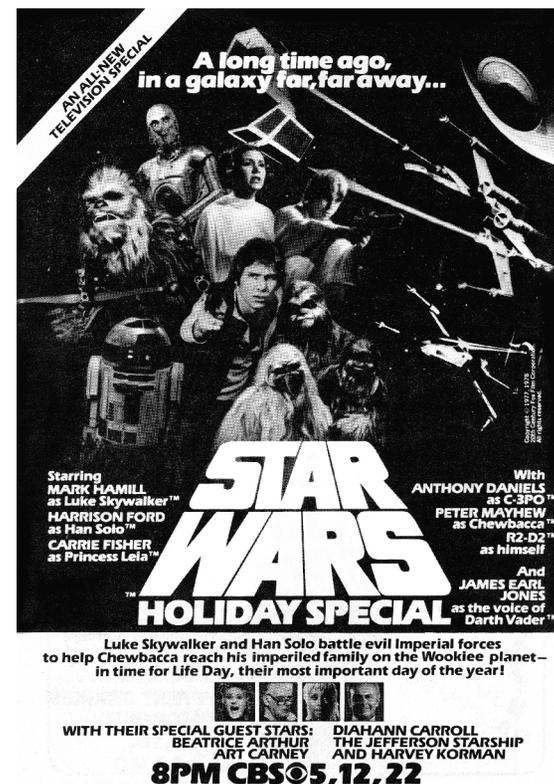
220 “Who are you?” the Princess asks.

“Just a professional detective the King and Queen of Kessel hired to find you, your Highness,” you reply.

“Well thanks for the rescue. Not sure if I could have escaped a second time without help. They had some scheme of replacing me with an imposter who looked like me, so they could gain access to some of my family’s wealth through her. Once they had the plastic surgery done and their woman schooled in behaving like me, I was going to be disposed of.”

A few days later you arrive at the palace of the royal family of Kessel with the Princess, where King Yaruba pays you handsomely for your services.

The End



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A word cloud of medical terms including: HYPERTENSION, ENDOTHELIN, REMODULIN, PULMONARY, SOB, INHALED, LUNGS, FAILURE, PALPITATIONS, REMODULIN, SILDENIFIL, SUBCUTANEOU, ITRANVENOUS, EXHAUSTIAH, FAILURE, FLOLAN, HEART, ARTERIAL, SOB, BREATH, PULMONARY, PROSTACYCLIN, PALPITATIONS, BREATH, HYPERTENSION, PROSTACYCLIN.

STAR FIGHTER

...STAT!



PAH-STARFIGHTER

Santhe/Sienar Technologies is one of the biggest and most prominent corporations and industrial powerhouses of the ecumenopolis that is Lianna. Santhe/Sienar subsidiaries are ten-fold, their catalog of starfighters, including the illustrious TIE series, ranks over twenty. If one were to include their models of space transports, capital ships, and planetary vehicles, they are on the tip of everyone's tongues.

We're not here to talk about them.

This is ...STAT!

We present an image of a creature, alien species, ship, or a piece of technology, and we ask you our readers stat it.

In this issue, we present the PAH-Starfighter as designed and created by the father & son team of Ronald and Luciano Cordova.

November is Pulmonary Hypertension Awareness month.

Luciano suffers from Pulmonary Arterial Hypertension and we would like you to join us in showing our support by making a donation to the American Lung Association on our Facebook page.

Everyone who donates is entered into a Raffle to receive an Imperial Turbolaser Tower in PH Awareness colors courtesy of Chris Shaylor.

Extra Entry STAT!

*For an extra entry in teh raffle Submit your ...STAT! entries with subject **Starfighter Stat!** to*

chrisshaylor@gmail.com and aurekjenth@gmail.com

Winner to be announced November on the Adventurer's Journal Facebook page. Stats will also be featured in Issue Three.

Cordova Garage & Salvage "Cordova Shipyards"

True ingenuity and engineering is not found on a factory processing line, it comes from the grease covered hands and the sweaty brows of the father and son team of Ronald and Luciano Cordova. From the Patch, a humble sector of Lianas North Eastern ridge, it was here that dreams were set loose.

Ronald Cordova initially worked for Santhe/Seinar as an engineer, taking after his father who was an integral engine designer for the TIE starfighters series. Disillusioned with the

STARFIGHTER ...STAT!

company and the mistreatment of his fathers designs, Ronald left Santhe/Seinar with some of his fathers unpublished and unfinished plans.

Knowing he had to finish his fathers work. Ronald turned his trade to salvage and repair. He opened a garage to work alongside his son Luciano, while teaching him starship engineering they would earn the credits they would need to research his father's designs. Eventually he was drawn to a concept for an engine that worked on used polycyclic aromatic hydrocarbons, natural materials like tar or coalstone, like those found in Lianas industrial areas.

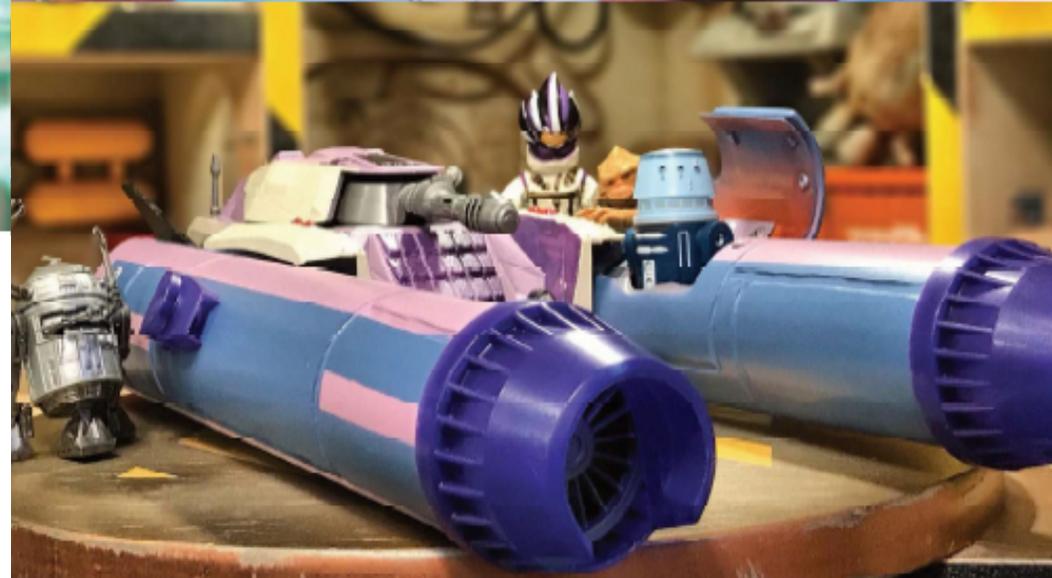


Shortly after this discovery came the news that Luciano had contracted a rare lung disease; medics attributed the disease to the pollutants on Liana, with an estimated prevalence ranging from 10 to 52 cases per million.

Ronald doubled his efforts and once more combed through his father's notes. The Force was with him and allowed him to see his father had already put a plan in motion with the engine designs, with an intuitive leap it guided him to design the engines for use as an abiotic component of Liana's polluted ecosystem. A ship was designed around the engine, to scoop in pollutants, siphon them into tanks, and burn them off as fuel.

Clean energy from a dirty problem.

Thus the PAH-Starfighter was born. Word got to the Rebel Alliance who were in need of such a versatile ship to aide in their resistance efforts and though they commissioned close to 1000 ships only 100 were built.



STAR WARS Action Figures

LUKE SKYWALKER



Luke Skywalker action figure. Luke's quest to rebel worlds all through the galaxy, comes charging across the stars to do battle for the lovely Princess Leia, and to save her from the evil machinations of Lord Darth Vader. Darth Vader got away in the battle of the Death Star, but what does he have in store for our hero? Luke stands in the 3 1/2" version with extendable light saber to give Darth a nasty nap! #24195/\$2.95

OBI-WAN KENOBI



Obi-Wan Kenobi action figure. Master of the Force, last of the Jedi Knights. Obi-Wan emerges from retirement on Tatooine to help the rebelling of the evil Empire. Obi-Wan comes with removable cape, retractable light saber. 2 1/2". Obi-Wan Kenobi stands ready to battle with Darth Vader. #24196/\$2.95

SEE THREEPIO



See-Threepio action figure. Protecting his way thru the star wars, he lined up his golden body suit of classic battles. Fun. And other stars. He improved his courage again and again. This golden 2 1/2" figure comes with removable arms and legs. CPO #24197/\$2.95

ALREADY ASSEMBLED!
The stars have come out to play! Eleven of the most exciting action figures from Star Wars have come in from space. Coming at you from Warren with their costumes, weapons and moveable bodies. These action figures will keep you going for hours and hours.

SAND PEOPLE



Sand People action figure. Brave Tusken Raiders protect us, Luke and his new friends. A very sensitive life knows pain, so we know it. They know! They know the language of Empire as a young man once and see not registered no any Imperial consent. Han Solo's 11 stick, are 3 1/4" high, with moveable arms, legs, and neck, and have a detachable cape. #24205/\$2.95

DARTH VADER



Darth Vader action figure. The dark lord of space comes to earth with glory. In the 4 1/2" "repliable" the price at the outer darkness comes with retractable laser saber, removable cape, moveable arms, legs, and neck. The minute of the emperor. He escaped destruction in the cataclysmic battle of the Death Star. Can you count on it? #24198/\$2.95

DEATH SQUAD COMMANDER



Death Squad Commander Action figure. He made every effort to capture Luke, Han, and CPO as they tried to rescue Princess Leia from prison on Death Star. A leader of the troopers, his gray and black uniform is a symbol of authority. This 3 1/2" figure has detachable arms, legs and neck. He also carries a detachable laser rifle, which will punch holes in metal. #14234/\$2.95

PRINCESS LEIA



Princess Leia Organa. Heroine of Star Wars who led the rebellious star governments against the corrupt and repressive, tried to escape Death Star and succeeded with a new hair from her friends. What secrets does she possess? As comes in a regal detachable white cape & a detachable pistol. She is 3 1/2" tall and has moveable arms and legs. Her neck moves! A true princess she is! #24194/\$2.95

ARTOO DETOO



Action Droid action figure. Star Wars dynamic droid sets out to deliver a secret message to Princess Leia. Wheeling his way thru thick and thin. This 2 1/2" R2D2 comes with moveable legs and a clover head that clicks when it's turned! From the depths of space R2D2's will spread his wings to meet #24199/\$2.95

STORMTROOPER



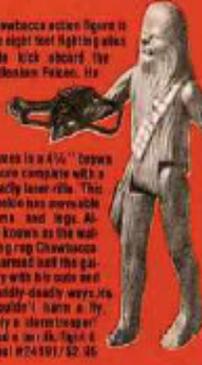
Stormtrooper action figure. Darth Vader's soldiers strike again and again throughout the galaxy. A terrible fate awaits all who oppose the Emperor's will. It comes in a wonderfully realistic version that is 3 1/2" high and comes completely assembled with laser rifle. Squads of stormtroopers scoured the galaxy to search for rebel messages, but were misled by Imperial R2D2 and Luke Skywalker. Beware! #24193/\$2.95

HAN SOLO



Han Solo action figure. The pilot of the Millennium Falcon who has great control about the rebel cause, never-the-less, came around to helping. Here with his special brand of derring-do. This 3 1/2" fighting droid comes complete with its own special laser pistol. He has moveable arms, legs and neck! Can't Han Solo show you the way to the riches of Paradise? How would you like to see? #24195/\$2.95

CHEWBACCA



Chewbacca action figure is the eight foot fighting galactic sidekick aboard the Millennium Falcon. He comes in a 4 1/2" figure. Figure complete with a detachable laser rifle. This warrior has moveable arms and legs. Also known as the walking rag Chewbacca charmed his way thru the galaxy with his code and candy-deadly ways. He wouldn't harm a fly, only a stormtrooper! And a lot of fun. #24191/\$2.95



Maybe the citizens of Rotgut Station have a comfortable routine, but for the spacers passing through, one day is not the same as the next; foraging for parts in the trash piles of The Ditch, hiding from gangsters in the Wall District, or having that fateful meeting in the Blue Waffle.

No two days can truly be the same.

As a space station with thousands of stories to tell, believe you me, if you picked a street corner and stood still all the adventure of a lifetime could fall into your lap.

Because there are so many stories or adventures that one could tell or have on the station, several of our members were given pictures and using it as inspiration were asked to provide a story, an adventure, or both.

Rotgut Calendar

The start of ones' week on Rotgut Station does not start on Primeday. Unlike the standard galactic week of five days, Rotgut Stations unique socioeconomic climate and position within the galaxy has afforded them an extra standard day.

Instead the denizens, in honor of the spacer who discovered the asteroid and commissioned the creation of the station, have a week that begins with Shaylorday.

Shaylorday

Sunday Morning

Coming Down

"I'm still not sure what the big deal is. All these threats over nothing. It's not like anybody said that door was supposed to stay locked anyways. Whatever. She can't have gotten far. I'm sure they'll find her ok. I mean, probably. What's the worst that could happen?" – Janitor

SETUP

The hour is almost upon us! Eenoala, the demanding, youngest daughter of Endo Fash, will undergo the sacred rite of Hutt Ascension, taking her place among the Fash clan proper. With her father's blessing (and his most generous gift of 12% of his above-board business holdings) Eenoala will strike out on her own to become part of Hutt society!

To celebrate this most auspicious occasion, Endo has spared no expense (under Hutt law, Ascension ceremonies are deductible up to 75%). But even these most lavish plans seem to have fallen short of Eenoala's expectations. To rectify this, Endo has demanded that his daughter's favorite musician - the Rodian sensation Greeata Jendowanian - provide entertainment for the party.

Unfortunately, Jendowanian's people have declined his most generous offers. No worry though, Endo's cousin Zabor was able to kidnap the Songstress. Zabor has taken great care to keep Jendowanian's presence in Rotgut a secret. He has taken her to a safehouse in an empty shop next to the Toy Store near Wang's Taco stand, where Endo's top guys normally go to play sabacc. Jendowanian has been kept drugged with a mild psychotropic since her abduction three days ago, and hasn't proved to be a problem. Yet. She is guarded by Flom and Trobitz, Zabor's two henchmen.

ADVENTURE SEED

As part of his normal duties, the janitor sees to it that the row of shops along the main platform are especially taken care of. Best foot forward and all that. This includes cleaning up inside the empty buildings and making sure none of them get infested by any nasty creatures.

Upon unlocking the back door of the abandoned shop, the Janitor is surprised to find the normally empty store room has been sparsely decorated, and a wildly dressed Rodian is snoring loudly on a large four-poster bed that has been moved into the room. He's seen way weirder stuff, so he quietly tidies up, takes the waste out and shuts the door. Of course, he forgets to lock it back up.

Jendowanian wakes up in a stupor and wanders out into Rotgut, her mind ablaze with the Rylothian Swamp Mushrooms she's had a steady dosage of, leaving a trail of encounters with various Rotgut denizens behind her as she decides to explore and have some fun.

When Flom and Trobitz take a break from arguing and playing sabaac, a tense race to find her ensues. The Ascension ceremony is just a few hours away, and they can't let Endo know what has happened.

POINT OF ENTRY

Think of this as a good excuse to get let the players get a feel for the layout of Rotgut Station. A mini-tour if you will. The players can get involved in several ways:

- Zabor Fash, desperate to find the singer, and afraid of word getting back to Endo has hired the players to *very quietly* track her down and bring her back.

- She is at least a couple of hours gone and the players must follow the trail she leaves by visiting the same locations she has been and talking to witnesses.

- Depending on how quickly they find her, she'll either still be acting pretty out of it, or she'll be coming to her senses and ready to try and evade them, or call on help from the law.

- Zabor will reward them well, but he also doesn't want word getting back to Endo about what happened, so maybe he doesn't want any witnesses? Be wary.

- If they make back to the Ascension party just in time they might need to get Jendowanian sobered up real fast. A DIFFICULT first aid or MODERATE medical check will help determine what's actually ailing her and if anyone has access to stimulants, those might do the trick.

- Zabor will also have something ready to wake her up. Convincing her to go on stage and perform is another story.

- One of the players recognizes Jendowanian and realizes something isn't right. Even though she appears very drunk, and seems to be enjoying herself, maybe she needs help.

- At first she'll offer the players to join her partying. As she goes from place to place, she might drop more and more hints as to her situation as she recovers more of her memory.

- Flom and Trobitz will show up eventually, having tracked her down, probably with some more muscle.

- Jendowanian, coming out of her drug-induced stupor, decides to stop one of the players for help, revealing that she's been kidnapped and is being forced to perform for some Hutt's brat daughter. Will they help her or see if there might be a reward?

- If they decide to help her, they will need to evade Flom and Trobitz, plus any other groups Zabor may have alerted in his bid to find her as quickly as possible. If this is the case, some interesting chase dynamics could occur, with multiple gangs all vying to be the ones to bring Jendowanian back.

- The main goal will be either to get her off station or safely in the hands of the law. That is, if the law hasn't been paid off as well.

- Jendowanian has a large pocketbook, and can offer quite a bit. Front row tickets at one of her shows can even be scalped for a hefty fee.

- Zabor, and in turn Endo, will not be pleased with the players though if she leaves the station before the event.

ENCOUNTERS

Jendowanian will generally wander in the below pattern, moving from the Main platform and on down closer and closer to Guttertown. You can use the examples below but feel free to mix things up and improvise. Just keep the Rotgut Station guide nearby for reference. Keep it light and farcical in nature.

A handful of reported encounters might be enough before the players catch up with her. Anyone with decent PERCEPTION skills (any number of them might do, or just an attribute check) can follow her trail. The trick will be how fast can they find her. Will they get distracted? What will they do when they find her?

If things go too quickly, have them attend the Ascension ceremony and post-party. If they flee the station, maybe a tense ship chase is in order. A small run in with the bumbling henchmen can spice things up.

1. Main platform

a. Wang's Taco stand where she was spotted wolfing down two #3's and a large Juri Juice.

b. The Toy Store where an employee spotted her lifting a plush Wookiee backpack.

c. The Med Centre - reported accosting an old lady and taking her prescription.

d. Mel's Diner - got into an eating contest with a very large Twi'Lek.

e. The Gun Shop where the owner reports selling her a heavy blaster pistol - "Nah - I didn't notice anything strange about her behavior."

2. Commercial District

a. Seen signing autographs outside the Blue Waffle.

b. Pulled a bunch of recruitment flyers off the walls near the Imperial Garrison.

3. Gutter Town

a. Seen angrily haggling at the Dirt Market Bazaar over the price of some fried mynock gizzards.

b. Closa's - Sent a very large data packet to an encrypted address somewhere in the Core worlds. "Closa doesn't know what you are talking about. Get lost".

c. Hopefully she can be found before she enters one of the more dangerous areas...

ANOTHER DAY AT ROTGUT

POST ENCOUNTER

If the players help return her in time, maybe they could try and crash the party.

“Hey - is that a case of Sullustan Spice Wine?”

If they help Jendowanian escape, they might want to lay low and avoid Rotgut for a while.

Maybe take her up on the offer to see a concert and enjoy some backstage passes. She might even be in search of a new set of bodyguards as her last security team is totally getting fired.

“You guys need a gig?”

Flom

Befuddled Henchman

Race: Aqualish

Sex: Male

DEXTERITY 2D+2,

Blaster 5D+2, Brawling Parry 5D+2, Dodge 5D+1, Melee Combat 5D, Melee, Parry 4D+2

PERCEPTION 1D

STRENGTH 4D+1

Brawling 6D+2

TECHNICAL 1D

KNOWLEDGE 1D

Streetwise 4D

MECHANICAL 1D+2

Move: 10

Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)

Big and sturdy as they come. He's no Talz, mind you, but he can go. Just point him at a food vendor that needs shaking up and let him work. Basic thug material that lucked out and got a job with the local Hutts. He doesn't quite get why Trobitz is so worked up all the time. Just relax and dish out the occasional beating. Nothing personal. It's a living.



Trobitz

Race: Gran

Sex: Male

DEXTERITY 2D+2

Blaster 5D+2, Brawling Parry 5D+2, Dodge 5D+1, Melee Combat 5D, Melee Parry 4D+2

PERCEPTION 1D+1

STRENGTH 2D+2

TECHNICAL 2D

KNOWLEDGE 1D+2

Streetwise 4D

MECHANICAL 1D+2

Move: 10

Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)

Trobitz will never understand how he got paired with such a dimwit. Sure, he's good to have around in a fight, and he doesn't seem to notice when you cheat him at sabaac, but still. The overgrown freak is so laid back all the time, it's just weird. Nothing fazes him. Those little hairy guys that were running around on fire? Nothing. That R4 unit they saw dragging a body into an alley? Not so much as a blink. The big lout didn't even seem to mind when he got shot up on the Robot Mart job. It's maddening!



Zabor Fash

Type: Patron of the Arts and Sometime Criminal

Race: Hutt

Sex: Male

DEXTERITY 1D+1

Melee Combat: Power Cane 3D+1, Melee Parry: Power Cane 3D+1,
Dodge: Energy weapons 4D+1

PERCEPTION 3D

Persuasion 5D+2, Bargain 6D, Forgery: Art and artifacts 5D

STRENGTH

Stamina 4D

TECHNICAL 2D

KNOWLEDGE 3D

Culture: The performing Arts 8D, Alien Species: Alien etiquette and protocol, 6D+2, Languages 5D, Value: Art Appraisal 7D+1, Streetwise 3D

MECHANICAL 2D

Move: 2

Equipment: Power Cane- Difficulty: Easy (stiletto blade), Moderate (power point) Damage: 1D-5D (variable setting; not based on Strength), STR+1D (stiletto)

Game Notes: The power cane has a 30-centimeter long stiletto blade housed in a concealed, spring-activated compartment. The ornamental top is a disguised power point capable of providing a nasty shock. *Source: Galladinium's Fantastic Technologies (page 69-70)*

Zabor knew it was a mistake coming to Rotgut for the Ascension. Still, if he made it out of this unscathed that was one less favor he owed that uncouth gangster cousin of his. But how to spin this in his favor should things go badly? Hmmm... someone to take the blame could easily be found around this cesspool.

Greeata Jendowanian

Type: Pop Sensation

Race: Rodian

Sex: Female

DEXTERITY 2D

PERCEPTION 2D

Con 8D, Persuasion 8D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

Artistic Expression: Singing 9D

MECHANICAL 2D

Move: 10

Equipment: Plush Wookiee backpack full of contraband (be creative!)

“Whoah... look at those lights. Far out. Oooh, tacos! Another drink would be nice. Wait. Have I been drinking? Where am I? KARAOKE!!!”

*Much inspiration taken from Guardian A's excellent Star Wars Ultimate NPC Collection v.85

ANOTHER DAY AT ROTGUT

Eenoola Fash

Species: Hutt

Sex: Female

DEXTERITY 2D

PERCEPTION 3D

Gambling 7D+2, Persuasion 4D+2

KNOWLEDGE 3D

Pop Music 6D

STRENGTH 2D

TECHNICAL 2D

MECHANICAL 2D

Move : 4

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their PERCEPTION dice to resist such attacks.

However, because of this, Hutts are not believed to be able to learn Force skills.

Equipment: 6,000 Credits, Hutt Ascension jewelry (valued at over 15,000 credits but considered a priceless family heirloom by her father, Endo Fash) ; Datapad filled almost completely with R-Pop (popular Rodian musical form that is cherished among the youth of some worlds).

Personality and Traits

The youngest daughter of Endo Fash and his mate Nargalla, Eenoola Fash is known to be a petulant, ill-tempered, and hard to please. Though she is quite spoiled, Eenoola treats her father with disdain, often embarrassing him in public and in the presence of his retainers.

Thankfully, she spends most of her time on Nar Shaddaa with her mother, while Endo attends to his business dealings on Rotgut. However, she is nearing the Hutt age of Ascension, and has demanded that her father throw her the "biggest party, like, ever." Even though her father insists her Ascension be held on

Brandon Bragg - Sunday Coming Down - ADVENTURE

Rotgut where he can keep an eye on his holdings, she wants *only* the best, and she always gets her way.

Eenoola, despite having something of a reputation as an airhead, is actually quite canny, and is a bit of a gambling prodigy. She's been banned from at least 23 casinos throughout the Core worlds, and even a few of the more disreputable ones further out-system. She has also picked up some tricks from her father, and is no slouch at the art of negotiation.

Reference

Think Veruca Salt from "*Willy Wonka and the Chocolate Factory*".



Primeday

Lowly Station

Latious Cheyv sighed under his breath mask. It looked like his day wasn't going to get any better. There had been a big fight earlier, which had resulted in a lot of blood—or something—being sprayed all over the place. He reached over to his battered old yellow trolley and pulled out a large bottle of the strongest cleaning fluid he had. Pouring a good glop onto the area, he began to brush vigorously. He stopped. 12 standard years he had worked at Rotgut Station, 10 of them had been here in Gutter Town. He had been forgotten, left behind.

After brushing away the residue of the pitched battle, he continued his cleaning duties. Being a lowly cleaner, he could watch and observe. Notice things that people would otherwise ignore. Young Imperial Officers blurting out information that they shouldn't, itinerant Spacers and their stories.

Leaning on his broom, he looked around; the people who occupied this area were scum plain and simple. Thugs, murderers, prostitutes, smugglers, bounty hunters, the dregs of society. All of them sated on drink and the pleasures of the flesh.

His wrist chronometer beeped, notifying him that his shift had finished. He looked at his surroundings, taking his time before putting his broom back on his trolley. He pushed it back to his pokey little office, where he had a shower using the water he had long saved. He got his traveling bag from the cupboard and packed his essentials; then put on his cleanest, smartest clothes and shoes. Latious picked up his bag and looked around the office, and smiled. He had some nice memories of living here, but he had to move on. He had a large stack of credit bars, and a lot of information to sell.

Then he could escape Rotgut Station.... For good.

The Janitor

Latious Cheyv

Age: 42 standard years

Species: Human

Height: 1.72 m

Weight: 60 kg

DEXTERITY : 2D+1

Blaster (s) Hold-out Blaster 2D+2,
Dodge, Running

TECHNICAL : 2D First Aid 2D+2

STRENGTH: 2D+1

Climbing/Jumping, Lifting, Stamina

MECHANICAL: 2D

PERCEPTION: 3D

Bargain, Investigation 3D+1

KNOWLEDGE: 3D+2

Alien Species 4D, (s) Chemistry * 4D+1, Streetwise, Languages

Story Factors:

* He uses his specialist knowledge to create and mix new cleaning materials for all the different alien species he encounters.

Latious Cheyv has lived and worked on Rotgut Station for most of his life. He has been cleaner in this section for over 10 years, and has slowly been saving money and information so he can finally get off the station.

He has been keeping his head down, doing his job, but also gathering information and titbits from various patrons that he meets that he can pass on. Perhaps the Rebellion will find it useful.

Move : 10

Force Points : 0

Force Sensitive : No

Dark Side Points : 0

Character Points : 2

Equipment

Hold-out blaster, Environmental cleaning suit, including helmet and breath-mask. Bag containing 2 sets of civilian clothes, and belongings.



Centaxday

Morning

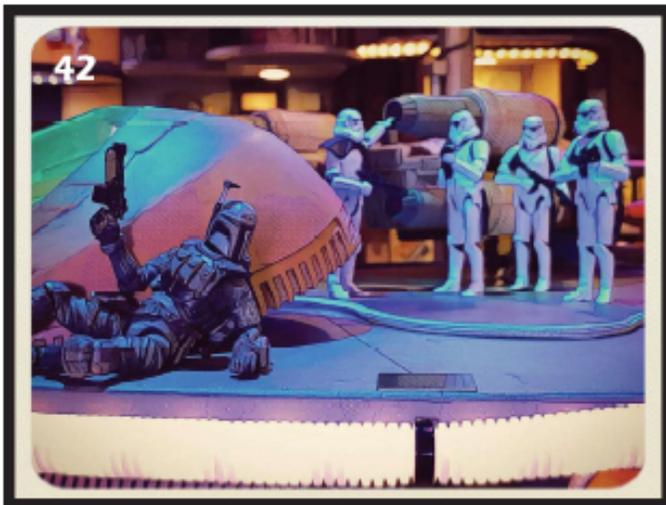
42 had tracked his target to this bar, more of a dive really yet 'To each his own'. Sentients in places like these didn't call for the Law or file reports, nor did they help others that were being hunted, they kept to themselves, and that was good for business.

He didn't know why the Imperials were here nor did he care, as long as they were not after the same target as he. 42 had been around during the Clone Wars; yes, he was young then but he knew and had worked next to the Clones, his "distant cousins" if his sire were to be believed.

These new "Storm Troopers" were no Clones, not anywhere near their class of warrior.

42 didn't like to advertise his comings and goings, so if at all possible he'd avoid these ones. Yes, a bounty hunter license and a registered contract did get you through a lot of Imperial Entanglements; however, 42 could not take the chance that both he and they, were after the same target.

Also, who said that his current employer, who had posted the bounty, had done so legally? It didn't matter, a contract was a contract, a mark was a mark and patience . . . patience had always paid off in this profession.



Afternoon - Early

Space Herpies

"What's the target?"

42 impossibly stands in front of the Stations Administrator. Nervously Ms. Glakamak, a female [non-human] replies, "This is so embarrassing, we're usually so good at taking precautions. I'm afraid we have an outbreak of Space Herpies."

"Come again???" 42 responds, his helmet's voice modulator doesn't quite smother his confusion.

Ms Glakamak continues. "Space Herpies. A distant cousin of Mynocks, if my source is correct. My reports are that the nest & brood is only a few days old, so they should still be small and moderately defenseless. However, their appetites are voracious and almost anything organic, or close to it, can nourish them."

42 thinks out load, "Hmm, a nest and brood implies a momma Herp. What do we know about her?"

Ms Glakamak, "I've been told that upon laying her eggs she goes into to a death/coma life phase. Only alive enough so when the hatchlings hatch, their first meal is at hand."

Ms. Glakamak shivers, "Truly barbaric and quite revolting, really. You've seen the reward for the extermination of the brood. The entire amount has been placed in an escrow account and that 3rd party, that we have both agreed upon, will release the entire amount, minus his fee, when he is given the "OK" from this office. An "OK" that comes with the complete annihilation of these vermin. Do we have an accord Mr. 42?"

"We do. I'll be back and you better have the 3rd party available." 42 says pointing his finger at the Station Administrator, "and no changing the accord, no second thoughts and no double cross . . . do *we* understand each other?"

Ms Glakamak, slightly shocked by 42's forthright answers, "There is no cause for that type of talk Mr. 42. Yes, we understand each other perfectly."

"Good", 42 says, as he turns to leave, "I have some bugs to kill." and quietly thinking to himself, "some homework on these creatures. As the great Mando'a Tactician SunTsu Ado said '**Step One, Know your enemy!**' "

ANOTHER DAY AT ROTGUT

Afternoon - Late

Butterfly Hunting:

Stupid, Lying Zoologist, "I'm on a Entomological Expedition.

Capturing and studying a newly found Insect Species.

They are very delicate". He said,.

"There is only the one escaped and I need it alive." He said.

"Stun settings should work just fine." He said.

"There is a bonus if you capture it before tomorrow noon *and* unharmed." He said.

This smells like a trap! A trap that 42 is going to pull apart once he finished with these two.

Maybe the Scientist was telling the truth but "Captured and UnHarmed"? That's completely off the table now!

Evening - Early

Taking out the Trash:

Sometimes when you need to eliminate the competition . . . all you need are a few rumors and a little bait.

42 patiently waits for his Murder Hobo of a "fellow" bounty hunter to make his appearance, before canceling his license . . . permanently.

Evening - Late

Space Herpies

"Droid, Listen Up! Sometimes when the Bounty Contracts are few, but there is plenty of easy money to be made, you take that job. "

Yes, hunting Space Herpies at a low level way station is beneath this Mandalorian's skill level but, it is easy money and the client is government.

No double crosses! It pays to have a reputation.

"Hold My Beer."



Taungsday

Wednesday's Child

“It seemed like a good idea at the time. How was I supposed to know them things was gonna get so big. And they did such a good job of keeping those pests outta the sewers. Oh well, you live and and you learn. Well... I guess you learn anyways.” - The Custodian

SETUP

After hearing some commotion in an alleyway, he decided to see what was up. There might be a mess to clean up, after all. And why not get a head start? He poked his head around the corner just in time to see someone being dragged into a speeder that quickly zoomed off. Not much left behind. Just a bit of blood and cracked jar filled with bluish liquid and the tiniest, cutest little cephalopod he'd ever seen.

Like a floating dumpling with adorable wittle tentacles and a mouth that seemed to be gasping.

After refilling the jar with some water from a nearby tap, he considered his options. He could take it to the pawn shop and see what he could get, but he didn't really want any trouble if the original owner came looking. If he was still alive... But what about another pet?

“Meh, I already got too many stang fish. Sorry little guy.” As he poured the container into the sewer, he thought he could hear a tiny little howl of rage.

It wasn't til two weeks later that he noticed a conspicuous lack of womp rats near the alley way.

They'd been infesting the place for a while now. As he descended in the sewer access lift to change the filtration vents, it dawned on him that the usual acrid stank wasn't assaulting his nostrils. Very strange.

At the bottom of the access he was hit with a glare from the spotless ceramic tiling that covered the tunnel. For as far as he could see with his light the decades of muck and slime had been entirely erased. He was so shocked that he barely noticed the low

growling and sucking noises coming from the now eopi-sized creature as it slithered across the walls eating up the layers of filth as it went. And up above, another one!

“Magnificent..”

ADVENTURE SEED

So, our industrious Custodian has been secretly letting the rathtars in the sewers do his dirty work. Well, some of it anyway. The womp rat population is down, and the complaints about the overflowing and odorous sewers have all but stopped. There have been a few missing vagrants, but that happens all the time, right?

Things go unnoticed this way until after about a month and a half. That's when the rathtars (there are three full grown ones now) are start to feel a little unsatisfied with the menu downstairs and start venturing out at night. At first a few pets disappear. Then couple of drunks and vagrants.

It was the remains of the entire swoop bike gang and their glitterstim dealer splattered all over the alleyway that alerted the authorities.

After some investigation (the Custodian claimed ignorance) the authorities decide to outsource the cleanup (Animal Control wants no part of this) and post an extermination notice in the law keepers office, prominently displayed alongside the bounty postings.

A warning has been posted to avoid the alleyway behind the sushi bar during the dark cycle

“Pest Control Opportunity - 2,500 Credits

Location: Sewers in the general area behind the sushi bar

Issue: An unknown creature (or creatures) has been infesting this area for some ime, and is known to have caused some bodily harm and injuries to the citizenry.

Details: Creature unknown, estimated to be of at least mynock size or larger. Some have reported seeing tentacles.

Hazards: Proceed with caution. A suggested series of immunizations is recommended before venturing into the sewers.

Contacts: the Department Of Sanitation engineer will be present to give access to the sewers upon presentation of your temporary Pest Control license.

POINT OF ENTRY

The players can get involved in a few ways:

- Rumors overheard at a bar or other establishment.
- Talk from a wary street contact who is avoiding the area.
- A distraught loved one looking for help finding their missing friend or relative who disappeared in the area.
- They might take notice of this seemingly easy bit of money on display in the law givers office.
- A known associate has gone missing.
- They stumble upon a Mandalorian (the one known as 42) dishing out street justice to the beasties; he'll leave them to it as he's not being paid.

Upon taking the job, the players will be instructed to meet the Custodian early one morning to gain access to the sewers. He'll be somewhat nervous, but will deny any knowledge of the things. If pushed or intimidated, he might change his song and describe a bit of what he has seen, but only under extreme duress will he admit any wrongdoing [Difficult check on whatever skill is used].

WITNESSES

Most people (those that are still alive to talk about it) have only seen glances of the rathtars. A tentacle here and there, snaking back into a sewer grate with a womp rat in tow. A shadowy ball rolling down the alleyway towards them as they ran screaming.

If located [*Investigation Moderate*], one witness, a sweet little old Rodian grandmother named Kreekla, who lives in an apartment with a fire escape overlooking the alley, will admit to feeding the original rathtar buckets of leftover slop from the large family dinners she makes every few nights. She stopped feeding it after it crawled up the escape and attempted to pry open her window. It screamed and fled when she stabbed it with her knitting needle. This was about a month ago, and she can give a good description of it. It was about the size of an anooba then.

Kreekla answers the questions while getting that day's Sallustan ash-rabbit stew prepared. On their way out, she invites them to dinner.

"The whole clan will be here, but I always make too much. You're welcome to drop by!"

Kreekla

Species: Rodian

Sex: Female

DEXTERITY 1D+1

PERCEPTION 2D

- Command 4D

STRENGTH 1D

KNOWLEDGE 2D+1

TECHNICAL 1D

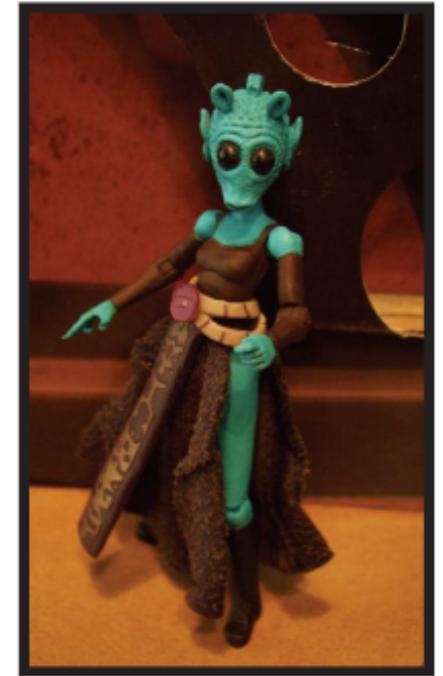
- Culinary Arts 5D

MECHANICAL 1D+2

- Knitting 2D+2

Move: 6

Equipment: Knitting needles



THE SEWERS

At the bottom of the access lift, which travels down the walls below the alleyway, the players find an open chamber with small bits of the carved-out asteroid wall still visible. What was once a waste pit, with drainage into the tunnels below, is now a pristine, clear pool.

Disconcertingly immaculate tiling covers the half-pipe walls and ceilings, and stretches on for a full 3 or 4 blocks in all directions until the normal dirtiness seems to reappear. The rathtars have been keeping to the the tunnel systems near the initial alley way entrance.

Aside from the occasional womp rat skull or piece of indigestible material (a chronometer here, an acid-eaten holdout blaster there) the tunnels are almost spotless.

ENCOUNTER

During the day, the rathtars nest in a large waste pit in the North-East section of the tunnels, and if found by someone careful enough to remain quiet and unseen [*Sneak* Difficult, by *all* involved—it is very echoey], they can be viewed writhing together in a pool of greenish water, tentacles seemingly tied in knots and undulating peacefully. The sounds they make while sleeping might be described as not too dissimilar from beautiful whale songs.

They only come up to the surface at night, to feed. And here is where they've always found a good supply of food, so why change their habits?

If disturbed, the creatures will immediately notice the exterminators and quickly un-entangle. Two of the three rathtars will spring off and roll down separate tunnels while the third one stays to fight.

This rathtar is noticeably bigger than the other two, and is the original. It will stay and fight to the death, as the green pool is a brood pond and is filled with tiny rathtars. There are about 20 - all the size of small dogs that can be easily killed and are too small to cause any injury if they bite. If anything, they might be a pain to round up as they will roll off down tunnels, crawl up onto the ceiling, or attach themselves to the legs of the exterminators. If killed, the main rathtar will cry out alerting the others. The others will howl in rage.

The other two rathtars will split up and attempt to flank and/or separate the exterminators. (they are cunning and can work together). These two are less concerned about protecting the nest and more about killing the intruders.

Use your GM's intuition to decide whether they will fight to the death, or try and escape.

If running through the tunnels in search of the remaining rathtars, or fleeing, that running on the slick clean surface has become a bit treacherous. [+3 to the difficulty of performing any physical maneuvers and movement is halved]

POST ENCOUNTER

After rounding up and capturing and/or destroying the remaining rathtar pups, the exterminators will be awarded their credits upon presentation of evidence.

The head of Animal Control, a very pleased looking Whippid, thanks them profusely and happily pays them. If pushed for any extra money he very quickly sours and tells them to see the law-giver about it.

If they choose, a free meal awaits them at Reekla's.

The denizens of Rotgut Station can sleep better at night, free to once again drunkenly roam the dangerous alleyways without care thanks to the brave heroics of our exterminators. All fifteen of the little creatures have been taken care of.

Or? Wait a minute. Was it twenty? Twenty-five? Just how many of those stang things were there....



RATHTAR (Space Herpies)

Type: Pack-Hunting Predator

DEXTERITY 3D

Brawling Parry 6D+1

PERCEPTION 2D+1

STRENGTH 6D

Special Abilities:

Teeth: STR+2 damage

Dexterity: The creature is extremely dexterous, and talented at dodging attacks using the Brawling Parry skill. The creature does this by swinging its tentacles around, making it difficult to catch or hit in close combat.

Feeding Tentacles x2: have a Strength of 6D, do not cause damage, but victims must make a successful opposed Strength roll to escape.

Howl: The rathtar utilize high-pitched howls, at a frequency beyond humanoid hearing, to communicate among one another and coordinate their pack hunting.

They also use deafening roars in a 'normal' hearing range when attacking and devouring prey, and let out horrifying shrieks of fury when in pain (+2D difficulty to Perception rolls in the round after a ralthar howls in an audible range).

Adhesive Pads: Move 4 along vertical surfaces or ceilings.

Bite: 5D damage

Armor: The natural rubbery hide of the rathtar grants it a +2D bonus to Strength when resisting physical or energy damage.

Move: 12 (roll) / 4 (pads)

RATHTAR PUP

Type: Adorable Tentacle Monster

DEXTERITY 1D

Brawling Parry 2D+2

PERCEPTION 1D+1

STRENGTH 3D

Special Abilities:

Dexterity: The creature is extremely dexterous, and talented at dodging attacks using the Brawling Parry skill. The creature does this by swinging its tentacles around, making it difficult to catch or hit in close combat.

Feeding Tentacles x2: have a Strength of 3D, do not cause damage, but victims must make a successful opposed Strength roll to pry them from where they have attached themselves.

Howl: The rathtar younglings utilize the cutest little gurgling howls, somewhat akin to kittens purring, to engender feelings of cuddliness among the exterminators.

Bite: 0D damage (their teeth are little round nubs at this point)

Armor: The natural rubbery hide of the rathtar grants it a +1D bonus to Strength when resisting physical or energy damage.

Adhesive Pads: Move 2 along vertical surfaces or ceilings

Move: 6 (roll) / 2 (pads)

Zhellday

By networking with those 'in the know'—and for the right price—anyone seeking restricted or illegal arms may find themselves in touch with Nebann, a renowned, if inconspicuous, Kaleesh arms dealer found aboard Rotgut Station.

Many in the underworld of the Outer Rim Territories are familiar with his name, but generally unwilling to navigate the labyrinthine corridors of the station to locate him.

Often, would-be buyers that have sought him out previously have left the station empty-handed as a result of his reclusive nature. Having had too many run-ins with both the Hutt cartels and the Empire, Nebann devised an unconventional, but cunning method of selling his wares. Using a substantial amount of his early profits since relocating to the station, Nebann purchased a series of landing pads across it, marketing it as a cheaper alternative to the other docking bays.

This practice has enabled him to evade both undesirables and law enforcement alike by always being able to be somewhere they aren't looking, and also allows him to meet customers in person to verify both payment and transportation of his wares away from prying eyes.

At first glance, The Rotgut Independent Landing Pad Cooperative just looks like another small-time affordable starship services company.

To the wary, it appears to be one of just many front companies that operate on Rotgut Station. In fact, it serves both purposes. In the times when Nebann has to lay low, his landing pad business can be a fall-back, and while not as profitable as his main business it does help him get by when the need arises.

Nebann

Type: Reclusive arms-dealer

Species: Kaleesh

DEXTERITY 3D

Blaster 4D, blaster: hold-out 5D, dodge: 4D+2, melee combat: vibroknife 4D, melee parry 4D+2

KNOWLEDGE 3D+2

Bureaucracy: Rotgut Station 4D+2, bureaucracy: BOSS 4D+2, business 5D, business: criminal organizations 5D+1, planetary systems 4D, streetwise 5D, streetwise: Rotgut Station 5D+2, value 6D, value: blasters 7D, value: heavy weapons 7D, value: explosives 6D+1, willpower 5D+2

MECHANICAL 2D+1

Repulsorlift operation 3D, sensors 4D

PERCEPTION 4D

Bargain 7D, con 6D+1, hide 6D+2, investigation 6D, persuasion 6D+1, search 6D, sneak 6D+1

STRENGTH 3D

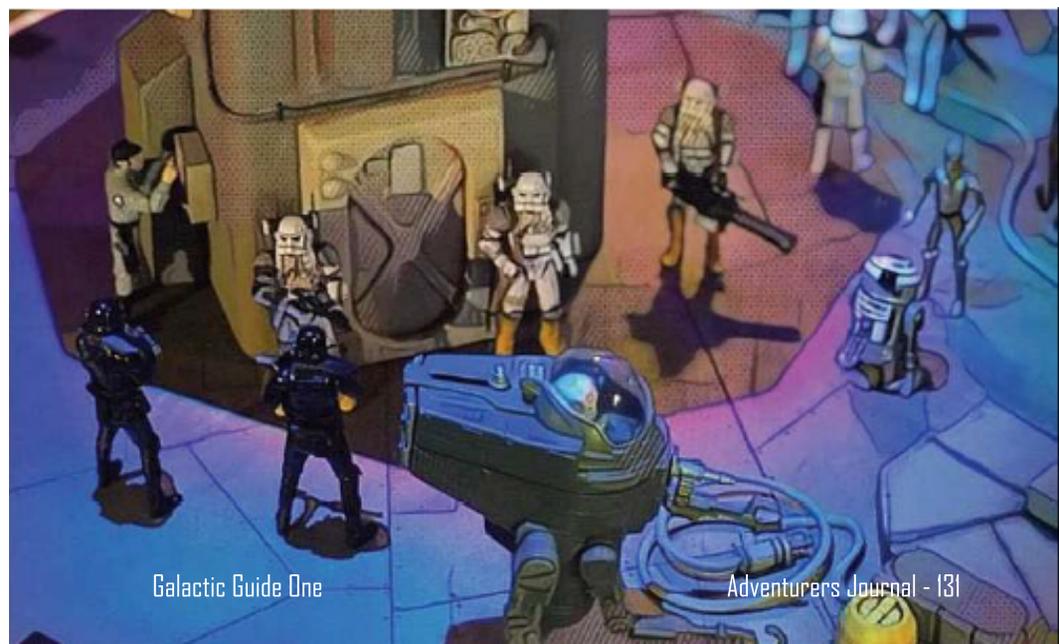
Brawling 4D, lifting 5D+2, stamina 6D

TECHNICAL 3D

Blaster repair 5D+2, demolitions 5D, security 5D

Special Abilities:

Nomads: Kaleesh are a nomadic people who have learned to live



ANOTHER DAY AT ROTGUT

off the land. At character creation only, they get 2D for every 1D placed in the survival skill.

Darkvision: Because of their thermoreceptor glands next to their eyes, Kaleesh suffer no penalties from darkness at up to 20 meters, though they cannot distinguish colors in such situations.

Driven: Kaleesh are focused individuals who maintain sight of their goals even under adverse conditions. Because of this single-minded drive, they gain a +2D bonus to willpower rolls.

Persistent: A Kaleesh can re-roll any stamina check, but the result of the reroll must be accepted, even if worse.

Force Points: 1

Dark Side Points: 2

Character Points: 8

Move: 10

Equipment: Cloak, Datapad, Hold-out blaster (3D+2 damage), Vibroknife (STR+1D+2 damage)





33:07:02/TRI/H5YT/ROT.4.MON
ROTGUT STATION, MONGDUL SYSTEM

Waffle Juice Smugglers Nabbed by Imperial Customs

In an impressive display of swift law enforcement and interdiction, the Imperial Customs corvette Rim Vigil intercepted and captured a Rishi-based smuggling ring transporting some five metric tons worth of highly-regulated and tarified Waffle Juice, commonly known to outside traders as “Gut-Buster.”

The freighter Herky Jerky was originally bound for Gammor before embarking onto a suspicious route long known for its use by other smugglers and pirates out of the

Mongdul system. Customs personnel managed to subdue the vessel through use of ion cannons before boarding the craft and arresting the crew. Resistance from the criminals was minimal, and the value of the liquor was estimated to be in excess of five million credits on the black market.

Known for its hallucinogenic properties and rarity across the galaxy, Waffle Juice is highly sought-after by collectors, commanding prices ranging from a few hundred to several thousand credits per bottle. While legal in its originating system, the Empire has classified it as a Class 1 substance, levied with a tariff of 250 credits per standard liter.

Additionally, vendors must apply for a special exemption permit of sale that requires a thorough background check, an estimated six standard month waiting period, and a 2,000 credit processing and tax fee.

While Captain Nax and his customs crew received praise and distinction from the locally-assigned garrison, the inhabitants of Rotgut Station have expressed opinions ranging from indifferent to highly-amused. One starport mechanic laughed openly when asked about the incident, remarking that he had personally used it to “strip anti-corrosive paint from berthed starship hulls.” It is unknown whether or not consumers of the liquor are aware of these special properties, these of which may be covered by one of our correspondents in a future report.

By Caerra Andin, TriNebulon News

Benduday

From a Nowhere in the Middle of Nowhere

The trader had brought strange, furry things onto the station. Most who saw them thought they were cute, cuddly things that deserved to be talked to like babies. They were supposed to be kept in quarantine for the standard period of time, but Endo the Hutt really wanted to see them, so after some bureaucratic wrangling he managed to work out how to have them brought down, so he could see them for himself.

A repulsor-cart with cages was used to bring them to the Hutt's audience chamber. The cart was equipped with containment fields to keep any parasites or disease at bay. Totally safe, they said. And, it probably would have been on any other day. But, today was not their day.

The custodian had just finished burning the unwanted biological waste for the day. Contrary to popular belief, you don't want to recycle all of the waste materials back into your ecosystem. Some of it will wreak havoc. Gomaar the blind Ithorian would have his droids separate out what was undesirable, and the flamethrower would do the rest.

While he put the flame unit away, the custodian engaged in idle chit-chat with Gomaar. Most people shunned the custodian, seeing him as something beneath them. The blind albino alien saw the custodian as being a vital part of the ecosystem, someone important. They speculated about the Hutt throwing around bribes so he could see the furry things himself. Gomaar warned the custodian.

"If the Endor creatures get loose the parasites they carry will destroy the ecosystem here. All will be thrown into chaos. Hopefully they can be off station soon".

The custodian wondered if it was really that bad, but he had learned to read the expressions on his friend's face and knew he was serious.

With that he left. As he made his way back up the central station to check one of the warning lights on the upper level, he saw a foolish gunslinger try to get the best of Deputy Grinth. The gunslinger took a shot at the Deputy, but it missed. The Deputy

returned fire. The custodian saw yet another mess for him to clean up. That would have been the end of it, but the shot that missed the Deputy screamed past, and hit a repulsor cart. Not just any repulsor cart, but one carrying dirty, nasty creatures from Endor.

The containment fields fell away, and the cages opened. The custodian remembered the words of his Ithorian friend. An utter catastrophe was about to happen.

But, if the custodian was good at anything, it was cleaning up the messes of others. He unslung the flame unit and primed the igniter. It was clean-up time.



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LOCATION

SCOUT

by Josh Moore / Aurek Jenth

Rotgut Station is one of those places you never knew about until you end up there and once you've been, you'll never forget.

To say all kinds of creatures find their way there is an understatement. It's been the start of many an adventure, a final resting place of some good ships, a breaker of hearts and builder of spirits.

No matter how far away I travel I somehow find myself back here, even when I want to stay away. (Especially since the last time I ended up with a bounty on my head and mynocks in my jock, but that is a story for another time...)

Approaching Rotgut Station the first thing you will notice is the debris in the area. Besides the junker spacecraft, mining equipment, and asteroids, the Mongdul system suffered some sort of cataclysmic destruction at an unknown point in the past.

Whether orbits intersected or a hyperspace collision occurred, all natural satellites have been pulverized into two main bands of asteroids, like planetary rings at a stellar scale. While safety corridors have been cleared and marked there is enough refuse to easily ruin your day. Use caution on approach and exit.

Salvage World

Type: Mining facility, commerce hub, starport

Temperature: +200 C to -200 C, (temperate inside station)

Atmosphere: none (Type 1 inside station)

Hydrosphere: none

Gravity: .004 standard (surface), artificial standard gravity on station.

Terrain: Lunar rock

Length of Day: 36 hours

Length of Year: 706 standard days

Sapient Species: Mutli-species (Mongdoolians are "native")

Starport: Commerce Hub ("Rotgut Station")

Population: 5,000 to 15,000

Planet Function: Mining

Government: Community Council (officially), Order of Mongdoolian Monks (unofficially)

Tech Level: Space

Major Exports: Ore, Salvaged Technology

System: Mongdul

Star: Mongdul Prime

Orbital Bodies: Hundreds of asteroids.

Location Scout: Rotgut Station

The second thing you should notice are the point-defense cannons on the planetoid itself and some of the more stable asteroids around. While mostly used for sweeping the sky for debris they could definitely be a danger to small craft and unshielded starfighters. Proceed with caution until you are in the green zone, always communicate with traffic control, and don't be intimidated by any Imperial craft. For once they are not in charge. They can only fire if fired upon so don't get nervous-fly 'casual'.

Once you approach Salvage World (or Commerce Hub as they are interchangeable names) you will need permission to land. Light freighters and smaller vessels should not have much trouble finding a berth. When it gets to the bulk freighters their accommodations are more limited, using docking clamps and umbilicals to hold a heavy freighter in place to shuttle personnel and cargo on and off Rotgut Station. There are a couple of larger landing platforms, large enough to handle a GR-75 medium Gallofree transport, but these tend to be full. A station this size needs a lot of supplies and for free traders it's an easy jaunt to bring in any foodstuffs and leave with a full haul of irradium ore.

Rotgut Station (Officially "Commerce Hub")

System: Mongdul system, S-14

Starport Type: Standard Class

Traffic: Moderate

Control: Controller

Landing: Landing team or docking clamps

Docking Areas: Interior for space transport and smaller, exterior for capital scale

Docking Fees: 100 credits per day (negotiable)

Customs: Local (with Imperial presence)

Services: Food, lodging, repairs, commerce, entertainment, employment

Capsule: Rotgut Station is built inside a mined out asteroid. It is true melting pot of alien cultures and architectural styles. Pieced together from any available deck plating to form an airtight seal, Rotgut Stations grew organically instead of being designed. As



such it is a haphazard hodgepodge of systems that are somehow working together using a robot staff and the organizational skills of the Mongdoolian Monks.

Access Corridors

Behind the scenes at Rotgut Station there are miles of access tunnels, air ducts, and service corridors. None of these passages are mapped or labeled, and some turn from a starship hallway to a rock tunnel to sheet metal chambers in a matter of a hundred meters. I would suggest you stay out of these areas unless you are with someone who knows their way around. While it is not illegal to be back there, per se, it is certainly confusing. If you think a spaceport like Rotgut is haphazard in the places you see, the places you do not see are positively a labyrinth.

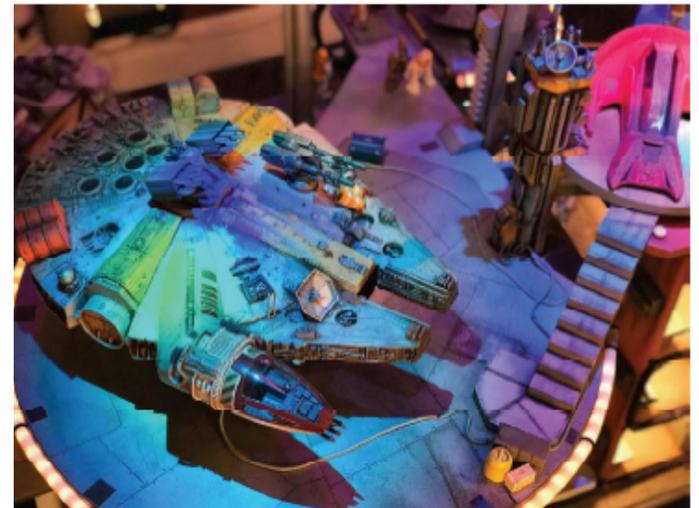


Landing Pads

Scattered throughout the complex are an assortment of landing pads for all shapes and sizes of vessel. If you take a stroll you may see a large number of long range scout ships. Combined with the somewhat unexplored nature of sector S-14 and the possibility of purchasing a hyperspace route deep into Wild Space or the Unknown Regions, lately a lot of scouts and planetary prospectors have made their way here. A Mongdoolian hyperlane could get you somewhere far beyond the Outer Rim and an enterprising space explorer know how to make a decent credit charting his way back. I say good luck to them, as the galactic slice is starting to feel a little small.



The big bulk freighters are all tethered to the surface area and you need a vacsuit or wait for starport control to send an umbilical. It's always best to leave someone behind to guard the ship as unattended vessels have been known to be rummaged through, stolen or accidentally scrapped.



Wall Sector 1 - Kowloon City

Rotugut Station is broken down into several different sectors. Wall Sector 1 is called the "Slum of Fun" because this is where most of the entertainment and guest services can be found. It also houses most for the restaurants and night clubs, not to mention the occasional brothel. A visit is mandatory on any stopover of more than a few hours. While your ship refuels you might as well get a drink and imbibe in clear view of Imperial Stormtroopers just for the fun of it. They can't really do anything here, unless you are drunk enough to get picked up by the local constabulary.



Wall Sector 2 - Commercial District

Here is where the business of business happens. Sections include the Dirt Market Bazaar, the Econo Lodge hotel and Gun Shop. The Imperial Garrison is also close to here, so you can see where their priorities lie.

The turbolift by the Econo Lodge goes all the way down to the cavern floor and is an easy way to slip into Gutter Town.

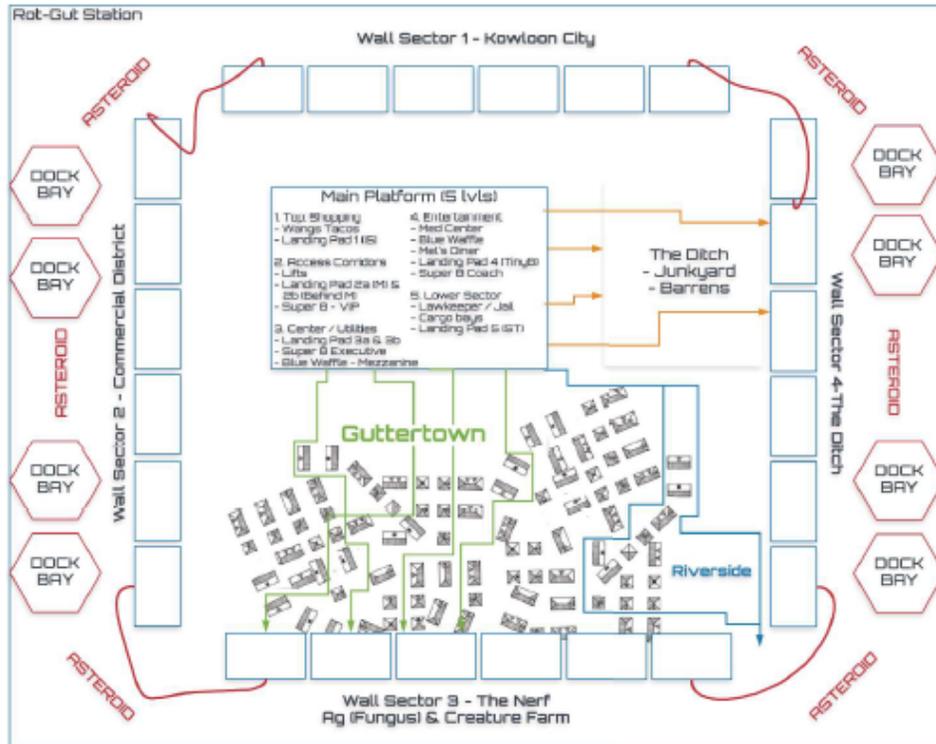
Gutter Town

Gutter Town is where you go when you can't go anywhere else. Here is where the burn-outs, junkies and space-cases end up. There is no Imps, no rent, no rules. The people down here protect what little they have with absolute ferocity.

Gutter Town is where the filth and sewage drain down to, the people as well as the actual refuse. Gutter town has shanty towns mixed in with the waste recyclers and water purifiers. There are no signs and the only landmarks are the massive machines that keep the station wet and sanitary.

Main Platform

If it is not happening in Kolwoon City, it is happening here. The main platform includes the locations: the Blue Waffle, the Super 8, the Community Council Chamber, the Mongdoolian Merchants Guild, the Lawkeeper Office, the Med Center, and Mel's Diner. The main platform is a stacked spire to revolve around the middle of everything, air taxis, and the constant pulse that keeps the heart of Rotgut Station beating.



Blue Waffle Bar & Lounge

When on Rotgut Station there is only one place that one must visit, and it is the Blue Waffle Bar & Lounge. For as diverse as every species in the galaxy is, there is one unifying factor: everyone desires the occasional beverage and live music to enjoy it by. The Blue Waffle will scratch that itch better than any other place in the sector (of course that sector is S-14, so there aren't many alternatives).

The facility itself is a two level design with bar, bandstand, dance floor, balcony and private rooms. The Blue Waffle staff is made entirely of droids with customer service at the forefront of their programming. T5-TR, the droid owner of the Blue Waffle is a dedicated host that is certain to make sure his guests' needs are well seen to and somehow will find live entertainment every night of the year, either from established touring acts or a host of local talent.

For all the hyperbole I could throw its way, the Blue Waffle is a casual place that will generally have diverse mix of peoples, music, and opportunities. This is the place on Rotgut Station where the fringers and gangsters mingle with rebel agents and off-duty imperials. You would expect such a mixture to be rather tense, but instead the Blue Waffle is a very relaxed environment.

Rotgut Station is neutral territory for these contentious factions as it is not near established trade routes or strategic objectives, and T5-TR enforces this successfully with little more than strong words. Locals believe the little droid has the ear of the ownership of Rotgut Station and The Blue Waffle is seen as something special and worthy of protection.

T5-TR

Heavily Modified Protocol Droid, Entrepreneur

DEXTERITY 2D

Dodge 4D, pickpocket 3D+2, running 3D+2

KNOWLEDGE 2D+2

Alien species 5D, business 6D, bureaucracy 4D+1, cultures 6D, languages 8D+1, streetwise 4D

MECHANICAL 1D+1

PERCEPTION 2D+2

Bargain 5D+2, hide 5D, persuasion 5D+2

STRENGTH 1D

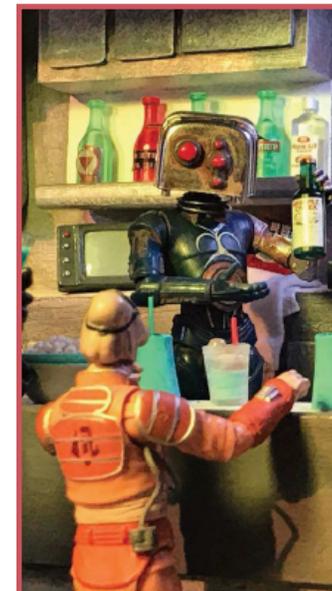
TECHINICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Audio recorder
- Vocabulator speech/sound system
- AA-1 VerboBrain
- Two visual and audio sensors (human range)
- TransLang III Communications module with 7 million languages
- Can toast bread and toaster pastries

Character Points: 5

Move: 9



TR-T5 was sold from the showroom to a loving family, the father being a local politician of mediocre accomplishment.

Things were going well when the children were young, T5 serving as nanny and family butler. However, once the children were grown ambition lead the father into doing favors for some powerful men. Just brushing up against organized crime was enough to tank the political career and family fortunes, T5 being taken as collateral by one of the many loan sharks that circled. T5 never saw the family again.

Instead the helpful butler droid changed hands over and over again. A parade of gangsters, slavers and smugglers made use of TR-T5 for a while, doing minimal repairs to keep him functional and throwing him in to sweeten a deal. After dozens of different owners, decades of service and cheap replacement parts TR-T5 was unrecognizable as the model who stepped off the assembly line.

Eventual T5 was brought to Rotgut Station. Witnessing something he should not have, T5 was unceremoniously disposed of with a blaster shot to the head and dumped a Gutter Town scrap pile.

TR-T5 was eventually found by an old scrapper woman, a resident of Gutter Town who scoured the garbage for anything useful. It took weeks to rebuild the service droid's head, most of the parts scavenged from the trash. T5 was eventually brought back to life enough to chirp and whistle along with the radio. Initially she wanted to sell T5 but the woman grew attached to him.

Unfortunately she passed away and left TR-T5 sitting by her side, dutifully keeping up the shanty and trying to keep her company. He would have rusted in place next to her body if not for the explosion outside her hut.

Investigating TR-T5 found a crashed shuttle, with a severely injured occupant desperately clinging to life. T5 secreted the injured occupant away before any assailants or scrapper gangs could get a hold of either of them. TR-T5 nursed the injured creature back to health in the old woman's shanty.

As it turned out this little Ewok was the then-current mayor of Rotgut Station. Having been caught up in some political disagreement, the mayor was assumed dead and opposing forces vied for the office. After a harrowing adventure through the Gutter

Town, through the maintenance corridors and up the central stack of the station, the mayor was restored and peace achieved.

In gratitude the mayor gave ownership of the Blue Waffle Bar & Lounge to TR-T5, as the former owner would not be needing it anymore. So T5 took over, eventually replaced the organic staff with droids and has maintained the Blue Waffle as a local hub of activity, kept strictly neutral in political and criminal dealings.

T5 has been very successful doing so, affording to make top-of-the-line repairs to himself over the years. The only thing he has not fully replaced is the casing of his head, preferring to keep the old toaster the old woman gave him and maintain his anonymity. TR-T5 has a few secrets he would like to keep hidden. He's had a longer functional life than most droids and knows certain things about certain people that could be useful if he ever got in a pinch. TR is not vindictive or a schemer. At this point he is quite sentimental, sometimes unconsciously chirping and humming the old woman's favorite tune on a slow night.

Blue Waffle Staff

Industrial Automaton SE-4 Servant Droid

DEXTERITY 2D

KNOWLEDGE 2D

Business: bar 4D, culinary arts 4D, cultures 3D, home economics 4D, languages 3D

MECHANICAL 2D

Communications 3D, repulsorlift operation 3D

PERCEPTION 2D

Bargain 3D

STRENGTH 2D

Lifting 3D

TECHNICAL 2D

First aid 3D

Equipped With:

- Humanoid body(two arms, two legs, head)
- Vocabulatory speech system
- Photoreceptors & auditory sensors

Move: 7

Size: 1.6 meters tall

Cost: 2,600 (new), 1,300 (used)

COO-2180 Cook Droid

DEXTERITY 1D

KNOWLEDGE 1D

Cooking 4D+2

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- 6 arms tipped with exchangeable cooking utensils
- Two legs
- One photoreceptor, one audio receptor

Move: 7

Size: 1.7 meters

Cybot Galactica 434-FPC Personal Chef Droid

DEXTERITY 1D

KNOWLEDGE 2D

Culinary arts 6D+2, cultures 3D, cultures: galactic cuisines 5D, cultures: food preparation 5D, home economics 4D+2, languages 2D+1, value: foodstuff 2D+2

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders - Human range
- Vocubulator speech/sound system
- Various cooking attachments (replaceable; attach to left arm)
- AA-1 Verbobrain
- TransLang I Communications module
- Food Preparation Database
- Food Sample Analyzer

Move: 6

Size: 1.4 meters tall

Cost: 4,000



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Adventurers Journal 153

Droxian Model GDA-8 Gambling Droid**DEXTERITY 2D****KNOWLEDGE 3D**

Value: currency conversion 4D, cultures 3D+2, languages 4D

MECHANICAL 1D**PERCEPTION 3D**

Gambling 6D, persuasion 4D

STRENGTH 1D**TECHNICAL 2D**

Droid repair 3D

Equipped With:

- Semi-humanoid body (two arms, repulsorlift generator at base)
- Two visual and auditory sensor recorders – Human range
- Vocabulator speech/sound system
- AA-1 Verbo-brain
- Video display screen
- Gambling Database: contains rules, procedures and odds estimation programming for common games of chance. Standard model is programmed for up to 100 different games. Additional modular memory add-ons can increase this capacity to 500 games.
- Currency Reservoir: a gambling droid can hold upwards of 10,000 credit chits. Some droids are programmed to exchange numerous planetary currencies in addition to the standard New Republic and/or Imperial credits for the gambling chits.
- Credit Verification/Transfer System. Access via onboard comlink to the house banking agency.

Move: 7

Size: 1.9 meters tall

Cost: 10,000 (new)

Miya Maiyo

Twilek dancing girl, bodyguard, entertainer

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dancing 5D+2, dodge 7D, melee combat 5D, melee combat: knives 5D+2, melee parry 5D

KNOWLEDGE 3D

Artist: singing 4D+1, languages 4D+2, planetary systems 4D, streetwise 4D, survival 3D+2

MECHANICAL 2D+1**PERCEPTION 4D+2**

Hide 6D, investigation 5D+2, persuasion 6D+1, search 6D, sneak 6D

STRENGTH 3D

Brawling 5D, brawl: martial arts 6D, climb/jump 3D+2, stamina 4D

TECHNICAL 1D

Security 4D+2, security: lockpicking 5D+2

Special Abilities:

Head-tails: Twileks can use their head tails to communicate in secret with each other, even in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twileks are fluent in.

Character Points: 8

Move: 10

Equipment: Two knives (Str+1D), hold out blaster (3D), dancer outfit, lockpicks, 500 credits

Story

Morba was an intelligent Hutt. He made his trade in "chained cargo" something even other Hutts generally shied away from, but the money was good. He had an eye for spotting "talent" and a knack for making sure that talent was recruited. When he spotted the little twilek girl he knew she was different, hearing about how the teenager fought off four of his thugs and gave them a merry chase for 2 hours around the back allies of Nar Shadda. This little slip of a twilek would not be broken easily, if at all.

So Morba gave Miya Maiyo a choice. He entered her cell and dropped a link of chain and ceremonial knife in front of her. Miya could either choose to trained as another dancing girl, whipped

into shape and sold off as quickly as possible, or she could choose to be his personal bodyguard, his ace-in-the-hole. She would wear the chain, dance on command and pretend to be a broken slave when there was an audience, but she would be his eyes and ears, his last line of defense during the day and his personal silencer when needed. No one would ever expect another Twi'lek dancing girl on a chain....

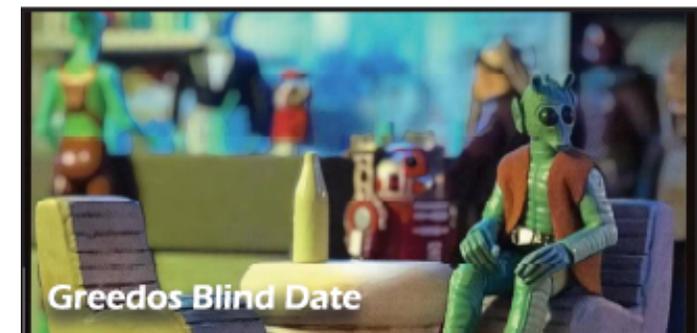
So Miya agreed to a five year contract, learned to dance and sing, to fight and kill. It was not an easy life; Weequay mercenaries put her through an arduous boot camp on a desert world. Her dance instructors put her through worse in the dance studio. But soon Miya had the training, poise and sculpted body that Morba had envisioned. Bodyguard, confidant, assassin; Miya made herself invaluable to the slave-lord. Some of the things she had to do were despicable but it was much better than living on the street. Besides, she was well paid, just as he had promised and sent the money to relatives on Ryloth. For five years their relationship was perfect and she built up quite a nest egg.

But things could not stay the same forever. Morba was called back to Nal Hutta for a meeting of his clan and he brought Miya along as he had to be 'wearing his best'. Unfortunately, the twi'lek dancing girl caught the eye of Morba's cousin Garu, a Hutt with greater social ranking. While Morba denied the initial offers the price was getting suspiciously high for a simple slave girl, even a devoted one. They had to think of something while they had the chance.

So Miya 'escaped' the same night Morba sold her. Sneaking aboard a outbound freighter she escaped the planet minutes before the deal was struck. Morba got to save face, returning the hefty sum the next morning and giving Garu five other slaves as compensation for his troubles. Morba had to put an equal bounty on his runaway slave-girl, but all of the bounties are only for bringing her in alive.

Miya had a couple run-ins with bounty hunters but was able to slip or silence them. She's spent the last six months on Rotgut Station, sticking close to the Blue Waffle for the safety of its neutrality and any gossip from incoming spacers. Miya has been dying her skin a different color as a disguise and singing at the Blue Waffle for money on nights when there are no headliners. 'Ria' has become a popular act, but refuses advances and offers from admirers. Instead she waits for the day when she will have

the credits to pay off her bounty and finally be free of attachments. She is not above using her looks to get what she wants, or silencing someone too close to the truth.



The Chop Shop

Crammed between the Commercial District, WS2 and the Walled District is the cramped repair bays of the Rotgut Station Chop Shop. Scavenged parts from the scrap piles of Gutter Town and the bone yards in orbit—they build some of the ugliest starfighters you could ever see—are assembled here. Mismatched parts are frequently welded to each other in the unlikeliest of ways, seemingly held together by spit, bailing wire and good intentions.

The miracle is not that these cobbled together ships can actually fly, but that they can fight!



Mercenary units, pirate gangs, and even planetary governments buy in bulk from The Rotgut Station Chop Shop to fill out the ranks of their space forces in the most inexpensive fashion.

These Uglies have a better reputation that most and nearly every fighter is presold before it is finished, earning the mysterious owner a tidy sum and many friends in the local junk dealers. The Jawa that runs the place only refers to this owner as 'The Management'.



Vot Jawa Starship Engineer

Nimh

DEXTERITY 2D

Blaster 3D+2, dodge 4D+1, pick-pocket 3D+2

KNOWLEDGE 3D

Business 6D+1, languages 5D, value 7D, willpower 6D

MECHANICAL 3D

Ground vehicle operation 5D, repulsorlift op. 4D+1, space transports 3D+2, starfighter pilot 4D

PERCEPTION 2D

Bargain 4D+2, con 4D+1, hide 4D, search 3D+2, sneak 4D+2

STRENGTH 1D+1

Stamina 3D+1

TECHNICAL 4D+2

Blaster repair 5D+1, droid programming 6D, droid repair 6D+2, ground vehicle repair 6D+2, repulsorlift repair 6D+2, space transports repair 6D+2, starfighter repair 9D

Special Abilities:

Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-orientated Technical skills.

Trade Language: Jawaese is a trade language Jawas can make unintelligible to all but other Jawas.

Odour: It is packed with information about each other, such as clan lineage, health, emotional state, even the last meal eaten. Jawas also evolved several important survival traits, such as exceptional night vision, a strong immune system, and an efficient digestive system that drew all the needed nutrients from the Jawa staple diet of hubba gourd.

Character Points: 6

Force Points: 1

Movement: 8

Equipment: Very dirty cloak, heavily modified ion disruptor (4D+2 damage to droids, 3D to organics, stun damage only), mechanical tool kit.

Story

Vot Nimh was a bit of a savant. She sneaked aboard a freighter when she was little more than a child and no longer remembers which planet she actually came from. The ship's engineer took the little Jawa under his wing and taught her the ins and outs of keeping a vessel in the sky on a budget. Vot proved such a natural talent that by her late adolescence she was ready to be chief engineer of her own ship.

Unfortunately falling in with smugglers and pirates can be prohibitive to one's freedom, and the threat of incarceration is not always from law enforcement. A Hutt called Endo Fash heard of the Jawa wonder-kid, as much artist as engineer, and wanted to put those talents to use. Luck was with the enterprising Hutt as Vot Nimh had no identification or citizenship paperwork. All he had to do was put her captain in a compromising position and he bought the Jawa for a song.

In the five years since, Vot Nimh has turned the Chop Shop into a veritable goldmine. They buy husks and derelicts with burned-out engines and blaster scoring and turn out decent quality starfighters. Nothing top-of-the-line that a moderately equipped military could not handle easily, but there is a profitable market there. Vot leads dozens of pit droids into the scrap piles and pull out what they need. They turn junk into gold. This has given her a modicum of free range on Rotgut Station but any attempt to leave would be fatal, the explosive in her neck would see to that.

Still, the wily Jawa has figured out a few ways of making money and friends. She has a bustling business on the side selling transponders from derelict tramp freighters for cash. Most of the small time smugglers never bothered to tell B.O.S.S. that their former vessels were destroyed, it would be bad for the captain's reputation. So she has been selling those off for cash and slowly programming a team of droids to help her when she finally makes her move.

Prok, the Gammorean Endo sent to guard the shop, keeps a close eye on the droids that come in and out. So Vot knows Endo Fash may be on to her.

Endo Fash Hutt Crime Boss

DEXTERITY 1D+2

Brawl parry 3D+2

KNOWLEDGE 5D

Alien species 6D, business 7D, bureaucracy 6D+2, cultures 5D+2, intimidation 8D, languages 7D, law enforcement 7D, planetary systems 5D+2, streetwise 8D

MECHANICAL 1D+1

Repulsorlift operation 3D+1

PERCEPTION 5D

Bargain 6D+2, con 5D+1, gambling 7D+2, investigation 6D, persuasion 7D+2, willpower 8D

STRENGTH 5D

Brawling 6D+2, lifting 9D+2

TECHNICAL 2D

Security 4D



Over time, Endo becomes more philanthropic, and even supports the Reconstruction Authority in 30 ABY.

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Story Factors:

Reputation: Hutts are almost universally despised, even by those who find themselves benefiting from the Hutt's activities. Were it not for the ring of protection with which the Hutts surround themselves, they would surely be exterminated within a few years.

Self-centered: Hutts cannot look "beyond themselves" (or their offspring or parents) in their considerations. However, because they are master manipulators, they can compromise - "I'll give him what he wants to get what I want." They cannot be philanthropic without ulterior motives.

Force Points: 3

Dark Side Points: 4

Character Points: 13

Move: 4

Equipment: Slave Detonator

Story

Endo Fash is not well-liked by other Hutts. He was always different, just as sly as any of his race, but Endo was much more direct. His personality was to come out and tell you the truth, no matter how painful that might be. Scheming to him was a secondary tactic, only useful after he had directly made his purpose known. This served him well in dealing with other species as they did not know how to deal with an "honest" Hutt.

Even as a Huttlet, Endo was big for his age and seemed to have a bigger appetite. As he swelled into his teenage years he started body-building to keep down his weight. While this was not a common hobby for a Hutt, when it came to disputes it proved very effective. Strong but not stupid, Endo rarely played the fool, calling out deception and manipulation where he saw it. Even the elder Hutts started to resent his lack of tact. Endo became rather famous for the beatings he handed out to those who offended him, going so far as to hospitalize the Morba the Hutt's major

domo. Knowing he had crossed the line, Endo Fash sneaked out of Hutt Space and found himself bouncing around the galaxy for a couple of years. Eventually he ended up at Rotgut Station.

Far more sly than he let on, Endo has a way of getting people to work for him. He only needed to beat a few local thugs into submission before he was halfway to a crime syndicate. Endo is not focused on any one enterprise, instead dabbling in a dozen or so legitimate businesses and less than legal endeavors. From slavery to spice dealing, if it happens on Rotgut Station Endo gets a piece of the action. He's known to have an eye for talent, getting sapiens with skills to work for him in ways that go beyond a normal boss/employee relationship. Being the 'Honest Hutt', Endo Fash finds a lot of newcomers willing to work for him.

Endo can just about always be seen eating to support the massive muscles under his blubber. He's fond of eating raw foods, hawk-bat eggs, lumrum, and Umgullian Racing Blobs being some of his favorites. Endo is nearly always seen with his vizier, the Ithorian Fic Frigats and his Agromech droid R4-Z1. He is said to have the bounty hunter called '42' on retainer and is said to be making aspirations to add the Blue Waffle to his business empire.



Fic Frigats

Male Ithorian Majordomo

DEXTERITY 2D

Blaster 2D+1

KNOWLEDGE 2D+2

Alien Species 3D, Bureaucracy 3D, Business 4D, Cultures 3D, Streetwise 3D, Value 3D+1

MECHANICAL 1D+1

Space Transports 2D

PERCEPTION 2D+1

Bargain 3D, Forgery 3D, Persuasion 3D

STRENGTH 2D

TECHNICAL 1D+2

Move: 10

Special Abilities:

Knowledge Skills: Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

Ecology: Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life-form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story

Fic isn't your average Ithorian. As a child he wasn't interested in gardening and tending crops. He wanted to travel the spacelanes as a trader, hauling freight from world to world. He scraped, begged, saved, and finally got his first freighter. The ship, which he named *Fic's Salvation*, suffered a hyperdrive failure and he ended up on Rotgut broke, with no cargo, and no credits to repair the ship. Enter the Hutt, which offered to cover the cost of repairs...for indentured servitude. This was years ago, and now Fic has found his way up the ranks, chasing a new dream.

His ship was fixed years ago. He sold it. He's found a new adventure.

R4-Z1 "Raz"

R4-series Agromech Droid

DEXTERITY 2D

Card Tricks 4D

KNOWLEDGE 2D

Business 3D, Languages 3D

MECHANICAL 3D

Repulsorlift Operation 4D

PERCEPTION 2D

Search 4D

STRENGTH 2D

TECHNICAL 3D

Computer program/repair 4D+2, Droid Repair 4D, Medicine 4D, Repulsorlift repair 5D, Security 4D, Space Transports 4D

Equipped With:

- Three wheeled legs (one retractable)
- Internal Comlink
- Photoreceptor
- Internal Storage (8 Kilos)
- 4 Tool Mounts
- Acoustic Signaler
- Several decks of playing cards (particularly Sabaac & Pazaack)
- An Actual physical book of magic tricks

Move: 8

Size 1 Meter

Cost: Not For Sale

Story

Endo has had him forever and hes been doing odd jobs around - keeping any freighters in working order and the like.

Endo makes charitable contributions to organizations/people around Bright Jewel and does it quietly, on the sly. Raz keeps those business records for Endo.

He has a peculiar penchant for card tricks (replace that skill with something appropriate if you like). Houses of cards. Shuffles. Magic tricks. The whole gamut - and hes kind of good at it. If left unattended or unassigned he's likely to do something with cards.

People are like to find remnants of card tricks or card houses around the place or on ships he has worked on.

There are suspicions but no one really knows who taught it to him. A bald guy in the station knows...because he did.



33:07:02/TRI/H5YT/ROT.4.MON
ROTGUT STATION, MONDUL SYSTEM

Aspiring Rodian Holoivid Actress' Star Rises in Rotgut

Alderaan. Chandrila, Adarlon. Corfai. Most gentlebeings across the galaxy associate these worlds with natural beauty and creativity as focal points for artists and performers from all walks of life. Millions of sentients have traveled to these locales in search of their muse, to hone their craft, to tap into something far deeper than the arts themselves, or even all of these goals combined. So what would draw a young, promising actress to the edge of the galaxy, living aboard a station that evokes the sheer worn and ugly nature of our modern era? Lula Meedoo was quite eager to explain it all in my exclusive interview.

“My agent believed I had gone insane by holing up in Rotgut,” Lula joked. “But there’s this vibrant energy that exists in the backdrop here. There are so many interesting beings here, each with their own story that you simply can’t just conjure up in a Core Worlds studio.” I inquired whether or not she had feared the seeming lack of professional security aboard Rotgut Station, or the pirate threat that lurked just outside of the Mongdool Commerce Zone. “Honestly, the Monks are quite friendly and accommodating here,” she complimented. “We have a very tight-knit arrangement; I offer interesting tech goods, and they provide the rest. I certainly couldn’t ask for better on Rodia!”

Amidst the rusty, wear and tear nature of the station, I could grasp exactly what she had described to me. The enigmatic Mongdoolian Monks, running shops across the station, prying the secrets of intergalactic technology from would-be sellers; pirates and scoundrels, blasters holstered, and hands edging ever closer towards their release clasps; Imperial Stormtroopers, few in number, and wary of the next violent outbreak that they would barely be able to contain. And within the backdrop, the hundreds upon hundreds of everyday, ordinary beings looking for opportunity around every corner.

Lula Meedoo has recently been cast in the upcoming Holoivid drama, “Outer Rim Blues,” set in the era just prior to the transition from the Republic to the Galactic Empire, where a stalwart group of outlaws struggle to make ends meet in the harsh, lawless space of the Outer Rim. Join us next week for our review of the pilot episode, now broadcasting HoloNet wide. By Nez Nez Nati, Galactic Culture News

Closa's Data Storage and Holo-Cube Shop

Nestled back in the deck plating of the Wall District is a little shop that sells holo-cubes and datasticks. The little shop does not even have proper signage, does not seem to have much in stock, and half the time the door is locked during business hours. You would think that this place is run terribly, halfway out of business, but you could not be further from the truth. Within this humble shop is the best code-slicer of the Outer Rim Territories, Closa.

The Klatooinian is nearly as unassuming as his little shop, but Closa is a legend when it comes to encryption/decryption, data recovery, code slicing, secured transmissions and credit transfers. Why the Rebels have not stolen him or the Imperials pressed him into service I could not tell you—he probably has dirt on high-ups on both sides—but what I *can* tell you is Closa looks at each job as a puzzle, one that has a solution and his marvelous mind has an uncanny knack of figuring them out.

If you have a Rataka memory node that you want transferred to a holo-cube, Closa can do it. If you have a laser-blasted memory core and you need that access code from it, Closa can do it. And if you just need to intercept that ISB Agent's transmission via subspatial omnipulse, Closa is the Klatooinian you've been looking for.



Closa is quality but he is not cheap. Expect to pay top credit, just don't expect him to put that money back into his shop.

Closa

Type: Klatooinian Slicer

DEXTERITY 3D+1

Blaster 4D+2, dodge 5D, running 4D

KNOWLEDGE 3D

Alien species 4D+1, languages 5D+2, planetary systems 4D, streetwise 4D+2

MECHANICAL 3D

Communications 7D+2

PERCEPTION 2D+2

Hide 3D+2, investigation 4D+2, sneak 4D+1

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 8D, security 6D+2

Character Points: 4

Force Points: 1

Dark Side Points: 1

Move: 10

Equipment: Slicer rig, datapad, hold-out blaster (3D damage)

The simple truth Klatooinians are raised on is that "The elders were always right." They expressly believe in the wisdom of their elders to the point of honoring a millennia-old treaty that basically put their entire race in Hutt servitude. So what if it was a thousand generations after the Rakata and Xim the Despot had been permanently dealt with? The Elders 'knew what they were doing' back then as they do today.

So young Closa did as he was told. An unusually intelligent child, Closa used great discipline to suppress his rebellious tendencies, stopped questioning the Klatooinian Trade Council, and tried his best to learn about the computer code and data encryption as they wanted. Closa was sure to know better when he was older, clearly they knew his purpose better than himself.

Closa's education was not formal. From a young age he learned slicing from smugglers and spies, hackers and forgers, anyone who had a bit more knowledge in any area of computer communication that he lacked. Closa learned to piggyback signals,

program and cipher. While bright and with a relentless mind for puzzles, by not having formal schooling Closa's skills slipped the notice of the Imperials. His fame grew in the underworld, quickly Closa became the go-to guy on his city, on his continent, then his planet. Endo Fash managed to lure him away with promises of greater freedom and fortune working outside Hutt Space. Feeling the pull of that long forgotten rebellious streak, Closa knew it was time to go.

Once out on his own he learned a few harsh lessons; Hutts were not the benevolent benefactors portrayed by the Elders, but if they felt you were valuable they generally looked after you.

Setting up shop at Rotgut Station, Endo kept the rabble and protection rackets away from Closa's shop. It was a good little business for laundering money and learning secrets. Closa was making them both a fortune in slicing corporate security codes, descrambling transmissions and selling new encryption methods. Closa has a secret broadcast array hidden deep in the bowels of the Rotgut Station's utility tunnels. He can send an encrypted signal to certain places in Wild Space and back, bounce it off several other hidden transmitters in the Outer Rim and deliver that data almost anywhere in the galaxy safely.

The one puzzle in Rotgut that Closa could not quickly figure out was the way Mongdoolian Monks communicated over distances. They did not use standard communicators, subspace transmitters or even telepathy (according to a self-proclaimed psychic). It took years to figure out their method, but finally Closa figured it out, and the revelation melted his perceptions. The Mongdoolians were more exotic than anyone could ever guess.

Closa can't let anyone know he can listen in on them, not even Endo Fash. He cannot risk the Mongdoolian's finding out what he knows. It could mean the end of more than just him.

Robo Mart

Located on level 2 of the main platform across from the Gun Store is the Robo Mart. This little curiosity is one of the stranger places in Rotgut Station. Stuffed with spare parts and the most unusual examples of droidware on the outer rim, the Robo Mart is a bazar of robots ranging from the unique to the useless. The Gran that runs it, Rul Liro, is an affable enough fellow, but his methods of procurement are most strange. Combing the scrapyards with his cadre of helper droids every morning, Rul pieces robotic casualties back together from recombined parts. Having a small fabrication shop in the back of the store, Rul can make essential components if none are available.



The product of these efforts are some the most mismatched, ugly examples of droid kind you will ever see. Rul can repair droids that seem to be beyond hope, bring back the memory core of a laser-blasted droid brain and reassemble parts salvaged from a trash compactor. They may never work right again but they will work if at all possible.

The Gran can seemingly make robots from scratch and resurrect the dead; alas, he can only work with what he has and junk is junk.

Where he gets some of the more extreme examples from, no one knows. It is assumed Rul made them himself, but the designs seem too diverse to have come from one mind. He has a source but the gentleman Gran is not telling.

Rul Liro

Gran Droid Repairman, Shopkeeper

DEXTERITY 2D+2

Blaster 3D+2, brawl parry 3D, dodge 4D, Running 4D+2

KNOWLEDGE 3D

Bureaucracy 4D: Rotgut Station 5D+2, languages 4D+1, planetary systems 5D, streetwise 4D

MECHANICAL 3D+1

Beast Riding 4D, ground vehicle operation 6D, repulsorlift operation 5D+2

PERCEPTION 4D

Bargain 5D+2, gambling 4D+2, hide 5D+1, persuasion 5D+2, search 5D, sneak 5D+1

STRENGTH 2D

Brawling 3D+2, climbing/jumping 3D+1, lifting 5D

TECHINICAL 3D

Armor repair 5D, blaster repair 4D+2, computer prog/repair 7D+1, droid programming 9D+1, droid repair 9D

Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

Character Points: 4

Force Points: 1

Move: 10

Equipment: Coveralls, tools, datapad

Story

Rul Liro was conflicted. He had a decent job in the Mid Rim on an orbital waste reclamation station, recycling droids. Every hour of every day was the same for Rul, the conveyor belt brought in the next junker and he would sort them into the shredder, the smelter, or the scrap pile with an industrial robotic claw.

It was noisy monotonous work made worse as people had often forgotten to deactivate their junkers.



After a few weeks the mechanical screams were starting to get to Rul. The higher function droids were so lifelike in personality, they knew what was happening, knew how he made his meager credits. Often droids would call for help or mercy, insisting there was some sort of mistake, surely they were still under warranty. But work was work, if enough expensive parts still looked good they went to the scrap pile, if they were made of exotic metals they went to the smelter, but most were too expensive to salvage and went to the shredder.

Rul Liro steeled his heart every day before work, it was a cruel job but it kept him fed.

Then came the day he met J2. The outdated astromech was just another junker, one so banged up and outdated that Rul didn't think twice about plucking him up with the claw and dropping him into the shredder, but the safety-line popped. With the screech of twisting metal the claw swung loose, smashing the controls and pinning the Gran to the deckplates.

He couldn't breathe, eyestalks twitching as the weight of unforgiving metal threatened to crush his chest. His vision was going black as the little astromech, knocked free by the impact, righted itself with his grabber arm and ignited its torch. Rul Liro didn't even have breath to beg but the little droid he was about to drop into the shredder cut him free with his plasma torch. The

half ton pincer dropped with a clank and Rul Liro had killed his last droid.

He quit, took a settlement payment from the company and bounced around the outer rim with his newly repaired friend. Rul found he had a knack for repairing droids, eventually setting up shop in Rotgut Station. According to him no droid is beyond repair, and he proves it time and again. They may not end up pretty but they do function. As far as Rul Liro is concerned the claw has claimed its last victim.

Max-E-Million

Security or Assassin Droid of unknown make

DEXTERITY 2D+1

Blaster 6D, melee combat 6D

KNOWLEDGE 2D

Survival 5D

MECHANICAL 2D+1

Repulsorlift operation 5D+2

PERCEPTION 2D+2

Intimidation 6D+2, hide 4D, search 5D+1, sneak 3D+2

STRENGTH 5D

Brawling 5D+2, lifting 7D

TECHINICAL 2D

Computer programming/repair 4D+2, demolition 3D, Security 4D

Equipped With:

- Blaster Hands (4D)
- Body Armor (+2D strength to resist damage)
- Electroshock Probe (3D stun)
- Four arms
- Repulsorlift drive unit
- Sensors array (infrared vision, telescopic vision, 360-degree vision)
- Spinning blades (+1D physical)
- Vocabulator

Character Points: 8

Move: 10/12



Size: 1.7 meters

Cost: unknown

Story

In the back of the Robo Mart on Rotgut Station is a crimson red sentry droid of unknown model. This intimidating droid, thankfully deactivated, was pulled from The Ditch one morning by Rul Liro. No one knows where it came from or who built it and the programming code was in no known computer language. Rul did his best to repair it, much of its internal workings were just clogged up with rotting bio-matter. So far it is not for sale as Rul cannot guarantee its functioning.

Despite appearances, Max-E-Million is perfectly functioning, is completely conscious, just chooses not to move during business hours. The droid does speak to Rul Liro after hours but only if it is sure they are alone. Max pretends to have a corrupted memory and programming damage but the truth is far more horrible, Maximilian remembers everything.

He remembers being the Cygnus, Dr. Reinhardt, and crossing the black hole event horizon. Merged with his creator, Max-E-Million spend untold eons in perpetual torment trapped in a dimension beyond time and space. He wants to pretend he knows nothing, but as far as he knows Max-E-Million is the first synthetic intelligence to truly understand pain.

He would have been trapped in the black hole forever if not for the Mongdoolians.

They found him, pulled him out of an inescapable prison and discarded him after the briefest study, a momentary curiosity cast aside. By the time Rul Liro found him Reinhardt had long expired, his useless parts gumming up the works. Rul did fix him up enough to function independently, but Max-E-Million has learned caution. He knows nothing of the greater galaxy, or how the Mongdoolians could explore a black hole, and the alien Rul Liro is willing to tell him much.

Max-E-Million is as silent, scheming, and merciless as ever. Untold millennia in Hell have taught him caution and how to make things suffer.

Is the Garrison Assigned to Mongdul Worth the Cost?

After several years of maintaining presence at the Mongdul system's Commerce Zone (known to outsiders as Rotgut Station) and the ramp-up of both Rebel and insurgent operations across the Outer Rim, this month both the Imperial Navy and Army in Oversector Outer have petitioned High Command for a reevaluation of the location's mission, coupled with a request for re-deployment of its forces to a higher priority sector.

Presently, the Acclamator-class assault ship *Black Rain*, itself an aging relic of the Clone Wars, serves as the base of operations for Imperial forces within the system.

Approximately three thousand personnel, including a garrison of one hundred and fifty troops onboard the station proper, are assigned there. Additionally, a few squadrons of TIE/In fighters maintain regular patrols around the system's hyperlane vectors, particularly one leading to the Rothana star system, which is home to a major shipyard and the Kuat Drive Yards subsidiary of Rothana Heavy Engineering.

While protection of Rothana's inbound hyperspace routes is widely accepted as justification for assigning forces to Mongdul, at a cost of roughly twenty-four million credits per month to maintain forces stationed there, some naval analysts begged the question: does it outweigh the benefit?

Having referred to the Yavin Incident and other significant Rebel attacks, and amidst growing concern that Imperial forces are already spread too thin to afford protecting routes with minimal strategic value, given the sheer amount of warships already present at Rothana, it stood to reason that High Command would grant the request. When contacted on the matter however, High Command officials declined any comment.

Imperial Defense Daily

Mongdoolian Monks?

What's up, all you scoundrels, pirates, con-men, and lumrunners out on the hyperlanes?

We've been hearin' a lot of buzz floating around Rotgut Station these days. Whether it's the "who's who" of the station crowd, the bizarre sentient encounters, or the various uglies and the insane pirates desperate enough to pilot them, that place is never NOT interesting. For all of its appearance and reputation, there is plenty of opportunity for a spacer to make some good credits out there, and one of those happens to involve its more infamous inhabitants: the Mongdoolian Monks.

So who are these beings? Inter-dimensional traders? Junk collectors that would give the stang Squibs a run for their creds? Casual travelers from "Otherspace" (if you haven't heard of it, trust us, you don't want to)?

The first important thing to know about Mongdoolians (and by important, we mean how to make currency off of them) is that they deal in fast hyperspace routes, ones that rival anything our fellow smugglers or the Hutts have discovered. These can be a big payoff for those who want hot goods delivered across the Big L yesterday. But like everything that seems too good to be true, there's a catch: the routes decay quickly, giving a spacer mere days or even hours to make use of them. So shop wisely... and only when the chronometer is right.

Second, they are insatiable collectors of technological items, and often stuff you wouldn't give so much of a passing glance to. That's not to say that they are the same as Squibs who would normally accept any form of junk; what might intrigue a monk might be a 4,000 year old PK-822 Corellian StarDrive hyperdrive motivator, a Gree vibrostun wand, or a Rakatan Force-powered lumi-lamp. Then again, that Koensayr 4VT pressure-sensor you've scrounged away in the back might fit the bill.

If you've ever holed up on Rotgut, you might want to pay them a visit. If you can get past their unconventional appearance and customs, you could stand to profit handsomely.

Cynabar's InfoNet

Left of Center vs. Rite of Passage

Inevitably, in the course of collaboration, coordination, and correspondence, these 'Foundational C's' get turned into Crazy Chaotic Confusion. When this happens submissions falls trough cracks or deadlines are missed.

Things happen.

Its not easy being a managing editor. Keyword "managing".

Not only is time managed, through established deadlines, submissions of articles, stories, art, citations, and everything else that falls under the Foundational C's what gets lust most also be managed.

With this being our first Galaxy Guide, a decision made during the last 24 hrs prior to deadline, we tread into new yet familiar territory. We have shifted a bit left of center and have earned our battle scars from our rite of passage of the previous two issues.

Its coming together. Piece by piece; we discuss, share, comment, and eventually solidify our thoughts into words, charts, stats, and maps.

This article will be a letter from the editor to close out the current Guide or Journal with behind-the-scenes insights and correct the mistakes we have found.

Issue Two offered our readers the chance to see Aurek Jenth our Location Scout, whose Journal our issues are supposed to represent, just starting off as an Adventurer. Those initial steps are made in one direction with little time to reminisce about mistakes made and oaths not taken. Those moments comes years later over Rodian Ale. In that solo adventure, Aurek encountered the Mizelines, a sentient feline race. Unfortunately their stats were left out of that issue.

We're only mortals at the whim of the Force.

- Brian L. Bird

Mizelines

Home Planet: Rardae

Attribute Dice: 12D

Attributes Minimums/Maximums:

DEXTERITY 3D/5D

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 1D/2D+1

TECHNICAL 1D/2D

Move: 10/12

Height: 1-1.6 metres

Special Abilities:

Feline Agility: +1D to the Jumping/Climbing skill.

Night Blindness: As their home planet of Rardae has no night, due to being tidally locked with its sun so that the habitable side always faces it, Mizelines have evolved with no adaptations to darkness so suffer double the normal penalties in low light and darkness.

Soft-footed: +1D to Sneak skills—but not in darkness, when they suffer a -1D penalty instead.

Claws: In brawling attacks Mizeline claws add +1 pip to Strength codes for inflicting damage.

Hearing: +1D to Perception rolls involving hearing.

Smell: +1D to Search rolls involving smell.

Water Aversion: Any Mizeline who gets soaked with water suffers a -1D psychological penalty to all skills until they can get dried out.

Skill Limits: Starting characters may not place skill dice in any vehicle or starship skills or other skills which require a technological level higher than Stone Age.

Story Factors:

The Mizelines live in small communities of stone huts and have a Stone Age hunter gatherer society with gender equality and non-fixed gender roles. They have a good understanding of their natural world, including a knowledge of very effective plant-based medicines. They are skilled at working animal skins and while they have no need of clothes, due to their soft black fur, they do wear belts covered in pouches for carrying anything useful in.

The Mizelines' language is very simple and remarkably easy to learn as a result but still is sufficient for telling stories, and the Mizelines' have a very strong oral tradition.

While the Mizelines resembled bipedal cats, their lack of night vision might seem at odds with this, but they have stories of having come from the stars! Rardae is a very old planet, so it is possible the Mizelines have evolved from a species of star faring bipedal cats, which did originally have night vision but lost it through lacking the need for it. It is possible that inspired by the legends of their ancestors, a Mizeline might be inspired to hitch a lift off planet and explore the galaxy beyond...

About the Authors...

Brian L. Bird was born and raised in the Finger Lakes of NY where he began playing role playing at the age of 10. A U.S. Air Force Veteran, he currently puts his 20 years of Logistics Management experience to work as a Procurement Specialist with the University of Texas at San Antonio. Brian studied Art Education and Psychology at Our Lady of the Lake University.

He is a contributing author of the *Joe Ledger Companion*, enjoys reading, writing, designing and playing tabletop games, making found object art, and spending time with his wife Juanita and their children Johan, Elihu and Yahaira; and their granddaughter Arianna at their home in San Antonio, Texas.

Mark Dowson is from North Yorkshire in England. He has been interested in science fiction, space and Star Wars since his early days at school, which later resulted in an interest in science as well. He has enjoyed creative writing since his mid-teens and over the last several years has had solo roleplay adventures published in *Knights of the Dinner Table Magazine*. Other interests include participating in long distance running, trekking holidays in other countries, jiving, mysticism, psychology and history.

Jason Dray started playing roleplaying games in 1980 at the age of eight. Wanting a life of adventure, he has been a Cavalry Scout, a Military Police Officer, and is now a Federal Agent. Jason Dray has served in Iraq (twice), Cairo, and now Istanbul, and has worked in over 30 countries, most of them "real garden spots." Using Skype, he has played Star Wars in 7 countries over the past four years.

Thomas Grellner, a farm boy from OK, had his eyes opened to adventure with the first film. He joined the Navy and after 20 years of globetrotting, visiting foreign lands and meeting great people, he settled on the west coast. Avid SW book reader and game player (still prefers WEG) and enjoys Weird War2 models/games).

Josh Moore has been playing and running WEG SW D6 since the "dark times" of the 1980's and 90's, the time between trilogies. Professional writer, roller derby referee, and self-proclaimed pinball wizard, he lives in New Jersey with a cat named Jerry and girl friend named Jheri. There is much confusion.

Ray Napoli A Geek at heart, Ray has always been fascinated by all things Science Fiction, but always comes home to a Galaxy Far Far Away.

An 18+ year veteran of Tabletop Roleplaying, his introduction to RPGs was the WEG classic version of Star Wars. Journeys around the stars and back in this galaxy and so many others has taken him through video games, MMOs and miniature wargaming scenes as well. A particular focus on Science Fiction's own brand of magic always seems to captivate him in the various ways Technology is used.

Ray has staffed and GMed many tabletop games as well as several MUDs and MUSHes such as Star Wars: Age of Alliances, running both long-running plot arcs as well as one-off adventures. He always brings with him a colorful cast of characters with his work focusing on strong, unique women and curious Droids. His work is coloured by a streak of independence, compassion and vitality belonging to the women within his own family. A preoccupation with the intersection of technical means and the human condition represented in AI and Robotics similarly guides his interest in all manner of Star Wars' curious contraptions.

Julian Smith, from the UK. I'm 48, and have been a Star Wars fan from the very beginning. Julian remembers being bought the Marvel Special when it was released over here in the middle of 1977, then having to wait until the end of December/beginning of 1978 to see the film. *"I continued to be a fan, and got into role-playing. My friend made a home-brew Star Wars RPG; which was great until I saw the original rulebook in a gaming shop in 1987. I bought it immediately, and bought a lot of the supplements afterwards. I have subsequently become a member of the forum for The Rancor Pit, as Dirk_Corman."*

The character, and story, is his first serious bit of writing for the D6 system. He is currently compiling a lot of materials created for the games played in the old days into a sourcebook.

Daniel Sturman lives in New Mexico with his wife and children, where he and his wife work as professional artists, raise children, and try to enjoy life in general. He is a retired U.S. Army tank mechanic, maker of clocks and incense burners, old truck guy, Brazilian Jiu Jitsu blue belt, and a big geek/ nerd in general.

...the Artists...

John Gendall is a professional illustrator working in the U.K. A *Star Wars* fan since the age of five, when he watch it in his local cinema way back in 1977. He's been an avid Roleplayer since the mid 80s, and spent far too much time painting miniatures from various games over the years. He bought the first edition of the d6 when it first came out, and at some point has played/G.M. every version of the game, returning to the d6 about 2 years ago, as out of all of them it's the version he loves best.

Mostly doing book covers, and commissioned portraits, he has designed some miniatures for the game *Broken Contract* and some publicity for *East Street Games, a zombie Father Christmas*. He jumped at the chance to work for the *Adventurer's Journal*, after all it's *Star Wars*!

Chris Shaylor has been an avid Sci-Fi toy collector since the mid 70's. He rarely actually played many table top games but voraciously collected and read the sourcebooks and companion issues for the WEG Star Wars series since they were first released in the late 80's. Using much of that expanded material and artwork as inspiration for his own custom creations for 1:18 toy lines.

Eventually building the city-sized spaceport Rotgut Station, which acts as a truckstop nexus for all sci-fi universes, he shared what he created with the world to show that toys don't have to just sit on shelves. After word spread and requests came pouring in, he was able to turn his hobby of creating wood & plastic playsets into a successful full time toy business of Empire Toy Works.

"I now wake up and eat/breathe toys all day everyday, and I wouldn't have it any other way."

Chris lives with his wife and two sons in Virginia.

...this Journal

The *Adventurers Journal* is an unofficial fan generated magazine for use with *Star Wars: The Roleplaying Game, Second Edition, Revised and Expanded*. We humbly acknowledge the individual authors and artists and their respective works which have inspired the content herein.

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ADVENTURER'S JOURNAL

PRESENTS

ROTGUT STATION

Sequestered in a small area of the Outer Rim it lies. Once a mining facility, its hollowed out interior now serves as a waystation for all sorts of vile scum and weary traveler. A main platform dominates the space, and is surrounded by walls teeming with commercial, residential, agricultural, and altogether dark and mysterious purposes.

Visit the Blue Waffle Bar & Lounge, place a bet on the droid taxi races, pay tribute to the mysterious Mongdollian Monks, gain an audience with Endo Fash the Hutt crimelord, or enjoy some of Wang's Tacos.

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