STAR WARS

ADVENTURE JOURNAL

DREENA MATURA

PRESENTS

FANTASTIC TECHNOLOGY

Professional Gadgets & Personal Gear

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

"Don't be too proud of this technological terror you've constructed. The ability to destroy a planet is insignificant next to the power of the Force."

–Darth Vader

ON-BOARD DIAGNOSTICS

Greetings Gentle-beings!

Dreena Matura here with a discussion about the tech we have available at our everyday fingertips. I am not going to go into great details of any one tech because I do not want to bore anyone not interested in how the items actually work, and I would like to write a shorter holodoc so that I am not writing a book on just one item. If you want to know more there are Cyclopedia Galactica's that can give you all the answers you would ever need.

Let's swoop right in, shall we?

We have so much great technology at our fingertips it really is astounding. We are so lucky to be in this galaxy. We have small items able to perform single to multiple array of tasks. Single task droids like the floorbots, dispensers, moisture vaporators, mail droids, and locomotion devices. Then we have droids who have an amazing array of functions, to ships that can take us to an astounding volume of places.

Think about how many things we just expect to perform their duties and we do not even think twice about it. How many beings have their homes taken care of by different droids designed to keep their homes or resort rooms clean.

We even have coffeine makers for those who need that kind of stimulant kick. Cor de! I think the stuff is gross myself! Also, the keycode or door access devices to let you in or out of places with no hassles, and for some beings, sketchy or those that just do not belong, to keep them out.

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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.

LEGENDS / INFINITIES

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

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

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

ADVENTURER'S

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

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

ADVENTURING . . .   IN THE DOCKING BAY

by Jason Dray

Every GM and every player loves a new ship. Everyone loves deck plans, and everyone loves new stats. But most don't realize why.

This series of articles will explore the love of ships that forms one of the pillars that makes a Star Wars session (and, ultimately, a campaign) richer.

Session Zero

So, my group decided that they wanted a ship. This was decided during our "session zero." They talked to me about the fact that they LOVE starships, but they had a few things about the whole ship thing that they absolutely didn't like and wanted to work to prevent.

1. On most ships, not everyone gets to feel very active during space combat scenes. Everyone in our group wanted to be active, but they didn't want to be a fighter squadron. They wanted a bedroom on the ship, and they wanted a shower. One player pointed out that hyperdrive trips can take days or even weeks, and she wasn't sitting in a cockpit of a Z-95 for that long. How would she eat? How would she shower? Would she have to wear space-diapers?

2. They didn't want to be the truck drivers of a galaxy far, far away. They had recently finished a very fun, profitable, and successful mercantile-based campaign, and they didn't want to have enough cargo hold to even consider that kind of venture again. So, they set a limit on their ship. It would have less than twenty tons of cargo space.

3. They wanted a chance to get some experience under their collective belts before they had to start putting Character Points towards starship skills. Basically, they wanted to have some fun on the ground first.

4. They wanted their ship to have an iconic look to it. 'Cool' became an important detail.

Based on these criteria, we had a little chat. My group has four players, Each playing one character. We have an ex-bounty hunter, an ex-assassin posing as a gambler, a young armchair historian type who learned her tactics and military skills playing a paintball-like game called "StunSoft," and a Jawa tech who is a droid expert. Two wanted something utilitarian and functional, a no-frills ship that they would really have to work on and invest time in to make it work. The other two wanted something flashier that would be a fighting vessel.

After a while, we settled on two small ships.

Let's look at how using two small ships satisfies the "Session Zero" criteria:

1. With two ships, everyone has a lot to do. One character will be the pilot and also handle the forward guns, sensors, and comms. The other character will handle the turret, the shields (with a little modification, my PCs will put the shield controls in

the turret) and possibly the damage control as well. They will be BUSY, so I recommended that each ship invest in an AstroMech droid to help with navigation and damage control, much to the delight of our Jawa.

2. The ships we chose were the U-Wing and the Firespray. We decided to house-rule that the U-Wing could handle 10 tons of cargo and the Firespray could handle 20 tons. Enough for a speederbike or two, but not enough to become merchants.

3. We decided that they would earn their ships over time. This was done in two ways. The U-Wing would be restored over time from a scrapyard, giving the armchair historian and tech PCs a chance to scavenger hunt for things. It would take effort, good bargaining skills, and elbow grease, but it would be a cheaper ship. The other two PCs would save up and buy a used, mostly-stripped Firespray once the other group had managed to get their hunk of junk space-worthy.

4. Honestly, the PCs were really happy with the types of ships. U-Wings are highly functional, no-frills ships, and that appealed to the tech and armchair historian. The Firespray just screams bounty hunter, which appealed to the other two PCs.

I had some work to do, of course. I needed to start work on the first ship (the U-Wing) because they would need to find it in a scrapyard so they could start working on it, part by part. I decided it was one of the first U-Wing designs, and house-ruled that the U-Wing was a CLASS of vehicle that sought to bridge the gap between fighters and transports, and with a greater range than a shuttle. This particular U-Wing had been one of several used to carry separatist commandoes in my PCs home sector. Deck plans, of a sort, were needed.

We settled on the U-Wing not being a standard design.

So much concept art for the U-Wing ended up on the cutting room floor that we were easily able to find a half dozen different looking U-Wing concept drawings. They opted to look at them all and one of our PCs did a little designing, finally coming up with an amalgam of U-Wing concept art, preferring the design that many have likened to a Huey transport helicopter. I allowed this because it gave them room to add two bunks, a small kitchen, and a bathroom with shower to the design. It was important to them.

This is what they came up with:
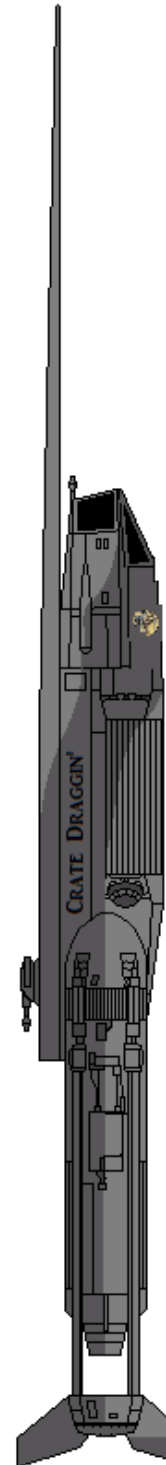
As you can see, I gave the wreck the name Crate Draggin' and my players liked the name so much that they decided to keep it. What can I say, I like puns.

My second choice was Alderaan Places.
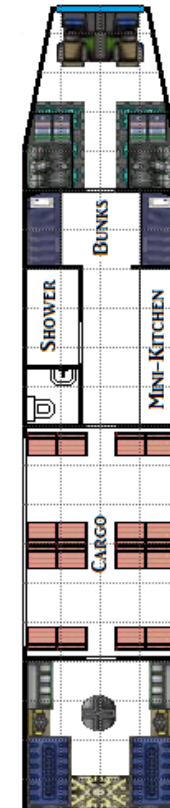
Next, I had to make the ship into a character.

Ships are Characters

Ships in Star Wars aren't merely a means to get from one adventure to the next. They are settings for roleplaying and adventure, they are battlefields, and they are home. The GM must realize (and the sooner the better!) that he/she shouldn't be the one to determine what the ship looks like anymore than he/she should determine what a player character looks like.

The entire group should sit down and figure out what they are looking for in a ship.

The Star Wars default ship is the stock light freighter, it is iconic, large enough for a group of four to six player characters, and lends itself to all sorts of mayhem. It is certainly the go-to ship for a reason – it is easy and fun. But there are SO many types of stock light freighter.

Does your group want to avoid being the truck drivers of the galaxy? Recommend a model with a smaller cargo hold, or let them have a ship that has a small holo-theater, gym, or tech bay that takes up all but 20 tons of cargo space.

Does everyone in your group of six or seven players want to be involved in ship combat? Consider two smaller ships (such as the U-Wing, Firespray, or Y2K Peregrine) so that everyone has a chance to do more than angle the deflector shields or calculate the jump to lightspeed.

Work with them.

But don't let them create SUPERSHIP MK 5,000!

Since the ship is a character, you should avoid hopping ships. Do you remember the name of that reoccurring NPC you saw every session of your last Star Wars campaign? Probably.

Do you remember the name of that Y-Wing you flew out of the asteroid cave on your first adventure and then never saw again? Nope. Not memorable.

Make the ship unique, but not uniquely dangerous.

The ship may be a character, but the ship is also a starting character.

Ships are Starting Characters

So, you've accepted that the party's ship is a character of its own, and you are ready to come up with some stats. You're tempted to use the basic stats for the Firespray, because it's so cool.

STOP!

Sure, the ship is a character, but it's a beginning character, just like the group. It might have a hundred years of history settled into dirt and grime in every corner, but it has to be commensurate with your group's power level. Here are a few tips:

Shields over 2D are too much. A Hull over 4D is too much. TIE Fighters have laser cannons that do 5D damage, so coming up with a Shields+Hull combination that equals between 4D+2 and 5D+1 is optimal for fun and survivability. Also, don't worry about how little damage the ship guns can do. TIE Fighters have a 2D hull and no shields.

Start your PC's ship with a couple of turrets that do 3D damage and they will still be destroying TIE fighters with 50% of their shots or more! Proton Torpedoes, Concussion Missiles, and Turbolasers don't belong on this ship. First off, they SHOULD be illegal.

Why in the world would the Imperial Navy allow ships to fly around the galaxy with weapons that can do THAT MUCH DAMAGE?

Second, unless you want your group blowing away frigates and damaging light cruisers, they have no place in the beginning of the campaign.

Many GMs seem to want to wow with extra gadgets at this point. This is done to please the players and to give the ship a special feeling. Secondary shield generators, a super-fast hyperdrive, etc. are not what the GM needs here.

Instead, give the old rust bucket some real personality.

Ship Personality

d6 Roll	Ship Quirk	Game Effect
1	Once used as a salvage vessel.	Equipped with low-powered tractor beam projector [Fire Control 1D, STR 2D]
2	Served as a pleasure vessel for the idle rich	Food processors are extremely high quality (though there is little market for such things today). Meals are gourmet.
3	Once used to carry bounties, captured animals, wanted felons.	Cargo space has been modified into holding cells. 10 tons = 1 cell
4	Shady history as a swoop gang transport	1/2 of cargo space is replaced with a repulsorlift workshop (minus tools), other 1/2 is garage space.
5	This was a Family Ship	Recreational and kitchen areas are larger. Several "family touches" such as portrait frames or painted murals, in the hallways. Extra bedrooms and a holographic school room.
6	Smuggling Vessel	There is a 1 ton smuggling hold somewhere on the ship. There are a few places throughout the ship with small areas that are made to smuggle a single weapon or item. Let the group find these as they go (wait, there's a compartment behind the fire extinguisher!)

Helping Your Group to Pursue a Goal

So, your group has decided on a ship (or ships) and you've decided on some quirks. Now, you (as the GM) have to figure out how the group got hold of it. Of course, they want it for free, as starting equipment. As an alternative, they want to owe some crime lord some money.

This has been done to death.

First off, your players are going to move around so much that having a crime lord after them will be no big deal. Second, many players will be likely to either become focused on eliminating the crime lord or on accumulating credits to pay the debt off. Neither of these options are fun.

Here's another possibility:

Have them actually work for it.

In the end, they will love it. They will feel like they earned the ship, it will have taken on a life of its own during the process, and you can use each and every part they are looking for as a reward or adventure hook for starting characters. Does your group need an acceleration compensator? Have the rebellion offer them one at the end of the mission in trade for a couple of extra blaster pistols they picked up. Is your group looking for a nav computer? An old contact may have a spare one, but he is currently on the run from a local gang of thugs.

In our latest game (as I mentioned before) our group of four player characters found an old U-Wing sitting in a scrap heap. Most of it was junk, but there was enough there to work with. The price? 5,000 credits. They checked it over a half-dozen times. Each time they found something else that needed to be replaced or repaired. The price was right, though they had to save for a few more games. Best of all, they would see their project progress over a half dozen or more game sessions, which is what they really wanted.

In the end, we were given a list of repairs.

Ship Repairs

Part	Install DC	Time	Cost	Effect
Acceleration Compensator	Moderate	4 hrs	800	Speed limited to 1D until replaced
Atmospheric Processor	Moderate	4 hrs	200	Limit 1 hr in vacuum until replaced
C-8 Corellstand Environmental Filter	Easy	1 hr	200	Limit 1 day in vacuum until replaced
4 Algae Cylinders	Easy	1 hr Ea.	50/Ea.	Ea. adds 1 week of life support in vacuum
Hyperdrive Motivator	Moderate	2 hrs	300	Hyperdrive won't work until replaced
Navigational Computer	Moderate Starship and Computer Repair	2 days	2000	AstroMech required to jump until installed
3 Optical Tranducer Panels	Moderate Starship and Sensors	2 hrs Ea.	150/Ea.	-1D sensors until replaced
Koensayr Manufacturing Y-240 Anti-Gravity Motivator	Moderate	4 hrs	500	Cannot fly until replaced
Reactant Agitator Injector	Moderate	1 hr	200	No weapons shields until replaced
4 Thiodyne 03-R Cryogenic Power Cells	Very Easy	30 min/Ea.	500/Ea.	
Etheric Rudder	Moderate	1 day	2000	-2D maneuverability until replaced
Influx Capacitor	Difficult	6 hrs	800	Uses twice the power until replaced

Hyperdrive Actuation Diode	Difficult	1 hr	150	activated manually until replaced
Thelman Converter	Moderate	2 hrs	200	Hyperdrive won't work until replaced
Taim & Bak IX4 Laser Cannons Power Cable	Easy	4 hrs	100	Blasters non-functional until replaced
Power Relay Inverter for Incom 2A Engine	Very Difficult	6 hrs	300	No "hot starts" until installed
9771 Deflector Shunting Circuitry	Moderate	4 hrs	550	Shields fail after 1st hit until installed
Titanium-reinforced Alusteel Cargo Doors	Easy	2 hrs	600	Must stay in atmosphere until replaced
Misc. Hull Plating	Easy	2 days	400	Hull rating -1D until replaced

After saving the 5,000 credits to buy the hunk of junk, my group had to find and purchase an anti-gravity motivator. This allowed us to fly the ship back to the lot we had rented to store it. Of course, they needed to replace the cargo doors, atmospheric processor, and environmental filters next. Without these, the U-Wing was nothing more than a glorified airspeeder. Even then, they found that the vessel was okay for flying around the system they were in, but couldn't make hyperspace jumps.

Now they're still doing a little work for the local underworld and a little work for the rebellion, but they're also searching for a thelman converter, hyperdrive motivator, and nav computer (though they may end up buying an AstroMech droid to store a few jumps at a time instead). Once my group finds these items, they'll have an actual working ship, though it won't have power to the guns and shields. Further, there will still be a number of things wrong with it (speed capped at 1D, maneuverability at -2D, shields failing after first hit) until they find the last bit of parts.

A GM Secret

There is a reason behind all of this madness. Actually, there are four GOOD reasons a GM should provide a ship to a group of PCs:

1. Beginning characters aren't really ready for space combat – they need to get a few more adventures under their belts before they have the skills required. Do you think your PCs have the skills? If you do, consider this: The average TIE Pilot has a 4D or 5D in piloting and gunnery. Fire control and maneuverability for the TIE Fighter are both 2D, giving the AVERAGE TIE pilot six or seven dice to roll. Until the group can equal that, they can't match one or two TIE Fighters in a fight, let alone a half-dozen.

2. Your players are going to skill up in their chosen areas pretty quickly unless you do something about it. It's easy to end up with a few ultra-talented gunslingers in your group if you don't give them something else to put skill points into. Ships give your PCs something to work toward and spend their skill points on. Every member of the group ends up grabbing at least one starship related skill and works on improving it. Think about all of the skills needed: *Starship Piloting, Shields, Sensors, Comms, Navigation, Starship Gunnery, Starship Repair.*

That's seven skills; seven skills to put character points into that take away skill points they would otherwise spend on their Dodge and Blaster skills. If your group will have a single transport with two turrets and forward mounted blasters, that will mean THREE PCs need to work on *Gunnery* skills. One or two will need *Starship Repair and Piloting.* At least one will need *Shields, Sensors, Comms and Navigation.* And if you give them TWO ships, they have to spend even more skill points. And they will want two smaller ships if they all want to get in on the action.

3. Ships also give the GM a money sink to keep the game balanced. It's easy to end up with a ton of money in this game (just have your group of four pick up a pistol or two per game to sell at ½ price and watch the money start to roll in). Rewards of 500 to 1,000 credits per mission are pretty standard, the group will "end up with" extra blasters, speederbikes, and other goodies to sell, and they will want toys. Let them save for a needed ship part, or a new blaster turret that does 4D damage, or let them try to buy a black market concussion missile launcher later in the campaign.

4. It's a good way to get your players into an adventure. Maybe they need to visit a junkyard in a nearby system to find a part they need. Does the junkyard owner still have it, or was it stolen by bandits? Does he wish to sell it outright, or does he need a service done in exchange? Do the players need to go to a pirate swap meet or a Hutt flea market for a part? Does the rebellion offer them a small shield generator in trade for helping them out with a little issue? And don't get me started about the allies that can be introduced! Techs, junk sellers, pirates, smugglers, etc. can all be fleshed out as reoccurring characters for later use.

Conclusion

So, talk with your players during your session zero. Find out what they are really looking for. Then, let them earn any ships they want slowly. My group has been playing for over a year now and they are very proud of their two ships, the *Crate Draggin* (that same U-Wing) and the *Jezebel* (A beat up old Firespray with a few tricks up her sleeve). They remember the time that the pirate Ajacks Freel outbid them on a nav computer during the Hutt flea market auction, and they had to sneak onto his compound to illegally acquire it from him. They also remember the dirty job they did for a Arconan crime lord to get a new etheric rudder for the Firespray.

Curious Coverts
by Ray Napoli

Info-brokers across the galaxy rely on a depth of skills, wit and cunning as well as a network of contacts. Info-brokers and spies use a fascinating variety of gadgets to accomplish all manner of tasks.

It helps to be listening when no one thinks you are, to see what no believes is seen. Acquiring these bespoke gadgets is difficult at best, some are produced only for governments, or are personal projects for a discerning buyer. The market for covert couture is narrow, hidden, and incredibly exclusive.

It is often the case that characters who deal in information require customized gadgets to help them fill their roles and collect intelligence. On the next few pages, you'll find the sort of gadgets that the Info-Broker featured in AJ4 uses to gather information while she conducts her business. These gadgets, this 'covert couture' is meant to cover the High-Society facet of clandestine operations. However, these devices should also offer a firm foundation for characters and GMs developing their own Curious Coverts.

All of the Curious Coverts require a **Very Difficult – Security** Check to discern their extraordinary nature. Higher degrees of success are more likely to determine the actual purpose of the device in question.

Meta-Alloy Bracelets

Type: Covert Signals Collection Device

Skill: Sensors

Cost: 2,500 Credits

(Set & Reader)

Availability: 4X/Illegal

Range: 50 Meters

These bracelets adopt recent fashions of bangles or multiple bracelets worn on wearer's wrist.

The elegance of gold never goes out of style however, so one can be assured that they will always be in style whether worn singly, in pairs, or all together.

These curious coverts are not made of gold but carefully constructed of absorbent alloyed meta-materials almost indistinguishable from gold. The bracelets are each tuned to a different frequency, with the metals slowly absorbing signals within a radius of the wearer.

Data contained on the Bracelets may only be read with the correct piece of equipment, and indeed, it would be difficult to detect their passive recordings without the reader. The reader often bears the appearance of a custom crafted jewelry mount just for the bracelets, an appearance individualized for each buyer.

The bracelets as a set may record an entire evening (12 hours) of audio and communication signals, but must be primed by the reader before they are to be used again.

Covert Com-link

Type: Encrypted Com-Link

Skill: Communications

Cost: 2000/3000 as a set

Availability: 3R/Restricted

Range: 35 Kilometers / Orbit (set)

The Covert Com-link is sold as a single piece of jewelry, or a paired set of companion pieces. They come in a variety of shapes and sizes to include: a pair of earrings, a pair of bracelets, an ornate necklace, and hair ornaments. They usually require some assembly to function, so as to maintain their mundane if fashionable appearance when not in use. Both models of the Covert Com-link use an encrypted link and must be set to transmit and receive on a single frequency. It requires a **Difficult** communications check to reconfigure the set for another frequency.

A custom set made for Persephone includes a pair of earrings styled with two gold rings representing elliptical orbits around a shining sunburst – the earrings may be assembled together, with one of the sunburst units operating as the power source.

Clandestine Operations Toolkit

The Clandestine Operations Toolkit includes a selection of devices suited to field operations, though it is rare, now, to see an entire set in use. Circumstances, as often as not, involve the separate parts of a kit being spread about after being used or sold. The devices have an uncanny knack of being separated from less fortunate users and are occasionally sold as actual jewelry from time to time as well.

The kit includes:

2 Antenna

A Security Tool set

2 Computer Spikes

A mono-filament dagger.

The 'Jade Dragon' Clandestine Toolkit used by Persephone

Mono-filament Dagger

Type: Concealed Weapon

Scale: Character

Skill: Melee Combat: Dagger

Cost: 1,000

Availability: 4X/Illegal

Difficulty: Easy

Damage: 3D, Ignoring 1D of Strength or Armor.

Mono-filament daggers are illegal in any jurisdiction and are usually not well-regarded by law enforcement. These daggers benefit from an incredibly sharp edge only a single molecule wide – able to cut through all but the most robust armor.

They are sold with a sharpening sheath; a mono-filament dagger separated from its sheath loses its unique properties and becomes a **Knife** as seen in the Core Rulebook.

Security Tool Kit

Type: Covert Security Tool Kit

Skill: Security

Cost: 1,250

Availability: 4X/Illegal

This Clandestine Toolkit is embedded in several pieces of jewelry. The 'Jade Dragon' model featured above occupies several 'hair sticks' and includes the necessary tools to pick, unlock or spoof Security Devices. These tools would include for example: A vibro lock picking set, a magnetic resonance fork, an electro-spoofer, and a micro hydro-spanner.

Computer Spikes

Type: Covert Computer Spikes

Skill: Computers

Cost: 750 (each)

Availability: 3R/4X For Covert Spikes

Though Computer Spikes are ubiquitous throughout the known Galaxy, it is another matter entirely for them to be embedded within jewelry or hair adornments. These two spikes can be tailored for different systems and are concealed within the head-dress as the other pieces.

The spikes may each be programmed for a particular kind of computer system with an **Easy** Computer check. A passed check prepares the Computer Spike for use, allowing a single **Computers** check against the correct kind of system to be sliced in order to gain access.

A computer spike *may* be used against the incorrect kind of computer system, but will usually invoke an additional difficulty step to the skill check.

Covert Antenna

Type: Hidden Signals Antenna

Skill: Communications

Cost: 1,000 (each), 500 (Law Enforcement)

Availability: 3R/ 4X

These covert antennas work the same way as the Meta-Alloy bracelets, but benefit from a larger form factor. These Antenna have a receive distance of 150 meters, but must be prepared for a particular frequency band. It is a **Medium** Communications check to tune the Antennas for use. Tuned antennas will record for 12 hours and receive a single type of communications – Subspace Radio, Hyperspace Comms, Regular Com-links, etc.

There is a Law Enforcement model made from regular materials available that does not look like jewelry and requires a **Medium** check to identify if not hidden or installed in a discreet location. These models are usually slightly larger than a com-link, though also available in an elongated form-factor approximately 2 cm wide and 20 cm long.
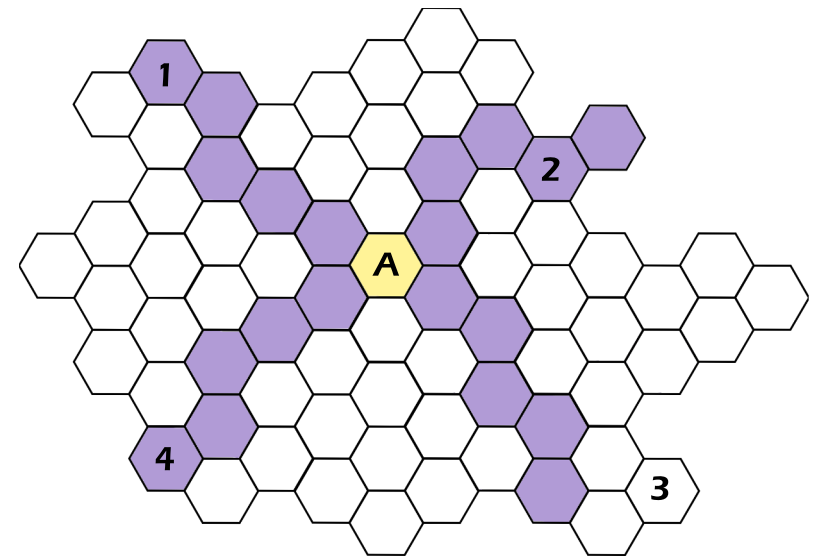
1 Hex = 30 meters

GALACTIC GAZETTEER: PALADEZ

Astronavigation Data: Palade system, Iseno sector, Inner Rim region

Orbital Metrics: 298 days per year / 20.14 hours per day

Government: Guild Council

Population: 7 million (droids 47%, humans 24%, Duros 12%, various species 17%)

Languages: Basic

Terrain: High desert, scrub plains, mesas

Major Cities: Senno City (capital)

Areas of Interest: Osk-2 Preservation/Reclamation Yard, Harker's Underappreciated Ship Lot, Aurek-Dorn Town

Major Exports: Alloys, precious metals, starship components

Major Imports: Starships, heavy machinery, foodstuffs

Trade Routes: Hydian Way, Corellian Run

Special conditions: None

Within a few days' hyperlight travel from Denon and other highly-populated worlds in the Iseno sector, Paladez is an arid world. It is covered mostly in high desert and mesas, with shallow valleys filled with plains containing sparse but hardy vegetation.

Few indigenous animal life-forms evolved on its surface, and those that did are unable to be domesticated into livestock or any other marketable commodity. These factors, coupled with its proximity to the intersection of the Hydian Way and the Corellian Run, made it an ideal spot for any industry that benefited from wide, open spaces and low humidity for preservation purposes.

The demilitarization following the end of the Pius Dea Era of the Republic led to the creation of a massive decommissioning site for its capital ships, which could be salvaged and scrapped for valuable components, along with materials and alloys that are able to be recycled into other vessels. It was directly managed by the Republic Navy for thousands of years, until offers from several galactic mega-corporations poured in, opening up contracting of the site and saving the Republic billions of credits.

The TransGalMeg Corporation would ultimately win the contract to the site, and for the next nearly three millennia, Paladez would be governed by a hand-selected management board to directly oversee the decommissioning process and salvage operations. They were largely left to the own devices, so long as the disposal yard turned a profit and the planet stayed out of the spotlight of the Republic's environmental inspectors. While these two requirements were fulfilled, the board itself turned a blind eye to the management of the Yard itself, who would in turn violate numerous established labor laws.

While droids at large received some rights from the Republic, often the interests of the bureaucracy and keeping things running efficiently tended to outweigh those ideals, and on Paladez, that was especially the case. The labor pool of droids working in the Osk-2 Yard were often pushed past the breaking point, neglected basic maintenance and servicing, working longer hours than recommended by their manufacturer's standards, jury-rigged to function with cobbled-together replacement limbs if they were mangled in accidents. In a normal industrial site, this practice would not only be regarded as cruel and inhumane, but extremely wasteful in terms of credits and resources. But even one day of operation cessation resulted in the loss of millions of credits of productivity, such was the sheer scale of the Yard's operations.

Year after year, for centuries, the bean-counters won out, even at the protest of yard managers and even board members.

But the droids themselves would be the ones to change everything. Approximately three hundred and twenty years ago, a severe accident would provide the catalyst to the one the largest droid revolts to unfold in the post-Ruusan Reformation era. During the cutting of a particularly large piece of superstructure from a decommissioned Judicial Forces dreadnaught, shoddy deconstruction planning resulted in the catastrophic collapse of a load-bearing bulkhead. The structure, roughly ten percent of the hull, broke away from the vessel, crushing dozens of droids below. A few more independently-minded administration droids orchestrated the worker's arrest of the TransGalMeg/Paladez Management Board (detractors would say "taken hostage") and a planet-wide strike of all of labor droids in the Osk-2 Yard. After a particularly costly and embarrassing public relations debacle, TransGalMeg was stripped of its management rights over both the planet and the yard, and a guild was formed by disaffected workers and droids that would oversee operations from that time forth.

Today, Paladez is particularly low-key amidst current galactic affairs (the conflict between the Empire and the Rebel Alliance notwithstanding), but it has become a refuge to wayward and runaway droids from far and wide, who are genuinely interested in existing somewhere where they can be truly equal and free.

Points of Interest

Osk-2 Preservation/Reclamation Yard

Reserved for countless millennia by numerous corporations and galactic entities specifically for the decommissioning and salvage of capital starships, the Osk-2 Preservation/Reclamation Yard covers thousands of square kilometers of the planet's surface. It is filled with the hulks of multiple eras worth of military and commercial vessels, dating as far back as the Republic's Pius Dea Era after the removal of Chancellor Contispex XIX from power and subsequent downsizing of its navy.

To call it a starship graveyard is an understatement; thousands upon thousands of capital vessels, ranging from a few dozen meter patrol ships to multi-kilometer long dreadnaughts, slumber in immensely-huge lots flanked by support girders, framed catwalks, cargo repulsorlifts and towering cranes. An epoch's worth of spacecraft so vast and numerous that cataloging all of them would be a near-impossible task, if not for the Paladez Salvage Guild's meticulous record keeping and cataloging methods.

Precious few of these decommissioned vessels would be considered museum quality, let alone be able to return to any sort of actual service. Chances are that the older a designated lot is, the more likely that its contents have been cannibalized and stripped of useful parts and materials. Most of the past millenniums' vessels are little more than exposed husks, barely hanging together by riveted superstructure and compartments deemed too expensive or time-consuming to remove. Additionally, these hulks are structurally unstable and pose great hazards to would-be scavengers and salvage teams. Some have become the homes of feral creatures, criminals with outstanding warrants, or even refugees from planets that have suffered intense brutality under Imperial rule.

In spite of these risks, the Osk-2 Yard draws in many customers. With exception to recently decommissioned Republic/Imperial military vessels, the Paladez Salvage Guild grants reclamation permits for a small fee, while also requiring visitors to sign a legal waiver that indemnifies the Guild (and the Yard) from any legal responsibility regarding their health and safety during salvage operations.

Since the end of the Clone Wars, the Imperial Navy has contracted the Osk-2 Yard for disassembly and disposal of a large number of its decommissioned capital ships. Several dozen Acclamator-class assault ships, Venator-class star destroyers, and smaller vessels have been inducted into the CWED-series (Clone Wars Excess/Disposal) lots. About half of them have been placed into Emergency Ready Reserve status and mothballed, while the remainder are currently undergoing weapons and component cannibalization, or are being stripped of recoverable structural alloys and armor to be used in the construction of newer warships.

An Imperial Army garrison has been assigned to secure these lots and prevent illegal salvage, especially any Rebel acquisition of any Clone Wars-era weaponry and defensive systems. While the Salvage Guild sees the Imperial presence as an irritation to their operations they also recognize its steady profitability, and fully comply with any requests and requirements.

2d6	Reclaimed Starship Parts (Ancient)
01-50	Ancient part/scrap is too dilapidated to be useful. No value.
51-60	Ancient part/somewhat functional/usable on ancient starships. Worth 10% of market value.
61-65	Ancient part /serviceable and functional on ancient and/or older starships. Worth 25% of market value.
66	Fully-serviceable component found. 50% of market value.

Roll once per day on a Successful Very Difficult Value or Search skill check

2d6	Reclaimed Starship Parts (Obselete)
01-40	Obsolete part/scrap is too worn out to be useful. No value.
41-50	Common part /somewhat functional/usable on older starships. Worth 25% of market value.
51-60	Common part/serviceable and functional on older and modern starships. Worth 50% of market value.
61-66	Fully-serviceable component found. 100% of market value.

Roll 2d6 up to twice per day on a Successful Difficult Value or Search skill check

2d6	Reclaimed Starship Parts (Modern)
01-30	Modern part/scrap is too worn out to be useful. No value.
31-40	Modern part/somewhat functional/usable on modern starships. Worth 40% of market value.
41-60	Modern part/serviceable and functional on modern starships. Worth 80% of market value.
61-66	Fully-serviceable component found. 100% of market value.

Roll 2d6 up to three times per day on a Successful Moderate Value or Search skill check

2d6	ILLEGAL - MILITARY Reclaimed Starship Parts (Clone Wars - Modern)
01-50	Modern part/scrap is too worn out to be useful. No value.
51-60	Modern part /somewhat functional/usable on modern starships. Worth 80% of market value.
61-66	Fully-serviceable component found. 100% of market value.

Roll 2d6 once per day on a Successful Very Difficult Value or Search skill check

d6	ILLEGAL Part Type
1-2	Armor Plating (+1D Hull)
3	Sensor Suite (GM Discretion)
4	Shield Generator (2D Starfighter Scale)
5	Weapon (Medium Laser or Ion Cannon, 5D)
6	Weapon (Concussion Missiles or Photon Torpedoes) 8D / 9D

Special Environment Rules

Within the disassembly yards the air quality is low due to the amount of irritants, coolants, solvents, and residual fuel fumes present within. In the modern and obsolete ship lots, the atmosphere changes to Type II: Breath Mask Suggested; if no breath mask is worn, PCs suffer 1D6 Strength damage per day of exposure. In the ancient ships lots, the air quality degrades to Type III: Breath Mask Required; if no breath mask is worn here, PCs are inflicted with 1D6 Strength damage per hour of exposure.

Aurek-Dorn Town

One of the most unique sites on Paladez evolved from a planet-wide droid labor dispute that unfolded hundreds of years ago, which set a one-of-a-kind precedent that permitted all droids to receive on-world labor rights, representative self-government (through the Council of Automated Sentience) and the establishment of their own community. Situated a few kilometers from the Osk-2 Transit Route Station, Aurek-Dorn Town, or Astro-Droid Town, is home to thousands of droids, most of whom are employed at the Preservation/Reclamation Yard.

Block after block of oil bath spas, tune-up shops, re-plating and cleaning parlors, recharging berths and memory back-up caches fill up the town; to the outside organic-based observer, it resembles a crowded industrial zone, reeking of oils and solvents and emanating with various boops, beeps, screeches, and electric modulation. To the droids that live there, it is the closest thing they've ever had to having self-determination and freedom.

Droid citizens make up over 90% of A-D Town's population, and essentially, any droid that is previously free or emancipated by its previous owners can apply for citizenship. While runaway droids have been accepted (and even encouraged) to apply, the current political climate between the Salvage Guild and the Empire has resulted in a community-endorsed mindset of plausible deniability. Few droids are willing to jeopardize the liberty that they currently enjoy, although sympathy for the plight of the others runs high.

Upon ascension to citizen, the applying droid has its restraining bolt removed ceremoniously and is implanted with an identification chip that will display its formal citizenship certificate and registration upon inquiry. In return for agreed-upon community service requirements, a citizen droid is entitled to access to regular recharge and basic maintenance services, voting rights (every droid citizen is eligible to vote on initiatives and/or for the council members, along with the Chairdroid), and judicial rights and protection. The droid is also paid based upon its work shift hours, for which rates vary depending on the assignment, expertise, and any hazard and/or industrial conditions that negatively affect the droid's operating condition.

The currency used is known as the Aurek-Dorn Credit, or A-D Cred, which exists only in encrypted electronic form, and is deposited into the droid's memory bank as its financial file. These can be redeemed for various services available in A-D Town and elsewhere on-world, and are also recognized in all of Paladez sites and cities (with exception to the CWED-series lots, which are firmly under Imperial control).

The Council of Automated Sentience

The Council of Automated Sentience is the established government of Aurek-Dorn Town and the representatives of all droids on the surface of Paladez. Made up of a forty-member legislative council with the Chairdroid as executive head of government, the Council is in session nearly every local day, with exception to established holidays, such as The Maker's Most Benevolent Calculation Day. It is elected every two standard years (Paladez calendar), while the office of Chairdroid holds a four standard year term. The Council is formally-recognized by the Salvage Guild and regularly sends their own representative to initiate droid-relevant legislation or vote upon that which directly or indirectly the droid populace.

To best represent the droid population, the Council is broken down by their degree, with five "sockets" (seats) allocated for first-degree units, fifteen sockets for second-degree, five for third-degree droids, five sockets for fourth-degree, and the final ten sockets set aside for fifth-degree units. The Chairdroid can be any degree of droid, but traditionally has been either first-degree or second-degree. The last time a fourth-degree unit was elected to the position, it was a decommissioned Imperial probe droid, and its draconian policies resulted in it being ousted from office unanimously by both Council decree and popular referendum.

The Council meets in a small, half circle hall directly across from the Shrine to the Maker near the very center of A-D Town. As most of the correspondence sent to and from the Council is in electronic form, there is no need for a reception area, and the meeting hall itself is little more than a space where each member can stand and plug in to access the council's network. Debates and any related discourse, as expected, are swift and typically direct and to the point. There is little point in excessive deliberation between droids, particularly those whose occupation revolves around maintenance or related labor. There is also a public venue for droids who wish to observe the day's legislation session, but this is often empty as most droids are typically performing their assigned duties or are recharging during their

off-shift hours.

Because of the contract arrangement between the Salvage Guild and the Empire, the Council is largely left to its own devices, whom has also agreed to absolve any recognition of droids claiming independence from Imperial service, albeit begrudgingly.

It is suspected that a faction within the Council of Automated Sentience clandestinely supports the admission of former Imperial-owned droids as citizens, potentially tied to an underground liberation movement that operates within Aurek-Dorn Town and the Osk-2 Yard. The Council, fearing the revocation of droid rights on Paladez, actively roots out supporters and/or members of this movement, though any links tying a council member to it have yet to be discovered.

Shrine to the Maker

Most of the droids of Astro-Droid Town are cognizant of the fact that their community on Paladez is a rarity in the galaxy. Shortly after the Osk-2 Yard Labor Uprising and the subsequent establishment of the Charter of Automated Sentient Rights by the Salvage Guild, several of the movement's participants constructed a small shrine to the Maker, to express reverence and remembrance to those whose "crafter's hands have surely guided their tracks to self-determination," as the shrine's caretakers would espouse. Centered in the middle of the shrine is a statue made of solid bronzium, plated with chromium retrieved from a decommissioned royal starship, and formed in the likeness of a humanoid protocol droid, standing atop two giant open hands. Inscribed at its base is the following: "the Maker molds, so that his creation may mold the galaxy."

The shrine can be found across from the Council of Automated Sentience Hall, in a small circular clearing with the statue and a place to present offerings and tokens of gratitude. A few droids of various types can be found here throughout the day and night cycles, engaging in prayer, meditation, or self-reflection. A small coven of particularly adherent droids can also be found tending to the shrine or conversing with other droids about matters relative to the Maker. A former survey droid, LB-071, is the spiritual leader of the coven, and was one the original droids who built the shrine (and also witnessed the Osk-2 Yard Labor Uprising firsthand).

LB-071

Les Tech M26S Survey Droid

DEXTERITY 1D

Dodge 3D

KNOWLEDGE 1D

Planetary systems 5D+2, scholar: the Maker faith 6D, survival 5D, value 4D+2

MECHANICAL 1D

PERCEPTION 1D

Command 3D, persuasion 4D, persuasion: sermon 4D+2, search 4D+2

STRENGTH 5D

TECHNICAL 2D

Equipped with:

- -Seismic sensors (+2 to *search* for ground vibrations and to determine what the source of those vibrations might be)
- -Movement sensors (+2 to *search to spot moving objects up to 500 meters away*)
- -Electromagnetic sensors (allows droid to monitor the electromagnetic spectrum)
- -Dual photoreceptors (visual and infrared)
- -Radiation sensors (allows droid to determine radiation levels, paying particular attention to levels harmful to organic life-forms)
- -Heavy grasper arm (+1D to lifting)
- -Fine work manipulator arm (+1D to Dexterity or Technical skills; used to gather samples)
- -Holocam
- -Heavy treads

Move: *4*

Size: *1.2 meters tall*

Capsule: LB-071 served aboard an Old Republic scout ship hundreds of years before the outbreak of the Clone Wars and the rise of the Empire, exploring dozens of new worlds with his
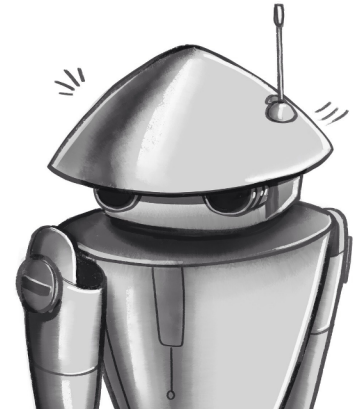
master. One particular survey gone wrong led to his master's death, and while his ship was located and LB-071 recovered, it was decided to remove the scout vessel from service and send it, along with the obsolete survey droid, to Paladez for decommissioning and disposal. LB-071 was transferred into service at the Osk-2 Yard, and like the other droids under their control, the work conditions were often punishing and brutal. While not a part of the Uprising itself, LB did witness what had transpired and lent his full support to the movement that followed, and it was from another droid within that who shared his belief in the Maker. Something changed within LB's programming, a spark of the mechanically-divine perhaps, and he helped build the Shrine to the Maker, and later, became the head of its coven.

The Bent Hydrospanner

Location

As many droids who have performed some form of starfaring could tell you, they are not particularly welcome at many of the galaxy's watering holes. But in a place where starships reach their final resting place, the decommissioned and salvage process is heavily-dependent on droid labor. A retired capital ship engineer with a fondness for mechanical beings recognized the need for a place where organics and droids could mingle, relax, and unwind after a hard day's work at the Yard.

With a blazing orange holosign in aurabesh that reads, "All Workers Welcome," the Bent Hydrospanner is located on the very edge of the sparsely-populated Organicville (Org-V for short), right across from the Organicville - Osk-2 Station whose repulsorline cuts through the width of A-D Town. The core of the cantina itself was fabricated from a scrapped fuel cell of a large container ship, cleaned out of all residual volatiles and renovated with all of the necessary fixtures to include electrical wiring, plumbing, and furniture. Several other segments were added to improve both organic and droid comfort, to include refreshers, oil baths, and a charge sauna.

It's a bit grimy, and certainly smelly, but for those accustomed to working in the Osk-2 Yard, it's on the way home from shift, and a decent spot to unwind in.

History

The Bent Hydrospanner is a recently-established business, the brain-child of a retired Rendili StarDrive employee named Hom Euyo. A talented engineer, Hom designed several of the sublight propulsion subsystems unique to Rendili's Clone Wars era warships, chiefly the stalwart Victory I-class star destroyer. Hom was not particularly ambitious within the company, however, and had been passed over for promotion more than a few times. With the lion's share of the capital warship market having shifted in favor of Kuat Drive Yards, Rendili StarDrive suffered financially and the company downsized.

Hom was offered an early retirement option, and while his pension was a good sum of credits, the sheer expense of living in the Core Worlds or the Colonies (coupled with the anti-alien bias that had only grown in those regions) convinced him to seek a different place to call home.

Having spent some forty years constructing capital ships, Hom learned about Paladez and the Osk-2 Yard from a colleague, and was intrigued at the idea of entering a consulting position that involved the deconstruction of some of the very same warships that he helped design. But he had also heard that the on-site droid labor were free citizens, something relatively unheard of in the galaxy at large. Hom himself had made friends with many of the droids he had worked alongside with over the years, and thought that this characteristic made Paladez quite unique and favorable to him. So he packed up and left the Rendili offices for the Inner Rim and his post-retirement fortunes.

As luck would have it, the position Hom sought didn't pan out. But he did find kinship among the droid population of Astro-Droid Town and decided to take part of his Rendili company profit shares and procure a lot, along with the necessary components, to build an establishment that serves both droids and organic beings alike. Today, The Bent Hydrospanner is a staple in A-D Town, where even the who's who in the community will stop by every once in a while to quench their thirst (or grab a quick recharge or a hot, refreshing oil bath).
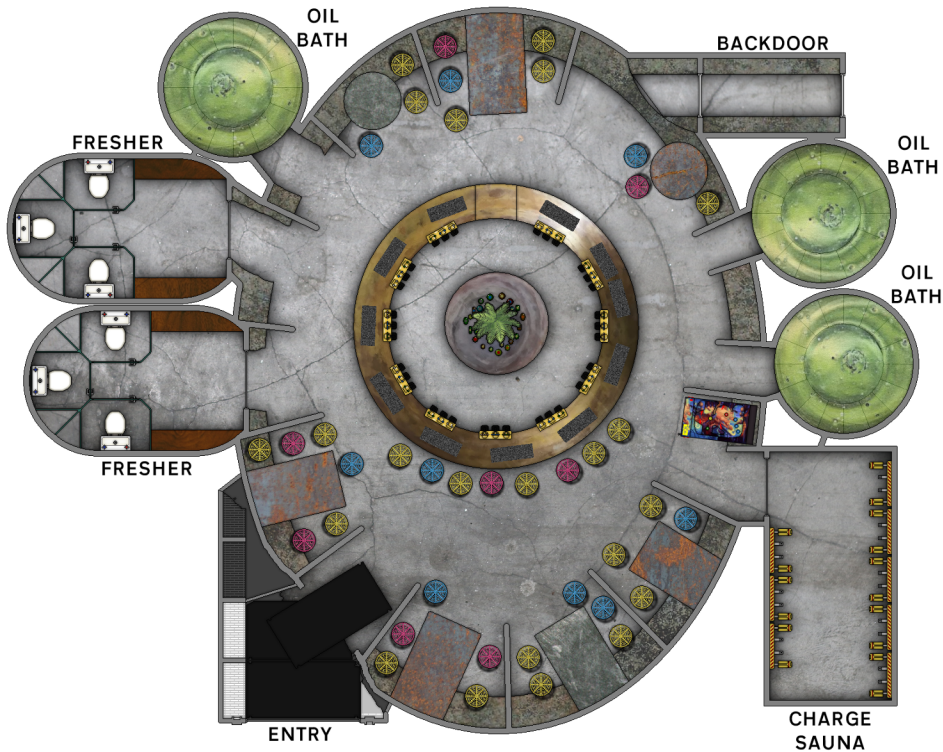
Galactic Hot-Spots Review Journal

Establishment: The Bent Hydrospanner

Owner: Hom Euyo

Amenities: Food, drinks, music (recorded), entertainment (game machine), oil bath and recharge service (droids)

Cover: None

Security: Bartender/owner, regulars

Illegal Activities: Contacts (droid revolutionaries), meeting spot

Final Review: 2 ½ supernovas

Personal Note: That oil bath is going to feel sooooo good…

Not willing to skimp on his droid clientele (or new customers), Hom installed three large, premium oil baths, each complete with a contaminant filtration system and filled with high-quality, high temperature lubricating oil. It's not even close to the same stuff

that the Imperials use on their droids in the Osk-2 Yard, and occasionally, one of their units can be found making use of one, at the risk of an early memory wipe and extended labor hours if caught….

Need a little boost?

The Bent Hydrospanner offers a cheap, safe and relaxing place for droids to quietly reenergize with its roomy recharge sauna. Climate-controlled to prevent the onset of corrosion or stickiness in the joints or servos of limbs and motors, it also offers a space away from prying eyes and/or photoreceptors.

Menu Prices

Meals

Local snacks: 1 credit/0.25 A-D Cred

Off-world imports: 2-3 credits/0.50 – 1 A-D Creds

Drinks

On tap/local brews:

2 credits or .50 A-D Creds/0.5 litre

Drink Specialties:

Mechanic's Shot:

3 credits or 1 A-D Cred/shot

Fusion Core: 5 credits or 1.75 A-D Creds/shot

"Coolant": 2 credits or .50 A-D Creds/0.5 litre

Has to be mixed: 4-5 credits or 2 – 2.25 A-D Creds/glass

Imported brews: 6-7 credits or 2.5 – 3 A-D Creds/0.5 litre

Imported wine: Varies on vintage and origin

Entertainment

Game machine: 1 credit/0.25 A-D Cred per round

Droid services

Oil bath: 1.75 A-D Creds per session

Recharge: 0.05 A-D Cred per hour (or 2 A-D Creds for full recharge)

Security

Hom doesn't rely too heavily on holocams or armed guards to watch over his establishment. Instead, he promotes friendship and goodwill towards his current and future patrons, who in turn keep a loyal eye on his wares and would-be thieves or grifters. With many flesh and blood organs (and droid sensors) keeping watch, Hom rarely has to call security to intervene, although he will in the rare instance someone attempts to cause trouble.

Crowd

The Bent Hydrospanner welcomes all kinds of beings, ranging from humans and non-humans alike to the various models, makes, and types of droids that either live in A-D Town or are transient and are thirsty for a quick drink or just the chance to sit down for a spell. Many of its customers work in the Osk-2 Yard and often stop by on their way home from their designated work shift, whether they are mechanics, welders, scavengers, electricians, specialists, or even inspectors and supervisors. While this is the make-up of much of his cantina's base, Hom won't turn anyone away with credits in hand . . . unless of course, they are openly hostile to droids.

Hom Euyo
Duros retired engineer

Dexterity 3D *Running 3D+1*

Knowledge 2D+2

Alien species 3D, bureaucracy: Rendili StarDrive 5D, bureaucracy: BOSS 6D, drink mixology 4D+2, planetary systems 4D, scholar: sublight propulsion 6D, value 4D, willpower 4D

Mechanical 3D+1

Astrogation 5D, repulsorlift operation 3D+2, capital ship piloting 5D, sensors 4D, capital ship shields 4D

Perception 3D *Bargain 4D, investigation 5D, persuasion 4D, search 5D*

Strength 2D *Lifting 3D*

Technical 4D

Computer programming/repair 5D, capital ship engineering (A) 6D, capital ship engineering (A): engines 7D+1, capital ship repair 8D, droid programming 4D, droid repair 4D

Special Abilities:

-Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Character Points: 6

Move: 10

Equipment: Jumpsuit, datapad

Capsule: An older Duros with pale green skin and olive eyes, Hom retired after a fruitful career with Rendili StarDrive, having

designed and developed sublight engines that run the gamut of its capital warships. While talented and meticulous in his work, he was not hungry for promotion, rather taking pride in his own technical abilities and personal achievements to secure a track record of both reliability and efficiency for the company's products.

Opting for retirement following Rendili's financial downturn, he chose Paladez due to his fondness for droids and the work he so enjoyed for many years. After a fall-through for the position he sought in the Osk-2 Yard, Hom decided on a different post-retirement path, opening a cantina catering to both droids and organics that he hoped would bridge differences between the two and forge long-lasting friendships.

Harker's Underappreciated Ship Lot

Located about twelve kilometers from the outskirts of the Osk-2 Preservation/Reclamation Yard and confined to an outer series of landing pads parallel from Jylnnes Spaceport, sits the compound and business of Harker's Underappreciated Ship Lot. From above, it appears little different from any other starship sales lot, possessing its own maintenance/refurbishment hangar with support section, sales and reception office, and break room for employees and droids.

But one look at the ships resting on the landing pads reveals something special. The makes and models of this lot's freighters and transport ships differ than most sold across the galaxy, those being the products of limited runs, failed ventures, producers that otherwise abruptly went out of business, or just smaller competitors carving their niche into the open market.

There are no frills, no gimmicks, and no modifications; just unique, quality stock vessels sold for the right price. Of course, there *is* a backstory to this place...

Background

The original owner of the business was Olson Harker: an older, shrewd Brentaalese businessman with a long list of both prominent and illicit contacts strung across the galaxy. His customer of choice was the archetypical Imperial dignitary, whom typically was flush with credits and possessed an eye for the unusual, the rare, and the aesthetic. Many planetary governors,

Moffs, and high-ranking naval officers became customers of Harker, who could fulfill their exquisite tastes in ships in prompt fashion. Harker didn't care where the vessels came from, whether or not they were stolen or undercut from struggling businesses (especially if those businesses were owned by non-humans).

Harker once collaborated with a broker on Raltiir to foreclose on a family-owned ship lot that was behind on its lease, and subsequently forced them out into the streets, and wound up with half of the ships on the lot. Unbeknownst to him, his assistant saleswoman became privy to his schemes after a sales offer fell through due to Harker abruptly cancelling the deal... because the buyer was a Mon Calamari free-trader.

Harker disappeared following a meet-up with a regular client, an Imperial governor who was also reported missing, and later found dead somewhere in the Outer Rim (rumors suggest that Rebels had targeted the governor for capture, and Harker ended up caught in the fray). Because he had no surviving relatives or immediate family, a scheme he orchestrated to skirt paying full businesses taxes by naming his assistant (whom he planned to fire eventually) as an inheritor to his property backfired, leaving the young Twi'lek saleswoman Nicce as the new owner of the ship lot.

Despite her distaste for Harker and his past corrupt practices, Nicce retained most of the original business' name, adjusting it only slightly to reflect her own values and shift in sales demographics. To supply her lot with stock transports, however, she managed to flip Harker's original schemes on their heads. She leaked his list of contacts to the Rebel Alliance, who diligently established a small but elite group of SpecForce operatives, working jointly with Ordinance and Supply, in order to procure any ships found. Careful not to tie the thefts back to Nicce and her business, they instead tie the contacts via the former clients' professional and private network chains.

In turn, Nicce pays the Alliance operatives a good market value for recovered ships, and resells them with a fair mark-up. While this results in marginal profit, it manages to keep the lot afloat financially and allows Nicce to make a comfortable living. One of the lot's employees, a sublight engine master engineer and computer slicer, alters each ship's transponder code to a new configuration, effectively making it a blank slate for its new owner.

Nicce conducts business with anyone earnest and reputable, with exception to the Alliance (for obvious reasons), and of course, those affiliated with or work for the Empire. She ensures that her ships are immaculately detailed, fully-serviced and maintained, and operate on-par with any displayed on a corporation showroom. She also ensures that her prices are fair, competitive, and will often assist first-time owners or negotiate affordable payment plans for those struggling, time and opportunity permitting.

Nicce Veylla

Twi'lek Ship Saleswoman

Dexterity 3D

Dodge 4D, running 3D+2

Knowledge 3D+2

Alien species 4D, bureaucracy: BOSS 5D, planetary systems 4D, streetwise 4D, value 5D, value: space transports 6D, willpower 5D

Mechanical 2D+1

Repulsorlift operation 4D

Perception 4D

Bargain 6D, hide 4D+1, investigation 5D, persuasion 5D, search 5D

Strength 2D

Lifting 3D

Technical 3D

Computer programming/repair 4D, droid repair 4D, space transports repair 4D

Story Factors:

-Enslaved: Slavery is so ingrained as the main trade of Ryloth, that most Twi'leks are generally thought to be either a slave or consort of some kind, and are often treated as second-class citizens. This is especially true in Hutt Space.

-Exotic: The females of the Twi'lek species are viewed as being very exotic and among the most desirable of the feminine denizens of the galaxy. Because of this, female Twi'leks find it easier to manipulate the attentions of males across the known galaxy.

Character Points: 5

Move: 10

Equipment: Business attire, comlink, datapad, 500 credits

Capsule: Born in Senno City, Nicce grew up under the wing of two Twi'lek mechanics who were employed in the Osk-2 Preservation/Reclamation Yard, each of them intimately familiar with subsystem components that could be salvaged from the titanic hulks of decommissioned warships, which were either recycled into newer vessels, or resold on the open market to whoever was interested. After many years of steady employment and saving their earnings, the two opted to relocate off-world and start their own business. Nicce, on the other hand, having reached adulthood, wanted to seek her own fortunes on Paladez and saw an opportunity at a local starship dealership: Harker's Flightastic Ship Lot.

What she learned there, after working months as a sales assistant, was that Olson Harker (the owner), was a xenophobic, reprehensible man who would do anything to make a profit, including cheating hard-working, honest beings. But karma, as they say, came full circle to Harker, leaving a pleasantly-surprised Nicce as the owner of the lot, which she resolved to make into an honest business with a golden reputation.

AND NO QUESTIONS

A SOLO ADVENTURE

by Mark Dowson

IN THIS SOLO ADVENTURE YOU PLAY AN INFIELD UTILITY DROID DESIGNATED IF-1221

AKA "IZZI"

AND NO QUESTIONS

You will need to create your version of this character by assigning skill dice.

This character has six attributes. These are Dexterity, Knowledge, Mechanical, Perception, Strength and Technical. The skills you will have a chance to use are listed under the attributes they are based off. If you have not assigned any dice to a skill, it uses the value of the attribute above it.

Izzi for example has Dexterity 3D so if you put nothing in his Dodge skill, it would have just 3D (standing for three dice) in it.

Izzi has ten dice to assign to skills.

NO MORE THAN TWO DICE CAN BE PUT INTO A SKILL.

If Izzi put one dice in his Dodge that would give him Dodge 4D. If he put two dice in, it would give him Dodge 5D.

The nine skills which you have the chance to use in this adventure are *Blaster*, *Dodge*, *Alien Species*, *Languages*, *Sneak*, *Computer Programming*, *First Aid, Security* and *Space Transport Repair*. Do not assign dice to both Computer Programming and Security.

BACKGROUND OF THE IN FIELD UTILITY DROID IS PRESENTED ON PAGE 52 AFTER THE ADVENTURER'S SHEET.

GOOD LUCK AND MAY THE FORCE BE WITH YOU

STAR WARS ADVENTURER'S SHEET
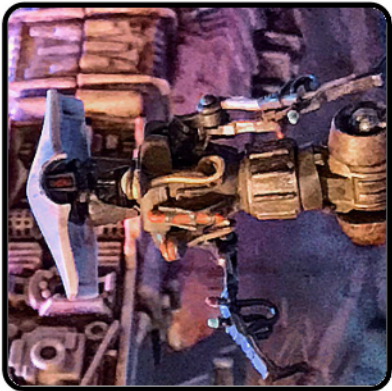
Character Name IF-1221 "Izzi"

Player Name

Template In Field Utility Droid

Species / Gender

Height / Weight / Age

Physical Description

Movement _____ Force Sensitive? _____

Character Pts 5 Light / Dark Pts 1 / _____

DEXTERITY **3D**

KNOWLEDGE **3D**
Alien Species
Languages

MECHANICAL **2D+1**

GEAR - TECH - WEAPONS

PERCEPTION **2D+1**
Sneak

STRENGTH **3D**

TECHNICAL **3D**
Computer Programming
First Aid   Security
Space Transport Repair

WOUND STATUS
☐ STUNNED
☐ WOUNDED
☐ WOUNDED
☐ INCAPACITATED
☐ MORTALLY WOUNDED

IF Series - In Field Utility Droid

10 years after the end of the Clone Wars and the Rise of the Galactic Empire, a disreputable group of salvage 'experts' were exploring a section of the Favlax Scar; a vast unending asteroid field which had many battles fought within it.

They had been exploring for months, finding derelict ships and plundering them for everything of value. Finally, after having found anything that they could sell on for a profit, they decided to head back to their home dock so they could rest and get ready for the next bout of scavenging.

It was their youngest and newest crew member who spotted it, on the far reaches of their sensor range. An almost unscathed Separatist Droid Control ship, just sitting there. No further discussion was needed as they steered their battered salvage vessel towards it.

Onboard were scores of Battle Droids and Droidekas, Separatist equipment. Tons of scrap for them to sell. The big discovery was made in its barely intact central memory core. The plans for the droids.

Taking what they could, and downloading the plans, they returned to their base. Much of what was salvaged was sold to despots, companies, and hobbyists for vast sums of credits.

Hawking the plans around, they were sold to a struggling small independent Droid manufacturer called Valat Industries. The company was based on the planet Kobelk, situated in the neutral Zromillian system deep in the Outer Rim.

The Valat droid engineers spent a year studying the Droideka plans, combining parts of the droid with other parts from a mothballed medical droid and a stolen Astromech prototype. The result of this was placed into a bipedal armoured chassis.

Only 500 of these multi-role Utility Droids were built, however, before the Empire arrived and took the Zromillian system by force.

Kobelk was pounded by an orbital bombardment which seriously damaged the factory and production lines. The officer in command of the Star Destroyer landed, and confiscated everything including the plans for the Utility Droid. Any Kobelks left alive were captured as political prisoners. The planet was then made off limits by pain of death,

The whereabouts of the plans are unknown, but there are still a number of these droids still in circulation. They are being used by criminal organizations and private security firms. A couple have also ended up in the hands of some private individuals.

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The Adventure

The door to the cargo bay opens and you hear the voice of Mistress Dreena, the ship's engineer, saying "Ku-karn tells me the deal is passage for the three of you and no questions. I have rigged up a temporary airlock in the passenger berth corridor so you will have the methane atmosphere you need in your quarters."

"It will be satisfactory until we reach Drackmar," says a voice which sounds mechanical due to a life support apparatus rather than being a droid.

A moment later Dreena steps into view; a human woman with long dark hair and clothes covered with oil stains, including a long dark grey coat and a green top. The number of belts she wears have many equipment pouches attached to them. There is at least one smear of oil on her face. Dreena often refers to you as Rusty, although the name derived from your designation is actually Izzi. Behind Dreena are three aliens, each wearing breathing masks over their faces, featuring air supply tubes connecting the mouth area to the rest of their environmental suits. They each also have four arms, which you know is unusual for most sentient organic life forms.

Their heads are elongated.

You watch as Dreena escorts the alien passengers around the ship's circular power core chamber and through the door at the opposite end out to the corridor junction leading to all other areas of the Faithful Mina.

Roll the dice you have in your Alien Species skill or Knowledge. On a result of 15 or more, go to 28. On less, go to 8.

2 Leaving the medical bay and going left along the corridor outside and following it around, you reach the steps down to the cockpit to your right. Roll the dice in your *Sneak* skill. On a total of 8 or more, **go to 12**. On less than this, **go to 20**.

3 Lifting Ku-karn carefully up, you carry him along the corridor towards the medical bay. After a short distance the corridor branches two ways. The left branch is just a maintenance access corridor for the life support systems, communications and the acceleration compensator so you take the corridor branching forty-five degrees to the right. A short distance on the corridor turns right again and in the wall to your right is the door to the medical bay.

Pushing the door open, you carry Ku-karn to one of the beds and put the blue skinned alien down on it. There you put an oxygen mask on his face and release bacta vapour into the oxygen you deliver to him. Roll the dice in your *First Aid* skill. On a total of 12 or more, **go to 37**. On less than this, **go to 9**.

4 "Our Drakmarian masters will be pleased with this ship," you hear one of the four-armed methane breathers say in a language you identify as Morseerian.

"Agreed," says the voice of the other methane breather. "Ishala Dorn has been gone a while. You don't think that droid proved too much for him?"

"It was a droid, so of course not..."

The corridor to your right leads to the medical bay. If you wish to take Ku-karn there and try and revive him, **go to 3**.

Just after the corridor to the right you know that behind the wall before the steps down to the cockpit is the Koensayer emergency generator. If you wish to use the generator to create a booby trap, which will flood the area with corrosive super-cold coolant, **go to 18**.

If you wish to just open fire with a blaster at the methane breathers in the cockpit, **go to 33**.

5 Within seconds you manage to access the navigational computer and change the ship's course away from Drackmar and instead to the planet you suspect would have been the next point of call. To stop the methane breathers from changing the destination back to Drackmar, you then successfully completely lock them out of the computer. It will probably not stop them from eventually getting back in, but it will give you long enough to reach the cockpit and deal with the methane breathers directly. To head that direction through the door to your left, **go to 31**.

To go through the door to your right and then through the cargo bay access panel to the aft end of the portside passenger berth corridor, to reach the cockpit from that direction, **go to 49**.

6 You successfully install a valve to where the coolant is stored in the generator's cooling system and rig a motion detector sensor up to it. All it then takes is one extra loud deliberate clunk of your metal feet against the deck floor to get the attention of the methane breathers in the cockpit, as you run down the corridor to the right of the cockpit door. Back behind you, you hear the door open and the explosive hiss of the released coolant. After waiting a few minutes, you return to the steps down to the cockpit. There you see the frozen suited forms of the two methane breathers lying lifeless on the steps. **go to 57**.

7 Unfortunately you are unable to understand the language they are speaking in.

The corridor to your right leads to the medical bay. If you wish to take Ku-karn there and try and revive him, **go to 3**.

Just after the corridor to the right you know that behind the wall before the steps down to the cockpit is the Koensayer emergency generator. If you wish to use the generator to create a booby trap, which will flood the area with corrosive super-cold coolant, **go to 18**.

If you wish to just open fire with a blaster at the methane breathers in the cockpit, **go to 33**.

8 A short while later you hear the whine of the repulsorlift engines, as the ship takes off. Dutifully you monitor the engine functions at the technical station. All is in acceptable parameters. Ten minutes later the repulsorlift engines shut down and are replaced by the sound of the ion engines. For the next few hours you keep yourself occupied with running diagnostics and double checking Dreena's calculations for some of her projects.

It occurs to you that it has been a while since you have heard from either Dreena or Ku-karn. Normally they would have asked for a ship's status report by now or made some other request.

Roll the dice in your *Perception* attribute. On a total of 8 or more, **go to 23**. On less than this, **go to 16**.

9 You are confident you have managed to get Ku-karn stable but are not able to revive him. If you wish to see if Dreena is in the engineering room down the corridor and give her the same treatment you gave Ku-karn, **go to 43**. To return to the cockpit to deal with the last of the methane breathers, **go to 2**.

10 Fortunately you do not seem to have been heard. You however can hear them talking. Roll the dice in your *Languages* skill. On a total of 15 or more, **go to 4**.. On less than this, **go to 7**.

11 Fortunately you do not seem to have been heard. You however can hear them talking and you turn to face the door to the bridge. Roll the dice in your *Languages* skill. On a total of 15 or more, **go to 4**. On less than this, **go to 7**.

12 Once again the methane breathers do not seem to have heard you. Behind the right wall alongside the steps down to the cockpit is the Koensayer emergency generator. If you wish to use the generator to create a booby trap, which will flood the area with corrosive super-cold coolant, **go to 18**.

If you wish to just open fire with a blaster at the methane breathers in the cockpit, **go to 33**.

13 Within minutes you manage to access the navigational computer and change the ship's course away from Drackmar and instead to the planet you suspect would have been the next point of call. Unfortunately, almost immediately the methane breathers change the destination back to Drackmar and you are no more able to lock them out of the computer than they are able to keep you out. You seem to have no choice but to deal with the methane breathers directly by reaching the cockpit. To head that direction through the door to your left, **go to 31**.

To go through the door to your right and then through the cargo bay access panel to the aft end of the portside passenger berth corridor, to reach the cockpit from that direction, **go to 49**.

14 Your artificial pain receptors register the blaster bolt searing through your body, vapourising metal and causing superficial internal damage. As you stagger backwards, the methane breather fires again. Roll one less than the dice in your *Dodge* skill. On a total of 8 or more, **go to 34**. On less than this, **go to 60**.

15 The methane breather ducks just in time, causing your shot to miss, and returns fire. Roll one less than the dice in your Dodge skill. On a total of 8 or more, **go to 34**. On less than this, **go to 47**.

16 The door in the direction of the cockpit opens and as you walk around the power core to greet either Dreena or Ku-karn, instead you see one of the methane breathers, who opens fire at you with a blaster. Roll the dice in your *Dodge* skill. On a total of 11 or more, **go to 34**. On less than this, **go to 47**.

17 The methane breather opens fire at you with a blaster, obviously intent on seeing you destroyed. Roll the dice in your *Dodge* skill. On a total of 11 or more, **go to 34**. On less than this, **go to 47**.

18 Quickly and quietly you remove the maintenance access panel to the emergency generator and begin making modifications which would horrify a safety inspection droid. Roll the dice in your *Space Transport Repair* skill. On a total of 15 or more, **go to 6**. On less than this, **go to 29**.

19 Unfortunately nothing you try gets you past the lock out and into the navigational computer, leaving you with no choice but to deal with the methane breathers directly by reaching the cockpit. To head that direction through the door to your left, **go to 31**.

To go through the door to your right and then through the cargo bay access panel to the aft end of the portside passenger berth corridor, to reach the cockpit from that direction, **go to 49**.

20 The door to the cockpit opens and from within the two surviving methane breathers open fire at you with blasters. Roll the dice in your *Dodge* skill. On a total of 14 or more, **go to 32**. On less than this, **go to 50**.

21 Your shot misses partly due to you trying to avoid damaging the cockpit. Both methane breathers return fire. Roll one less than the dice in your *Dodge* skill. On a total of 11 or more, **go to 32**. On less than this, **go to 50**.

22 The blaster bolts flash burn through your torso, triggering your artificial pain receptors and causing damage which would have taken you down if not for you having a degree of built-in redundancy. Both methane breathers fire at you again, as you are busy recovering. Roll one less than the dice in your *Dodge* skill. On a total of 11 or more, **go to 32**. On less than this, **go to 60**.

23 The door in the direction of the cockpit opens and as you walk around the power core to greet either Dreena or Ku-karn, instead you see one of the methane breathers with a blaster pistol held at the ready. To draw your blaster and open fire at him, **go to 26**. To instead wait to see what he does, **go to 17**.

24 Like with Ku-karn, you are able to get Dreena stable but are not able to revive her. It looks like you are going to have to deal with the methane breathers by yourself. **Go to 2**.

25 Returning to the technical station, you quickly discover the methane breathers have tried to lock you out of the navigational computer. Roll the dice in either your *Computer Programming* skill or your *Security* skill. On a total of 15 or more, **go to 5**. On a total of 14 to 12, **go to 13**. On 11 or less, **go to 19**.

26 In one quick movement you have your blaster out and with blaster bolt trajectories from this angle calculated, you open fire. Roll the dice in your *Blaster* skill. On a total of 11 or more, **go to 42**. On less than this, **go to 15**.

27 The blaster bolt explodes harmlessly against your metal exterior with so little affect; even your pain receptors do not register it. With it not even slowing you down, you fire back. Roll one less than the dice in your *Blaster* skill. On a total of 8 or more, **go to 42**. On less than this, **go to 15**.

28 From their appearance you recognise the aliens, from what you have heard and seen, as belonging to a species called Morseerians. They breathe methane rather than oxygen and are thus dependent on breathing masks when not in a methane rich atmosphere. The skin covering all of their bodies apart from their heads is translucent, allowing their inner workings to be visible if they were not wearing environment suits.

As a species, the Morseerians are rather secretive so not much is known about their culture.

Drackmar, the planet one of the Morseerians mentioned as their destination, you know is in the Quelii Sector in the Outer Rim, and the home world of the reptilian Drackmarians, who the Morseerians have been known to serve. **Go to 8**.

29 The task proves more difficult than you anticipated and is taking far too long. **Go to 20**.

30 The two of you leave the medical bay with you going left along the corridor outside and Ku-karn going right towards the engineering room. Following your corridor around, you reach the steps down to the cockpit to your right. Roll the dice in your *Sneak* skill. On a total of 8 or more, **go to 12**. On less than this, **go to 20**.

31 You go through the door and into a corridor junction, ending in steps down in the direction facing you, which you know leads down to the cockpit. Lying on the deck floor before you is the unconscious body of Ku-karn, presumably dumped out here by the methane breathers. Also, for the first time in your memory the door to the bridge is shut. The methane breathers must have fixed the glitch stopping it from closing. You need to decide what your next move is but first roll the dice in your *Sneak* skill. On a total of 9 or more, **go to 10**. On less than this, **go to 20**.

32 The blaster bolts flash passed you, exploding against the door five metres behind you and, calculating the best ballistic trajectories, you return fire. Roll one less than the dice in your *Blaster* skill. On a total of 8 or more, **go to 39**. On less than this, **go to 21**.

33 With your blaster pistol out and at the ready you press the button to open the cockpit door. The door slides open and crouching on the steps, you fire at the methane breathers you see within. Roll the dice in your *Blaster* skill. On a total of 11 or more, **go to 39**. On less than this, **go to 21**.

34 The shots miss, and you return fire with your blaster. Roll one less than the dice in your *Blaster* skill. On a total of 8 or more, **go to 42**. On less than this, **go to 15**.

35 One blaster bolt harmlessly glances off the metal of your arm and the other one only just clips your head. With it not being enough to register much on your artificial pain sensors you return fire. Roll one less than the dice in your *Blaster* skill. On a total of 11 or more, **go to 39**. On less than this, **go to 21**.

36 The two of you manage to get Dreena stable but are unable to revive her.

"She will regain consciousness eventually," you assure Ku-karn.

"In the meantime, we have those Morseerians to deal with," he sighs.

"Here's a blaster." You tell him, offering him the one you took from the Morseerian you shot earlier on.

"I'm sure I can get one of them from our former guests in the cockpit."

"I find it unlikely one of them will just hand you their weapon," you say. Ku-karn just smiles. **Go to 41**.

37 Coughing, Ku-karn regains consciousness. "Izzi, what happened?" he asks at last. You tell him what the methane breathers have done. "And Dreena?"

"I have not found her yet, sir," you reply. "I suspect she will be unconscious in the engineering room." The location you have just referred to is further down the corridor outside the medical bay.

"You know the situation better than me," sighs Ku-karn. "You've faced one of them and know how dangerous they are, and you have more idea how severe the toxin is. It seems to me the options are either we both find Dreena and bring her back here and revive her, or I do so, while you take out the last of the Morseerians."

To go with Ku-karn to find Dreena, **go to 44**.

To leave Dreena to Ku-karn and deal with these Morseerians on your own, **go to 30**.

38 Your blaster shot misses, instead hitting the back of one of the flight seats. With desperation the methane breather fires back, although you cannot see any tell-tale facial expressions due to his mask. Roll one less than the dice in your *Dodge* skill. On a total of 8 or more, **go to 46**. On less than this, **go to 51**.

39 One of the methane breathers falls, as you succeed in shooting him in the head. The surviving one returns fire. Roll one less than the dice in your *Dodge* skill. On a total of 11 or more, **go to 46**. On less than this, **go to 51**.

40 The shot flash burns through the metal of your shoulder and while you are still recovering, the methane breather fires again. Roll one less than the dice in your *Dodge* skill. On a total of 8 or more, **go to 46**. On less than this, **go to 60**.

41 Leaving the medical bay, the two of you go left along the corridor outside and following it around, you reach the steps down to the cockpit to your right. The cockpit door slides open and the two Morseerians open fire at both you and your shipmate. Roll the dice in your *Dodge* skill. On a total of 11 or more, **go to 46**. On less than this, **go to 51**.

42 To your satisfaction, your blaster shot hits the methane breather and he falls to the deck and lays there unmoving.

Checking the life support readouts at the tech station, you notice a large quantity of a toxin has been introduced into the ship's air; enough to render oxygen breathing biological life forms, like Dreena and Ku-karn, unconscious and eventually kill them. Even an organic being would instantly realise that means you are likely the only conscious member of your crew. The four-armed methane breathers with their self-contained life support, have probably taken over the ship so it falls to you to stop them.

You engage the ship's atmosphere scrubbers in clearing the toxin from the air, then grab your satchel of useful components to take with you. To the satchel you add the methane breather's blaster pistol, then decide your next move. The methane breathers are probably in the ship's cockpit.

The door to your left leads in that direction. Going directly there that way however is the obvious move they perhaps will expect from you, after the one of them they sent to deal with you fails to return. To go that way regardless, **go to 31**.

The door to your right leads to the cargo bay. While there are no other 'official' doors to the rest of the ship there, there is a panel you can remove to give you access to the aft end of the portside passenger berth corridor. To go for that option, **go to 49**.

If you wish to use the Technical station to get into the navigation computer and change the ship's course and lock the methane breathers out from making any changes, **go to 25**.

43 Leaving the medical bay, you turn right down the corridor outside. Near the end of the corridor, where you can see the machinery of the starboard shield generator, you reach the door to the engineering room on the left side. Opening the door, you see Dreena sprawled unconscious on the floor. You carry her back to the medical bay and there you lay her on the bed and put an oxygen mask over her face, using the same bacta vapour mix you did with Ku-karn earlier on. Roll the dice in your *First Aid* skill. On a total of 14 or more, **go to 48**. On less than this, **go to 24**.

44 Leaving the medical bay, the two of you turn right down the corridor outside. Near the end of the corridor, where you can see the machinery of the starboard shield generator, you reach the door to the engineering room on the left side. Opening the door, you see Dreena sprawled unconscious on the floor. Together you and Ku-karn carry her back to the medical bay. There you lay her on the bed and put an oxygen mask over her face, using the same bacta vapour mix you did with Ku-karn earlier on. Roll the dice in your *First Aid* skill plus an extra dice for the help from Ku-karn. On a total of 14 or more, **go to 52**. On less than this, **go to 36**.

45 With the blaster bolt only causing superficial damage to the metal of your arm, you immediately fire back. Roll one less than the dice in your *Blaster* skill. On a total of 11 or more, **go to 53**. On less than this, **go to 38**.

46 The shot misses and returning fire, roll one less than the dice in your *Blaster* skill. On a total of 11 or more, **go to 53**. On less than this, **go to 38**, or if both Ku-karn and Dreena are with you, **go to 59**.

47 The blaster shot hits you. Roll the dice in your *Strength* attribute and add any dice you have in armour. On a total of 10 or less, **go to 60**. On a total of 11 to 13, **go to 14**. On a total of 14 or more, **go to 27**.

48 Coughing, Dreena comes around. You quickly fill her in on what has happened.

"Are you sure Ku-karn will be fine? She asks.

"Positive, Mistress," you reply.

"Well then I think it time we made it clear to those Morseerians

that they are no longer welcome on our ship, considering their behaviour falls outside of what is acceptable from guests," she tells you. With Dreena's heavily modified blaster rifle being in one of the closets off the generator room, you hand her the blaster pistol you took from the Morseerian you shot earlier on. **Go to 41**.

49 Leaving the generator room by the door to your right, you enter the dimly lit cargo bay, which is stuffed with crates. In the centre is the outline of the boarding ramp. At the far end is a small alcove with the ladder to one of the gun wells in. Passing crates and canisters, you reach the wall to your right and finding the appropriate bolts, begin rapidly unscrewing them. With the methane atmosphere beyond seeping into the cargo bay, you activate the extraction system to get rid of the gas. In moments you have the panel loose and lower it quietly to the deck.

Through the opening you see a corridor stretching to your right with five doors along it. The nearest door leads to a holding cell, which might finally see some use if you are successful in saving your friends and retaking the ship. The other four lead to passenger berths. To your left you can see the machinery of the portside shield generator, a power converter and the auxiliary cooling system.

Crawling through the opening, you turn right and head up the corridor, past the doors, and reach the temporary airlock at the top Dreena and you assembled earlier on. With the methane already removed from the air you are able to just open the outer door.

Beyond is the ship's galley area to your left and the door to a stateroom to your right. Further on you enter the crew lounge. To your right is a corridor, which you head down. In the middle of it you see the unconscious body of Ku-karn with the access to the cockpit to the left of him.

Also, for the first time in your memory the door to the bridge is shut. The methane breathers must have fixed the glitch stopping it from closing.

Roll the dice in your *Sneak* skill. On a total of 8 or more, **go to 11**.

On less than this, **go to 20**.

50 Blaster bolts from both the methane breathers hit you. Roll the dice in your *Strength* attribute and add any dice you have in armour.

On a total of 13 or less, **go to 60**.

On a total of 14 to 16, **go to 22**.

On a total of 17 or more, **go to 35**.

51 A blaster shot hits you. Roll the dice in your *Strength* attribute and add any dice you have in armour. On a total of 10 or less, **go to 60**. On a total of 11 to 13, **go to 40**. On a total of 14 or more, **go to 45**.

52 Coughing, Dreena comes around. You quickly fill her in on what has happened. "I think it time we made it clear to those Morseerians that they are no longer welcome on our ship, considering their behaviour falls outside of what is acceptable from guests," she tells you and Ku-karn. With Dreena's heavily modified blaster rifle being in one of the closets off the generator room, you hand her the blaster pistol you took from the Morseerian you shot earlier on.

Leaving the medical bay, the three of you go left along the corridor outside and following it around, you reach the steps down to the cockpit to your right. The cockpit door slides open and the two Morseerians open fire at both you and your shipmates. Roll the dice in your *Dodge* skill.

On a total of 11 or more, **go to 46**.

On less than this, **go to 58**.

53 You catch the methane breather in the chest with a blaster shot and he falls and crashes into one of the cockpit flight seats, which he lays slumped over.

If both Ku-karn and Dreena are with you, **go to 54**.

If just Ku-karn is with you, **go to 55**.

If just Dreena is with you, **go to 56**. If you are on your own, **go to 57**.

54 Ku-karn and Dreena have no trouble taking down the final Morseerian between them. **Go to 57**.

55 The other Morseerian is laid on the deck floor but with no sign of a blaster near him. Glancing towards Ku-karn, you see the blue skinned alien is holding a blaster pistol in his hand of the same design of the ones used by the other methane breathers. **Go to 57**.

56 The final Morseerian falls to a blaster short fired by Dreena. **Go to 57**.

57 You find all three of the methane breathers are dead and you never do discover what their full intentions were. Both Ku-karn and Dreena fully recover from the toxin.

A short while later the three of you are sat in the lounge area.

"I dread to think what would have happened to us if it had not been for Rusty here saving us," says Dreena.

"Yes, Izzi's one droid in a million," Ku-karn agrees. "I do not know what we would do without him. You know I had this strange dream while I was unconscious about meeting a blue skinned Twi'lek, called Reska Jat, and a human, called Aurek Jenth."

The End

58 A blaster shot from one of the Morseerians hits you in your metal chest, knocking you backwards. By the time you have recovered from it, Ku-karn and Dreena have gunned down the two Morseerians. **Go to 57**.

59 Your shot misses but Dreena's does not, resulting in one of the Morseerians falling to the deck floor. The blaster from the second Morseerian flies out of his hand and lands in Ku-karn's, who shoots the four-armed methane breather with it. **Go to 57**.

60 The blaster bolt flash burns through your vital systems and everything fades away, as you topple to the deck floor. Your last thought is that you have failed Dreena and Ku-karn. Certainly, it seems unlikely anyone will fix you.

The End

PERSONAL GEAR ...STAT!

by Chris Shaylor

FEATURING...

RUFUS

"Tatooine Tank"

KORRSO

"Tusken Sniper"

WHAT WE KNOW...

Banished from their own home clans, these outlaw outcasts formed an off-world alliance as trackers and hired guns. On the Mercenary Network they are known as Korrso the Tusken sniper and Rufus the Tatooine Tank. Both natural specialists in extreme desert conditions, they instead find themselves walking the cool city streets of Rotgut Station. Always hunting for that next hot job.

"Acid Rain makes for some of the best Star Wars conversions and I've been wanting a truly super articulated Jawa and Tusken Raider for 40 years. Korrso is made from an Acid Rain Sand Infantry figure mixed with Hasbro Tusken parts and Rufus is an Acid Rain B2five figure along with original Kenner/Hasbro Jawa parts."

- Chris Shaylor

"He wants one of those....but bigger."

For more Rufus & Korrso visit Empire Toy Works on Facebook

OF VICE AND MEN

UNDERCITY NIGHT LIFE: CORUSCANTI VICE

No two Police Departments are exactly the same, but Vice was perhaps more different than the rest. Coruscanti Vice owes it's unique makeup to a particular set of circumstances no one might have predicted. Though a "typical vice cop" may be about as common as a Stock Light Freighter — so it is probably fitting that our two Detectives are hardly your typical Officers.

Tars Karkens

Gungan Vice Detective

Gender: Male

Height: 1.8 Meters

Move: 10

Notes: +1D Bonus to Swimming

+2 Bonus to *Perception* checks involving hearing.

Dexterity: 3D

Blaster 4D, Dodge 4D

Knowledge: 3D+1

Alien Species 4D+1, Law Enforcement 4D+1

Mechanical: 2D

Repulsorlift Operation 3D

Perception: 3D+2

Search 4D+2

Strength: 4D

Melee 5D

Technical: 2D

The Clone Wars had seen the Gungans rise from their underwater cities and become one people with the surface dwelling Naboo. The Gungans had been instrumental in defeating the Trade Federation Forces alongside the Jedi Obi-Wan Kenobi and Anakin Skywalker. Roos Tarpals had proved an inspiring leader, his bravery and martial skill placing him squarely at the front of the battle to free Naboo. Jar-Jar Binks would go on to represent his people in the Galactic Senate, guaranteeing the Gungans a minor, if notable presence within the Galaxy.

Tars Karkens was but one of the many Gungan Soldiers at the Battle of Naboo. Seeing the Jedi fight alongside his own people had awoken him to the idea that there was so much more to the galaxy than he would ever see on Naboo. One of only very few, Tars would leave Naboo with a group of Gungans to see how much more of the Galaxy he might see. The Gungans were part of a larger world now, and he was going to see it.

Stars in his eyes, Tars was perhaps a bit ambitious in his youth. Of course, not knowing much of the larger Galaxy, Coruscant seemed only the right place to go. Owing to his martial talent and time in the Gungan Soldiery, the constabulary seemed a snug fit for Tars. However, with the sunset of the Clone Wars, a more xenophobic outlook would soon take hold in the Republic.

Officer Karkens was...not at all what citizens came to expect of a Coruscant Police Officer. But with a shift towards Human leadership, the young Officer was marginalized on the force. His ambition and zeal was nevertheless intact, and he attacked the job with all the motivation expected of optimistic youth.

Newer Administrations would see in Officer Karkens a problem to be solved. He was effective, and entirely too noticeable. An assignment to Vice would be *perfect* for Officer Karkens. They could call it a promotion to Detective, and the Undercity 'Alien Problem' would take care if itself, Aliens arresting Aliens, what could be more perfect?

Radney Zatck

Rodian Vice Detective

Gender: Male

Height: 1.5 Meters

Move: 10

Dexterity: 3D

Blaster 4D, Dodge 4D

Knowledge: 3D

Streetwise 4D

Mechanical: 2D+2

Repulsorlift Operation: 3D+2, Communications 3D+2

Perception: 3D+2

Strength: 3D

Technical: 2D+1

Security 3D+1, Computer Program/Repair 3D+1

Radney grew up on Nar Shaddaa, crime was no stranger to the young Rodian. In stark contrast to Officer Karkens experience, Radney grew up where intuition and self-preservation were the order of the day. He always knew he was meant for more, and he was going to claw his way out of the Underworld if it killed him.

The galaxy seemed to have ideas about what being a Rodian meant. Nar Shaddaa certainly didn't seem to oppose those ideas, and all manner of Radney's attempts to strike out on his own seem sabotaged. On Nar Shaddaa, you survived based on your usefulness, often to criminal enterprise. Radney did what he could to make himself useful, and assure his own survival.

Radney was a crafy Rodian, and this saw him pressed into service as a Slicer for the Hutts. It wasn't a terrible way to live, but Radney was always tied to the whims and desires of the Hutts. He had always wanted something for himself, a life he chose. But being a slicer wasn't all bad.

Mutually beneficial alliances are a way of life in Nar Shaddaa, and that became Radney's ticket off the planet. A Corellian Droid Engineer named Rhianna Corryn had made her way to Nar Shaddaa for some particularly rare droid parts. Radney had attempted to advise her of the particular folly of this venture only to find himself tangled within her orbit. In the end, they both made it out ok, and Ms. Corryn thanked Radney for his efforts by taking her with him to Coruscant.

Ms. Corryn had traveled to Coruscant for University, but Radney had no such ambitions for himself. Helping Rhianna had felt good, though, and more of that couldn't be so bad. A chance meeting with Tars ended with both of their enlistments in the Coruscanti police force. Radney's particular skill in digital forensics brought him critical acclaim, and produced much the same problem as Officer Karkens in the eyes of the administration...

Adventures in Vice

Detectives Karkens and Zatck were put in Vice to get them 'out of the way' – let the aliens handle the alien problem. Karkens was first assigned a Guardian Droid companion, but the Droid didn't last a day in vice, and proved a terrible detective. Zatck was a natural replacement – it got him out of the Slicer Squad and made him someone else's problem. As it turns out, aliens were *ideal* for solving the 'alien problem.'

Many of the denizens of Coruscant's Undercity were aliens themselves, and accustomed to seeing well-armored officers in concealing clothing. The Underworld Police's brusque manner may not have been the most popular among the citizens of the Undercity. The plainclothes Gungan and Rodian were immediately noticeable as *different,* but different was the Undercity's normal.

With little oversight from the Department, Karkens and Zatck were free to make their own resources in the Undercity. Zatck's ingenuity and Karken's determination made them good partners, and the Department's casual disregard for them soon empowered them with the lateral freedom to do what they needed to solve crimes. And that's how Coruscanti Vice was born.

Tools of the Trade

'Enforcer' Blaster Pistol

Type: Heavy Blaster Pistol

Scale: Character

Skill: *Blaster:* Heavy Blaster Pistol

Ammo: 25

Cost: 1000 (Power Packs: 25)

Availability: 2, R

Fire Rate: 2

Range: 3-7/25/50

Damage: 5D (or 5D Stun)

MFTAS Scope: +1D to Perception, +1D to Blaster skill uses against targets moving more than 10 meters per round.

Cesta

Type: Melee or Thrown Weapon (Gungan)

Scale: Character

Skill: *Melee Combat:* Cesta, *Thrown weapons:* Cesta

Ammo: 1

Cost: 100

Availability: 3, R

Fire Rate: 2

Range: 20/40/80 (as energy ball)

Damage: STR 1D+1 (maximum: 6D), 3D (Stun/Ionization)

Digital Forensics Investigation Kit

Type: Police Issue Datapad

Skill: Computers

Cost: 1250

Availability: 2, R

Notes: +1D to Computer Programming or Communications for slicing devices. At GM's discretion, +2D for 'common' models of com-links or datapads, particularly those attached to Spacecraft or Repulsor Vehicles.

GM Notes: Officers Karkens and Zatck have been included as Character Templates for the start of their galactic adventures. GM's may also want to include Karkens and Zatck as NPCs in their own campaigns as recurring characters. GMs who do this are encouraged to add 8-10D to their Skills to represent their experience on the force and within the community as Vice Detectives.

Editors Note: They might even cross paths with Ferris Hol, the Detective introduced in Adventurer's Journal *Galaxy Guide 1: Rotgut Station.*

TRUE BLUE:
A STAR WARS STORY

by Dustin Hawk

PART THREE

\<Dac high orbit, Dac, the Outer Rim Territories; six years after Endor\>

The brilliant cerulean orb of Dac, homeworld of the Mon Calamari and the Quarren, loomed ahead as the arrow-headed frames of Azure Squadron's fighters bypassed the artificial rings of its iconic shipyards. Aft of them was the Thunderhead, one of the New Republic's earliest built MC80B star cruisers, flanked by a flotilla of Corellian-built corvettes and gunships, two pairs of Nebulon-B frigates, and various support vessels; whatever could be mustered to defend the besieged world.

Dozens of other New Republic warships were already face to face with their Imperial opponents, trading turbolaser and ion cannon fire, while swarms of starfighters were locked in the deadly dance of the dogfight. Entering the planet's atmosphere were gargantuan, ominous machines; violent, black hulls that contrasted the nominally-serene blues of the watery world, bristling with weaponry and glowing with panel after panel of blood-red lighting.

Tann's light blue eyes narrowed as his gaze lingered over the hateful constructs. The Empire's thirst for suffering and destruction, even after all of these years of fighting, from Palpatine to Isard, Zsinj to Thrawn, was never quenched. These... things, fresh incarnations of superweapons, were only the latest envisioning of terror to be unleashed onto the galaxy. Dac was their first test, the first target on the list of worlds still loyal to the Republic, and now the outlet for Palpatine's revenge.

"Alright, folks," Colonel Danzel began, "We've all been briefed on these damned things. Every other square meter of them has a weapon emplacement on it, so look for any exposed shield generators. After knocking those out, aim for the conning towers. This is our only real chance of stopping them. Those people down there are counting on us... don't let them down."

"Now where have I heard that before...?" a gruff reptilian voice teased over the comm. Tann gave a faint smile.

"Hard to forget, eh Major Bruun?"

"Heh," the Barabel chuckled. "That Maw-forsaken, iceball of a world..."

"Or that grudge you nursed for so long."

"Well... things can change, after all."

"Or we do."

Another ship popped out of hyperspace directly behind them, an Imperial-class star destroyer, emblazoned with the symbol of the New Republic on the side of its hull.

"Right on time," Bruun remarked, glancing at the tiny shapes of E-Wings and V-Wing transports pouring out of the kilometer-and-a-half-long star destroyer and into the planet's atmosphere.

"Alright folks, that's the Emancipator. Knave Squadron will be cutting into those formations of Imp SDs and tackling their fighters, freeing us up to do our work. Stay paired up and watch each

other's tails out there. Stick to the plan, and remember…" Tann paused, looking once more at the looming Dac in his canopy's transparency.

"True Blue." Echoes of the squadron motto filled his comm-piece in response, from the highest ranking pilot on down.

"True Blue! Let's go get 'em!"

<Tanthiel; Two years after Endor>

A cold gust of air rushed in as the blast doors of Mendool Base lurched open vertically, revealing the expanse of the canyon before it. Snowfall cascaded down inside, lightly collecting on the duracrete surface of the hangar.

Captain Bruun hissed as he shivered uncomfortably, zipping up the thermal insert of his flight-suit to the base of his chin.

"They couldn't have picked a warmer planet?" The Barabel grumbled, looking over at his commanding officer. Tann glanced back at him as tiny ice crystals danced about their faces.

"All of those are occupied by the Empire," he replied sardonically, looking back towards the canyon and the sprawling collection of mountains in the backdrop. Esseles had its fair share of winter weather, though opposite of his reptilian executive officer, Tann would've been quite eager to frolic around in it as a youngling. He briefly felt a pang of nostalgia for home, with the crisp, cool mountainous breezes on the repulsorski slopes where he had spent much of his youth.

The other pilots had arrived, all attired in their flight gear for the morning sortie: the dark-skinned Lieutenant Ell Zandas from Socorro, Lieutenant Pavin Tavil (the blonde human male who clashed with the Bruun the day that Tann had arrived), and the raven-haired Lieutenant Ansa Swiftdancer, who was rested up following her eventful arrival in a stricken craft. Just four of them, plus their squadron commander, for the initial familiarization flight and to scout out the orbital space surrounding Tanthiel, of which the data collected would be used for future mission planning.

"Form up," Major Danzel requested, and each of the pilots drew closer to line up.

"Excuse me," Lieutenant Tavil muttered as he bumped into Bruun, drawing an angry hiss from the Barabel and a disapproving glare from Tann. He stepped behind Zandas and stood on the opposite side of the flight from Captain Bruun.

"Alright folks," Tann began, looking over each pilot. "I think I can safely say that none of us requested this assignment…" That drew a soft chuckle from Zandas and an eyeroll from Swiftdancer, who appeared rather impatient and just wanted to move the whole briefing along.

"Regardless of our feelings and opinions on it, we have a job to do and limited time to do it in. This morning, we're going to conduct our first fam-flight of Tanthiel, its orbital space, and map all of it with your A-Wings' sensors. We'll find the best approach and escape vectors to the base, should we need to use them, and get a general feel for our immediate area of operations. There are plenty of mountains and canyons that we can use to our advantage, so long as we're cautious to the hazards they'll present. Probably seems like a nerf-feed, but it's particularly important to our new personnel arriving within the next couple of weeks."

He paused briefly to gauge their reactions. All of them were focused on him. Tann continued.

"This is no-being's land. The Empire doesn't know we're here. But they will. And once they do, by that time, we'll be pushing into the Core with friendly forces. I expect that each and every one of you will give me your best effort. And despite your reservations, I hope you will also look out for each other, and have your "tails." A lot is riding on this: a lot of people… trillions of them, are counting on us. We can't fail them… and we won't fail them. Understood?"

> **Am I babysitting here? You can't behave like adults up here, guys?**

Each of Azure Flight's pilots either gave a nod or their own brand of acknowledgment.

The motto will have to wait, Tann thought. Give them a sense of purpose first, and it should follow…

"Any questions?" Tavil and Bruun shifted their heads towards each other with mutually-uncomfortable glares.

"Uh, yeah… assignments?" The blonde-haired lieutenant questioned icily.

"Already handled. Bruun and Zandas, Tavil and Swiftdancer, you're paired up; Azure Two and Three, Four and Five. I'll take point as Lead. Begin your pre-flight checks and let's get this show started."

"Sir, isn't there something else you'd like to add?" Ell Zandas asked, her face reflecting internal anticipation. Tann paused for a moment, and then returned a slight smile.

"Not yet," he replied. "I've heard its bad luck to invoke that particular saying." With that, Tann turned towards the starfighter parking ramp where the A-Wings were berthed and stepped away.

***

As he sat down into the tight enclosure of his A-Wing's cockpit, Tann felt a wave of relief wash over him. Even after years of sitting behind the controls of the nimble A-Wing, he still felt at home there. The initial surge on start-up, the hum of its fusion reactor, the various jingles and tones of various displays powering up... all of it was both nostalgic and therapeutic to him. Personnel assignments, disciplinary actions, the mountains of paperwork regarding supply, upkeep, and maintenance of the facility and the fighters, staff meetings... all of that fell to the wayside. This brief sortie would make up for the sheer logistical nightmare he had undertaken only a few days ago.

"Azure Flight, this is Azure Lead," Major Danzel called over the secure comm channel. "After launch, we'll form up fifty kilometers out, mark one-nine-zero at altitude forty thousand meters. Familiarize yourselves with the escape vector through the canyon at maximum atmospheric velocity, so you'll get used to flying through the crosswinds. Your deflectors will stymie some of the buffeting, but keep up your visual scanning. I'd hate to see any of us get pasted against those cliffs because we didn't keep track of course drift."

"Copy that, Lead," Lieutenant Swiftdancer responded, her own craft rising up from the hangar surface on repulsorlift power, sublight engines flaring up. Her A-Wing raced out of the cliff-side hangar, vaulting her into the snowy skies above.

Tann was up next, taxiing his nimble snubfighter as it rose up

"Bruun, those two are right on your tail!" he warned. "You gotta shake them!"

contrary to the natural force of gravity. He gently pushed the control stick forward, angling the short nose of the A-Wing towards the hangar opening. He increased thrust to maximum, hearing the twin engines scream as he accelerated out through the hangar door opening and into the thick clouds overhead. Snow flurries raced around the canopy transparency in an instance reminiscent of jumping to lightspeed, before giving way to light blue sky as far as the eye could see. Tanthiel's large moon loomed overhead as Tann caught up to Ansa's A-Wing, nudging slightly ahead of her as he awaited the remainder of the flight to form up.

The winter cloud cover was quite thick below, with only the peaks of mountaintops poking up through it, like jagged rocky needles. Tann mused that the unit could use this to its advantage, should they need to evade enemy fighters. He hoped that wouldn't be necessary.

Azure Two, Four, and Five arrived, with Tavil and Bruun clearly keeping distance from each other's craft. Tann wanted to roll his eyes at the pettiness these two were invoking.

Am I babysitting here? You can't behave like adults up here, guys?

"Flight, report in," he called over the secure channel.

"Five standing by," Ansa replied first, her starfighter gently falling back loosely alongside Lieutenant Tavil's.

"Two here," the Barabel spoke gruffly, bringing his A-Wing next to Zandas. Tann thought he could hear the reptilian pilot's teeth chattering.

"Azure Three, standing by!" Ell said with an energetic tone. At least someone else was enjoying this flight.

"Four." Tann assumed his brevity had something to do with his mutual grudge match with the gruff Barabel.

"Alright," the Major began. "As was briefed, set your sensors to terrain mapping below. Split up into two elements to cover more ground. I'll stick with Two and Three for now. Once finished, we'll meet up once more in orbit. Sound good?"

"Got it," Tavil replied, his A-Wing veering off with Ansa's on his wing, taking a new course to complete their part of the objective at hand.

"Two, three... let's knock this out as thoroughly, but quickly as possible."

The trio of blue-paint emblazoned RZ-1's started their trek their way across Tanthiel's sky, with the pain-staking goal of mapping a world that they would call home for the foreseeable future.

***

"So... your nerf-flank with the Barabel... what's the deal with that anyway?" Pavin's sigh emanated from her helmet's head-set, a

topic that clearly left him beset.

"It wasn't the fight," he clarified. "I've been in plenty of scraps with a bunch of different people. Maybe I'm just sick of people knocking the Core, like we didn't struggle enough, or were late to the fight. That sort of guff."

"A lot folks suffered badly on the Rim," Ansa answered, her gaze skipping along the cloud tops below. "Slavery, forced conscription, separation from families, imprisonment for knowing someone associated with the Alliance... It's hard for them to shake off the feeling that the worlds in the Core just looked the other way."

"I know. But a lot of folks suffered back home too. Alderaan, Dentaal... several others were made examples of. There's a rumor that entire sectors of Coruscant are cordoned off, those inhabited by non-humans. No one wants that to happen to them. Living in fear was preferable to most of us, if that meant staying alive one more day."

"The others know, but I just got here a few days ago... where are you from exactly?"

"Corulag," Lieutenant Tavil answered, closing his eyes.

"That's the site of one of the Imperial Academies, isn't it?"

"The next largest to Raithial. One of the most prestigious and hardest to get into. Usually means you are poodoo hot, or well-connected politically."

"But you weren't a cadet there, were you?" Ansa asked curiously. "I mean, you're not a defector or anything..."

"No, but we're usually blamed for that by extension. There was opposition to the Emperor back home, not that anyone ever advertises that fact. Too convenient to have another sandpanther to blame now that Palps is gone..."

"But you're right here," Swiftdancer chimed in. "Fighting alongside these guys. That must count for something. And hear me out: maybe there's something behind Captain Bruun's hostility. Maybe it has nothing to do with you specifically, but something that he perceives the Core to represent. No doubt there's a damn good reason that motivates what he does... or he wouldn't be here."

Pavin was silent, perhaps mulling over what Ansa had said.

"You don't have to be buddies..." Ansa concluded. "But you should at least try to be his wingman."

"I'll think about it. But don't hold your breat..."

"Four, Five, high-tail it over here!" Major Danzel interrupted abruptly. "We've got a problem!"

***

"Where did those things come from?!" Lieutenant Zandas exclaimed, looking behind her as she jinked her A-Wing left and right to avoid the brilliant emerald bolts of laser cannon fire.

"Look closely, Three!" Tann expounded. "Those are eyeball scouts." Ell could make out the distinct blue-grey shapes of a formation of TIE fighters. However, each of them seemed to have a notable difference, with a beefed-up section underslung of its orb of a central hull, mounted beneath the laser cannons.

"We didn't detect any capital ships..." Bruun interjected.

"They're probably hyperdrive-equipped. Must be a long-range patrol that dropped in the system at some point. Where ever they came from, we gotta take them out, or our effort here is sunk!"

"How many, Lead?" Azure Three inquired, dodging more laser cannon shots as she rolled her craft counterclockwise.

"Looks like six total, mark 2-6-2!"

Bruun's A-Wing barely juked a few coordinated shots from two of the TIEs, the outline of his ray-shields flickered as one of those bolts skirted its protective envelope. As he veered away, the instigators decided to give chase.

"We can't take on all of them," the Barabel grumbled.

Tann's eyelids sealed briefly, as he mentally evaluated everything that had just transpired.

"You're right about that. Four, Five, high-tail it over here! We've got a problem!"

"On our way," a transmission from a distant-sounding Azure Five answered.

Ell managed to pull away from her attackers by accelerating into a loop. Watching two of their wingman break formation to hunt down Bruun, she used the opportunity and dropped in behind one of the TIEs. Licking her lips, she lined up her targeting reticule and squeezed the cannon trigger. A twin orange-red burst from her A-Wing's cannons lanced through the fragile hull of the scout fighter, causing it to explode into incandescent pieces.

"That's one down!" Zandas exclaimed in a glow of brief

triumph.

"Good work, Three!" Tann congratulated. "Keep your eyes peeled though." He rolled right one hundred eighty degrees, inverting over top of the second formation of three scouts, determining his course of action. He also could see two of the TIE Scouts in the distance, teaming up on the Barabel's A-Wing, each taking pot shots at him.

"Bruun, those two are right on your tail!" he warned. "You gotta shake them!"

"Urrgghhh, it's no good!" Bruun vented in desperate frustration. "They're on either side of my rear arc!"

A jade beam slammed into the port side of Bruun's A-Wing, cutting a chunk into the fighter's armor, his console dimmed as his generator diagnostic popped up in red.

"My power's down forty percent! Losing my shields!" The predatory TIE Scouts stalked the wounded Azure Two, lining up their targeting sights as they drew closer, and closer.

Bruun looked up towards Tanthiel's blinding white sun... and an impossibly fast wedge dove towards him. It fired its lasers and rotated ninety degrees, barely missing Bruun as it passed. The left aft TIE fighter detonated into a fireball, and the right one climbed reflexively to dodge the incoming A-Wing. A subsequent blast from a second A-Wing cut through its titanium fuselage and sheared off its starboard solar panel, sending it careening through the cloud tops below.

The Barabel closed his eyes briefly in a rare expression of relief. Then a call came through his secure channel.

"You alright?" the voice of Lieutenant Tavil asked.

"... Yes."

"Stay on my wing for now."

"Copy that... Four."

***

Swift and nimble, Tann's A-Wing dodged bolt after bolt as he lit up the TIE Scout he had tailed with his own guns, blasting it into jagged shrapnel and debris. He turned the A-Wing right in an attempt to cause his attacker to overshoot. He immediately identified his opponent's intent as they rolled right to compensate.

Tallon Roll, eh? You clever Imp, you. Too bad I've got your comm-frequency...

Tann countered by rolling the A-Wing left... forcing the TIE right into Zandas' approach vector.

"He's all yours, Three!"

Two blasts incised into the scout fighter from the front, while Azure Three passed by the sphere of flaming wreckage that dipped as gravity caught it in its snare, plummeting towards the planet's surface.

The last TIE raced away as fast as its twin-ion engines could carry it, screaming across the upper atmosphere in its escape attempt.

"He's trying to get away! Zandas bellowed.

"I'm on him!" Tann responded as edged the throttle further forward, the exhaust of the two J-77 "Event Horizon" engines flaring as the craft edged towards maximum acceleration. The TIE Scout was blazingly fast as it climbed out of Tanthiel's atmosphere and into low orbit. But Tann was gaining on them, his own A-Wing closing the gap as it thrust with the engines it was renowned for.

He knew, as the TIE pilot knew, that they wouldn't be able to maneuver and make that jump without either extreme luck... or the Force on their side.

It wasn't.

The targeting system of Tann's A-Wing locked on to the TIE Scout and his forefinger pulled the trigger. The split second it would've took for the TIE to make the jump resulted only in its destruction, as the conflagration utterly consumed its onboard oxygen supply in a glorious, but brief fashion, and then vanished into the vacuum.

Tann's eyelids sealed briefly, as he mentally evaluated everything that had just transpired. That occasion evaporated as a comm transmission broke the silence.

"Everything okay, Lead?" Lieutenant Zandas queried.

"Yeah," Tann answered. "R-T-B as soon as possible, everyone. We're going to need all of that mapping data we just collected."

"Do you think the Empire knows we're here?"

"I'm not sure. But I know this: our fight has just begun."

***

Twilight arrived early as Azure's A-Wings returned one-by-one to Mendool Base. It had stopped snowing, but a cold front was moving in, which prompted the hangar personnel to close the

main doors as soon as the last sortied starfighter was able to land on its designated spot.

The sublight engines wound down as Tann opened the cockpit of his fighter and climbed down the crew ladder. He handed off his helmet to a crew chief, thanking her as he walked away from the parking spot. He ran his fingers through his dirty blonde hair, matted with sweat. He needed a shower and some chow. But priorities were priorities, and he needed to speak to Major Rannathan and the Intel troops expediently.

A dissatisfied Captain Bruun stood across from his battle-damaged A-Wing, as specialists swarmed the fuselage with replacement armor plating and tools in hand. He was rarely caught off-guard in any engagement, and despite his best effort, it happened anyway.

The blonde-haired, blue-eyed Core Worlder, Pavin Tavil, walked towards him, helmet slung under his right arm. Bruun looked at him intently, but instead of mean-mugging him or narrowing his golden reptilian eyes, he dipped his head and offered a clawed hand.

"Thank you," Bruun spoke in his gravelly voice. "You were there, even when I told you I'd never ask."

"I didn't know what your problem was," Pavin spoke plainly. "I just assumed it was the same belief that Rimmers typically have about Core Worlders: about how we're late to the fight, we haven't paid our dues, we turned a blind eye to the Empire... Truth is... most of us were scared. We wanted to do something, we wanted to resist. But we were within arm's reach of the Emperor, light-hours away from being base-delta-zeroed. Some of us already paid the price..." He paused as he noticed Ell Zandas and Ansa Swiftdancer had stopped in passing, observing what was transpiring.

"But in the end... none of that really matters," Pavin continued, looking back at the Captain. "We're here, now, doing something about it. The Rim... and the Core. Together. Right?"

The golden-flecked scaled Barabel paused... and returned what passed as a smile for his species.

"Right." Pavin freed up his right hand, swapping the helmet over to his left, and shook Bruun's. The blonde pilot looked back at Ansa, who matched his gaze, and smiled with an approving wink. She nudged Ell to proceed towards debrief, and the two of them walked away.

Major Rannathan approached Major Danzel after crossing the expanse of the duracrete hangar bay, his towering form and lengthy stride clearly visible amidst all of the other personnel

activity.

"What happened up there, Major?" the Ottegan base commander inquired.

"Send a secure HoloNet transmission to Starfighter Command," Tann replied. "Tell them we've engaged Imperial scouts. It's likely the base's location has been compromised."

"Understood," the Ottegan officer acknowledged with a nod, pivoting to return to the post's command center.

"And tell them..." Tann added. "...If they want the Core, they need to pull the trigger. Now." To himself, "Or it will be years before we'll be able to try again. And I don't think the galaxy has that much patience left..."

Lieutenant Ansa Swiftdancer

New Republic Starfighter Pilot (Azure Three)

(as of 2 years after the Battle of Endor)

DEXTERITY 3D

Blaster 4D+2, dodge 4D+2, melee combat: vibroknife 5D, melee parry 4D+2, vehicle blasters 5D

KNOWLEDGE 3D

Alien species 3D+1, business 5D, cultures 4D, languages 4D, planetary systems 4D+2, streetwise 4D, survival 3D+2, value 4D

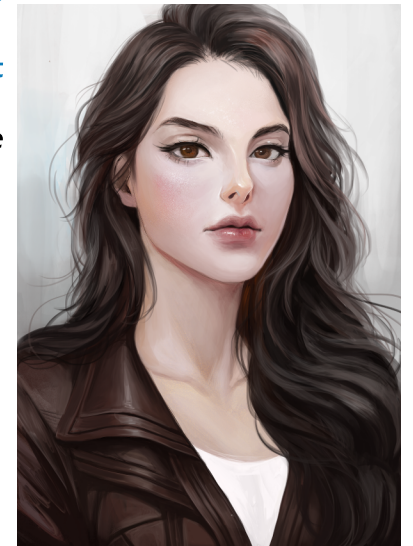**MECHANICAL 3D+1**

Astrogation 4D+2, repulsorlift operations 4D, starfighter piloting 6D, starfighter piloting: A-Wing 6D+1, starship gunnery 5D+1, starship shields 3D+2

PERCEPTION 3D *Bargain 4D, con 4D, gambling 4D, persuasion 5D*

STRENGTH 2D+1 *Brawling 3D, stamina 4D*

TECHNICAL 3D+1 *Computer programming/repair 3D+2, Droid repair 3D+2, security 4D, starfighter repair 4D*

TRUE BLUE: PART THREE

Force points: 1

Character points: 6

Move: 10

Equipment: Vibroknife (STR+1D+2), nerf leather jacket, sealed flight-suit

Capsule: Born on Norval II in the Outer Rim Territories, Ansa Swiftdancer is the daughter of a veteran of the Planetary Security Forces, and subsequently, the Republic Starfighter Corps during the Clone Wars, who served admirably in a number of prominent battles before retiring and settling down after the rise of the Empire. Having grown up around other retired fighter jocks and ground crew, they shared countless stories with her of heart-pounding dogfights and epic moments of valor, while sitting behind the controls of antiquated fighter craft, decommissioned Z-95s and ARC-170s in Norval II's flight museum.

Despite all of their wistful memories, it was underscored by a lingering sense of bitterness at the fall of the Republic, the betrayal of the Jedi Order by the galaxy at large (of whom many of the veterans still had deep-rooted respect for), and a general sense of hopelessness at the overall situation. A group of would-be Rebels had left Norval II to join the fight, and none of them ever returned. And Ansa was far too young to uproot herself and take on the Empire herself.

Years passed, and the fall of the Emperor at Endor relieved the guilty conscious of many of the old heads. Ansa, now an adult, knew the war was far from over. She had trained behind the controls of those antique fighters, mentored by several veterans to understand the finer points of being a combat pilot. She was ready. Ansa joined the New Republic military just one month after its establishment following the Battle of Endor, attending one of its flight academies on the regional campus on Dac. A natural in the cockpit, she raced ahead of her peers and was soon commissioned in record time.

A year and half later, Ansa had served in a number of operations in the Outer Rim Territories and the Mid Rim, chipping away at Imperial holdings in a series of hit and fade raids whilst liberating worlds once under the Empire's boot heel. It came to her surprise that she had been picked for a new unit that would spearhead the New Republic's push into the Core Worlds, but she was more than eager to take the fight to the enemy.

ISB Illegal Weapons Sting Goes Awry

A three-month long coordinated sting operation led by the Imperial Security Bureau resulted in embarrassment today for the galactic law enforcement agency, as several shipping crates were intercepted, believed to be filled with illegal blaster weapons destined for Rebel cells in the Outer Rim... but instead were discovered to ferry hundreds of plush bantha dolls. The mix-up baffled the team of investigators, comprised not only of ISB agents, but members from Imperial Intelligence, COMPNOR, the Allied Tion branch of the Sector Rangers, along with local authorities.

"Unbelievable," Agent Jac Shulks of the ISB remarked sullenly. "We had traced the shipment from across the Core Worlds, running down the Perlemian, all the way to the Allied Tion, with thousands upon thousands of collective work hours spent... only for us to wind-up empty-handed. It's a Mandin' shame." Upon opening the crates and tracing the cargo manifest back through the Bureau of Ships and Services records, it was learned that these plush dolls were destined for Bantha Traxx, a popular nightclub in one of the more upscale neighborhoods of Lianna Metro. Each one sells for about twenty-five credits, is about thirty centimeters in length, and can be found on the shelves of the club's Bantha Boutique.

"I'm flat-out speechless," said Mr. Yin Vocta, the Anomid owner of the Bantha Traxx club, responding to news of the sting operation. "My establishment has been accused of being a front for many things over the years, but who would've thought "Rebel weapons distributor" would be among those?" When I inquired if the confiscation of the plushies had set him back financially, Mr. Vocta merely chuckled at the matter.

"Actually, I've just been trying to sell the stang things and only recently re-ordered them for my back stock. If anything, this brought more business to the club, *and* these bantha dolls are now a hot item. Beings are paying top credits to get their appendages on one. It's one of those rare moments when a mistake becomes an opportunity. I love it!" On a wider note, the bantha dolls seem to have garnered the attention of intergalactic collectors, receiving high demand while fetching outrageous prices, and all at the chagrin of Imperial investigation agencies.

Caerra Andin, TriNebulon News

TIE Scout: Role Filler or Waste of Funding?

Saddled with the thinning availability of warships, along with the prospect of Rebel forces closing in to capture the Core Worlds, the Imperial Navy recently pulled the trigger on the decision to field a new TIE variant equipped with a hyperdrive–to broaden its starfighter capabilities and cover regions of space no longer covered by previously-routine naval patrols. But is it worth the added cost? Does it bring any tactical advantage or strategic consideration to the table? Historians recall the age-old dispute within the Imperial Navy over fielding hyperspace-capable starfighters or focusing on massive warships that support and ferry dozens of smaller, sublight-only models. With modern challenges however, the "quantity over quality" debate now seems more relevant than ever before.

Dubbed the TIE/sc, or TIE Scout, this variant of the ubiquitous TIE line of starfighters differs little from the standard TIE/ln. It retains its trademark sublight performance and zero-G maneuverability, but incorporates a class two hyperdrive mounted beneath the sphere of the hull via an attachable module. The required power consumption requires a dialing down of its L-s1 laser cannons, making them slightly less effective in the penetration of enemy starfighter armor. And unlike its Rebel counterparts, the TIE Scout remains unequipped with ray or particle shielding, leaving it just as vulnerable as its contemporaries.

The need is certainly there. The cost per unit, however, may break the demand for a hyperspace-capable fighter for an admittedly niche role. At one hundred thousand credits per fighter, the budget-strapped Navy may find itself in the unenviable position of choosing to round out starfighter squadrons instead of constructing additional warships, which it simply cannot afford. While break-away factions such as Zsinj and the Pentastar Alignment have already developed TIE variants of their own, it is unlikely that Advisor Sate Pestage and the Inner Council will approve mass production of the TIE Scout, though it might find itself in limited use, patrolling those hyperroutes and connecting systems that see little attention from the Navy due to higher priorities.

Galactic Defense Daily

TECH SPECS & SPECIAL TECH

A curated selection of new technologies and their specifications presented by

Mark Dowson, Paul May, & Charles McNeill

Flak Bike

Hamza pointed with one hand, the other holding onto the handlebars against the bouncing from tracks running over the corrugated dry river bottom. "Behind them . . . trees. Whatever they is. Up on the hill. Looks like good cover, with 3 meter leaves up above. Even if they are orange."

"Sounds good. Hamza, make it so." Giuze grinned.

R4-S86 chirrupped quietly, but didn't want to get involved.

"Yer not a bleedin' ship captain, corp. Leave it orf." Hamza steered the mobile gun around some of the huge tree trunks and approached the top of the hill. It was shaded but still hot, as this was midsummer on this small continent and there was no wind under the trees. "Right. Stopped. My turn to go for a look. I'll go get us a target."

Hamza unshipped the macrobinoculars from the mount on the gun and slipped through the light underbrush, avoiding the tendrils of the free-skin bush they'd been warned about two villages back. Approaching the edge of a clearing made by a fallen tree on a steep bit of slope, he could see their target area–a narrow valley being used as a staging point by the opposition.

He checked the orientation of the macrobinocular transmitter without thinking and picked out two of the vehicles parked in the valley, one the biggest he could see and the other the most dangerous-looking. He wasn't sure of the makes and models they were facing, and so was working on educated guesses.

Pushing the control that would send the targeting data back to R4-S86, he watched the targets for a few moments to make sure they'd stay still and then faded into the underbrush again.

"Right. you're back. Let's make a little noise and then get out of here." Giuze said, activating the 'recoil carriage' mode as Hamza climbed in and put the macrobinoculars back. Giuze loaded the gun with the beacon shells they were up here to apply, while the three track mounts for the vehicle became recoil-absorbing legs for the long-barreled cannon that took up a quarter of the volume of the vehicle. "All done, corp."

R4-S86 whooped as he fed the aiming solution to the gun computer.

"Right. Thanks, Six. Targets locked. Ready . . . here's hoping they haven't moved."

"Yer a pessimist, corp."

"Best way to stay alive out here. Fire!" Two loud cracks from the hyper-velocity shells shook the leaves of the underbrush, two holes appeared in the huge leaves above them. "Ok, let's . . . oh, spinrad! Those trees are moving!" Giuze hit the 'travel mode' control several times, as if that would make it work faster.

Hamza started the vehicle moving before the transformation was complete, dodging a sweeping branch by centimeters. "Good thing I'm a pessimist too, corp. I've been tuning the drive motors."

R4-S86 lost all reserve and screamed in Binary, using some of the choice code sequences he learned from a trader's R2 unit.

The small open-topped mobile gun slipped, tracks ripping up the ground, between twisting tree trunks and noisily bounced down the hill from ridge to boulder.

Behind them, the irritated trees were suddenly interrupted by a barrage of blaster artillery fire. "I think dey know where we was, corp."

"Was, operative word. Keep driving. The captain owes me–us–a lum."

The original version of the 'Flack Bike' was designed and built by an atomic-level culture on a planet deep in the back edge of a small Mid Rim dark nebula. It was only found due to an astrogation error by Geru Narit Denos, a Duro trader trying to cut

time from an overdue delivery run.

The original release from Geru's workshops, called a Full-Track Light Self-Propelled Variable Artillery, was in limited use by some small mercenary units who needed something cheap, as they were hard to maintain and power. An enterprising associate of Geru's redesigned the power systems and gun barrel to use standard Galactic technology and helped vitalise sales.

The advantages of this vehicle are versatility, firing range, and indirect fire, giving a capability that no blaster artillery can match. It can use several specialized ammunition types, including incendiary, target marking/beacon, and reconnaissance/forward observer hoverdroid.

The body of the vehicle is also the recoil carriage and reloading system, saving weight and time. This is very important as it is very lightly armoured and only gives 3/4 cover, and so cannot spend more than a short time in any one location to avoid both artillery counter-fire and airborne attacks.

Its movement speed is not high, but given its role it is quite sufficient. The recoil adjustment systems are versatile and flexible enough that it can 'walk' slowly, and this also allows climbing obstacles that the tracks alone cannot handle. It can, given a little time, get to locations that many repulsorlift vehicles cannot because of rough ground. Particularly, it can use cover that a commander used to blaster artillery would not think to check for threats.

To switch into and out of 'recoil carriage' mode: 5 rounds, but the vehicle can still move at 1/2 speed for the two rounds it is most like a vehicle. For the other three rounds of this change it cannot move, although it can move once it has completed the 'recoil' mode transformation.

While in the form of a recoil carriage, the top speed is 10 kmh. However, because it has both legs and a track in this mode it can traverse and climb rough and boulder-strewn terrain up to a 45 deg slope at that speed, as long as it is rocky or otherwise solid ground. It cannot do this on steep scree or snow, for example. It has a maximum 'step' height of 1.5 m.

The 'recoil carriage' mode allows the vehicle to act as a limited traverse turret (a 120 degree arc), but of course it can adjust its field of fire by walking the carriage legs. This takes a round per 60 degree arc rotated, during whic it cannot fire. It can aim 60 degrees up as well, making it easy to lob shots behind cover. While the vehicle is in 'recoil' mode and not moving the solid base and active recoil compensation gives a Fire Control bonus, along with the gun aiming computer, of +3D.

The gun cannot be fired while in 'vehicle' mode as it faces backwards and is fixed, and the vehicle would be damaged by the uncompensated recoil.

Forward Observer [FO] equipment: FO Macro-binoculars.

These are standard macro-binoculars that have an encrypted directional communicator for passing information and images to the communications officer and the gun aiming system. No skill check is needed to use the directional communicator in most situations, but if the forward observer is moving a Communications check based on the movement type and terrain is required to keep the signal good (use the movement difficulty for the terrain and add a rank of difficulty if the observer is running). An addon for the macro-binoculars that allows night vision out to full visible range is commonly used, and adds Cr500 to the vehicle price. Alternatively, any desired macro-binoculars can be used with the Cr2,000 encrypted directional communicator addon.

Note: the macrobinoculars have a storage mount on the gun aiming system, and is used by the gunner to sight with when direct aiming is possible. If the gunner does not have information from the forward observer and cannot see the target, they receive no bonus at all from the gun aiming system but can still fire at previously-chosen target areas; the targeting system can pre-register 2 locations for this blind-fire action, taken from sightings from the linked macrobinoculars (requiring a successful average difficulty Sensors roll from the user of the macrobinoculars). If the gunner can see the target but is getting no information from the forward observer and also doesn't have the macrobinoculars, the [firing bonus] is reduced by 1D.

The gun is a long-barrelled light Gauss cannon, accurate and long ranged. It has a loading system that is very easy to use, allowing both fast reloading (1 action with a ready magazine of 4 projectiles) and quick loading with single shells for special use.

"Flak Bike"

Full-Track Light Self-Propelled Variable Artillery Mk 3.4

Mobile weapons platform

Scale: Speeder

Length: 4 meters

Skill: Ground vehicle operation

Crew: 2 + a gun control and vehicle maintenance droid (Crew: driver/forward observer/communications, loader/gunner, and the droid is navigator/gun computer controller/sensors. The droid is usually an R-4 unit.)

Load: 100 kg of equipment, 40 shells in lockable racks under armour and accessible from inside the vehicle.

Crew Skill: Ground vehicle operation: Flack Bike 4D, Artillery 4D

Cover: 3/4

Cost: Cr28,000 (new) / Cr16,000 (used)

Maneuverability: 1D

Move: 35; 100 kmh

Body Strength: 3D

Weapons:

Light Electromagnetic Cannon

Fire Arc: Limited Turret (120 degrees; see description)

Crew: 2 + a droid

Scale: Speeder

Skill: Artillery

Fire Control: 3D

Range: 20-100/1 km/3.5 km

Damage: 4D (APEX; see below)

Shells

Armour-Penetrating Explosive (APEX): the standard round. The combination of an armour-piercing shell with an explosive filler means it does the same damage to modern armour as blaster cannon with the same damage rating do. However, it also has a small blast and fragmentation radius that affects troops: character-scale damage 4D/3D/2D/1D, radius from point of impact 1m/2m/4m/6m, Cr100/round.

Incendiary: This is a single-use battery powering a ball of magnetised plasma that forms on impact and burns (5D) for 2 rounds, entirely consuming the shell. It will set light to or crack and damage anything that isn't specifically protected. Many surfaces will not continue to burn for more than a few rounds, but anything flammable will continue until extinguished. Any surface that burned at all is weakened, allowing a called shot for extra damage to that location until it is repaired. Cr150/round.

Target marking: This shell contains a target marking holo-paint that shows up particularly well on standard visual scanners. This gives +2 pips to hit the marked target, or removes the darkness penalty if the scanner is affected by low light, if the scanner is attached to a weapon. It is only of use at short to medium range from the scanner, as there isn't volume for much marking paint in the shell. However, they are cheap, and good enough for most

battlefield use. Cr65/round.

Target beacon: This shell has a weld-powder-coated nose that is only exposed once fired. It will weld itself to any solid object it strikes, after slowing itself down with a retrotruster just before impact (zero damage). It gives +1D+1 to target for any weapon with an attached emissions or transmission scanner, for 10 minutes. Part of its broadcast signal is its present location to within 20m, so it's useful for a gunner manually laying a target (+2 pips). Cr100/round.

Reconnaissance Mini droid: this is a camera droid that floats at 1 km up over the target location and gives a high-quality view of the 1 km radius circle directly below it. This view can, of course, be obscured by smoke or other cover, and is limited to normal visible light frequencies. It is designed to look only downwards, as it is a forward observer aid. The target location can be only in medium and long range, as it is too close to the ground to be useful at the beginning and end of the firing range.

 The mini-droid can be set to either tight-beam the holograph of the environment below it, giving +2 pips skill for anyone using the image, or return with 2 minutes of extremely high quality hologram giving 1D+1 to skill but forcing the user to wait for a minute per km distant for the droid to fly back. It does not contain enough processing power or battery to both beam images and store them. The skills these bonuses can affect include Artillery, Blaster Artillery, Tactics, Perception, Forward Artillery, and any other that will benefit from a clear overhead view.

The droid, for anyone wanting to target it, is about the size and shape of a handy drink can. Cr1,240/round, reusable if ordered to return.

 Illumination: This is a single-use battery powering an arc light and a tiny repulsorlift. The light is almost as bright as an average sun, and floats at 1 km up for 3 rounds. At night, anyone not using flash-protective eyewear in direct line of sight of the light has to make an Average Stamina roll or be blinded for 10 rounds.

Some troops have tried to use this shell as an incendiary, but the effect on direct impact is only that of a standard explosive grenade plus an ion grenade of the same damage rating.

However, its standard use is fired just after a reconnaissance mini-droid. Cr80/round.

Bomb/Homing Beacon Detection Droid

Bomb/Homing Beacon Detection Droids look identical to common cleaning droids but perform a far more important form of cleaning. Using built in chemical sensors, they can pick up trace amounts of the chemicals used in bombs to aid in detecting them.

Their radiation and radio wave sensors can also assist in locating some types of bombs and in addition to this, can be used to find a homing beacon placed on a ship to track it through hyperspace. The transmitter jammer can either prevent a bomb from being remotely detonated by those responsible for it or be used to temporarily prevent a homing beacon transmitting a ship's location.

On locating a suspicious object, the Detection Droid can either use its internal comlink to contact someone or use its very loud audio alarm.

BD-5 Detection Droid

Model: BD-5

Height: 1.6m

Move: 5

DEXTERITY: 1D

KNOWLEDGE: 1D

MECHANICAL: 1D

PERCEPTION: 3D

Search 8D

STRENGTH: 1D

TECHNICAL: 1D

Capital Ship Repair 3D, Space Transport Repair 4D

Equipped With:

Five wheel locomotion base

Internal comlink

Audio alarm

Transmitter jammer 3D+2

Radiation and radio wave sensor

Chemical sensor

BD-3, BD-4, and BD-5 Detection Droid

Mark Dowson, Paul May

RANDOMLY GENERATED BLASTERS

"Everyone needs a blaster of some kind these days, unless you are skilled with a lightsaber, like a certain acquaintance of mine is. Even my associate, Reska Jat, occasionally gets into situations she cannot talk her way out of and has to fall back on using a blaster.

"My people, the Mon Calamari, discovered the hard way the Empire will trample and exploit you if you cannot stand up for yourself. While many blasters of the same basic category perform very similarly, others are more diverse in their characteristics, considering there are a number of manufacturers and independent techs, so it should be possible to find the one best for you.

"A good place to find such a weapon is the Gun Shop at Rotgut Station on level 2 of the main platform, opposite the Robo Mart. Rumour has it the owner of the shop is supplied by the arms dealer, Nebann."

– Saekar , Rebel Allied Mercenary

To randomly generate a blaster, roll on the **Blaster Range Table** to determine the range, the **Blaster Damage Table** to determine the damage output of your weapon, and the **Blaster Ammo Table** for how many shots it can fire before you need to replace its power pack.

Your result on the **Blaster Range Table** determines whether the weapon is a pistol or a rifle and thus which one of the **Blaster Length Tables** to roll on to determine the length of it.

To determine the cost of the blaster, take the cost for the Blaster Damage Table result you rolled and add to it any cost modifiers from the results you rolled on the other tables.

While it is possible to roll up an absolutely rubbish blaster, it is going to be equally cheap, just as a rolled up great blaster is going to be pretty expensive!

BLASTER RANGE

d6	Short	Medium	Long	Cost Mod	Type
1	3 - 4	8	12	- 80 C	Pistol
2	3 - 7	25	50	- 70 C	Pistol
3	3 - 10	30	120	0	Pistol
4	3 - 25	50	250	+40 C	Rifle
5	3 - 30	100	300	+140 C	Rifle
6	3 - 40	120	350	+280 C	Rifle

BLASTER MODEL

Assuming the blaster you have rolled up is made by BlasTech, which it might not be, model numbers for pistols can be determined as follows.

The number consists of "DL" followed by two numbers. The first number is the one you rolled which determined the blaster's damage. The second number is produced by adding together the numbers you rolled to determine the blaster's range and ammo and subtracting 1 from the result. So for example if you rolled a blaster pistol with Range 3-10/30/120 (the result on a 3), Damage 4D (the result on a 1), Ammo 100 (the result on a 6), that would give you a BlasTech DL-18 Blaster Pistol, costing 500 credits!

BLASTER DAMAGE

d6	Dmg	Cost
1	4D	500 C
2	4D+1	620 C
3	4D+2	740 C
4	5D	860 C
5	5D+1	1,010 C
6	5D+2	1,160C

BLASTER AMMO

d6	Ammo	Cost Mod
1	6 Shots	- 60 C
2	12 Shots	- 50 C
3	25 Shots	- 40 C
4	50 Shots	- 30 C
5	75 Shots	- 20 C
6	100 Shots	0

The variation in blasters with the same model name is due to defects or after original purchase modifications.

If you roll less than 6, when determining the blaster pistol's length, the last number is followed by an "X" with a number produced from the number you rolled, subtracted from 6. In the case of the above example, if you had rolled a 3, resulting in the length being 240mm, that would make the weapon a BlasTech DL-18X3 Blaster Pistol, costing 590 credits.

AVAILABILITY

This full range of blasters is availability 2. Blasters which have either Damage 4D+2 or more or a length less than 500mm (20") count as restricted or illegal.

BLASTER LENGTH - Pistol

d6	Length	Cost Mod
1	180 mm (7.12")	+150 C
2	210 mm (8.25")	+120 C
3	240 mm (9.5")	+90 C
4	270 mm (10.6")	+60 C
5	300 mm (11.8")	+30 C
6	330 mm (13")	0

UNUSUAL EXTRA FEATURE

d6	Feature	Cost Mod
1	Jams on Damage Roll Fumble Easy Blaster Repair to fix	- 100 C
2	Poor Armour Penetration (+1D to Targets Armour!)	- 100 C
3	Fire Rate 1	- 50 C
4	+2 vs. Unarmoured Targets	+100 C
5	Ignores up to 1D of armour!	+100 C
6	Works better underwater with bonus 1D6 damage	+100 C

BLASTER LENGTH - Rifle

d6	Length	Cost Mod
1	500 mm (20")	0
2	600 mm (24")	- 10 C
3	700 mm (28")	- 20 C
4	800 mm (32")	- 30 C
5	900 mm (36")	- 40 C
6	1000 mm (40")	- 50 C

Stun Weapons Of The Core Worlds

Many of the Core Worlds, and the more civilised worlds further out, disapprove of lethal weapons–particularly blasters, even if they have a stun setting. They maintain that their planetary policing capability and coverage are good enough that no citizen needs a weapon.

This is mostly true on the majority of planets, as long as you stay away from seedy locations and rough folk. Most planets will allow light, short-ranged or melee, licenced stun weapons for those dealing with such places and people, with a caveat that those weapons not be carried in well-lit places.

Some planets with these views and laws do not have the police coverage that others do, and so these weapons are wide-spread. So are hold-out blasters and other concealable lethal weapons, but they are not the focus here.

To match these laws and the places where something more than a Stingbeam is required, some corporations have made available suitable non-lethal devices of self-defense.

The ranged weapons have been designed and made as hard as possible to either convert to a blaster or to have one fitted inside the housing. None of the corporations are interested in being sued in relation to a murder or assassination using a modified version of their stun guns.

This is done either by putting the stun projector part of the gun low down in front of the hand instead of along the top of it, so there's no room in the casing for any more than a tiny holdout blaster, or the barrel is too thin or the wrong cross-section to be a useful blaster.

This has the effect of making them visually distinctive, a useful quality when you want to persuade a lawkeeper than you are not lethally armed. This is accentuated on some planets by requiring such weapons to be a specific, bright and unmistakable, colour. 'Rescue Orange' is a favourite, as is 'Eyesearing Pink' in some places.

Mazzik SR-09 'Stunball'

Repulsor-aided recoverable stun projectile

Scale: Character

Skill: Thrown weapon: Stunball, Melee combat: Stunball

Ammo: 15 (charges)

Cost: 650 (holdout blaster power packs: 45)

Availability: 2

Difficulty: Average (5 m range)

Damage: 4D Stun

Game Notes: appearance: a knobby ceraplas hemisphere the width of a fist, with a T-shaped handle on the flat side. This is a hand stunner with a trick; the handle can separate from the hemisphere, revealing a retractable insulated cord 5 m long that allows the hemisphere to be thrown and retrieved. The hemisphere contains a tiny repulsorlift generator which allows a straight-line throw to full range in any direction, including upwards, by a user of any strength.

The handle contains the cord winder and control. This control allows the instant safe retraction of the Stunball to the hand, so it can be thrown up to twice a round ('fire rate' of 2) as a multiple action. Note: a 1 on the Wild Die may indicate a botched catch and a half-damage stun hit to the catcher's hand (the power reduces during the retraction, for safety).

When the hemisphere is loose from the handle the flat side also becomes active as a stunner. The power cell is sufficient for 15 stuns before replacement or recharge, and powers the repulsorlift as well as long as there are any stun charges remaining. The Stunball does no damage if it is not charged as it's too light for its size to be a useful physical weapon.

Skill: Ranged Weapon: Stunball.

Note: a person with the specialised skill can do tricks, like wrapping the cord around a limb to hold the hemisphere against a target until they are released. Specialisation also removes the 'Fire Rate' limit, giving as many uses in a round as skill allows.

Tricks for the specialised practitioner: Difficult or higher skill roll, depending on the trick; treat most tricks as +1 Difficulty level for a 'called shot for effect'.

White Knight FB9K 'Guiding Finger'

Type: Stun Blaster

Scale: Character

Skill: Blaster: Guiding Finger

Ammo: 25 (charges)

Cost: 450 (power packs: 255)

Availability: 1

Ranged: 1-3/12/20 (+1 Difficulty at all ranges longer than Short)

Difficulty: Easy

Damage: 3D+1 Stun, both ranged and melee.

Game Notes: appearance: a wand about 25 cm long and 2 cm thick, with a shaped grip at one end and a slightly pointed tip. If it wasn't Rescue orange with silver highlights is would look like it came from some adventure holovid.

It is designed to make it hard to put any standard blaster parts in it, and is has no joints or seals on the wand portion that would hide a blaster barrel end.

It is a little harder to aim than a more conventional pistol layout, which the makers compensated for by making it also usable as a melee stun baton. Note: it is too light to count as a baton if unpowered. Each melee strike takes one shot of power from the power cell.

White Knight O9K 'Subtle Persuader'

Stun Blaster

Scale: Character

Skill: Blaster: Subtle Persuader

Ammo: 20 (charges)

Cost: 300 (power packs: 80)

Availability: 1, R

Range: 1-2/6/10 (at 9-10 m two targets less than 1 metre apart can be hit at once with a single roll)

Damage: 4D Stun + nerve effect (see below)

Game Notes: appearance: a pistol-style handgrip with a large trigger guard, with a thick 5 cm disc mounted vertically flat on the front of the guard. It is an inaccurate design, for safety reasons, but makes up for it with a broad beam that at maximum range can hit two adjacent targets.

The name is a deliberate joke, as being hit by the 'Subtle Persuader' feels like a body-check from a Trandoshan followed by being run over by the herd of dewbacks chasing him. It also has a double effect, giving a stun shot that causes nerves to misfire for a few moments.

Nerve effect: -1D to Dexterity abilities and rolls for one round per level of shot effect; ie., wounded 2 = 3 rounds. Subsequent shots reset the time based on the Stun damage they do, overlapping previous shots.

Corellian Arms ACE-2 'Duraglass Defender'

Stun Blaster

Scale: Character

Skill: Blaster:

Ammo: 50 (charges)

Cost: 650 (power packs: 25)

Availability: 2

Range: 3-15/25/40

Damage: 3D+2 Stun

Game Notes: appearance: what looks like a orange wire-frame model of any of the 6 most popular blaster pistols, but made of a complete duraglass shell with orange markings on the inside to appear as a wire-frame model. The shell containing the shiny silver parts of the stun pistol.

   The abilities of the pistol does not change between models, but the familiar shape means that a shooter can use his specialised blaster skill if he is specialised in the weapon that modelled the shell. The 'Duraglass Defender DL-44' is, understandably, one of their biggest sellers.

A holstered Defender

Illed BBB 'Striker'

Stun Blaster

Scale: Character

Skill: Blaster: BBB Striker

Ammo: 20 (charges)

Cost: 300 (power packs: 40)

Availability: 2

Range: 2-10/20/35

Damage: 4D+1 Stun

Game Notes: appearance: a Rescue Orange pistol the size of a short holdout blaster but with a narrow pointed barrel the size and shape of a scriber tip. Some say it looks like a micro plasma-engraver, and it is small enough to hide in a good-sized human fist.

   It is noisy for its size—the same volume as a heavy blaster pistol—and high-pitched.

Technical Assistant Droid

"Adventurer's Aide"

Cybot Galactica GRM-BLG-2

DEXTERITY 3D

Dodge 4D, Climbing/Jumping 4D, Stealth 4D

KNOWLEDGE 1D

MECHANICAL 2D

Sensors 3D, Sensors: Holocamera Operation 4D

PERCEPTION 2D

Search 3D, Sneak 4D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 3D, Security 3D

Equipped With:

- Photoreceptor/audio receiver (human range) with recorder (10 hrs storage of flat vid and audio)

- Binary vocoder

- Heuristic coprocessor

- 4 small manipulator arms (+1D Technical for physical actions)

- SCOMP link

- Holovid camera with long-distance optics and 15 min of high-quality (+1D Perception to determine details from a recording) or 1 hr of ordinary-quality holovideo.

- Holo-projector: 25cm image, 30cm range.

- Linear-motor legs: in addition to normal movement, can leap 3m as a normal part of a move, or 6m (plus 1m for every -5 accepted to the Jumping roll) with a round of preparation to charge the motors. This requires at least two rounds of non-jumping use to recover (normal movement is possible at this time, but not quick (double-speed or more) movement).

Adventurer's Aide assisting a Jedi

Move: 12 (4 legs)

Size: 10 cm tall, 30cm dia disk with legs on the underside. The legs can fold flat to allow latching to the back plate.

Persona: basic

Cost: Cr7,000 new, Cr4,000 used

Equipment: miniature electronics toolkit, including a microwelder

Source: Adventurer's Journal 5

This droid, also known as a 'tech-spider', is designed for easy carry by a tech while staying out of the way. When not active it latches onto a back harness that holds it between the wearer's shoulder-blades, its legs and arms folded out of the way.

This harness holds a recharger powercell and storage holocard for backing up the droid's recordings. This holocard can be used in a datapad or more serious computer for analysis and editing. Note: the holocard is the only storage on the harness, so nothing can be retrieved or stored with the holocard removed.

Of course, security and intelligence agencies rate these droids very highly. Imperial Navy Intelligence use them to counter the funding advantage that the Ubiqutorate and the ISB have. For their use the droid normally has a +2D Security database installed, and

if they can get a specialised database for a particular target (ship or installation) they get +3D for that target.

GRM-BSS-1

A rare version of this droid, the GRM-BSS-1, has–instead of legs–a repulsorlift with a flight ceiling of 3m but the ability to jump another 3m with a round of recovery time between jumps.

It has no legs, but it does have a mag-plate to hold it against the back harness. This also allows it to hold itself against metallic walls and ceilings, which aids hiding from power sensors by being able to turn the repulsorlift off.

All of the stats are the same, except:

No legs.

Move: 10 (repulsorlift, 3m ceiling with a 3m jump capability (1 round recovery))

Cost: Cr8,500 new, Cr5,000 used

Vehicle Upgrade & Modifications

Notes

All costs are a percentage of the base cost of the vehicle unless specified otherwise. Modifications on a second-hand vehicle have either been on the vehicle for some time or have been made at the present repair level of the vehicle (rough welds, second-hand electronics, &c), so the cost calculation is the same whether the vehicle is new or used. i.e., a speeder that is Cr10,000 new and Cr4,000 used with a +10% modification applied is either Cr11,000 or Cr4,400, depending, with the modification applied.

There is no cost difference between factory and aftermarket modifications for the change itself, but the cost for the person doing the work can change a lot. The prices below assume factory modifications, with no extra cost for the mechanic. Aftermarket work by someone without the appropriate Advanced skill may have a mishap chance.

Cabin Quality

This changes the interior materials, exterior finish, and ship or vehicle build quality to suit the desires of the owner or builder.

Cheap (-5% of base cost): this can be any mixture of; poor quality fittings, bad control layout design, uncomfortable seats, accumulated damage from use and age, applied damage from combat. If there are three or more of these, it's -12%. Note: this modifier is separate from the discount for a used vehicle; this only covers the fit and finish. For the control quality, increase penalties in stressful piloting/driving situations by 1 pip; this is separate from the penalties from existing damage.

Deluxe (15% of base cost): this can be any mixture of; good quality furnishings, efficient control design, decorations. All three of them is 35% of base cost. For the control quality, reduce penalties in stressful piloting/driving situations by 1 pip.

Luxury (50% of base cost): this can be any mixture of; top quality furnishings, control design that almost thinks for you, amazing decorations. All three of them is 120% of base cost. For the control quality, reduce penalties in stressful piloting/driving situations by 1D.

Ultra Luxury (500% of base cost): same as Luxury but rarer materials, masterful fine work, and prettier art. Having all three upgrades (materials, finish, and technical design) is 1,200% base cost.

Coruscant Flight Ceiling

This is a radical increase in flight ceiling, at 30% base cost and is a factory-only variant. This uses airspeeder-type repulsorlift plates as well as the normal speeder lift and drive plates to give a flight ceiling of about 1 km (details vary by manufacturer; add the base model flight ceiling to 950 m) without changing speed or manoeuvrability. This is called the 'Coruscant' modification as Coruscant has extremely tall buildings and the speeder has to be able to travel above them to use the highway traffic lanes.

Alternatively, for 40% base cost this can be increased to 'Airborne'; add 4,950 to existing altitude. For 60% base cost, 'Orbital' altitude can be achieved–make sure the vehicle is sealed or you are wearing a space suit.

This modification can be put on any speeder, including speeder bikes. It excludes swoops as they use their ion drive for a similar effect. The vehicle needs charging more often due to the higher power use, but not enough to worry about.

Cargo Rack, Open

This is an open-topped rack with tie-down points mounted to the side or on the back of a speeder-bike. For speeder-bikes only. It adds 100 kg to the base cargo capacity of the speeder-bike. Folds flat when empty.

As it is an open rack the volume usually doesn't matter, although an overly-large object will interfere with flight. Costs either 5% of top speed + 5% of base speeder-bike price, or 10% of base speeder-bike price (the first has repulsorlift plates powered by the speeder-bike engine, the second has an auxiliary engine for the cargo rack repulsorlift plates). Reduces Manoeuvrability by 1D unless the rack is empty, but increases stability by 1D (any roll to avoid tipping over or falling off). Note: not available for swoops as it messes with their already-precarious balance too much.

Cargo Rack, Box

This is a closed and lockable cargo container mounted to the side or on the back of a speeder-bike. It adds 100 kg to the base cargo capacity of the speeder-bike, and is the size and shape of a Spacer's Chest [A rectangular, 1 meter long chest. It can be locked with an electronic combo-lock (Moderate to pick), sealed against vacuum, and is quite durable: 6D *strength*].

For speeder-bikes only. Costs either 5% of base speeder-bike price (and 5% of top speed), or 10% of base speeder-bike price (the first has repulsorlift plates powered by the speeder-bike engine, the second has an auxiliary engine for the cargo rack repulsorlift plates). It reduces Manoeuvrability by 1D, but increases stability by 1D (any roll to avoid tipping over or falling off). Note: not available for swoops as it messes with their already-precarious balance too much.

Decreased Hull/Body

-5% base vehicle cost per reduced pip of hull/body rating. maximum reduction -40% base cost, to a minimum hull/body of 1 pip. This is more normally an old deteriorated clunker than an actual applied modification, and the 'modification' can be repaired by 'paying off' the cost reduction either in full or in part.

Decreased Manoeuvre

-5% base cost per pip of manoeuvre rating. maximum reduction -40% base cost, to a minimum manoeuvre rating of -1D. This is more normally an old deteriorated clunker than an actual applied modification, and the 'modification' can be repaired by 'paying off' the cost reduction either in full or in part.

Decreased Reliability

This is for old and decrepit vehicles, although it can be used for ships and droids. It can be 'paid off' by getting the vehicle fixed up using the value of the modification worth of parts; normal labour costs.

Accumulated small faults can lead to disaster; for normal vehicles regular maintenance takes care of this. In the case of a vehicle with this it happens so quickly it must be taken notice of by the driver/owner.

Keep track of the number of rolls that include the use of the vehicle; manoeuvre rolls, stability rolls, any combat. For a droid, it's any such rolls it makes for itself. This simulates accumulated stress.

Make a Repulsorlift Operations (or equivalent for other items) roll versus the Difficulty below every time you get to 5 rolls tallied. If the roll fails, suffer a partial breakdown per a roll on the 'Light Damage' table in the standard combat rules. Droids use the Character column of the damage table, ships use the ship column.

If the driver is manoeuvring in combat at the time of the roll, increase it by a Difficulty level.

- For an Unreliable vehicle (-10% base cost), make a Moderate roll.
- For a Very Unreliable vehicle (-20% base cost), make a Difficult roll.

This breakdown is fixed using the normal rules.
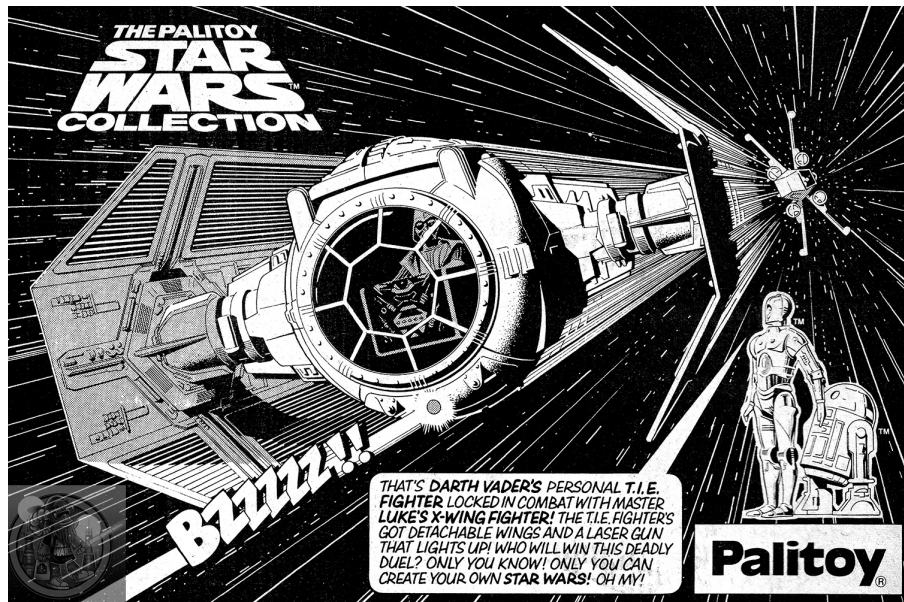
Decreased Speed

-1% base cost per 2% maximum speed reduction, maximum reduction -80% speed. This is more normally an old deteriorated clunker than an actual applied modification, and the 'modification' can be repaired by 'paying off' the cost reduction either in full or in part.

Device Install

Any device available can be obtained as an installable item rather than a handheld device for an extra 10% of the device cost (*not* vehicle base cost); this does not change the cargo capacity of the vehicle unless the device is large in relation to the vehicle. This allows them to be fitted to a vehicle (or droid) with little extra work (-1 difficulty level for the mechanic), and allows integration with the rest of the vehicle or droid. Any device listed for droids is similarly potentially useful and already has this modification.

See *Cynabar's Fantastic Technology: Droids*.

Droid Driver Socket

This is 5% base cost + the cost for the droid being used. This socket is a permanent fitting; for a socket where the droid can get out the cost is 8% + the cost of the droid used, and that droid must have an SCOMP link. This replaces the driver entirely, and allows the droid to sense the whole vehicle as if it were its own body; it *is* its body, while it is in the socket.

This can be done for any vehicle, but there's generally no point for a speeder bike or swoop. The droid used should have appropriate skills for the vehicle, of course, and map databases are very useful.

Folding/Retractable

For those vehicles with extended poles or wings. 5% of base cost, 1 round for speeder scale/3 rounds for larger scale. It reduced length or wingspan by 30% but the vehicle can't be used until the mod is deactivated.

Note: if the vehicle has both extended poles and wings this mod can be bought twice, once for each; they will activate together.

For an extra Cr100, if the vehicle is turned on or activated to be ready for use this mod automatically deactivates.

If the *Stowing Mode* is also installed this modification can be activated at the same time as that one with a setting on one of the *Stowing Mode* controllers.

Meta note: this can be used even on description with no pictures, as any speeder bike more than 4m long has extended control vanes on poles.

Gun Mount, Type: Pintle Mount

This is for any *passenger* seat on any speeder, although if it is on the rear seat on a tandem speeder-bike the gunner sits backwards to use the weapon in the rear arc (the seat is modified to be used either way around). It is designed to take any direct-fire ranged weapon up to and including a Medium Repeating Blaster. Any weapon that requires a Strength roll to use does not require that roll but still has a Fire Rate of 1.

If the speeder was enclosed (full cover) it now has ¾ cover as holes are made for gunners to stand in.

Weapon can only fire into limited arcs; if on an open speeder it can fire to the left and forward arcs or the right and forward arcs (depending on the side it's mounted), if mounted to the rear then all arcs but the front (this includes tandem speeder bikes). If it is a closed speeder, pick one arc.

Cost: 5% of the original vehicle cost, 8% for one with a 3D protection ('Basic'; character scale; add the dice to your resist roll) gun-shield, 10% for one with a 4D protection ('Full'; character scale; add the dice to your resist roll) gun-shield. The user and weapon have the same cover the vehicle has normally (the gun-shield, if present and in use, increases cover by ¼ for the gunner from the direction the gunner is shooting to).

Any speeder can have 2-4 pintle mounts; the locations are around the vehicle so no two pintle mounts will share a set of arcs (so a 4 seat open speeder could have one for left and front, one for right and front, one for the front arc, and one for sides and rear). On the GM's decision a long open vehicle can have multiple pintle mounts on each side.

Increased Hull/Body/Armour

See main rules for Body rating increase.

Increased Manoeuvre

See main rules for manoeuvre rating increase.

Increased Shield

See main rules for shield rating increase.

Increased Speed

See main rules for speed rating increase.

Increased Weapon Damage

See base rules for weapon damage increase. Note that the costs are based on the weapon cost, not the vehicle as a whole.

Increased Weapon Range

See base rules for weapon range increase. Note that the costs are based on the weapon cost, not the vehicle as a whole.

Integral Mechanic

This is a droid built into a vehicle and integrated with it, in a manner that allows the droid to maintain and repair the vehicle. It has the arms, sensors, and tools of a set of small repair droids dispersed around the interior of the vehicle where they would be most useful; in the engine bay, next to the repulsorlift plates, in the control panel, etc. The deluxe version also has tiny mobile droid remotes that allow the Integral Mechanic to clean the cabin and polish the paint, and work on parts of the vehicle that the Mechanic itself can't touch.

For the Deluxe version there is no 'used' price for the vehicle it is on as the vehicle doesn't deteriorate as long as the droid has a source of parts and maintenance equipment—and it can use almost anything.

Normal Integral Mechanic: 100% of base cost, 5D skill for damage repair

Deluxe Integral Mechanic: 250% base cost, 7D skill for damage repair and parts scrounging

Note: damage repair is done on the fly and can be done in combat at full skill level, and includes fire suppression. The droid can communicate (in Binary), but usually only with a *Droid Driver* if present. Available for any vehicle.

Sidecar

This is a single semi-enclosed seat with a windshield (cover 1/2), for speeder-bikes only. It adds 100% to the base cargo capacity of the speeder-bike and adds a passenger seat. Costs either 10% of top speed + 20% of base speeder-bike price, or 40% of base speeder-bike price (the first has repulsorlift plates powered by the speeder-bike engine, the second has an auxiliary engine for the sidecar repulsorlift plates). Reduces Manoeuvrability by -1D, but increases stability by +1D (any roll to avoid tipping over or falling off). Note: not available for swoops as it messes with their already-precarious balance too much.

Speed Booster/'Turbo Speed'

Cost: 1% base cost per round of boost, 1% of base cost per 2% speed increase. This is generally kept to a duration of only a few rounds, as it quickly becomes more cost-effective to permanently increase base speed as the duration increases. A reasonably normal modification–and can be considered the default–is 5 rounds of +10% speed, for a total 10% of base cost. Note: due to how swoops are constructed, increase the installation difficulty by a level for them.

It takes 1 round of driving at lower than cruising speed for the boost capacitor to recharge an amount of charge for one round of boost for 2% of speed increase; take the % of base cost increase for full recharge time in rounds.

So for the 'default' setup above it would take 10 rounds of cruising speed flight to recharge one round of +10% speed. For ease of use the booster is either 'off' or 'on', but the number of rounds of boost is entirely controllable.

Switching the booster on or off takes no skill action as long as there is no other action but driving/flying is done in that round; if, for example, you are shooting and driving and turning the boost on then the boost takes an action (but no roll) as well as the driving and shooting, with normal multi-action penalties.

Speeder-Bike Second Seat

5% of base cost, adds one passenger. This involves shifting parts, reshaping the hull, adding footrests, and adjusting the repulsorlift plates to account for a potential second rider. This can only be applied once.

It is not available for swoops unless factory designed with a second seat, as their repulsorlift and ion drive balance is already pseudo-stable and adding a passenger would just take it right over the edge.

Stowing mode

A low power, very low emissions setting that allows a vehicle to be moved by hand at a speed of 10 (maximum). It includes a control handle in two chosen places on the vehicle; these allow one person to move the vehicle without having to deal with the momentum, as the handles give very fine low-speed movement control over the repulsor-lift. It will go no faster than walking pace while under this control, and if already going faster will slow to that speed at its maximum braking rate.

2% of base cost, -2D to *sensors* to detect it when moving.

STOCK FROM THE FACTORY

by Charles McNeill

   Existing stats for stock space transports are awfully limiting; in a universe where "there's no such thing as a stock light freighter," it's almost certain that the original manufacturers would get in on the act to some degree, offering more powerful drives, reinforced hulls, improved shields, etc, to customers willing to pay for a ship that is "better than stock" from the factory, without the potential pitfalls found in aftermarket modifications.

This article will provide rules for applying different "dealership packages" to a stock ship, either as random surprises from the GM when characters are buying a used ship, or for characters who come into some money and want to buy a new ship.

How To Use:

Most modifications include percentage modifiers for both Cost and Cargo Capacity, which are permanently applied at the time of ship creation. If a ship has multiple packages, the percentages are totaled and applied collectively.

For example, if a YT-1300 has the Hyperdrive II Package, its Hyperdrive Multiplier increases from x2 to x1, but its Cost increases by 5% (to 105,000 new / 26,500 used) and its Cargo Capacity is reduced by -4% (to 96 metric tons).

If a YT-1300 has both the Hyperdrive II Package and the Sublight II Package, its Hyperdrive Multiplier increases to x1 and its Space increases by +2 (to 6), but its Cost increases by 15% (+5% for the Hyperdrive, +10% for the Sublight Drive) and its Cargo Capacity is reduced by -6% (-4% for the Hyperdrive, and -2% for the Sublight Drive).

 Some of the packages are still listed with flat Cost and/or Tonnage values, as the system in question isn't clearly tied to the size of the ship in question.

Packages

Sublight I
 Effect: +1 to Space
 Cost: 5%
 Cargo Capacity Modifier: -1%

Sublight II
 Effect: +2 to Space
 Cost: 10%
 Cargo Capacity Modifier: -2%

Hyperdrive I
 Effect: Reduce Hyperdrive Modifier by .5 (Example: x3 to x 2.5)
 Cost: 2.5%
 Cargo Capacity Modifier: -2%

Hyperdrive II
 Effect: Reduce Hyperdrive Modifier by 1 (Example: x3 to x2)
 Cost: 5%
 Cargo Capacity Modifier: -4%

Hull
 Effect: +1D to Hull
 Cost: 15%
 Cargo Capacity Modifier: -5%

Maneuverability
 Effect: +1D to Maneuverability
 Cost: 15%
 Cargo Capacity Modifier: -1%

Shields
 Effect: +1D to Shields
 Cost: 4%
 Cargo Capacity Modifier: -6%

Sensors
 Effect: +1D to all Sensor Bonuses, increase Sensor Ranges by 50% (rounded down)
 Cost: 5%
 Cargo Capacity Modifier: -5%

Consumables I
Effect: Increase Consumables by 50%
Cost: 3%
Cargo Capacity Modifier: -5%

Consumables II
Effect: Increase Consumables by 100%
Cost: 6%
Cargo Capacity Modifier: -10%

Cargo Capacity I
Effect: Increase Cargo Capacity by 20%, -1 to Space and Maneuverability
Cost: 5%
Cargo Capacity Modifier: See Effect.

Cargo Capacity II
Effect: Increase Cargo Capacity by 40%, -2 to Space and Maneuverability
Cost: 10%
Cargo Capacity Modifier: See Effect.

Cargo Capacity III
Effect: Increase Cargo Capacity by 60%, -3 to Space, 1D to Maneuverability.
Cost: 15%
Cargo Capacity Modifier: See Effect.

External Cargo Mounting
Effect: May carry up to 100% of base Cargo Capacity (not including any Cargo Capacity Upgrades) in Containers strapped to the Hull, -1 Space and Maneuverability for every 33% of External Cargo Capacity used.
Cost: 2% (Pods sold separately, generally 5%)
Cargo Capacity Modifier: -5%

Cargo Handling
Effect: May automatically load / unload containerized cargo (in barrels or shipping crates) at a rate of 1 metric ton per minute.
Cost: 10%
Cargo Capacity Modifier: -10%

Note: May only be used to load / unload the main hold. Cargo carried externally or in smuggling compartments must be unloaded by other means.

Luxury I (Basic)
Effect: -Add +1 to Persuasion and Bargain rolls made against NPCs aboard ship
-Treat as a "No Frills" Liner (500 credits per passenger) for calculating fares.
Cost: 10%*
Cargo Capacity Modifier: -5%

Luxury II (Advanced)
Effect: -Add +2 to Persuasion and Bargain rolls made against NPCs aboard ship
- Treat as a Luxury Liner (1,000 credits per passenger) for calculating fares.
Cost: 20%*
Cargo Capacity Modifier: -10%

Luxury III (Extreme)
Effect:
-Add +1D to Persuasion and Bargain rolls made against NPCs aboard ship

- Award 1 bonus CP to characters who live aboard ship between missions.
- Treat as an Ultra-Luxury Liner (1,500 credits per passenger) for calculating fares.

Cost: 50%*
Cargo Capacity Modifier: -25%

*When calculating the Cost, multiply the resulting Credit value by .02 (2%). The resulting number is the Monthly Upkeep for the Luxury Upgrade. This cost must be paid in full every month to keep the music current, quality foods in stock, worn pillows replaced and any recreation facilities maintained. After any month where this expense is not paid, the Luxury Level of the ship is reduced one step (Extreme to Advanced, Advanced to Basic, and Basic to Typical Starship, with a resulting reduction in bonuses)

until proper upgrading is again established (including recouping the cost of all missed months of maintenance). This is in addition to normal maintenance and overhaul costs for the ship's systems.

Example: Lando Calrissian has installed an Advanced Luxury Upgrade on his YT-1300. The base cost of a YT-1300 is 100,000. The 20% modifier for the Advanced Luxury Upgrade results in a Price of 20,000 credits. Multiplying the Price by 2% results in a Monthly Upkeep of 400 credits per month.

Utility (Tractor Beam and Universal Docking Collar)
Fire Control: 2D
Range:
 –Space: 1-2/5/10
 –Atmosphere: 100m-200m/500m/1km
Strength: 3D
Cost: 10,000 credits
Weight: 5 metric tons
Note: See Pirates & Privateers for details on Universal Docking Collar.

Navigation
Effect: -5 to all Astrogation Difficulties
Cost: 2,000 credits

Autopilot
Crew: Reduce Crew by 50% (Ship may also fly itself at 4D Space Transports)
Cost: 2,000 credits

ON-BOARD DIAGNOSTICS

Then we have items that people think about that need them to survive. Breathe masks like the Anomids and many other species use to breathe in other environments than their own. Not good enough for while in space or extremes of temperature, but could give a bit of relief when you are not in a friendly to yourself environment. Bacta tanks to heal people that are convenient enough to even fit in freighters. We have vacuum suits and space suits that you can combine with jet packs to help people to get to places they need to go but it is not sensible to use a ship to get to.

Let's not forget the tech that goes into our weapons, defence systems, medical, and communications. Those weapons are so good due to our wonderful tech levels throughout the known galaxy. To think we have the ability to have personal and ship shields, the ability to heal with bacta and other methodologies, and the opportunity to talk or even vidchat with people not just on a planet, or even a planet in the same solar system, but in another system.... spherical! We have communications systems that can not only be used as far as the galaxy itself with subspace transceivers and the HoloNET.

Droids; a whole book could be written about them and just the function classifications alone. We have 5 different degrees. First degree droids for the physical sciences, mathematics, and medical sciences applications. Second degree droids are programmed for environmental, engineering and technical applied science skills. Exploration and probe droids are part of this category. Third degree droids are skilled in the social sciences and often perform protocol, translations, organic relations, teaching, diplomatic, and other functions which bring them into regular contact with organic beings. Fourth degree droids are programmed for security and military applications. Which include everything from patrol droids to the now illegal assassin droids. This class of droid is strictly regulated throughout the galaxy. Fifth degree droids have lesser intelligence requirements than other droids, and typically perform simple labour, including lifting, mining, salvage, transportation, and sanitation duties.

Then we have vehicles of all types. Atmospheric and starships. Lets start with atmospheric vehicles.

Low atmospheric vehicles that use repulsorlift technology like landspeeders, speeder bikes, swoops, airspeeders, medium and high atmosphere craft, pleasure craft sail barges, cargo skiffs to say the least. There are other types of vehicles that use propulsion thrust technology that is more primitive that are still in use in many places that have not been brought up to galactic speed just yet. I would not recommend those technologies though, as they are not as clean, quiet, or as efficient as repulsors.

There are higher atmospheric (sub-light) craft that use ion drives typically so that there is no damage to the atmosphere like space elevators or orbital hoppers. This tech is also used to propel stardrive ships to above the atmospheric levels where hyperdrives will be safe to use. This is the spot to mention that there are other drives that are limited in their speed and power output that keep ships limited to their systems. Ships like Sunjammers or older tech levels that do not have some form of hyperdrive. Here we should note that there are short-range starfighters in many systems that do not have hyperdrives that require bigger ships like what is mentioned below to move between systems. A sunjammer race is beautiful to see and even thrilling to be a part of if you ever get the chance.

Starships; there are so many decisions on which types that it all comes down to what you need. The beautiful thing is that you have options though. There are hyperdrive capable starfighters like what you see in old holovids flying around in dogfights. Of course, there are freighters of various sizes and types used for cargo and pleasure craft. At the top end of the scale are capital ships, which are mainly used, in military applications that can house starfighters and many people. There are some ships that are so big that they are stellar cities like the Ithorian planetary herd ships which stay in planetary orbit or their spacefaring herd ships. These are absolutely astounding to see! There are older techs that use different drives but they are not as efficient as modern hyperdrive systems.

There are sensors, shields, and weapons that can suit any needs from a building to surrounding and protecting planets. Imagine the size of a shield array to protect a planet. And the sensors to be able to use such a device sensibly. The amount of space dedicated for these in a tramp freighter is more than big enough for me.

This brief holodoc does not even discuss theoretical tech like cloaking devices and orbital night cloaks which supposedly some corporations and the Empire have created but would obviously not want to share. There is more stuff out there that is being designed on the edge of universe stuff that I am sure would excite and scare many beings at the same time. Look at the Death Star project! Citizens of Alderaan - you will not be forgotten! I hope you are peacefully one with the galaxy.

We should mention Jedi in this as they have pushed some interesting boundaries. They pushed for hyperdrive ships to be better so that they did not have to supposedly do the calculations for jumps all in their head. They have holocrons that they can use as storage and holovid units to share knowledge. We would be remiss if we did not mention the most obvious tech that Jedi use - the majestic lightsabers!

I could type into my holopad (yet another great item!) more about all the amazing tech that we have nowadays, but then my editor would say I should write a book about all this stuff. And I have a ship to take for a checkout cruise to see what is needed for the checkup.

May a sun always be shining at your back, and a ship deck or earth be below your feet.

Dreena Matura

LOCATION SCOUT
BITS N' FRIX

For my credits, there are few places in the galaxy that can stir the imagination like Ord Mantell. So many species living in relative peace among the gentrified bones of an ancient war machine; cantinas full of spacers blowing off steam, legitimate and illicit businessmen plotting their next moves, the Central Authority militia trying to keep the appearance of order so the Imperials don't tighten their grip.

Ord Mantell offers the variety of Coruscant without the arrogance; the opportunity of Nar Shaddaa with significantly less chance of being murdered. Nearly anyone can stop here, set up shop, and make a successful life with a little luck. If I had a home base, besides the Faithful Mina of course, Ord Mantell might be it.

On the north side of Worlport, a few klicks away from the Scraplands, there is an old water processing station, the reservoir it serviced dried up eons ago but the tangle of twisting pipes and conduits remain. The dry plant houses one of the most unique business I've ever encountered. There is a sign at the top of the scaffolding, Bitz 'n' Frix it reads in blocky galactic Basic. Climb those steps and you will find an intercom. After clicking the call button and identifying yourself an astromech droid will pop a nearby hatch open. Duck down and follow the little fellow through the cramped confines of the induction pipes. It's only about a meter tall, so most will have to stoop and the very large will have to crawl on her hands and knees through meters and meters of twisting tunnels. This is all part of the Bitz 'n' Frix security system, the network of tunnels disorients strangers enough were they could not easily find their own way in or out. The astromech droids do the rest; while these droids are not great marksmen the confines of the meter wide tube make them quite effective.

Eventually you will be lead to a mixing chamber which has been converted into an office. The office is rather well furnished for the inside of a water processing tank. Here you meet the boss, Frix Bitzen, an Ugnaught tailor of distinguished standing. To him you must give your proposal. Sometimes he immediately approves the work order and comes up with a price, other times he will ask you to follow him into the workshop.

The Workshop is just as cramped as the rest of the facility, the low ceiling being extremely prohibitive for taller species. At the workbench Frix will summon the others: the Snivvan weaponsmith Oslini Doons, the Chadra-Fan engineer Kabe Bandillis, the Jawa droid specialists Mekk, and the squib code-slicer Narlslothmantos. Together they will review the proposal for feasibility and take turns adding costs, probably argue, and eventually your project will be estimated or denied. If accepted expect to pay a 50% deposit up front. It may be expensive but such is the price for hiring the best designers of custom personal equipment in the galaxy.

And by custom I mean almost anything. If you want a comlink disguised as an earring, a sonic disruptor rifle with an under-slug bolt-thrower, armorweave evening wear, a concealable whip-sword, glop grenades in the shape of party favors for a particularly violent baby shower, Bitz 'n' Frix is the absolute best. They can do custom anything, but you will pay through the nose for it.

Frix Bitzen chose the location quite deliberately. The water processing plant is massive tangle of durasteel outside and a labyrinth of tunnels on the inside. The cramped quarters make invasion nearly impossible and a breach from the outside unlikely with anything short of an orbital bombardment. Frix picked the place well, as Ord Mantell is a natural trading hub with the type of planetary traffic that will keep his presence discreet. It's a good thing too as many a ambitious gangster or slaver would love to take over his operation. In addition to the fortress and droid security Frix keeps the palms of the Ord Mantell Central Authority well-greased for a bit of added security when his shop members are out about town.

For now, Bitz 'n' Frix is safe, secure, and the absolute best at personal armaments and custom equipment. They are not cheap but they are reliably on time and high quality. The following is a dossier of each member of the staff with an example of some of the custom work they have done.

Ord Mantell
 Type: Terrestrial
 Region: Mid Rim
 System: Bright Jewel System
 Star: Bright Jewel
 Orbital Position: 2
 Orbital Bodies: 15 moons
 Grid coordinates: L-7
 Temperature: Temperate
 Atmosphere: Oxygen mix
 Hydrosphere: Saltwater lakes
 Gravity: Standard
 Terrain: Plains, jungles, seas, mesas, volcanic islands, urban
 Length of Day: 26 hours
 Length of Year: 334 local days
 Sapient Species: Mantellian Savrip (native), Arcona, Aqualish, Bith, Bothan, Devaronian, Gran, Human, Ithorian, Rodian, Rybet, Sayormi, Sullustan, Talz, Trandoshan, Wookiee, Zabrak; (all immigrated)
 Starport: Worlport (capital), Ord Mantell City, Great Rock
 Population: 4 billion
 **Planet Function:** Industrial and trade center
 Tech Level: Space
 Major Imports: Foodstuffs, raw materials, technology
 Major Exports: Manufactured goods **Government:** Ord Mantell Central Authority
 Affiliation: Galactic Empire, Black Sun, Shadow Collective
 Capsule: Originally colonized as an Old Republic ordinance/regional depot ("O.R.D.") for the Republic Navy, Ord Mantell fell out of favor with the military industrial complex as the inexorable expansion of the Old Republic pushed out. After the military moved out the criminal element moved in, using the abandoned industrial facilities as staging grounds for various operations. Through the years a legitimate system of trade and manufacturing made a recurrence due to the planet's position on the Celanon Spur and Entralla Route, moving goods laterally along the Mid Rim and between the Expansion Region and the Outer Rim Territories. Due to this position Ord Mantell will always be a place of interest.
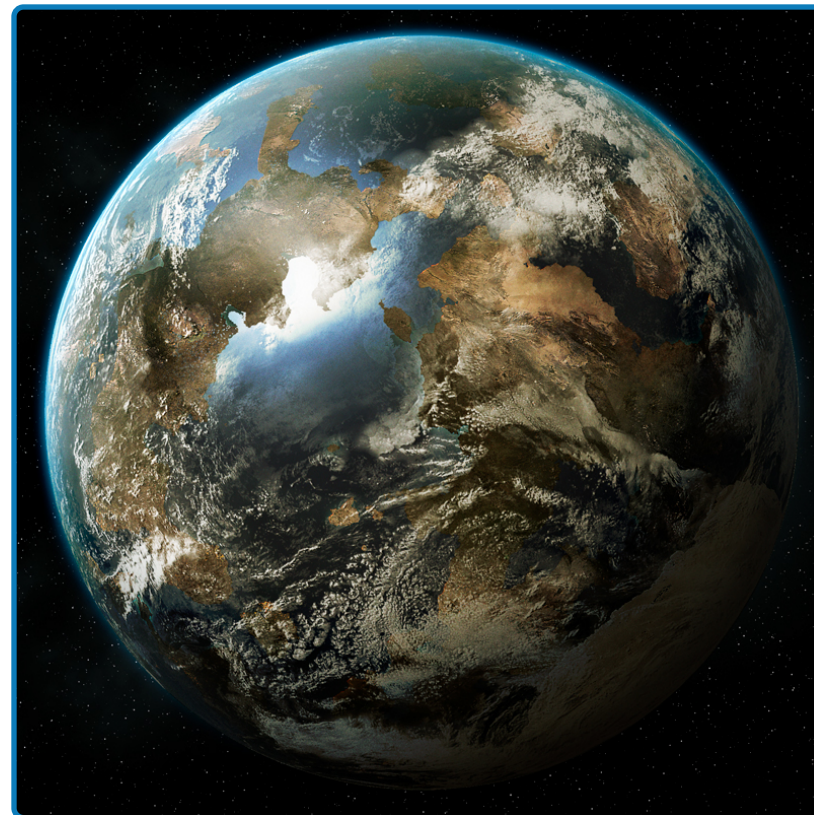
Ord Mantell

Ord Mantell City

Frix Bitzen
Ugnaught Tailor, Armorer

DEXTERITY 3D+1
Blaster 4D+2, brawl parry 4D, dodge 5D, melee combat 5D+1, melee parry 5D+2, missile weapon 4D+1

KNOWLEDGE 3D
Alien species 4D, bureaucracy 6D, business 6D+2, cultures 4D+1, cultures: fashion 7D+1, languages 4D+1, law enforcement 5D+1, planetary systems 5D, streetwise 5D, tactics 4D+2, willpower 6D+1

MECHANICAL 2D+1
Beast riding 3D+2, capital ship piloting 6D, communications 4D+1, jet pack operation 4D, powersuit operation 3D+2, walker operation 5D

PERCEPTION 3D+1
Bargain 6D, command 4D+1, con 5D+1, forgery 6D, gambling 6D, hide 4D+1, investigation 5D+2, persuasion 5D+2, search 4D, sneak 5D+1

STRENGTH 2D
Brawling 4D, climbing/jumping 4D, swimming 3D+1

TECHINCAL 3D+2
Armor repair 10D, blaster repair 7D, capital ship repair 6D, computer programming/repair 6D, ground vehicle repair 6D, security 6D+1, walker repair 5D+2

Character Points: 15
Force Points: 1
Darkside Points: 2
Move: 10

Equipment: Comlink, datapad, fashionable clothing, coveralls, repair tools

Profile: Frix Bitzen was born to an Ugnaught engineering clan above the planet Kuat. For generations they had slaved on the lower levels of the Kuat Drive Shipards, building massive capital ship engines in the orbital drydocks. It was dangerous work and young Frix wanted none of it. He did not understand why the Ugnaughts had to wallow in slavery as they were the ones building the engines, doing the work the tall ones could not. In addition he was fascinated with the power and prestige the human businessmen exuded when they came in a did their random inspections; every Ugnaught worker stopped, put down their tools and waited for their work to be appraised. Secretly Bitzen craved that sort of power and respect. Besides height and species the only difference between him and them was the cleanliness of their fine clothing. Frix Bitzen endeavored to be just as clean as they, rejecting the dirty and dangerous work in Kuat Drive Yards.

He was punished severely by the clan elders. Once was enough. He had too much pride to be a slave.

Frix stowed away on the The Elgin Grace, a luxury starliner that stopped in for repairs. He was charming and a hard worker, so the crew didn't bother to turn him in. Frix diligently worked for years, moving up from the engine room to the galley and finally the shops on the promenade. Apprenticing to a tailor, Frix learned a trade that would do him well, studying the dress and cultures of the myriad of wealthy aliens that went for holiday on The Elgin Grace. In his off time he learned much of the Galaxy from patrons of the shipboard bars and restaurants. He discovered an underworld of criminals young Frix had never dreamed of, gangsters so powerful even the vacationing Imperial officers had to give them respect. Frix Bitzen finally saw his opportunity.

That was over ten years ago. Frix has built up his business and reputation on delivering exactly what his clients expect; if they want a stylish suit for a wedding he can do it, if they want a custom ground vehicle for their graduating child he can do that too. If they expect trouble at a business meeting and want trauma plates sewn into their suits he can do that too. Bitzen keeps his client list confidential, his legitimate tailoring business in Worlport spotless, and his production shop secluded enough that no one could give him trouble even if they would.

The few enterprising criminals that did want to fold his shop into their operation were confounded by the maze in which he lives and easily picked off my his security. There is no leverage anyone could pull on him, Frix Bitzen is too well respected by the local organized crime and deep into the pockets of law enforcement for anyone to attempt a hostile takeover. He finally has that universal respect he craved as an Ugling.

Frix Bitzen is an intelligent and personable Ugnaught boss. He is not arrogant but has very little to prove. To customers he is gracious and deferring, to his employees he is stern but fair. He does have a soft spot for runaway slaves, especially members of other species who are short in height and oppressed by the

tallfolk. He has made his fortune off people underestimating him.
 An example of his work:

Armorweave Cloak

A long held secret of the royal houses of the Outer Rim was the exact techniques to construct armorweave cloth, a light fabric capable of dissipating blaster bolts and even resisting lightsaber strikes. Few beings know what armorweave looks like by sight and the raw materials are exceptionally rare, but the undetectable protection is worth its weight in glitterstim spice. Frix Bitzen is one of the few tailors of armorweave and his services are high in demand.

The particular example on display in Bitzen's office was custom for the Archduke of Melmont and a prepaid commission before the royal's unfortunate death.

Type: Serrenian armorweave cloak
Cost: 125,000 credits (basic cloak design)
Availability: R(see below)
Game notes: STR+2D to resist energy attacks, +2 STR against physical. While possession of armorweave is not technically illegal many existing examples are illegal to wear in Imperial space as they are symbols of high office and considered impersonating nobility.

Oslini Doons
Snivvan Artist, Weaponsmith

DEXTERITY 2D+2
Blaster 5D, dodge 4D+2, melee combat 4D+1, running 4D

KNOWLEDGE 3D
Artist: engraving 10D+1, artist: sculpture 8D+2, planetary systems 4D, streetwise: Ord Mantell 5D, value 4D

MECHANICAL 2D+1
Repulsorlift operation 5D

PERCEPTION 4D+1
Con 4D+2, investigation 5D+2, search 5D, sneak 5D+1

STRENGTH 2D
Stamina 4D

TECHNICAL 4D
Armor repair 7D+1, first aid 5D, melee weapon repair 6D+2

Special Abilities:
 Adaptive Skin: Snivvans can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. Snivvans tough skin gives them a +1D armor bonus to resist physical damage.

Character Points: 10
Force Points: 1
Move: 10

Equipment: Hold out blaster (3D), stun baton, datapad, engraving tools, airspeeder, credstick with 5,000 credit balance.

Profile: Born a prodigy on Cadomai into a family of artisans, Oslini Doons was enrolled in the finest art schools his family could afford, Mid-Rim liberal arts colleges that specialized in catering to the wealthy underachieving children of privilege. To be Snivvan is to know a history of suffering and Oslini was able to channel those emotions into his artworks. Though from a diminutive species Oslini towered over the other students in the arts of sculpture, metalwork and engraving. He could bring to life scenes and emotions in lesser materials like clay and sandalwood, or create bas-reliefs epic in scope and nuance. He shocked his professors as much as the critics and stirred jealousy in the hearts of his fellow students.

One in particular, Onmar Lenc of the House Tinez, a powerful family of merchants from the Colonies, Lenc secretly swore to bring the "snaggletooth" to ruin for a perceived slight.

Osilini's tutoring of underclassmen turned into accusations of cheating. Onmar Lenc's family being major donors of the university, Oslini found himself dismissed after an academic review found him guilty. Cast out of university and into the cold universe, Oslini could bear to return home as his family on Cadomai had sacrificed much to get him in school. He had to make it big in the galaxy at large, it was the only way he could repay that debt of honor.

Doons became apprentice to a jeweler and in a quick succession of jobs found himself on Ord Mantell. When Frix Bitzen heard of a artistic prodigy wandering into town he was quick to snatch him up and add him to his ever growing staff. The Snivvan youth does much of the finishing work on unique orders, and his skill have greatly endeared him to his Ugnaught boss.

Oslini Doons is young and plucky, eager to please and make a name for himself. He sends most of his money home to his family on Cadomai, but lately he has been keeping more and more of it to fuel his lifestyle. He's known to prowl the spaceport bars and clubs in his fancy new airspeeder, enticing ladies to go out and have a good time. So far it is just that, he has not gotten into too much trouble, yet. But with the life he has been leading over the past few months it is only a matter of time.

An example of his work:

The Void Splitter

Made in the fashion of a D'skar knife popular with the mercenary warriors of Coyn, this dagger is finely crafted of chipped obsidian with a carved bone handle. The wraparound relief on the handle shows a band of primitives fighting off evil spirits with such a weapon. It is so remarkable as an art piece that it is easy to overlook the monomolecular edge of the blade.

Type: Ornate melee weapon
Cost: 4,500 credits
Availability: 3 (unique)
Game notes: STR+1D+2 physical. Damage can exceed strength limitations for a weapon this size.

Kabe Bandillis
Chadra-Fan Blaster Engineer

DEXTERITY 3D
Blaster 8D+1, brawling parry 4D, dodge 4D+2, running 5D

KNOWLEDGE 3D
Alien species 5D, bureaucracy 5D+1, business 5D, languages 5D, streetwise 5D+1, value 6D+1, willpower 6D

MECHANICAL 3D+1
Astrogation 5D+2, starship gunnery 4D+2, starship shields 4D+2

PERCEPTION 4D+2
Con 6D+2, gambling 5D+1, hide 6D, sneak 6D

STRENGTH 2D

TECHNICAL 3D+2
Archaic blaster repair 6D+1, blaster repair 10D+2, blaster weapons engineering (A) 5D+2, computer programming/repair 6D, droid programming 5D, droid repair 5D+1, missile weapons 7D, security 6D, space transports repair 6D, starship weapon repair 7D

Special Abilities:
Sight: The Chadra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions short of absolute darkness.
Smell: The Chadra-Fan have extremely sensitive senses of smell which gives them a +2D bonus to scent-based *search* skill rolls.

Character Points: 12
Force Points: 0
Move: 6

Equipment: Twin heavily modified hold-out blaster pistols (+1D to *hide* checks, 4D+2 damage), starship repair toolkit, 1,500 credits.

Profile: Kabe Bandillis loves blasters. He always did. Since he was a youngling and the Star-Devil Circus came through Ord Mantell, Kabe was fascinated with blasters, trick-shooting and quick draw artists. Kabe was so absolutely enthralled his parents would have to caution him about talking about blasters at school too much, for fear his instructors would think the young Chadra-Fan was some sort of militant.

When he was old enough for trade school he enrolled in weapons research and development, quitting after a few months as his professors had nothing more to teach him. Young Bandillis was ahead of the curve. He had a short distinguished career with the Blas-Tech company before striking off on his own. He found the custom jobs he was asked to do much more challenging than coming up with a new blaster design with intentional flaws which required accessories to correct.

After a few years he fell in with Frix Bitzen, his weapon designs adding a new dimension to the armorer's business. As good as Frix is at his job, Kabe knows he is just a little bit better. That is fine with him as in the last six years they have never had a pay dispute. Kabe recognizes Frix is the better businessman of the two and does all the bureaucratic nonsense he prefers not to deal with. Kabe enjoys building new weapons and patrolling the tunnels of the complex for womp rats, vornskrs and vagrants. He is happiest when given an interesting challenge, alien weapon or archaic blaster to repair.

An example of his work:

The Overcompensator
Modified Predator Hunting Blaster

A few years back a wealthy noble from the Expansion Region approached Bitz 'n' Frix. He was an arrogant sort, demanding certain alterations to his Exotac Arms EXP-7(a) Predator Hunting Blaster, an enormous monstrosity of a hunting rifle only legal to be used on the largest game in the galaxy. Kabe took the job, tricking out the rifle with all the bells and whistles. Oslini even engraved custom plates to improve the look of the rifle. At the end it was over two meters in height and needed a bipod to be fired. It still stands in a glass case in the office and has been nicknamed "The Overcompensator" . They say the noble disappeared scouting out hunting grounds on Dathomir, so it may stay in that glass case forever.

Model: Exotac Arms EXP-7(a) Predator
Type: Precision hunting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 2
Cost: 270,000, 175 (power pack)

Availability: 4, X
Fire Rate: 1
Fire Control: 2D (dual-laser targeting beams)
Range: 3-30/80/350
Damage: 8D+2
Game Notes: Each time this blaster is fired, the user must make a Moderate Strength roll to contain the recoil and be able to fire it next round. When fired without the stabalizing bipod reduce the fire control to 0D. If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

Mekk
Jawa Droid Engineer

DEXTERITY 3D
 Blaster 5D, dodge 5D+1, pick pocket 4D+2, running 4D+2, vehicle blasters 4D+2

KNOWLEDGE 3D
 Alien species 5D, languages 4D+1, streetwise 3D+2, value 4D+2, willpower 4D

MECHANICAL 4D
 Astrogation 4D+1, ground vehicle operation 6D, space transport piloting 5D

PERCEPTION 2D+1
 Bargain 3D+1, con 3D, hide 4D+1, persuasion 2D+2, search 3D+2, sneak 4D

STRENGTH 1D
 Climbing/jumping 2D+1, stamina 3D

TECHINCAL 4D+2
 Blaster repair 8D+1, droid programming 9D, droid repair 9D+2, ground vehicle repair 8D+1, space transports repair 6D

Special Abilities:
 Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-orientated Technical skills.

Story Factors:
 Trade Language: Jawas have developed a very flexible trade language which is virtually unintelligible to other species – when the Jawas want it to be unintelligible.

Character Points: 7
Force Points: 1
Move: 10

Equipment: Dirty cloak, ion blaster (2D+1 stun vs organics, 5D vs droids and electronics), Jawa tool bandolier, tool kit, DEMP grenade.

Profile: Mekk enjoys the company of droids a little too much. As a young Jawa on Tatooine he learned the scavenger trade from his clanmates, did his time on a sandcrawler and tried his best to be a trader, but he had little knack with people. Sapients made no sense to him, they did illogical things like get angry, laugh at others misfortune and betray their fellows for love. People were a puzzle Mekk could not figure out.

Droids however, droids made much more sense. If a droid got rebellious you could slap a restraining bolt on them. If you found their personality annoying you could switch out the module or tune the personality martix. They could be as independent or as dependent as you needed. Droids did not need to scavenge for water or food. To Mekk droids were perfect.

While Mekk did not have time for people he had that much more time to learn the ins and outs of droids. Jawa scavengers typically did shoddy repairs on the derelict droids they found in the desert or stole from farmers, but Mekk's sandcrawler quickly got a reputation for superior stock. The antisocial Jawa never knew that as he rarely left his onboard workshop. All he knew was after several years he was out of spare parts and the junkers he fixed disappeared quick. His clan-chief did not want to tell Mekk how good a job he was doing for fear he would demand more compensation, but Mekk believed they stopped giving him droid parts out of spite. When next they reach a sizeable spaceport he slipped away from his clan and signed on with a freighter as an engineer, spending as much time repairing the engines as he did the aging droid crew.

After a few years of bouncing around the galaxy he heard of Bitz 'n' Frix on Ord Mantell, deciding that he could retire to a peaceful life of doing custom modifications on droids. Mekk presented himself to Frix Bitzen with a gift, five astromech droids he had converted from typical utility droids to roving security. An astromech with a concealed blaster is normally not much of a deterrent, but in the narrow tubes and low tunnels of the Bitz 'n' Frix complex these droids were deadly. Mekk's timing was impeccable as Frix had recent trouble with a local gangster trying to extort protection money. Mekk has been a valued member of the team ever since.

An example of his work:

Bitz 'n' Frix Handydroids
Industrial Automaton R4 Astromech Droid
[heavily modified]

As a company Bitz N' Frix has different droid needs that other custom outfitters. Based out of a series of low pipes and tunnels they cannot use anything too tall, too wide, or too specialized. Mekk solved this problem by altering a few old R4 Astromech droids so they are capable of helping in the workshop, landing pads or patrolling the tunnels for squatters and ne'er-do-wells that wander in from the Scraplands. There are at least five R4 Handydroids patrolling the complex, but those are all that I've seen personally.

DEXTERITY 2D
Blaster 4D

KNOWLEDGE 2D
Languages 3D

MECHANICAL 3D
Repulsorlift operation 4D

PERCEPTION 2D
Search 3D

STRENGTH 2D

TECHNICAL 3D
Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D

Equipped With:
-Three wheeled legs (one retractable)
-Internal comlink
-Photoreceptor with infrared vision (can see in the dark up to 30 meters)
-Internal storage (extra space available for 8 kilograms of storage or upgrades)
-4 tool mounts (has four appendages that have tools attached to them)
-Acoustic signaler
-Targeting computer (+2D to blaster skill, factored in)

-Droid Onboard Blaster (pops out of concealed panel, sensor resistant; Very Difficult sensors or a Heroic search/Perception roll to detect. 5D energy damage, range: 3-10/30/120, ammo 100, standard 25 credit power pack independent of droid power.

Move: 8
Size: 1 meter tall
Cost: 10,000 (5,300 in parts)

Narlslothmantos
Squibb Code Slicer

DEXTERITY 4D+1
Blaster 6D+2, dodge 6D+1, running 5D+2

KNOWLEDGE 2D+1
Alien species 5D+1, business 5D, cultures 5D+1, languages 4D+2, planetary systems 3D+1, streetwise 5D, value 4D+2

MECHANICAL 2D+2
Repulsorlift operation 4D+2, swoop operation 5D

PERCEPTION 4D
Bargain 6D+1, con 6D+2, hide 5D, persuasion 4D+2, search 5D, sneak 5D

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

TECHINCAL 3D
Communications 7D, computer programming/repair 7D+2, computer programming/repair: code slicing 9D+2, repulsorlift repair 5D+2, security 8D

Special Abilities:
None.
Story Factors:
Haggling: Squibs are born to haggle, and, once they get started, there is no stopping them. The surest way to lure a Squib into a trap is to give it the chance to make a deal.

Force Points: 0
Character Points: 12
Move: 9

Equipment: Comlink, modified hold-out blaster (3D+2), datapad, tool belt, slicer rig.

Profile: Narlslothmantos, "Narls" for short, has opinions about everything and is not shy about sharing them. Born one of those unfortunate creatures that must have the last word in every conversation, Narls likes to hear the sound of his own voice. It is often the voice of discontent, the contrary opinion, and it happens enough were the other members of the Bitz 'n' Frix staff wonder why Frix keeps him around; in the Ugnaught Boss' own words "Too many terrible things were done in this galaxy because no one voiced a dissenting opinion."

Political idealism aside, Narls is very good at what he does. He is a code-slicer extraordinaire, cat burglar and thief. The little blue squib has stolen everything from entire shipments of ryll spice to Imperial payroll transfers and managed to get away with it (so far). Narls is as brazen as he is braggadocios, but at least he can back it up. Narls calls himself an 'independent consultant' more than an employee, but as the ISB has put out a bounty on him the twisting corridors of the Bitz n' Frix complex is the perfect place for him to lay low until the heat dies down.

In the meantime, Narls will continue to offer his expertise in code-slicing equipment, computer programming and his knowledge of ISB security systems. His input has been invaluable on a number of heists and his consulting fee well worth the money.

An example of his work:

Slicemaster All-In-One
Mastercraft wrist-mounted security kit

Designed by Narlslothmantos to be worn under a shirtsleeve and almost used exclusively against Imperial security systems, the Slicemaster All-In-One is everything you need to break electronic or physical locks, copy data, and even comes with an earpiece comlink that monitors most frequently used security channels. Narls jokes that it has everything except a suicide pill in case you get caught with it, but the cord on the data jack can be used as a garrote.

Skill: Security
Cost: 25,000 (mastercraft)
Availability: X
Equipped With:
- Electronic lockpicks
- Physical lockpicks
- Codeslicer program (+2D to security rolls vs. computers, +3D

security vs. Imperial computers)
- Interchangeable datachip
- Earpiece comlink
- datajack (+1D physical damage during *brawling: wresting* skill tests)

Game Notes: It also provides a +1D bonus on any repair rolls relating to security systems. A mastercraft security kit provides a +2D bonus on security rolls and contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Klohn

Mantellian Savrip Criminal, Enforcer

DEXTERITY 2D+2
Blaster 3D+1, brawling parry 5D+1, dodge 3D+1, melee combat 5D, melee parry 5D+1, running 4D

KNOWLEDGE 2D
Alien species 3D, intimidation 7D, law enforcement 4D, survival 5D, willpower 6D+1

MECHANICAL 1D

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

STRENGTH 6D+2
Brawling 8D, lifting 10D+2, stamina 7D+1

TECHINCAL 1D

Special Abilities:
Bite: A Mantellian Savrip can bite for Str+1D+1 damage.
Claw: A Mantellian Savrip can claw for Str+1D damage.
Intimidating Bellow: Mantellian Savrips gain a +2D+2 bonus to their Intimidation skill checks when bellowing.
Keen Sight and Hearing: Mantellian Savrips gain a +2D bonus to Perception checks to notice things that involve either sight or hearing.
Low Light Vision: Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.
Poison: Savrips inject a paralytic poison with their bite. Anyone

successfully bitten by a Mantellian Savrip must make a Difficult Strength check. Failure indicates that they take poison damage equal to the Savrip's Str+1D+1, and are paralyzed and unable to move for 4D6 rounds.
Reach: Due to the Mantellian Savrip's extended reach, Savrip characters can attack targets up to 4 meters away with their claws.

Story Factors:
Primitive: Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to Survival skill checks, and a +2 bonus on Sneak skill checks. Upon learning any technical skills, however, the Savrip is considered to have been "civilized." Civilizing a Savrip results in a loss of the Sneak skill bonus, and a reduction of the Survival bonus to +1D+1.

Character Points: 6
Force Points: 1
Dark Side Points: 3
Move: 13
Size: 3.3 meters tall

Equipment: Rustic clothing, 500 credits.

Worlport

Pilfor T. Greaves
Kowakian Monkey-Lizard Spy, Enforcer

DEXTERITY 6D
Dodge 9D+1, lockpicking 6D+1, pick pocket 7D, running 6D+2, thrown weapons 7D+1

KNOWLEDGE 1D+2
Alien species 2D, languages 2D, law enforcement 2D, streetwise 2D+2, value 4D

MECHANICAL 1D+1
Beast riding 2D, beast riding: mantellian savrip 4D, communications 4D+1

PERCEPTION 3D+1
Hide 5D+1, investigation 4D+2, search 5D+1, sneak 5D+1

STRENGTH 2D
Brawling 4D+1, climbing/jumping 6D, swimming 3D+2

TECHINCAL 1D+2
Security 4D+2

Special Abilities:
Bite: Does Strength +2 damage

Character Points: 8
Force Points: 0
Dark Side Points: 1
Move: 13
Size: 50 centimeters tall

Equipment: Comlink, holo-camera, stash of jewelry (2,000 credits worth), fizzy-glug bottles, bandolier of 4 throwing knives (STR+1D, D6 maximum).

Profile: Klohn has had violent tendencies since childhood. Despite their size and fearsome reputation Mantellian Savrips are more or less a peaceful folk. Klohn is the exception that proves the rule. He fought his fellows as a child, his parents as a teenager and his tribe as an adult. Banished for his sadistic attitude, Klohn wandered the Scraplands of Ord Mantell looking for easy money or easy victims. Eventually he found Bitz 'n' Frix.

The Ugnaught paid him to take care of a little problem he was having with a local swoop gang. Within a fortnight the swoops were no more and Klohn was well paid. Frix realized the size of his labyrinth was enough for internal security but Bitz 'n' Frix needed muscle on the outside world, someone to chase down deadbeats or bust heads when needed. Frix also needed to keep this outside muscle secret from the other members of Bitz 'n' Frix just in case he had to set the Savrip after them someday. Violent, plausibly deniable, and with the ability to blend into the background of Ord Mantell, Klohn was perfect.

In a short time Frix hooked him up with Pilfor, a Kowakian Monkey-Lizard some fool had trained to disable communications equipment and break into ships. Klohn took a shine to the creature immediately as it was the one being in the galaxy that could make him laugh.

The duo is frighteningly efficient at what they do. The few bad customers who ran out on their bills were quickly hunted down, their ships disabled, communications cut off, blasters next to useless and hull breached. There was nowhere on Ord Mantell to hide from them for very long.

The most amusing part to Klohn is that ignorant people do not know which of the two is in charge. Why did humans always assume 'big' meant 'stupid'? Often Klohn had witnessed their quarry begging Pilfor for mercy, to call off the giant dejarik monster. Sometimes his laughter and the cackling of Pilfor is the last thing they hear...

Rumors have already started around Worlport about Bitz n' Frix "collections department". Those in the know watch their pockets around Pilfor and endeavor to stay on the Savrip's good side.

About the Authors...

Brian L. Bird was born and raised in the Finger Lakes of NY where he began playing role playing at the age of 10. A U.S. Air Force Veteran, he currently puts his 20 years of Logistics Management experience to work as a Procurement Specialist with the University of Texas at San Antonio. Brian studied Art Education and Psychology at Our Lady of the Lake University. He enjoys reading, writing, designing and playing tabletop games, making found object art, and spending time with his wife Juanita and their children Johan, Elihu and Yahaira; and their granddaughter Arianna at their home in San Antonio, Texas.

Mark Dowson is from North Yorkshire in England. He has been interested in science fiction, Space and Star Wars since his early days at school, which later resulted in an interest in science as well. He has enjoyed creative writing since his mid-teens and over the last several years has had solo roleplay adventures published in *Knights of the Dinner Table Magazine*. Other interests include participating in long distance running, trekking holidays in other countries, jiving, mysticism, psychology and history.

Jason Dray started playing roleplaying games in 1980 at the age of eight. Wanting a life of adventure, he has been a Cavalry Scout, a Military Police Officer, and is now a Federal Agent. Jason Dray has served in Iraq (twice), Cairo, and now Istanbul, and has worked in over 30 countries, most of them "real garden spots." Using Skype, he has played Star Wars in 7 countries over the past four years.

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.

Paul May has been a gamer for a number of moons, starting with AD&D2 and *Traveller*. falling in love with the structures of *Traveller*, especially the lack of levels and classes, he went on to pick up GURPS and *Star Wars D6*.

He's been playing in the one *Star Wars* game for about a decade, although not all on the same character, and has a foolproof method of persuading the GM not to kill his present debonair chemist/shootist–his replacement character is an Ewok shaman/sneak thief with a stunner-tipped spear.

His present job involves poking software to see if it falls over or squeaks, for one of which (involving protecting the country) he received a national award.

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 girlfriend 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 adventure.

He always brings with him a colorful cast of characters with his work focusing on strong, unique women and curious Droids. His work is coloured by a streak of independence, compassion and vitality belonging to the women within his own family. A preoccupation with the intersection of technical means and the human condition represented in AI and robotics similarly guides his interest in all manner of Star Wars' curious contraptions.

Julian Smith, 49, is from the A voracious reader, he mainly enjoys nonfiction books about visual effects; which is ideal as he wants to start a post-production business in the near future. *"This means that I really enjoy films, and cult television. I do enjoy other fandoms. Gerry Anderson shows like Thunderbirds and Space:1999, Star Trek TOS, Star Wars of course, and my utter favorite Doctor Who. I really enjoyed the experience of creating the character of Latious Cheyv; the cleaner from Rotgut Station, for the first Galactic Guide. So much so, when I was asked to co-create the In-Field Utility Droid for this issue, I said yes. "*

...the Artists...

Zachary Benjamin hails from the United Kingdom and his art can be found at http://www.colonialchrome.co.uk/

Aleksandra Boshevska is a digital illustrator born and currently living in Macedonia. *"I work in my own private studio where I create artworks inspired mostly by history, mythology but also by medieval fantasy and science-fiction. Aside from making illustrations, concept art and character designs in Photoshop, I use 3D software to further improve my artistic skills and sculpt my own creature and character creations which I hope will one day be implemented in a video game. You can find out more about my work on my Instagram page: Nidhogge_art"*

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!

Adam Kopala is from Stalowa Wola City in Southern Poland *"I'm a big fan of virtually all sci-fi works and universes. I am mostly inspired by Star Wars and Star Trek art, since they were the foundation of my childhood television and cinema memories.*
I learned to appreciate the timeless designs that were created by all the amazing artists and I decided to go my own way while creating new stuff. I love all of the classics but I prefer to do things my own way, giving my creations their own unique looks and feel, to which I can relate more easily.

I am also a huge car design fan and just as I do with the starships, I don't try to recreate things that we are all familiar with. I love to discover prototypes and unreleased concept cars, rebuilding them in 3D afterwards."

You can see more art at https://www.deviantart.com/adamkop

Mylene Olavere hails from the Phillipines, you can see more of her art at https://www.deviantart.com/mikurei26

Chrls Shaylor has been an avid Sci-Fi toy collector since the mid 70's. He rarely actually played many table top games but voraciously collected and read the sourcebooks and companion issues for the WEG *Star Wars* series since they were first released in the late 80's. Using much of that expanded material and artwork as inspiration for his own custom creations for 1:18 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 and breathe toys all day everyday, and I wouldn't have it any other way."

Chris lives with his wife and two sons in Virginia.

...this Journal.

The Adventurers Journal is an unofficial fan generated magazine for use with *Star Wars: The Roleplaying Game, Second Edition, Revised and Expanded*. We humbly acknowledge the individual authors and artists and their respective works which have inspired the content herein.

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Afterword

The one question that is asked the most in regards to the Adventurer's Journal is "Why does Aurek Jenth look like David Bowie?" Thought I would finally answer this.

If there is one person that represents the adventurer in all of us, it is David Bowie. He is the Man Who Fell To Earth, The Starman, Major Tom, Ziggy Stardust, the Sovereign, the Duke, Blackstar, Lazarus, and many more.

"Our artist, John Gendall, when he does characters, often uses what celebrity that character most resembles as his starting point. Aurek Jenth is the character used in the Location Scout articles. He also featured in the issue 2 solitaire adventure." Mark Dowson

Not only is he the Location Scout, readers of the Journal will hopefully have pieced together that he is the "Captain" of the Faithful Meena which currently lists Dreena Matura, Reska Jatt, and Izzi among the ships crew. Aurek even served in the Antarian Rangers with General Jehro Mors.

In developing the new *Adventurer's Journal* we wanted to create our own "in universe" NPCs, our own crew, that would evolve and grow each issue and eventually be featured in an adventure. Each of the NPCs is voiced or represented by one of our contributors.

Aurek Jenth, is all of us. He is our eyes to the wonders of a galaxy far far away. The *Adventurer's Journal* is his in universe journal brought to light in ours.

- Brian L. Bird

October 11, 2019

STAR WARS

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DREENA MATURA

PRESENTS

Professional Gadgets & Personal Gear

Dreena Matura is a mechanical engineer, who is often wanted by both the Alliance and the Imperials for her mechanical knowledge and skill.

She can be found with the crew of the Faithful Mina, maintaining its engine and systems with nothing but spacers tape and her good looks.

In her travels she's collected a lot of technical specifications and acquired her own bit of special technology. This data pad is just a sampling of devices, blaster upgrades, armor, ship modifications, and tech.

Not everything is for sale, but a good adventurer keeps their blaster, and in this case, their cred stick ready.

160+ pages featuring:

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- *Location Scout* on **Bits N' Fritz** a unique Tech Shop on Ord Mantell
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