

STAR WARS

THE MINOS CLUSTER

GAMEMASTER'S GUIDE



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THE MINOS CAMPAIGN

There are many different ways to run the Minos campaign. You can just use the trading rules in connection with a sector which you've invented, or you can just use the adventure ideas given with each planet. However, it was designed to be an integrated, episodic campaign with increasing tension and a grand shoot-em-up climactic ending (which could lead on to yet another campaign).

This campaign is, at its base, about awakening the hearts and minds of the people of Minos Cluster to the possibility of Rebellion. If the Rebel Alliance is to succeed in its struggle against the Empire, it must win the support of the common people. The Rebels cannot hope to beat the Empire unless every hand in the galaxy is united in opposition to it. But in the Minos Cluster this will be difficult to do, as everyone is basically apolitical and has adapted to Imperial rule. They must be given a clear vision of the future and belief in the possibility of change.

The climax of the campaign combines an attempt to do just that with all the work and effort the player characters have put into their trading, as well as a climactic space battle. If they win, Minos Cluster will have begun its Rebellion against the Empire and increasing Imperial resources will have to be directed toward it. Additionally, the entire galaxy will hear of this uprising and enough people might gain new hope that other sectors will join together to oppose the evilforces of the Emperor.

Getting the traders involved in the Rebellion is really quite easy. You just get them to hate the Empire, as a matter of business. Over the first few stories, the player characters should have made an enemy of at least one Imperial official, and should resent all the rest. Over the course of the campaign, this enemy should hound the player characters and cause them no end of trouble. You will also need to play up the collapse of She-sharile, perhaps even contriving to have the traders lose a lot of credits. Every time pirates waylay them, you should casually mention that there didn't used to be so many pirates, but that was before the Empire withdrew three-quarters of the patrol vessels. You should also describe to them the effect the Empire has on each planet they visit, detailing all the misery and suffering it has caused. You can lay it on thick if necessary, but hopefully your players will catch on to what you're doing and will have their characters play along. You want their characters to be money grubbing, but not entirely soulless. Manipulate events so that this becomes so.

EMPLOYING PERSPECTIVE

The grand scope and galactic proportions normally found in a Star Wars campaign have been shrunk for the purposes of this supplement. In the Minos campaign, the player characters start at a very low level, as small-fry free traders - at first their only worries will be about where their next cargo, and the money to pay for it, will come from. Only gradually will things begin to change, and their





horizons broaden. Exposed to the evil of the Empire, the player characters will become full-fledged members of the Rebellion by the end of the adventure. The player character involvement in the Rebellion will always be a matter of choice, and thus they will be true heroes.

Although this campaign starts out with a much smaller scope than is usual in Star Wars, in the end the characters' limited scope gives the players a better appreciation of just how immense and important is this war which the Rebellion is waging. Try at first to get the player characters very involved in their trading among the stars, try to get them to be selfish, self involved and somewhat greedy businessmen, then gradually build in them a sense of how small and petty are their own lives and how unjust the Empire is. Finally, introduce the Rebellion as a means by which they can do something more important and relevant than make a fast credit. You want to encourage a transformation in them, to let them decide to become heroes; make the changes in them a part of the roleplaying. By the end of the campaign the Rebellion should be come much larger and more important than the player characters' own lives.

EVENTS IN SPACE

There are many things that can occur on a space voyage, and you should ensure that the player characters are faced with an occasional crisis or opportunity as they travel between star systems. While normally nothing very exciting should

occur, you should have something special happen every once in a while (like when you want to run an adventure). Below are several ideas for events that might occur. Feel free to come up with some of your own.

Pirates

The ship is either attacked or pursued by pirates. Make sure you build up to the encounter, giving the traders chances to use their cunning to avoid confrontation.

Mechanical Difficulties

If the ship is overdue for an overhaul, or if some of its components were used before they were installed, or if the ship is simply very old, then there may be some sort of mechanical breakdown.

Other Ships

Scanners indicate that there is another vessel nearby. Does it need help, or does it speed by? Is it adrift or stopped for repairs? Was it looted by pirates? Is the crew engaged in a mutiny? There should be something different about this ship, even if its only a clue for some later adventure.

Damaged Cargo

Something happens to the cargo; maybe part of it spoils, or a few crates broken during takeoff. The player characters might discover something interesting about the cargo; perhaps someone was secretly using them to smuggle illegal goods.





Imperial Ship

Either a customs frigate or a Navy vessel appears. It may only hail the ship and ask for identification or it may decide to search it for contraband.

Distress Signal

The player characters receive a distress signal from another ship. It could be a trap, or it could lead to a very lucrative trading run, or a great gain for the Rebellion. Perhaps an important prisoner is being held on board by Imperial troops.

ADVENTURE OUTLINES

The five adventure outlines presented below are not fully fleshed-out adventures, they are only starting points. By adding your own details, gamemaster characters, scripts, and player handouts, you can make each of these outlines into a complete adventure.

While they are designed to be run in the order that they are given, don't run these adventures one right after another, space them out a bit. They have been arranged so that they build in intensity and increasingly pull the player characters into the Rebellion. You should let the traders trade and haul cargo to their hearts' desire, and then give them brief adventures (use the ones suggested with each planet) to fill in the gaps. Then, when the time is right, have something big happen and play the next adventure on the list below.

You can add whatever descriptions, player characters, or events in the plot

that you feel are necessary. You must also take responsibility for the story itself, changing or altering whatever you're not comfortable with. This is your campaign, so do whatever is necessary to make it exciting and fulfilling for you and your players.

ADVENTURE OUTLINE ONE: GETTING STARTED

The initial adventure of the campaign is very important, for it brings the player characters together and introduces them to the theme of the campaign. Be sure you read the description of the Travnin system before attempting to run this adventure.

Background

The player characters all start on Travnin, and the ship is docked at the starport. Starting from the point when the adventure begins, the ship begins to accrue docking fees. During this adventure, you will get the player characters started on their career in star-trading by having them make a single trade run to Gesaril. This first trip will not be made on speculation, which can be somewhat complicated, but will be a commissioned cargo.

Episode One: The Bureaucracy

Before the player characters can do anything else, they need to get their ship ready for space. If they do not already have them, licenses are required for both the ship and the captain, or else they will not be allowed to take off from the spaceport.





Some obstacles to hinder player characters should include: Imperial bureaucrats sending them in circles (“No sir, ship permits are given at a different office. No sir, I don’t know where that office is. Next.”) Frustrate the player characters as much as you can, but don’t bore them to tears. An inspection of the ship might be required for its license, and failing that would mean the player characters would have to make a few repairs - their introduction to the lazy workers of the Travnin shipyards.

Episode Two: The Grand Design

The player characters must now obtain their first cargo. An old, blind space hand who hangs out at the port tells them that their best bet is to go to The Grand Design bar, where a lot of spacers hang out.

Some obstacles to thwart the player characters should include: At The Grand Design (described in the Travnin section), the player characters meet a young singer, who calls herself Neena (see “People and Ships of the Cluster”). During one of her breaks, she comes over and introduces herself, and after a short conversation, asks them if they are the crew of the “new ship” in port. She then asks if they are looking for cargo, and if they answer in the affirmative, she immediately introduces them to Tecknel Shnick, a member of the underworld. He has 14 large crates bound for Gesaril which he will pay the player characters 2,000 credits to deliver, 1,000 in advance, the rest to be paid by his agent on Gesaril. During the negotiations they are-

interrupted by a very drunk freighter captain, Axtor Bridgeman, who staggers over to their booth and yells something to the effect of, “That damn cargo is mine, but I wouldn’t...” Before he can finish he is hauled off by two of Tecknel’s toughs, who sit him in a spinning booth and buy him a drink. Tecknel explains to the player characters that the other captain wanted the cargo himself, but that he doesn’t trust him because he lost his last three cargoes to pirates. Once the player characters agree to the deal, they are warned not to open the crates. Tecknel says, “If you do, I’ll send the Iceman after you, got it?”

Episode Three: 3, 2, 1, Launch

Player characters should make all the preparations to get off planet, such as load the cargo, pass inspections, pay the port fees, gain the final clearances, make the actual liftoff and get into hyperspace.

Later the same evening, the crates are loaded into the cargo bay (they only weigh 20 tons and take up 10 cubic meters, so there is still room for other-cargo) but before the player characters are able to leave port, two local inspectors come on board to check for proper licenses. They threaten to search the ship, hoping to get a bribe, but soon leave if the player characters do not offer one or react suspiciously.

During the flight out of the Travnin system, you can have the player characters have their first run in with Babel Torsh (see “People and Ships of the Cluster”). If the traders are friendly and





cooperative, he won't become their enemy, if they make trouble, he will have it in for them. If he searches the ship and opens the crates, the traders will be in a great deal of trouble (see below).

Hyperspace is rather uneventful, but it is a good time for the player characters to get to know one another better, and for some fun roleplaying.

Episode Four: The Pirates

Player characters now must find a way to survive the encounter with the pirates with ship and crew intact, and at the same time get an idea of what kind of cargo they are carrying.

When the player characters come out of hyperspace on the outskirts of the Gesaril system, they are waylaid by the pirate Tor Skylow, who tells them to cut their drives, and disables them if the player characters refuse. With an unmodified freighter, they have almost no hope of either out-racing or out-fighting Tor's ship. Once the player characters cease resisting, part of Tor's crew boards the ship, moves immediately to the cargo bay, takes the crates and transfers them to their ship. The player characters may notice that they seem to know exactly what they are looking for, and seem uninterested in anything but the crates. If the player characters don't already know what the crates contain, you can have one of them break during this procedure. They are full of highly advanced electronics, of a variety only used in fire control systems for ship turbolasers. Though the player characters will not know it at

first, these parts are destined for the Rebellion.

Regardless of the fact that they were waylaid, the player characters still have the advance payment, and can begin the campaign in earnest. If the player characters investigate, they will find out that Tecknel Shnick doesn't even have an agent on Gesaril. When the player characters eventually get back to Travnin, Neena thanks them for their help, saying the shipment proved to be invaluable. She does not realize they were waylaid, but knows that the Rebellion got hold of the cargo. This could open a whole new can of worms, but you'll have to decide what to do next ...

ADVENTURE OUTLINE TWO: CAIRNS FLYING CIRCUS

Background

While the ship is on Adarlon, the player characters are offered a three-month contract to carry a small travelling circus to every planet in the Cluster (they were recommended by Neena). This circus will use the freighter both as transportation and as its home base. The player characters will be expected to help with the chores of the circus, such as assist in the raising of the "big top" and the care and feeding of the animals. This will be stipulated in their contract, which offers the player characters a total of 5,000 credits per month.

The circus folk are very exotic, quite talented, can perform all sort of interesting tricks and are very fun-loving, but



there is more to them than can be discerned at first glance. They are actually Rebel spies sent by the No-Holds-Barred group on Adarlon, who are desperately looking for Drun Cairnwick. The Rebel organization in Minos Cluster fell into a shambles when Drun was arrested, for he was the only person able to hold it together.

The mission of the circus is to attempt to find out what happened to Drun, re-establish some sort of Rebel network, and to build people's resistance to the Empire as much as possible through their entertainment. At first the traders won't realize what they are about, but as the player characters get more and more involved with the circus, they will learn the truth, and will hopefully begin to aid the performers. This will be the player characters' first real contact with the Rebellion, and it sets the stage for their later involvement with it. (If you don't manage to set the right tone and get the player characters involved with the Rebellion early on, it will be difficult to use the remaining adventure outlines.)

Episode One: Madhouse

This episode should be as wild and crazy as you can make it. The circus is quite large and the ship is not, so the voyage will be a crowded one and tempers will be short. Try to throw so many little problems at the player characters that they get fed up with their passengers. Have fun with this.

The player characters must attempt to transport the circus from Adarlon to Yelsain without tempers being lost entirely.

The player characters should be introduced to all the members of the circus and get an idea of their personalities.

Some interesting foils for the player characters can include: a foul-tempered, regenerating Abyssin, two irascible mutating aliens, three clowns who can never resist a prank, six Af'El lions and their cowardly trainer, an obnoxious Kitonak band that practices at all times of day and night, a haughty but beautiful acrobat and her insanelyjealous strong-man boyfriend, a Togorian knife thrower with a penchant for late night snacks, and an overworked ringmaster who enjoys ripping out his own hair, all crowded aboard the same small ship. (The real leader of this Rebel team is actually Terno, the director of the Kitonak band.)

Episode Two: The Grand Moot

The ship lands south of Tradetown on Yelsain, where the Grand Moot will begin in a few days. Here the circus needs to set up the big top, and get ready for a parade on the first day of the Moot.

The player characters should begin to realize that something is going on during this episode. This is the first circus Yelsain has ever seen, so they are going to be very curious about it. When it is time to raise the tent, go on parade and have the first performance, have so many more things go wrong that the player characters can't keep up with it all.

The player characters are made into troubleshooters by the ring master, and are sent on a variety of errands. If anyone makes trouble at a performance, the



player characters are expected to throw him out as quietly as possible.

What occurs from now on is entirely up to you and the decisions of the players. Try to get Babel Torsh involved at some point, but don't have him actively pursuing the circus - Torsh may be simply curious about what it is (though don't tell the players that). When he attends a performance, the entire circus is afraid they are about to be arrested. One of the clowns is dressed to look like him, and there is a whole skit making fun of what he did on Adarlon. The player characters should certainly be concerned, but unless a mistake is made, all will go well.

ADVENTURE OUTLINE THREE: THE ELIAD CONNECTION

Background

The Imperials are engaged in a massive hunt throughout the Cluster for someone very special, someone so important that they have brought in reinforcements from other sectors. During their journeys prior to this adventure, the player characters encounter a greatly increased Imperial presence, with much of the Cluster fleet out on patrol. Even more startling, the Imperial inspectors at every starport begin to take their jobs seriously, and thoroughly search the player characters' ship both when it lands and before it leaves. Through the grapevine, the player characters might learn that the Imperials are looking for one of the top Rebel leaders, whose ship was spotted entering the Minos Cluster.

When the player characters land on Adarlon, they are introduced to the Rebel leader by their friends with the circus, who ask them to transport a "cargo" to Eliad and back. However all attempts to learn what this cargo is will be ignored, and if the player characters press too hard, they are told in no uncertain terms that it is none of their business. It should be obvious that this Rebel is very tense and frightened.

Episode One: Collecting the Passenger

The player characters are asked to fly an air car to a remote castle on the Nat-alar mountain range to collect the cargo. On the way, however, they discover that they are being followed and have to find a way to shake the tail. Upon reaching the castle, they find that it is under attack, but that it is still possible to land nearby. When they enter the castle, they meet a Rebel who is their "cargo." It is a Humanoid female who is wearing a cloak and hood so her face is hidden. Then stormtroopers suddenly rush into the room, and there is a running battle as the player characters attempt to make it back to the air car. They are then chased back to the city by Imperials on airspeeders, but they manage (hopefully) to lose their pursuers with the help of the local police, who are Rebel sympathizers. They then have to sneak the "cargo" into the spaceport, pass inspection (which is very tough), and get off-planet.

The player characters should attempt to rescue the mysterious passenger, and then to get off-planet as quickly as possible. The player characters will have to





use all of their cunning and imagination to escape.

There are nearly 50 Imperial stormtroopers attacking the castle, and once they are dealt with, inspectors will be waiting at the spaceport. Orbiting the planet is an Imperial Customs ship, captained by Babel Torsh, which may attempt to prevent the player characters' ship from leaving the system. However, he will not make an all-out attack on the ship for fear of harming the passenger.

Episode Two: The Trip

At first, the mysterious passenger hides in a stateroom, attended by two droids who were waiting for her at the spaceport. But if things heat up she quickly makes herself known, and emerges to give orders and take over. The player characters finally find out who their cargo is: Princess Leia, who is as demanding, imperious and as brave as ever.

To survive having Princess Leia aboard the ship (since she is extremely demanding), the player characters must demonstrate some restraint and patience. Most players will hope that the gamemaster will throw some serious opposition at them so they can ease their frustrations by blasting stormtroopers into slag. Gamemasters are encouraged to let the players stew a bit; suffering can be a character-building experience.

Additionally, Babel's customs ship is likely to try to chase them through hyperspace, so if the player characters go dir-

ectly to Eliad, they will be followed there. Hopefully they will be smarter than that by now, and will stop briefly somewhere else as a ruse. If they don't, Leia may politely suggest that they do so.

Episode Three: Winning Allies

The player characters finally reach Eliad, where the Princess, with the help of the player characters, attempts to convince the nobles there to use their wealth and influence to aid the Rebellion. The Rebellion is in desperate need of financial support, and she has risked everything to come here to beg the cowards of Eliad for their support.

Several different meetings are held, but since all meetings are banned by the Imperials, they are disguised as parties. However, even these parties are monitored, and a number of Imperial officials attend each one. The player characters will have to find a way to take care of these officials ("An other drink, sir?"). While scores of decadent nobles dance and drink in the palace above, Leia holds a secret debate in the wine cellar below.

The player characters should attempt to convince the nobles to give both financial support and their ships to the cause of the Rebellion.

However, Princess Leia has nothing but contempt for the nobles who have betrayed their homes and their positions, and must be constantly counseled to hold her temper in check. The nobles require a great deal of convincing, for they are truly cowards and believe that they have





everything to lose if they oppose the Empire. Perhaps there could be a spy or a traitor among the nobles as well, who betrays the Princess to the stormtroopers. The troopers will then "crash" one of the parties.

Episode Four: The Great Attack

The player characters must lead a group of nobles on an attack on the Imperial ship that orbits Eliad. While the nobles are well-trained in weapons operation, they are inexperienced in battle and none too brave.

The Imperial ship orbiting the planet is crewed by well-paid mercenaries. The object of this mission is to turn over this ship to the Rebellion. The Princess has learned the access code to the ship, and she can provide an Imperial shuttle, so the player characters can get aboard it. She also has reason to believe that the mercenaries will not fight very effectively; however, there are 100 stormtroopers on board to watch over them. These stormtroopers must be eliminated and the ship taken.

ADVENTURE OUTLINE FOUR: THE REVOLT OF MINOS CLUSTER

Background

The Rebellion finally learns what happened to Drun Cairnwick, discovering that he is imprisoned on a prison asteroid in Gesaril system. They ask the player characters to attempt a rescue, for without Drun, widespread rebellion in Minos Cluster is impossible. The player

characters collect together all the traders they have befriended in earlier adventures (and maybe Tor's pirate ship as well) and make a run on the prison asteroid. You may have to manipulate things so they think of seeking aid from the other freighters.

Episode One: The Great Rescue

The rescue of Drun Cairnwick is the objective of this scenario. Player characters must attempt to spring the Rebel leader from the prison asteroid. The player characters will have to organize their rag-tag fleet and find some way to put it to effective use to defeat the Imperial forces in the Gesaril system.

The Imperial cruiser guarding the asteroid, the prison space defenses, and even the guards inside (who might use Drun as a hostage) are the major obstacles to be overcome.

If the player characters are clever, they will take a holo crew along to film the whole rescue, so that it can be shown across the whole Cluster. If the player characters are successful, the 500 political prisoners held at the prison will make an excellent nucleus of a Cluster Rebel government, and the prison itself would make a good base.

Episode Two: Rousing the Rabble

The player characters, along with Drun (and perhaps Princess Leia, if the player characters have refrained from locking the acid-tongued Rebel leader in a maintenance locker), travel to every planet in the Minos Cluster, and attempt





to convince the governments of the different planets to join in the Rebellion. Failing that, they try to rouse the population of that system against the Empire. The player characters hope to have every planet working with the Rebellion, the seed of a Cluster government formed, and a declaration of open Rebellion to be signed by the provisional Cluster government by the time they are done. Perhaps the player characters and Drun could arrange for a meeting of planetary leaders on the prison asteroid, which could be roleplayed out with the player characters involved as speakers for the traders and the "Cluster Navy."

There are two Imperial customs ships that are pursuing the player characters (though carefully, for there is much resistance to them now). There are a number of planets that need a great deal of persuasion before they will join the Rebellion (since many are terrified of the Imperial Military). Imperial agents on a planet convince the government to arrest the player characters, or who at least oppose the player characters at every turn. The local Imperial Navy is finally starting to mobilize, so the player characters have to avoid Travnin. Overall, the number of obstacles and the scope of their adventures have slowly grown.

ADVENTURE OUTLINE FIVE: OPERATION CHAOS

Background

This is the climax to the campaign, and may take several game sessions to

complete. Along with all the ships from the Cluster they can possibly muster, the player characters must attack and defeat the Imperial fleet at Travnin before it can be reinforced by the main Imperial fleet. Fortunately, the revolt is taking place in several clusters throughout several sectors, so the Navy cannot send reinforcements immediately. Even so, to have any chance at success against the Travnin fleet, the planetary defenses must somehow be disrupted and the Imperial weaknesses found. The plan is to send a group of infiltrators down to the planet disguised as traders, who will then cause as many problems for the Imperial command as possible. If a weakness can be found, and rumors suggest there is one, the infiltrators have to use their contacts to send a message to the Rebel fleet. Imperial reinforcements are on their way, and the player characters only have three months before they arrive, so they have to get their job done quickly. They have to infiltrate an Imperial stronghold and bring it to its knees on their own - quite a task, even for certified heroes.

Episode One: Touchdown

Player characters must now simply get to Travnin, land, and avoid arrest. The player characters will have to establish some sort of base (Neena could be useful in doing that) as well as make a list of priority targets.

The Imperial Navy at Travnin may be suspicious of the player characters' ship, and may refuse permission for the ship to land - they will have to be talked into giving clearance. If the player characters



say they are carrying some cargo essential to the defense of the planet, such as durlonian ore from the Mestra system or Shesharilian vodka, they might be allowed to land. Even then, they will be confined to the spaceport, so they will have to find a way to escape from it and reach the city. Travnin is now on a war footing. The first few hours on the planet will be very tricky as they get adjusted to this new situation - identity papers are a must.

Episode Two: The Pen is Mightier than the Sword

Once they manage to get to Travnin, the player characters must create a disturbance to distract the Imperial defenders. They are to be saboteurs and guerilla warriors, striking the Imperial war machine whenever it is looking the other way. Propaganda is perhaps the most important element of the mission, if the player characters can ruin the morale of the populace, half the battle is won. Thus anti-Imperial graffiti might be more effective than blowing up a supply depot. If they are successful, Drun Cairnwick will call for a grand attack on the fleet.

There are a thousand Imperial stormtroopers on Travnin, and many more of the local populace have been conscripted for the duration of the "crisis." Every single intersection is patrolled by a stormtrooper or soldier, and every important economic or military installation is guarded. The player characters can attempt to ruin the morale of the populace, kidnap important leaders, blow up important factories, and make it seem like

there is a huge Resistance at work, even though there will only be a few of them on the planet.

If all else fails, the Imperial will hire the Iceman to track down the "terrorists" and eliminate them.

Episode Three: Final Battle

While on the planet, the player characters are given information from Neena about The Chariot, the Victory Star Destroyer in orbit about the planet. its sublight drive no longer functions properly, so none of its weapons or shield can be fully-powered. If they can get word of this to the Rebellion, an immediate attack can be launched to take advantage of this Imperial weakness.

A large space battle begins in the Travnin system, in which nearly 100 small Rebel ships are arrayed against the Imperial Navy. At the last minute, however, the player characters learn that their information about the Star Destroyer was wrong, and that its weapon systems are partly operational - they were tricked. The original sublight drive is not functioning, but a new one was secretly installed. However, the parts of the hull that were removed to allow the drive to be installed have not been fully repaired, and so the ship is not fully shielded from attack, if only at this one small point. If the ship can be attacked at this vulnerable point, the Rebels might still have a chance.

The player characters need to get back to their ship, successfully escape





Travnin, and then attack the Star Destroyer at its weak point. If the player characters are successful in inflicting damage on the vulnerable section, the Star Destroyer will blow up, and the battle will have been won. If the player characters fail in their attack, they will undoubtedly be killed, and the battle lost.

The player characters must wade through the stormtroopers who are guarding the spaceport, and then launch their ship before heavy weapons can be used against it. Once they are in space, they must get by a swarm of TIE fighters in order to get close enough to fire on the Star Destroyer's weak spot. Ten TIE fighters will attack them as they attempt to close on the fleet, in two waves of five fighters each. Fortunately, the weaponry on the side of the Star Destroyer facing the planet is not yet operational, so the ship cannot fire upon them. If the Star Destroyer is blown up, the battle and campaign is won.

ADVICE FOR THE GAMEMASTER

Don't let the player characters have very much money on hand. Any money they do get should come from their trading, and it should be very hard to make steady earnings from that. The player characters should usually be poor, and when they do have money, try to get them to spend it fast by threatening to have it taxed or stolen. If they screw up, do not hesitate to get them in debt with a loan shark; that is, after all, part of the "fun." Don't make money the reward for every adventure; it's better to provide

them with information or devices that will enable them to earn a profit later.

Spread out the traders' contacts with the Rebellion. Don't do all of the stories that we have provided at once. Run your own stories in between, and have most of those deal with trading. The adventures dealing with the Empire should be rare, at least at first-though your adventures should always have them lurking in the background (a little trade, an encounter on a planet, then WHAM! a Rebellion adventure).

At the start the player characters shouldn't have had much contact with the Rebellion at all, though they may well know about it. In general, the traders shouldn't consider it their right, try to encourage them to have the same attitude Han did in *A New Hope*. Bit by bit, you must get them more and more involved in the Rebellion. In the latter half of the campaign, the trading will slacken off and grow less important, and the Rebel activities will take prominence.

STORY IDEAS

ADARLON

After having visited Adarlon a couple of times, the player characters are approached by a man who asks them if they've got any holos - "you know, the illegal ones." This is a test, and depending on their reaction, the tramps might be asked to join the black market network for the No-Holds-Barred holos.

If they respond favorably, they are asked to meet an anonymous businessman at one of the theme parks, one with a fantasy theme. Inside a fantasy dungeon they meet a man who, in the role of a mysterious noble, offers them a chance to get involved in holo smuggling. He offers to sell them a number of black market holos, which they can distribute across the Cluster. It's illegal, but not immoral, and there are very high profits involved.

The tough part is setting up the Cluster-wide network of black market contacts to buy the videos. Once this is done, all the traders have to do is make periodic trips to Adarlon, pick up a new batch, and then distribute them to their contacts. Given the small size of holos, the busyness of the Adarlon spaceport, and the corruption of the local customs inspectors, getting the product off-planet is a cinch.

However, it is a class three infraction to transport illegal holos, so it is a risky business venture. The holo dealer doesn't minimize the risks, but he does maximize the potential money to be made.

If the player characters choose to become involved in the scheme, things go pretty smoothly. If they're smart and careful, they can make a good, steady profit without much risk. Eventually, however, the Empire will make good its intention to crack down on the black market holos, and the player characters may find themselves going up against Babel Torsh himself.

ELIAD

A young noble offers to pay the traders 500 credits each to come to his party, to entertain his guests by adding "atmosphere". If they agree, the player characters discover that the entire lodge is decorated to look like the inside of a rag-tag spaceship much like their own. The guests are dressed to look like them, and they proceed to get very drunk and somewhat violent. Perhaps someone challenges a trader to a fight. Another crew of a light freighter was invited to attend as well, but the traders won't immediately be able to tell them from the nobles.

This is a chance for you to have some fun with the traders while they think of how to entertain the nobles. Perhaps if they decide to tell the story about their wilderbeast hunt on Yelsain, some noble will pay them to host such a hunt here on Eliad with imported animals: anything to make a fast credit. Later on, the contacts the player characters make now will come in very handy.

KARIDEPH

The player characters first meet the University of Universal Thought when they are hired to ship some equipment to the top of a building in a city on the far side of the planet (for 500 credits profit). On a later trip, one of the scholars approaches the player characters and tells them that one of the most important Hatches on Kari wants to speak with them.

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The player characters are invited to the Hatch's "high-home," which is located atop the towers of Capital City (which surrounds the spaceport). Once there, the player characters are offered 5,000 credits if they will go to a city on the far side of the planet, travel down to its lowest levels, and eliminate the members of a certain Hatch - it is to be a "surgical procedure, to eliminate a cancer," as the scholar later tells them. If the player characters refuse to take the job, they will not be allowed to return to their ship. Until they agree to go on the mission, they will be lost in the middle of the city.

Once they agree to the mission, they are assigned two guides and sent on the long subterranean journey to the other Hatch. One guide knows how to guide them to the Hatch-home, and the other knows how to guide them back to their ship from the other Hatch. The traders need to descend deep into the hostile city, perhaps facing opposition on the way, and, upon reaching the diseased Hatch-home, they must kill a group of Kari who all have painted red marks on their heads.

It is a very strange and eerie experience as the traders probe deeper and deeper into the weirdest and most crowded environment they've ever encountered. Eventually the player characters reach their targets, only to discover that there are Imperial agents secretly aiding and directing the Hatch which the player characters are supposed to eliminate.

The Imperials have gained control of a faction of Hatches (who misguidedly

agreed to work with the Human animals in return for technology, but the entire lead Hatch was ensnared by the Imperials' brainwashing techniques). The Imperials are using the Hatch to drive the ruling Hatches out of power.

The Hatch is using a song of strength to gain power, a song which exalts in violence and ruthless domination and tells of how the Kari can only succeed in getting off the planet if it emulates the Empire. This song is attracting wide attention throughout the Kari mind, for it is entirely new to their way of thinking. Large numbers of singers are now singing different verses of the song.

Somehow, the traders must destroy or free the enslaved Kari, drive out the Imperial spies, and help battle the song which is reverberating through the Kari mind, and, even now, is beginning to batter at the ruling Hatches' consciousness.

MESTRA

After a few trips into the system, the traders begin to make contacts with the various citizens of Mestra. One day, a nearly incoherent prospector begs the player characters to help him protect his claim. If they question him, they discover that he has found an artifact on his stake, and he offers them half of everything he makes if they can help him remove it from the asteroid intact, get it out of the Mestra system, and then sell it.

Examination of the artifact reveals that it is an extremely advanced weapon, but one which requires immense amounts



of power. Mounted on a ship with powerful enough drives, this weapon could conceivably destroy a Star Destroyer. There are few potential buyers for such a weapon: mega-corporations, the Empire or the Alliance.

While aiding the prospector, the traders end up on a processing ship, trying to stop the demolition of the artifact when the “poundies” attempt to steal the entire claim out of hand. If the asteroid is demolished, the weapon will explode and likely devastate a large proportion of the asteroid field.

Once the artifact is recovered, the traders must get it out of the system and then find a buyer. The Empire is likely to impound the weapon and not give them anything for it; the corporations are likely to try to steal it; the Alliance will pay for it, but they’ll offer much less than they could get from the corporations. Once again, the traders must balance their greed against their common sense and their honor.

YELSAIN

A rare type of wild animal once thought extinct, has been seen on one of the southern islands. A zoologist from Adarlon living at Tradetown hires the ship and its crew to help her obtain the beast and then to transport it back to the zoo on Adarlon. She gives them 1,000 credits right away, and if they succeed they will get 8,000 more. Though she has an Imperial permit from the Imperial governor at Tradetown, the locals would

be very incensed by the nature of this venture if they were to learn of it.

Unfortunately, as the player characters are about to take off for the southern isles, word of what they are doing and where they are going leaks (try to make it the player characters’ fault) and they are pursued by nearly 100 young settlers on speeder bikes who are willing to go to the ends of Yelsain to stop them. Do the player characters go through with it, or do they give up in the face of such dedicated opposition?

The settlers will try to teach them their attitudes about the environment when and if they catch them, and if the player characters start to see things their way, then they will have made some firm and fast friends. But if they push through to the end to get the money, they will have made some volatile enemies, and had better avoid Yelsain in the future (which could be interesting later on in the campaign, when Yelsain becomes important to the Rebellion).

PERGITOR

Through one of the merchants they deal with, the player characters come in contact with members of the Pergitor Resistance. They were the leaders of the liberalization movement of 30 years past, but are now in hiding. The Resistance asks the player characters to get involved in the black market network, which can give the player characters immense profits but will be very risky.



STAR WARS

After several trips, the Resistance also asks the traders to smuggle in weapons so that an attempt at revolt can be finally made. (If the revolt is to succeed however, the Imperial troops must be dealt with, and perhaps that is something the player characters can also help with later on.)

While they are engaged in preliminary discussions with the Resistance, the player characters are introduced by another merchant friend to one of the procurement agents for the Church. After a great deal of obscure references and sidestepping of questions, the traders realize that he is asking them to smuggle in luxuries for the Church officials, and will arrange that their ship is never searched by local customs officials (though he still can't do much about the Imperials). With luck, the traders can become involved in smuggling for both the Church and the Resistance at the same time.

The player characters are in a very lucrative position here, for they are well paid for the materials they import for the Church, and since their ship is never searched, they can freely smuggle in things for the Resistance, as well.

GESARIL

Assuming the traders have kept their noses clean and do not have criminal records, they are given the chance to win the Imperial contract for supplying the prison. The contract requires them to make one cargo run every 50 days, carrying 100 tons of goods from Travnin to Gesaril, for which they would earn 3,000

credits per run. On each run they are accompanied by an Imperial official, who may be escorting a prisoner to or from the asteroid and who ensures that they do not break into the cargo and steal anything.

This contract provides an excellent opportunity for the traders to get in contact with members of the Rebellion inside the prison, particularly by passing messages via the prisoners they carry. The contract also gives them a chance to learn about the forbidden planet.

The player characters hear rumors that one of the ships that was destroyed on Gesaril was equipped with a cloaking device, a great reason to try to make a landing. By speaking with crewmembers of the *Intrepid* who are on leave at the prison asteroid, the traders may be able to come up with a plan that will get them onto the surface of the planet - a hint of the schedule of the TIE fighter patrols would be enough.

Note: This subplot is essential if the player characters hope to succeed in the final adventure of this campaign, the rescue of Drun Cairnwick from the prison.

TRAVNIN

There are five light freighters, all at the spaceport, and their crews meet each other at *The Grand Design*. There they get into bragging and insult contests and generally have a good time carousing and trading information. Then a local merchant makes a "secret" proposal to each of them in private. He sells each of them

the same cargo, a load full of exotic fruit bound for Mestra.

The player characters get a full load at a cheap price, and through the work of some of the merchant's accomplices, get conned into thinking it's a great cargo. However, when they take off from Travnin, the other ships follow them. Subspace chatter reveals that they are all carrying the same cargo, and the traders' experience suggests that whoever gets to Mestra first will get the best price. It becomes a race to the finish, winner take all.

QUOCKRA-4

A researcher from one of the systems near the Galactic Core is attempting to discover the "real natives of Quockra-4." He offers to pay the traders up to 3,000 credits for information leading to the builders of the alien droids.

This will probably require a trip into the tunnels beneath the planet, and all kinds of amusing run-ins with single-minded droids who either ignore them, command them to leave, or simply attack.

Once they do discover the Quockrans, they'll be further stymied by their non-communicativeness. They'll have to be incredibly pushy and obnoxious to get anything out of the slugs.

SHESARILE-5 & 6

After the economic collapse, a group of poor people come to the player characters with a request to be transported to

Mestra system where they hope to become asteroid miners. They can pay with their family heirlooms: jewelry and such. The player characters must switch over their ship so the cargo hold can contain people. Do the player characters get greedy and try to pack too many in?

At some point in the journey there might be an attempted mutiny. Near the end of the journey they see a rat-trap ship, one that can hardly fly, being attacked by pirates. The other ship is also full of immigrants, people trying to escape Shesharile, and they are being victimized by the pirates.

What do the player characters do?

PEOPLE AND SHIPS OF THE CLUSTER

Babel Torsch

Type: Imperial Customs Officer

DEXTERITY 2D+1

Blaster 4D+2, dodge 6D

KNOWLEDGE 3D+1

Alien species 5D, bureaucracy 8D+2
languages 5D+2, planetary systems
5D+1

MECHANICAL 2D+2

PERCEPTION 4D

Command 7D+1, con 6D+11, search
8D

STRENGTH 2D

Lifting 3D

TECHNICAL 3D

Computer programming/repair 5D

Character Points: 15

Move: 10

Equipment: Blaster pistol (4D)
datapad, Imperial ID, uniform

Capsule: Babel Torsch is a pudgy dark-skinned Human male whose main goal is to fulfill his duties efficiently. A man with a distinguished past (in the eyes of the Empire), Babel proved himself early in his career. After a brief stint as a bureaucrat Babel was transferred back to Adarlon as an advisor to the Imperial Consular General He immediately attacked the holo industry. He instituted bans of all kinds, and at the pinnacle of his short-lived holo career, he managed to blacklist many fine performers by claiming that they were Rebels or Rebel sympathizers.

The powerful holo industry eventually managed to blackmail Babel's superiors and he lost his post. However, he had proven his worth to the Empire and was promoted again. After brief re-training, Babel was appointed to head the Imperial Office of Customs in the Cluster. Babel now travels from world to world aboard a customs corvette which he commands to make sure that the planetary customs offices are doing a proper job. He does an excellent job of rooting out corrupt Imperial officials and tracks smugglers like a hound.



Torsch has a huge ego. Many customs officials commands to make sure that the planetary customs fall prey to bribery, but Torsch will not tolerate the slightest infraction of Imperial rules or laws. Truly a smugglers nightmare, Torsch will check every last paper and credential a freighter captain has. ("But your papers indicate that only 20 cubic meters of spice is aboard your vessel. I'm just eyeing it, but I'll guess there are at least 22

cubic meters. I suggest you recalculate your load or else you could be found guilty of defrauding the Imperial Office of Customs.")

Dwin Arnae

Type: Imperial Captain

DEXTERITY 2D+2

KNOWLEDGE 3D

Bureaucracy 8D, cultures 5D, languages 5D+1, planetary systems 4D

MECHANICAL 3D+2

Astrogation 5D

PERCEPTION 4D

Command 4D+2

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 6D, security 5D+1

Character Points: 9

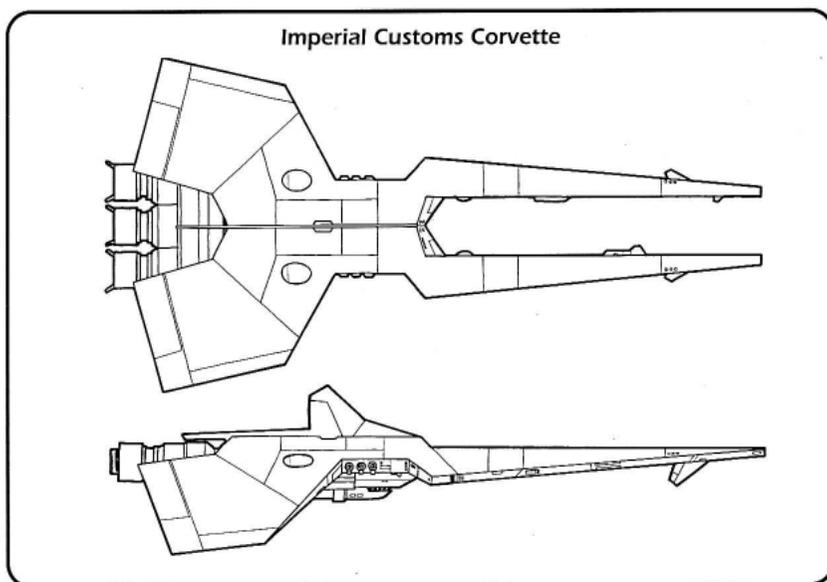
Move: 10

Equipment: Blaster pistol (4D+1), datapad, Imperial ID, uniform, 2,000 credits

Capsule: Dwin Arnae is a mousy, wiry little man. His straight, jet-black hair is cut short and is beginning to thin. Considered a perfectionist by his crew, Dwin's uniform is always spotless, his words are carefully chosen, and his crew must be ever attentive.

Dwin hopes to set an Imperial record by apprehending and successfully prosecuting the most customs violators, regardless of the degree of infraction (even if it is very minor). Arnae intends to scour the trade routes in the Cluster to protect it from Rebel infiltration.

Dwin joined the Imperial Navy at an early age to make himself useful and give the Empire the benefit of his



"extraordinary" abilities (Dwin's own opinion). Recognized by his superiors as a competent but essentially unspectacular individual, Dwin advanced as far as staff sergeant. But when Dwin uncovered information about some minor infraction perpetrated by his superiors, he showed the bad judgment of taking the information over their heads. The general only laughed at the information which Dwin revealed and then reported the incident to Dwin's captains. Dwin was removed from his post in the Imperial Navy and went to work in the Sector Interdiction Office. He is now captain of one of the customs corvettes and spends most of his time on patrol.



Dwin is dedicated to his job, far more than anyone else in the SIO. His desire is to collect as many fines as possible from tramp freighters to prove his worth to his superiors. ("You tramp freighter captains are all the same, you think Imperial law applies to everyone but yourself. I will

demonstrate that this is not so.") Little does he realize that his superiors care almost nothing for such "margin haulers," and are more interested in the Rebellion.

His crew hates him and will often overlook infractions they discover while searching a ship simply to irritate him. For this reason, tramp freighters are almost relieved to discover it is Dwin who will conduct a search of their ship.

Imperial Customs Corvette

Craft: Rendili Star Drive's Light Corvette

Type: Imperial customs vessel

Scale: Starfighter

Length: 180 meters

Skill: Space transports: light corvette

Crew: 52, gunners: 6, skeleton: 18/+10

Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

Passengers: 20

Cargo Capacity: 500 metric tons

Consumables: 2 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 5D+1

Shields: 3D

Sensors:

Passive: 30/1D

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Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1

Weapons:

6 Double Turbolaser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 3-15/35/ 75
Atmosphere Range: 300-1.5/
3.5/7.5 km
Damage: 4D

The Chariot

Craft: Rendili Star Drive's Victory I
Type: Victory-class Star Destroyer
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,798, gunners: 402, skeleton 1,785/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 2,040 (troops)
Cargo Capacity: 8,100 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 3D+1
Sensors:

Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2

Weapons:

10 Quad Turbolaser Batteries
Fire Arc: 5 left, 5 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/
70/150 km
Damage: 5D
40 Double Turbolaser Batteries
Fire Arc: 10 front, 15 left, 15 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 2D+2
80 Concussion Missile Launchers
Fire Arc: 20 front, 20 left, 20 right, 20 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/
60/120 km
Damage: 9D
10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 2 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D



Starfighter Complement: 2 squadrons

Space Range: 1-3/12/25
Atmosphere Range: 2-6/25/50 km
Damage: 3D

Starfighter Complement: 24 TIE/Ln

Escort Carrier

Craft: Kuat Drive Yards' Escort Carrier

Type: Heavy starfighter/shuttle carrier

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting: KDY
Escort Carrier

Crew: 3,485, gunners: 20, skeleton: 1,500/+10

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2

Passengers: 800 (troops)

Cargo Capacity: 500 metric tons

Consumables: 9 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 7D+1

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/3D

Weapons:

10 Twin Laser Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Imperial Transport Ship

Craft: Tagge Industries Shipyards Ltd. Modular Taskforce Cruiser

Type: Multi-task medium transport

Scale: Capital

Length: 1,150 meters

Skill: Capital ship piloting: taskforce cruiser

Crew: 1,200, gunners 60, skeleton: 350/+10

Passengers: 15,000 troops

Cargo Capacity: Varies according to mission profile (1,000 metric tons)

Consumables: 6 months

Cost: 2.5 million

Hyperdrive Multiplier: x3

Hyperdrive Backup: x7

Nav Computer: Yes

Maneuverability: 2D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 75/2D

Search: 150/3D

Focus: 4/4D+2

Weapons:

15 Medium Turbolasers

Fire Arc: 10 front, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/
70/150 km
Damage: 5D

Intrepid

Craft: KDY's Class 1000 Cruiser
Type: Light cruiser
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: Class 1000 cruiser
Crew: 580, gunners: 80, skeleton: 200/+10
Crew Skill: Capital ship gunnery 5D+2, capital ship piloting 5D, capital ship shields 4D+2, sensors 4D+2
Passengers: 200 (troops)
Cargo Capacity: 500 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 2D
Shields: D
Sensors:
 Passive: 40/1D
 Scan: 70/2D
 Search: 150/3D
 Focus: 4/3D+2
Weapons:
 23 Turbolasers
 Fire Arc: 10 front, 6 left, 6 right, 5 back
 Crew: 2
 Skill: Capital ship gunnery
 Fire Control: 2D
 Space Range: 3-15/35/75

Atmosphere Range: 6-30/
70/150 km
Damage: 4D
12 Ion Cannons
Fire Arc: 3 front, 3 left, 3 right, 3 back
Crew; 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 3D
Starfighter Complement: 1 squadron TIEs

Emiel Skoff

Type: Historian
DEXTERITY 3D
 Blaster 3D+2, dodge 3D+1
KNOWLEDGE 4D
 Alien species 6D, bureaucracy 4D+2, cultures 5D, languages 6D+1, streetwise 5D
MECHANICAL 2D+2
 Astrogation 4D
PERCEPTION 3D+2
 Bargain 4D+1, search 5D
STRENGTH 2D+2
 Lifting 3D, stamina 4D
TECHNICAL 3D
 Computer programming/repair 3D+2
Character Points: 7
Move: 10
Equipment: Holdout blaster (3D), ink stylus and hardcopy notepad
Capsule: Emiel is an aging Human male. He is always disheveled (scraps of paper are tucked in every pocket) and he only rarely takes the time to groom himself properly.

Using proof from past history, Emiel hopes to show that despite less technology and fewer resources, the Rebellion can defeat the Empire. Emiel had been a respected educator at Darakin University, known for carrying his researches beyond what was needed to teach his courses. When the Empire assumed control of the curriculum, he packed his bags and left to continue his studies. He now searches for the means by which the Rebellion can defeat the Empire and restore order to the galaxy.



His studies have demonstrated that even the most heavily outnumbered forces can prevail. He has learned of a planet in the Gesaril system which the Empire has declared off-limits. Emiel is certain there is information there which could help the Rebellion.

Though tough-minded, Emiel is nevertheless a naive intellectual alone in a dangerous galaxy. He enjoys being busy, and immerses himself in research. (“Assuming my translation is accurate. this ancient text from the

planet Forntay relates how the primitive inhabitants rose up and defeated superior oppressors. Sadly, the natives are now extinct”)

Iceman

Type: Bounty Hunter

DEXTERITY 4D

Blaster 7D+1, brawling parry 5D+1, dodge 6D+2, melee combat 8D, melee parry 7D, vehicle blasters 6D

KNOWLEDGE 3D+1

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

MECHANICAL 2D+2

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

PERCEPTION 3D

Command 4D, hide 6D, search 6D, sneak 8D

STRENGTH 3D+2

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

TECHNICAL 2D

Computer programming/repair 4D+1, droid programming 4D+2, droid repair 4D+2, first aid 5D, security 6D

Character Points: 12

Force Points: 3

Move: 10

Equipment: Blaster rifle (5D), com-link, datapad, heavy blaster pistol (5D), Imperial bounty hunter certification, knife (STR+1D), 5 manacles. the Sudden Death (modified scoutship)

Capsule: The bounty hunter known as Iceman is tall, athletic and appears

glacially calm at all times. His skin is smooth and almost glassy. Smiles or other emotional displays never cross the face of Iceman. In fact, he is unable to demonstrate such emotions. Iceman is determined to maintain his perfect record as a bounty hunter.



Other than the fact that he hails from the distant Nord system, little is known of this reticent bounty hunter. Many think that his name is derived from the way he puts his targets "on ice," but it could be a reference to his reserved bearing. (On one occasion he calmly walked into a pirates' hideout and without a word shot all 12 pirates.)

Iceman has very little personality. He is always focused on the task at hand and has no interest in associating with others. Iceman has no mercy and believes in killing his quarry without any warning.

The Sudden Death

Craft: Modified Sydon Vehicle
Works MRX-BR Pacifier scout ship
Type: Modified scout ship
Scale: Starfighter
Length: 25 meters
Skill: Space transports: MRX-BR Pacifier
Crew: 1
Crew Skill: See Iceman
Passengers: 1, 8 (prisoners' brig)
Cargo Capacity: 25 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Atmosphere: 600; 1.200 kmh
Hull: 6D
Shields: 4D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 45/3D
Focus: 3/4D
Weapons:
3 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/
300/700 km
Damage: 9D
3 Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/1.2/25

Atmosphere Range: 100-
300/1.2/2.5 km
Damage: 3D

Kay-Emtoo (K-M2)

Type: Industrial Automaton K Series
Spaceport Control Droid

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 3D

Bureaucracy 8D, languages 5D,
planetary systems 5D+1

MECHANICAL 4D

Astrogatinn 5D+1, repulsorlift
operation 4D+2, space transports
6D+1, starship shields 5D+2

PERCEPTION 3D

Con 5D+1, hide 5D+2, search 6D+1,
sneak 5D+2

STRENGTH 2D

Lifting 4D

TECHNICAL 4D

Computer programming/ repair 6D+1,
demolition 6D, droid programming
7D, droid repair 7D, repulsorlift
repair 5D+1, security 6D+1, space
transports repair 5D+2

Equipped With:

Humanoid body (two arms, two legs)

Two visual and auditory sensor re-
corders

Vocabulator speech/sound system

Special Abilities:

Backup Memory: A combination of
backup battery and memory storage
units allows K-M2 to retain certain
information even through routine
memory wipes.

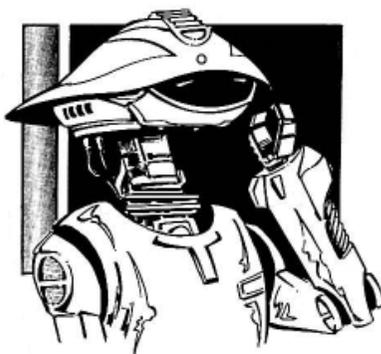
Command Override: An extra unit in
K-M2's housing neutralizes the ef-
fects of restraining bolts.

Move: 8

Size: 2 meters tall

Cost: 1,500 credits (used)

Capsule: Kay-Emtoo is a typical
third-degree spaceport control droid:
tall, awkward-looking, with a dome-
shaped cranium and a slightly pro-
truding mid-section. He is painted
bright red.



Emtoo is the result of a Rebel ex-
periment in using droids to penetrate
the Empire at vital points. K-M2 has
specially implanted and hidden back-
up power batteries and memory stor-
age units. Thus he was able to survive
Imperial memory wipes and repro-
gramming. K-M2 can even override
the hindrances of a restraining bolt.
The Rebellion made certain that K-
M2 found his way to an out-of-the-
way Imperial base so any malfunc-
tions would not jeopardize major mis-
sions.

Kay-Emtoo wishes to resume con-
tact with the Rebellion and provide
current information about the Imper-
ial forces in the sector such as the size
of enemy forces, current assignments,

and so forth. ("The Star Destroyer is incapable of hyperspace travel and the shields on its port side are not functioning due to a timing flaw in the sublight drives. If we are to attack at all, we must do so now.")

Displaying tremendous ability to do his duty, thanks in part to programming by the Rebellion's best slicers and engineers, K-M2 has risen to take over spaceport control on Travnin.

Kay-Emtoo is very organized. He performs his spaceport duties with great skill and care, but is very cognizant of his position in the Imperial hierarchy, so he does not overstep his boundaries. He is surprisingly compassionate, and Rebel programmers fear that Kay-Emtoo may someday sacrifice his excellent mole position to save an endangered person.

Neena

Type: Curious Explorer

DEXTERITY 2D+1

Blaster 3D+1, blaster: hold-out blaster

5D+1, dodge 5D, musical instrument

5D, musical instrument: string

oscillator 6D+1

KNOWLEDGE 3D+2

Languages 4D

MECHANICAL 3D

PERCEPTION 4D

Con 8D, hide 5D, search 5D, sneak

6D+2

STRENGTH 2D

Stamina 4D+2, stamina 5D

TECHNICAL 3D

Character Points: 8

Move: 10

Equipment: Datapad, fancy clothing, hold-out blaster (3D), work clothing

Capsule: Neena, a 19-year-old Human female, is almost always described as "cute" by those who meet her. She has an impish nature that is endearing to those around her, and she can usually smile her way into virtually anyone's heart.



Neena grew up in the household of Bail Organa on the world of Alderaan. When she began to display musical talent, Organa sent her off-planet to school to master her art. This meant she was away on the fateful day when the Empire used the Death Star to destroy Alderaan. In shock, Neena tried to seek out her friend Leia, but without the money provided by the Organa family, Neena was stranded.

Out of necessity, she began to play gigs on spaceliners. She tried to choose trips which might take her

near people she knew, but after a few months of trying, she gave up and soon found herself playing for the entertainment of decadent men and women on the far-flung planet of Adarlon. She earned a good living, but soon grew bored. That was when Drun Cairnwick recruited her and sent her to Travnin.

She is now attempting to build a reputation on the planet so that she can perform aboard The Chariot, where the Cluster Moff is rumored to live. She hopes she can learn something which will be valuable to the Rebellion.

Neena is introverted but friendly. The horrible memories she carries of the loss of other friends make it difficult for her to be close to others. But she believes in the Rebellion and respects the individuals who, like her, risk their lives to combat the tyranny of the Empire.

Porgo Goo

Type: Chortose Engineer

DEXTERITY 2D+1

Dodge 4D+2

KNOWLEDGE 3D+2

MECHANICAL 2D+2

PERCEPTION 2D+1

STRENGTH 2D+2

TECHNICAL 4D

Computer programming/repair 10D,
droid programming 10D, droid repair
9D, repulsorlift repair 10D, space
transports repair 10D

Character Points: 11

Move: 8

Equipment: Astromech droid, com-link, datapad, toolkit, work coveralls

Capsule: Porgo Goo, a native of Chortose, is short, plump, and furry. He loves above all to fix whatever needs fixing.



Porgo Goo and his brothers discovered a latent talent for engineering and starship repair at an early age. They all possess a strange, intuitive understanding of the workings of technological devices. They don't have the education to understand the theory behind the devices, but they still seem to be able to figure a way to make them work.

Together with his brothers, Porgo runs a small repair shop where ship owners in the know bring their vessels for repairs. The Goo brothers, given the proper motivation (not money, but dares and bets usually work), can complete a repair in as little as a third of the time. They charge the standard amount, but are frequently able to provide a little extra power or performance. They are

also perfectly willing to install devices considered illegal by the Empire, provided they think the device is “cool.”

Porgo is playful, not at all embarrassed by his lack of understanding of how technological devices function, and a lover of social gatherings particularly in crowded (often dangerous) cantinas.

Shlith-dan

Type: Arconan Criminal

DEXTERITY 2D+1

Blaster 4D+1, dodge 4D+1, melee combat 3D

KNOWLEDGE 3D+2

Bureaucracy 4D, languages 4D+1, streetwise 7D+2, value 8D

MECHANICAL 2D+2

PERCEPTION 2D+2

Bargain 5D+1, con 6D+1, gambling 4D, hide 5D, search 5D, sneak 5D

STRENGTH 2D+2

TECHNICAL 2D

Computer programming/repair 5D, security 5D

Character Points: 4

Move: 10

Equipment: Comlink, forged ID, heavy blaster pistol (5D), small pouch of salt

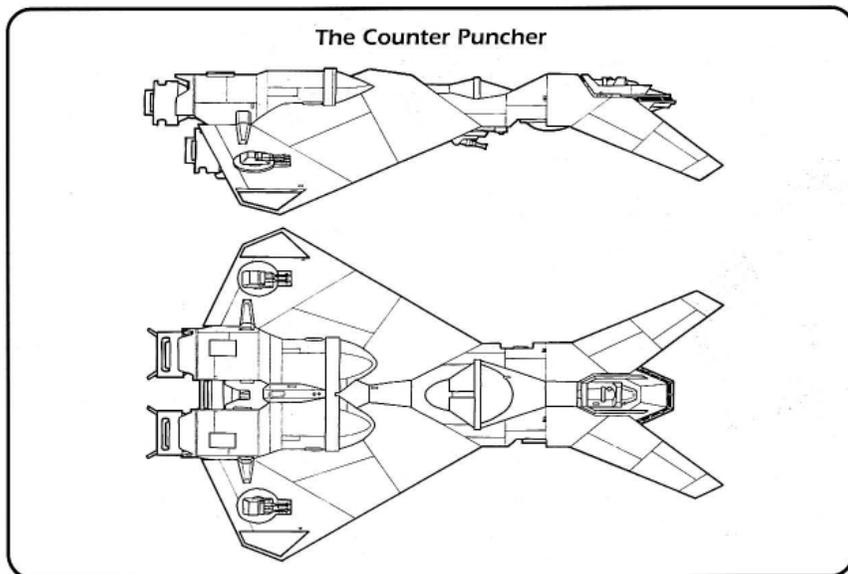
Capsule: Shlith-dan is an Arcona, his skin dark grey striated with brown streaks. His gold eyes attest his addiction to salt. Shlith-dan became addicted to salt at an early age and later became a dealer, as a means of supporting his habit.

Shlith-dan wishes to discover an organic shortcoming in another species which could result in physical addiction (much as salt does to the Arcona) so he can make a great deal of credits.



Late in the campaign, Shlith-dan makes his discovery, perhaps with the inadvertent help of the characters. He finds an uncommon, but cheap fungi which is addictive to people of the two Shesharile worlds. The fungi is the final straw in the collapse of the worlds.

As he grew older, Shlith-dan saw the fortune that was to be made in the black market with the right product at the right place and time. Using the connections he established on Arcona, he sought out virgin territory and eventually brought the black market to the Cluster. Most of the operators who were already in the Cluster resisted Shlith-dan's arrival, but his smoothly-run organization quickly



dominated the scene. The only competitor he has been unable to surpass is Yerkys ne Dago, and Shlith-dan does not want to mess with such a powerful individual.

Shlith-dan hopes to discover a biological weakness in one of the species of the Cluster which would addict them to a common substance like salt. In order to find such a weakness, Shlith-dan will often offer discounts to traders buying on the black market who will agree to test some substance on a native of a planet.

Shlith-dan is a calculating individual. He takes enormous risks, but his business savvy and competence usually save him from any ill effects.

Tor Skylow

Type: Cyborged Pirate

DEXTERITY 3D+2

Blaster 6D+1, brawling parry 4D+2, dodge 5D+2, melee combat 6D+1, melee parry 6D

KNOWLEDGE 2D

Planetary systems 5D

MECHANICAL 3D+2

Astrogation 4D+2, space transports 6D, starship gunnery 5D, starship shields 4D+2

PERCEPTION 3D

Con 6D+1, search 8D

STRENGTH 2D+2

Brawling 4D+2

TECHNICAL 3D

Computer programming/repair 5D

Force Points: 2

Character Points: 15

Move: 10

Equipment: Blaster pistol (4D), com-link, cybernetic arm (+1D to left arm to Strength to resist damage in com-

bat), flashy clothes, vacuum suit, 2,000 credits, the Counter-Puncher.

Capsule: Tor is a tall, physically fit woman, with shoulder-length red hair. She is known for wearing lavish and ornate clothing befitting her role as an evil plunderer, but she actually prefers a simple military uniform when not "performing."



As a member of the Imperial Navy, Tor convinced the crew of her patrol ship to rebel against the Empire. Those unwilling to join Tor were dropped in an escape pod and left to float in space. Imperial propaganda reports declared that the men were left to die, but Tor actually called the Imperial base on Travnin and informed authorities of the pod's location.

Tor and her crew then took her ship to a remote part of the Yelsain system where they modified the customs craft so that it was not instantly recognizable as an Imperial vessel.

The crew then took to pirating, renaming the ship the Counter-Puncher. Mostly they interrupt Imperial shipments, but they have been known to waylay light freighters they feel are serving the Empire's needs.

Some of the goods they capture are sold on Yelsain for bargain basement prices. In return, authorities on Yelsain help hide the crew and ship in times of extreme emergency.

Tor is the archetypical noble thief and is also a born leader. Those who know her well cannot help but appreciate her honesty and contagious confidence.

Pirate Crew: All stats are 2D except: Dexterity 3D, blaster 4D, melee combat 4D, Mechanical 4D, space transports 4D+1, starship gunnery 4D+2, Perception 3D, Strength 3D. Move 10. Blaster pistol (4D).

The Counter-Puncher

Craft: Imperial Customs Frigate

Type: Modified customs frigate

Scale: Starfighter

Length: 35 meters

Skill: Space transports: customs frigate

Crew: 6, gunners: 6, skeleton: 3/+10

Crew Skill: Space transports 6D+2, starship gunnery 7D, starship shields 6D+1

Passengers: 10

Cargo Capacity: 100 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x7

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 295; 850 kmh

Hull: 3D+1

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

Weapons:

6 Heavy Laser Cannons

Fire Arc:Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/Z5

Atmosphere Range: 100-

300/1.2/2.5 km

Damage: 5D

Yerkys ne Dago

Type: Twi'lek Loan Shark

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 5D+1,

cultures 5D+2, intimidate 7D,

languages 7D, planetary systems

4D+1

MECHANICAL 2D+2

PERCEPTION 4D

Bargain 7D, command 10, con 8D+1,

value 9D+2

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 3D+1,

droid repair 4D

Force Points: 3

Character Points: 26

Move: 10

Equipment: Blaster pistol (4D), expensive robes, 5,000 credits

Capsule: Yerkys is a very physically lit Twi'lek. He is usually well-dressed and makes daily changes in the ornamental painted designs on his head tails. Yerkys does make use of his head tails. The right one gestures and points to add flair to his speech while the left tail flexes when he is angered and quivers when he is content. Yerkys ne Dago wishes to drive the small Rebel presence and the Empire in the Cluster against each other.



The chaos caused by frequent conflicts opens many doors for smuggling and other criminal operations.

Yerkys ne Dago has publicly told the interesting tale of his life. Few would have guessed a Twi'lek capable of gaining as much power as Yerkys, but he is one of the most powerful and richest men in the Cluster.

Ryloth, the Twi'lek homeworld, is a haven for criminals and slavers. Yerkys himself escaped slavery by allying himself with a band of smugglers, and eventually took control of the band. Conditions on the planet were deteriorating quickly, so he decided to escape while he could.

Since his arrival in the Cluster, he has established a criminal network of black marketeers, smugglers and other undesirables which is practically unrivaled in the galaxy. Most of the beings in debt in the Cluster owe their lives (and a lot of money) to Yerkys.

He is currently on Shesharile 5, but is known to change locations frequently for security reasons. Superficially, Yerkys is very gracious and courteous, but he is actually a very base, corrupt and evil individual.

Drun Cairwick

Type: Rebel Agent

DEXTERITY 2D+1

Blaster 4D+2, dodge 6D

KNOWLEDGE 4D+2

Bureaucracy 7D, cultures 8D, streetwise 7D

MECHANICAL 2D

PERCEPTION 4D+2

Command 8D, con 7D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 5D

Force Points: 1

Character Points: 15

Move: 10

Equipment: Datapad, forged ID, heavy blaster pistol (5D)

Capsule: Drun looks older than his years. Once tall and broad shouldered, he has lost much of his strength in recent years. He is gentle in both voice and mannerisms, yet he has a strange magnetism. Drun's most important objective is to free the Minos Cluster from imperial domination, and in turn to free the galaxy as well.

When the Republic was overthrown by the Emperor, Cairwick was just beginning the training required to become a Jedi. The arrest of all his teachers, however, prevented him from ever being able to pursue this noble course, so he returned to his homeworld of Adarlon and began agitating against the Empire. Finally, Imperial agents moved against him and his supporters. By the time they got to the popular front headquarters, however, he was gone, and was never seen again. Now an old man, Drun still opposes the Empire with all his might and is an active member of the Rebellion. A year ago, he was finally arrested and taken to the prison asteroid in the Gesaril system. His aim was to create an uprising among the people of Minos Cluster, and to either mold it into a safe haven for members of the Rebellion or cost the Empire a great deal in time and resources in reclaiming it. If the Rebellion in Minos Cluster is to succeed, he must be rescued. The people of the Cluster trust and believe in him and his cause, and

they would follow him if he asked them for aid. In short, he is the key to the Rebellion, and the future of the Cluster is tied to his existence.



Drun Cairnwick is a very charismatic and influential man, who became famous many decades ago for his opposition to the Imperial takeover of the galaxy. (“We are not truly free, if it is simply given to us - we are only truly free if we have given it to ourselves. The Empire made us slaves, and now it is time for us to give ourselves our freedom. The time for revolt is now.”) He became something of a hero, and is now a part of popular folklore. He is a genial and soft-spoken man, yet he is extremely charismatic and can have a great effect on people.

Axtor Bridgeman

Type: Tramp Freighter Captain

DEXTERITY 2D+2

Blaster 4D+2, dodge 3D+2

KNOWLEDGE 3D+1

Bureaucracy 4D+1, cultures 4D, languages 4D, planetary systems 5D+1

MECHANICAL 3D

Astrogation 4D, space transports 6D, starship gunnery 4D+2, starship shields 4D+2

PERCEPTION 3D+2

Command 7D+1, con 6D+1, search 8D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 3D+1

Computer programming/repair 5D, space transports repair 5D

Character Points: 11

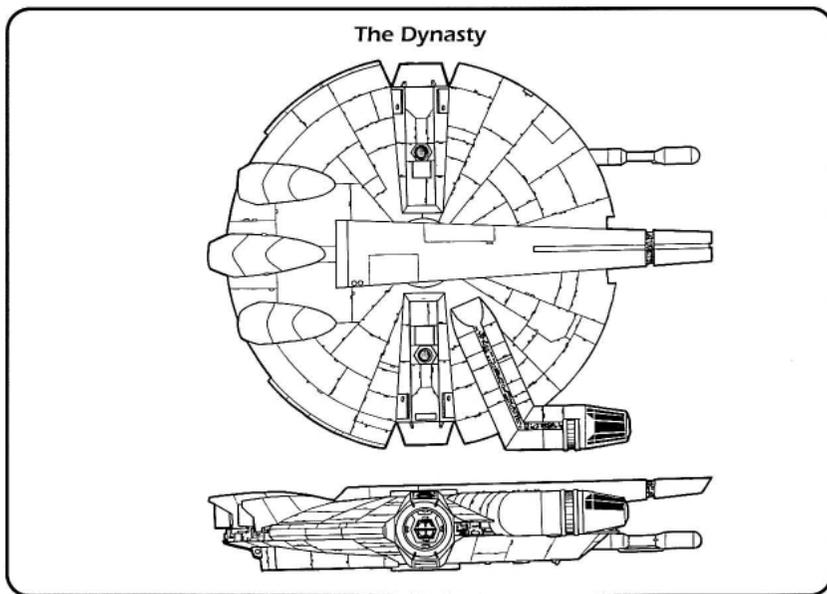
Move: 10

Equipment: Datapad, blaster pistol (4D), uniform, the Dynasty

Capsule: Axtor is an older Human. His hair has been greying for the last 20 years, so the only signs that he's aging are the lines in his face. Axtor has the large, strong hands of a mechanic, Axtor simply wishes to pay all his debt to the Twi'lek loan shark, Yerkys ne Dago. While he has been able to cover the interest charges, a sizeable loan is still outstanding.

Axtor's first contact with life aboard a freighter came when a ship owner named Bridgeman offered his father a position on a vessel in return for his excellent repair work. Axtor's father accepted immediately and soon found himself advancing through the ranks. Later, Axtor was given the opportunity to accompany his father on a trip and that brief experience of life

The Dynasty



among the stars sold Axtor on that livelihood.



Axtor, however, did not desire to work for a large corporation and sell his freedom for a salary. He wanted the kind of freedom which the galaxy can only offer an independent man. He gambled and borrowed from a

loan shark to buy his own stock light freighter, the Dynasty. His luck runs either very hot or frigidly cold, but overall he has been unable to dent the original loan.

Axtor is an easy-going man, one not given to following rules and regulations. He has accepted his odd streaks of bad luck and good luck, and seems to enjoy both equally. ("Yeah, I'll sell for that price if it's the best you offer. I'll find some way to recover the lost money and meet my interest payment.") If he somehow became wealthy, he might be tempted to quit the freight business. But that would send him to the grave years earlier than his life among the stars would, and he knows it.

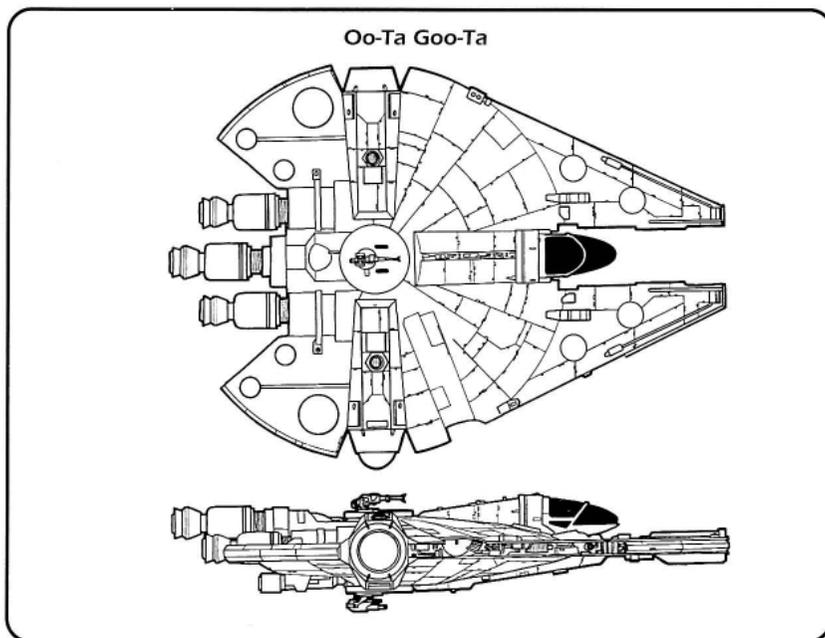
The Dynasty

Craft: Modified Corellian YT-1210
Light Freighter
Type: Modified light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1210 light freighter
Crew: 1, gunners: 1
Crew Skill: See Axtor Bridgeman
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyper-drive Multiplier: x2
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
1 Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/
1.2/2.5 km
Damage: 5D
2 Concussion Missile Tubes
Fire Arc: 1 front, 1 back
Skill: Starship gunnery
Fire Control: 1D

Space Range: 1-2/8/15
Atmosphere Range: 100-
200/800/1.5 km
Damage: 8D

Chordak

Type: Rodian Pilot
DEXTERITY 3D
Blaster 4D+2, dodge 4D, grenade 6D,
vehicle blasters 3D+2
KNOWLEDGE 2D
MECHANICAL 4D
Astrogation 3D, space transports 4D,
starship gunnery 3D+2, starship
shields 3D+1
PERCEPTION 2D
Bargain 3D+1, command 3D,
gambling 4D+1, hide 4D, search 4D,
sneak 4D+2
STRENGTH 2D+2
Brawling 3D+2
TECHNICAL 2D
Computer programming/repair 3D,
demolition 6D+1, security 3D, space
transports repair 2D+1
Character Points: 8
Move: 10
Equipment: Blaster pistol (4D), 4
grenades (5D), the Oo-Ta GooTa
Capsule: Chordak is a Rodian pilot.
His tapir-like snout is a bit longer
than normal and his skin is perhaps a
shade darker because he spends so
little time in the sunlight, but he is av-
erage in most respects. Chordak has
command of one of the fastest ships
in the Minos Cluster, the Oo-Ta
GooTa, and he wishes to carry on his
trade practices, but hopes to catch the
attention of the Empire so he will be
trusted with more valuable cargo (Im-



perial diplomats, messengers, the regular run to the prison on Gesaril, etc.).

Chordak grew up on Rodia, and was bred to the Rodian lifestyle and philosophy. However, he had little taste for killing for the sake of killing, something most Rodians accept as normal. Unable to ignore his questionable Rodian tendencies completely, he didn't mind putting his deadly abilities to work in another trade. With the small ship Oo-Ta Goo-Ta at his disposal, Chordak took to the trading lanes. Sometimes unwilling to play completely by the rules, Chordak plays the pirate and steals from other tramp freighters.

His normal tactic is to use his superb demolition skills to rig the target

ship with explosives and follow it through hyperspace until they reach a remote location. He then triggers the bomb and cripples the target.



Though Chordak is a bit more cultured than most Rodians, he has not lost all his Rodian tendencies and will not hesitate to use violence. He is a dangerous opponent because he is tenacious when pursuing a goal.

Oo-Ta Goo-Ta

Craft: Modified Corellian YT-1300

Light Freighter

Type: Modified light freighter

Scale: Starfighter

Length: 26.7 meters

Skill: Space transports: YT-I300

Crew: 1

Crew Skill: See Chordak

Passengers: 1

Cargo Capacity: 50 metric tons

Consumables: 3 weeks

Cost: Not available for sale

Hyperdrive Multiplier: xl/2

Hyperdrive Backup: x5

Nav Computer: Yes

Maneuverability: 3D

Space: 8

Atmosphere: 295; 850 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 45/3D

Focus: 3/4D

Weapons:

2 Modified laser Cannons (fire-linked)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/
1/1.7 km

Damage: 2D

1 Blaster Cannon

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/
1/1.7 km

Damage: 4D

Korkeal Hai

Type: Tramp Freighter Captain

DEXTERITY 2D+2

KNOWLEDGE 3D+1

Bureaucracy 5D+1, planetary systems
5D+1

MECHANICAL 3D

Astrogation 3D+2, repulsorlift
operation 4D, space transports 5D,
starship gunner 4D, starship shields
4D

PERCEPTION 3D+2

Bargain 5D, value 5D+2

STRENGTH 2D

TECHNICAL 3D+1

Computer programming/repair 5D,
droid programming 4D+2, droid
repair 4D+2, space transports repair
6D+2

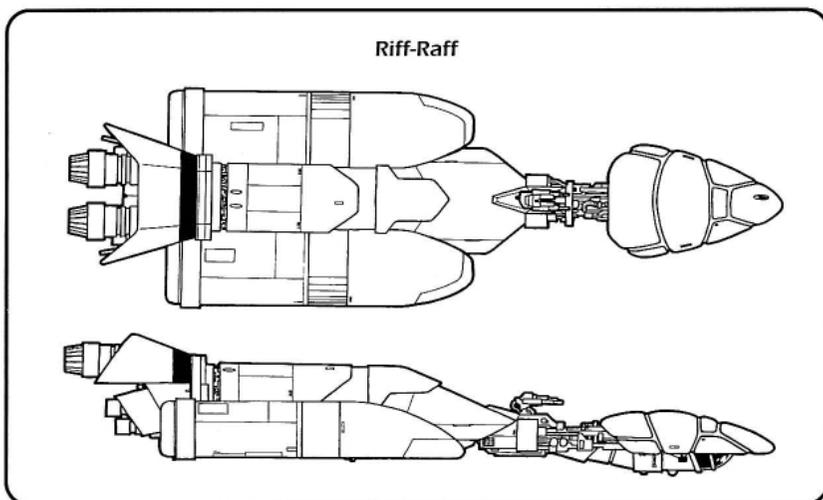
Force Points: 1

Character Points: 22

Move: 10

Equipment: Blaster pistol (4D),
datapad, tool kit, the Riff-Raff

Capsule: Korkeal is a Human female
with a slender build. She combats her
failing eyesight with a pair of archaic
plasspecs rather than with medication.
Korkeal Hai loves to modify her ship,



the Riff-Raff, so that “it is the best light freighter in the galaxy”. (Which is a somewhat dubious label.)



Korkeal spent her formative years in the Shesharile system constructing a light freighter from spare parts. Unable to handle all of the finer technological points herself, Korkeal used a large chunk of her earnings to import

an old high-grade computer (a relic of the Clone Wars) which assisted in the construction effort by offering advice.

The ship was completed a few years ago, but Korkeal didn't leave the computer behind. It is installed in the ship now and constantly nags the poor woman about the disarray on board.

Korkeal is hyper-kinetic and never tires of trying new combinations of parts or going through the piles of machinery strewn about her ship. (“No, I won't throw away my Torshkin M-2 intergyrons. I'll figure out some way to use them to make this ship even better! What do you mean 'better than what?' lzzat some kind of crack?”)

The Riff-Raff

Craft: Modified CorelliSpace Gymsnor-3 Freighter

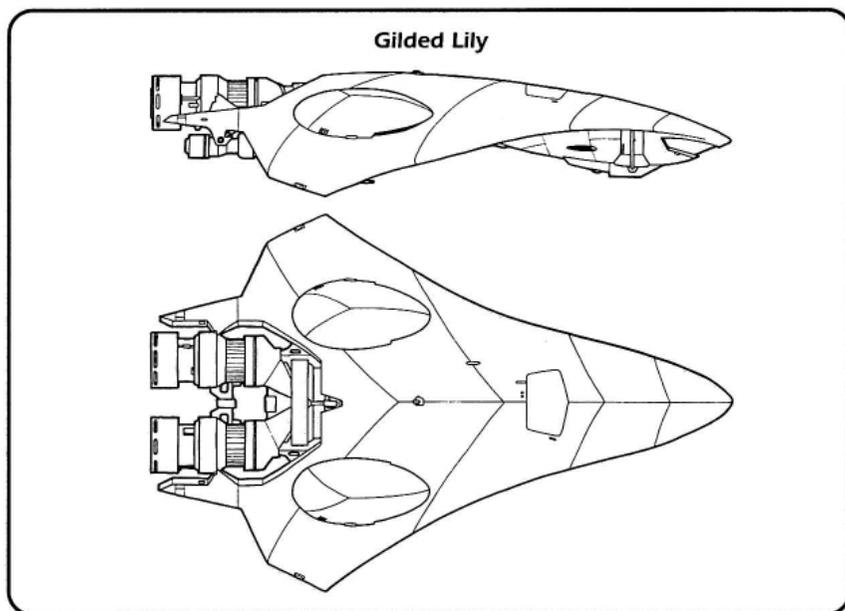
Type: Modified light freighter
Scale: Starlighter
Length: 34.1 meters
Skill: Space transports: Gymsnor-3
Crew: 1
Crew Skill: See Korkeal Hai
Passengers: 4
Cargo Capacity: 75 metric tons (10 metric tons are full with junk, scrap parts and various other unidentifiable pieces of mechanical debris)
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 480; 800 kmh
Hull: 6D
Shields: 2D
Sensors:
 Passive: 15/0D

Scan: 30/1D
Search: 45/2D
Focus: 3/3D

Weapons:
 1 Heavy Blaster Cannon
 Fire Arc: Turret
 Skill: Starship gunnery
 Fire Control: 2D
 Space Range: 1-5/10/17
 Atmosphere Range: 100-500/
 1/1.7 km
 Damage: 5D

Rollo Morsai

Type: Tramp Freighter Captain
DEXTERITY 2D+2
 Blaster 4D, brawling parry 4D
KNOWLEDGE 3D+1
MECHANICAL 3D



Astrogation 5D+2, space transports 6D, starship gunnery 5D, starship shields 6D+2

PERCEPTION 3D+2

Bargain 6D, con 6D, value 5D+2

STRENGTH 2D

Brawling 5D+1

TECHNICAL 3D+1

Character Points: 9

Move: 10

Equipment: Blaster rifle (5D), datapad, flight suit, the Gilded Lily (modified star yacht)

Capsule: A very beautiful woman in her prime, Rollo is now somewhat gaunt and lethargic from inactivity and despair. Her objective is fairly simple: survive. She also has a burning desire which she expects to never fulfill - ruin Babel Torsch like Torsh ruined her.



Certainly Rollo Morsai is not very well known, but Jona Reeten is certainly famous. Jona was Rollo's working name for many years, the years when the woman was a famous actress in the Adarlon system. A life

which was the product of talent and a bit of luck was felled by one stroke of bad fortune. Rollo was the hottest actress in the holo business when the tyrannical imperial Officer Babel Torsh began an investigation of the holo industry, and her career was destroyed when it was discovered that she had played a Jedi fighting the Clone Wars in a holo many years before.

Blacklisted and unable to find acting work, Rollo did the only thing she could think of: she converted her expensive space yacht, the Gilded Lily, into a light freighter and she now attempts to make a living through trade runs. Prone to fits of despondency, much of the work is actually done by Rollo's pilot and former valet, Tiebo.

Rollo has accepted what has happened to her without too much bitterness. She believes that there is more pain to come in her life and she is not eager to meet it head on.

The Gilded Lily

Craft: Converted Baudoclass Star Yacht

Type: Modified space yacht

Scale: Stariighter

Length: 32 meters

Skill: Space transports: Baudo-class space yacht

Crew: 1

Crew Skill: See Rollo Morsai

Passengers: 4

Cargo Capacity: 75 metric tons

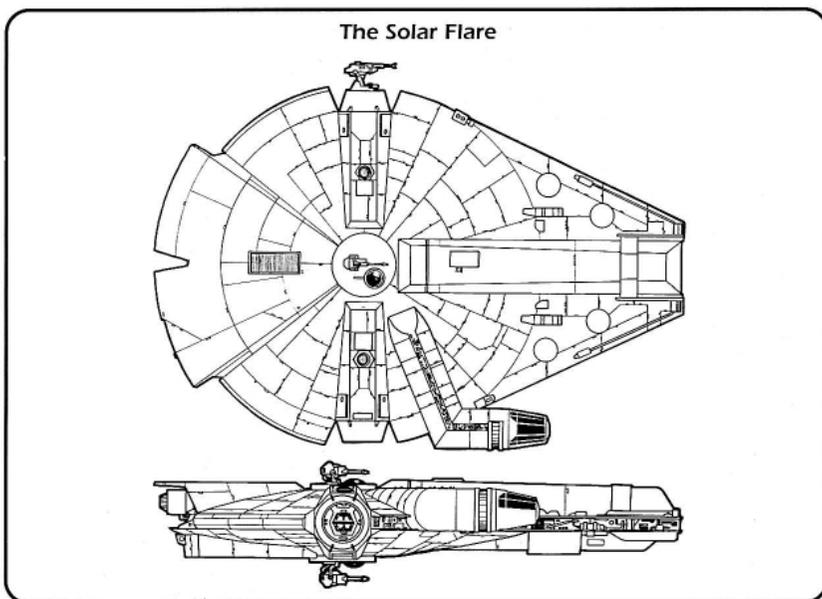
Consumables: 1 month

Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
Shields: 1D
Sensors:
 Passive: 10/0D
 Scan: 25/1D
 Search: 40/2D
 Focus: 2/3D
Weapons:
 1 Laser Cannon
 Fire Arc: Turret
 Skill: Starship gunnery
 Fire Control: 2D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-
 300/1.2/2.5 km

Damage: 2D

Trynic

Type: Devaronian Tramp Freighter
 Captain
DEXTERITY 2D+1
 Blaster 4D+2, brawling parry 4D+2,
 dodge 3D+2
KNOWLEDGE 3D+1
 Alien species 4D+1, bureaucracy 7D,
 languages 6D+2, planetary systems
 7D
MECHANICAL 2D
 Astrogation 5D+2, space transports
 6D+1, starship gunnery 5D, starship
 shields 4D+2
PERCEPTION 4D
 Bargain 6D+1, command 4D, con
 6D+2, gambling 5D, search 4D+1
STRENGTH 2D
 Brawling 5D+2, lifting 3D
TECHNICAL 3D



Computer programming/repair 4D

Character Points: 7

Move: 10

Equipment: Blaster pistol (4D), the Solar Flare

Capsule: Trynic is a Devaronian humanoid, with a pair of dark horns atop a hairless head and red-tinted skin. His most significant feature is his piercing eyes. This is very unnerving to those who communicate with him, so anyone attempting to con Trynic receives an increase of one difficulty level for their skill roll. Trynic is considered to be the best of the tramp freighter captains in the Minos Cluster. His shrewd bargaining skills and quick mind help him turn an immense profit and then re-invest in all sorts of adventures.



Dubbed "the Devil" by other tramp freighter captains, Trynic lives up to this name by making clever, precisely executed business deals. Trynic is a shrewd individual who is

prepared for practically any eventuality, and inevitably gets the best of anyone he deals with. He loves the life as a small cargo handler and uses the well-known Devaronian wanderlust as an excuse to remain in space.

The Solar Flare

Craft: Modified Corellian YT-1300 Light Freighter

Type: Modified light freighter

Scale: Starfighter

Length: 30.6 meters

Skill: Space transports: YT-1300

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

Crew Skill: See Trynic

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x7

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

Hull: 6D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire separately)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100300/
1.2/2.5 km
Damage: 2D
Heavy Blaster Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/
1/1.7 km
Damage: 5D

GESARILS

These small, heavily-furred, six-limbed creatures have some strange affinity for the Force, and a few individuals among them are able to use it to great effect. They are highly sensitive to emotion, and greatly fear anger and aggression.

When the Empire's scouts first landed on Gesaril, they were very aggressive and treated the natives harshly. It is believed that the Gesarils combined their strange powers to crash the scout ship as it took off. Later, when other ships came to investigate, they apparently dragged them out of orbit and brought them to the ground. This is a speculation - no one knows for sure...

In truth, the Gesarils don't mind if people land, as long as they are not full of hate. You will have to decide how they view the traders. If the traders display negative emotions when they go to the planet, the Gesarils will attempt to make their ship crash. The ship will experience inexplicable mechanical malfunctions with no apparent cause. The pilot must

make a Difficult space transports roll to bring the ship down safely, a Moderate roll to escape back into orbit.

The Gesarils are very friendly with visitors who are not fearful or aggressive, but can be extremely skittish around those who are moody or violent. They are hyperactive and constantly race around chasing one another playfully. Individuals can be identified by their fur markings and colors. Though they cannot speak Basic, their psychic sensitivity allows them some limited communication with visitors.

The Gesarils are excellent carvers, and enjoy making masks and small statues out of wood. The carvers somehow imbue their carvings with psychic energy, for when they are held, the emotion the crafter was feeling while making the carving can actually be felt. This makes the carvings potentially extremely valuable trade items (as long as the Empire doesn't find out where they came from, of course).

Gesaril

Attribute Dice: 12D
DEXTERITY 2D/5D+2
KNOWLEDGE 1D/1D+2
MECHANICAL 2D/3D+2
PERCEPTION 3D/5D+2
STRENGTH 2D/3D
TECHNICAL 1D/2D

Special Abilities:

Mass Force: When at least a thousand Gesarils link their minds, they can exert a form of telekinesis which is devastating to mechanical vessels even in



orbit. Any vessel which is deemed strong in the dark side can be pulled from orbit and made to crash.

Empathic: All Gesarils are sensitive to emotion and posses the Force skill sense at 1D.

Move: 12/15

Size: 2 meters tall

Gamemaster Notes: It is strongly recommended that players not be allowed to play Gesaril characters.



STAR WARS

THE MINOS CLUSTER GAMEMASTER'S GUIDE

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