

STAR WARS

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ADVENTURER'S JOURNAL

ISSUE FOUR



That Which Binds Us

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

**“The Force is what gives a Jedi his power.
It’s an energy field created by all living
things; it surrounds us, and penetrates us...
it’s what binds the galaxy together.”
–Obi-Wan Kenobi**



The Force thats what you call it, the very thing that makes us all, and binds us together. In these dark times the Empire would have us forget it, they would have us deny it even exists!

What foolishness!

The Force exists whether you believe in it or not, for we are all made of it. Of course they do this to gain control over us. To restrict those who can use it. Since the fall of the Jedi the knowledge of the force seems gone from the galaxy, but it is not.

Within this tome, you will discover the nature of the Force, you will discover that the Jedi are not completely gone, but also that they are not the only ones who use what you call the Force. The galaxy is teeming with races and cultures, and the Force goes by many names and variations.

My people call it The Great Song, and though the fall of the Jedi have dimmed the song it still can be heard by though who are willing to hear it. Whether you be one of those trying to revive the fallen Jedi Order, are of a different tradition or, like me, a refugee just trying to survive, there is knowledge for you here.

Stories, philosophies, diagrams and art all await. There is even a tale of me, grossly exaggerated of course, which may give you some insight should you wish to read it. Take this tome's knowledge and use it wisely.

Keep the knowledge secret, though, as the Empire would greatly use this tome. Remember the Song and the Force will be with you always.

- Ku-Karn Low-Garn

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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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This is where we adventure into uncharted 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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THE COSMIC FORCE

by Dustin Hawk

OF ALL ASPECTS OF THE FORCE, PERHAPS ONE OF THE MOST MYSTIFYING AND ELUSIVE IS THAT OF THE COSMIC FORCE.

Described as a “unifying gestalt” by some of the most venerable and sage of the Jedi Masters, its direct connection with the Living Force enables some fantastic phenomena, from raging Force Storms to the much-fabled Force ghosts. It is believed that all energy from the Living Force feeds directly into the overarching Cosmic Force, which has the power to fuel stars, support the bonds that gravitationally hold worlds to their orbits, initiate the spark of life in austere and otherwise inhospitable conditions, and of course, supply the energy to those sensitive to the Force, particularly the Jedi and their Sith rivals.

Legends persist of beings, both young and old, who were to tap into the power of the Cosmic Force and enact truly heroic and terrible feats. Combined with the Force strength focus from others, these individuals have pushed entire starfleets millions of kilometers away from their intended targets, pulled vessels from orbit onto the surfaces of planets, healed other beings of debilitating and terminal diseases, and even became one with the Force... and briefly interacted with the living to impart wisdom or warning at crucial moments.

Such power often comes at a high price, and even those sufficiently strong in the Force and well-versed in these abilities find themselves tapping into this gestalt only as a last resort. Witnesses to such feats attest to the user’s physical form disappearing, never to be seen again, or being consumed by the

energy of the Force, searing through their bodies from the inside out. Most willing to reach into the Cosmic Force have already come to terms with their fates, because that usually means that the needs of the situation and their beloved ones outweighs their own survival.

In eras past, Jedi Knights and Masters closely guarded the knowledge and training methods of these abilities, often reserving them for their best students when the right place and time presented itself. Few Jedi possess these abilities as a result, even when their numbers are high. After Order 66 and the rise of the Empire, it becomes near-impossible to find a teacher, or even a Holocron, to teach the use of the Cosmic Force. It is speculated that this could be taught by Force ghosts from beyond the veil, but given the nature of the ebb and flow of the Force, this seems unlikely.

Gamemaster’s Note:

The following Force powers, Font of the Cosmic Force and Tempest of the Cosmic Force, can be extremely unbalancing to an adventure and/or established campaign, and as such, are not recommended beyond the in-story use of concluding said arc. As written, these rules can prematurely end a player character, and it is recommended that a consensus be reached between the Gamemaster and any player who decides that their character should learn and use these powers. Discretion is advised.

Examples of NPCs using the Cosmic Force: Dorsk 81 (Darksaber novel), Qui-Gon Jinn (Prequel Trilogy), Yoda (Prequel and Classic Trilogy), Emperor Sheev Palpatine/Darth Sidious (Dark Empire comic series)

TARGET LOCKED!! RAID AT JOJO'S BAR

by Frankie Tan



INTRODUCTION

A simple scenario for Star Wars Miniatures Battles that takes place on Tatooine, slightly after the events in A New Hope.

THE SETUP

In the centre of the table is a building (Jojo's bar) and 1 or 2 land speeders. The original 10 stormtroopers arrive behind the bar unnoticed (they had leopards crawling their way towards the bar from the sandhill behind), alarm goes off when the first shot is fired.

Outside the building/bar terrain and barricades may be set up for cover, the stormtrooper may surround the building, while the gangster's may set up at the rooftop.

THE FORCES

GANGERS

Method 1: Randomly write a list of gang members of about equal SGPs (refer to Imperial Entanglement rulebook page 88).

Frankie Tan

Imperial Spies have reported that a group of gangsters are supplying a rebel cell with weapons stolen from an Imperial convoy! They have been located in a local bar and these terrorists must be stopped at all costs!

Locate the dealers and capture them alive, but if lethal forces are met, shoot to kill!

Method 2: In real war or conflicts it is very rare both sides fight in equal strengths (SGPs). In this case, use Method 1 plus roll a D6 for below:

- 1: 1-3 Mercenaries
- 2: 1-3 Commandos
- 3: additional 3 + 1d6 gang members
- 4: d6 + 5 Rebel Troopers (average)
- 5: 1-3 Assassin Droids
- 6: 1 Jedi hero (roll for Force points)



Not all gangsters are holed up in Jojo's Bar

It seems the Imperial are on the losing side at the moment, but the reinforcements arrive in D6 +3 turns!

Roll d6 for type of Reinforcement

(all appear randomly at a table edge, roll which side):

1: A squad of 3 + d6 Average stormtroopers arrives! (who are in the vicinity and responded to the fire fight)

2 - 3: A squad of 5 + d6 Average stormtroopers arrives!

4: A couple of scouts in speederbikes arrives!

5: An AT-ST arrives!

6: A repulsor tank arrives!



VICTORY CONDITIONS

Imperials win if they capture at least one of the gangers or hero (Imperial interrogation will beat the shit out of him to extract the rebels' hideout, whether they will succeed or not will be another story....)

Mediocre victory if all opponents are killed (the rebels live and they continue to grow elsewhere)

All weapons are set to stun (in order to capture) unless declared before firing.

Gangers win if at least one model escapes to the table edge and flees. This allows the rebels to know of the hit and fade away quickly (and fight another day).

DESIGNER NOTES

The list may or may not be balanced or sound, please make adjustments accordingly, you may plan ahead using your available models.

The shootout can happen inside or outside the bar, so it is up to the design you can come up with. If inside, your building may have a few windows, to fire in and out, etc. If the firefight takes place outside, you may have barricades, rooftop with covers, etc.

The gangers may try to flee in the land speeders parked outside the bar. Refer to *Star Wars Miniatures Battles Companion* for vehicle rules.



So who the hell is Jojo?

And why is her bar in the middle of nowhere supplying contrabands to the rebels?

That, my friend, is a story for another day....

TRUE BLUE: A STAR WARS STORY

by Dustin Hawk

PART TWO

Old Alliance Briefing Room, Mendool Base, Tanthiel

The assortment of skeleton personnel had assembled within the confined, three-tiered briefing room of the former Alliance base, each grouped into their respective functional elements, shuffling relevant data as they swapped datapads, chattered, argued, and clarified their findings.

Some made use of a few consoles that had been connected to a portable fusion generator, the soft green light of aurebesh text splayed across their translucent screens.

Not all of base staff belonged to the Starfighter Corps. A team of SpecForce Pathfinders of various species sat to the left of one of the maintenance teams, looking somewhat impatient as they waited for the briefing to begin.

Tann was somewhat agitated as his visage scanned across the room. He had expected at least enough personnel to establish the squadron's presence; right now, he barely had half of what he needed to sustain operations for six fighters, let alone twelve.

It will have to do, he reasoned. We have little choice right now. Maybe we'll get some stragglers in over the next week.

"Commander on deck!" One of the SpecForces called out, with the entire staff standing up to attention. Tann motioned them down, standing up to the podium.

"Alright folks," he began, "Let's start off with Ops first. What have you got?"

"Sir, Lieutenant Ell Zandas, Azure Ten reporting..." the dark-skinned human pilot stood up, poised to give her brief. Tann frowned, wondering where her superior was.

"Hold up, Lieutenant..." Tann interrupted, searching the chamber. "Where's your Exec?"

"Uh, in the brig, sir," she replied. "You... told us to have him confined."

Oh, for the love of...

Tann fought hard to stifle an exasperated sigh, instead placing his hands back on the podium.

"Very well, Lieutenant. Please proceed."

"Yes sir," she said, continuing. "Right now, we have eight pilots on station, expecting another eight to arrive with their A-Wings by 1300 TST tomorrow..."

"I'm sorry, El-Tee," Tann interrupted once more, wondering if he had heard that correctly. "Eight?"

"Yes sir," the dark-skinned lieutenant clarified. "Starfighter Command informed us that due to operations ramping up elsewhere along the Colonies, they could only spare eight A-Wings initially, then the remaining four staggered over the next two standard weeks."

"Alright," Major Danzel began, turning to face the second cell and the blonde human, who looked like he was nursing a fat jaw and a swollen lip.

"Who wants to start first?"

That was a hard pill to swallow. A-Wings were already notoriously finicky for maintenance, and now, Starfighter Command couldn't even commit a full squadron to standing up Azure. That left Tann with only two flights to work with... and only if they didn't have any hard breaks. He had already factored in that one of those craft would inevitably become a cann-bird if they couldn't get replacement parts in an expedited fashion. Time to find out if that was going to be a factor.

"Thank you, Lieutenant," he replied. "Supply and Ord?" As the pilot sat down, a very tall, cream-skinned Ottegan stood up, towering over his peers and subordinates alike.

"You'll be pleased to know, Major, that Mendool was left fairly well-stocked with fuel and consumables when it was abandoned," the deep-voiced Ottegan spoke.

"If either of you do this again, I'll have both of your wings. And you'll be behind a desk for the remainder of your tour."

I'm sure neither of you would want that. Understood?"

"Two months worth to sustain two turns of sorties per day, plus six months of rations, medical supplies, spare tools and uniforms. Add in four hundred concussion missiles and

two thousand Tibanna gas canisters to round out munitions. All courtesy of our predecessors, of course. A-Wing parts are always hard to come by, as I'm sure you're fully aware." Tann nodded as he keyed the relevant data in his personal datapad.

"Copy that. And you are...?"

"Major Rannathan, Munn Rannathan, sir," he replied. "I'm the logistics commander, and in your absence, the base commander." Tann recalled that name from his own research into the base.

"You were here before."

"Yes," Munn confirmed. "And proud to serve here once again."

"Fair enough. Glad to have your experience, Major. And... Medical. You're up next..."

— . — . — . — . —

Trying to suppress an exhausted yawn and failing miserably, Major Danzel stepped out of the back briefing room door, hearing the hiss of pneudraulics followed by the click of the security lock. It had taken about two hours to cover the functional sections of the base and personnel, even lacking the personnel that they sorely needed. But at least now he knew where they stood, even if that information had been quite dry to cover in detail.

He still had one loose end to tie up, and that was his disposition towards the two officers that decided to settle their personal

issues with fisticuffs when he arrived. Pilots could be a temperamental lot, tensions flaring up both in and out of the cockpit. Specializing in a craft as finicky and demanding as the A-Wing didn't help with that, and was just as likely to spark those aggressions. Nonetheless, Tann was their new commander, and he would sort it out one way or another.

The brig was small, but appropriate for a base of respective size that at its peak would support no more than two starfighter squadrons at most. A couple of SpecForces troops sat outside the holding cells, blaster pistols holstered, while they chatted quietly about something Tann couldn't quite catch as he entered. Both of them stood to attention when they saw his rank badge.

"At ease," Tann responded, looking into the first cell at the scaly Barabel, who stood leaning on the back wall. "Give us a moment alone." The two troopers nodded, and walked out of the brig.

"Alright," Major Danzel began, turning to face the second cell and the blonde human, who looked like he was nursing a fat jaw and a swollen lip. "Who wants to start first?"

Neither pilot said anything, each of them gazing towards the front wall of the brig.

"Well then," he continued, "I'll say my own piece: I just got here and was just appraised of our overall situation. Now I could exercise my only official military justice option and let you simmer in these cells until a JAG representative and defense council arrives, but frankly, I don't have the time or the spare personnel to replace you. We're short on plenty of things right now, but especially manpower. More relevant to both of you, pilots. I'll only have about sixteen of you for the next couple of weeks, so we'll have to make do until the rest arrive." Both of them remained silent, but now were giving Tann their full attention.

"So, if you're willing to meet me halfway on this and not try to tear each other apart in the meantime, I'll treat this as water under the bridge and none will be the wiser. Deal?"

The young human pilot stood up from his worn cell chair, and gave a nod.

"Works for me," he replied. "So long as I'm not on his wing."

"I never asked you to be," the Barabel responded gruffly. "And never will."

"I can guarantee that for now," Tann said, "But I'm sure you two know that nothing lasts forever. Especially when getting your own way. Get yourselves cleaned up and treated by the doc if necessary. Be ready by 1230 tomorrow, in uniform of the day." Tann tapped the green touch-keys on each of the cells, which slid open promptly. The blonde human pilot stepped out first, and through the brig door. The Barabel towered above Major Danzel as he began to proceed next.

"Oh, by the way..." Tann interjected.

"Hmph." The golden-scaled reptilian stopped.

"Which one of you is my Exec?"

"... That would be me." The Barabel answered, looking down at Tann with his green metallic-sheened eyes.

"If either of you do this again, I'll have both of your wings. And you'll be behind a desk for the remainder of your tour. I'm sure neither of you would want that. Understood?" His eyes narrowed, seemingly to hold back something he wanted to say, but decided against it.

"Understood. Major."

"Alright, Captain..."

"Bruun. Sir." The reptilian pilot walked out of the brig, the luma-light briefly glancing off of the golden scales of his biceps, before the door shut behind him.

Hangar Bay Aurek, Mendool Base, Tanthiel

A brisk, cold wind rushed into the duracrete stretch of the hangar bay and through the uniforms of the personnel gathered there. Some of them, especially those from warmer worlds, shivered from the abrupt breeze. Tann stood in front of them, unfettered by the climate. This planet wasn't exactly a resort, sprawling with sandy beaches and equally warm and inviting

inhabitants. But of the long list of worlds he had set foot upon, Tanthiel was light-years ahead of several of those in terms of comfort. Perhaps it wasn't really in the minds of Alliance engineers that building a base into the side of a cliff known to be gusty might make the hangar personnel a tad chilly.

But options back then, as Tann knew, were limited when trying to evade Imperial probe droids and scout ships, especially in a system this close to the Core.

Suddenly, the howl of powerful sublight engines reverberated through the pinnacled terraces, and the first A-Wing emerged into his sight. Three others followed close behind, forming the first flight of Azure Squadron. Flight Two was moments behind, but only three fighters were loosely-formed up. One of them was missing.



What in the depths of the Maw... Tann thought grumbly. I'm not even going to have TWO flights now?!

Finally, as Flight One began their preparations for landing, one lone A-Wing popped out of the nearby clouds, limping through the canyon. Tann would've breathed a sigh of relief, but an A-Wing down for heavy maintenance already meant having one less A-Wing altogether.

I suppose I shouldn't count my blessings just yet. At least all eight made it here.

The winding down of the engines and rising hum of Flight Two's repulsorlifts brought each of the craft to a soft landing in the hangar bay, directly across from their Flight One counterparts. Most of the A-Wings appeared to be in good condition, save some degraded paint and carbon wear around the engine exhausts. Only a handful had their blue livery painted on, no doubt a result of being cobbled together from parts unknown and merged into a new unit.

The last A-Wing finally set down on the dark grey duracrete, abruptly shutting down as the canopy slid forward to permit egress from the cockpit. Some smoke emerged from one of the engine housings, before a quick orange flash erupted from it.

"Engine fire!" one of the crew chiefs, a female Zabrak, called out, quickly backing away from the craft. "Grab an extinguisher!"

"Krath-spawned pile of trash!" its pilot cursed, hurriedly grabbing the cockpit sills and hurling themselves out of the stricken starfighter. Landing on the hangar surface, they jolted away from the A-Wing while several nearby crew chiefs ran towards it with portable extinguishers, as a flurry of white foam from multiple directions poured into the small engine blaze.

"I think we got it!" one of the crew chiefs exclaimed, just before the crash crew arrived with their recovery gear. Light grey vapors were all that remained of the fire, but it was abundantly clear that the A-Wing was now fully down for the count.

Tann walked up to the pilot of the damaged A-Wing, who had removed their helmet, raven black hair soaked with sweat. Pale skin and light brown eyes met Tann's visage momentarily, before turning back towards the A-Wing.

"Unbelievable," she remarked angrily, shaking her head. "That piece of junk was in bad need of an engine overhaul. I can't believe those nit-wits sat there and approved that thing for a one-time flight!"

"I'll be sure to add that to my growing list of grievances with StarCom," Tann replied.

"Please do."

"Major Tann Danzel," he introduced himself, extending his hand. She looked back, mouth nearly opening to say something... before she caught his rank badge.

"Sir, I'd rather not," the female pilot replied. "I barely managed to fly this crate here in one piece. I'm tired, I'd like a minute or two in a refresher..."

"No, I get it." Tann responded, retracting his gesture. "You've all had a long, hectic day. We'll get around to introductions later. Get yourself and your crews some rest and some chow. I'll be around whenever you're ready to debrief."

The raven-haired pilot nodded and turned away, motioning her flight crews towards her to explain what transpired. Major Danzel decided to give the new pilots some space and proceeded to inspect the new craft, and hopefully catch up with the lead production superintendent on mission availability.

The way events were unfolding left Tann with an unsettling feeling, the one a being gets deep within their gut when the universe reveals that nothing is going to go according to plan. At this point, he wasn't even sure he was the right man for the job, leading a cobbled together unit already rife with interpersonal rifts, and lacking the required amount of personnel, fighters and support equipment. Never had he seen it this bad since the days of the Alliance...

He had to pause on that thought. That's why they picked him. This was like the Alliance days. Executing the mission knowing what you needed... and what you lacked. Especially doing it with what you lacked, that age old demand of more with less. Tann knew how to do that.

But it was a matter of making it work, when it shouldn't.

He hoped it would.

TRUE BLUE: A STAR WARS STORY

Major Tann Danzel (as of 2 years after the Battle of Endor)

New Republic starfighter pilot (Commander of Azure Squadron)

DEXTERITY 3D+1

Blaster 5D, blaster: blaster pistol 5D+1, dodge 4D, missile weapons 5D+1, vehicle blasters 6D

KNOWLEDGE 2D+2

Cultures 4D, planetary systems 5D, survival 4D+2, tactics: starfighters 5D, value 4D+2

MECHANICAL 4D

Astrogation 4D, repulsorlift operations 5D+2, space transports 6D, starfighter piloting 6D, starfighter piloting: A-Wing 7D, starship gunnery 6D+2, starship shields 4D

PERCEPTION 3D

Bargain 4D, command 5D, con 4D, gambling 4D+2

STRENGTH 2D+2

Brawling 4D, stamina 4D+2

TECHNICAL 3D

Computer programming/repair 4D, droid repair 4D, repulsorlift repair 3D+2, security 3D+2, space transports repair 4D, starfighter repair 4D

Force points: 2

Character points: 7

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad, sealed flight-suit

Capsule: After the Alliance victory at the Battle of Yavin, an eager Tann Danzel uprooted himself from his homeworld of Esseles to join the fight against what he saw as a brutal, totalitarian regime that tightly gripped the galaxy within its clutches. It took him across countless worlds and numerous battlefields, helped him meet the love of his life, and flew gallant sorties in the cockpit of the A-Wing over the years during the Galactic Civil War.

Dustin Hawk - NEW REPUBLIC ERA [6 ABY]

Tann was present in the climactic Battle of Endor under Green Group, witnessed the destruction of the Executor, and with it, the beginning of the fall of the Empire.

But the years have taken its toll on a now restless Major Danzel. While his wife resigned her commission from the Alliance and went back to live on Esseles, Tann felt that the fledgling New Republic military still needed his edge and experience and stayed onboard.

But his isolation from family and friends increases each day, with fewer and fewer beings he personally knows remaining. And with young pilots rotating in and out constantly in his own unit, Tann has begun to view his role as meat-grinder-in-chief, training up recruits only to be consumed by the war with the Empire.

Eventually, the last fellow A-Wing pilot transferred out, leaving Tann in charge of a vacant, soon-to-be deactivated squadron. As luck, or perhaps fate, would have it, he would receive a reassignment of his own to the newly commissioned Azure Squadron, and be sent along with the greater push of Republic forces towards the Core Worlds...



THE SINGULAR FORCE

THE FORCE AS AN ATTRIBUTE

by Charles McNeill

While West End Games' binary Force Sensitivity rule was sufficient for the purposes of the original films, the prequels added a new layer of granularity, in that there were now varying degrees of Force strength. Some Force Sensitives were strong enough to be chosen to become Jedi, others who were found wanting still had a place in one of the various Jedi Service Corps, and rare anomalies demonstrated prodigious levels of strength in the Force. Still others, with just a hint of talent, were not selected at all, and instead lived out their lives able to touch the Force in small ways.

If the game rules are to be an accurate representation of the expanding Star Wars universe, a method must be found to represent this. Fortunately, the Rules As-Written are already built around a system that represents relative degrees of aptitude and ability: Attributes. West End pointed the way toward a Force Attribute in their post-Star Wars Open D6 System.

However, the rules for the Metaphysics Attribute are distinct from the Force, and do not quite fit as a direct port-over. As such, this article is intended to provide a framework for treating the Force as an Attribute in the Star Wars D6 universe.

The Basics

In this system the existing Force Sensitive? Yes/No question is replaced by a seventh Attribute: Force. For the most part, Force is treated like every other attribute; it is drawn from the same Attribute dice pool during character creation, and is subject to species maximums. The major difference is that a character can place 0D in Force and function no differently than if the player had checked "no" on Force Sensitive under the old system. For ease of use on character sheets, simply put the Force Attribute in the Special Abilities section, just as you would with the three Force skills.

The existing Force skills – Control, Sense and Alter – are effectively unchanged, and are now treated as skills under the

Force Attribute, and build from that base for the purposes of skill improvement. All other rules for use of and improving Force skills (and Attributes) still apply; the character still receives an additional Force Point upon creation, and remains vulnerable to the call of the Dark Side. Characters with 0D in the Force Attribute can still make use of Force Points and Character points, as the Force Attribute only represents a character's ability to consciously use the Force and to learn and use Force powers.

Players may still make use of existing Force user templates by making a simple change; add up the dice allocated to Force skills on that template, with the total being the character's Force Attribute. The skills listed on the template are now the character's known skills under the Force Attribute, and may be improved via the character's starting Skill dice just like any other skill (and subject to the same limitations).

For ease of use, here are the converted Force Attribute values for all the existing starting character templates found in the most recent editions of the rulebook:

Alien Student of the Force

Force 3D
Control
Sense
Alter

Failed Jedi

Force 2D
Control
Sense

Minor Jedi

Force 1D
Control

Quixotic Jedi

Force 1D
Sense

Revwien Tyia Adept

Force 3D
Control
Sense
Alter

Young Jedi

Force 3D

Control

Sense

Alter

All Alien Species templates now have a Force min/max of 0D/3D, with some exceptions for species noted for their connection (or lack thereof) to the Force.

Some examples include:

- Hutts have a natural resistance to Force powers, but cannot use the Force, and will therefore have a Force of 0D
- Korun (Near Humans from the prequel era) are all Force Sensitive, and must have at least 1D in Force.
- Ssi-Ruuk are Force blind, and can only have a Force of 0D

Note that the examples listed above are based on species' descriptions from West End Games published material, and do not reflect changes to the canon that may have been made by other, later works. Other species can be converted at the discretion and approval of the GM.

Droids cannot be Force Sensitive under any circumstances, and will always have a Force of 0D. Exceptional droids (i.e. droid player characters), however, may still make use of Force Points and Character Points normally.

Conversion

Obviously, this rule works best when applied from the beginning of character creation. However, if your gaming group wishes to transition over to a Force Attribute, the conversion process is relatively straightforward.

If your existing character was originally written with Attribute dice allocated to Force skills, simply use the conversion rate listed above to generate a Force Attribute. If your character has improved their Force skills above their starting values, subtract the starting value from the character's current dice level, then add the result to the Force Attribute.

For example, a Young Jedi character began with 1D each in Control, Sense and Alter. After several months of gaming, the character has improved their Control and Alter skills to 2D, and their Sense skill to 3D. Subtract 1D (the starting dice value) from each skill (1D Control, 2D Sense, 1D Alter), then

add the resulting dice values to the character's Force Attribute to generate the new Force skill levels (4D Control, 5D Sense, 4D Alter).

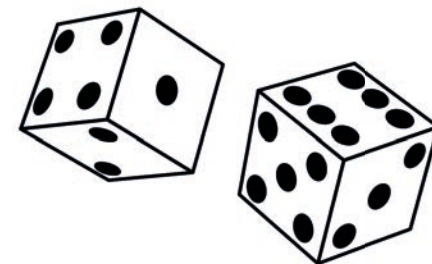
However, not every Force Sensitive character begins with convertible dice in starting Force skills, since the RAW allows players to simply check "yes" under Force Sensitive to leave the option open. Since such characters have already allocated their beginning Attribute dice, they have none left to put into a Force Attribute.

Fortunately, there are already rules in place for characters to spend Character Points to both acquire Force Sensitivity and improve existing Attributes.

Possible options for your group include:

- Existing Force Sensitive characters are simply given a Force of 1D (the bare minimum) at no extra cost.
- Alternately, the character must pay the full cost (20 Character Points) required to gain Force Sensitivity.
- A compromise is also possible, such as only requiring the character to pay half the cost (10 Character Points).
- it may be the character doesn't have enough Character Points immediately available to pay the cost the GM thinks is appropriate. A couple of options here would be to give the character a Force of 1D, then treat the cost as an IOU to be repaid in the future once the character has the points to do so, or to withhold the Force Attribute until such time as the cost is fully paid.

Ultimately, every gaming group is different, and should be allowed to handle the conversion process as they see fit. Fortunately, it's something that should only have to be dealt with once.



Natural Talent: Force Attribute and Force Powers

“He can see things before they happen, which is why he appears to have such quick reflexes. It’s a Jedi trait.” –Qui-Gon Jinn, Jedi Master

The Force often manifests in untrained Force Sensitives in the form of premonitions or flashes of awareness, with the character using the Force without truly being aware they are doing so. Even when trained, Force Adepts often show greater aptitude in certain subsets of Force powers than others.

One crucial difference in the Force Attribute is that, unlike the other Attributes, unlearned Force skills do not default to the Attribute if the character hasn’t learned the skill. Under this system, Control, Sense and Alter must be learned to be used. The exception to this rule is in the use of Natural Talent powers which the Force Sensitive may still use untrained, even if the character hasn’t learned any Force skills or powers. For example, if a character with a Force of 3D selects Danger Sense as one of their Natural Talent powers, but has not learned Sense, they may roll their Force Attribute (3D) to attempt to use the power anyway.

To represent this in the game, characters may select individual powers as Natural Talents. For each 1D of Force Attribute, a character may select one Force Power for which their character has a natural aptitude. Even if untrained in any Force skills, the character may roll their Attribute to bring up this power, and all Difficulties for the power are reduced one level. It may be helpful to mark any Natural Talent powers with an asterisk on the character’s list of known Force powers.

Cybernetics and the Force Attribute

It’s an unfortunate fact that, for a variety of reasons, cybernetics have a detrimental effect on a character’s connection to the Force. Because life creates the Force and makes it grow, a character who has replaced a living part with a piece of metal and plastic that merely simulates life somehow interferes with that natural state. In game terms, if a Force Sensitive character has a cybernetic limb or replacement part, any Cyber Points from that part are applied as a negative penalty to the character’s Force Attribute.

If a character’s Force Attribute is reduced below 1D by penalties, they can no longer use Force powers.

The most obvious example is Darth Vader. A true prodigy of the Force, Vader was badly injured in a lightsaber duel with his former master Obi-wan Kenobi, losing all four limbs and suffering severe burns and internal injuries.

He would subsequently be fitted with prosthetic limbs and artificial lungs tied into a mobile life support suit, for a combined total of 8 Cyber Points (both hands, both arms, both legs and both lungs). 8 Cyber Points equals a combined penalty of -2D+2, reducing his natural Force Attribute of 7D to 4D+1. Only Vader’s singularly powerful connection to the Force allowed him to retain the ability to use the Force at all; any normal Jedi (with a Force of 3D) would’ve been rendered completely unable to use any Force skills or powers.

Example Force Attributes for NPCs

0D = The norm for the vast majority of living beings in the galaxy.

1D = Minimal talent, will likely pass unnoticed even to dedicated searchers, whether Jedi seeking new acolytes or inquisitors hunting down Jedi during the Dark Times.

2D = Noticeable but minor talent. During the Republic Era, characters of this level would probably be selected as temple novices, but would most likely be passed over as a padawan and end up in one of the Jedi Service Corps.

3D = The standard level of Force Sensitivity for most Jedi Knights and Masters.

4D - 5D = Rare and exceptional beings whose natural connection to the Force is extremely powerful

6D+ = A true Force prodigy, with a degree of connection to the Force that is more powerful than anything previously encountered.

Force Attributes for Major NPCs

Yoda

Force 5D

Control 14D

Sense 13D

Alter 10D

Obi-Wan Kenobi

Force 4D

Control 12D

Sense 12D

Alter 8D

Luke Skywalker

As of Battle of Yavin

Force 6D+1

Control 7D+2

Sense 7D

As of Escape from Bespin

Control 9D

Sense 8D

Alter 7D

As of Battle of Endor

Force 6D (-1 due to cybernetics)

Control 10D

Sense 9D

Alter 8D

Leia Organa

Force 3D

Emperor Palpatine

Force 4D

Control 13D

Sense 15D

Alter 14D

Darth Vader

As of Battle of Yavin

Force 4D+1 (7D Base, -2D+2 due to cybernetics)

Control 11D

Sense 12D

Alter 10D+1

As of Escape from Bespin

Control 11D+1

Sense 12D+1

Alter 11D

THE FORCESABER

by Dustin Hawk



Origins

Constructed at the height of the Rakatan Infinite Empire's wave of conquest across the galaxy, these ancient weapons are the earliest known example of what would become the Jedi and the Sith's lightsabers. Powered by Ebon Crystals, minerals grown within the alchemical and Force-honed laboratories of the Rakata, these energy blades, like their later counterparts, are capable of slicing through the strongest substances, dicing into armored opponents, and able to deflect the Force-attuned blades of the Je'Daii Order on Tython.

Forcesabers were by and large wielded by the Force Hounds, a Force-sensitive sect controlled by and directly answered to, the Predors of the Infinite Empire, to locate planets with populations strong in the Force in order to subjugate and conquer them. One particular Force Hound, Xesh, made contact with the early Je'Daii when he discovered the world of Tython in the Deep Core, and subsequently, the technology of Forcesaber construction led to the Je'Daii learning how to construct prototype lightsabers.

Despite their obvious power and versatility in an era before modern lightsabers became the weapons of the Jedi Knights, Forcesabers have a catch: the alchemical method required to grow the Ebon Crystals that fuel them are infused with the Dark Side of the Force. Each time a Force-sensitive wields a Forcesaber, they run the risk of succumbing to the Dark Side. It is believed that the great divide over use of these weapons was the initial catalyst that split the two sects of the early Je'Daii Order between Light Side users and Dark Side practitioners.

Appearance and Function

As with most advanced Rakatan technology, Forcesabers resemble the iconography of the Infinite Empire; their emitters are often crafted in the shape of the Star Forge. Each one is powered by an Ebon Crystal, a Dark Side-infused crystal created through alchemical means. Unlike the synthetic crystals used in

Dustin Hawk - RAKATAN INFINITE EMPIRE [36,453 - 25,200 BBY]

lightsabers of the Sith, these can be crafted to provide a variety of colors for their blades, be that violet, light blue, orange, etc. Forcesabers are similar to lightsabers with respect to use and function; any Force-sensitive familiar and trained in lightsaber usage can wield a Forcesaber. The Lightsaber skill and Force-related Lightsaber Combat skill for both used when using the Forcesaber.

Exotic Melee Weapon

Scale: Character

Skill: Lightsaber

Cost: Not available for sale

Availability: 4, X

Difficulty: Difficult*

Damage: 6D

Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty, not their opponent's parry total), the character has injured himself with the Forcesaber. Apply normal damage to the character wielding the Forcesaber.

*Special Rule: Forcesabers are effectively weapons of the Dark Side of the Force. Each activation of its blade imparts a sense of unease on any Force-sensitive who does it. Coupled with this is also a risk of succumbing to the Dark Side of the Force. Each time a Forcesaber is activated, roll the wild dice. On a 1, add one pip as a note. For every three pips received from Forcesaber activation, the user gains a Dark Side Point. Additionally, any user who successfully kills an opponent with a Forcesaber also gains a Dark Side Point. As a piece of Rakatan advanced technology, only a Force-sensitive character can activate a Forcesaber.



FROM A CERTAIN POINT OF VIEW: ALTERNATE FORCE TRADITIONS OF THE GALAXY

by Jason Dray

Star Wars presents us with a universe that is, for all practical purposes, limitless. The Corporate Sector, for instance, includes thousands of inhabited systems and at least a hundred thousand that are either uninhabited or unexplored. But, as we have found, the Force is everywhere. As a kid, I read the *Star Wars* books and comics as they came out, and there were almost always Force users that weren't Jedi or Sith featured within their pages. From the *Witches of Dathomir* to the *Sorcerers of Tund*, other groups kept popping up. With a few million worlds in the *Star Wars* galaxy, it seems likely that there would be thousands of other groups out there, all learning to use the Force in their own ways.

As I grew up, I became a bit more practical in my space fantasy musings. I realized that the Jedi or Sith had encountered and either absorbed or destroyed many of these other groups. But, deep down, I always enjoyed the exotic outsiders. This is an article about three alternate Force traditions that might make interesting characters (player and/or non-player) for your *Star Wars* campaigns.

Much of my work depends on your acceptance of Charles McNeill's article, *The Singular Force: The Force as an Attribute*. (page xx)

I know he merely lit the path that West End Games offered for us with their Metaphysics Attribute in their post-*Star Wars Open D6 System*, but some credit should always be given for the first person to look down a new path and think, "Yes, let's walk this way instead of the known way," and for that I am grateful. If you haven't yet read Charles' article, stop now and do so. You'll need it to understand this one.

So, take what I have done and let your imagination run wild. I am showing you glimpses of how people learn to control the force throughout this practically limitless galaxy. Whether it be as ninja assassins, wandering kung-fu masters, or conventional fantasy wizards, these options are meant to make your world richer and provide options other than the generic "*Alien Student of the Force*" template.

"You're going to find that many of the truths we cling to depend greatly on our own point of view"

– Obi-Wan Kenobi (Return of the Jedi)



SEYUGI DERVISHES

Seyugi Dervishes are a cult of Force-sensitive assassins. As such, most Seyugi have succumbed to the dark side of the Force, but not all. The Seyugi Dervishes use the Force to bolster their already impressive skills in martial arts, stealth, and infiltration. They are whispered of throughout the Core Worlds, though few have reason to believe they are using the Force. The Seyugi are known to wear red robes and white masks. Despite the garish costume, they are often able to sneak into the most secure areas to assassinate their targets.

Seyugi Dervishes believe that the Force is a necessary step in the journey to become the ultimate assassin. Despite this, most have some semblance of a code of honor, and the Seyugi will bypass an unworthy foe that stands between her and her target, or flatly refuse to wipe out a town. Seyugi Dervishes kill targets to become a more-perfect living weapon and to gain prestige amongst their own kind. They do not kill for money or for power, and they do not act out of rage or other strong negative emotions.

Seyugi Dervishes are not as strong in the Force as the Jedi or Sith, and thus have a smaller bag of tricks to pull from. A Seyugi Dervish chooses his/her innate Force powers from the standard list. Afterwards, A Seyugi Dervish gains one power from the list below for each die he/she has in the appropriate Force skill (Sense, Control, and Alter). A Seyugi Dervish must learn the level 1 power before learning the level 2, and so on.

In addition to special Force powers noted below, he Seyugi Dervish may learn the following standard Force powers:

Concentration, Contort/Escape, Control Pain, Enhance Attribute, Reduce Injury, Short Term Memory Enhancement, Combat Sense (Prerequisite: Seyugi Wind Dancing), Danger Sense, Direction Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy (Prerequisite: Dim Senses I), Sense Force, Shift Sense, Translation, Injure/Kill (Prerequisite: Inflict Pain *Seyugi Dervishes do not gain a dark side point for killing the target of their assassination with this power*), Farseeing, Inflict Pain (Prerequisite: Seyugi Wind Dancing II *Seyugi Dervishes do not gain a dark side point for using this power on the target of their assassination*), Affect Mind (Prerequisite: Dim Senses II).

Gamemasters are encouraged to require that the Seyugi Dervish complete difficult missions before being taught new powers by the order.

MELD WITH SHADOWS I

Skill Used: Alter

Difficulty: 15

Effect: Stealth +2D (+10)

Target Size: person (+2)

Range: point blank (+0)

Duration: 5 rounds (+3)

Description: Some say that the shadows move to envelope the Seyugi Dervishes, while some say that the eyes of others refuse, subconsciously, to look upon them at all.

MELD WITH SHADOWS II

Skill Used: Alter

Difficulty: 28

Effect: Stealth +3D (+15)

Target Size: person (+2)

Range: point blank (+0)

Duration: 6 minutes (+11)

Description: Some say that the shadows move to envelope the Seyugi Dervishes, while some say that the eyes of others refuse, subconsciously, to look upon them at all.

DIM SENSES I

Skill Used: Alter

Difficulty: 17

Effect: Perception -1D (+6)

Target Size: few people (+3)

Range: Close (+5)

Duration: 5 rounds (+3)

Description: By dimming the senses of those around him, the Seyugi Dervish can more easily elude guards.

DIM SENSES II**Skill Used:** Alter**Difficulty:** 24**Effect:** Perception -1D+1 (+8)**Target Size:** Group, Small Mass Transport, Room (+5)**Range:** Close (+5)**Duration:** 8 rounds (+6)**Description:** By dimming the senses of those around him, the Seyugi Dervish can sneak into secure areas with ease.**BLUR I****Skill Used:** Control**Difficulty:** 15**Effect:** Dodge +2D (+10)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+3)**Description:** The Seyugi Dervish can move so fast that she appears to blur, making her exceedingly hard to hit with ranged weapons.**BLUR II****Skill Used:** Control**Difficulty:** 23**Effect:** dodge +3D (+15)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 8 rounds (+6)**Description:** The Seyugi Dervish can move so fast that she appears to blur, making her exceedingly hard to hit with ranged weapons.**ALTER APPEARANCE I****Skill Used:** Alter**Difficulty:** 23**Effect:** Disguise +2D (+10)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 6 minutes (+11)**Description:** Changes appearance of target to whatever the dervish desires.**ALTER APPEARANCE II****Skill Used:** Alter**Difficulty:** 33**Effect:** Disguise +3D (+15)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 31 minutes (+16)**Description:** Changes appearance of target to whatever the dervish desires.**SEYUGI WIND DANCING I****Skill Used:** Sense**Difficulty:** 17**Effect:** +1D Martial Arts and Brawl Parry (+10)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**Description:** The Seyugi Dervish becomes a whirlwind of death. When this power is used, the Seyugi Dervish MUST make at least three attacks during each combat round.

SEYUGI WIND DANCING II

Skill Used: Sense

Difficulty: 29

Effect: +2D Martial Arts and Brawl Parry (+20)

Target Size: Person (+2)

Range: Point Blank (0)

Duration: 5 rounds (+5)

Description: The Seyugi Dervish becomes a whirlwind of death. When this power is used, the Seyugi Dervish MUST make at least three attacks during each combat round.



Seyugi Dervish

DEXTERITY 3D Dodge; Brawling parry; Melee combat; Melee parry

PERCEPTION 3D+1 Con; Disguise; Hide; Investigation; Search; Sneak

KNOWLEDGE 2D+2 Alien species; Culture, Languages, Planetary systems, Survival; Willpower

STRENGTH 3D Brawling; Brawling (Martial Arts); Climbing/Jumping; Stamina; Swimming

MECHANICAL 2D+1 Beast riding; Repulsorlift operation

TECHANICAL 2D+1 Demolitions, First Aid, Security

FORCE 1D+1 Control, Alter

Equipment: Security Toolkit, Disguise Kit, Robes

Background: You have spent the last half dozen years travelling with your master, constantly learning but never getting the chance to test yourself against a worthy opponent. Now, it seems, your master believes you may be ready. It is a small job, and the death of this man will not bring you great honor, but he is a target worthy of your meager abilities, and he is the target your master has provided to be your first.

Objectives: To hone yourself into a better assassin by hunting worthy targets for your order.

A Quote: "You were dead from the second I was given your name."

Connection with Characters: You might be working closely with a bounty hunter or a mercenary to bring down more impressive targets, or you could be assigned as the court assassin for a noble.

The Matukai Adepts

The Matukai Adepts were originally powerful Force users. During the days of the Old Republic, however, they agreed to send their best and brightest to join the Jedi Order. In return, the Jedi left them in peace, and those who did not show a strong aptitude in the force were allowed to remain with the Matukai Adepts for instruction. After the execution of Order 66 and the Jedi Purge, the Matukai Adepts were hunted by Darth Vader and the Imperial Inquisitors, but many managed to escape by either not using their Force powers or by using their powers in highly innocuous ways.

The Matukai are martial artists first and foremost. They favor internal martial arts styles which emphasize meditation and spiritual focus, such as Mundimbe (detailed in Adventurer's Journal Issue 1), but many are practitioners of multiple martial arts styles. All Matukai forgo the learning of all other melee weapons in favor of a double-bladed polearm called a Wan-Shen.

Wan-shen

Type: Bladed polearm

Scale: Character

Skill: Melee Combat

Cost: Not available for sale

Availability: 4

Difficulty: Moderate

Damage: STR+2D to STR+2D+2 (varies by quality)

Game Notes: Most wan-shens are designed to break down into smaller parts to allow for easy carrying. Using a double weapon grants the user a +5 to Melee Parry.

Source: Hero's Guide (pages 123-124) , Weapon Stats by Thiago S. Aranha

For the most part, however, Matukai Adepts only consider martial arts a means to an end. The end is simple: to achieve a balance between the physical aspects of the body and the spiritual aspects of the Force. To a Matukai Adept, this requires complete control over body, mind, and spirit. It also requires the

Matukai to love the universe without being attached or bound to any single part of it too tightly.

Matukai who complete years of grueling training in the most austere and harsh conditions receive a special tattoo on their face. During the years of the Empire, Matukai were encouraged to remove or otherwise hide these tattoos, and the process stopped altogether. At that stage, however, the Matukai were encouraged to travel the galaxy to learn more about themselves and to do what good the universe needed them to do. Once they felt it was time to return to the temple they could do so, but very few chose to return until they were very old. It was these masters who would train the next generation.

Matukai Adepts may not start with a Force attribute higher than 1D+1. Matukai may learn the following force powers: Accelerate Healing (Prerequisite: Iron Body II), Burst of Speed, Concentration, Contort/Escape, Control Pain, Detoxify Poison (Prerequisite: Iron Body I), Emptiness, Enhance Attribute, Force of Will, Hibernation Trance, Remain Conscious (Prerequisite: Iron Body I), Remove Fatigue, Resist Stun (Prerequisite: Iron Body I), Up the Walls, Combat Sense, Danger Sense, Sense Force, Sense Path, Force Push (Prerequisite: Iron Fist II), Lightsaber Combat (Prerequisite: Wan-Shen Defense II), Control Breathing (Prerequisite: Iron Body III *does not require telekinesis*), Force Jump (Prerequisite: Precognitive Defense *does not require telekinesis*), Projected Fighting (Prerequisite: Iron fist II *does not require telekinesis*, *Matukai do not automatically gain a dark side point for killing an opponent with this ability*)

IRON BODY I

Skill Used: CONTROL

Difficulty: 13

Effect: +1D Strength to resist damage (+6)

Target Size: Person (+2)

Range: Point Blank (0)

Duration: 5 rounds (+5)

IRON BODY II**Skill Used:** CONTROL**Difficulty:** 19**Effect:** +2D Strength to resist damage (+12)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**IRON BODY III****Skill Used:** CONTROL**Difficulty:** 25**Effect:** +3D Strength to resist damage (+18)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**IRON FIST I****Skill Used:** CONTROL**Difficulty:** 13**Effect:** +1D Strength for damage purposes (+6)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**IRON FIST II****Skill Used:** CONTROL**Difficulty:** 19**Effect:** +2D Strength for damage purposes (+12)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**IRON FIST III****Skill Used:** CONTROL**Difficulty:** 25**Effect:** +3D Strength for damage purposes (+18)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**PRECOGNITIVE DEFENSE I****Skill Used:** SENSE**Difficulty:** 17**Effect:** +1D to Martial Arts and Brawling Parry (+10)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**PRECOGNITIVE DEFENSE II****Skill Used:** SENSE**Difficulty:** 22**Effect:** +1D to Dodge, Martial Arts and Brawling Parry (+15)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)**WAN-SHEN DEFENSE I****Skill Used:** SENSE**Difficulty:** 17**Effect:** +2D to Melee Parry (+10)**Target Size:** Person (+2)**Range:** Point Blank (0)**Duration:** 5 rounds (+5)

WAN-SHEN DEFENSE II

Skill Used: SENSE/ALTER

Difficulty: 27

Effect: +3D to Melee Parry (+20), Wan-Shen can be used to parry lightsabers and blaster bolts

Target Size: Person (+2)

Range: Point Blank (0)

Duration: 5 rounds (+5)



Matukai Adept

DEXTERITY 3D Dodge; Brawling parry; Melee combat; Melee parry; Thrown Weapon

PERCEPTION 3D Command; Hide; Investigation; Persuade; Search; Sneak

KNOWLEDGE 3D Alien species; Culture; Languages; Planetary systems; Survival; Willpower

STRENGTH 3D Brawling; Brawling (Martial Arts); Climbing/Jumping; Stamina; Swimming

MECHANICAL 2D Beast riding; Repulsorlift operation

TECHNICAL 2D First Aid

FORCE 2D Sense; Control

Equipment: Clothing, sacred texts, first aid kit, Wan-shen

Background: You found yourself at the temple and emerged through the spiritual and physical trials a much better person than you had been. Now, you will travel the galaxy and see what can be learned. You will need to tread cautiously, for the Imperial Inquisitors are always looking for people like you, but you will fight against evil without a lightsaber.

Objectives: To help others and to see the galaxy

A Quote: "I will help you."

Connection with Characters: You are not a fool, but you will try to see (and foster) the good in everyone you meet. This means that you are just as likely to spend time around redeemable pirates as you are to spend with Jedi, and can easily fit into just about any group.

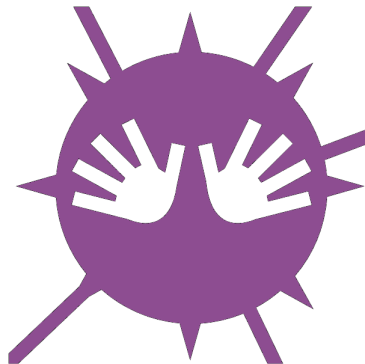
The Sorcerers of Tund

The Sorcerers of Tund are truly an enigma. Located on the planet Tund, in an area of the galaxy known as the Centrality, these Force adepts use gestures and incantations steeped in ancient mystic beliefs to control the Force. Though the only recorded members of the Sorcerers of Tund are Adler Roty and Rokur Gepta, the Sorcerers would tell you that Adler Roty was a charlatan and Rokur Gepta was a misguided, evil being who stole some of their knowledge before attempting to destroy them. Regardless of who is right, the Sorcerers of Tund are a controversial, alternate, Force wielding tradition that is worthy of note.

The Sorcerers claim to have unlocked the greater mysteries of “magic” to a greater degree than any other order in the galaxy. While the Jedi and Sith (and dozens of other, smaller orders) would disagree, the Sorcerers do seem to have discovered some interesting tricks that make their use of the Force unique. For instance, Sorcerers are able to use gestures and incantations to more easily access difficult powers, and in some cases they are able to help each other out in the “casting of complex magics” by performing these gestures and incantations in small groups.

Sorcerers of Tund learn an Advanced skill called **Casting** to represent these gestures and incantations. It is governed by the Force attribute, and must always be equal to or higher than the Sorcerer’s Control, Sense, or Alter skills.

A Sorcerer may roll his or her Casting skill to use Gestures, Incantations, or even items during the activation of Force powers, providing skill modifiers as outlined in the Casting Table.



CASTING	Casting DC	Modifier to Control / Sense / Alter
Base Casting Roll	10	
Rituals	+1 / Person	+1 / Person
Component		
Common	+1	+1
Rare	+3	+3
Gesture		
Simple	+1	+1
Complex	+3	+2 (requires both hands)
Incantation		
Simple	+1	+1
Complex	+3	+2 (requires 1 round)

Example 1: Rollo Drell has a Force attribute of 2D, a Casting skill of 4D, and Control, Sense and Alter skills at 2D. He would like to see what is happening with a Jedi (who he has never met) who has been imprisoned somewhere in the same star system, but obviously lacks the power to do so. The difficulty of the Control Roll is 25, and the difficulty of the Sense roll is 20. Normally, with only four dice to roll for Control and Sense, this would be impossible. However, by rolling a difficulty 17 Casting roll (10 + rare component + complex gesture + complex incantation), Rollo can add +7 to his Control and Sense rolls on the next round.

Example 2: Later, Rollo has gathered together six other Sorcerers and plans to rescue the Jedi (perhaps to sell him to bounty hunters at a later date....) Rollo needs to tell the imprisoned Jedi that a rescue attempt is on the way. The Control Roll is difficulty 25, and the Sense roll is 20. Since he no longer has a Ulshos Fire Crystal (the rare component he used up during his successful Farseeing), he decides to perform the ritual with his fellow Sorcerers. Each Sorcerer rolls against a base DC of 16 (10+number of other Sorcerers assisting), and five succeed. Therefore, Rollo gains a +5 to his Control and Sense rolls to use Projective Telepathy.

Sorcerer of Tund

DEXTERITY 2D+2 Dodge; Brawling parry; Melee combat; Melee parry

PERCEPTION 3D Command; Investigation; Persuade; Search

KNOWLEDGE 3D+1 Alien species; Culture; Languages; Planetary systems; Willpower

STRENGTH 2D+2: Climbing/Jumping; Stamina; Swimming

MECHANICAL 2D: Beast riding; Repulsorlift operation

TECHNICAL 2D: Computer programming/repair; First aid

FORCE 2D+1: Sense; Control; Alter; Casting

Equipment: Clothing, a bag of strange items (material components), a number of esoteric texts

Background: You were taught from the time that you were a young boy that magic was real, and you set out one day to learn it. The Sorcerers took you in, and you studied long and hard. Now, you are a Sorcerer, and you are eager to expand your knowledge and see what the galaxy has to offer.

Objectives: To gain greater mystical understanding and greater magical power

A Quote: "In the name of the seven mysteries of the lost, I command you."

Connection with

Characters: You are motivated by power, but you are a clever man. Making deals with Sith will only get you killed, and you know this. However, the Jedi are always willing to teach others. If there isn't a Jedi in this group, perhaps they will lead you to one.



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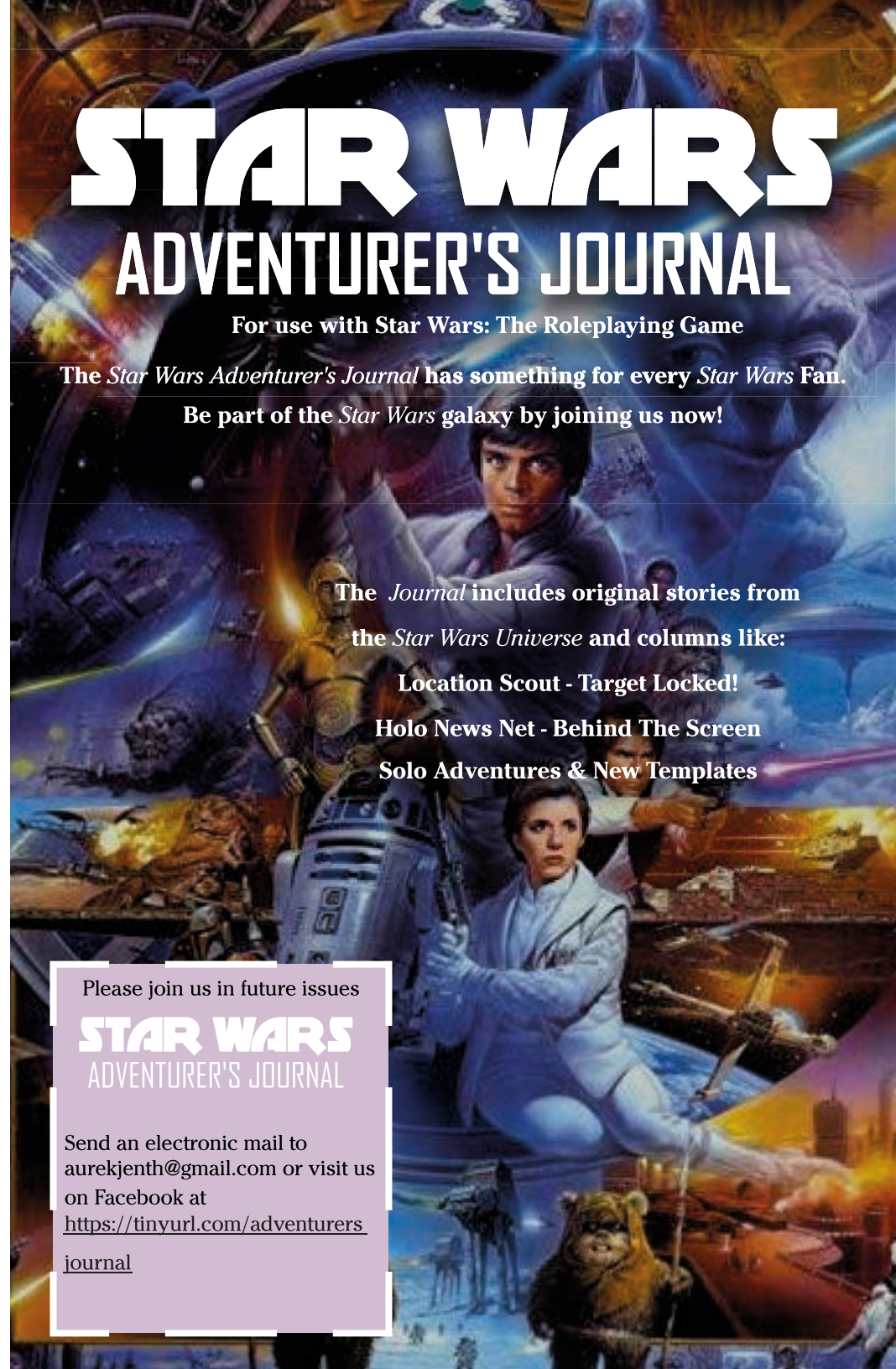
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YOU ARE AN IMPERIAL'S NIGHTMARE

A SOLO ADVENTURE

by Mark Dowson

In this solo adventure you have a chance of playing either the Rebel Alliance Jedi, Zerun Zartan, or the Mon Calamari Rebellion Allied Mercenary, Saekar.

In both cases you will need to create your version of whichever character you choose to play by assigning skill dice.

Each of these characters 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 on. If you have not assigned any dice to a skill, it uses the value of the attribute above it.

Zerun for example has Dexterity 4D so if you put nothing in his Dodge skill, it would have just 4D (standing for four dice) in it.

If Saekar did the same he would only have 3D+1 in Dodge, due to having Dexterity 3D+1 (three dice with +1 added to the total rolled when the skill is used).

Zerun has seven dice to assign to skills, while Saekar only has six, due to having three specialisations, each which have (s) before them.

No more than two dice can be put into a skill.

If Zerun put one dice in his Dodge that would give him Dodge 5D. If he put two dice in, it would give him Dodge 6D.

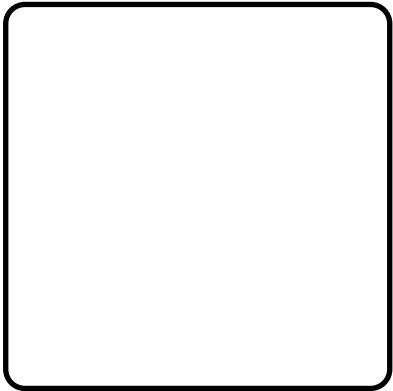
Saekar would get Dodge 4D+1 from putting one dice in Dodge or Dodge 5D+1 from putting two dice in it.

Rules for fleshing out Zerun & Saekar are further detailed on page 28, after the Adventurer's Sheet.

Once you've assigned your skill dice, make sure your lightsaber is at the ready or double check your blaster is fully charged and turn to page 31.

Good luck and may the Force be with you!

ADVENTURER'S SHEET



Character Name _____

Player Name _____

Template _____

Species / Gender _____

Height / Weight / Age _____

Physical Description _____

Movement _____ Force Sensitive? _____

Character Pts _____ Light / Dark Pts _____ / _____

A QUOTE

PERSONALITY

ALTER _____

BACKGROUND

SENSE _____

SPECIAL ABILITIES

CONTROL _____

STAR WARS
ADVENTURER'S SHEET

DEXTERITY _____

KNOWLEDGE _____

PERCEPTION _____

STRENGTH _____

MECHANICAL _____

TECHNICAL _____

GEAR - TECH - WEAPONS

WOUND STATUS

- ☐ STUNNED
- ☐ WOUNDED
- ☐ WOUNDED
- ☐ INCAPACITATED
- ☐ MORTALLY WOUNDED

The Rebel Alliance Jedi

When it comes to character templates for Jedi characters, the tendency is for them to rarely have the high Dexterity value, which would make them good in combat. A starting character using one of them is therefore likely to be weaker than the other characters. They also would not have much chance of performing the signature Jedi tricks from the films. Traditionally the most a starting character can have in a Force skill is 3D, putting the likely chances of successfully using many of the Force powers out of their reach. Successive editions of the West End Games D6 rules have also cut down the number of powers a Jedi has access to and introducing the need to have certain Force powers first before being allowed to pick some restricts characters from starting with some of the more useful powers.

One of the Jedi's most distinct signature moves is the ability to use a lightsaber to deflect enemy blaster fire and redirect it back at an opponent. With First Edition rules, where the *Sense* Force skill is used for both deflecting and redirecting blaster bolts with a lightsaber, this would be possible for a starting Jedi character, but they would be so poor at it that they would be better off using other skills. With Second Edition rules deflecting blaster fire can only be done through having the *Lightsaber Combat* Force power working. The need to first pass a moderate *Control* roll and an easy *Sense* roll makes this tricky for starting characters and the multiple action penalties would make it impossible to redirect blaster bolts.

Fortunately, there is a solution. In the *Tales of the Jedi Companion* some of the Jedi character templates rather than just having one attribute dice in each Force Skill instead have up to 3 attribute dice, although no more than 3 attribute dice split between all three Force skills. Of course, skill dice can be used to further increase the Force skill up to 5D.

With First Edition rules 5D is adequate for parrying and redirecting blaster bolts. It also is not unbalancing, as the only advantage, other than looking cool, is having *Sense* serve as both your attack and defence skill, rather than having to put dice in *Dodge* and *Blaster* or *Lightsaber*. This is definitely adequately

offset by having fewer dice in attributes. In addition to the *Magnified Senses* Force power, which there was always a reasonable chance of getting to work, providing you had at least *Sense* 2D, you might also have a decent chance of using *Life Detection* against enemies you have met a few times.

Admittedly most enemies are likely to be complete strangers, making it very unlikely you could successfully use this power against them. *Instinctive Astogation* you would also have a good chance of success with, but it is probably not going to be useful often. Being better at using *Magnified Senses* is however not something to scoff at!

With Second Edition Revised rules having more than one attribute dice in the *Sense* skill means that each extra attribute dice in a skill results in the Jedi knowing an extra Force power, making available to starting characters those which require you know another Force power first. This makes it possible to have *Danger Sense* and *Combat Sense*, the latter of which is an easier combat enhancing Force power to get up than *Lightsaber Combat*.

This template can also be easily modified by switching the 3D in *Sense* for 3D in *Control* or *Alter* or the more traditional one attribute dice in each Force Skill or 2 attribute dice in one Force Skill and a single dice in another.

Control 2D and *Sense* 1D makes *Lightsaber Combat* an easier power to use, providing you use skill dice to increase them to *Control* 4D, *Sense* 3D. Yes, it is expensive. You could also have *Control Pain* as your other *Control* power.

Having a higher *Control* skill through having more than one attribute dice in it makes the *Enhance Attribute* Force power a better choice than usual, due to it being less likely you would fail to get it up.

A final modification option to this character template would be to give it a Dark Side Point and perhaps rename it something like "Angry Jedi Duelist". The Dark Side Point has the advantage of adding an extra +1D to the character's Force Skills.

YOU ARE AN IMPERIALS NIGHTMARE

Zerun Zartan

Rebel Alliance Jedi

DEXTERITY 4D

Blaster, dodge, lightsaber, running, thrown weapons

KNOWLEDGE 2D

Intimidation

MECHANICAL 3D

Astrogation, repulsorlift operations, space transports, starship gunnery

PERCEPTION 2D

Con, hide, sneak

STRENGTH 2D

Climbing/jumping

TECHNICAL 2D

Computer programming/repair

Force Skills & Powers

Sense 3D

Life Detection, Combat Sense, Danger Sense

Force points: 2

Character points: 5

Move: 10

Equipment: Heavy blaster pistol, cloak, tunic, spare blaster power pack, comlink, 1000 credits.

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Zerun has the Force skill, Sense, at a base of 3D but you can raise it by assigning one or two of your skill dice to it, increasing it to either 4D or 5D. You need to decide at the start of the game whether you are using first or second edition Jedi rules.

With first edition rules Hide and Sneak count as the same skill so you only need to place dice in one of them.

With 1st edition rules you can use your Sense skill to block blaster bolts, like a Dodge roll and as an extra action; deflect them back at your attacker! You however do not get to use the Combat Sense Force Power.

With 2nd edition revised rules you cannot deflect blaster bolts and must settle for using your Dodge skill to avoid them. On making a Sense roll of 11 plus 3 for every opponent over one at the start of combat, you get +2D to Blaster, Dodge, Lightsaber and any other combat skills for the duration of the combat! If Saekar is with you, only count half the opponents, rounded up, when working out the difficulty number for your Sense roll.

If you fail your Sense Skill roll for Combat Sense you will be at a -1D penalty for your next two skill rolls in that encounter!

Skills which are less useful in this adventure are Running, Thrown Weapons, Astrogation, Con and Climbing/Jumping. These only have single opportunities to use and only if you take certain routes through the adventure and even then, while they might allow you to pull off some cool stunts, often there are alternative options utilizing more widely used skills.



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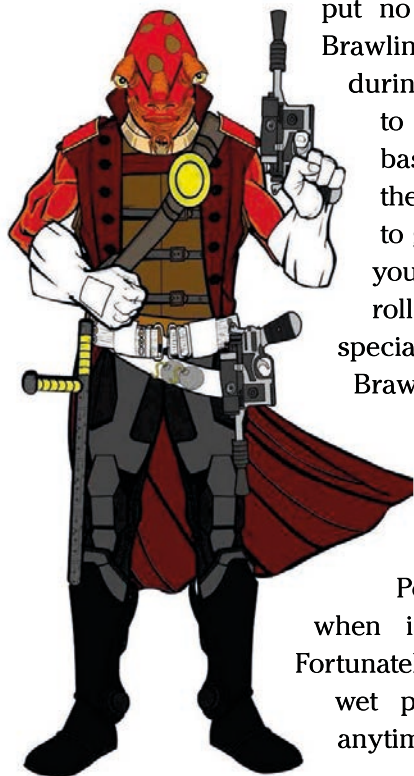
Mon Calamari Rebellion Allied Mercenary - Saekar

Admittedly, the only relevance this template has to the theme of the Force is that it is used for the non-Jedi character option in the solo adventure for those who would rather not play a Jedi. It has the advantages over the standard Mon Calamari template of being better at the subterfuge and social skills, due to having a higher Perception attribute, and being slightly better at the piloting and technical skills. Perhaps the nearest equivalent to this character template in the films would be the human Rebel commandoes in Return of the Jedi.

The original concept for this character was created by Robert L. Ponder Jr. from Star Wars RPG (D6, D20, Saga editions) Facebook forum.

Saekar has three skill specialisations, which are Heavy Pistol, Martial Arts and Traps. These you get at one dice higher than the skill directly above each of them so if you put no dice in Brawling, you would get Brawling 3D and Martial Arts 4D. Effectively during this adventure you will never get to use skills the specialisations are based off, only the specialisations themselves. They are worth increasing to get the specialisations high values. If you are asked to make a Blaster skill roll, always use your Heavy Pistol specialisation! If you put two dice in Brawling, that would give you Martial Arts 6D.

Due to the amphibious nature of his species, Saekar gets to roll an extra dice with any Dexterity, Perception or Strength based skills when in a moist or wet environment. Fortunately, this adventure is set on a fairly wet planet so Saekar gets this bonus anytime he is outside!



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So, if Saekar has Blaster 5D+1, that would give him Heavy Pistol 6D+1, increased to 7D+1 when he is outside. He would be rolling seven dice and adding +1 to the total!

Skills which are less useful in this adventure are Bawling Parry, Running, Astrogation, Jumping/Climbing and Swimming.

Saekar

Mon Calamari Rebellion Allied Mercenary

DEXTERITY 3D+1

Blaster, (s) Heavy pistol, Brawling Parry, Dodge, Running

KNOWLEDGE 2D

Intimidation

MECHANICAL 2D+2

Astrogation, Repulsorlift Operations, Space Transports, Starship Gunnery

PERCEPTION 3D

Hide, Sneak

STRENGTH 3D

Brawling, (s) Martial Arts, Climbing/Jumping, Swimming

TECHNICAL 4D

Computer Programming/Repair, Demolitions, (s) Traps

Racial abilities: +1D to Dexterity, Perception and Strength skills in moist environments.

Force points: 1

Character points: 5

Move: 10

Equipment: Heavy blaster pistol, tool kit, explosives, blast vest, spare blaster power pack, comlink, 1800 credits, datacards etc for installing viruses and overrides etc



The Adventure

Through your rendezvous at Rogut Station with the Rebel Alliance agent Reska Jat, Alliance High Command has given you the mission to reach the Gartran City generator plant, which powers the Imperial defense and communication emplacements there, and destroy it. You got passage to Gartran aboard the freighter, the Faithful Mina, belonging to the independent traders, Ku-karn Low-garn and Dreena Matura. Hopefully they will have departed the planet by now, as they were scheduled to do so. After completing your mission, you will need to reach your extraction point at the space port to make your escape. Alliance forces will then be able to launch a raid on the Imperial facilities, striking both a blow against the Empire and hopefully stealing much needed resources.

Checking your equipment and weapons one last time, you and your comrade open the door of the small house, where you have been since yesterday, and stepping out into the street outside, head towards the generator plant.

The rain beats down around you, as seems to be a persistent constant on at least this part of the planet. On each side of the walkways and traffic lanes and around many of the administration tower blocks near the generator plant are stretches of water, covered in the circular ripples from impacting rain drops.

The huge metal and duracrete building, which is the Gartran City generator plant, is in the middle of one of these small lakes scattered throughout the city. Ahead of you is the duracrete access road to it across the rippling water. You see three Stormtroopers on guard before its main doors.

If you are Zerun, **go to 2**.

If you are Saekar, **go to 6**.

2 Your dark hair and clothes are sodden from the rain but to be bothered much by such petty discomforts and the coldness you are experiencing as a result, is beneath you. The planet you grew up on was an arid world though. Saekar, your Mon Calamari companion with his red mottled skin and large eyes, mouth and nostrils, reassuringly looks perfectly at home in these conditions. Stormtroopers, with their fierce mask like helmets use to haunt

your nightmares, ever since as a child you saw your father being gunned down by them. Your fear and hatred of them was something you worked hard to overcome under the Jedi Knight in hiding who trained you. Sometimes though it seems those Darkside emotions still lurk inside of you. **Go to 42.**

3 A silence falls on the control room, as the two of you are the only ones left standing.

To go through the door in front of you, **go to 15.**

To use the control console to program the main computer to shut down or overload critical systems to cause a reactor meltdown, if you are Saekar, **go to 8**, or to do this if you are Zerun, **go to 9.**

To return to the turbolift, **go to 222.**

4 You hear the door to the control room open and the sound of Stormtroopers rushing across the metal walkways above you. After a while of searching for you, they give up and return to the turbolifts in the control room.

You waste no time placing demolition charges on the columns of the power generator and blasting crucial power regulators then return through the control room door and the turbolift. **Go to 222.**

5 You hit the speeder bike and it explodes in the air above you, throwing the white armoured body of the biker scout into the wall of a nearby building and raining down burning parts.

Through the smoke, to continue running towards your extraction point, **go to 265.**

If you have not completed your mission and wish to return to the City Generator Plant to do so, **go to 42.**

6 In your head you do a quick calculation, estimating the likely blast radius from the generator plant exploding, taking into account the containing effect of the structure and the likelihood of the main generators being below ground level, is unlikely to cause any collateral damage.

Regardless, direct violent action is the only thing which has any effect against the Empire. You used to be a diplomat for your home planet of Mon Calamari, but you found out the hard way

that diplomacy did not work, when they invaded your world and enslaved your people. You have been waging your own personal war against the Empire ever since and allying yourself with anyone else who will fight them.

Looking across to Zerun Zartan you see, unlike most humans and near-humans, that he seems unbothered by the heavy rain you find so refreshing. Perhaps his greater tolerance is a Jedi thing. Like all those of his species and those similar, he has eyes, a mouth and nostrils which are smaller than yours and his eyes are further forward and higher up on his face.

Unlike your species, he also has hair on his head and does not have dark red skin. **Go to 42.**

7 With an amazingly accurate shot you blast the Imperial straight through the forehead and he topples to the ground. Your comrade shoots down the last Imperial. **Go to 3.**

8 Sitting down on one of the seats facing the long black control console, you begin pressing buttons. Roll the number of dice you have in your *Computer Programming* skill.

On a result of 15 or more, **go to 36.**

On less than this, **go to 31.**

9 Sitting down on one of the seats facing the long black control console, you begin pressing buttons, while Saekar advises and helps you. Roll the number of dice you have in your *Computer Programming* skill and add an extra dice for the expertise provided by Saekar.

On a result of 15 or more, **go to 36.**

On less than this, **go to 31.**

10 You have not gone far when you hear the whine of a speeder bike behind you, drawing closer. It zooms over you and your companion, firing its blaster cannon. Roll the dice in your *Dodge* skill as you do your best to dive out of the way.

On a result of 11 or more, **go to 29.**

On less than this, **go to 254.**

11 In the dry warm air of the power generation chamber you

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can feel your skin itching, as you look for the best places to place your explosive charges. You then hear a muted heavy thud from the direction of the turbolifts and know some Imperial reinforcements have just fallen to their deaths thanks to your trap.

A few minutes later you have all the demolition charges in place and have blasted crucial power regulators. You and Zerun then return through the control room door and to one of the intact turbolifts. **Go to 222.**

12 Before you have time to do anything four white armoured Stormtroopers charge through the doorway from the control room, firing their blaster rifles. Roll the dice you have in your *Dodge* skill or if you are Zerun and wish to try deflecting blaster fire with your lightsaber, rather than dodging, roll your *Sense* skill.

On a result of 15 or more, if this was with Dodge, **go to 16**, or if it was with Sense, **go to 32**.

On less than this, **go to 254**.

13 You hear the door to the control room open and the sound of Stormtroopers rushing across the metal walkways above you. After a tense few moments they spot you and open fire. Roll the dice you have in your *Dodge* skill or if you are Zerun and wish to try deflecting blaster fire with your lightsaber, rather than dodging, roll your *Sense* skill.

On a result of 15 or more, if this was with Dodge, **go to 16**, or if it was with Sense, **go to 32**.

On less than this, **go to 254**.

14 The door to the control room opens and through it charge four white-armoured Stormtroopers.

If you are Saekar, **go to 17**.

If you are Zerun, **go to 18**.

15 Through the door you enter on to a metal walkway around the large main generator chamber. In the centre white energy crackles through transparent columns, which descend down to the lower levels of the vast chamber.

If you are Saekar and you have set a trap for any Imperials trying to use the turbolifts, **go to 11**. If not, **go to 74**.

16 You and your comrade both manage to duck behind the cover of the transparent central columns, which are filled with crackling energy. The blaster shots miss you and the containment field is sufficient to stand up to the Stormtrooper blaster fire.

If you are Saekar, **go to 17**.

If you are Zerun, **go to 18**.

17 Aiming your blaster at the Stormtroopers coming through the door, roll one less than the dice in your *Blaster* skill.

On a result of 7 or more, **go to 51**.

On less than this, **go to 30**.

18 To use your blaster, **go to 17**.

To use your lightsaber, **go to 56**.

19 From behind you, you hear the explosion and feel the blast of the generator plant blowing up, informing you that you have succeeded at your mission... This does not result in a total blackout however, as many buildings have back-up reserve power cells. The destruction of the generator plant should have put the Imperial defense and communication emplacements out of commission, as planned, due their high energy requirements.

Go to 26.

20 To continue down the street with Zerun, **go to 10**. If you decide now is the time for the two of you to split up, with you diving into the stretch of water to your right and him using a cantina to your left to hide, **go to 111**.

21 With the time for stealth now past, as the Imperials already know about you and speed being more important, the two of you dash along the access road across the water and into the cover of the buildings of the city.

If you have rigged the Generator Plant to blow up, **go to 19**.

If you have not, **go to 26**.

22 To continue down the street, **go to 10**. For you to enter a cantina you see to your left, where you can hopefully blend in with the humans, while Saekar dives into the stretch of water to your right, **go to 162**.

23 The blaster shot flashes past your head and you return fire. Roll one less than the dice in your *Blaster* skill.

On a result of 10 or more, **go to 7**.

On less than this, **go to 86**.

24 Roll one less than the dice in your *Sense* skill.

On a result of 7 or more, **go to 45**.

On less than this, **go to 37**.

25 You manage to hit the pavement below without suffering anything more than a few minor bruises and are joined there by your comrade, who was also forced to leap from his speeder bike.

Getting to your feet, the two of you start running in the direction of your extraction point. **Go to 26**.

26 You have not gone far when you hear the whine of a speeder bike behind you, drawing closer.

If you are Saekar, **go to 20**.

If you are Zerun, **go to 22**.

27 You carefully lower yourself down from the metal walkways and into a suitable hiding place. Roll the dice in your *Hide* skill.

On a total of 14 or more, **go to 4**.

On less than this, **go to 13**.

28 Stepping through the door and back out into the street, you spot two white-armoured Stormtroopers heading your direction so dash back inside the cantina before they can see you and run for the back door. Roll the dice in your *Running* skill.

On a result of 13 or less, **go to 180**.

On 14 to 21 **go to 151**.

On 22 or more **go to 79**.

29 The blaster cannon bolts pit the ground where you were but fortunately misses both you and your comrade and the speeder bike circles around for another pass at you both.

To shoot at it with your blaster, **go to 102**.

To sprint towards the speeder bike and do a leap at it as it passes, kicking the Biker Scout off and taking control of the Speeder Bike, **go to 246**.

If you are Zerun if you wish to sprint towards the speeder bike and leap up at it so you can lash out at it with your lightsaber, **go to 146**.

To hurl your lightsaber at the Speeder Bike, **go to 209**.

30 The Stormtrooper you were shooting at, moves at the last moment, resulting in a harmless glancing blow on his white armour. He and one of the other Stormtroopers aggressively returns fire.

Roll the dice in your *Dodge* skill. On a result of 11 or more, **go to 16**.

On less than this, **go to 254**.

31 Unfortunately your understanding of the computer and the reactor systems is insufficient for you to get the system itself to implement a meltdown. This just leaves you with the options of using explosives and sabotage in the main generator chamber itself or giving up.

To go through the blast door in front of you, **go to 15**.

To return to the turbolift, **go to 222**.

32 Responding to an imminent sense of danger and a clear vision of its nature and direction, you swing your lightsaber up in time to intercept a blaster bolt.

To attempt deflecting the blaster bolt back at the Stormtrooper, **go to 24**.

To lunge forward and attack with your lightsaber, **go to 56**.

33 The deflected blaster cannon bolts flash past the Speeder Bike, as it circles around and opens fire at you again. Roll one less than the dice you have in your *Dodge* skill or, if you wish to use your lightsaber to deflect the energy bolts, one less than your *Sense* skill.

On rolling 11 or more, if this was with your *Dodge* skill, **go to 29**.

If it was with your *Sense* skill, **go to 72**.

If you roll less than 11, **go to 254**.

34 The lightsaber misses the Speeder Bike, as it circles around and opens fire at you again. Roll one less than the dice you have in your *Dodge* skill.

On rolling 11 or more, **go to 29**.

If you roll less than 11, **go to 254**.

35 Through the door of the control room behind you, you hear the sound of a turbolift and the sound of armoured feet.

If you wish to just ambush the Imperials when they enter the main generator chamber, **go to 14**.

To hide from them, **go to 27**.

36 After causing several warning messages to appear on one of the control console's small screens, asking you if you are absolutely sure you want the instructions you have entered carried out, and causing a number of red warning lights to come on, you are certain you have the main computer programmed to initiate a reactor meltdown, which would be very difficult to stop. With your work here done, you re-enter the turbolift. **Go to 222**.

37 The blaster bolt ricochets off your humming energy blade only to strike the generator room floor a few metres short of the Stormtroopers. **Go to 39**.

38 The Stormtrooper rams his blaster rifle two-handed against your sword arm, knocking you backwards, as you attempt to swing your humming energy blade down on him. **Go to 39**.

39 Two of the Stormtroopers fire their blaster rifles at you. Roll one less than the dice you have in your *Dodge* skill or if you wish to try deflecting blaster fire with your lightsaber, rather than

dodging, roll one less than your *Sense* skill.

On a result of 11 or more, if this was with Dodge, **go to 16**.

If it was with Sense, **go to 32**.

On less than this, **go to 254**

40 Pulling your hood up, you shift further into the shadows. Roll the dice in your *Hide* skill.

On a total of 10 or more, **go to 138**.

On less than this, **go to 96**

41 With Jedi precision you intercept the blaster bolt with your lightsaber.

To deflect the shot back at him, **go to 48**.

To attack with your lightsaber, **go to 59**.

42 With the access road being a little too conspicuous and exposed to walk along, the two of you opt to swim alongside it in the water, using it as cover from the three Stormtroopers guarding the main doors. Roll the dice you have in your *Sneak* skill. If you are Saekar, you have a +1D racial bonus due to the wet environment!

On a result of 8 or more, if you are Zerun, **go to 133** or if you are Saekar, **go to 97**.

On less than this, if you are Zerun, **go to 84**, or if you are Saekar, **go to 107**.

43 With speed most people would have found astonishing you have the last small piece of detonate explosive in place and all the panels back on, as the last Imperial falls to Zerun's lightsaber. **Go to 3**.

44 Opening fire at the Stormtroopers, roll one less than the dice in your *Blaster* skill.

On a result of 7 or more, **go to 75**.

On less than this, **go to 57**.

45 The deflected blaster bolt hits the Stormtrooper in the head and he goes down. **Go to 47.**

46 With your humming energy blade you neatly decapitate the Stormtrooper and his white helmeted head hits the floor and rolls for about a metre. **Go to 47.**

47 One of the surviving Stormtroopers shoots at you. Roll one less than the dice you have in your *Dodge* skill or if you wish to try deflecting blaster fire with your lightsaber, rather than dodging, roll one less than your *Sense* skill.

On a result of 11 or more, if this was with Dodge, **go to 58**, or if it was with *Sense*, **go to 41.**

On less than 11, **go to 254.**

48 Roll one less than the dice you have in your *Sense* skill.

On a result of 7 or more, **go to 99.**

On less than this, **go to 60.**

49 Roll one less than the dice in your *Sense* skill.

On a total of 15 or more, **go to 5.**

On less than this, **go to 33.**

50 Letting the Force guide you; you swing the brilliant blue-white blade of your lightsaber up in time to intercept a blaster bolt which would have hit you.

To deflect the shot back at the Stormtrooper, **go to 108.**

To leap forward and attack with your lightsaber, **go to 91.**

51 The blaster shot hits the Stormtrooper in the head and he topples to the generator room floor with a crash.

If you are Saekar, **go to 52.**

If you are Zerun, **go to 53.**

52 Apparently unphased by the death of the Stormtrooper beside him, not that you can tell anything from the white helmet covering his face, the other Stormtrooper continues firing at you. Roll one less than the dice in your *Dodge* skill.

On a result of 7 or more, **go to 89.**

On less than this, **go to 254.**

53 The Stormtrooper beside the fallen one continues firing at you. Roll one less than the number of dice you have in either your *Dodge* skill or to deflect the blaster shots with your lightsaber roll the dice in your *Sense* skill.

On a result of 8 or more if this was with Dodge, **go to 89** or with *Sense*, **go to 41.**

On less than this, **go to 254.**

54 Roll the dice in your *Sense* skill.

On a result of 15 or more, **go to 67.**

On less than this, **go to 28.**

55 Your shot misses, hitting the side of the door behind the Stormtrooper and he returns fire. Roll one less than the dice in your *Dodge* skill.

On a result of 8 or more, **go to 89.**

On less than this, **go to 254.**

56 Leaping out from cover, you swing your lightsaber at the Stormtrooper. Roll one less than your *Lightsaber* skill.

On a result of 6 or more, **go to 46.**

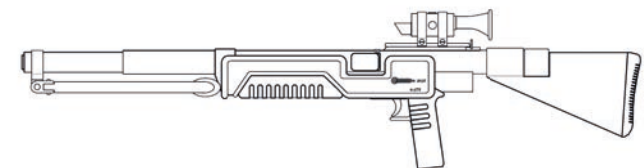
On less than this, **go to 38.**

57 Your shot misses, exploding a lighting panel instead, and the Stormtroopers return fire at you. Roll one less than the dice in your *Dodge* skill.

On a result of 11 or more, **go to 80.**

On less than this, **254.**

58 The blaster bolt flashes past your elbow. **Go to 59.**



59 Attacking the Stormtrooper with a horizontal swipe, roll one less than the dice in your *Lightsaber* skill.

On a result of 6 or more, **go to 76**.

On less than this, **go to 68**.

60 The blaster bolt releases its energy, jolting you backwards, before you can redirect it. **Go to 47**.

61 The blaster bolt misses the Stormtrooper you had intended to hit with it, hitting instead the other one. **Go to 81**.

62 The Stormtrooper leaps backwards out of the way of your lightsaber with it slashing harmlessly through the air where he had been. He then shoots at you with his blaster rifle. Roll one less than the number of dice you have in either your *Dodge* skill or to deflect the blaster shots with your lightsaber roll one less than the dice in your *Sense* skill.

On a result of 8 or more, if this was with Dodge, **go to 142**, or if it was with Sense, used for deflecting the blaster shots, **go to 50**.

If you roll less than 8, **go to 254**.

63 You hear the sharp hiss-hum of Zerun igniting his lightsaber, as you both leap out of the water and close on the three Stormtroopers before they can bring their blaster rifles to bear on you. Using your martial arts, you attempt to disarm one of the Stormtroopers. Roll the dice in your *Martial Arts* skill specialisation plus one extra dice racial bonus for the wet conditions.

On a result of 10 or more, **go to 186**.

On less than this, **go to 257**.

64 Closing on the three Stormtroopers before they can bring their blaster rifles to bear on you, you use your martial arts to attempt to disarm one of the Stormtroopers. Roll the dice in your *Martial Arts* skill specialisation plus one extra dice racial bonus for the wet conditions.

On a result of 10 or more, **go to 186**.

On less than this, **go to 257**.

65 Now might have been a good time for Saekar to split from you and escape into the water, where his chances possibly would have been better, but he seems determined to stick with you. **Go to 21**.

66 If you wish to dive into the water and make your escape that way, figuring now would be a good time for the two of you to split up, **go to 110**.

With the majority of the population in the city being human you will, after all, be more conspicuous than Zerun.

Alternatively, if you decide to stick with Zerun for now, **go to 21**.

67 You get a strong sense of apprehension about going through the main doors.

If you still want to do so, **go to 28**.

To go instead through the back door to your left, **go to 172**.

68 The Stormtrooper swings the barrel of his blaster rifle into the metal hilt of your lightsaber, painfully catching two of your fingers with it and forcing you to leap back. **Go to 47**.

69 Roll one less than the dice you have in your *Sense* skill.

On a result of 7 or more, **go to 61**.

On less than this, **go to 116**.

70 A blaster bolt flashes past your left shoulder. **Go to 71**.

71 Leaping forward, you lunge at the Stormtrooper with your humming blue-white energy blade stabbing at him. Roll one less than the dice in your *Lightsaber* skill.

On a result of 6 or more, **go to 195**.

On less than this, **go to 78**.

72 The energy bolts from the Speeder Bike's blaster cannon hit your lightsaber blade with more force than blaster bolts, as you intercept them.

To deflect the energy bolts back at the Speeder Bike, **go to 49**.

To sprint towards the speeder bike and do a leap at it as it passes, kicking the Biker Scout off and taking control of the Speeder Bike, **go to 246**.

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If you wish to sprint towards the speeder bike and leap up at it so you can lash out at it with your lightsaber, **go to 146**.

To hurl your lightsaber at the Speeder Bike, **go to 209**.

73 Soaring through the air, you slash out at the speeder bike with your humming energy blade. Roll one less than the dice in your *Lightsaber* skill.

On a result of 15 or more, **go to 5**.

On less than this, **go to 104**.

74 Roll the dice in your *Perception* if you are Saekar or the dice in your *Sense* Skill if you are Zerun.

On a total of 11 or more, **go to 35**.

On less than this, **go to 12**.

75 Your shot hits one of the Stormtroopers in his armoured chest and he topples to the cantina floor. The surviving Stormtrooper fires back at you.

Roll one less than the dice in your *Dodge* skill.

On a result of 8 or more, **go to 94**.

On less than this, **go to 254**.

76 Your humming energy blade slices straight through the white armoured chest of the Stormtrooper, cutting him in half. **Go to 145**.



77 Sensing the lethal paths of each blaster bolt streaking towards you, you intercept them with your lightsaber's humming and crackling energy blade.

To attempt to deflect one of the blaster bolts back at the Stormtroopers, **go to 69**.

To attack them with your lightsaber, **go to 101**.

78 The Stormtrooper only just gets out of the way with your lightsaber's humming energy blade shearing off a slice of his white armour but failing to do any real harm. **Go to 81**.

79 Through the back door you step out into an alleyway outside and find the streets beyond it fortunately free of Imperials. Continuing to your extraction point, where you find Saekar already waiting for you, **go to 265**.

80 Blaster bolts impact against the wall behind you.

To fire your blaster at them, **go to 44**.

To draw and ignite your lightsaber, **go to 90**.

81 The surviving Stormtrooper fires at you again. Roll either one less than the dice you have in your *Dodge* skill or *Sense* Skill.

On a result of 8 or more with Dodge, **go to 70** or on this using *Sense* to deflect the blaster bolts with your lightsaber, **go to 95**.

On less than this, **go to 254**.

82 "Yeah, right," replies the Stormtrooper. "What kind of idiots do you think we are?" Seeing you reaching for your weapon, they open fire. Roll one less than the dice in your *Dodge* skill.

On a result of 11 or more, **go to 80**.

On less than this, **go to 254**.

83 The blaster bolt misses the Stormtrooper, **go to 84**.

84 The Stormtroopers open fire at you with their blaster rifles. Roll the number of dice you have in either your *Dodge* skill or to deflect the blaster shots with your lightsaber roll the dice in your *Sense* skill and with either add +1D for your cover.

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On a result of 11 or more if this was with Dodge, **go to 142**, or if it was with Sense, used for deflecting the blaster shots, **go to 50**.

If you roll less than 11, **go to 254**.

85 Your blaster shot burns through the chest of one of the Imperials and he falls to the ground. One of the two remaining Imperials takes a shot at you from behind the control console. **Go to 87**.

86 Your shot explodes harmlessly against the side of the control console and the Imperial returns fire. **Go to 87**.

87 Roll one less than the dice in your Dodge skill.

On a result of 7 or more, **go to 23**.

On less than this, **go to 254**.

88 Evading the Imperial's punch, you come in with a hard strike of your own, using his momentum to give your punch more force. Roll one less than the number of dice in your Martial Arts Brawling skill specialisation.

On a result of 6 or more or more, **go to 205**.

On less than this, **go to 139**.

89 The blaster bolt misses you and hits the column, causing it to crackle with energy uncomfortably close to you.

To fire back with your blaster, **go to 113**.

If you are Zerun and want to attack with your lightsaber, **go to 59**.

90 There is a gasp from at least one of the other patrons, as with a hum-hiss the blue white energy blade of your lightsaber appears. The Stormtroopers fire as you close on them. Roll either the dice you have in your *Dodge* skill or *Sense* Skill.

On a result of 11 or more with Dodge, **go to 100**, or on this using Sense to deflect the blaster bolts with your lightsaber, **go to 77**.

If you roll less than this, **go to 254**.

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91 While Saekar fires at the Stormtroopers with his blaster, with your ignited lightsaber, you leap forward and swing it at one of the Stormtroopers.

Roll the dice in your *Lightsaber* skill and on a result of 10 or more, **go to 184**.

On less than this, **go to 62**.

92 Before one of the Imperials can draw a blaster, you aim a punch at him with the full force of your entire body behind it, as you step forward. Roll the dice in your *Martial Arts Brawling* skill specialisation.

On a result of 8 or more, **go to 205**.

On less than this, **go to 139**.

93 The arm holding the blaster pistol falls to the floor, as your lightsaber cuts through the Imperial's right shoulder and into his chest. He then joins his arm on the ground. The final Imperial falls to a shot from Saekar. **Go to 3**.

94 The Stormtrooper's shot explodes against a table you duck behind. Firing back, roll one less than the dice in your *Blaster* skill.

On a result of 7 or more, **go to 194**.

On less than this, **go to 114**.

95 In a movement faster than your eyes can follow, you swing your humming lightsaber energy blade up in time to block the blaster bolt.

To deflect the energy bolt back at him, **go to 125**.

To attack him with your lightsaber, **go to 71**.

96 The two Stormtroopers spot you and shouting, "Hey, you, stay where you are and put your hands on your head," they aim their blaster rifles at you, causing the patrons and the bar man to duck for cover. Roll one less than the dice in your *Dodge* skill.

On a result of 11 or more, **go to 80**.

On less than this, **go to 254**.

97 Reaching the edge of the water, you have to decide whether you would prefer to use your martial arts rather than your DL44 heavy blaster to take care of the Stormtroopers. While martial arts would be quieter, it might take too long against armoured Stormtroopers, who would hardly be considerate enough to be quiet with their blaster rifles.

To use martial arts, **go to 63**.

To open fire with your blaster, **go to 148**.

98 To use martial arts, **go to 64**.

To open fire with your blaster, **go to 148**.

99 The blaster bolt ricochets off your humming energy blade and hits a wall, which it bounces off to hit a Stormtrooper in head, dropping him to the ground. **Go to 145**.

100 Blaster bolts flash past your head, as you dodge to one side. **Go to 101**.

101 Closing on the Stormtroopers, you lash out with your humming blue-white energy blade. Roll one less than the dice in your *Lightsaber* skill.

On a result of 6 or more, **go to 124**.

On less than this, **go to 115**.

102 Aiming your blaster at the oncoming Speeder Bike, you open fire. Roll one less than the dice in your *Blaster* skill.

On a result of 15 or more, **go to 5**.

On less than this, **go to 126**.

103 Your blaster shot misses and that Stormtrooper and another open fire at you. Roll the dice you have in your *Dodge* skill.

On a result of 11 or more, **go to 142**.

On less than this, **go to 254**.

104 Unfortunately your lightsaber fails to connect with the Speeder Bike. **Go to 105**.

105 You drop back down to the ground, as the speeder bike circles around and opens fire at you. Roll one less than the dice you have in your *Dodge* skill or, if you are Zerun and have your lightsaber ignited and wish to use it to deflect the energy bolts, one less than your *Sense* skill.

On rolling 11 or more, if this is with your *Dodge* skill, **go to 29** or if it was with your *Sense* skill, **go to 72**.

On rolling less than this, **go to 254**.

106 A blaster cannon bolt hits the back of your speeder bike and you have just enough time to leap from your vehicle before it explodes. Roll the dice in your *Climbing/Jumping* skill.

On a result of 11 or more, **go to 25**.

On less than this, if you are unable to make the roll a success with Character Points, **go to 270**.

107 The Stormtroopers spot you, with two of them opening fire at you and one at Zerun. Roll the number of dice you have in your *Dodge* skill. Add one extra dice for your cover and another for your racial bonus in moist environments.

On a result of 15 or more, **go to 142**.

On less than this, **go to 254**.

108 Doing your best to redirect the blaster bolt back at the Stormtrooper, roll one less than the number of dice you have in your *Sense* skill.

On a result of 7 or more, **go to 185**.

On less than this, **go to 83**.

109 Two of the Stormtroopers fire at you. Roll the number of dice you have in your *Dodge* skill. Add one extra dice for your cover and another for your racial bonus in moist environments.

On a result of 15 or more, **go to 142**.

On less than this, **go to 254**.

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110 The water you dive into is warm and pleasant. Glancing back briefly, you see Zerun running along the access road away from the power generation plant.

If you have rigged the Generator Plant to blow up, **go to 132**.

If you have not, **go to 112**.

111 The water you dive into is warm and pleasant. Glancing back briefly, you see Zerun running into the cantina. **Go to 112**.

112 Keeping yourself under water, having no problem breathing, due to being amphibious, you take as direct a route as possible to the extraction point. Roll the dice you have in your *Swimming* skill and add your +1D racial bonus for being in a moist environment to this.

On a total of 16, **go to 237**.

On less than this, **go to 167**.

113 You fire a rapid succession of shots at the Stormtrooper. Roll one less than the number of dice in your *Blaster* skill.

On rolling 7 or more, **go to 140**.

On rolling less, **go to 55**.

114 Your shot misses, hitting instead a glass on one of the tables and shattering it. The Stormtrooper returns fire. Roll one less than the dice in your *Dodge* skill.

On a result of 8 or more, **go to 94**.

On less than this, **go to 254**.



115 The nearest Stormtrooper kicks a chair into you, which you end up hitting rather than him and knocks you back. **Go to 117**.

116 The deflected blaster bolt misses the Stormtroopers and instead hits and shatters a glass on one of the tables. **Go to 117**.

117 With undaunted persistent determination, the Stormtroopers continue firing at you. Roll either one less than the dice you have in your *Dodge* skill or *Sense* Skill.

On a result of 11 or more with Dodge, **go to 100**, or on using Sense to deflect the blaster bolts with your lightsaber, **go to 77**.

If you roll less than this, **go to 254**.

118 The deflected blaster bolt narrowly misses the Stormtrooper. **Go to 81**.

119 You enter a corridor stretching straight ahead, dimly lit by lighting panels in the wall.

If you are Zerun and have your lightsaber at the ready, **go to 120**.

If you instead are holding your blaster, **go to 122**.

If you are Saekar, **go to 121**.

120 Through the Force you sense a new threat. A Stormtrooper steps into view and opens fire with his blaster rifle.

To deflect the shots with your lightsaber, **go to 158**.

To dodge them, **go to 165**.

121 You quickly discard the idea of the two of you using the Stormtrooper armour as disguises for you to infiltrate the base, due to the likely Imperial response times and how long it would take to find somewhere out of sight to put the armour on.

Out of the nice wet rain, conditions are less pleasant for you with it being dry and you know it is likely to get worse.

Still, since when has a mission ever been about comfort! While you are inside, you do not receive the +1D racial bonus you get in moist environments. Roll the dice in your *Perception*.

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If you roll 7 or more, **go to 193**.

If you roll less, **go to 147**.

122 Through the Force you sense a new threat.

Roll the dice in your *Sense* skill and if you roll 7 or more, **go to 193**, or if you roll less, **go to 147**.

123 The wiring does not seem to conform to electronic templates you are familiar with and the warm dry conditions in the Control Room make it hard to concentrate. You hear Zerun cut down the last Imperial and with the job taking too long, are forced to give up. **Go to 3**.

124 With one fast swipe of your lightsaber and the white helmeted head of a Stormtrooper goes flying, lands on a table then rolls off it on to the floor. **Go to 81**.

125 Roll one less than the dice in your *Sense* skill.

On a result of 7 or more, **go to 199**.

On less than this, **go to 118**.

126 Your shots miss but your comrade's blaster fire hits and the Speeder Bike explodes with the body of the Biker Scout being flung high into the air.

Through the smoke, to continue running towards your extraction point, **go to 265**.

If you have not completed your mission and wish to return to the City Generator Plant to do so, **go to 42**.

127 You step out into the rain outside but are forced to turn back to face the door behind you, as you hear three Stormtroopers coming after you. Roll your *Sense* skill if you are Zerun, or your *Perception* if you are Saekar.

On a result of 7 or more, if you are Zerun, **go to 137**, or if you are Saekar, **go to 98**.

On less than this, if you are Zerun, **go to 84'** or if you are Saekar, **go to go to 109**.

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128 As you step to your left, the blaster bolt zaps through the air immediately to your right. **Go to 130**.

129 The shot misses you, fortunately. Firing back at the Imperial, roll one less than the number of dice in your *Blaster* skill.

On a result of 9 or more, **go to 85**.

On less than this, **go to 226**.

130 Hoping to reach the Imperial before he can fire again, you lunge forward with your lightsaber. Roll one less than the number of dice in your *Lightsaber* skill.

On a result of 5 or more, **go to 93**.

On less than this, **go to 169**.

131 Twisting the blaster pistol out of his grasp in one quick movement, you shoot him with it a moment after Zerun cuts down the last Imperial with his lightsaber. **Go to 3**.

132 You see the flash of an immense explosion from the direction of the generator plant, informing you that Zerun and you have succeeded at your mission. This does not result in a total blackout however, as many buildings have back-up reserve power cells.

The destruction of the generator plant should have put the Imperial defence and communication emplacements out of commission, as planned, due their high energy requirements. **Go to 112**.

133 You reach the edge of the water. To attack the Stormtroopers with your Lightsaber, **go to 91**.

To shoot at them with your blaster, **go to 148**.

134 The Imperials do as instructed and switching the settings of your blasters to stun, you both open fire. With a couple of flashes of blue light, they all fall to the floor unconscious. You quickly put binders on them. **Go to 3**.

135 Opening fire at the Imperials with your blaster, roll the dice in your *Blaster* skill.

On a result of 9 or more, **go to 85**.

On less than this, **go to 226**.

136 Sensing what the exact trajectories of each blaster bolt is going to be, you intercept them with the humming energy blade of your lightsaber and attempt to deflect them straight back at the Stormtrooper. Roll one less than the dice you have in your *Sense* skill.

On a result of 7 or more, **go to 215**.

On less than this, **go to 218**.

137 To attack the Stormtroopers:

With your Lightsaber, **go to 91**.

To shoot at them with your blaster, **go to 148**

138 The Stormtroopers do not see you initially and a few moments later they are too busy checking other patrons.

If you take this opportunity to leave by the back door, **go to 152**.

If you wish to stay where you are, **go to 96**.

139 The Imperial deflects your punch with his left wrist and strikes at you with his right fist. Roll one less than the dice you have in your *Brawling Parry* skill.

On a result of 7 or more, **go to 88**.

On less than this, **go to 175**.

140 Your final shot punches through the Stormtrooper's chest armour in a red-hot explosion of plasteel.

If you are Saekar, **go to 141**.

If you are Zerun, **go to 145**

141 The last Stormtrooper topples backwards into the control room, finished off by Zerun. You waste no time placing demolition charges on the columns of the power generator and blasting crucial power regulators then the two of you return through the control room door and to the turbolift. **Go to 222**.

142 The blaster shots miss you, flashing through the air a handspan away from your face.

To shoot back with your blaster, **go to 148**.

If you are Zerun, to attack them with your lightsaber, **go to 91**.

143 "Hands on your heads and where we can see you and we won't kill you!" you shout at the three Imperials with both of you pointing your blasters at them, "Unless you think you can do better than the four Stormtroopers we've just dealt with?" Roll the dice in your *Intimidation* skill.

On a result of 11 or more, **go to 134**.

On less than this, **go to 160**.

144 While you are still recovering, the Imperial follows his attack up with a punch at your head. Roll one less than the number of dice in your *Brawling Parry* skill.

On a result of 9 or more, **go to 88**.

On less than this, **go to 264**.

145 The body of the last Stormtrooper has barely hit the ground, when Saekar starts placing demolition charges on the columns of the power generator, blasting crucial power regulators and instructing you to help where you can. Once it is all done, and the timers are set, the two of you return through the control room door and to the turbolift. **Go to 222**.

146 Igniting your lightsaber with a hiss-hum and sprinting towards the Speeder Bike, you leap upwards. Roll one less than the dice in your *Climbing/Jumping* skill.

On a total of 14 or more, **go to 73**.

On less than this, **go to 105**.

147 A Stormtrooper steps into view and opens fire with his blaster rifle. Roll the dice in your *Dodge* skill.

On a result of 11 or more, **go to 212**.

On less than this, **go to 254**.

148 Aiming your blaster at one of the Stormtroopers, you open fire. Roll one less than the dice you have in your *Blaster* skill. Add a +1D racial bonus to this if you are Saekar.

On a result of 7 or more, **go to 177**.

On a result less than this, **go to 103**.

149 Closing on the Biker Scout, you attempt to disarm him. Roll the dice in your *Martial Arts Brawling* skill specialisation.

On a result of 11 or more, **go to 176**.

On less than this, **go to 257**.

150 The deflected blaster bolt hits the Imperial in the arm, causing him to drop his blaster in pain and you quickly close on him and cut him down with your lightsaber. The remaining Imperial Saekar takes down with a series of martial art punches. **Go to 3**.

151 You are about at the back door, when through the main doors enter two Stormtroopers. **Go to 152**.

152 Reaching the exit without the Stormtroopers spotting you, you disappear through it out into the street outside and make a run for your extraction point. There you see Saekar already waiting for you. **Go to 265**.

153 Roll one less than the dice in your *Dodge* skill.

On a total of 7 or less, **go to 231**.

On less than this, **go to 254**.

154 You feel your fist impact against the Imperial's skull, knocking him out cold and he collapses to the floor. A second Imperial starts to raise a blaster pistol to fire it at you.

Reaching him, you go for the wrist of the hand holding the pistol.

Roll one less than the dice you have in your *Martial Arts Brawling* skill specialisation.

On a result of 7 or more, **go to 131**.

On less than this, **go to 257**.

155 Entering a turbolift, you press the button for the lowest level, where the main generator must be. With a hum the turbolift descends then comes to a stop. The doors open, and you see a grey walled control room where three Imperials in dark uniforms are sat along a black control console, lit up with readout displays.

There are also readout displays on the walls and a view screen on the wall to your right, showing the interior of the generator room. Having heard the turbolift doors open, the Imperials glance round and with alarm see the two of you.

They have blaster pistols in holsters on their belts.

If you are Zerun, **go to 156**.

If you are Saekar, **go to 157**.

156 To attack the Imperials with your Lightsaber, **go to 234**.

To open fire with your blaster, **go to 135**.

If you point your blaster at the Imperials and order them to surrender, if you have not already tried this, **go to 143**.

To flee back into the turbolift and escape back up the way you have come, **go to 222**.

157 To open fire with your blaster, **go to 135**.

To set a trap with the turbolifts for any potential reinforcements trying to use them to reach you, **go to 203**.

To use your martial arts against the Imperials, **go to 92**.

If you point your blaster at the Imperials and order them to surrender, if you have not already tried this, **go to 143**.

To flee back into the turbolift and escape back up the way you have come, **go to 222**.

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158 Roll the dice in your *Sense* skill. If you roll 7 or more, **go to 136**.

If you roll less, **go to 256**.

159 As you charge down the ramp and run towards the Biker Scouts, they both see you coming and reach for blaster pistols. Roll the dice in your *Running* skill.

On a result of 11 or more, if you are using a lightsaber, **go to 208**, or if you are using martial arts, **go to 149**.

On less than this, **go to 196**.

160 Seeing two of the Imperials reaching for blaster pistols, you realise they are not going to go down without a fight.

If you are Zerun, **go to 156**.

If you are Saekar, **go to 157**.

161 The blaster bolt ricochets off your blade, hitting the Imperial straight in the head and he falls to the floor. **Go to 168**.

162 You enter a dimly lit establishment with patrons sat around a dozen tables near you and the bar at the far end of the left wall.

Buying a drink and sitting down at an unoccupied table in one corner, you wait for enough time to have passed for the Imperial Speeder Biker to have left the area. Roll the dice in your *Sense* skill.

On a result of 15 or more, **go to 192**.

On less than this, **go to 180**.

163 You catch the Imperial with a deep slash across the chest and he topples to the ground, dead. **Go to 168**.

164 Grimly firing back with your blaster, roll one less than the dice in your *Blaster* skill.

On a result of 10 or more, **go to 206**.

On less than this, **go to 197**.

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165 Roll the dice in your *Dodge* skill. On a result of 8 or more, **go to 212**.

On less than this, **go to 254**.

166 The Biker Scouts turn and see you both just as the two of you open fire at them. Roll the dice in your *Blaster* skill.

On a result of 14 or more, **go to 206**.

On less than this, **go to 197**.

167 You are about a third of the distance to the extraction point, when through the water above you hear the whine of a speeder bike overhead. It then opens fire with its blaster cannon. Roll the dice in your *Dodge* skill. Your racial bonus has already been included, resulting in you not being at -1D for taking a second action.

On a result of 7 or more, **go to 224**.

On less than this, **go to 259**.

168 A panicked second Imperial shoots at you with a blaster pistol, as he backs away. Roll one less than the dice in your *Dodge* skill or to use your lightsaber to deflect the shot, roll one less than the dice in your *Sense* skill.

On a result of 7 or more, if this was with Dodge, **go to 128**, or if with Sense, **go to 227**.

If you roll less than 7, **go to 254**.

169 Before you can hit the Imperial with your energy blade he manages to get another shot in with his blaster pistol, while still backing away. Roll one less than the dice in your *Dodge* skill or if using your lightsaber to deflect the shot, roll one less than the dice in your *Sense* skill.

On a result of 7 or more, if this is with Dodge, **go to 128**, or if it is with your *Sense* skill **go to 227**.

If you roll less than 7, **go to 254**.

170 Doing your best to redirect the blaster bolt back at the Biker Scout, roll one less than the number of dice you have in your *Sense* skill.

On a result of 10 or more, **go to 214**.

On less than this, **go to 200**.

171 The blaster bolt bounces off your crackling and humming energy blade and explodes against the far wall. Meanwhile, the Imperial fires at you again. Roll the dice in your *Dodge* skill or *Sense* skill.

On a result of 6 or more, if this is with Dodge, **go to 128**, or if it is with Sense, **go to 227**.

If you roll less than 6, **go to 254**.

172 Roll the dice in your *Running* Skill.

On a result of 11 or less, **go to 180**.

On 12 to 19, **go to 151**.

On 20 or more **go to 79**.

173 Returning through the door, you find yourself back on a ramp, looking down into the garage containing over a dozen speeder bikes.

To make your escape from here on speeder bikes, **go to 229**.

To go back through the door behind you, **go to 223**.

174 The Biker Scout's shot narrowly misses you.

To shoot the Biker Scout with your blaster, **go to 164**.

To attack him with your lightsaber if you are Zerun, **go to 208**.

To use martial arts against him if you are Saekar, **go to 149**.

175 The Imperial's fist strikes you in the throat, hard. Fortunately, you do have some armour there. Roll the 3D you have in *Strength* plus 1D extra for your armour.

On a result of 5 or more, **go to 144**.

On less than this, **go to 264**.

176 Deftly pulling the blaster from the Biker Scout's grasp in one fluid movement, you shoot him with it and he falls to the floor, dead. **Go to 219**.

177 Your shot hits the Stormtrooper in the left side of his chest, flash-burning through the armour there, and he falls to the ground dead. **Go to 179**.

178 Your shot flashes passed the Stormtrooper, hitting the side of the door behind him. **Go to 179**.

179 One of the two surviving Stormtroopers fires at you, while the other one is still busy trading shots with your comrade. Roll one less than the dice in your *Dodge* skill. Add +1D for your cover.

On a result of 8 or more, **go to 230**.

On less than this, **go to 254**.

180 The door you entered the cantina by opens and two white armoured Stormtroopers enter, presumably looking for you.

If you wish to fight the Stormtroopers, **go to 96**.

If you try and hide from them here until they have gone, **go to 40**.

If you attempt to sneak out of the cantina by the other exit, **go to 243**.

If you just try and convince the Imperials you are not the person they are looking for if they approach you, **go to 236**.

181 Incredibly one of the Stormtroopers concedes "We are mistaken. He's not the one we're looking for." His colleague nods in agreement and they both move on and eventually leave the cantina. After waiting a few moments, you leave yourself and resume running to your extraction point. **Go to 265**.

182 Through the door you find yourself on a ramp, looking down into a garage containing over a dozen speeder bikes. Unfortunately, there are also two white and black armoured Imperial Biker Scouts among the speeder bikes.

To try and sneak back through the door behind you before they see you, **go to 189**.

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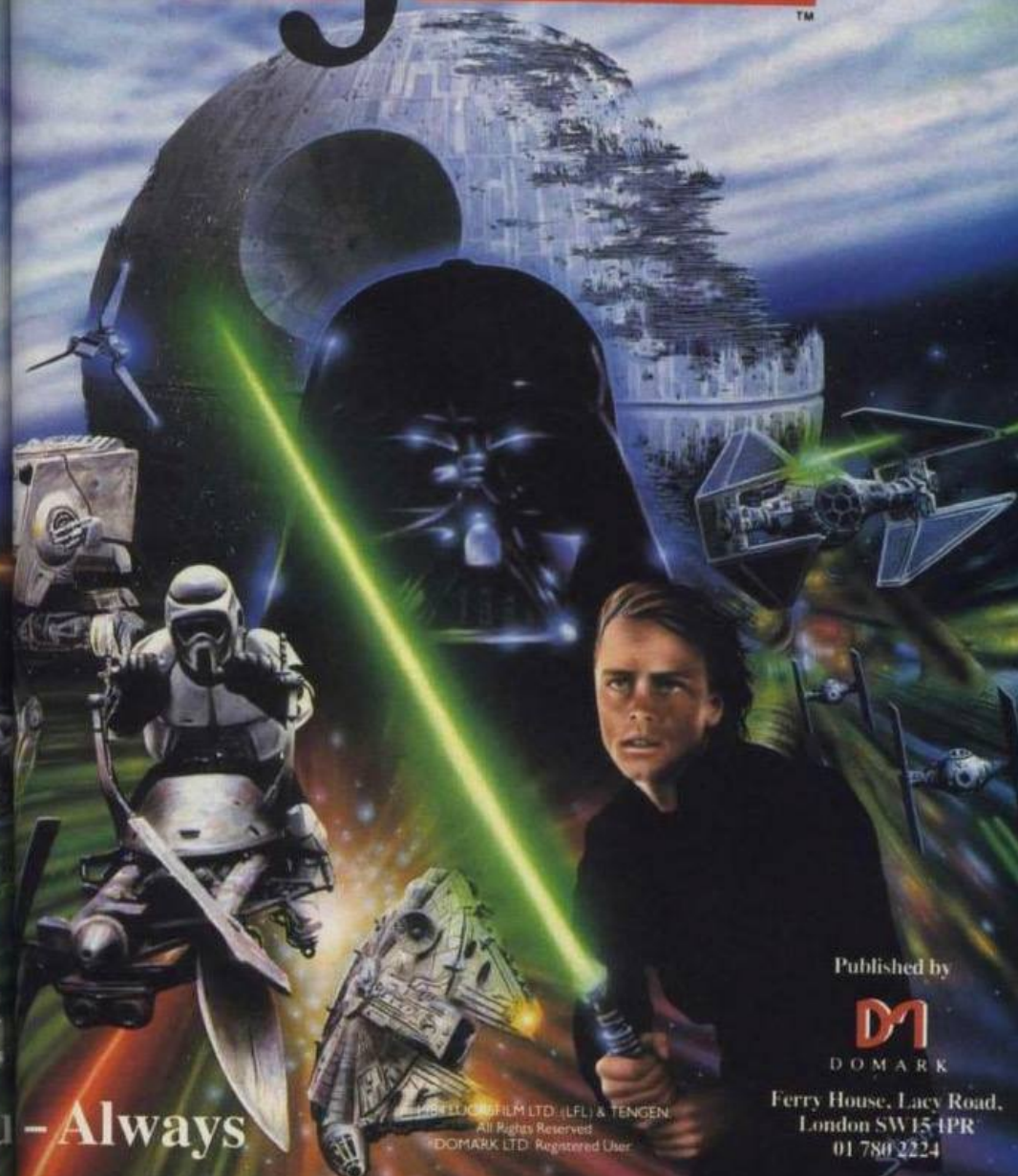
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To shoot the Biker Scouts, **go to 166**.

To charge them and attack with either a lightsaber or martial arts, **go to 159**.

To wait for them to fire and use your lightsaber to deflect their blaster bolts, **go to 207**.

183 With perfect Force guided timing you interpose your blue-white energy blade between you and the blaster bolt.

To deflect the blaster bolt back at the Biker Scout, **go to 170**.

To attack him with your lightsaber, **go to 208**.

184 Your lightsaber cuts the Stormtrooper vertically in half. Around you the other two Stormtroopers have been gunned down by Saekar. **Go to 191**.

185 Your deflected blaster bolt catches the Stormtrooper straight in its white armoured chest, exploding in a shower of sparks, and the Imperial falls to the ground. Around you the other two Stormtroopers have been gunned down by Saekar. **Go to 191**.

186 Pulling the blaster rifle from the Stormtrooper's grasp, you jab the end of it into your armoured opponent, muffling the sound of you firing it.

In almost that same moment Zerun slices through the last of the other Stormtroopers with his lightsaber. **Go to 191**.

187 With a blaster bolt hit to the side of the helmet, the Stormtrooper collapses to the ground a moment after your comrade has gunned down the other remaining Imperial. **Go to 191**.

188 Roll one less than the number of dice you have in your *Sense* skill. On a result of 6 or more, **go to 150**.

On less than this, **go to 171**.

189 Roll the dice in your *Sneak* skill. On a result of 8 or more, **go to 223**.

On less than this, **go to 198**.

190 Your punch sends the Imperial reeling backwards, but he manages to remain standing and though dazed, moves to punch you. You are however faster. Roll the dice in your *Martial Arts Brawling* skill specialisation.

On a result of 6 or more, **go to 154**.

On less than this, **go to 139**.

191 With the Stormtroopers dead on the ground before you, to go through the door facing you, **go to 119**.

If you wish to make your escape, if you are Zerun, **go to 65**, or if you are Saekar, **go to 66**.

192 You get a strong sense through the Force that staying in the cantina is not safe.

To ignore this premonition, **go to 180**.

To leave the cantina by the back door, **go to 172**.

To leave by the main doors you entered by, **go to 54**.

193 As a Stormtrooper steps into view and raises his blaster rifle, you fire at him. Roll the dice in your *Blaster* skill.

On a result of 7 or more, **go to 213**.

On less than this, **go to 217**.

194 Your shot catches the Stormtrooper in the right side of his chest. **Go to 201**.

195 You manage to thrust your lightsaber blade straight through the Stormtrooper's white armoured chest. **Go to 201**.

196 One of the Biker Scouts manages to get a shot off at you with his blaster pistol before you are able to reach him, while the other one shoots at your comrade. Roll one less than the dice in your *Dodge* skill or one less than the dice in your *Sense* skill if using a lightsaber to intercept the blaster bolts.

On a result of 15 or more, if this was with Dodge, **go to 174**, or if it was with Sense, **go to 183**.

On less than this, **go to 254**.

197 The Biker Scout agilely ducks out of the way of your blaster, which instead hits the vehicle bay door to outside behind him. Unfortunately, he is quick to return fire at you. Roll one less than the dice in your *Dodge* skill.

On a result of 11 or more, **go to 174**.

On less than this, **go to 254**.

198 Before you can get back through the door, the Biker Scouts see you both and drawing blaster pistols, open fire at you. Roll the dice in your *Dodge* skill or the dice in your *Sense* skill if using your lightsaber to intercept the blaster bolts.

On a result of 15 or more, if this was with Dodge, **go to 174**, or if it was with Sense, **go to 183**.

On less than this, **go to 254**.

199 The blaster bolt is deflected back at the Stormtrooper with such precision and speed it looks almost like his blaster rifle has backfired, hitting him in his white armoured chest in an explosion of sparks. **Go to 201**.

200 The blaster bolt flashes past the Biker Scout's white helmet and he returns fire. Roll one less than the dice in your *Dodge* skill or one less than the dice in your *Sense* skill if using your lightsaber to intercept the blaster bolts.

On a result of 11 or more, if this was with Dodge, **go to 174**, or if it was with Sense, **go to 183**.

On less than this, **go to 254**.

201 The last Stormtrooper falls dead to the floor and a silence falls on the cantina. Turning back to face the bar, you see there is a door to your right.

To go through it, **go to 79**.

To go back through the door you entered by, **go to 54**.

202 It is not long before you hear the whine of pursuing speeder bikes behind you and the sound of their blaster cannons opening fire at you. Roll the dice in your *Repulsorlift Operation* skill.

On a total of 12 or more, **go to 250**.

If you roll less than this, **go to 106**.

203 As you turn back to the turbolifts, you hear the sharp hiss-hum of Zerun igniting his lightsaber to take on the Imperials, followed by the sound of blaster bolts and the buzz of him intercepting them with his energy blade.

You jam the turbolift you arrived in so it cannot return back up to the top level. You and Zerun will need it for your escape. With the other one you quickly remove an access panel and start some creative rewiring, which will after it has returned to the top level, result in anyone using it finding themselves being hurtled downwards at a fatal speed.

Roll the number of dice you have in your *Traps* specialisation in *Demolitions*.

On a result of 15 or more, **go to 43**.

On less than this, **go to 123**.

204 Roll one less than the dice you have in your *Sense* skill.

On a result of 6 or more, **go to 161**.

On less than this, **go to 220**.

205 You strike the Imperial hard in the forehead. Roll the three dice in your *Strength*.

On a result of 11 or more, **go to 154**.

On less than this, **go to 190**.

206 Your shot hits the Biker Scout in his upper torso and his body falls against a speeder bike. **Go to 219**.

207 As with a sharp hiss-hum you ignite your lightsaber and step into view, the Biker Scouts open fire with their blaster pistols. Roll the dice in your *Sense* skill.

On a result of 15 or more, **go to 183**.

On less than this, **go to 256**.

208 Reaching one of the Biker Scouts, you lash out at him with your lightsaber. Roll one less than the dice in your *Lightsaber* skill.

On a result of 10 or more, **go to 225**.

On less than this, **go to 216**.

209 Sprinting forward, you hurl your lightsaber up at the Speeder Bike.

Roll one less than your *Thrown Weapons* skill and on a result of 15 or more, **go to 5**.

On less than this, **go to 34**.

210 The Imperial dodges backwards out of the way of your deadly energy blade and fires his blaster pistol at you.

To block the shot with your lightsaber, **go to 235**.

To try and dodge it, **go to 153**.

211 From behind you, you hear the explosion of the generator plant blowing up, informing you that you have succeeded in your mission... This does not result in a total blackout however, as many buildings have back-up reserve power cells. The destruction of the generator plant should have put the Imperial defense and communication emplacements out of commission, as planned, due their high energy requirements. **Go to 202**.

212 You only just manage to dodge out of the path of the blaster bolt, as your comrade fires back at the Stormtrooper. **Go to 221**.

213 Your shot goes straight through the Stormtrooper's helmet. **Go to 221**.

214 With a flash the deflected blaster bolt goes straight through the Biker Scout's helmet's visor, killing him instantly. **Go to 219**.

215 The blaster bolts are neatly deflected back at the Stormtrooper, flash-burning through the right side of his chest armour. **Go to 221**.

216 The Biker Scout agilely tumbles over a speederbike and out of the way of your lightsaber, causing the humming energy blade to slice through the metal of the vehicle instead. Spinning around, he then fires at you with his blaster pistol. Roll one less than the dice in your *Dodge* skill or one less than the dice in your *Sense* skill if using your lightsaber to intercept the blaster bolts.

On a result of 11 or more, if this was with Dodge, **go to 174**, or if it was with Sense, **go to 183**.

On less than this, **go to 254**.

217 Your shot misses, as the Stormtrooper dodges out of the way, but he does not manage to evade the shot from your friend. **Go to 221**.

218 The blaster bolts ricochet off your humming and crackling lightsaber's blade but fly wide of the Stormtrooper, who is instead hit by a shot fired by Saekar. **Go to 221**.

219 A moment after killing one of the Biker Scouts you see the other one fall to a shot from your comrade.

To make your escape from here on speeder bikes, **go to 229**.

To go back through the door behind you, **go to 223**.

220 The deflected shot harmlessly ricochets over the Imperial's head. The Imperial then fires his blaster pistol at you again.

To block the shot with your lightsaber, **go to 235**.

To try and dodge it, **go to 153**.

221 The Stormtrooper falls dead to the ground. The cluster of turbolifts in the middle of the left wall of the corridor is most likely to take you to the generator room.

To enter one of the turbolifts, **go to 155**.

In the wall opposite the turbolifts is a door. To go through it, **go to 182**.

To go back through the door behind you, **go to 127**.

222 The turbolift doors close behind you and you press the appropriate button. With a hum the turbolift goes up then comes to a stop. The doors open, and you step out into a corridor dimly lit by lighting panels in the wall. In the wall facing you is a door.

To go through it, **go to 182**.

Alternatively, to leave by the door at the end to your right, **go to 127**.

To re-enter the turbolift and go back down the way you have come, **go to 155**.

223 You step out into a corridor, stretching to your left and right. Facing you, at the other side of it, is a cluster of turbolifts.

To enter a turbolift, **go to 155**.

To leave by the door at the end of the corridor to your left, **go to 127**.

To return through the door behind you, **go to 173**.

224 Energy bolts sizzle through the water on either side of you, all fortunately missing you. Somersaulting around in the water so that you are facing the speeder bike, you open fire with your blaster. Roll the dice in your *Blaster* skill. Your racial bonus has already been included, resulting in you not being at -1D for taking a second action.

On a result of 15 or more, **go to 241**.

On less than this, **go to 232**.

225 Swinging your lightsaber blade around in an arc, you slice through the white chest armour of one of the Biker Scouts and he falls to the floor, dead. **Go to 219**.

226 The Imperial throws himself to one side just in time, resulting in your shot missing. He then fires back at you with a blaster pistol. Roll one less than the dice you have in your *Dodge* skill.

On a result of 7 or more, **go to 129**.

On less than this, **go to 254**.

227 Swinging your humming lightsaber up with perfect timing, you intercept the blaster bolt with the blue energy blade.

To attempt deflecting the blaster bolt back at the Imperial, **go to 188**.

To attack with your lightsaber, **go to 130**.

228 You land on the speeder bike, knocking the Biker Scout off but sending the speeder bike out of control. Struggling to gain control of the speeder bike, roll the dice in your *Repulsorlift Operation* skill.

If the total is 11 or more, **go to 249**.

If it is less than this, **go to 255**.

229 Dashing over to the controls for the vehicle bay outer door, you hit it, and with the sound of hydraulics and the creak of metal against metal, it opens like some monstrous maw.

Leaping onto a speeder bike and flicking the starter switches on top of the main body shell in front of you, you power it up. Your buddy has already done the same on one of the other speeder bikes. The vehicle lifts into the air, as you push the altitude pedals down with your feet and with a twist of the accelerator control in the right-hand grip, it lurches forward.

The remaining stretch of the vehicle bay interior walls flash past you and along with your comrade on his speeder bike, you speed over the lake surrounding the generator plant and into the obstacle course presented by Gartran City's tower blocks.

If you have rigged the Generator Plant to blow up, **go to 211**.

If you have not, **go to 202**.

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230 A blaster bolt flashes through the air where you were, as you dodge out of the way and return fire. Roll one less than the dice in your *Blaster* skill.

On a result of 7 or more, **go to 187**.

On less than this, **go to 178**.

231 As the Imperial's shot flashes past your shoulder, you charge towards him. **Go to 233**.

232 The distortion effect of the water ruins your aim with the shot flashing passed the rear of the speeder bike. As it circles around for another strafing run, you dive deeper into the water again. Roll the dice in your *Dodge* skill.

On a result of 8 or more, **go to 224**.

On less than this, **go to 259**.

233 Striking out at the Imperial again, roll one less than the dice in your *Lightsaber* skill.

On a result of 5 or more, **go to 163**.

On lower than this, **go to 210**.

234 Igniting your lightsaber with a sharp hiss-hum, you lash out at one of the Imperials. Roll the number of dice you have in your *Lightsaber* skill.

On a result of 9 or more, **go to 163**.

On less than this, **go to 210**.

235 Your lightsaber hums and crackles, as you swing it up. Roll one less than the dice you have in your *Sense* skill.

On a result of 7 or more, **go to 239**.

On less than this, **go to 256**.

236 As you watch, you see the Stormtroopers are being pretty thorough and systematically checking everyone. Eventually they get to you.

"That looks like him," says one of them, looking at a holo-image of you in his hand.

YOU ARE AN IMPERIALS NIGHTMARE

"You must be mistaken," you reply, putting as much conviction in your voice as you can muster. "I am not the one you are looking for." Roll the dice in your *Con* skill.

On a total of 21 or more, **go to 181**.

On less than this, **go to 82**.

237 Reaching the Space Port extraction point, you climb out of the water just as Zerun comes running around the corner of a building behind you. **Go to 265**.

238 "Blasted TIE Fighters!" curses the pilot. "Deal with them, while I calculate the jump to hyperspace."

To open fire with the U-Wing's nose mount laser cannons at the TIEs, **go to 269**.

To just concentrate on escaping, **go to 251**. Alternatively, to suggest you would be better at calculating the jump to hyperspace, **go to 244**.

239 Accurately predicting through the Force the path of the blaster bolt fired at you, you manage to intercept it with the blue energy blade of your lightsaber.

To try and deflect the shot back at him, **go to 204**.

To attack him with your lightsaber, **go to 233**.

240 You sense a new danger several moments before it becomes visible so that you are more than ready for it. **Go to 242**.

241 Your shot hits the engine at the rear of the speeder bike and it explodes with fragments splashing down into the water near you. Before any more Imperials can turn up, you resume swimming to the extraction point. **Go to 237**.

242 You see two TIE Fighters with their hexagonal wings and ball shaped cockpits flying from the planet below. **Go to 238**.

243 Discretely standing up, you carefully make your way to the other exit, doing your best to be inconspicuous. Roll the dice in your *Sneak* skill.

On a total of 15 or more, **go to 152**.

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On less than this, **go to 96**.

244 "Fine, you calculate the jump to light speed, while I keep us from being blown up," the pilot agrees. Turning to the nav computer, positioned between the two of you, you get to work. Roll the dice in your *Astrogation* skill.

On a total of 12 or more, **go to 273**.

On less than this, **go to 271**.

245 One of your twin laser shots hits a TIE Fighter, one destroying a hexagonal wing and the other lancing through the ball shaped cockpit, causing it to explode.

The remining TIE loops behind you and opens fire with its laser cannons. Green flashes from them illuminate the cockpit. Roll the dice in your *Space Transports* skill and on a result of 11 or more, **go to 260**.

On less than this, **go to 253**.

246 Leaping upwards, roll the dice in your *Climbing/Jumping* skill.

On a total of 14 or more, **go to 228**.

On less than this, **go to 105**.

247 The U-Wing shakes from the hits and red warning lights inform you that one of the four engines have been hit and is no longer functioning.

As if smelling blood, the lone TIE Fighter intensifies its firing. Roll one less than the number of dice in your *Space Transports* skill.

On a result of 11 or more, **go to 260**.

On less than this, **go to 272**.

248 The U-Wing shakes from the hits and red warning lights inform you that one of the four engines have been hit and is no longer functioning.

The two pursuing TIEs continue blazing their laser cannons at you, intent on seeing you blown to pieces. Roll one less than the number of dice in your *Space Transports* skill.

YOU ARE AN IMPERIALS NIGHTMARE

On a result of 15 or more, **go to 260**.

On less than this, **go to 272**.

249 Levelling the speeder bike off, you bring it down low enough for your comrade to climb on behind you, before lifting off again. Pressing down on the footpads you increase the speed. In ten minutes, you reach your extraction point at the space port. **Go to 265**.

250 Skilfully out-flying the Imperial Biker Scouts with a crazy high-speed zigzagging course through the city, evading blaster cannon fire and hurtling past tower blocks metres away, the two of you lose one of your pursuers, while the other one crashes. Minutes later you reach your extraction point at the space port. **Go to 265**.

251 With your hand on the control stick you pilot the U-Wing through evasive manoeuvres. Roll the dice in your *Space Transports* skill.

On a result of 15 or more, **go to 260**.

On less than this, **go to 258**.

252 The TIE Fighters skilfully evade your shots and loop around behind you, open fire, each with twin green laser blasts. **go to 251**.

253 The surviving TIE Fighter gets a targeting lock on you and its laser shots hit the U-Wing. Roll six dice for the U-Wing's shields and hull.

On a total of 14 or more, **go to 261**.

On a 13 to 6 result, **go to 247**.

On a 5 or less, **go to 272**.

254 Blaster bolts burn through your body and you fall to the ground, dead.

The End

255 Unable to pull the speeder bike up in time, you die in the explosion, as you crash into the ground.

The End

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256 Your Jedi reflexes are too slow, you do not bring the blade of your lightsaber up fast enough and the shot hits you fatally in the chest.

The End

257 You fail to execute the move with enough speed and finesse and ending up meeting strength with strength. The Imperial has just enough time to wrestle his blaster into a position where he is able to shoot you. The blaster bolt sears through your chest and you fall to the ground, dead.

The End

258 Laser shots from the two TIE Fighters hit the U-Wing. Roll six dice for the U-Wing's shields and hull.

On a total of 18 or more, **go to 261**.

On a 17 to 9 result, **go to 248**.

On an 8 or less, **go to 272**.

259 Through the water a blaster bolt hits you in the back, burning through your spine. You die almost instantly and your body floats to the surface.

The End

260 As a last green laser bolt flashes past the cockpit, your pilot engages the hyperdrive and the stars extend into star lines before you enter the purple swirl of hyperspace.

If you succeeded in blowing up the generator plant, **go to 275**.

If you did not, **go to 274**.

261 The U-Wing shakes under the barrage of the TIE Fighter laser bolts striking it but its rear shields hold long enough for your pilot to engage the hyperdrive and the stars extend into star lines before you enter the purple swirl of hyperspace.

If you succeeded in blowing up the generator plant, **go to 275**.

If you did not, **go to 274**.

262 Two TIE Fighters with their hexagonal wings and ball shaped cockpits fly into view, firing green bolts of energy at you. “Blast it!” curses the pilot. “Don’t let them hit us, while I calculate the jump to hyperspace.”

If you readily take this task on, **go to 251**.

To suggest you would be better at calculating the jump to hyperspace, **go to 244**.

263 Hitting both TIE Fighters with twin red laser cannon shots, you turn them into expanding clouds of red-hot metal and transteel fragments. Moments later your pilot engages the hyperdrive and the stars extend into star lines before you enter the purple swirl of hyperspace.

If you succeeded in blowing up the generator plant, **go to 275**.

If you did not, **go to 274**.

264 The last punch proves too much, and you fall to the floor, where the Imperial makes sure you never get back up.

The End

265 At the space port you send the extraction signal and an Alliance U-Wing descends from the sky towards you then hovers a metre off the ground before you. As its side door opens and you and your comrade leap inside, a full squad of Stormtroopers dash into view, firing their blaster rifles. The rebel, who had opened the door for you, is hit just as you are lifting off and falls to the floor of the U-Wing passenger bay.

If you are Zerun, **go to 266**.

If you are Saekar, **go to 267**.

266 You leave Saekar to help the wounded rebel, as you know he has some training as a medic and more so than yourself and stride over to the cockpit. **go to 268**.

267 Leaving Zerun to treat the wounded rebel, you stride over to the cockpit. **go to 268**.

268 “Your colleague’s been hit. My friend’s seeing to him,” you tell the pilot and gesture to the adjacent empty seat. “Figure

you might need a copilot if the Empire has anything up there to intercept us before we can enter hyperspace.”

“Strap in,” replies the pilot, who is a woman. “The Empire’s not fond of making things easy for us.”

In moments you are sat at the U-Wing’s controls next to the woman. Rain splatters against the transteel canopy over you, as you cut through the clouds and help hold the U-Wing steady in its ascent, as winds buffer it. After a few minutes you fly through the last of the clouds and hit the starry blackness of the upper atmosphere and enter space.

Roll the dice in your *Perception* if you are Saekar, or the dice in your *Sense* skill if you are Zerun.

On a result of 8 or more, if you are Saekar, **go to 242**, or if you are Zerun, **go to 240**.

On less than this, **go to 262**.

269 Manoeuvring the U-Wing to an angle where your laser cannons are aimed at the TIE Fighters, you press the firing control and red double laser blasts lance out of the front of the U-Wing. Roll the dice in your *Starship Gunnery* to fire at just one of them or roll one less than the dice in your *Starship Gunnery* twice to fire at both of them. On each result of 11 or more you have hit a TIE Fighter.

On hitting both TIE Fighters, **go to 263**.

On hitting just one of them, **go to 245**.

On hitting none of them, **go to 252**.

270 Unfortunately your leap does not take you further enough away from your speeder bike and a burning piece of shrapnel from it hits you in the head, killing you instantly.

The End

271 With the pilot unable to outfly the TIE Fighters for long you fail to complete calculating the jump to hyperspace quickly enough. **go to 272**.

YOU ARE AN IMPERIALS NIGHTMARE

272 TIE Fighter laser shots punch through your shields, striking the U-Wing's engines, causing them to explode in a searing fireball, which engulfs the entire ship and you with it.

The End

273 While the pilot beside you does her best to ensure none of the laser cannon blasts from the TIE Fighter behind you hit the U-Wing, you manage to finish calculating the jump to hyperspace. Pulling back a lever, you engage the hyperdrive and the stars extend into star lines before you enter the purple swirl of hyperspace.

If you succeeded in blowing up the generator plant, **go to 275**.

If you did not, **go to 274**.

274 Back at the Rebel base you learn the failure of your mission resulted in the raid being a disaster, due to the Imperial defensive emplacements being operational. With power still to Imperial communications the Imperials were also able to call for reinforcements. Many Rebel Alliance personnel were lost and the few survivors were lucky to escape with their lives. **go to 276**.

275 Back at the Rebel base you are congratulated on the success of your mission and learn the raid was a success with the Rebel Alliance acquiring large quantities of weapons, equipment and supplies and the Imperial facilities being totally destroyed. **go to 276**.

276 Later you are in the base refectory, when Jacara, another rebel you know, sits down at your table opposite you and says, "Have you heard the rumour? Apparently, a lost ancient Jedi temple has been found. That historian aligned with the Rebellion, Marlowe Warwick, has set out to investigate it. Exciting, eh? Hopefully he will discover everything of interest there before the Empire finds it..."

The End

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LOCATION SCOUT

by Josh Moore

In my last report I revealed the existence of The Cathor Hills, the Ithorian herd ship that travels from one war-torn planet to the next, helping the population and ecology heal, bringing help to the helpless. While the primary mission of The Cathor Hills is altruistic, I also revealed their secondary purpose, the training and arming of rebel groups in violent opposition to Imperial oppression. But the majestic starcraft has one more secret, down below the decks, under the ten biodomes and the massive jungle simulation, down in the guts of the vessel, this is where the Suon lives. The Suon, Ithorian for "garden", is germinating, growing, learning. In a thousand years it will bring light and knowledge to the galaxy in a way nothing has ever done before. But for now it must be hidden away from those who would destroy it or twist it to their purposes.

There is no way to talk about the Suon without revealing secrets that would get many Ithorians killed.

- Aurek Jenth

If the Imperial Inquisitors knew of its existence they would begin attacking herd ships on sight. Ithor itself would be razed again, in an effort to stomp out even the possibility of its existence. Knowledge is the one thing the Emperor truly fears. He eradicated the Jedi because of their knowledge of the Force. He would do the same to the Suon as potentially it is more dangerous to him than all the Jedi, Aing-Tii, Jensaarai, Dagoyan Order, and the Nightsisters of Dathomir combined.

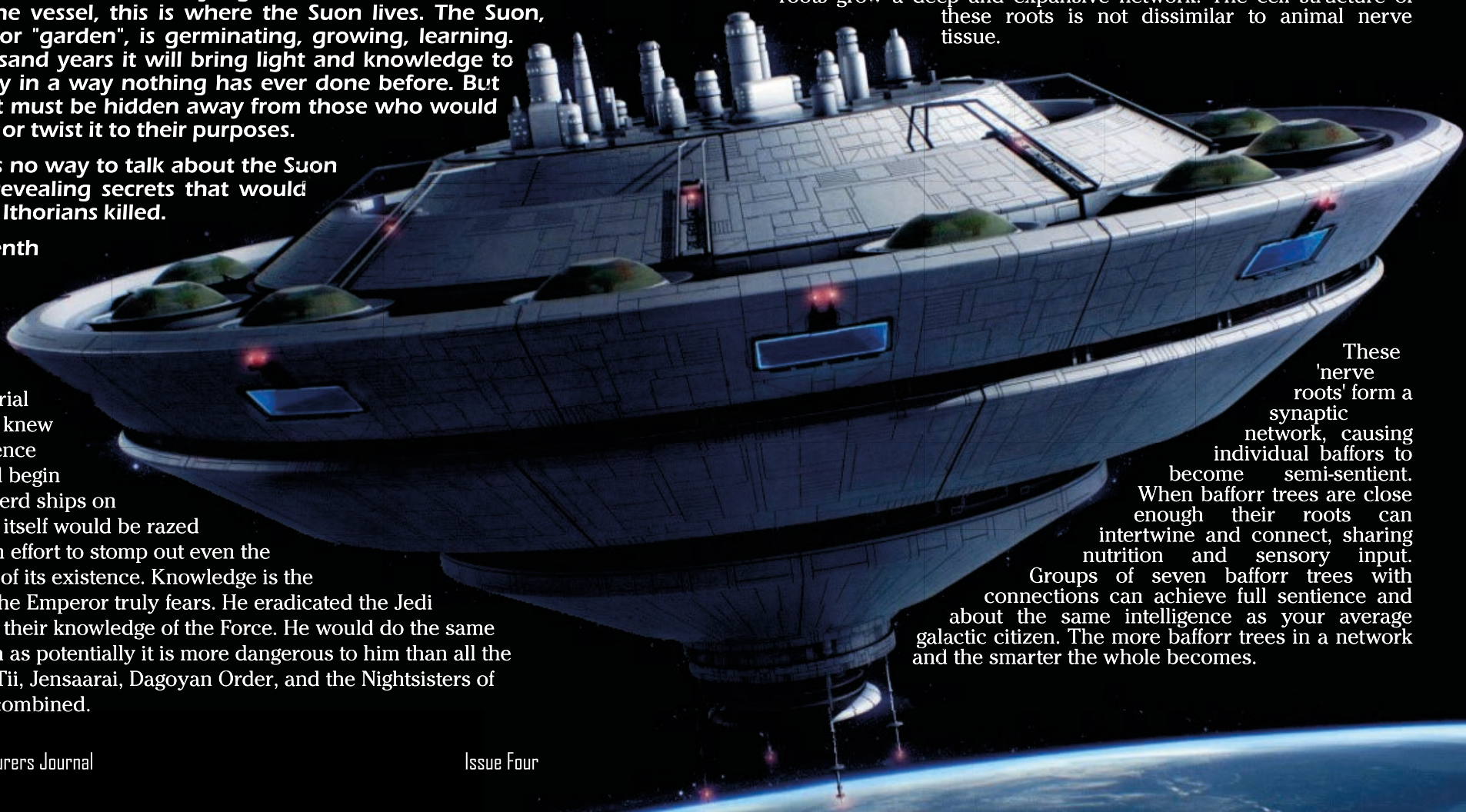
This dangerous thing the Empire would destroy at any cost? Merely a grove of trees and the gardeners that tend them.

Allow me to digress as there is a lot here. First I must tell you about Bafforr Trees, Kwyn the Twice-Exiled and the Lifeboat of *The Cathor Hills*.

Bafforr Trees are an unusual species of tree native to Ithor. With aquamarine crystalline bark, black leaves, and an inverted conical shape bafforr's stand out even among the alien looking flora of Ithor. While a strange species by any standard, the most remarkable thing about bafforr's is their native intelligence.

Bafforr roots are long, thin and brittle, spreading easily through the rich black soil of Ithor. To make up for the height of the bafforr the roots grow a deep and expansive network. The cell structure of these roots is not dissimilar to animal nerve tissue.

These 'nerve roots' form a synaptic network, causing individual bafforr's to become semi-sentient. When bafforr trees are close enough their roots can intertwine and connect, sharing nutrition and sensory input. Groups of seven bafforr trees with connections can achieve full sentience and about the same intelligence as your average galactic citizen. The more bafforr trees in a network and the smarter the whole becomes.



In the hidden biodome within the bowels of the *Cathor Hills* there is a grove of bafforr trees numbering thirty five and growing every year; and unlike other known members of its species, these are not just fully sentient, but Force sensitive.

Bafforr trees have a natural ability similar to Jedi telepathy but no concept of spoken language, so they communicate with other intelligences with feelings and emotions. This is what Ithorian herd priests describe as "the Call of Mother Jungle" and has caused some to commit the heresy of living on the surface of Ithor, caused others to become herd priests and teach the Ithorian "Law of Life". All Ithorian philosophy and religion has been inadvertently and unintentionally directed by the bafforr trees; But Suon is the first example of the intelligent trees actually learning force abilities.

Suon awoke three years ago in the bowels of the *Cathor Hills*. It was a slow process, first learning individuality, then empathy, then how to connect with other creatures through the Force, and finally language. Kwyn Thona was there to guide it, to teach Suon about the creatures that shared the universe with it, that it was not alone in the dark. Suon learned there was much good in relieving suffering and anguish. It took the name 'Suon', the Ithorian word for 'garden', and calls those who chose to tend to it the Suonochbar (gardeners). Thona's followers treat Suon as an equal, though it is very young by the standards of its genus. The care and well-being of Suon is their utmost importance because Suon may be the hope of the galaxy.

Compared to other sentient creatures Suon has many distinct advantages. Nearly immortal, capable of continued growth and intelligence throughout that entire time. If given enough years Suon could spread over a whole planet if conditions were right, someday. Today, right now, Suon is a grove of trees hidden away in a secret biodome on the *Cathor Hills*, learning about the Force.

The more Suon learns the more powerful it becomes. The Force allows it to interact with the outside world, reach out and feel the creatures that live on the decks above, feel the thrill of battle, the joy of love, and the pain of loss. Through these connections, like roots in soil, it grows stronger and stronger. Kwyn Thona is desperate to find other Force Users, not just the narrow dogma of the Jedi but Tyia, Dathomiri, Guardians of the Willis, B'omarr Monks, any force tradition willing to teach its tenets and powers to an intelligence that will outlive us all. Suon could become the single greatest preserver of knowledge since the destruction of the Jedi Temple on Coruscant.

But for now Suon learns, meditates with the Suonochbar, and they teach each other the mysteries of the Living Force and the

boundless breadth of the Cosmic Force. Suon has the skill equal to a padawan about to test for knighthood, but in the future that will grow as the saplings sprout. To the Suonochbar the grove of bafforr trees represents the unlimited potential of life and why it must thrive.

Suon

Collective intelligence of Bafforr trees

DEXTERITY 1D*

Lightsaber 5D+2, melee combat 6D*, melee parry 6D+1**

KNOWLEDGE 5D

Agriculture 7D, alien species 7D, cultures 6D+2, ecology 8D, languages 6D, planetary systems 7D, scholar: Jedi lore 6D+1, scholar: Ithorian religion 9D, scholar: Living Force 8D+1, scholar: Cosmic Force 6D+2, survival 6D+1, willpower 6D

MECHANICAL 1D* Astrovation 5D+1

PERCEPTION 1D*

Bargain 4D, persuasion 5D+2, persuasion: storytelling 6D+2

STRENGTH 4D+1**

TECHNICAL 1D* First aid 4D+2*, medicine 5D*

Special abilities:

Telepathic Teaching

This character is immobile, blind, and deaf for most game purposes. Though it does not have hands or the ability to move it is capable of teaching certain physical skills (*) via telepathy, but this is no replacement for a regular teacher.

Force skills: Control 4D, Sense 4D+1, Alter 4D

Absorb/Dissipate Energy, Accelerate Healing, Concentration, Enhance Attribute, Hibernation Trance, Resist Stun, Combat Sense, Danger Sense, Dowsing, Life Detection, Life Sense, Magnify Senses, Sense Force, Receptive Telepathy, Telekinesis, Lightsaber Combat, Affect Mind, Force Harmony, Projected Fighting, Projective Telepathy, Serenity, Aura of Nature, Bafforr Staff Combat

Move: 0*

Force points: 5 /

Dark side points: 0

Character points: 7 **This stat is speeder scale

Kwyn Thona

Force Mystic, former Jedi

DEXTERITY 2D+2

Brawl parry 5D, dodge 5D, lightsaber 6D, melee combat 7D+2, melee parry 8D

KNOWLEDGE 5D

Agriculture 8D+2, alien species 7D, cultures 6D, ecology 10D, languages 6D, planetary systems 8D, scholar: Jedi lore 7D+1, scholar: Ithorian religion 10D+1, scholar: Living Force 10D+1, scholar: Cosmic Force 9D, survival 12D

MECHANICAL 1D+2 *Beast riding 3D, space transports 2D+2*

PERCEPTION 3D+1

Bargain 5D, con 5D, hide 6D, investigation 5D, performing: throat-singing, persuasion: storytelling 6D+2, search 7D+2, sneak 6D+2

STRENGTH 2D+2 *Brawling 5D+1, stamina 8D+1*

TECHNICAL 2D+1 *First aid 4D, lightsaber repair 4D*

This character is Force Sensitive.

Force skills: Control 10D, Sense 10D, Alter 9D

Absorb/Dissipate Energy, Accelerate Healing, Concentration, Dowsing, Emptiness, Enhance Attribute, Hibernation Trance, Resist Stun, Serenity, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Bafforr Staff Combat, Lightsaber Combat, Affect Mind, Force Harmony, Projected Fighting, Projective Telepathy, Aura of Nature, Control Another's Pain, Transfer Force

Force points: 8

Dark side points: 0

Character points: 15

Move: 10

Equipment: Threadbare tunic, bafforr staff (STR+1D damage), gardening tools.



Capsule:

Sensing his connection to the Force, Kwyn Thona was hand-picked by the herd priests when he was barely more than a pupa. If not for the Jedi, Kwyn would have lived a quiet and sedate life in service to Mother Jungle on a herd ship. Instead he was taken to Coruscant and trained by the Jedi Order. Though he was an attentive and dutiful student Kwyn Thona never seemed to rise above mediocrity.

When it came time for the Jedi Masters to select their padawans, Kwyn was passed over. Instead of becoming a knight the sensitive youth was recruited into the Jedi Agricultural Corps. He was a perfect fit, happy to teach settlers to tame wild planets and catalogue new species of flora. Working in the Colonies and the Mid Rim, Kwyn barely noticed the first few years of the Clone Wars until he was recalled back to the temple. The Republic forces had been spread thin, more Jedi commanders were needed. The necessities of war put a lightsaber in Kwyn's hand.

His initial missions went well. The Masters knew his passive nature and used him in evacuation actions. He was saving lives, the enemies were droids it wasn't the same as killing. But eventually his rescue transport was knocked down during the Second Battle of Geonosia.

The distress beacon was on, there were Republic Venator Class Star Destroyers in orbit, his unit only had to hold the Separatists off for a matter of time, however that enemy was dug in a craggy rock outcropping and the wreckage of the transport was out in the open. They were steadily being sniped at from a distance. Kwyn and his fellow Jedi deflected the enemy fire for a while and the Clone Troopers fired back, but eventually both Clone and Jedi faltered and the casualties piled up. Kwyn was the last Jedi standing, deflecting what he could. Enemy fire continued to rain down.

Kwyn felt fear for the first time. So many of his companions had been injured, dying needlessly in the desert dust. The droid army would never let up. Cold machine logic would not let enemy troops evacuate or take prisoners; it meant less opponents for the next fight. Kwyn felt fear; And that made him angry.

As the sun got low he left their position, sticking to the shadows and moving as quickly and quietly as possible. It was full night by the time he assaulted the crags. When he charged the first

position he had felled three before he saw the nature of the enemy in the glow of his ignited lightsaber.

To his horror he found these were not Battle Droids but Geonosian drones, sapient insectoids physically similar from the droids they built. By their silhouettes he had mistaken sapiens for droids. He had killed people.

Kwyn finished his mission, eliminating the threat and returning to the wreck just as rescue came. General Mundi had thought he would give the young Ithorian a commendation. Instead Kwyn Thona gave him his bloodstained lightsaber.

As he was technically only a padawan Kwyn could not resign his commission. Instead he was expelled from the Jedi for refusing to follow orders, but that was fine by him. Any organization that would require him to kill another sentient being, to extinguish the spark of life, to even reward such action; that might be "brave" or "courageous" to them but not to him.

Kwyn Thona wandered the spaceways for a few years, finally finding his way to a herd ship. The habitats, the people, the priesthood; it all connected to him in a way he had never felt before. He spent hours meditating with the herd ship's priest in the large jungle biodome, learning the Ithorian "Law of Life", suppressing the self in the collective, the totality of the Force; Finally everything made sense. Kwyn Thona took his holy vows within the year.

At the next herd meet in orbit of Ithor Kwyn felt the call of Mother Jungle. He resisted for a few days until he could no longer meditate it away. The feel of rich black soil under his feet, the sound of birdsong, the scent of the flowering trees; He had never been to Ithor but he could feel the jungle was already a natural part of him as his heartbeat. To touch the Ithorian jungle was anathema, he would be expelled from the priesthood, but there was no choice. Kwyn escaped to the jungles of Ithor. He had finally come home.

Kwyn Thona lived in harmony with Mother Jungle for fifteen years, what seemed a lifetime under the canopy of leaves. As a Chosen no predators bothered him or disease infected him.

He acted as Mother Jungle's hands, eyes and ears, while she filled his breath, mind and soul. He learned of the bafforr trees. He came to know that Mother Jungle was the Ithorian name for a concept he had studied with the Jedi, the Living Force. Kwyn

would have happily spent his life in communion with Mother Jungle, but then came the Subjugation of Ithor.

When the Imperial Star Destroyer *Conquest* rained turbolasers down on Ithor Kwyn Thona was near the Cathor Hills region. By all rights he should have died. He was close enough to the blast zone where residual radiation should have killed him, if not the shrapnel from the bombardment; But the jungle protected him. What wasn't absorbed by the soil and trees he deflect with a Jedi skill he had learned. Mother Jungle told him to. He must live. He was a witness now, not just of the attack but the will of Mother Jungle, the Living Force.

As the next herd meet the Ithorians took council to assess the damage to the planet. They were joined by a mysterious herd priest. None knew from which ship he came or where he had gotten those radiation burns, but he spoke with the power and authority of Mother Jungle herself. He was Kwyn the Twice-Exiled and he brought them a path through the wilderness. They would commission a new herd ship, larger than any before. It would have great ability to heal the damage from this war, ease universal suffering in a show of understanding and galactic unity, but it would also carry with it the Seed of Ithor. Just as Mother Jungle grew and reclaimed the damaged areas of their homeworld the *Cathor Hills* would spread the soul of Ithor by establishing groves of bafforr trees on other worlds. It would be slow work, it would take time, but eventually even if Ithor herself were destroyed her seedlings would continue to flourish, learning from the natives and teaching them our ways. The galaxy would learn to listen to the trees, to the will of Mother Jungle, the Law of Life, the Living Force.

Despite the whispers of heresy the Twice-Exiled was not denied. Captain Chaim was chosen to lead the rebellious Ithorians in their mission of peace. Thona would act as herd priest and tend the secret biodome. He pays attention to those he comes into contact with, recruiting troubled Force-sensitives to tend the bafforr trees and teach them his philosophies. In less than five years Kwyn has attracted a few dozen followers, most of which are very young but some may soon be ready to plant bafforr groves of their own. They are not Jedi, though one could argue they have strong roots with them. They are certainly not warriors. Instead they are gardeners, helping the bafforr trees grow strong aboard the *Cathor Hills*.

Kwyn Thona takes his duties quite seriously, cultivating the Suonochbar as much as the bafforr trees. Kwyn is middle-age for an Ithorian but the radiation burns make him look much older. Either way he is no longer young and does not have the energy he used to. There is still much to do. Suon is aware now and has learned nearly everything he could teach it, they spend hours meditating and discovering the mysteries of the Living Force together. The Suonochbar are swelling in number and learning to live in peace despite the turmoil in the galaxy. His acolytes require guidance and Kwyn must find and train a successor.

Afterthought

When I came to the *Cathor Hills* and met Kwyn I was in a bad place. I had some friends, a deal went bad. I was double-crossed and lost people violently. Wins seemed to be getting scarce, hope too. The hospital onboard saw to my physical wounds but Kwyn Thona did more to heal my soul in six months than a decade of resistance fighting and being part of the underground ever could.

It is difficult to talk about what a place of healing the *Cathor Hills* is without experiencing it for yourself. If I can only leave you with one impression than let it be this; It is a big galaxy, even a force as powerful as the Empire cannot control all of it. Places like the *Cathor Hills* exist like a beacon of hope, like a star in the darkness of night. Stars can guide us back on course. I hope the *Cathor Hills* flies forever.

The Suonochbar

The Suonochbar are a very new force tradition with limited Force training. Kwyn Thona remembers other Force powers from his time as a Jedi but was never instructed in how to perform them. As such the Suonochbar are actively researching more Force powers and learning through trial and error. While they currently have few Force powers of their own they are willing to trade those techniques to learn others.

Any character trained by the Suonochbar must adopt their concentration on the Living Force over the Cosmic Force. This creates Force-users who are more in tune with nature and natural processes than altering the flow of the universe

Effect: In game terms Control and Sense rolls are performed at one level of difficulty lower. Alter roll difficulties are performed at one level greater. have developed their own philosophy of the Force. Descended essentially from the Jedi AgriCorps, their meditations and focus are on the things that grow, the planetary biospheres which generate the life energy called the Living Force. While they acknowledge the Cosmic Force is the origin and where all life must return, their concentration on the Living Force allows for more focus on self-improvement and sensing the living world around them.

The Suonochbar are peaceful by nature but not pacifists. Combat is an inevitable reality. Eventually one will have to defend themselves or others. When this happens the Suonochbar will attempt to adhere to the Law of Life, for every life they take they must create two to replace it. This is no small undertaking, one cannot replace a sapient life with anything less than another, as such they will take great pains not to slay enemies.

The Suonochbar focus on avoiding, stunning, or subduing opponents using either the Force or their bafforr staff. This unique weapon of the jungle-gardeners is a deadfall branch of the bafforr trees. Due to the crystalline structure of its bark the bafforr must shed an entire limb when it is ready to grow a larger one, molting like a bird. When attached to the tree, the bark shimmers an aqua-marine color but once detached this bark turns black. In the hands of a Suonochbar who is ready to dedicate their life to spreading the Seed of Ithor, the dead branch will begin to shimmer aquamarine again.

More than just a symbol of office, the bafforr staff is empowered by the Force and becomes as valuable a tool as a Jedi's lightsaber; capable of deflecting blaster bolts, piercing armor and blocking lightsabers. The younger Suonochbar are developing a fighting style around their unique weapon. Kwyn has no objection so long as they focus on tripping, stunning and subduing opponents. He believes their practice with the staff is a sort of "moving meditation" and quite healthy.



A Jedi attuned to the Living Force

Suonochbar Initiate

Gender/Species: Ithorian

Dexterity 3D *Dodge, Melee Combat, Melee Parry*

Knowledge 4D+2

Agriculture, Alien Species, Cultures, Ecology, Languages, Scholar: Suonochbar, Survival, Willpower

Mechanical 2D *Beast Riding, Repulsorlift Op.*

Perception 4D

Bargain, Con, Hide, Performing: throat-singing, Persuasion: storytelling, Search, Sneak

Strength 3D+1 *Climb/Jump, Stamina*

Technical 2D+1 *First aid*

A Quote: "The call of Mother Jungle is the call to the Living Force. Would you refuse Mother's call?"

Physical Description:

Move: 11

Force Sensitive: Yes

Force Points: 2

Dark Side Points: 0

Character Points: 5

Special Abilities: 1D in Control and Sense

Equipment: Bafforr staff (STR +1D damage), gardening tools, threadbare tunic

Background: Everyone you know was horrified to learn what happened to Mother Jungle, when the Imperial Navy bombarded Ithor, but you were not just horrified, you felt it. You felt the attack in your soul, in your very bones. Afterward there was such a time of fear and confusion that while not a warrior you felt the need to do something about such unchecked aggression. Then you heard the calming voice of Kwyn the Twice-Exiled, gladly learning to meditate and be at peace again. You met Suon, learned to communicate with the bafforr grove and learned that taking action did not always mean taking up arms. You learned to fight

war with peace, death with life, chaos with calm. You are Suonochbar.

Personality: You are peaceful, friendly and confident. You are rooted in the Living Force and ready to branch out into the galaxy.

Philosophies

The Living Force

The Force is all-encompassing but generated by living things. Therefore dedication to the Living Force is of greater importance than the conflict between the light and dark sides, and more precious than the Cosmic Force. The Living Force must be preserved, spread and understood.

The Law of Life

Suonochbar acknowledge that one must replace every life they take; So it is only responsible to plant two seeds for every one plant they eat, this way they can satisfy their needs now and plan for the future. Extensions of this are the Suonochbar strict vegetarian lifestyle and dedication to non-fatal combat.

Seed

The Suonochbar are dedicated to growing groves of bafforr trees in secret locations across the galaxy. One Suonochbar will volunteer to stay with the bafforr grove to tend to its needs, help it grow and achieve consciousness.

Grow

For the most part the Suonochbar are content to live and let live, not having many wants due to their aesthetic lifestyle. However they can they must seek knowledge of the Force, either through meditation, researching lost troves of Jedi lore or seeking out other Force traditions. They are encouraged to recruit Force-sensitive individuals in to the Suonochbar and teach them their ways.

Tend

Suonochbar are obligated to protect areas of natural splendor. If such an area is threatened they will do what they can to protect it. They will go to great strives to get innocents out of danger and heal the sick.

Reap

The rewards of great insight and a peaceful life are enough for a Suonochbar, but if each could plant a bafforr grove, train two initiates and expand the knowledge of the Living Force then all life could benefit.

Ceremonies

Although very new in the scheme of things the jungle-gardeners have developed a few ceremonies that stem from Ithorian religious rites, old Jedi traditions, and their own group meditations. I myself was lucky enough to witness a few of these ceremonies:

The Joira literally translates to "taking up the staff". This is the ceremony where an initiate has decided to follow the will of the Living Force/Mother Jungle and become Suonochbar. In this ceremony the Ithorian mystics gather in a semi-circle around the initiate, leaving an opening towards the bafforr grove. After some group meditation and four-throat singing the initiate approaches Suon and asks for a branch to show his unity with Mother Jungle. If the trees accept a branch will fall, be picked up, shaped and fired by hand into becoming a proper bafforr staff (and a proper Suonochbar as well).

Note: *In game terms the initiate must make moderate difficulty checks using the control, sense and alter skills individually and they and Suon must expend a Force point. The resulting bafforr staff will be 'bound' to that individual; they will always know where the staff is and be able to deflect energy and douse with it.*

The Svakom is a ceremony where a new initiate, normally a youngling, is welcomed into the fold. In addition to the traditional meal and group throat-singing, the new initiate must tell the story of how they first felt the Call, describe its strength and why they wish to serve. This helps the group get to know the newcomer better and makes them feel at home, all in the course of an afternoon.

Any character who participates in a Svakom, earnestly and start-to-finish receives an immediate Force point and character point.

The Knkammokear is probably their most secret, sacrosanct, and sacred rite. I was lucky enough to witness one while I was

recuperating on the *Cathor Hills*. This was when the jungle-gardeners commission one of their own to start a new bafforr grove on an alien world. It represents their utmost trust in an individual. The departing Suonochbar will spend their last night on ship in the bafforr grove with Suon, meditating on the importance of their task and ritualistically transplanting germinated seeds into clay pots of the new world's soil. In the morning they will be greeted by the rest of the jungle-gardeners as the Suonochbar will sing a tearful goodbye, take their bafforr staff and set out to their new home.

And before you ask; No, I do not know how many times this ceremony has been performed or on what world they were staying behind on. I kept myself ignorant of these details for a damn good reason. I could not reveal particulars under pain of torture or psychological interrogation. Having dwelled with them for a while I've learned the importance of their mission and will not compromise it under any circumstance.

Undoubtedly, the longer the Suonochbar exist the more such rituals they will develop.

New Force Powers

Serenity

Control Difficulty: Modified by desired duration, Very Easy for fifteen minutes, Easy for a half hour, Moderate for one hour, Difficult for two hours, Very Difficult for six hours, Heroic for all day (sleep to sleep).

Required Powers: Emptiness

Time to use: One hour of uninterrupted meditation.

Effect: Many Suonochbar use this meditation technique at the beginning of the day, communing in their first waking hour with the bafforr trees and the Living Force. It leaves a calming effect on the user that makes them ultra competent at normal tasks without actually paying attention. This gives the user +6 pips to any rolls for the duration of the effects. This bonus is lost and Serenity is broken by the start of combat, loud noises, sudden movement or anything else in the GMs discretion. This ability is impossible to use during combat.

Dowsing

Sense Difficulty: Easy, modified by proximity.

Required Powers: Sense Force, Concentration

Effect: Sometimes a Suonochbar is searching for something, a particular person or object, such as a water source, or which way the sun will come up. Using this Force power they can concentrate on what they are looking for, hold a stick loosely in their hand, and it will turn in the direction of what they seek. This power gives no indication of distance, just direction, and the Force user must know *exactly* what they are looking for. Incredibly useful if they are looking for something hidden in the same room but not on the other side of the galaxy.

Example: *If Kwyn Thona is on Dantooine and searching for Master Yoda, he rolls his Sense of 10D (Easy difficulty +30 as the GM knows Yoda is not in the star system) and Kwyn passes the check. His bafforr staff points in the direction of Dagobah (either to the sky or at the ground) and Kwyn knows he is most assuredly in that direction with no idea of distance.*

Bafforr Staff Combat

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up."

Effect: Suonochbar use this power to wield their signature bafforr staff in combat. It is a direct interpretation of the Jedi lightsaber technique adapted for non-lethal combat. This power is called upon at the start of a battle and remains "up" until the Suonochbar is stunned, wounded or worse; a Suonochbar who has been injured or stunned may attempt to bring the power back "up."

If the Suonochbar is successful in using this power, she adds her control dice to her melee combat skill roll when attacking and her sense dice to melee parry skill rolls when parrying. This power adds nothing to damage, but a Suonochbar wielding a bafforr staff may ignore a targets' armor on the soak roll for damage. A Suonochbar who fails when trying to activate bafforr staff combat may only use the melee combat skill for the duration of the combat.

Finally, the Suonochbar may use bafforr staff combat to parry blaster bolts as a "reaction skill." The Suonochbar may also attempt to control where deflected blaster bolts go; this is a "reaction skill" and counts as an additional action. (The Suonochbar cannot full parry when trying to control deflected bolts.) If the Suonochbar tries to control the blaster bolt, she makes a control roll: the difficulty is the range of the target (use the original weapon's ranges) or the target's dodge roll. The blaster bolt's damage stays the same.

Aura of Nature

Control difficulty: Easy, modified by proximity

Alter difficulty: Easy, *This power may be kept "up."*

Effect: This power allows the Suonochbar to project a field of comfort and normalness around them, causing all non-sentient creatures to ignore them as if they were part of the scenery. This power can be used to walk through a swarm of stinging insects unmolested or past predators without appearing as food. Any actions taken against such creatures removes this effect. This power has no effect on sentient creatures.

New Equipment

Bafforr Staff

Type: wooden staff with crystalline bark

Scale: Character Skill: Melee combat: bafforr staff

Cost: not available for sale

Availability: extremely rare but not illegal

Difficulty: Very Easy

Damage: STR+1D

Game Notes: Characters with the bafforr staff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers and blaster bolts without taking damage and has a strength of 8D to resist breaking.



33:08:12/TRI/H5YT/JSG.2.POV/CUL

Jilikshem Greens, Ord Povil, Povil Primary system

Ho'Din Mystic Cures Herb-Driven Allergic Ailment

For hundreds of generations on Ord Povil, local horticulturists and farmers have cultivated the prized herb known throughout the sector as gyll grass. Known for its minty, yet subtle spice-tinged flavor, it has become a popular culinary ingredient across the Outer Rim, and has even graced the dishes of the Core World elite in some of the top restaurants in Imperial City. But in recent months, regular exposure to the vaunted herb has resulted in allergic reactions to those handling it, ranging from minor irritation to severe cases leading to hospitalization. The allergy has become an epidemic among those within the gyll grass business, and has threatened to limit harvesting and processing of the herb, which would have a devastating effect on Ord Povil's economy, being not only their number one selling cash crop, but the lifeblood of the planet's workforce.

Fortunately, a young Ho'Din student, Ussa, recently returned from a spiritual pilgrimage that took her across the galaxy, and seems to have created a cure for the ailment. She claims that the viscous indigo liquid she formulated, dubbed Nuleen'ia or "sky breeze" in native Ho'Dinese, was infused with the very energy that permeates all life in the galaxy and can carry away the allergic affliction within moments. I was invited to a special ceremony where she demonstrated the First Special Rite of Infusement.

"Oh, almighty and most sacred force of balance," Ussa spoke reverently as she bowed before an ornate clay mixing urn. "Oh great spirits of Ashla and Bogan, light and darkness, I humbly beseech you for your guidance and presence in the creation of this instrument of your vitality and healing!" With some careful mixing of other ingredients not revealed previously in a cloud of dizzying incense, a small bottle was the end result of her efforts.

I was highly skeptical to say the least, both at the application procedure and the staggeringly low price of the concoction: a briefing anointing of the forehead (or species' equivalent) of the afflicted, and a five credit fee for the bottled cure. While derided by the professional medical community of Ord Povil as "nerf dung" and "a pure scam," it appears to be working, and dozens of gyll grass harvesters have already returned to work. A few local conspiracy theorists surmise that Ussa is in fact, a Force-user, and that the concoction she creates is merely a cover-up to hide her powers from Imperial authorities. Whatever it is, however, remains to be proven or disproven.

Caerra Andin, TriNebulon News



44:08:02/Unspecified Node

Who Goes There? In the Corellian Sector

Alright, all you swindlers, scammers, sabacc cheats, and blockade runners busy plying the hyperlanes to make a quick credit, it's time for a ghost story. No, we're not talking about the Angels of lego or the Treasure Ship of Ranoon or other such youngling bedtime tales (although rumor has it, a certain infamous smuggler-turned war hero may have found that particular myth). Someone or somethin' lurks within the depths of the Corellian Sector, among the drunks and Gank killers and other riff-raff we're all used to. Someone not worth tangling with, even if you think you're hard-up and think you can take them on to loot their pockets.

Bodies are piling up, and not your usual suspects that you'd just as soon turn your head away than file a local security report on. We're talkin' about corpses of folks that collect. Professionally. Beings with gear worth thousands of credits that could floor entire Imp stormtrooper squads and not even bat an eye. Several bystanders swear upon their mother figures' graves that they've witnessed an old (and we do mean, old) woman dressed in rags making hand motions that deterred Trandosha thugs who'd slit anyone else's throat for a half-cred. Others claimed to see her slice and dice cyborged hunters with one of those ancient Jedi weapons that appeared in the hands of another galactic legend recently. Now, we're not claimin' this old lady is a Jedi or anything, since us fine public servants here at Cynabar's are only aware of one of those in existence right now. The way we see it, folks may need to get eyes checked or lay off the Tatooine Sunburns for a while.

So, why does this matter to any of you denizens out there, anyway? How likely are you to stumble upon this legend while cantina-hoppin' and celebratin' a big score, or accidentally bump into while getting chased across the urban hellscape by Dengar or someone else interested in collectin' that nice price on your head? Probably never. But it might be a good idea to hold your head up like a turret these days, and be ready in case in find yourself face-to-face with a vengeful spirit.

Cynabar's InfoNet

Jedi Terrorist Cell Leader Killed over Nar Shaddaa

Crack troopers dispatched from the Nar Shaddaa TIE Construction Facility managed to thwart its sabotage last week, sparing the multi-billion credit asset from destruction and killing the leader of the terrorist cell responsible. The former Jedi Master Rohm Kota, whom disappeared during the waning year of the Clone Wars and the rise of our Galactic Empire, has been linked to several other terrorist attacks on both military installations and civilian population centers across the galaxy, resulting in both destruction of Imperial property and hundreds of civilians casualties.

In addition to Kota, twenty-six terrorists were killed with another fourteen captured and processed based on charges of attempted murder, sabotage, treason, participation as an illegal combatant, destruction of Imperial property and terrorism. They will be transferred to the Imperial Center Detention Facility on Coruscant and tried publicly, on a date to be determined. Sergeant Nam Nord, the leader of Isk Squad belonging to the 878th Stormtrooper Regiment, personally fought in the engagement and provided his eyewitness account to our after-scene reporters.

“This was my first time engaging a Jedi,” Sergeant Nord said while recovering from his wounds in the Nar Shaddaa garrison’s medical treatment bay. “I had heard tales of their abilities from our Clone STI’s on Carida. At first, I dismissed it as mere bunk talk and couldn’t believe any being was capable of such feats. No longer. After the battle, this... Jedi, truly was a dangerous foe. I hope we’ve seen the very last of them, because they are a force to be reckoned with and a threat to our lawful Empire.” Sergeant Nord has been recommended for both the Ebony Heart and Emperor’s Service Cross for his bravery, and has our hopes for a speedy recovery.

Other details have recently come to light regarding the possible appearance of a second Jedi in the engagement. Upon our inquiry, Imperial Security Bureau and Imperial Intelligence officials have denied these rumors, but several other troopers present at the confrontation allege the presence of a second Force-using combatant, also equipped with a highly-illegal lightsaber. These troopers have also claimed that this individual was “not part of Kota’s terrorist cell.” More light may be shed on this detail, pending the authorized release of any unclassified information pertinent to the terrorist attack.

Ancient Krath Artifact Recovered from Urban Dig

In a collaborated effort funded and operated by the High Galactic Historical Society and Navigator’s Guild, an archeological dig in the Sub-City recovered an ancient artifact this week, initially speculated to be from the post-Tetan Era based on the condition and depth of the surrounding cityscape. The item was one of nineteen others excavated from the site, but was the sole such object that was treated as fully-intact and a possible candidate for museum exhibit entry.

The item, a bronzium ceremonial dagger emblazoned with Krath glyphs, was successfully radio-dated to an estimated four thousand to four thousand five hundred years ago. Historically, this could’ve been during or centuries prior to the legendary Battle of Koros Major which later climaxed to the onset of the galaxy-wide Great Sith War. The glyphs resemble those of similar artifacts of that era, written in the incantation of the Seto Regime’s Krath cult, translated to High Galactic from a yet unknown language. Scholars believe this particular dagger may have been used in the execution of treasonous nobles and officers, or high profile prisoners such as Jedi Knights and/or Republic dignitaries.

One major concern raised by the HGHS Deep Core head curator, Mr. Ajurs Kilei, was whether or not the artifact may have any residual spiritual presence that have often resulted in seizure by Imperial authorities. The last item recovered from an Empress Teta-specific dig that originated from the Krath Brotherhood Era/Great Sith War was promptly confiscated by COMPNOR representatives, attached to the Galactic Museum of Coruscant, and whispered to be dispatched at the behest of the Emperor’s Inner Council themselves.

“It admittedly is a rather quaint point to make,” Mr. Kilei explained. “None of us in the Society believe in the sort of spiritual superstition often associated with artifacts of this type and epoch, be that the Force, the Krath, or the Sith that the very Krath cult was inspired by and modeled after. It is merely a precaution we take with all recovered pieces that may be linked to this culture, which often draws the attention of Imperial officials and the bureaucracy. It is our hope that we will be able to successfully restore this very rare artifact and display it publicly to properly preserve and celebrate Deep Core culture.”



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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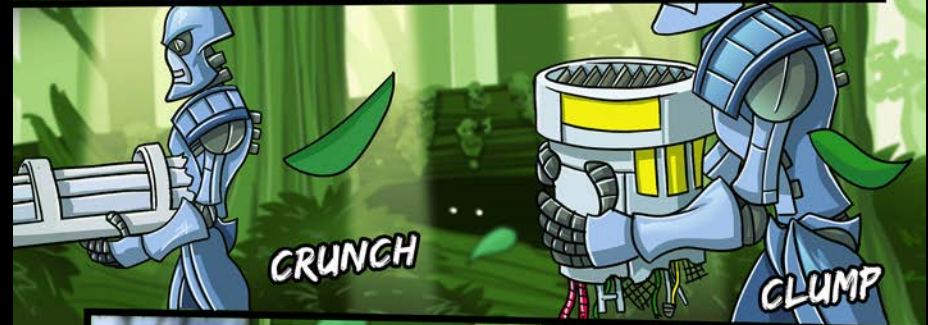
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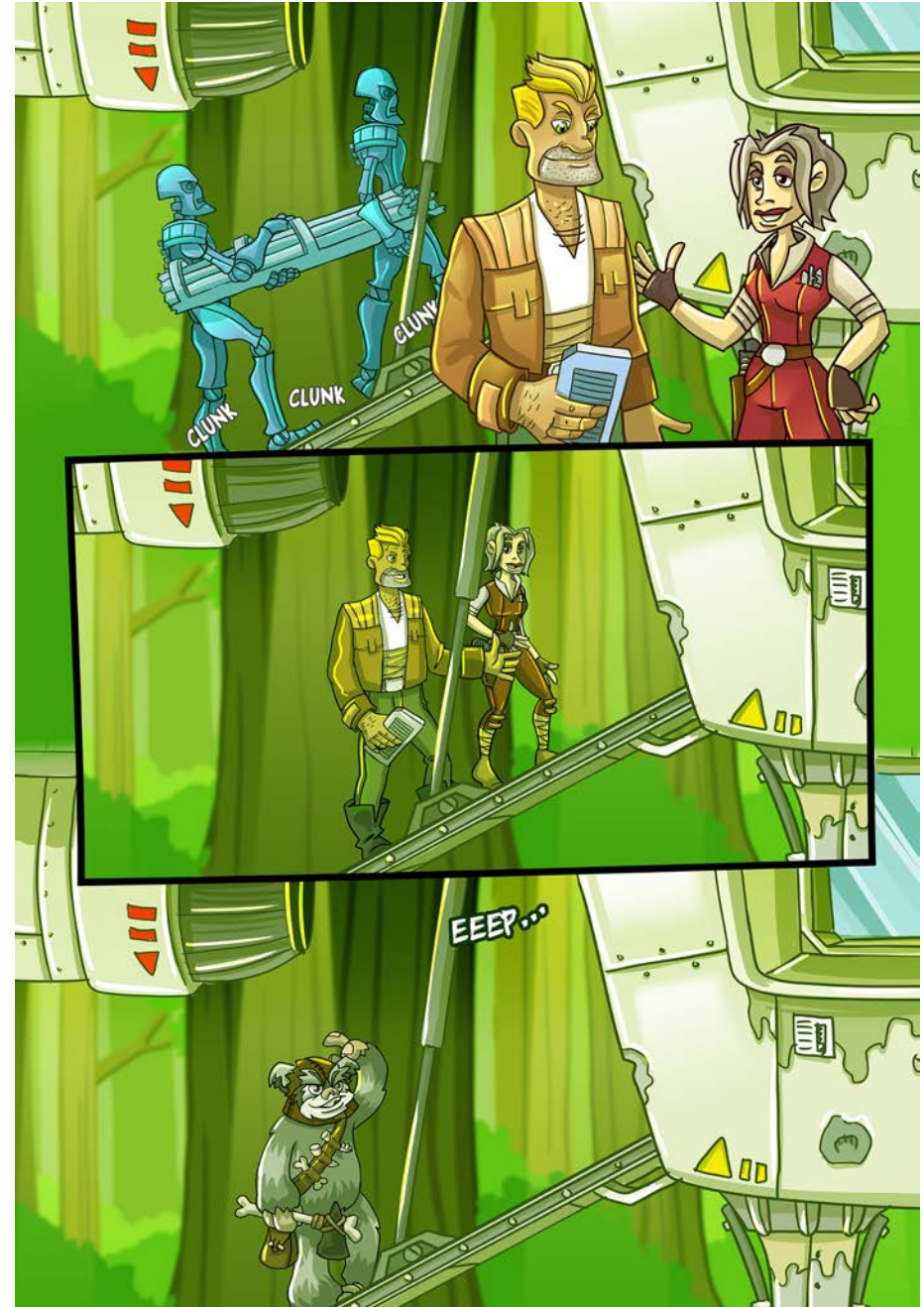
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VADOC M!



TO BE CONTINUED...

UNDERSTANDING THE FORCE

By Flynn O'Dinson

The information in this article is based on Lucas Arts: Movies; Episodes 1-6 [only], Star Wars: The Clone Wars seasons 1-5 [not the Genndy Tartakovsky version], Lucas Arts Novels: Expanded Universe, Comics [aka: Graphic Novels], RPG releases: All Systems, and Personal Observations of concepts from completely different genres, and the "Legends" section from fan driven, wiki-web page Wookieepedia, (which has in this authors opinion recently been corrupted).

I'll also make many comparisons between Star Wars and other well-known movies and novels to help bridge any gaps of understanding to this "point of view".

The sole purpose of this information is to assist both GMs & Gamers in running / playing a smoother, easier, faster, storytelling Star Wars RPG and to cast off so many of the ideas and concepts that bog down a fun game. This "Point of View" is for the RPG, not for people that need to understand things at a Steven Hawking level of scientific comprehension. Sometimes a good GM needs a plausible reason why the Force is not as powerful or, is MORE powerful, than on the last planet / encounter / etc.

"The Force, is also known as the 'Ashla' to the Lasats, 'It' to the dianoga Omi, and the 'Third Sight' to the Chiss." & "Power of Cosmos' by the Kwa."

The Unifying Force

In this issue's opening statement page Obi-Wan is painting with a very broad brush, he is over generalizing his description of the Force while explaining it to a young Luke Skywalker. Given Luke's limited exposure to any information, this approach is a good place to start. Yet, as we the Fans of the Star Wars Universe continue to learn more and more we discover, through many different Jedi Master's statements, that this single explanation is far from the "Whole Truth" and it is simply "A Point Of View" that fits the lesson for this student, at this time.

So this concept of "*... it surrounds us and penetrates us. It binds the galaxy together ...*" has been around for a long time. In Pre-Socratic times the thinkers were trying very hard to come up with a reasonable explanation, "*...apparent diversity of observed phenomena was due to a single type of interaction, namely the motions and collisions of atoms.*" This "Atoms" idea was introduced by Democritus and was his early philosophical attempt to unify all natural things.

A few ideas on the subject that might help explain "The Force":

1. Einstein's Theory of General Relativity, which focuses on only gravity?

Hmmm No.

2. The Quantum Field Theory which only focuses on three non-gravitational forces?

No.

3. Maybe both together?

No.

Scientists decided that neither can explain everything whether separately, nor together. Yet, scientist decided that somehow the theories must/will be useful, so they evolved the two theories into one, calling it Quantum Gravity.

4. Quantum Gravity eventually evolved into String Theory.

So still No.

Perhaps just leave this concept of “Something that is Everywhere, All of the Time, Touching/Interacting with Everything” and call it the “Theory of Everything”? [Which is actually a thing but, let's not.]

So, why did I just jump through all of those ideas while trying to explain the Force? Because, the Force is a concept you will either get or you won't.

Here is something that might help.

The Force is an Energy Field, it is prevalent everywhere in the known galaxy. This “Energy Field” seems to be semi-sentient and has both a Positive Field/Side [the Lightside, aka Ashla] and a Negative Field/Side [the Darkside, aka Bogan]. This Field connects ALL things, not just living [I'll cover this farther down the article.] And No! There is no neutral side of the force. The idea of “The Happy Middle” is very prevalent in the Ancient Je'daii teachings and is called the Balance.

There is a very small faction that believes in a Neutral “area”, in the same way that pH7.0 is the middle ground between Acids [ex.Vinegar @ pH2.0] and Bases [ex.Lye @ pH13.5]. The early Je'daii of Tython [pre-36,000 BBY] taught and strove for all of their practitioners to exist in this balanced zone. It was the Order of Dai Bendu, brought to Tython from either the Planet Thape or Ando Prime, that introduced the concept of Balance.

"Je'daii who fell too far to either the light or dark were exiled to the opposite moon to meditate until they returned to balance."

In the TV series “Star Wars - Rebels” the character called the Bendu was introduced. This character resided on the planet Atollon and explained, “Jedi and Sith wield the *Ashla* and *Bogan*. The light and the dark. I'm the one in the middle.”

"In the light, there is a darkness and in the darkness, a light. It is the way with us all. Be a prisoner of neither Bogan nor Ashla. Strive to live in balance. As Tython itself teaches us, it is dangerous to do otherwise. And the danger is there—always." - Ketu

With all of this vague and circumstantial information, where does that leave us? Yup, Space Wizards. You've heard it before from the haters however, instead of having to agree with them what if I paraphrase explanation that was used in Gregory Widen's movie: Highlander. *“The Force ??? Well, 'It's a KIND of Magic' ”.*

The Force - Unifying & Living: Two Sides to the Same Coin

On the subject of the Unifying Force, I think the above information is comprehensive. However, how can it be used in an RPG setting?

Scenario: Let's suppose that a Jedi is traveling along, in a starship, in hyperspace, when an entire planet is destroyed. Meh it's just an example so let's go with it.

How did he do that? Easy, everything in the Galaxy including hyperspace is connected by the Unifying Force and as a Jedi, Obi-Wan has a direct connection to the Force, so the “Magic” is everywhere. Any Force sensitive, depending their levels of Midi-Clorians and their level of Mastery [how powerful they are], would have been able to sense the Alderaan occurrence anywhere in the galaxy. The severity of their reaction and their understanding of what that sensation meant would depend on the combination of their Midi-Clorian levels and knowledge [power] of the Force.

“I felt a great disturbance in the Force, as if millions of voices suddenly cried out in terror, and were suddenly silenced.”

- Obi-Wan Kenobi upon the destruction of Alderaan

I know there are a lot of “Midi” haters out there, just think of the Midi-Clorians as a semi-sentient conduit. Midi-Clorians did NOT ruin the “magic” of Star Wars, it was an explanation as to why an 9/10 year old kid, with no training, could do what he did.

Remember Luke saying, *“I used to bullseye Womp Rats in my T-16 back home. They're not much bigger than two meters.”* Yet, military trained and battle hardened X-wing and Y-wing pilots were dubious about their pulling of the mission to destroy the Death Star. Luke Skywalker had never even flown an X-wing yet, he gets in and he's a natural???? An 9/10 year old kid flies a Naboo fighter, never been in one before, enters a Trade

Federation Battleship, navigates to the middle and somehow shoots a torpedo into the ship's reactor core and escapes? An 9/10 yr old did that???? Nope, the Force did that, in both cases and only because both Skywalkers had stupidly high levels of Midi-Clorians and well, it needed to be done.

Simply put, Midi-Clorians are a genetic advantage, not everyone can swim like 28 Olympic Medalist Winner, Michael Phelps. At any age he could out swim nearly everyone on the planet Earth. Why, he was born with a genetic gift for swimming. Force sensitives are born with a genetic gift to touch and use the Force, that gift is called Midi-Clorians. How many Midi-Clorians you have dictates how fast you learn and how much power you can use [or channel] but, it does not limit what you can do. I'll cover that farther down the article.

Obi-Wan Kenobi sensed the Alderaan occurrence, through the Force and he would have done that from anywhere. OK, but how well could Obi-Wan have healed Luke's concussion, the one he received at the hands of the Sand People while still on Tatooine, while in hyper-space? How much better could the healing have been if they had been on a Life Rich Planet like Dagoba, Kashyyyk or, even Naboo?

If the Force is a Field that is created by all living things, how much stronger is it when practicing on a planet abundant with life? On the other hand, same question about a nearly dead, desert, planet like Tatooine? Or, is the Force a constant and the amount of life around you dictates your connection?

Luke, "Do you mean that it controls your actions?"

Obi-Wan, "Partially, but it also obeys your commands."

- Episode IV - A New Hope

The Living Force

I have never heard of anyone referring to Rocks and Stones as living things so, clearly " ... created by all living things." doesn't apply there. Yet, a Jedi can sense and pick up a stone to throw it, using the force. That is a Unifying Force application. Why, if you read the *Star Wars - The New Jedi Order* era novels, the Yuuzhan Vong did not show up in the Force, a Jedi could not directly detect them, nor effect them, using any Force power. The Vong were clearly alive but, were outside of both the Living Force and the Unifying Force.

Conclusion

Living things build and grow the Living Force, the Galaxy grows and builds the Unifying Force. You need living things, Midi-Clorians as the conduit, to connect with either/both.

Space Wizard Magic"

Whether they are Star Wars Younglings at the Jedi Temple, Hogwarts Students in the classroom, AD&D Magic Users casting spells or, DC's Green Lantern Corp training on Oa, these students are all learning to use the same "It's a KIND of Magic" Power / Force or Energy AND only a select few get to do this. To take raw, unshaped power and turn it into a tool, construct, energy force, etc. for the good of the mission.

Requirements for being a Green Lantern: Fearlessness, Will Power and a Ring.

"Each member of the corps has a power ring, which harnesses the willpower of the user and allows the wielder to create green energy constructs of whatever he/she/it can imagine. The ring also translates all known languages, gives the user interstellar flight and provides limited invulnerability. All Green Lanterns are united in their ability to overcome great fear (although originally the requirement was people born *without* fear)."

Why did the Green Lantern Corp originally want recruits "Born Without Fear" and later "ability to overcome great fear"?

Well, Grand Master Yoda explained it quite clearly,

"Fear is the path to the dark side...fear leads to anger...anger leads to hate... hate leads to suffering." - The Phantom Menace

Also, Fear can lead to Panic & Doubt, which are the closest things to being opposite of Calm & Focused. How many times have you witnessed Sargent Kilowog screaming at a new Lantern recruit about their focus? No Focus, no Power Ring Construct, no Construct & you're Dead. Or, something like that.

This overcoming fear, not allowing fear to control you, or your thoughts, is very common in just about all hero story telling.

"I must not fear.

Fear is the mind-killer.

Fear is the little-death that brings total obliteration.

I will face my fear.

I will permit it to pass over me and through me.

And when it has gone past I will turn the inner eye to see its path.

Where the fear has gone there will be nothing.

Only I will remain."

Paul Atreides / Muad'dib, Dune

Requirements to graduate Hogwarts: Wizard Blood, Practiced Will Power and a Wand.

All of those years of Hogwarts students practicing the correct way to wave their wands and say a somatic phrase correctly, especially during combat. Later you saw the adults just waving the wands with very little, if any, vocal phrases to help. Why? The older and more practiced the Wizard, the less they NEED the words to focus their thoughts. During the battles the students were very agitated and not as focused as the adults. The students need a somatic phrase to focus and over power the Fear and DOUBT they are experiencing. The House Elf named Dobby did not need voice nor wand, because he was a magical creature, born with inherent powers.

AD&D Magic Users: Components & Vocal Phrases, Years of Study & Practice & a: Wand, Staff, Ring, etc.

Like every Wizard, from every book, the path is nearly exactly the same. Sure, small variants but, on the whole, the same.

Requirements to be a Jedi: Belief in Self & the Force [Will Power], "A Serious Mind a Jedi Has." [Focus] & a GL Power Ring from OA! ack, nope Um, a Dragon Horn Wand with Unicorn Hair in the center, Doh, nope oh yeah, you need Midi-Clorians.

A Jedi as a Player Character - PC

So you've decided to play a Jedi or, you're a GM with Jedi in your Universe, how do you govern and guild this PC since you don't have a DC Comics Editor, nor a J.K. Rowling, nor a J.R.R. Tolkien, nor a Terry Brooks, not even Frank Herbert, etc. looking over your shoulder, helping you with advice to your questions?

Easy, all of the references that I listed above are great sources to use. Stay away from those things you feel are contrary to your concepts, for me its anything that Disney or J.J. Abrams have created.

ex. There is only one Kyber Crystal and it stops working if you take it off its home planet. All of the rest are Focus Crystals, from varying planets even Krayt Dragon Pearls.

Your Jedi PC should live and act like the Normal, Of That Era. If your gaming Old Republic, as in 1,000+ BBY, look to the comics and KOTOR game for those guidelines, because Yoda's era is not like that. 50 years prior to the George Lucas' episodes 1-6 you have all the behavior and dress you need. You might have a Jedi play a Padawan [D6 system] until all three Force Powers are at level 3D. After the Battle of Yavin era - Luke Skywalker's Jedi Academy, comics, novels have a much looser Jedi Master council oversight.

If your PC has Force powers under 3D [still a Padawan] maybe have the gamer roll a few more Will Power rolls to cover the Belief Factor that is so important to the game. Why?

Luke says, "I don't believe it," after Yoda raises an X-wing from the Dagobah swamp, "That is why you fail."

UNDERSTANDING THE FORCE

Don't be too constrained by the listed Force Powers [Spells]. After a Jedi Padawan makes it to full Jedi Knight allow them to try and invent new powers. Watch out for a power that could unbalance the game. Why? The Force is a RAW source of power, look at all of the things we do with just Iron or Aluminum. The Force is an Unlimited Resource.

Also, remember that if a Jedi wants to do something strongly enough, let them try if they are doing it for the right purpose. Here is a perfect example of what the cost of reaching too far is, even if it for the right reason.

Selflessness

Dorsk 81 was a Jedi Knight of the New Jedi Order, and one of the 83 clones from the Dorsk lineage. He was also a member of the inaugural class of Luke Skywalker's Jedi Praxeum. Dorsk died in 12 ABY after giving himself completely to the Force in an effort to stop Admiral Daala from destroying the Jedi Praxeum.

Aware of the seventeen Imperial I-Class Star Destroyers in orbit, Dorsk suggested using the Force to thrust them away, based on Yoda's axiom "Size matters not", used by Luke Skywalker as one of the most important teachings in his New Jedi Order.

Arranging the Jedi on the outside points of the Grand Temple, Dorsk stood alone on the observation deck, atop a Force apex. All the Jedi channeled their power through him, and surrendering fully to the Force, Dorsk shoved the Star Destroyers end-over-end out of the star system in what possibly is the most powerful use of Force Push in recorded history. The enormous Force power flowing through him overpowered his body, burning through it and killing him.

As Kyp raced up the temple to catch Dorsk, he uttered his final words: "They're gone, my friend".

If it is a selfless act then maybe see if it works, there might [should] be a steep cost if they roll well enough to pull it off. I would have them verbally act it out [describe it] because, we all know that a person can SAY they are being selfless yet, they are only being SELFISH [darkside].

ex. A Jedi [Healer] Knight with a group have fought their way to rescuing a Master that has been kidnapped, tortured and experimented on [by Darksiders].

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As the final foe goes down the Jedi Healer approaches the Master and realizes the Master has only seconds to live. First Aid will not be enough and the miracles of the Bacta Tank are on their starship, that is too far away. The Jedi Healer, having suffered a great and tragic personal loss in his past [PTSD] decides that the Force will save this Master. The Jedi begins his “Accelerate Other’s Healing” and Dumps a Force Point into the mix to ensure success.

The GM says, “You sense that it is too late and the light of the Master is fading. It might be that he has just given up and wants to go.” “No,” yells the Jedi Healer “I will NOT lose another!”

Sounds kind of Darkside doesn't it? Yet, the player tells the GM that he is dumping ALL of his remaining Force Points into the Master dying body, along with his own life essence. That is Selflessness!

The Jedi Healer has a vision, he enters a room of the mind, the room is completely white with the Master lying on the table in front of him AND at the same time standing on the floor, on the opposite side of the table. The standing Master has no wounds and speaks to the healer, “Let me go young one, the Darksiders broke my spirit and I had begun my path to Oblivion yet, your sacrifice cleansed away that shadow. I can see my master and others waiting. Go back and fulfill your destiny.” Jedi Healer awakens in the ship's infirmary, very tired after a 3 day coma.

Light Side vs Dark Side

So many people want to over analyze this it's very simple. The Dark Side is SELF-ish in nature, the ME ME ME, how does help ME with MY goals of Power and Control! Contrary in nature is the Light Side, which is Self-LESS. How can I HELP others to regain their OWN Power and Control?

For the GM, this very simple “Litmus Test” can be used.

Example:

There may be a time when your Player's Jedi needs to steal something. Apply the Litmus.

Who did the PC steal from? Did they “Liberate needed Materials” from a criminal to help the down trodden, or complete their mission?

Maybe the “Liberated Materials” weren't from a criminal. Does the Jedi ensure that the things that were taken are replaced, or compensated for? Etc.

How about the Vader's “Trachea Crush”? Total Dark Side right? For at least two reasons. One, Vader enjoyed murdering people that he didn't like [for whatever reason], Two, what a great way to cause Fear in those that witnessed the act.

Ok, so no argument.

How about a Force user that throws a knife and uses the Force to guild the blade to a target's heart thus killing that target. Is this really any different?

Again, let's look at the SELF-ish vs Self-LESS test.

The Force User that threw the knife was “Removing a Cancer [a vile criminal]” that was toxic to the people / population. The purpose was not to “Murder”, nor cause “Fear”, the purpose was to “End a Threat”.

Maybe you're not completely convinced? The criminal in question who received the “Force Assisted Justice” had just been cornered by the local constables but, was holding an innocent hostage with intent to kill the hostage before being taken captive, to stand trial. A trail for the kidnapping of that same hostage. The Force User could sense the kidnappers intent and “Disallowed” the criminal their dark malignant plans.

So GM, You have a player that has a great reason for throwing around a lot of Jedi Justice, that appears like murder but, the player always seems to have a plausible reason for excessive/extreme actions. You may have a Gamer that is playing with evil intent [their actual Dark Side agenda = personal gain through power] or, you may have a Player that is playing a Character that is justifying the use of extremes because the Character has started to follow the path of least resistance.

The first is a Gamer that likes playing [AD&D alignment stuff here] Lawful / Neutral / Chaotic Evil characters yet, doesn't want to actually admit it out loud. These Players are Toxic to your game and you may wish to reevaluate their continued participation.

The second is a player that may not understand that a line has been crossed [possibly new to the game or, just immature as a Player and needs some GM guidance] or, just like a certain Skywalker, has been manipulated by a Sith Lord into listening to

UNDERSTANDING THE FORCE

the hollow Justifications for their actions, under the idea that the Greater Good has been served. What started out as “Extreme Circumstances require Extreme Response” eventually turns into either a long stay at the Jedi Temple to realign a characters thinking and behavior [if they are stopped in time] or a Character that is Hop-Scotching their way down the path of the Dark Side.

Final concept to remember

Yoda, “Yes, a Jedi’s strength flows from the Force. But beware of the dark side. Anger, fear, aggression; the dark side of the Force are they. Easily they flow, quick to join you in a fight. If once you start down the dark path, forever will it dominate your destiny, consume you it will, as it did Obi-Wan’s apprentice.”

Luke, “Vader... Is the dark side stronger?”

Yoda, “No, no, no. Quicker, easier, more seductive.”

Luke, “But how am I to know the good side from the bad?”

Yoda, “You will know... when you are calm, at peace, passive. A Jedi uses the Force for knowledge and defense, never for attack.”

- Episode V: The Empire Strikes Back.





In this solo adventure you play the Alien Force Student, Ku-karn Low-garn, but first you will need to create your version of him by assigning seven dice to his skills. The rules for doing this are the same as for Zerun and Saekar in the earlier solitaire adventure in this issue. There are however only six skills which there is the opportunity to use during this adventure and thus worth taking. These are Blaster, Dodge, Astrogation, Control, Sense and Alter.

The Force skills, Control, Sense and Alter, automatically start at 1D each. Putting one skill dice in a Force skill will take it up to 2D, while two skill dice will take it to the limit of 3D.

If you are using the Revised Second Edition rules you must choose between the Force Powers, Concentration and Control Pain, and cannot have both of them.

Once you've assigned your skill dice, have your lightsaber is at the ready and turn to page 162.

Good luck and May the Force be with you!

Mark Dowson - REBELLION ERA - SOLO ADVENTURE

KU-KARN LOW-GARN

Alien Force Student

DEXTERITY 2D+1 *Blaster, Dodge*

PERCEPTION 2D+1

KNOWLEDGE 3D+1

STRENGTH 3D

MECHANICAL 2D

TECHNICAL 2D *Astrogation*

Force Skills Force Powers

Control 1D *Concentration, Control Pain*

Sense 1D *Magnify Senses*

Alter 1D *Telekinesis*

Force Points 2

Character Points 5

Background: You were among the brightest students of your generation - you learned how to sing faster than anyone your teachers had ever instructed. They sense great power in you.

When traders came to your planet, your teachers told you to seek out the masters of the way. Their name is Jedi, and they call it the Force.

Personality: You are impressionable and easily excited. You find technology... interesting. You are a mystic - you seek peace and harmony for yourself, your people, and the galaxy.

Objectives: To learn many abilities, using them for peace.

A Quote: "Think of peace and honor, and act upon that only!"

AGGRESSIVE NEGOTIATIONS

THE ADVENTURE

Mark Dowson - REBELLION ERA - SOLO ADVENTURE

1 Against the warehouse roof above you hear the drumming of heavy rain, as seems to be typical on this part of the planet, Gartran. Stood before you is Biffaid, the man who is meant to be buying the goods you have in your ship's cargo bay. He is a large solid looking middle-aged human with short blond hair. There is the look of a bully about him and he was probably physically very strong when he was younger. This meeting was supposed to be this morning, but he changed it to this evening without giving any reason other than he could, presumably to emphasise how important he is compared to you. With him are two lackies. One is a humanoid dog-like alien with dark ochre coloured skin and a deeply jowled face and small eyes. The other one is an Ugnaught.

"I have decided not to pay you for the goods," Biffaid tells you with a sneer, as the dog-like alien draws a blaster on you. "Instead I'm sure your first mate will hand them over in return for you. Vadcar, take his blaster and comlink," he gestures to his Ugnaught lackey.

If you decide to draw your blaster and fire at the thug with the gun, although he will almost certainly get the first shot off, **go to 6**.

If you try to use the Force to create a distraction, **go to 11**.

If you try to use the Force to knock the crates behind the thug with the blaster down on top of him, **go to 16**.

If you try and use the Force to activate your comlink and say something that will let Dreena both know that you are in trouble and where to find you, so she can mount a rescue, **go to 21**.

To use the Force to attempt to pull the blaster from the thug's hand, **go to 24**.

To attempt using *Magnify Senses* to see if you can detect anything that might help you out of this situation, **go to 28**.

2 You fail to move fast enough, and the blaster shot hits you in your left side. Roll the dice in your *Control* skill.

On a result of 4 or more, or 10 or more if this is not the first time you have been hit, **go to 8**.

On less than this, **go to 18**.

3 There is a red flash, as you pull the trigger, and the dog-like alien falls to the ground. **Go to 13**.

4 In moments you are outside in the rain and rushing back through the streets of Gartran City to the docking bay where your ship is.

You notice many of the city lights seem to be out, then from the direction of the nearby Imperial facilities hear distant blaster and laser cannon fire. First the blackout, then what sounds like a raid by the Rebel Alliance; you suspect these are connected with the actions of the near-human and Mon Calamari passengers you dropped off on Gartran yesterday morning.

Reaching the docking bay the *Faithful Mina* is in, you enter your ship by the forward facing boarding ramp. Going through the door around the other end of the ramp, you enter a circular chamber with the ship's power core in the centre. There you see at work at the engineering station, Dreena in her oil stained green top and light grey slacks. Her mind is its usual buzz of whatever technical project she is mulling over, considering energy loads and the tolerances of materials at a depth which is truly beyond you. The Force is an energy field flowing through all living things, which those like you are sensitive to. If there is any equivalent flowing through all products of technology, then Dreena must be fully tuned into it.

"A successful transaction?" she asks, turning to face you with a smile.

"No, they got nasty and tried pulling a fast one on us," you inform her, as the two of you go through the door at the other end of the circular chamber and into a corridor junction, ending in steps down in the direction facing you.

"Between them and the trouble which seems to be blowing up as a result of those two likely rebels we gave a lift here to, I think it would be healthy to leave Gartran. I'm sure we'll find a system nearby where we can sell our cargo." Going down the steps, **go to 32**.

5 Using the Force, you cause a small crate near the warehouse entrance to fall to the ground. The noise is enough to make the dog-like alien glance away from you.

To draw your blaster and shoot him, **go to 10**.

To make a run for it, **go to 20**.

6 The thug fires his blaster, as you move. Roll the dice in your *Dodge* skill.

On a result of 10 or more, **go to 12**.

On less than this, **go to 2**.

7 The blaster bolts explode against a stack of crates you dive behind a moment before you reach the warehouse exit. **Go to 4**.

8 Letting the Force flow through you, you distance yourself from the pain. Opening fire with your blaster, roll one less than the dice in your *Blaster* skill.

On a result of 6 or more, **go to 3**.

On less than this, **go to 17**.

9 The light switch responds to your mental touch, plunging the warehouse into pitch black darkness. Using the Force to try and help you see anything in the darkness which could aid you in finding the exit, roll the dice in your *Sense* skill.

On a total of 4 or more, **go to 25**.

On less than this, **go to 30**.

10 In one smooth motion you have your blaster pistol unholstered and fire it at the armed thug. Roll the dice in your *Blaster* skill.

On a result of 9 or more, **go to 3**.

On less than this, **go to 17**.

11 Roll the dice in your *Alter* skill.

On a result of 6 or more, **go to 5**.

On less than this, **go to 33**.

12 Dodging out of harms way, you fire back with your own blaster pistol. Roll one less than the dice in your *Blaster* skill.

On a result of 6 or more, **go to 3**.

On less than this, **go to 17**.

13 You turn to face Biffaid, and calmly tell him,

“I think that concludes our business. You will excuse me if I now decide to sell the goods to someone more trustworthy.”

While he struggles to find something to say which might salvage his dignity, you walk out of the warehouse. **Go to 4**.

14 Roll the dice you have in your *Alter* skill.

On a total of 4 or more, **go to 9**.

On less than this, **go to 33**.

15 Telekinetically you feel the switch of the comlink and flick it, while saying to Biffaid, “Holding me hostage here won’t work. My crew know that I am at the third east warehouse from our docking bay. They will come for me when I am overdue returning back to them.”

“Don’t worry,” Biffaid snickers, as your blaster and comlink are taken from you. “We will visit your friends with our demands before they have time to worry about you. Take him away.”

You are escorted down some steps and shoved through a door into a small cell. The door is locked behind you.

A short while later you hear the muted sound of blaster fire from the warehouse above then silence before ten minutes later the cell door opens and you see Dreena standing before you, in her oil stained long dark grey coat and a green top, with her modified blaster rifle in one hand.

“One rescue, as ordered,” she grins. “Come on. Let’s get out of here. This accommodation is of poor standard so I’m checking you out. I left Rusty guarding the ship. You wouldn’t want him to worry his metal head about us, would you?”

A short while later the two of you are back at your ship, the *Faithful Mina*. **go to 32**.

16 Roll the dice in your *Alter* skill.

On a total of 11 or more, **go to 23**.

On less than this, **go to 33**.

17 Your shot misses and the dog-like alien returns fire. Roll one less than the dice in your *Dodge* skill.

On a result of 7 or more, **go to 12**.

On less than this, **go to 2**.

18 Overcome by the searing pain, you collapse to the warehouse floor. The thug changes the setting on his blaster and fires again, this time with it set to stun, and you know no more.

Sometime later you awake in a small cell. Remembering everything that has happened, you can only hope that the exchange of your cargo for you goes smoothly enough for your captors to honour their stated intention of releasing you once they have what they want.

The End

19 At the far end of the warehouse, in the direction you are facing, you see a light switch you would not have noticed without your senses enhanced. You suspect that if you telekinetically pressed it, you would plunge the whole warehouse into darkness, giving you the chance to make your escape.

To telekinetically flick the light switch, **go to 14**.

If you decide to draw your blaster and fire at the thug with the gun, although he will almost certainly get the first shot off, **go to 6**.

If you try to use the Force to create a distraction, **go to 11**.

If you try to use the Force to knock the crates behind the thug with the blaster down on top of him, **go to 16**.

If you try and use the Force to activate your comlink and say something that will let Dreena both know that you are in trouble and where to find you, so she can mount a rescue, **go to 21**.

To use the Force to attempt to pull the blaster from the thug's hand, **go to 24**.



20 As you run for the warehouse exit with the cover of stacks of crates around you, the lackey with the blaster spins around and fires at you. Roll the dice in your *Dodge* skill and add an extra dice for the cover.

On a total of 10 or more, **go to 7**.

On less than this, **go to 2**.

21 Roll the dice in your *Alter* skill.

On a result of 3 or more, **go to 15**.

On less than this, **go to 36**.

22 You feel the weight of the blaster with your mind and the thug's tight grip on it. Fortunately, the telekinetic grip you achieve on the weapon is stronger, as you tug it upwards to avoid being shot, then towards you. The look on the dog-like alien's face is almost comical, as the blaster flies from his grip, flips over in mid-air and lands in your hand.

If you decide to shoot the thug with the blaster, **go to 3**.

If you decide not to, **go to 13**.

23 The thug barely has time to cry out before he is buried in a pile of falling crates. In the confusion you make a quick dash for the warehouse exit. **Go to 4**.

24 Reaching out with the Force and focusing on the blaster pointed at you, roll the dice in your *Alter* skill.

On a result of 6 or more, **go to 22**.

On less than this, **go to 33**.

25 The blackness resolves itself into variations of darkness, allowing you to make out the silhouettes of the stacks of crates in the warehouse. To your left it is less dark, and you can make out the exit. **Go to 4**.

26 Breathing steadily to clear your mind of fear and anger, you let the Force guide you. Roll the dice in your *Control* skill.

On a total of 6 or more, **go to 31**.

On less than this, **go to 27**.

27 Unfortunately the tense situation and the anger from recent

events prevent you from achieving the right frame of mind, leaving you with having to attempt this task without the aid of the Force. **Go to 29.**

28 While you reach out with the Force to enhance your natural senses, you talk to buy yourself more time, telling Biffaid, “You know I hid half the cargo somewhere else other than on my ship just to be on the safe side, don’t you.”

“Yeah, yeah. Nice try,” he scoffs, presumably unaware you never expected him to believe you. Roll the dice in your *Sense* skill.

On a result of 8 or more, **go to 19.**

On less than this, **go to 33.**

29 Roll the dice in your *Astrogation* skill.

On a total of 12 or more, **go to 35.**

On less than this, **go to 34.**

30 Unable to see anything, you blunder around in the darkness for a few moments, while the lackey with the blaster blindly fires several times, hoping to hit you.

The light then comes on, as one of the others reaches a light switch.

To draw your blaster and shoot the thug with the gun, **go to 10.**

To make a run for it to the exit, **go to 20.**

31 Feeling both connected with the fabric of the Universe and fully focused on the task at hand, roll the dice in your *Astrogation* skill and add four extra dice to this roll.

On a total of 12 or more, **go to 35.**

On less than this, **go to 34.**

32 You and Dreena reach the cockpit and taking your places in the flight seats, power the ship up. Lifting off, you watch through the canopy as the ship cuts through the rain clouds then leaving the atmosphere behind, streak out into space. With a shock you see an Imperial Star Destroyer flare out of hyperspace.

Not liking the look of this you begin the calculations for a hasty jump to light speed out of here, while Dreena continues piloting

the ship.

To use the Force to aid you, **go to 26.**

To not bother using the Force, **go to 29.**

33 The task you try feels too demanding for you to succeed at in the few seconds you have and with your mind not being calm enough.

To persist with what you were trying to achieve, **go to 36.**

To attempt instead the task you suspect will be easier of mentally switching your comlink on and saying something to let Dreena both know that you are in trouble and where to find you, so she can mount a rescue, **go to 21.**

34 The stars flare into white lines, which are then replaced by the purple swirl of hyperspace. Several hours later you revert back to normal space but not at your intended destination and you have no idea where you are other than being above some alien planet...

To Be Continued... Maybe

35 The stars flare into white lines, which are then replaced by the purple swirl of hyperspace. Several hours later you revert back to normal space at your intended destination.

The End

36 You are unable to find the calm serenity you need to draw upon the Force. Your blaster and comlink are taken from you and you are escorted down some steps and are shoved through a door into a small cell. The door is locked behind you. You can only hope that the exchange of your cargo for you goes smoothly enough for your captors to honour their stated intention of releasing you once they have what they want.

The End

IT IS A PERIOD OF CIVIL WAR IN THE GALAXY.
UNDERGROUND FREEDOM FIGHTERS ARE CHALLENGING
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STAR WARS



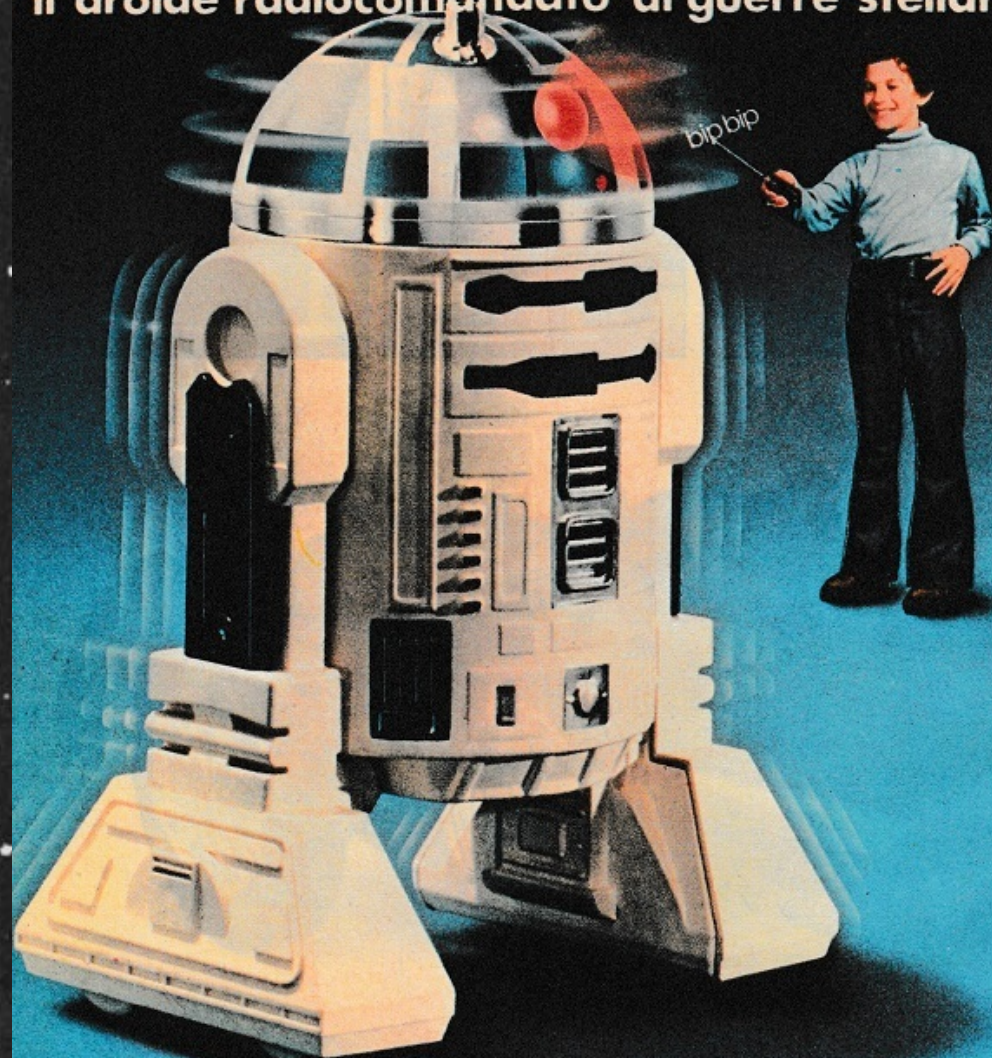
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Of Dreams and Nightmares

An Adventure

by Ray Napoli

Synopsis

This Adventure takes place in Deep Space, in the blackness between regions and within the Star Wars Galaxy. This Starship Graveyard hides the wreckage of an untold number of ships and lives, chief among them the *Temerity* and *At Last Light*.

The Sith Ship *Temerity* is preserved as a timeless tomb, an unpowered mess of twisted metal filled with darkness, traps and nightmares, almost entirely dead inside. The adventure starts here, and the *Temerity's* halls barr the passage to the once noble Republic warship, *At Last Light*.

At Last Light conceals a terrible secret. The ship is still powered with an AI her sole guardian after all these years. A Sith Holocron concealed on the ship has slowly driven the Republic ship's caretaker mad, and she will do anything to protect her dark treasure.

Elsewhere on the ship, a party of Scavengers trapped within the Graveyard only recently fight for their lives against the AI, her security droids, and the ship's other guests: A pair of Nexu stalking the halls.

The Sith Holocron steered events that affected the Galaxy once before, only the players can determine if it will again, or if it's seductive song will be silenced for all of time.

Difficulty levels for skill checks in this adventure are suggestions and should be tuned a relative experience or challenge level appropriate for the party.

Introduction

Persephone, the Information Broker, was equal parts persuasive and cunning. The price of information wrought from Persephone's lips was often a favor. A favor at the time and place of such a woman's choosing was often a dear price indeed, and not all survived the restitution of their debt.

To start the adventure, one such favor may be owed by a party member, the party, or someone they know. The price, Persephone had said, was simple. Someone had something she wanted; she'd already paid for it. It was an easy task, and it might be suggested that many would be happy to have such an easy task to repay their favor to Persephone.

The truth of the matter is that Persephone has been looking for the Starship Graveyard for several years. Arlenna Kastellin, the Stellar Cartographer, located evidence suggesting the presence of the Graveyard only days ago, selling the information to Persephone as a favor to a 'friend.' What Arlenna could not have known is that Persephone knows far more about the Graveyard than she has let on.

Persephone has chosen the Party to undertake this task for her. But no Spacer with any amount of sense would want to visit that cursed place of their own accord. And so, the delivery. A red-herring, a false flag, leading the party along a path that will cross the Graveyard...

OF DREAMS AND NIGHTMARES

The Graveyard

The trip so far had been as uneventful as promised. A simple late-night stop before leaving had provided fuel and a quick restock of consumables; they had even been fortunate enough to get the last serving of a locally famous dish before the restaurants closed down. Things were peaceful and quiet, the expected lull between entering and leaving hyperspace wearing on as the ship travelled.

At this point, any force-sensitive character or a PC with a considerable knack for calling out unfortunate circumstances (“I’ve got a bad feeling about this.”) might be the first to wake or feel a general sense of unease if everyone is awake.

The klaxons came first, loud audible warnings of an impending Mass Shadow on sensors. It was a spacer’s nightmare, running into an uncharted sector and a possible collision with say, a star or a planet in the middle of nowhere. The usual shortening of lines of light into pinpoints that became stars seemed slower than usual, absent the comfort that may have come from ending a long jump through hyperspace. There was a rending sound of metal bending or pulling and finding shape again, the ship trying to compensate for being pulled out of hyperspace unceremoniously.

For just a moment, there was a palpable sense of wrongness, and then things outside the viewscreens on the ship began to take shape and it only became worse. They were almost in the middle of it – wreckage, spaceships, weapons, parts. Glittering pieces of windscreens or unidentifiable remnants, bodies, shattered hulls and an interminable mess. A whirling mass of metal too close to be avoided swept across the hull, the sickening sound of metal scraping metal filling the entirety of the ship for moments that became seconds until it finally ended.

It was only them and the deafening silence, warning lights on the cockpit console advising of damage. The amber and red flashing filling the cockpit for long moments of silence. In the middle of the whirling mass of wreckage that made up the graveyard were two ancient capital ships, a Republic Cruiser entangled within a Sith Dreadnought not entirely unlike a Star Destroyer.

A glint in the distance betrayed the presence of another ship, black standing out against the wreckage of the Starship Graveyard. It turned wheeling in towards the ship, with another appearing on it’s wing. The fighters were on a clear intercept course.



Two fighters are attempting to intercept the player's ship almost as soon as they enter the Starship Graveyard. The fighters are Sith Interceptors, impossibly pristine and functioning quite well. Any scans will show that the ships are unmanned. A Force Sensitive character or a gunner with a particularly keen eye may notice that there is no one on the other side of the tinted glass cockpit.

The players can engage the Sith Interceptors or attempt to run from them. The 'pilots' will not negotiate with the players.

After the conclusion of this fight or even during the fight, the players may look for a way onto one of the two major capital ships. Notably, some lights may be seen aboard *At Last Light*, but her secondary hangar doors are closed.

The *Temerity* is the larger of the two ships, a Harrower-Class Star Dreadnought. Part of the *Temerity's* superstructure was removed during a collision with *At Last Light*, leaving a gaping hole in the starboard side. The hangar of the *Temerity* has been completely collapsed within, but the shorn starboard side has a landing area large enough to accommodate the player's ship. *At Last Light's* dorsal hangar is accessible, but lacks landing space; The Republic warship's larger hangar is already full of the wreckage of previous crash-landings.

The Entrance

The landing area is in complete vacuum, but sheltered from the drifting wreckage of the graveyard. There is an accessible hatch from the area the ship is landed in, but it is dogged shut – airtight. The first challenge facing the player party is negotiating the hatch. There is no power, so they will not be able to slice the hatch.

These are some methods that may work:

- A strong enough PC may be able to undock the hatch – DC 'Hard Difficulty'
- A lightsaber (or cutting torch) will cut through the hatch – 5D versus hatch damage value.

Ask one of the players to roll a mechanical check – Easy to Medium. If they pass the check they will realize that if there is air on the other side of the hatch that it may become a projectile as soon as it is opened.

Explosives – DC Medium Difficulty. If they succeed by less than 5 points, see above. If they succeed by more than 5 points then the character has time to consider that the door will need a path

to blast free.

Barring that a strong character opened the hatch (and is able to re-close it), a woosh of air will let out the air on that deck of the *Temerity*. This will take a few moments and will take some wreckage from inside the ship with it – if wreckage hits a player, it may tear their suit.

The Temerity

The *Temerity* is outlined as sections so that the players can explore the ship. When they first board the ship (T-C), the lights and artificial gravity are off, and however they've opened the entrance – they left what air that was in the ship out. There are space suits within the cargo hold the players landed in if they need more.

The Ship is a tomb. There is no life and no sound within the halls of the Temerity. Streaks of blood on the walls tell the story of a great battle fought once here, but all that is left is death and despair. In many places the ship is damaged, jagged metal hazards reaching into the darkness of the halls from the floor or walls. Some doors are open, some closed, the ship left exactly as it must have been so many years ago.

It is not difficult to find one's way in the few relatively 'safe' passages of the *Temerity* that remain navigable. However, the passage itself is difficult, with the damaged ship itself proving to be a hazard. Characters should be careful not to tear their spacesuits (or worse) on one of the many hazards within the ship.

Temerity's Layout

The players first enter the *Temerity* in a cross-section between corridors, leading left, right and straight ahead. The sections are detailed below:

T-C: This is the **Entrance Corridor**, a larger part of the corridor system because it is a 4-way intersection. There is only one body here, holding an ancient blaster. Any 'average' blaster stats will do, but the power cell is long-since dead. It doesn't appear that anyone else has been on the ship in a very long time. Crossing to either the left or right may require a skill check to avoid damage. Straight ahead is a turbolift shaft, doors yawning open.

T-B: The Aft Corridor is tighter than the Entrance Corridor,

OF DREAMS AND NIGHTMARES

with the passage leading only forward and back. There is evidence of a valiant last stand here, with some blood on the floors and a variety of weapon scratches or blaster burns on the walls. The doors to Engineering were once sealed, but burns mark where the doors were cored out by a lightsaber, leaving just enough room to crawl through.

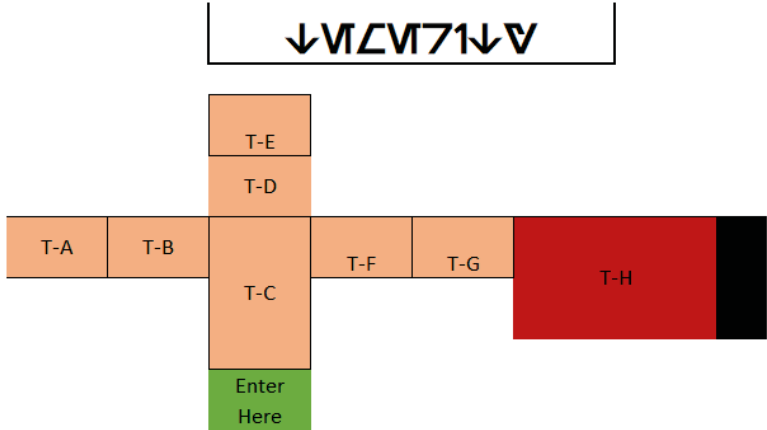
T-A: Engineering. Engineering is one of the darkest places on the ship, entirely unexposed to outside light. Everything in Engineering is dead. There are no bodies here, as may have been previously noted in the corridor hallways. However, after searching engineering, characters may discover that there is evidence here that people tried to live in engineering after the battle.

Candy and food wrappers are left in several places, and a half-finished datapad entry. The entry starts with detailing efforts to get the Power Core for the *Temerity* back online. The efforts of the previous crew failed, but may assist the characters in trying themselves.

If the Players succeed in the difficult task of bringing power back to the *Temerity* several things will happen.

The Air Handling systems will begin working again, slowly restoring atmosphere to the *Temerity* and sealing off breaches in the main corridor (where the players have been exploring). Artificial gravity will start working, but not all the way, this will however ease passage and make traps easier to avoid. A trap in T-G will become active. **The Captain’s Log on the Bridge will become accessible.**

Finally, the *Temerity’s* AI will awaken. Though a Sith AI, the *Temerity’s* AI will default to a subservient role – he lives to serve. He will not make himself known to the characters, but may try to help them in subtle ways. If the *Temerity* is awakened, the characters will begin finding cryptic messages on any computers located throughout the *Temerity* guiding them towards *At Last Light*. The last of these messages should involve a warning about how dangerous *At Last Light* actually is. Additionally, the AI controls a K-4 Security Droid (use the stats in the Core Rulebook) on *At Last Light* who will try to discreetly help the characters without being found out. *Temerity’s* AI wants the Sith Holocron destroyed and will do anything it can to help the players achieve that goal – its capabilities are just severely hampered.



Temerity	
T-A	Engineering
T-B	Aft Corridors
T-C	Entrance Corridor
T-D	Turbolift Shaft
T-E	Bridge
T-F	Corridor
T-G	Med-Bay & Hall
T-H	Corridor

T-D: Turbolift Shaft. This shaft is absent a turbolift, the previous having been blown out the side of the ship. The breach is sealed with some engineering work, but tampering with it too much may open the seal again. This is the only way to access the bridge. Doors on both the bridge and the Entrance Corridor are open, so grappling hooks or rope will work to get up into the Bridge.

T-E: The Bridge. The Bridge is suspiciously pristine. No battle took place on the bridge and it would appear that most if not all of the consoles and computers were left in operating condition. It is possible to see most of the Graveyard from the Bridge, including where *At Last Light* and the *Temerity’s* hulls are merged. An armory here has 4 blaster rifles and 4 blaster carbines in working order, along with several well-preserved power cells. The blasters work, but may also be worth a considerable amount of money to a collector. The armory door must be carefully opened if power has not been restored or the blasters will be damaged.

If power is restored to the ship, the below information is available through the **Captains & Visitors Log entries.**

T-G through T-H: Med-Bay and Hall. T-G contains quite a bit of floating moisture. A particularly astute character in medicine or history may realize that the moisture is Kolto. The adjacent spaces in T-G are a mess, but with enough searching or keen enough observation the party may notice that this is the Med Bay. Part of past battles obviously tore through here, as much of the equipment is damaged beyond repair or even recognition. A single Kolto tank rests in the corner, the patient contained in the tank completely still.

A search will reveal medical supplies and even some well-preserved food within the Med-Bay. If power is present, the medical database here will provide considerable knowledge to a curious character. If the characters download or preserve information from the *Temerity's* Med Bay, it may be of considerable value.

If power is restored, a lot of the loose kolto settles on the floor in a puddle. Contrary to its customary purpose, the Kolto is electrified by loose wires hidden in the wreckage. An unwitting character stepping into the puddle will take considerable damage from the electricity.

The Med-Bay opens up into a wider corridor, T-E.

T-H: Corridor. The purpose or location of this corridor previous to the collision is unidentifiable. However, one side of the corridor is effectively barricaded and barred off. It would appear that the barricade was installed from the other side and skillfully barred off. This barrier may be negotiated the same as the entrance onto the *Temerity* with one considerable exception: If power was restored to the *Temerity* by the players this one will NOT be an explosive decompression.

CAPTAIN'S LOG

The Temerity fled the Battle of Korriban. Though the defeat of the Sith Empire was not assured, several parties wanted to ensure that a particular Sith Holocron was removed from Korriban in case of a Republic victory. The Holocron was provided to the Captain of the *Temerity* in order to save and preserve the power of the Sith Masters. To ensure that the Holocron would not be located or followed through the Force, no Sith Force Users were dispatched with the *Temerity*, and precious few even knew of it's existence.

However, the Republic had found a way to follow the *Temerity*. Intercepting her in a distant star system, they had been playing cat and mouse across the stars for only a few days. The Republic had used a prototype version of the Null Cannon to damage the *Temerity's* systems and cornered her in Deep Space. In the ensuing battle, *At Last Light* had rammed the *Temerity*, ending the ship's journey once and for all.

VISITOR'S LOG

Another log entry by an anonymous user provides more information. The *Temerity* was permanently crippled, and slowly dying. *At Last Light* was in better shape, but may prove impossible to extract from the *Temerity*, and communications on both ships were disabled. Several running battles took place, before a truce was finally declared. For whatever reason, it had been decided to attempt to settle parts of the *Temerity* for the duration of the crisis, until a solution could be engineered. Engineering, the Bridge and the associated corridors could be used as temporary quarters, and if the belowdecks could be accessed, the mess hall may provide essential supplies.

However, power aboard the *Temerity* began to fail, and efforts to restore her were abandoned. The return to *At Last Light* was curiously regarded with reluctance by members of her own crew...

At Last Light

At Last Light is pristine. The proud Valor-Class Cruiser looks much as it must have in the ancient days of the Old Republic. But the immaculate appearance does not hold up to continued scrutiny, with scuffs, scratches dents, or even pieces of bulkhead missing here and there. The signs of battle here are more subtle if not just as fierce. The ship is well lit, the soft hum of the lighting the only sound.

This ship once served the Old Republic, thousands of years ago. The systems on the ship are still mysteriously powered, with the lights visible from the outside. The artificial gravity functions, but the lifts and doors only operate intermittently. The Ship's AI has spent millennia being driven mad by a Sith Holocron on the bridge, and will do anything to fulfill what she perceives as her last directive – to protect the Sith Holocron, so that it is not released to the greater Galaxy outside.

The AI will close or open doors, set up barricades, clean up behind the player characters and actively engage the players with the Nexu, the Battle Droids or hazards at the GMs Discretion. She may observe the PCs for a little bit before directly interfering – but she will absolutely try and kill the party given an opportunity, she will just try to be less obvious about it if she can.

While the threats on *Temerity* were largely existential and environmental – fear, darkness and hazards – the threats on *At Last Light* are very tangible.

There are two mulligans located on *At Last Light* If the party has been having a difficult time. A Jedi Starfighter from the Clone Wars is hidden on the ship, and if the characters turned on the power on *Temerity*, There is a K-4 Security Droid hiding on this ship being controlled by the *Temerity's* AI. These can appear at the GM's discretion either when the party is having a very hard time or have done very well for themselves.

Encounters

At Last Light is occupied when the characters first enter the ship from the *Temerity*. At the GM's discretion, there are three parties living on the ship. Depending on how the players are doing, each of the parties can be found anywhere on the ship. The Default options are:

The Scavengers are in the Briefing Room.

The Nexu are outside the Captain's Quarters, sleeping.

The Security Droids are split between Engineering and the Bridge.

Scavengers

The first of these parties are the Scavengers. They crashed on *At Last Light* only a week ago and have been scavenging to survive. The Scavengers were originally an independent freighter crew, an uncharted 'shortcut' from the hyperlanes landed them in the starship graveyard. The ship's AI has been isolating and killing them one at a time, when the player's board the ship there are only three scavenger's left. The remaining scavengers are highly suspicious of anyone else they might notice on the ship, their last few days have been a nightmare.

Bad Kitties

The second party are two Nexu. Nexu are large predatory cats, about four and a half meters long (two and a half of which are their tails). They have four eyes and are gifted with an unnecessary abundance of teeth, claws, and sharp things. Their claws clack loudly on the ship's flooring, but they are to be able to move quietly when they want to.

The Nexu came to *At Last Light* on a smuggler ship, but the smugglers were killed by the Nexu and *At Last Light's* AI, who has since used them as 'pest control' against other interlopers who accidentally find the Starship Graveyard.

Nexu

Feline Predator

Planet of Origin: Cholganna

DEXTERITY 4D+2

PERCEPTION 3D *Hide 4D+1, search 5D, sneak 4D+1*

STRENGTH 4D+1 *Climbing/jumping 6D+1*

Special Abilities:

Bite: Does Strength +2 damage.

Claws: Do Strength +1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all Perception rolls made to determine initiative.

Keen Hearing: Nexu have excellent hearing, and gain a +1D bonus to all Search rolls that involve sound.

Move: 16

Size: 2 meters long

Security Party

The third party are Security Droids. These eight droids are from the age of the Republic and are used by the AI to secure what she feels are the most important parts of the ship. She does prefer using the Nexu, and may use the Security Droids as retaliation if the party kills her 'pets.'

Republic Battle Droid

Combat Droid

DEXTERITY 2D *Blaster: blaster rifle 3D+2*

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 2D *Brawling 3D*

TECHNICAL 1D

Equipped With:

- Integrated comlink
- Body armor (+1D to Strength to resist all damage)
- Vocabulator (the droid can replicate organic speech)

Equipment: Blaster carbine (5D damage, range: 3-30/100/300)

Move: 10

Size: 1.8 meters tall

At Last Light's Layout

A-A: Hangar & Corridor. This room may seem cavernous in it's size when the players enter. The fore of this Harrower-class contains a large hangar. Some Fighters remain in the craft of either Sith or Republic build, but on closer inspection all of them are missing essential parts. Someone or something has 'cleaned up' the Hangar, but lacked the necessary parts to actually repair any of the equipment. The large room tapers off into a hallway on the farthest side from the *Temerity*.

This corridor is longer than the hangar is wide, with the end of the corridor opening up on the right side to the Mess Hall. A door on the left side leads to an adjacent corridor that leads in another direction.

A-B: The Mess Hall. The mess hall is clean, with a number of tables and chairs neatly set out ready to receive hungry customers. However, the actual serving areas are completely empty, cookware set out as if staged for cooking a meal, but no food whatsoever actually set out, prepared or cooking. The room shares a characteristic, unsettling quiet with the rest of the ship. Searching will reveal a solitary set of rations, climbing gear and tools left in a hurry.

A-C: The Galley. The kitchen that serves the Mess Hall is still stocked. Some of the rations or supplies appear to be quite old, but it also appears that someone has been throwing out the expired rations. That leaves some curiously old rations of questionable TASTE, but one could cook a meal with some of the supplies in the Galley, or at the very least prepare some rations for travel.

With a detailed search or some consideration, it may be determined that the supplies are actually from multiple ships, gathered in the last year or so. This implies that someone on the ship is actually stocking the galley from other derelicts in the Graveyard.

A-D: Corridor B. There is the Corridor across the hall from the Mess Hall, leading into the other side of the ship. The Corridor is less damaged than the initial Corridor, with a pair of crew quarters located one on each side in the middle of the Corridor.

The rooms will be locked, but it is possible to slice the locks. Both are unremarkable, but the personal affects of the owners have surprisingly been left undisturbed.

The rooms are even without dust.

One room appears to normal, if mundane. A model version of the ship rests on one shelf, and continued inspection will reveal that the room isn't actually owned by anyone – it's the duty-room for the Officer of the Deck in the Hangar and Briefing Room. This room is used on a temporary basis for an Officer working to smooth along Operations on the Flight Deck.

The other room is owned by an officer. It is more 'personalized' than the other, but still carries an air of professionalism: the owner was proud of their role and rank. The wall closet has a dress or two, some more relaxed clothes, and several uniforms. The clothing suggests that the duty cruise was to be a long one. Two datapads rest on the desk, but one is of Sith design. The datapads each tell a story, but the last log entry on each is the most telling.

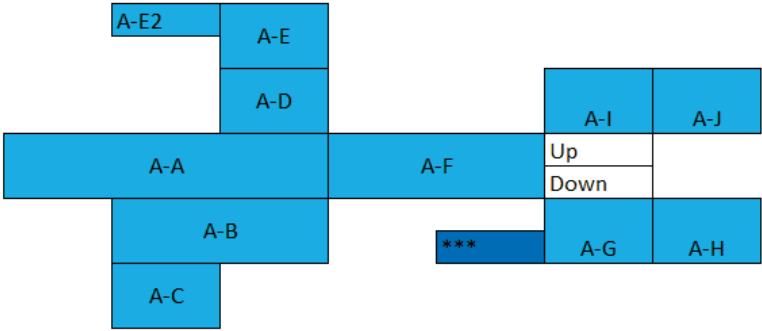
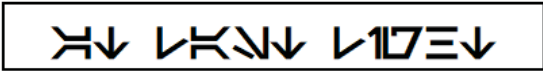
The Sith datapad reads of an officer, a Lieutenant on the *Temerity* of all places. He's planning to desert, and meet his love on the Golden Beaches of Corellia. If he's honest, he's tired of the war and no longer believes that he is able to accomplish anything. Sith, Republic...the longer her serves the more they cease to carry meaning to him.

The female Republic Officer who owns these crew quarters was planning to finish her tour of duty before refusing a promotion to Captain and taking the next shuttle to Corellia. She had discovered the Sith Datapad while on a boarding party on the *Temerity*.

The pair leave behind a set of jewelry, an engagement ring, and a necklace. They are of an appreciable value to a discerning jeweler or collector.

A-E: Briefing Room. This large room is a briefing room. Not unlike the room seen in *Return of the Jedi*. The equipment still seems to be in working order, but further investigation reveals that the logs have all been deleted. A slicer, with some difficulty, will also be able to determine that whomever deleted the logs also cut off the computers from *At Last Light's* network. The slicer would also find a ship's map here.

This is also the room where the Scavengers generally live, so there will be bedrolls and the like laid out on the floor, in a corner. The Scavengers seem to have 'settled' near this corner, while not using much of the rest of the room.



At Last Light	
A-A	Hangar, Corridor
A-B	Mess Hall
A-C	Galley
A-D	Corridor- B
A-E	Briefing Room
A-E2	Armory
A-F	Corridor

A-G	Break Room
A-H	Engineering
A-I	Captain's Quarters
A-J	Bridge
***	Hidden

A-E2: Hidden Armory. Though in a 'hidden' alcove, there is a small armory located here. It may be located, with a suggested 'Difficult' search roll. Most of the gun-racks are empty, but it appears that someone was stocking the room for something. There is a fair amount of explosives here, a Code Cylinder that will access Engineering (once) in spite of the Ship's AI's interference, A Sporting Blaster Rifle (with Targeting Scope) and a Blaster Rifle. The weapons are of modern design.

A-F: Aft Corridor. This long corridor leads away from the hangar and towards the aft part of the ship. There's little to be found here, except for the hatchways that lead to and from this corridor. There is a (functioning) lift at the end of this corridor. However, it will only go DOWN. In order to go up, a character would have to negotiate the lift shaft, or slice the lift.

A-G: Break Room. Adjacent to the lift, this break room has all the usual amenities. However, unlike the Galley, this room is not

adequately stocked nor re-stocked. The supplies here, while neatly kept, are as old as the Old Republic. A single case of beers stored in a hidden compartment underneath a bench on the wall relate possible post-victory plans.

A-H: Engineering. This room hosts ‘Main Engineering.’ There are a series of consoles supporting power to various ship systems, while the aft-most portion of this room has the power core. A slicer or mechanic may be able to use Engineering to lock or unlock doors for a period of time throughout the ship, raise or lower ray shields or force shields and environmental controls in specific areas of the ship. It is also possible to rig the power core to self-destruct by overriding the safety features. The AI *will* guard this section of the ship from the players.

A-I: Captains Quarters. There is a corridor outside the lift leading ‘up’, but the Captains Quarters located off that corridor are the main feature. The Captain was professional, and very disciplined, and her quarters tell that story quite well. There is a picture of the Twi’lek woman with her family, and also a picture of her with another Officer at that Officer’s Academy Graduation. A datapad in this room tells a similar story to the Captain’s Log in the *Temerity*.

The Captain of *At Last Light* was taking one of the Republic’s proudest vessels to intercept the *Temerity*. Recovering the Sith Holocron might significantly cripple the Sith Empire for years to come or any efforts to recover after the Battle of Korriban. However, the attack had proved disastrous to both ships. *At Last Light*’s skipper did what she thought she had to. Recovering the Sith Holocron was successfully achieved, but there are faint misgivings about the success of the mission. The Captain couldn’t help but feel bad for the many Sith Empire soldiers who never really had a chance to fight, and something was deeply unsettling about the Holocron.

Efforts were made to settle the *Temerity* while repairs were made to *At Last Light*’s comm systems. But the repairs never seemed to finish. The settlement was abandoned and supplies consolidated. Log entries after this point get farther and farther apart. The last is interrupted mid-stream.

A-J. The Bridge. The bridge is the most pristine room on the ship. This, this is *At Last Light*’s last bastion, the AI’s hold out against all threats. Resting on top of the Captain’s console is the Sith Holocron: an unassuming little box, it’s dull red glow doesn’t

begin to let on the depth of its sinister origin. The feeling of palpable *wrongness* is so strong here that characters don’t need to be Force Sensitive to feel it. The AI of the ship will do everything in her power to stop the Player Characters here. The droids, The Nexu and anything else she might have picked up (or left) will be here to try and stop them.

Given no other options, the AI will cut off the air to the bridge and attempt to wait the players out. She will do anything at all to defend the Holocron, but the players arrival will also push her off the edge. A Slicer or Engineer character may be able to figure out or guess where the AI’s computer is kept, here on the bridge. The ship may also be set to self-destruct here (with credentials from the Captain’s datapad), but the AI will fight any attempt to do so.

The bridge is meant to be the last room of the adventure. The Holocron is not exceedingly durable and may be destroyed with explosives, SEVERAL blaster shots, or a sturdy melee weapon.

If the players bring the holocron to Persephone, she will declare them fools – foolish to the point of being fatally dangerous, and ask them why they did not destroy the Holocron. It is what she had intended all along.

If the players attempt to keep the Holocron, well, what happens then is up to their GM.

Closing Notes

There are several leads left on this ship for future adventures that GMs may wish to use.

There is a dead man inside a Kolto Tube on the *Temerity*’s med-bay. Someone may be related to this man and may want his remains or personal affects. He could be someone very important to the Republic, or the Empire.

The story of the two star-crossed Officers might have living connections within the Galaxy.

There is an ETA-2 Actis located (hidden) on *At Last Light*. It’s obviously more modern than either of the ships, and may have a connection to remnants of the Jedi Order.

Provided the players survive, Persephone may be quite impressed with them (if they destroyed the Holocron). She may have further work for them, or may be able to provide a lead for something important to the ongoing Campaign.

OF DREAMS AND NIGHTMARES

Cadencia Cavatina / Trishi Ni'Sada

Soresu Master / Museum Historian

DEXTERITY 3D+1

Blaster 4D+1, dodge 5D, lightsaber 7D, melee 6D, melee parry 8D

KNOWLEDGE 3D+2

Alien Races 7D+1, bureaucracy 4D+2, cultures 7D+1, Languages 8D, lightsaber technology 6D+2, planetary systems 8D, willpower 6D

MECHANICAL 2D

Astrogation 6D, space transport 4D+2, starship piloting 4D

PERCEPTION 4D

Bargain 5D, hide/sneak 6D, persuasion 5D, search 7D

STRENGTH 2D

Climbing/jumping 5D, stamina 6D

TECHNICAL 3D

Computer Program/Repair 5D, security 4D+2, starship Repair 4D

Force Skills

Control 4D, Sense 7D, Alter 3D

Character Points: 13

Force Points: 2

Move: 10

Equipment:

Holocam, Evidence/artifact collection kit, Regular sword (3D). When she adventures, her Lightsaber (5D) is concealed in the hilt of her sword.

Capsule: Cadencia Cavatina was a promising Force Student in the Old Republic. In her youth, prior to joining the Order she was exposed to a great deal of art and culture, as the daughter of an Holo Opera Singer and a Republic Officer. As an aspiring padawan, she showed an uncommonly peaceful spirit. This calm spirit allowed her to master the Soresu form quickly, and was not easily ruffled by the challenges that often faced a Padawan.

As a Knight, Cadencia was the rock before the flowing waters of

Ray Napoli - REBELLION ERA [2 BBY] - ADVENTURE

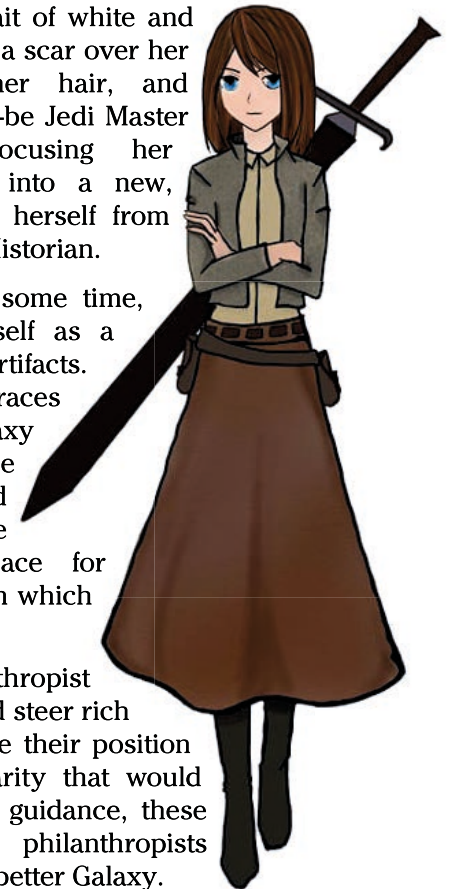
the Force. Her peaceful spirit had given way to an unconquerable stillness within her core, she stood before challenges on behalf of her peers and the innocent without hesitation. As a Jedi, she internalized that the role of the strong was to defend the weak. Despite being a Guardian, she studied the cultures and histories of races and peoples well, and her inner calm lent itself well to study.

However, the Order's increasing role in the government of the Republic bothered Cadencia. She saw that in some cases the Order began to supplant the role of those like the Judicators, acting as 'the law' as often as not. She had hoped that she might be able to channel more of the Order's influence towards helping and protecting the Galaxy, rather than directing it. When offered the rank of Master by the Jedi Council, Cadencia instead relinquished the title of Knight and walked away from the order.

Once bearing a signature trait of white and occasionally platinum hair and a scar over her left eye, Cadencia dyed her hair, and concealed her scar. The would-be Jedi Master became Trish Ni'Sada. Focusing her knowledge and her studies into a new, different role. Trish distanced herself from the Jedi Order by becoming a Historian.

Working as a Historian for some time, Trish made a name for herself as a Curator of precious and rare artifacts. Her knowledge of cultures, races and planets throughout the Galaxy gave her a role within both the museum and society. She used this importance to create influence, establishing a place for herself within High society from which to use this influence.

A reputation as a philanthropist began to develop, as she helped steer rich do-gooders looking to legitimize their position within social circles with charity that would give them status. With Trish's guidance, these would-be debutantes became philanthropists themselves and helped build a better Galaxy.



Trish, however, could not rest upon her laurels, when she was promoted to the principal Curator for the Museum's art and artifacts. She adventured on behalf of the Museum, making her way around the Galaxy to recover antiquities and articles of value.

Though one of the most prolific and proficient Curators at hers or any other Musuem, Trish cannot help but have a specialty as any other in her profession might. She adores music, both in the way it is defined by cultures and how it defines them, but also in how it can evoke emotion and feeling within people. She can plays several instruments, but does not play for anyone but herself very often.

Though she left the order long ago, Trish can still occasionally feel the call or pull of the Force. Missed by Order 66 because she is not a Jedi, Trish nevertheless noticed the waves within the force created by that tragedy. It may only be a matter of time before the right character with the right cause motivates the return of the Soresu Master. Just the same, an aspiring adventurer may find a mentor in Trish, where she can serve your campaign.

"If you listen to the Orchestra, you can experience it and feel it find elation in the music the same as any other. But once you have learned to play an instrument, you may find that you can hear so much more of the Orchestra than before. They are playing the same music, but ah, you are hearing so much more. The Force is but Music, and you have only to listen." - Jedi Knight Cavatina

Description: As a Jedi, Cadencia wore tan, yellow (gold-tones) and white robes. Her grace made her elegant, even for a Jedi, and her white hair was immediately noticeable. She leaves a calming aura within the Force.

As the historian, Trish's clothes represent her station at the museum. She wears earth-tones and greens as often as blues and whites. She is graceful and confident, but never arrogant – always approachable and has a natural way of putting others at ease.

When adventuring, she often wears earth tones in utilitarian garb that subtly alludes to her femininity. She wields a possibly ancient sword, with her lightsaber hidden within the hilt.

Persephone

Mafia Princess, Info-broker

Gender/Species: Female Chiss

Description: Persephone is an alluring woman with an air of self-assured confidence. She is well dressed in a flowing gown and lightly adorned with jewelry, the ensemble speaking to an air of opulence.

DEXTERITY 3D

Blaster 4D, dodge 5D

KNOWLEDGE 3D+2

Alien Species 6D, cultures 6D+2, bureaucracy 9D, business 7D, languages 6D, scholar 8D, streetwise 9D, willpower 5D,

MECHANICAL 2D+2

Sensors 5D

PERCEPTION 4D

Command 6D, con 6D, gambilng 5D, persuasion 7D, search 6D

STRENGTH 2D

Technical 3D

Security 5D

Character Points: 2

Force Points: 10

Move: 10

Equipment:

Capsule: Persephone's parents were a Holo-star and a Mafia boss. As a Mafia Princess, she was insulated from the Crime Family, but always aware of it. As she got older, she developed a business of her own, leveraging both her family influence and her superior education to build an Information Network. She established 'The Parthenon', a restaurant built upon a spire as her Headquarters. The Parthenon itself is a marvel of modern technology, with digital panoramic windows and the ability to see almost anywhere in the city via a network of cameras and drones.

When her father died, Persephone took over the family business. She has installed lieutenants loyal to herself within the crime family and continues to run information as her primary means of business. Some may know that Persephone does not like to get her hands dirty, but none would be so bold as to say as much in front of her. Though it's impossible for her to know everything, Persephone seems to have a particular knack for acquiring information of value. She keeps tabs on both clients and potential clients, and has a disquieting ability to locate people when they may prove most useful.

Persephone's rates for information brokerage are high, certainly above average. She does however favor advantageous relationships to credits, which may be why she is so successful to begin with. Making a deal with Persephone is known to be a dangerous arrangement, and those with a moderate to high level Streetwise will know this. It is perhaps best said by the Bothan Operative Eshka Asybar, "Is there a secret space station you need plans for? Because I'd rather go find those than do business with Persephone." Just the same, if you *really* need to know it, then Persephone is your gal – just be sure you're willing to pay the price.

"If you need to ask Persephone the question, you may not be ready for the answer."

For Peter-Angie Mayhew, Carrie and Kenny.



Photo courtesy of Mike Taylor

About the Authors...

Brian L. Bird was born and raised in the Finger Lakes of NY where he began 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 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 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.

Flynn O'Dinson hails from From Grand Rapids, MI. His military career spans 20 years, with Air Force 77 and then serving as an Army Helicopter Pilot until 2004. He has been teaching teaching [both military and civilian] since 1985, Has two Labradors, his name is "What", her name is "Who".

Dustin Hawk hails from the high desert (and thus, unheard of) region of the Pacific Northwest. With a passion of all things military aircraft-related, he enlisted into the United States Air Force right out of high school, becoming an aircraft fuel systems repair specialist, traveling to a wide array of places both exotic and mundane to stop JP-8 from leaking out of areas where they shouldn't. A science fiction fan since he was a child, that interest also expanded into an avid love of gaming, particularly tabletop

roleplaying, along with creative writing. He currently resides in Okinawa, Japan with his wife and daughter.

Charles McNeill has been a *Star Wars* fan literally as long as he can remember. He discovered the *Star Wars* RPG in high school, and it has been a constant companion across many years, a college degree and a motley assortment of jobs (pizza delivery, telemarketing, bartender, and bouncer at a gentleman's club, to name a few).

His on-line roots reach all the way back to the venerable SW-RPGmailing list on AOL, and he is a long-time contributor to the Rancor Pit as well as a moderator for the SWD6 Google+ group.

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 Fictions own brand of magic always seems to captivate 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.

Frankie Tan is a 46 years old Singaporean Chinese (he's Chinese but Singapore is not part of China), but a small island made famous by Captain Sao Feng in the 3rd Pirates of the Caribbean movie. He tinkered in Dungeons and Dragons when he was in his teens and owns all the editions up to the fifth one now. He owns a vast collection of game books and RPGs from Fighting Fantasy, Call of Cthulhu, Traveller and played thru 3rd, 4th and 5th editions of Warhammer 40K, and is a proud owner of four armies. His favourite being West End Games' Star Wars RPG, which he keeps beside his bedside table.

...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 Adventurers Journal, after all it's *Star Wars*!

Damien Holder is a professional illustrator, graphic designer and all round good geek; working in consumer goods, comics, video and tabletop games. Star Wars has been a foundational influence on his life, (to which his collectable littered home is a testament) and after 30 years of roleplaying games, WEG's Star Wars RPG (2eR&E) is still his favourite system to play or gamemaster. He is currently developing his own updated version of the D6 ruleset (with its own original setting).

You can find Damien in Melbourne, Australia with his two kids (who will watch the prequels over his dead body); playing games, drinking iced coffee, making art and talking pop culture.

Check out his artwork at www.damienholder.com his T-Shirts at threadless.com/@Dthread and the journal of his three year Star Wars campaign at roguetraders.obsidianportal.com

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. he has used much of that expanded material and artwork as inspiration for his own custom creations for 1:18 toylines.

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.

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.

...this Journal.

The *Adventurer's 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

ISSUE FOUR

The Force

**Much more than an energy source that binds us all together,
It is also Cosmic, Living, Unifying, and often misunderstood.**

**Jedi contemplate their place within its Light, this is contrasted
by the Sith who hunger for the power to be found only in the Dark.**

**Other still find refuge in the Gray where they can know peace,
live a life full of passion, and maintain the balance of both worlds.**

**Join us as we uncover new ideas and explore other
Force Traditions that exist somewhere in that galaxy far, far way.**

Features in this issue include:

- Optional Force Rules for the Cosmic, Unifying, and Living Force
- *Understanding the Force* uses references from other genres to help end the confusion on how to use it in game, for both GMs and players.
- Two Solo Adventures: *You Are An Imperials Nightmare* where you can choose between a *Rebel Alliance Jedi* or *Mon Calamari Mercenary* and *Aggressive Negotiations* featuring Ku-karn Low-garn.
- Illustrious Adventurer Aurek Jenth continues his report on the Ithorian Herdship in *Location Scout: The Cathor Hills*
- Target Locked!: *Raid at Jo Jo's Bar*, a scenario for Star Wars Miniatures Battles
- *Of Dreams & Nightmares*, take your players on an adventure for a ship graveyard in the Outer Rim
- Premiere of *Vagabond*. an on ongoing comic series .