

STAR WARS

020119

ADVENTURER'S JOURNAL

ISSUE THREE



Adventurer's Guide to Military Forces

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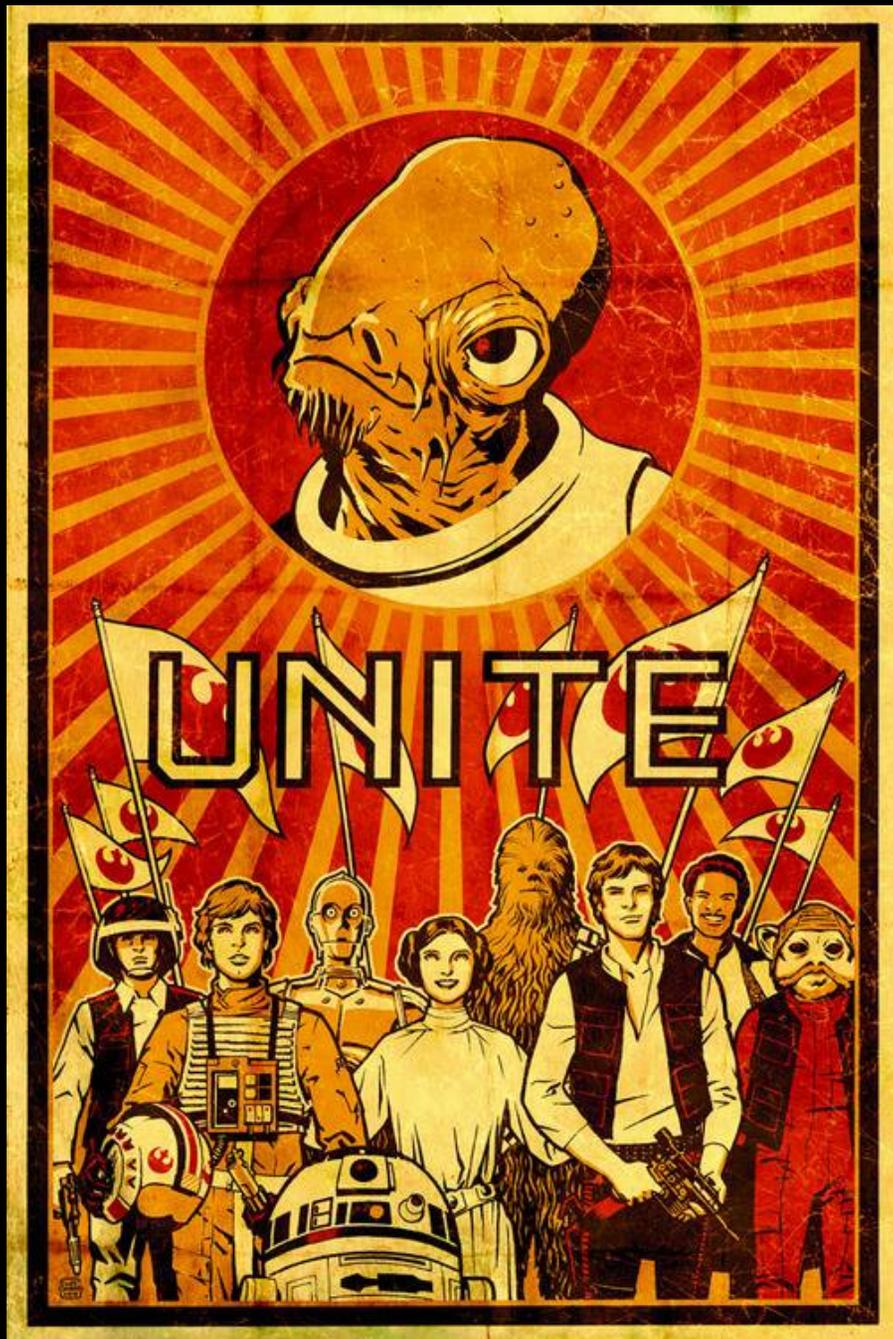


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GENERAL QUARTERS



The varied armed forces of a country, province, or even a planet compromises less than one percent of its total population. Such a small group of individuals when compared to the whole seem insignificant and therefore invisible to all but politicians and corporations.

One thing is for certain, they are not invisible to each other.

Throughout my years of service the core skills and beliefs I grew up with were augmented and matured by the knowledge, lifestyle, and culture of the military. Discipline of self, duty to others, and respect for all were my foundation.

Integrity First, Service Before Self, and Excellence In All We Do

The core values of the Air Force completed the construction of a Logistics Management Specialist. A man who has had the unique experience of riding horses around the Pyramids of Giza in Egypt, walking the neon lit streets of the Shibuya district of Tokyo, and supporting the Basic Military Training program at Lackland Air Force Base.

None of those experiences compare to the fellowships I have gained and forged through time, the shared experiences, and mutual respect. One word comes to mind, brotherhood.

It was my honor and pleasure to have served in the United States Air Force for twenty years and after half of my life spent protecting and defending the individual opinions and beliefs of my country, I retired to pursue a degree in Art Education, Minor in Psychology with the goal of becoming an Art Therapist. Just when you have it, all figured out, the Force reveals itself in your life as your priorities shift, family changes and grows, and blessings come into your life.

Like a reservoir, those skills and experiences I have gained are a wellspring of knowledge that I now put to use at the University of Texas at San Antonio.

Whether you support the Empire of rise with the Rebellion within the Star wars universe, you support the often-nameless faces of a military organization. If you can do so in fiction, please support the members and Veterans of our own armed forces.

ADVENTURER'S JOURNAL

ISSUE THREE

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STAR WARS Timelines

CANON

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

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

ADVENTURER'S

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

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

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AJ-020119



DISTANT SUNS SQUADRON

by Dustin Hawk

History

Established just over ten years before the outbreak of the Clone Wars, Distant Suns Squadron was created by former officers of the Republic Judicial Forces who were dissatisfied with the overall corruption and ineffectiveness of their organization, coupled with the erosion of overall peace and stability out on the Rim. The Galactic Republic was practically non-existent in the Outer Rim, and massive institutions such as the Trade Federation only protected and patrolled routes that were effectively controlled by them, leaving many systems to fall prey to rampant piracy, slavers, starship jackers, and other criminal elements such as the Hutt Cartels.

Initially-equipped with a handful of hyperspace sled-equipped Z-95 Headhunters, Cloakshapes, and modified Zebras, a young Shenn Pharson, former Lieutenant in the Judicial Forces, set up base on the remote arid world of Platmor, which was sparsely-populated, but adjacent to many key hyperspace routes that would provide access to dozens of star systems outside the coverage of the galactic government.

Type/Unit Level/Size: Volunteer Patrol Squadron

CO: Colonel Shenn Pharson

Base: Platmor Fighter Base, Platmor, Outer Rim Territories

Mission: Intersector patrol, anti-piracy operations, smuggler interdiction

Affiliations: Independent (reports to the Sector Rangers)

Zone of Operations: Outer Rim Territories

Success Rate/Threat: 85%/Low

Many of those were home to fledgling colonies which possessed little in both personnel and equipment to adequately defend themselves, let alone each other, from attack. As such, the Distant Suns were a welcome sign of relief, who asked for little more than fuel replenishment and whatever supplies and replacement parts could be spared.

Despite the establishment of a Grand Army of the Republic and the remobilization of the Republic Navy, little had actually changed in the scope of operations for the Distant Suns. While sympathies ran deep towards the Republic, its leadership insisted that the squadron remained neutral during the Clone Wars. While several of the systems within the Distant Suns' area of responsibility would host battles between Republic and Separatist forces, they kept focus on stifling piracy, and even added the mitigation of illegal salvaging operations to their mission set.

While the fall of the Republic and the rise of the Empire would undeniably alter the state of the Outer Rim, Distant Suns Squadron would remain both a relevant and authorized force. Whereas previously loyal planetary militias would find themselves demobilized and stripped of weapons and equipment to be replaced by Imperial garrisons, the Distant Suns were not actually considered a military, or even paramilitary, unit by the Empire. Instead, they were granted a license of operations for inter-system security, and would report to the Sector Rangers, themselves classified as a law enforcement organization. Additionally, the Distant Suns were offered surplus, decommissioned starfighters from the former Republic Navy. While considerably more expensive to operate, the introduction of ARC-170s and BTL-S3 Y-Wings were very much welcomed by the squadron at that time, and could now count on not only the prowess of their pilots, but the quality of their ships.

By the rise of the Rebellion and the outbreak of the Galactic Civil War, the Distant Suns' area of responsibility had expanded even further, which added both long-range patrol and smuggler interdiction to its list of roles. They now face growing challenges, with aging Clone Wars-era craft, poor pay, the ever-increasing expense of supplies and munitions, along with several experienced pilots and support personnel that left ranks due to their dissatisfaction with the Empire. While Colonel Pharson shares personal distaste with the Republic's iron-handed replacement, he also recognizes that his squadron still has a job to do out there on the Outer Rim.

Organization and Tactics

Distant Suns Squadron differs little with regard to basic organization of the military starfighter squadron that is common in both the Rebel Alliance and the Empire. It too is made up into flights, although six in total rather than the standard three. Each flight is led by a Flight Lead, often a lieutenant or higher in rank, with subordinates treating each other as wingmates. Distant Suns is broken down into three flights of Y-Wing starfighters, designated as Patrol Flights One, Two and Three; and three flights of ARC-170 aggressive reconnaissance starfighters, designated as Aggro Flights One, Two and Three. Depending on the mission parameters, two flights of Y-Wings will often operate with one flight ARC-170s on major sorties. If confined to a single patrol, two Y-Wings will fly as a pair, or sometimes augmented with a sole ARC-170.

As a unit dedicated primarily to patrol and anti-piracy, the Distant Suns often make use of their craft to the maximum potential of their respective capabilities. Since the ARC-170 compliment is more focused on their anti-ship/anti-fighter capabilities, their crews will use the ARC-170's powerful sensor suite to detect and engage hostile targets at long-range. If possible, Y-Wing crews will use their ion cannons in order to disable hostiles and capture them to make arrests on behalf of the Sector Rangers and/or the planetary governments they actively work with. If the targets are downed, the flight crews will additionally make use of the Y-Wing's space-to-surface targeting and tracking sensors to locate any survivors and report them to local authorities.

Even though the squadron is equipped with heavy weapons, particularly proton torpedoes, they are rarely outfitted with them and only use them as a last resort. Distant Suns Squadron also possesses the military-level permits to load, carry, and ultimately expend their proton torpedoes against hostiles, but they have relatively few torpedoes in their arsenal. Additionally, the permits are very expensive to maintain and will often lapse for at least a few months out of the standard year, due to the sheer cost and the duration it takes for all of the filed paperwork to finally clear for their renewal. When fielded, only a handful of their starfighters are loaded with a single pair of torpedoes.

Despite their independent stance towards both the Rebel Alliance and the Galactic Empire, the Distant Suns remain law-abiding and tend to toe-the-line with respect to Bureau of

Ships and Services' regulations, Imperial law, and the Sector Rangers' edicts. However, the squadron views the Sector Rangers as its overarching organization to report to and generally will defer to their authority when requested. As such, squadron members prefer working with the Sector Rangers instead of the Imperial Navy or its subsidiary organizations. If the capability of pirate vessels exceed what the Distant Suns can handle, they will instead report, track the targets and notify the local governments, along with the Sector Rangers, who will in turn up-channel those to the Imperial Navy.

Between its formation just over ten years prior to the Clone Wars and the modern era (two years BBY), Distant Suns Squadron was staffed between twelve and forty-eight starfighter pilots (current membership is thirty-five), thirty to sixty maintenance and support staff (presently forty-seven), ten to twenty droids (now numbering eighteen) and four to twelve command staff (now nine in total). Originally, the squadron fielded five Z-95AF3 Headhunters, four Cloakshapes and three Zebras, but after the rise of the Empire, it received twelve BTL-S3 Y-Wings and six ARC-170s as replacements, plus two Kappa-class shuttles. The Distant Suns have also procured four repulsorsleds and six 74-Z speeder bikes for local maintenance recovery missions. All personnel, equipment and vehicles are permanently-assigned to Platmor Fighter Base, but often forward-operate in systems across the Outer Rim Territories.



NPC Stats

Typical Distant Suns Squadron Pilot. *All stats 3D except: dodge 4D, communications 4D+2, sensors 5D, starfighter piloting 5D, starfighter piloting: Y-Wing or ARC-170 6D, starship gunnery 5D, law enforcement 4D+2, search 4D+2, stamina 4D, computer programming/repair 4D+2, starfighter repair 4D+2. Move: 10. Flight suit, blaster pistol (4D damage), two weeks emergency rations. Character points: 0-4.*

Equipment, Weapons, and Armor

Incom/Subpro ARC-170 Starfighter. Starfighter, sensors 4D, starship gunnery 5D, starfighter piloting 5D, starship shields 3D. Hyperdrive multiplier: x1.5, nav computer: No (uses astromech droid). Maneuverability 3D, space 8, atmosphere 365, hull 5D, shields 1D+2. Weapons: 2 Medium Laser Cannons (fire control 2D, damage 6D), 2 Laser Cannons (fire control 2D, damage 5D), 2 Proton Torpedo Launchers (6 carried) (fire control 2D, damage 9D)



Koensayr Manufacturing BTL-S3 Y-Wing Starfighter. Starfighter, astrogation 3D+2, starship gunnery 4D+1, starfighter piloting 4D+2, starship shields 3D. Hyperdrive multiplier: x1, nav computer: No (uses astromech droid). Maneuverability: 2D, space 7, atmosphere 350, hull 4D, shields 1D+2. Weapons: 2 Laser Cannons (fire control 2D, damage 5D), 2 Light Ion Cannons (fire control 3D, damage 4D ionization), 2 Proton Torpedo Launchers (fire control 2D, damage 9D)

DISTANT SUNS SQUADRON

New Skills and Rules

Removable Hull Plating

Model: Koensayr Manufacturing BTL-HP3 Plating

Type: Removable Hull Plating

Cost: N/A (comes standard with Koensayr BTL-S3 Y-Wing)

Weight: 5 metric tons

Availability: 2

Game Notes: Removable Hull Plating is a standard feature to the stock BTL-S3 Y-Wing starfighter. While installed, it adds +2 to the Hull code of the fighter. However, when attempting a starfighter repair skill check on the fighter, add +10 to the difficulty, due to lack of accessibility to vital components and/or wiring.

The Rancor Pit

The rules supplements can tell you how to build a sentient, Force-using rancor. Your friends at the Rancor Pit can tell you why it's not a good idea.



www.rancorpit.com

A forum dedicated to Star Wars D6 discussion

Bronze Nimbus: The Nimbus Commandos

by Jason Dray

Era: 62 BBY to 19 BBY (Clone Wars)

Size

At peak strength, in 24 BBY, the Nimbus Commandos were a Battalion-sized force, fielding approximately 1,200 commandos. After the Battle of Jabiim, less than 200 commandos remained alive. Recruiting efforts managed to bring the Nimbus Commandos back up to 900 soldiers, only to see nearly 300 desertions when Jabiim pledged loyalty to the Galactic Empire. Though the unit received a rapid influx of recruits after joining the Empire, the Imperial Storm Commandos conscripted the top one-third of the unit, and the Nimbus Commandos were never able to field more than two brigades.

Commanding Officer

Altus Stratus commanded the Nimbus Commandos from 31 BBY until his death in 21 BBY. Altus Stratus was a zealous supporter of the Separatist movement and held the Galactic Republic responsible (possibly with good reason) for the state of things on his homeworld. Upon the death of Stratus, Colonel Mazi assumed control of unit. Colonel Mazi oversaw the reorganization of the Nimbus Commandos into the Imperial Nimbus Commandos in 19 BBY, leading the unit until his death in 7 BBY. Where Altus Stratus was a true believer, Colonel Mazi was a power-hungry egomaniac, using his commandos to make himself indispensable to the Imperial Sector Moff.

Home Base

The Nimbus Commando training camp was located on the Razor Coast of Jabiim, though they were officially headquartered in the city of Chaol.

General Mission

Operationally, the Nimbus Commandos were intended to be used as an anti-piracy raiding and harassing force in company and platoon sized elements. Altus Stratus, however, chose to use them as his personal guard, an act which has been

Jason Dray - CLONE WARS ERA (62 BBY - 19 BBY)

criticized by many military historians. By using the Nimbus Commandos as front-line shock troops, Stratus relegated his commandos to an infantry role. Though they proved highly effective in this role, the losses suffered by the Nimbus Commando during the 43-day long Battle of Jabiim destroyed their effectiveness as a unit for years to come.

Affiliations

Between 62 BBY and 29 BBY, the Nimbus Commandos were, on paper, a Republic Planetary Militia. However, the unit followed their leader, Altus Stratus, into open rebellion against the legitimate government of Jabiim in 29 BBY and pledged allegiance to the Separatist cause in 24 BBY. In 18 BBY, the newly reorganized and renamed Imperial Nimbus Commandos officially declared for the Galactic Empire.

Zone of Operations

Though original operations were confined to the planet of Jabiim, the unit was known to raid Republic targets throughout the Phelleem sector, particularly the planets of Taskeed, Dennogra, Agon, and Handooin. Later, during the era of the Galactic Empire, the Imperial Nimbus Commandos were used throughout the Phelleem and Corva sectors.

Success Rate

The Nimbus Commandos achieved a success rate of 92% between 62 BBY and 29 BBY, primarily counterstriking against attacks by pirates and raiders. From 29 BBY to 21 BBY, the unit



achieved a 96% success rate, though higher casualties became the norm. During the Battle of Jabiim in 21 BBY, the Nimbus Commandos succeeded in killing 13,000 Clone Troopers and at least 27 Jedi, forcing the Republic off to evacuate Jabiim entirely. Though the Nimbus Commandos were augmented by conscript militia forces and CIS battle droids, historians agree that the Nimbus Commandos bore the brunt of the fighting. During the two-month battle, the Nimbus Commandos lost their leader and suffered over 80% casualties.

History

Initially formed as a rapid response element to counter Trandoshan raiders and Lythian Pirates in 62 BBY, the original Nimbus Commandos were a small, special operations arm attached to the Army of Jabiim. Jabiim, a small and muddy planet in the Phelleem Sector, was rich in mineral wealth but plagued by constant monsoon-like storms.

Between 29 BBY and 23 BBY Jabiim was locked in a brutal civil war between Nationalist (who wished to leave the Republic) and Loyalist forces. For the most part, the Nimbus Commandos sided with the Nationalist Army of Jabiim. By 24 BBY there were approximately 1,200 Nimbus Commandos, though losses during the Battle of Jabiim in 21 BBY would cause unit strength to dip below 200 soldiers. Most historians will note, however, that the Republic was forced off of Jabiim during this battle, and suffered the horrific losses.

Following the Battle of Jabiim and the death of Altus Stratus, command of the Nimbus Commandos (or, what was left of the Nimbus Commandos) fell to Colonel Mazi. Colonel Mazi, once a Nimbus Commando himself, worked hard to rebuild the unit. Hundreds of Nationalist Army veterans volunteered and were trained by a seasoned cadre of surviving commandos. By 19 BBY the unit fielded 900 commandos. In 17 BBY, with the Loyalist Army all but destroyed, Colonel Mazi chose to ally himself with the Galactic Empire of Palpatine. This in turn, prompted the Second Jabiimi Civil War. Colonel Mazi led the newly organized Imperial Nimbus Commandos, though the unit never managed to field more than two brigades.

In 14 BBY the Imperial Storm Commandos conscripted the top 40% of the Imperial Nimbus Commandos directly into the fledgling Storm Commandos. This further eroded the combat effectiveness of the Imperial Nimbus Commandos.

Organization and Tactics

Throughout their early history, the Nimbus Commandos were trained to operate in deliberately small platoons of twenty personnel. Three platoons, along with an additional heavy weapons platoon and a platoon-sized transportation element (utilizing repulsorcraft troop transports) formed a company.

Three Companies (each with approximately 100 commandos) and a headquarters company (with a mix of 60 commandos and logistic and medical experts) formed a brigade. The transportation element served as “battle taxis” for the commando unit, while the heavy weapons platoon fulfilled an anti-armor and battlefield control role. The commandos, wearing repulsorlift skates, were unaffected by their own pressure sensitive mines. Nimbus Commando units often succeeded in hemming in opposing units, destroying their ability to effectively maneuver.

Once an enemy’s ability to maneuver was severely curtailed, the heavy weapons platoon would focus their effort on disabling or destroying vehicles. Nimbus Commandos were highly skilled at moving just behind a rolling barrage of mortar and rocket fire, striking while their targets were still hunkered down. The prolific use of grenades and satchel charges by the commandos allowed them to wreak havoc on troops fighting in close formation (such as Clone Troopers) or able to parry blaster bolts (such as Jedi).

Later on, the Imperial Nimbus Commandos would reorganize, disbanding the heavy weapons platoon entirely. Imperial doctrine detested the use of mines, especially since the Imperial Nimbus Commandos would be fighting alongside Imperial Stormtrooper and Imperial Army units that lacked repulsorlift skates. In place of the heavy weapons platoon, each squad was equipped with a single PLEX-1. Additionally, the transportation element was refitted with modern repulsorlift troop transports, each mounting two E-WEB Heavy Repeating Blasters.

Equipment

The Nimbus Commandos were originally issued the A280 Blaster Rifle, though they quickly abandoned it for the Separatist Commando Blaster Rifle in the months leading up to the Clone Wars. The Separatist Commando Blaster Rifle’s auxiliary fire mode, which fired conical sonic blasts, was also highly effective and put to good use. Further, the Nimbus Commandos were known for their widespread use of grenades and satchel charges.

Bronze Nimbus: The Nimbus Commandos

Heavy weapons platoons were equipped with the ubiquitous RPS-6 rocket launcher and mortars. The latter were used as a delivery system for high explosive and mine-scattering shells.

After their reorganization in 17 BBY, the Imperial Nimbus Commandos were issued E-11 Blaster Rifles and Shore Trooper armor. The mortars immediately fell out of use and the RPS-6 rocket launcher was replaced by the newer PLEX-1 portable missile launchers. It was quickly discovered that these could not be fired in smart GAM (Gravity Activated Mode), as they would home in on the gravity waves produced by repulsorlift skates.

Featured Equipment: Repulsorlift Skates

Repulsorlift skates are used by children throughout the galaxy. However, on planets like Jabiim, repulsorlift skates are used by the general populace to navigate the omnipresent boggy and muddy terrain.

The standard pair of repulsorlift skates cost between 20 and 150 credits. The primary differences are durability, ease of use, and operational ceiling. Though a cheap pair of these skates may be prone to malfunction and have an operational ceiling of two or three centimeters, a high-quality pair may offer a bonus (usually +1) to skill uses and have a maximum ceiling of one-half meter.

The base speed of someone using repulsorlift skates is effectively doubled. Cautious Movement (1/2 base speed or less) on the skates does not require a skill roll IF the user possesses the Repulsorlift Skates skill (a DEX based specialized skill). Cruising movement (up to base speed) requires a Very Easy skill roll, while high speed (double base speed) and all-out movement (quadruple base speed) require Easy and Moderate rolls, respectively. Anyone performing an all-out movement on repulsorlift skates may not perform any other actions.

The real utility of these skates can be seen when terrain is taken into account. A character wearing repulsorlift skates may ignore Very Easy, Easy, and Moderate terrain (these terrains typically add one difficulty level to someone moving on foot). Difficult and Very Difficult terrain only adds one difficulty level to someone wearing repulsorlift skates, IF the Gamemaster decides that the terrain would not preclude the use of skates as a method of movement (i.e. high, tangled underbrush).

However, characters failing a movement roll may be forced to slow down or may even fall and be injured. When a character fails a movement roll, the Gamemaster should consult the following table for possible events:

Failed By	Effect
1-3 points	The character loses his/her footing for a second. While he/she completes the movement action, he/she suffers a penalty of -1D to all actions for the rest of the round (in addition to normal multiple action penalties).
4-6 points	The character slips and nearly falls. The character only completes half of his/her move and suffers a -2D penalty for all actions for the rest of the round and a -1D penalty to all actions during the next round (in addition to normal multiple action penalties).
7-10 points	The character falls halfway through his/her move, but manages to end his/her movement kneeling. He/she may take no actions for the rest of the round and suffers a -2D penalty to all actions during the next round.
11-20 points	The character falls, tumbling into a nearby object. He/she suffers painful scrapes and bruises, though unlucky characters could suffer broken bones or worse. The character is prone halfway through the movement, may take no actions for the rest of the round, suffers normal collision damage (2D Physical Damage) and suffers a -2D penalty to all actions during the next round.
21 or more points	The character takes a major tumble, the stuff of holovid fame. The character is prone halfway through the movement, may take no actions for the rest of the round, suffers severe collision damage (3D Physical Damage) and suffers a -2D penalty to all actions during the next round.

Characters suffer a -1D to hit with all hand to hand and melee attacks and damage rolls while skating.

As repulsorlift skating is quite the sport amongst the galaxy's youth (though not as popular as many), a number of frequently learned "tricks" are included below. A character may learn ONE of these "tricks" per full die of the Repulsorlift Skating skill above the base attribute.

Backside Royal (Moderate): When you see someone using a rail or ledge to skate on, this is what they are doing. A backside royal is assumed to include a repulsorlift-assisted jump of up to two meters. This "trick" may allow a skater to jump minor obstacles or skate across very narrow terrain.

Low Zigzag (Moderate): By succeeding in a moderate Repulsorlift Skating skill roll, this "trick" allows a character to roll a free dodge at -1D during an all out or high speed movement. This is counted as a full dodge, and is thus the only action (besides movement) that can be taken during a particular round.

Spin Around (Easy): A character can spin around 180 degrees while moving in cautious, cruising, or high speed movement. The character can then take actions while facing the opposite direction of movement.

Full Stop (one difficulty level higher than current movement): A character may turn off the repulsorlift skates, rapidly skidding to a stop.

TRUE BLUE: A STAR WARS STORY

by Dustin Hawk

PART ONE

“Concentrate all your fire on that super star destroyer!”

Admiral Ackbar’s order to the Fleet reverberated on his comm as Tann maneuvered his A-Wing into flight formation, serving as cover for Green Lead and Green Four as they dove towards the behemoth that was the Executor.

“Flight Two, Green Five,” he spoke, juking swiftly to avoid an incoming turbolaser shot. “Maintain cover for their attack run at high speed, see if we can draw the batteries away from ‘em.” He watched them plunge single-file towards the bridge, laser cannon fire pouring into the last remaining deflector dome. It erupted into a gaseous explosion seconds later, and the bridge’s shield envelope collapsed.

Suddenly, forward turbolaser volleys poured out from the bow of the massive vessel, trying to hit anything and everything on their fire control computers.

“Ah, that got ‘em spooked!” Tann remarked. “Haul ass out of here and regroup for another run!” As those words left his lips, he caught Arvel’s A-Wing take a glancing strike on its left side, putting the craft into a near-uncontrollable spin.

Come on, Arvel! Get out of there! We can follow up and take that monster down.

He underestimated his Wing Leader’s situation... and sheer resolve, as he watched the fellow A-Wing pilot regain control of his stricken fighter, heading straight towards the command bridge.

He’s actually going to do it?!

Green Leader’s A-Wing pierced into the Executor’s bridge with

the force of a high-explosive battering ram, cutting through transparisteel like a vibroknife through nerf butter, with explosions racking the entire bridge. The entire vessel listed downward, having lost heading control and captured by the Second Death Star’s artificial gravity well.

Tann closed his eyes just briefly, before witnessing the Executor crash bow first into the battlestation in the largest column of plasma and fire that he had ever personally-witnessed.

We won’t forget you, old buddy. May the Force...

“... be with you.”

Two years after Endor,

Talon Base, Validaan - the Colonies region

A mutter influenced by the past, and a sip of watered-down Corellian Whiskey left a bittersweet taste on Tann’s tongue as he set the glass down on the faded wood of the hooch’s bar top.

Today was the second anniversary of Endor, now known across the galaxy as Liberation Day. In reality however, much of it remained in Imperial control, particularly the Core where Palpatine’s hanger-on’s resided in the form of the Inner Circle, or the Expansion Region and the Mid-Rim where warlords like Zsinj reigned with fleets far larger than their sense of unity. The Emperor died and left more than a dozen smaller ones in his wake.

Labels didn’t really matter. Star destroyers were star destroyers; “eyeballs” were “eyeballs;” stormies were stormies. Even if they all fought for different masters.

Tann gazed into his diminishing glass of whiskey, remembered all of those pilots he’d flown with during the Alliance years. Many of them were now legends, with medals and maneuvers named after them, most of them posthumously. Those that survived now commanded units of their own or were part of elite squadrons now tasked with special operations missions.

Speaking of his own unit, it had been deactivated a week ago, with its pilots reassigned to new ones. A sign of turbulent times ahead. He had waited for transfer orders to come down the routing chain, but none had arrived as of yet

Truth be told, Tann was getting wary of it all. He was ready to return to his homeworld and begin a new life for himself. Or rather, make up for the one he had been absent from.

He raised his glass for another sip, maybe for a longer one...

“Major? Major Danzel?”

Maybe not. He set the glass back down.

“Over here,” he said, not turning his head to look. He heard some footsteps, and after a brief moment, a young blonde flight officer peered over his right shoulder.

“Sir, I have orders from... h-have, have you been drinking on duty?!”

“I don’t see a fighter squadron anywhere around here,” Tann replied, taking a small sip to reinforce his point. “Do you?”

She paused briefly, taken back a bit by his behavior. But she regained her composure and presented a datapad.

“Transfer orders, sir! You have received a new assignment and have been requested to depart on the next available outgoing transport.” Tann didn’t reply, but he set his glass back down and received the datapad from her. He scrolled down the screen... before stopping, shifting his head to meet the gaze of her soft brown eyes.



“Azure Squadron? That unit doesn’t exist.”

“As of... 0600 CST, it does now, sir,” she explained. “Your orders are to relocate to the destination, help stand-up the new squadron and be ready to conduct combat operations ASAP.”

Tanthiel... now where have I heard of that planet before?

Then it dawned on him. It was from a star system of the same name in the Colonies region, just a hyperjump away from the main Perlemian Trade Route. This new unit was going to be part of the push into the Imperial Core.

Tann was going to be training a bunch of greenies, trying to keep the old heads from the Alliance days from hanging them, try to keep a squadron of finicky A-Wings from breaking down at the last second prior to launch, and try to keep these beings from getting killed before they have a real chance to do some damage.

“What exactly would you call worse places, sir?” Tann gave a faint smile.

He was going right back into the thick of it all.

He stifled a sigh and stood up from the barstool. He passed back the datapad to the flight officer and gave her a knowing smile.

“While I’m packing... tell them “thanks” for me.” He started for the door, intending to return to his quarters.

“Thanks?” she asked, puzzled. “Thanks for what?”

Tann turned his head back to respond.

“When you’re older, and a little wiser, you’ll understand.”

Two days later,

Tanthiel system, Colonies – Core Worlds boundary

Tann awoke groggily on a worn-out, olive-drab canvas cot in the back of a Clone Wars-era Kappa-class shuttle that had seen far better days as she lurched into realspace from hyperspace reversion. He grumbled as he grabbed his canteen, taking a swig of vitawater before sitting up.

“Ummm... who are you exactly?” a questioning voice demanded.

“Major Tann Danzel, your new squadron commander. Gather your data and report to the briefing room in one hour. It’s time we got down to business. Sounds like you’ve had too much downtime altogether.”

A series of muffled sighs and chattering carried along with the pilots who left to do just that. Two separate camps cuffed the two brawling pilots to haul them off to where he hoped was the brig.

Tann stood in the middle of the hangar, still cluttered with cargo containers, tool boxes, crates of non-perishables, and a lingering aura of distrust.

This gets better and better, he thought to himself. Already have division among the ranks, the ol’ Core versus the Rim nonsense. Will have to do course correction along the way; no time like the present to shape these into something decent.

Tann made his way towards the briefing room, hoping to receive at least some answers to his many questions.

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

Type: New Republic starfighter pilot (Commander of Azure Squadron)

DEXTERITY 3D+1

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

KNOWLEDGE 2D+2

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

MECHANICAL 4D

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

PERCEPTION 3D

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

STRENGTH 2D+2

Brawling 4D, stamina 4D+2

TECHNICAL 3D

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

Force points: 2

Character points: 7

Move: 10

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

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

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

But the years have taken its toll on a now restless Major Danzel. While his wife resigned her commission from the Alliance and went back to live on Esseles, Tann felt that the fledgling New Republic military still needed his edge and experience and stayed onboard. But his isolation from family and friends increases each day, with fewer and fewer beings he personally knows remaining. And with young pilots rotating in and out constantly in his own unit, Tann has begun to view his role as meat-grinder-in-chief, training up recruits only to be consumed by the war with the Empire.

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

120V71KN 3UK7
7V3N470VM7

JEVI 120V71KN
3UK7 7V3N470VM7
4E7VI 3V7VI 4J
JEVI 3UK4 771VM
VK77N 7V07V3N470VM7
JEVI 41VMN4 3E10
VYV7 3E1N4 4704
JEVI 43N3HYV
0VX004N 3V3N470VM7
40 JEVI 120V71KN
4E0E4N4 40 3047
4N4 0E 4700N
4V7 3E00070
YV3N470VM7 4V7
3E0004VM7 JEVI
3UK7 7V3N470VM7
01N4 070Y7V 4N
JEVI 7V3N4704VM7
0E0V7 303 01N4
VYV7 4V7E

4E0V 471V3N470VM7
0E 007 4077V3N4
3E0V 0VM 0V3 0VM
4E7VM 7V7E

3UK7
771VM VK77N



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

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TARGET LOCKED!!

ROTGUT RUCKUS

by David O. Little

The Rotgut Station PA crackles and whines: "ATTENTION! All persons on the main deck! Imperial Transports are being escorted through the main thoroughfare. Any suspicious activity along that route will be met with force without warning. ATTENTION! All persons..."

Soldier One: "Damn! No time! We need to hit the rendezvous now! If the Impies get past the turn, the security at the landing pad will back 'em up and we'll have to abort!"

Soldier Two: "Crowds in the way!"

Soldier One: "If we have to... go through 'em!"

The Set-up

The map is just to give a general idea. Mix and match the terrain and buildings any way you wish, but keep the main thoroughfare at least 4" apart and allow for 1.5" between each buildings, except in areas where the map is marked "Impassable." These are purposefully placed to prevent the squads from easily sneaking in behind the Imperial Convoy.

Determine the placement of the 3 factions randomly. For example, roll a die to see which faction gets placed in areas 1, 2 or 3. The "Staging Areas" should also be placed in such a way to allow the squads indirect site to the convoy. Staging Area 1 should be on one side of the thoroughfare opposite of 2 and 3. Staging Areas 2 and 3 should also be placed a little further from the Imperials. The squads can be placed in any formation, but cannot be placed inside of or on top of any buildings or terrain obstacles.

The Imperial Convoy should be placed in the thoroughfare as one cargo sled in front of the other. Each Stormtrooper squad



should be assigned to escorting a sled, placing 2 soldiers on either side of the sled. The MTVs should be placed one in front and one in back of the convoy. All Imperial soldiers, droid sleds, and MTVs should be facing the "Turn" side of the map. The entire convoy moves first during the movement phase and all pieces move a total 8" with a "Fire +1" placed on the Stormtrooper squads. During the next round in the Movement Phase the convoy is free to move it's usual movements.

Any other placements, see *Gamemaster Notes: Panic Stricken Crowds*.

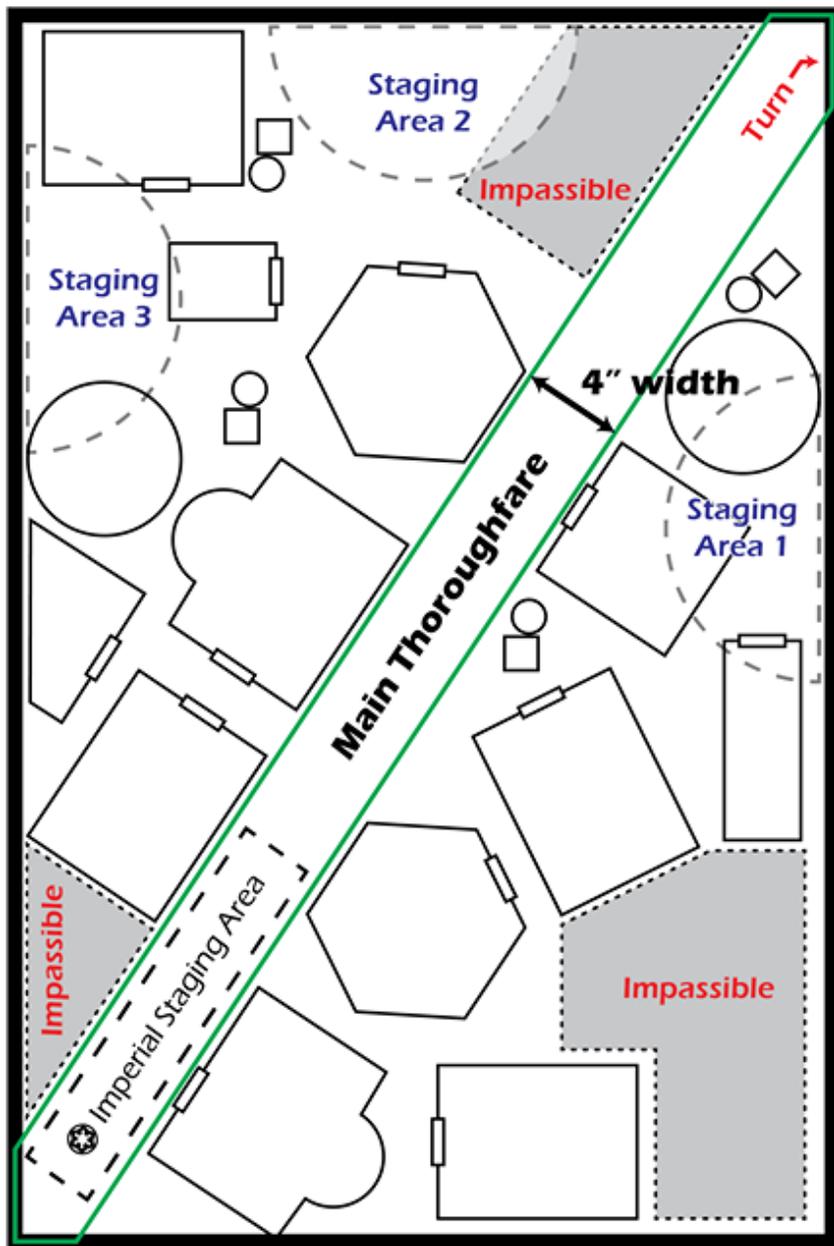


Other than the scammers, slavers, pirates and murderers, Rotgut is like any other core world spaceport.

It's those innocent looking travelers just passing through, the refugees and the families with their soft smiles that scare me. The ones with the most to lose. They're what makes Rotgut dangerous, the ones that will get you killed."

- Devok, Resident Freelancer

36" x 48" Table



The Factions

Mongdoolian Monks

ORDERS: Primary is to collect the crate with the Equipment Boxes and Power Cells. Secondary collect any other crates.

The Ochelt Gangers

5 Veteran Hired Gangers (5 Identical Squads)

DEX: 3, blaster 5, melee combat 4; **KNO: 2**; **MEC: 3**; **PER: 2**, command 4; **STR: 2**, brawling 3; **TEC: 2**, first aid 3;

Move: 10

· **Walk Rate:** 7"; **Run Rate:** 12"

Weapons: heavy blaster pistol, vibroclub (see notes), SGP: 5

Armor: blast vest, STR+1 vs. energy damage, **SGP:** 8

Commander: command 5

· **Specialist:** blaster: DEMP Gun 6

Weapon: *Demp Gun*

range: 12/30/125

damage: 4 ion damage

SGP: 10

Squad Generation Points: 320

Notes: Vibroclub does STR+2, and automatically knocks down opponent on a successful hit whether opponent takes damage or not. Knock down does not count against squad during the Morale Phase.

Zabor Fash

ORDERS: Primary is to collect the Crate with the 100,000cr and Powers Cells. Secondary collect any other crates.

Fash's Personal Guard

5 Veteran Gamorrean Guards

DEX: 3, blaster 4, melee combat 5; **KNO:** 1 ; **MEC:** 1 ; **PER:** 2, command 3; **STR:** 4, brawling 6, **TEC:** 1;

Move: 8

· **Walk Rate:** 7"; **Run Rate:** 11"

Weapons: vibro-axe

Commander: command 4

· **Specialists:**

· **1:** blaster: blaster rifle 5

Weapon: blaster rifle

· **2:** blaster: DEMP Gun 5

Weapon: DEMP Gun

range: 12/30/125

damage: 4 ion damage

SGP: 10

Squad Generation Points: 248

Fash's Hired Guns

5 Veteran Enforcers (4 Identical Squads)

DEX: 3, blaster 5, melee combat 4; **KNO:** 2; **MEC:** 2; **PER:** 2, command 3; **STR:** 4, brawling 5; **TEC:** 1, first aid 2;

Move: 10

· **Walk Rate:** 7"; **Run Rate:** 12"

Weapons: blaster rifle, vibroblade, frag grenade

Commander: command 4

· **Specialist:** blaster: DEMP Gun: 6

Weapon: DEMP Gun

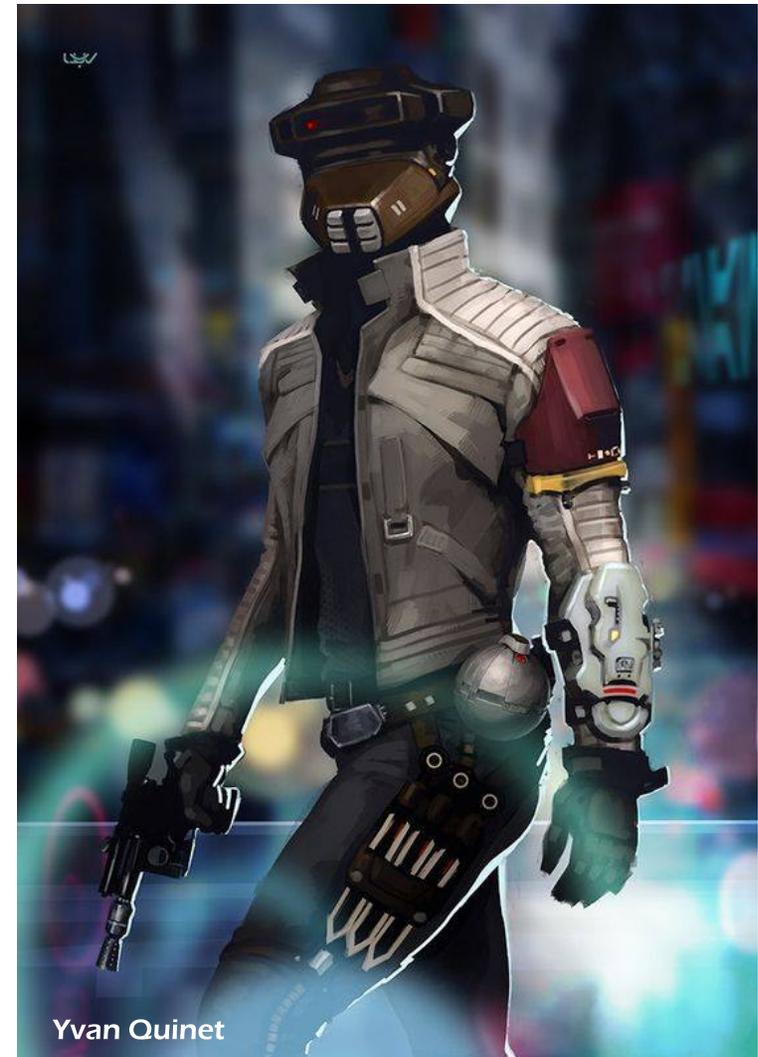
range: 12/30/125

damage: 4 ion damage

SGP: 10

Equipment: comlink

Squad Generation Points: 352



Antarian Rangers

ORDERS: Primary collect the crate with the Khyber crystals and Power Cells. Secondary collect any other crates.

Antarian Rangers (Fisto, Jinn, Koon, Windu)

4 Average Antarian Rangers (4 Identical Squads)

DEX: 3, blaster 5, melee combat 4; **PER:** 3, command 5; **KNO:** 3; **STR** 3, brawling 5; **MEC:** 3; **TEC:** 3, first aid 4

Move: 10

· **Walk Rate:** 8"; **Run Rate:** 13"

Weapons: Greff AR-1 Blaster Rifle

range: 20/60/175

damage: 5

flare launcher stats

range: 2-6/12/20

damage: 4 (see notes)

vibro-bayonet

damage: STR+1

SGP: 30

Armor: leather vest (see notes) **SGP:** 5

Commander: command 6

· **Specialist:** blaster: Demp Gun 6

Weapon: Demp Gun

range: 12/30/125

damage: 4 ion damage

SGP: 10

Equipment: comlink, medpac

Squad Generation Points: 375

Notes: The Greff AR-1 has a secondary fire mode which shoots Flame Grenades and uses Flame Effect Template and Fire/Smoke rules pgs 77-78 of the SWMB core rulebook.

The weapon may fire in either blaster mode or flame launcher mode, but not at the same time.

Leather vest provides +1 to STR roll versus taking any energy damage.

Imperial Convoy

ORDERS: To get the convoy to the shuttle.

After setting up the squads, randomly select which items go in which cargo sled crates:

100,000cr

Khyber Crystals

Power Cells

Equipment Boxes

Keep track of these, for example chits, die numbers, or just write them down.

You may also note that the SGPs for the Imperial faction is higher than the other sides. This is to offset the high possibility of losing one or more of the droid sleds within the first few rounds of play.

Stormtroopers (Aurek/Besh/Cresh/Dorn)

4 Average Imperial Stormtroopers (4 Identical Squads)

DEX: 1*, blaster 3, grenade 3; **KNO:** 2; **MEC:** 2; **PER:** 2, command 3; **STR:** 3*, brawling 4; **TEC:** 2

Move: 10

· **Walk Rate:** 8"; **Run Rate:** 13"

Weapons: blaster rifle, grenade

Commander: command 5

Armor: Stormtrooper

Squad Generation Points: 236

* Numbers in parentheses are the final values as modified by armor.

Veril Line Systems V5-T Transport Droid

(4 Identical Droids)

DEX: 1; KNO 1; MEC 1; PER 1; STR 4; TEC 1

Move: 35

Movement Rate: 19"

Equipment: Retractable Lifting Arm (STR+1), Self-Destruct

Squad Generation Points: 69

MTV-7 Pilot (Cherek/Enth)

Average Imperial Army Troop (2 Identical Pilots and Vehicles)

DEX 3, blaster 5, melee combat 4, vehicle blasters 5; **KNO: 1**; **MEC: 1**, ground vehicle ops 2; **PER: 2**, command 4; **STR: 3**, brawling 5; **TEC: 1**

Move: 10

· **Walk Rate: 8"**; **Run Rate: 13"**

Weapons: blaster rifle, vibroblade

Commander: command 3

· **Specialist:** ground vehicle operations: MTV-7 4

Squad Generation Points: 53

MTV-7 Multi Terrain Vehicle (Cherek/Enth)

Drive System: Two-Wheeled Vehicle

Crew: 1

Passengers: 0

Turns: 2

Turn Distance: 3"

Move: 20

· **Cautious Speed: 2** ; **Cruise Speed: 6**; **Top Speed: 20**

· **Accel/Decel: 2/4**

· **Flight:** Low Level (see notes)

Body Strength: 6

Body Points: 60

Cover: 5

Weapons:

Mk 2/s Laser Cannon

Fire Arc: Front

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1

Range: 1.5-25/50/100

Damage: 6

Squad Generation Points: 134

Notes: *While the MTV-7 usually utilizes its wheels for motion, it has a small repulsorlift engine in it to allow it to perform powered jumps, slow climbs and assisted drops. Under power from the repulsorlift engine itself, the MTV-7 may use Jump, Climb, or Drop maneuver over Low Level terrain without needing a difficulty check at Cautious speeds, unless vehicle is OOC.*

Victory Conditions

Any force wins if any of their squads are able to complete their assigned mission. For the purposes of campaign points, 4 points are awarded for completing primary mission, 2 points for completing secondary mission, 2 points if you capture any enemy squads, 1 point if a single squad incapacitates an entire other squad, and 1 point each is awarded to any 2 or more squads from opposing teams who incapacitate the same squad whether cooperation was intended or not.

Gamemaster Notes

The following special rules and situations (except those for Capturing the Cargo) are optional.

Capturing the Cargo:

Forces have 10 turns in which to stop convoy from turning off and heading to the space-port. After reaching the turn, the local security forces as well as several more squads of Imperial troops will join in the fight, effectively chasing off any squads attempting any last minute heroics to take the cargo. A way of at least delaying the convoy is to use a DEMP gun to ionize the cargo sled droid (See DEMP Gun section on page 54 of the core SWMB rulebook as well as Droid Damage on page 73.)

SWRPG Converted Heroes

If you have players who play the RPG and want to convert their PCs into heroes for the purpose of playing this SWMB scenario, remove one of the non-Imperial squads and allow them to take the place of that squad. If necessary to even out the SGPs, add on another squad of Imperials and/or hired guns. Use the Victory Conditions as Character Points to award to your players.

Panic-Stricken Crowds:

Place three 1.5" radius circles (identical to the grenade burst templates) on the battlefield, somewhere in the streets. These represent panic-stricken crowds which run about in a chaotic manner and generally get in the way of combat. During each Special Action phase, roll 1D6 to see which direction the crowd moves in (like a grenade scatter). Move the crowd 1D6x2 inches in this direction. If movement is obstructed, the crowd stops for that turn. Squads attempting to move through crowds make opposed STR 2 rolls. If the squad succeeds, they may move at normal cost. If the troops fail, they check against their STR roll vs. Damage STR 2 roll. A squad may not fire through the crowd to target another squad.

Building Interiors

Squads may try and take a short cut and/or retreat into buildings. Roll 2D6 for Result and ignore the Wild Die rule.

2-4 Danger: Before entering the building, a squad makes a KNO test vs. a difficulty 5 to realize that it has been damaged and is perhaps unsafe. If they fail the roll they still must enter, and roll a 1D6. On a roll of 4-6 the squad safely enters the building. A roll of 1-3, the roof, walls, and floor collapse. Squad must make a Survival test against a difficulty 6 to get out of the building safely, otherwise the entire squad rolls against a Damage STR 4 hit.

5-6 Crazies: Door unlocked. The squad enters but the family who lives here does not take kindly to strangers. Roll 1D6 to determine how many inhabitants, which attack with improvised weapons but will not leave their home. All Attributes: 2. Walk Rate: 6". Run Rate: 10". Weapons: sporting blaster, club.

7 Door Locked.

8-9 Watsip: Door unlocked. The owners of the building are not home, but they have left their pet—a vicious Watsip. DEX 3, STR 2, PER 3. Move: 10 Orn. Code: —. Attack Forms: Bite (4).

10 Civilians: Door unlocked. A terrified family responds to the intrusion by running out and around like Vervikks with their heads chopped off. Treat as a crowd.

11 Hospital: Door unlocked. Assume an unlimited supply of medpacks.

12 Rotgut Security Office: Door unlocked. Most of the personnel are out doing convoy security, leaving only an elderly desk sergeant in charge. If the entering squad makes a successful Command roll vs. a Difficulty 8, the soldier may gain access to smoke and stun grenades. Each soldier may only carry two grenades.

Portions of the GM notes comes from Challenge Magazine issue 58, March 1992, "Battle for Mandalore" by Chris Hind, pgs 68-70.

V5-T Transport Droid, created by Adam Dickstein for "Galladium's Fantastic Technology", pgs. 23-24, published by West End Games 1995.

MTV-7 stats converted from the RPG stats created by "FreddyB" of rpggamer.org

THE PIRATES LAIR

A SOLO ADVENTURE

by Mark Dowson

In this adventure you have the option of either playing Jorin Gar, the Anatarian Ranger or creating your own character.

From looking at the template, you can see you have six attributes; Dexterity, Knowledge, Mechanical, Perception, Strength and Technical. These attributes each have values next to them in the form of a number, followed by the letter "D", which stands for dice. Most of them also have either "+1" or "+2" after the "D". At times during the adventure, when you are attempting a task where the outcome is not certain, you will be asked to roll either the number of dice you have in a specified attribute or more likely a stated skill based off it (more about skills later). For example, with having for an attribute, Dexterity 3D+1, you would roll three six-sided dice and add up the total and add +1 to the total. You will be then told to go to one section number if this result is equal or over a certain value or to another section number if it is less than this.

If you are creating your own character you have 18 dice or if you are a Jedi, 17 15 dice, to split among your six attributes with you being allowed to put no less than 2D in an attribute and no more than 4D if you are playing a human or near human. Other tospecies have different minimums and maximums, which you will have to refer to either the D6 Star Wars Role Playing Game for or issue 2 of the Adventurers Journal. The former will also give you rules for creating Jedi characters, which can also be used in this adventure! Magnified Senses or Force Powers for enhancing your combat skills are the only ones which will be useful in this adventure and the next one.

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

on the Wild Dice however, you must discard the highest result rolled on one of the other dice in that roll and the 1 the Wild Dice rolled.

As mentioned earlier on, you also have skills based off the attributes. These can be up to one or two dice higher than the attributes they are based on. Essentially you have six dice to put into your skills if you are playing the Antarian Ranger or seven dice for any other character and you need to pick which ones you will put dice into before starting the adventure. You could pick six skills and place one dice in each of them or three skills and place two dice in each of them. Alternatively, you could opt to have dice in five skills with just one with two dice in, or four skills with two with two dice in.

The total value for a skill equals the attribute it is based off plus the number of dice you have put in the skill. For example, if you put two dice into Dodge, which is based off Dexterity, and you have 3D+1 in Dexterity, that would give you 5D+1 in Dodge! If you have not placed any dice in a skill, you just roll the dice for the attribute the skill is based off has and if this attribute is a high one, you can still do well.

The twelve skills you have the opportunity to use during this adventure are: *Blaster, Dodge, Intimidation, Sensors, Space Transports, Starship Gunnery, Search, Sneak, Stamina, Computer Programming/Repair, First Aid, Security.*

First Aid is only useful if you use the full Star Wars Roleplaying Game rules and then you will need to have at least 4D in it! Blaster, Dodge, Space Transports, Starship Gunnery, Search, Sneak, are also useful in Jedi Resurgence, the adventure which follows on from this one...

The Antarian Ranger also has three skill specialisations, which are Blaster Rifle, Jedi Lore and Laser Cannons. These you get at one dice higher than the skill directly above each of them so if you put no dice in Starship Gunnery, you would get Starship Gunnery 2D+2 and Laser Cannons 3D+2. Effectively during this adventure you will never get to use skills the specialisations are based off, only the specialisations themselves. They are worth increasing to get the specialisations high values. If you are asked to make a Blaster skill roll, always use your Blaster Rifle specialisation! If you put two dice in Starship Gunnery, that would give you Laser Cannons 5D+2.

You are strongly advised to put dice in Blaster and Dodge, unless you are using other combat skills, like Lightsaber, if a Jedi, or Brawling and Brawling parry if a Wookiee!

You also have five Character Points you can spend during the adventure. Each Character Point spent allows you to roll a dice and add the result to the total you have already rolled for a skill or attribute roll. In addition to that, if the dice rolls a 6, you also get to roll another dice and add that to the total, just like with the Wild Dice.

Force Points can be spent before making a skill or attribute roll and will double the dice for that roll!

THE ANTARIAN RANGER

Background: You've always been fascinated with tales of the Jedi. As a child you would annoy your parents running around swinging sticks at your siblings, pretending to be one of those great warriors. When you came of age you even made a pilgrimage to the Jedi temple on Coruscant and attempted to join the Order. It was disappointing to learn it wasn't that easy, and that you were too old anyway.

But you did manage to catch the eye of a generous Jedi Knight who, when he saw your determination and sensed your courage, was kind enough to recommend you to his aide, an experienced Antarian Ranger.

It took years of tough training and sacrifice to hone your skills in preparation, but the time finally came for you to be called into service of the Jedi. You were afraid that merely serving a great cause might not be enough, but you've found that it suits you well. You might not wield a lightsaber in battle, but you've travelled the known galaxy and seen sights that very few can claim to have witnessed.

That was before the dark times. Since the rise of Empire, you've been on the run, hiding when you can and assisting the handful of Jedi who escaped Palpatine's purge. When you can find them. The ones that haven't been killed don't want to be found. Either way, you'll keep fighting for their noble cause.

Personality: You're known for your loyalty and your ability to get things done. It's all about the mission. You're not afraid of the Jedi, like some. Instead, you like to hold yourself up to their example, and if you're being honest you might even aspire to their ranks.

Objectives: To further the ideals and agenda of the Jedi Order, and to seek and assist them in their travels and missions.

A Quote: "Retreat? That's not in my vocabulary."

Connection With Characters: You might be the aide to an established Jedi. You might agree to accompany a failed Jedi wishing to redeem herself. You might have befriended a group of Rebels who seek to re-establish the Republic.

Combat Rules

As there is no narrated combat in this solo adventure, you have the choice of using the full rules from the Star Wars Role Playing Game or these simpler and faster rules detailed below.

At the start of combat, roll the dice in your Perception attribute and then the dice in the Perception attribute of your enemy with the highest Perception. If your roll is equal or higher than theirs you attack first. If it is lower, they attack first.

To make an attack, roll one less than the dice in your attack skill, be it Blaster, Lightsaber or some other skill. If you roll equal or higher than the value in brackets next to your opponent's Dodge value then you have beaten them. If not then they shoot back at you.

To defend, roll one less than the dice in your Dodge skill, or if using a lightsaber, one less than the dice in your Sense skill if you have it higher than your Dodge (see Issue 4 for how to do this). If you roll equal or higher than the value in brackets next to your opponent's Blaster skill value then they have failed to hit you and you can attack back. Note that if you are up against two opponents you make just one roll against their "combined fire" number.

If you are hit you can either spend Character Points to make your roll a success if you have any left, otherwise make a Strength roll. On a Strength roll total of 10 or less you are either dead or sufficiently wounded that your enemies can quickly finish you off. On 11 to 14 you are Stunned and at a -1D penalty to all your skills on both your next attack and defence rolls. On a 15+ the blaster burn is light enough for you to ignore.

Now if you have assigned your skill dice, make sure your blaster's power pack is fully charged and turn to the section below.

Good luck and may the Force be with you!

STAR WARS

ADVENTURER'S SHEET



Character Name **JORIN GAR**

Player Name _____

Template **Antarian Ranger**

Species / Gender _____

Height / Weight / Age _____

Physical Description _____

Movement _____ Force Sensitive? _____

Character Pts _____ Light / Dark Pts _____ / _____

DEXTERITY 3D+1

Blaster: blaster rifle; Dodge;

Brawling parry; Melee combat;

Melee parry; Vehicle blasters;

Grenade

KNOWLEDGE 2D+2

Alien species; Culture; Languages;

Bureaucracy: Jedi Order;

History: Jedi; Survival; Tactics;

Willpower; Planetary systems

MECHANICAL 2D+2

Beast Riding; Repulsorlift

operation, Sensors, Space

transports

PERCEPTION 3D

Hide, Investigation, Search, Sneak,

Command

STRENGTH 3D+1

Brawling; Climbing/ Jumping;

Stamina; Swimming

TECHNICAL 3D

Armor repair; Blaster repair;

Lightsaber repair; First aid;

Demolitions; Security

GEAR - TECH - WEAPONS

Greff-Timm's AR-1 Blaster: 5D with flare

launcher. Glow rod replaceable with (STR+1D+2)

vibro-bayonet. **Flare:** 5 km vertical, 10 km

horizontal Blast Radius: 20 meters; **Combat knife:**

STR+1D+1; **Leather jacket:** +1 resist physical

Jumpsuit: Multi-pocketed coverall, fireproof and

electrically nonconductive; **Survival Pak**

WOUND STATUS

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

The Adventure

After months of chasing rumors about the pirates terrorizing this region, following ion trails and triangulating the likely position of their base from the locations of their raids, you have finally found their lair, located in an asteroid of the Hedec Belt of the Uphado star system. This group have been hitting soft civilian targets and besides stealing goods, have been taking slaves. While you suspect it would only be a matter of time before they faced resistance more than they could handle, the amount of harm they will cause before the raid which gets them killed is not acceptable.

Unfortunately, for the settlements on these remote Outer Rim planets the Empire does not consider it worthwhile using the Imperial forces to deal with these pirates.

The Rebel Alliance however takes a very different view and also sees the opportunity to win the support of these remote planet settlements, which is why you were sent by High Command to find and eradicate these pirates. **If you are playing the Antarian Ranger, go to 1. If not, go to 2.**

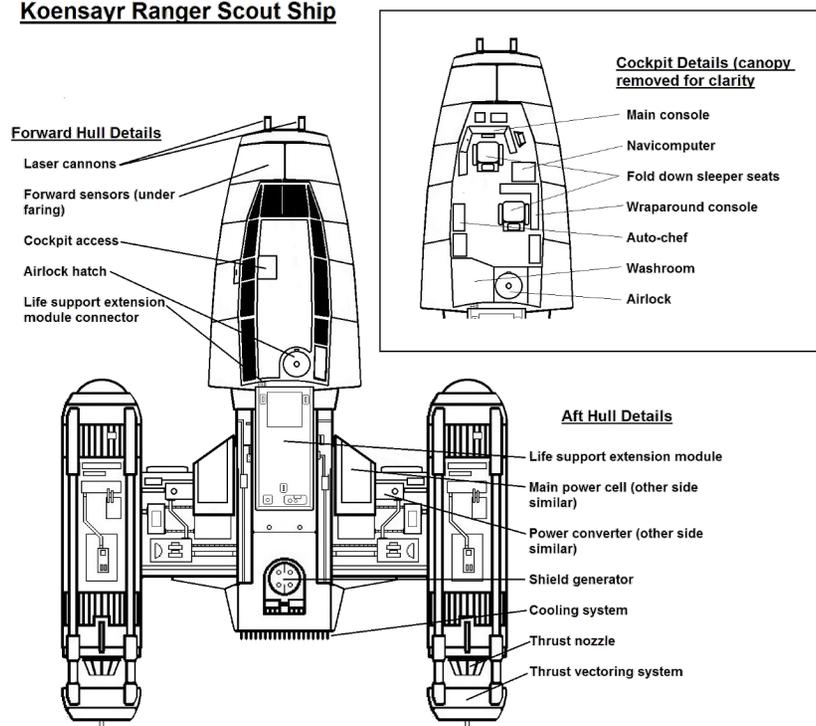
1 Your first loyalty is to what is left of the Antarian Rangers, which you are one of the few remaining members of, and any surviving Jedi, since the Antarian Rangers use to serve the Jedi Order. Unfortunately, it has been years since you last saw another Ranger or a Jedi. The Rebel Alliance makes a good substitute cause to serve and your current mission is very much in line with what an Antarian Ranger or Jedi Knight of old would have embarked upon. **Go to 2.**

2 As you approach the asteroid in question, you scan it with your fighter's sensors, to locate the blast doors of the pirate lair docking bay. Roll the dice in your Sensors skill with 3 dice added to it.

On a total of 18 or more, **go to 14.**

On less than this, **go to 9.**

Koensayr Ranger Scout Ship



3 To your left are the ruined blast doors to outer space with the docking bay atmosphere now only kept in by a containment field. In the wall facing you, you see the doors of a turbolift, which open and out of it step two pirates, armed with blaster pistols.

They have all stats 2D except Blaster 2D+2 (7, combined fire 10), Dodge 2D+1 (5). Blaster Damage 4D.

If you defeat them, **go to 12.**

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

4 The turbolift doors open and you find yourself back in the docking bay with your scout ship facing you with a light stock freighter behind it. To your left is a workshop in an alcove and to your right are the blast doors you wrecked.

To re-enter the turbolift, **go to 17.**

To get into your scout ship and take off, if you have killed all the pirates, including their Captain, **go to 54.**

5 Your lasers strike the weapon emplacement and it explodes in a flash of vaporised metal, fuel and coolant. Scanning the asteroid again, you this time locate the blast doors to the docking bay. **Go to 8.**

6 The blue skinned Chagrain you killed lies on the floor near you. There is a door to your left and two doors in the wall straight ahead.

To go through the left door, **go to 15.**

To go through the door in the left side of the wall facing you, **go to 45.**

To go through the one next to it, go to 20. To return to the turbolift, **go to 17.**

7 The pirate laid dead on the floor you suspect was this lot's Captain, judging by his fine waistcoat and shirt and his opulent look, suggesting he was hardly one doing any heavy work, more like barking orders.

The room you are in, which you assume was his, features a bed to your left, against the wall behind you. There is a computer station in the wall facing you, from which the "music" is coming from. A large view screen in the wall to your left shows the starry blackness of space outside and to your right is a wardrobe. There are also shelves around the room stuffed with data cards, many of them probably having more bad music on them.

To leave the Captain's room, go to 10. To see if you can get into the files on the computer, if you have not already tried to, go to 18. To search through the Captain's data cards to see if you can find any useful information that way, if you have not done so already, **go to 38.**

8 You manage to blast a hole in the blast doors with your scout ship's weapons for you to fly through. A containment field springs up fast enough to prevent any serious decompression and bringing your scout ship to land to the left of a YT-2400 light stock freighter, you open your canopy and jump out. **Go to 3.**

9 Wherever the blast-door to the docking bay is, it is too well shielded for your first focused scan to find. Before you can attempt a more thorough scan, a hidden laser cannon emplacement pops out and opens fire at you. Your ship is as follows:

Koensayr Ranger Scout Ship: *Length 20m, Maneuverability 1D, Space 4, Hull 4D+2, Shields 1D+1. Sensors: Passive 30/0D, Scan 47/1D, Search 65/2D. Focus 4/3D. Two Laser Cannons (fire linked), Fire Arc: Front, Skill: Starship Gunnery, Fire Control 1D, Damage 5D.*

At the start of each turn the laser cannon fires at you. Roll the dice in your *Space Transports* skill.

On a total of 18 or more you manage to evade the cannon emplacement's laser fire and can shoot back at it.

On rolling under 17, your ship is hit and you must roll 6D for its hull and shields.

On a total of 12 or less, turn to 49.

On a 13 to 17 your ship suffers damage and you are at an additional -1D penalty to your *Space Transport* skill rolls and for your Hull and shields rolls.

On an 18 to 21 your Shields start to fail, inflicting a -1D penalty to your Hull and shields rolls.

On shooting back at the laser cannon emplacement, roll the dice in your *Starship Gunnery* skill.

On a total of 6 or more, **go to 5.**

If you roll less than this, you miss and the laser cannon emplacement fires at you again, as described in the paragraph above.

10 Leaving the Captain's room, you see in the hall beyond the doors of a turbolift facing you. To enter it, **go to 17.** To your right is a door. To go through it, **go to 15.** To the left of the door behind you is a third door. To go through it, **go to 20.**

11 You enter a workshop with a plasma forge against the wall to your left with smaller machines on a bench further along. There is a sanitiser unit on the wall facing you and a work bench long the wall to your right.

To go back through the door behind you, **go to 34.**

12 The last pirate falls dead to the deck. In the wall to your right you can see in an alcove a small workshop for repairing parts of ships but apart from that, there is nothing of interest. Entering the turbolift, **go to 17.**

THE PIRATES LAIR

13 You find on a file in one of the data cards a list of all the contacts the pirates have, including those they sell their stolen goods to. Pocketing it, you leave and **go to 10**.

14 Although heavily shielded against sensor scans, you manage to locate the position of the blast-door to the docking bay. Before you can attempt to blow the blast doors open with your ship's weapons, a hidden laser cannon emplacement pops out and opens fire at you. Your ship is as follows:

Koensayr Ranger Scout Ship: *Length 20m, Manoeuvrability 1D, Space 4, Hull 4D+2, Shields 1D+1. Sensors: Passive 30/0D, Scan 47/1D, Search 65/2D. Focus 4/3D. Two Laser Cannons (fire linked), Fire Arc: Front, Skill: Starship Gunnery, Fire Control 1D, Damage 5D.*

At the start of each turn the laser cannon fires at you. Roll the dice in your *Space Transports* skill.

On a total of 18 or more you manage to evade the cannon emplacement's laser fire and can shoot back at it.

On rolling under 18, your ship is hit and you must roll 6D for its hull and shields.

On a total of 12 or less, **turn to 49**.

On a 13 to 17 your ship suffers damage and you are at an additional -1D penalty to your *Space Transport* skill rolls and for your Hull and Shields rolls.

On an 18 to 21 your Shields start to fail, inflicting a -1D penalty to your Hull and Shields rolls.

On shooting back, decide whether you are targeting the docking bay blast doors or the laser cannon emplacement and roll the dice in your *Starship Gunnery* skill.

A total of 10 is enough to hit and destroy the blast doors. On successfully doing this, **go to 8**.

A total of 6 or more is enough to destroy the laser cannon emplacement. If you roll less than either of these, you miss your target and the laser cannon emplacement fires at you again, as described in the paragraph above.

15 You enter a fairly unclean washroom and quickly retreat back out into the hall you entered it from. To your left are two doors.

To go through the first one, **go to 45**.

To go through the second door, **go to 20**.

To your right are the doors of a turbolift. To enter it, **go to 17**.

16 "Don't make the same mistake as your cronies sent to deal with me in the landing bay," you caution the pirates, pointing your weapon at them. Roll the dice in your Intimidation skill.

On a total of 8 or more, **go to 29**. On less than this, **go to 35**.

17 The doors of the turbolift close behind you and you look at the controls to your left.

To go to Sublevel One, **go to 51**.

To go to Level Zero (the docking bay), **go to 4**.

To go to Level One, **go to 36**.

To go to Level Two, **go to 43**.

18 Sitting down at the computer station, you begin working on getting into the secure files. Roll the dice in your Computer Programming skill. On a total of 12 or more, **go to 41**. On less than this, **go to 25**.

19 You enter what looks to be both the communications room and weapons control. If it is your first time here, **go to 24**, otherwise **go to 40**.

20 You enter a large room with several bunk beds in it. There is gear and weapons on the floor but nothing of interest. Returning through the door behind you, you re-enter the hall.

To enter the turbolift facing you, **go to 17**.

To go through the door to your right, **go to 15**.

To go through the door in the right side of the wall behind you, **go to 45**.

21 In the dim light you make out the tall form of a reptilian Trandoshan, aiming a blaster to fire at you.

He has all stats 2D except Dexterity 2D+1, Blaster 2D+2 (7), Dodge 2D+1 (5). Strength 3D+1. Blaster Damage 4D.

If you defeat him, **go to 28**. If you are defeated, **go to 52**.

THE PIRATES LAIR

22 Guessing the right spot in the cargo hold wall, you shoot it a couple of times, blasting through it and destroying the power distributor behind it with a shower of sparks and crackle of electricity. **Go to 23.**

23 The hissing of gas coming through the vents ceases. You are then able to call the turbolift back down and enter it. **Go to 17.**

24 Two pirates near the communications console against the wall to your right, turn on seeing you and nervously draw blasters.

If you try and persuade them to surrender, **go to 16.** If you fight them, **go to 35.**

25 Unfortunately, you end up tripping a security protocol, which results in you being locked out of the system. If you wish to search through the Captain's data cards and have not done so already, **go to 38.** To leave the room, **go to 10.**

26 Before you can take in your surroundings you see a somewhat opulent looking pirate with long hair, draw a blaster to shoot at you.

He has all stats 2D except Dexterity 2D+1, Blaster 4D+1 (12), Dodge 2D+1 (5). Blaster Damage 4D+1.

If you defeat him, **go to 7.** If you are defeated, **go to 52.**

27 You fail to find anything of interest among the data cards. If you wish to see if you can get into the files on the computer and have not already tried to do so, **go to 18.** To leave the Captain's room, **go to 10.**

28 Stepping over the body of the Trandoshan you killed, you have a look around but find nothing of interest and return to the turbolift. If you have killed the Pirate Captain, **go to 17.** If not, **go to 42.**

29 The pirates throw their blasters to the floor. Switching the setting on your blaster to stun, you open fire at them and they go down. Go to 40.

30 Through the door in the left wall steps a blue skinned male Chagrain, dressed in green and yellow. On seeing you, with a smirk on his face, he draws a blaster pistol.

Mark Dowson - REBELLION ERA [2 BBY] - SOLO ADVENTURE

He has all stats 2D except Dexterity 2D+2, Blaster 3D (8), Dodge 3D (7). Perception 2D+1 (8). Blaster Damage 4D.

If you defeat him, **go to 6.** If you are defeated, **go to 52.**

31 Desperately you shoot areas of the cargo hold walls, hoping to hit the power distributor by chance, as you start coughing on breathing in dangerous levels of the gas.

Roll either the dice in your *Stamina* skill or the *Control Force* skill if it is higher.

If you roll less than 7 and are not able to increase it up to this with Character Points, **go to 53,** otherwise you manage to eventually get lucky and hit the power distributor, destroying it in a shower of sparks, so get to **go to 23.**

32 There are two doors in the wall facing you.

To go through the one in the left side of the wall, **go to 47.**

To go through the one in the right side, **go to 19.**

To your left is a third door. To go through it, **go to 11.**

To return to the turbolift, **go to 17.**

33 You do not get much warning, as someone fires a blaster at you. Roll the dice in your *Dodge* skill. On a total of 10 or more you manage to avoid being hit and **go to 21.**

On less than this, **go to 52.**

34 You enter a short hall.

To go through the first door to your left, **go to 47.**

To go through the second one to your left, **go to 19.**

To enter the turbolift to your right, **go to 17.**

To go back through the door behind you, **go to 11.**

35 It is clear to you the pirates will give you no choice but to fight them.

They have all stats 2D except Blaster 2D+1 (6, combined fire 9), Dodge 2D+2 (6). Blaster Damage 4D.

If you defeat them, **go to 39.** If you are defeated, **go to 52.**

36 The turbolift doors open and you see beyond a short hall, stretching to your right. If you have explored all the rooms on this level, **go to 32**. If not, roll the dice in your *Sneak* skill.

On a result of 12 or more, **go to 50**.

On less than this, **go to 46**.

37 There is a couch against the wall to the right of the dead pirates you killed, a small computer station against the wall facing you and a table surrounded by chairs in the centre of the chamber. Further left in the wall behind you is a food dispenser. Returning through the door behind you, you re-enter the hall.

To enter the turbolift facing you, **go to 17**.

To go through the door to your right, **go to 11**.

To go through the door in the left side of the wall behind you, **go to 19**.

38 Roll the dice in your *Search* skill. On a total of 11 or more, **go to 13**. On less than this, **go to 27**.

39 A hit to the head from you results in the last of the pirates falling dead to the ground. **Go to 40**.

40 Looking around the communications and weapons control room, you see to the left of the pirates laid on the floor, a comfortable couch. To the right of them is the main communication console, complete with sensor readouts and the targeting controls for the laser cannon emplacements. There is also a large view screen in that direction. With nothing further here of interest you return to the hall through the door behind you.

To enter the turbolift facing you, **go to 17**.

To go through the door to your right, **go to 11**.

To go through the door in the right side of the wall behind you, **go to 47**.

41 You find in the files a list of all the contacts the pirates have, including those they sell their stolen goods to. You copy this data to a data card before you leave. **Go to 10**.

42 Before you can enter the turbolift, its doors close and you hear the sound of it ascending. To your right you hear a hissing sound coming from the air circulation vents. From a com system

near the turbolift speaks a voice.

“I had the foresight to have the cargo hold fitted with a system for dealing with any infestations. The gas you can hear entering the hold is quite fatal. Goodbye.”

You realize the only way to stop the gas from reaching fatal concentrations in the hold is to stop the ventilation system from working with blaster shots to its main power distributor here. Roll the dice in your *Security* skill or *Space Transports Repair* skill to work out where the main power distributor is.

On a total of 12 or more, **go to 22**. On less than this, **go to 31**.

43 The turbolift doors open and you see in the wall facing you are two doors and there is a third door to your left. Coming through from one of the doors you can hear bad music. If this is your first visit to Level Two, **go to 30**, otherwise **go to 6**.

44 Roll the dice in either your Perception attribute or if you have it and it is higher, your *Sense* skill. On a total of 11 or more, **go to 21**. On less than this, **go to 33**.

45 It becomes evident on opening the door that it is from the room beyond the bad music is coming from. If this is your first time entering this room, **go to 26**, otherwise **go to 7**.

46 A few of your footfalls are louder than you would have liked so it is possible any pirates in this area know that you are coming. Go to 32.

47 You enter a chamber stretching to your left, which appears to be a communal area. If this is your first time here, **go to 48**, otherwise **go to 37**.

48 Two pirates see you and draw their blasters.

They have all stats 2D except Blaster 2D+2 (7, combined fire 10), Dodge 2D+1 (5). Blaster Damage 4D.

If you defeat them, **go to 37**. If you are defeated, **go to 52**.

49 Laser cannon blasts tear through your scout ship and you die in the explosions.

The End

50 You move through the hall like a shadow with perfect stealth, not making a sound. Note down that in your first fight on this level you do not need to roll for initiative but automatically get to attack first. **Go to 32.**

51 The turbolift doors open, revealing a dimly lit cargo bay, filled with stacks of crates. If this is your first visit to the cargo bay, **go to 44**, otherwise, **go to 28.**

52 A blaster bolt hits you in the chest and you fall to the ground, dead.

The End

53 With your lungs burning you collapse to the floor and die.

The End

54 Climbing into the cockpit of your scout ship, you fire up the engines then lifting off, swivel around and blast out of the docking bay of the pirates' lair, satisfied one more scourge against peace and justice has been dealt with.

The End

KIRA'S CORSAIRS

by Ray Napoli



Depending on the timeline and events, the Corsairs are generally a Battalion strength roster or around 550 personnel including Adventurers and support personnel.

The Corsairs can field Two Companies of infantry regulars in short notice, with a standing force just under 300 available most of the time. About 1/3rd of these regulars are on rotational duty, serving the Corsairs for a rotational period before being released to their own means and ends. Should the need arise, the Commander or XO can make a call-to-arms to field the entirety of the Corsairs in Battalion strength.

Many of the Corsairs members are also pilots, and the Corsairs can usually field a reinforced Flight Company (5 Flight Platoons). Flight Platoons consist of Z-95s, slowly transitioning to Kihrazz Fighters in OBBY and after. The Corsairs are also particularly

Kendra Aklund

a Corsair Designated Marksman

KIRA'S CORSAIRS

proficient at fielding Irregulars in Light Freighters and have been known to use them to great effect.

Home Base

Kira's Corsairs call the Outer Rim system Andurin home. Additionally, they operate an asteroid starbase known as *'The HyperSpace Lighthouse'* with a Hyperspace Beacon that forms a shortcut between two major trade routes. The Lighthouse itself is patrolled by a pair of G-1A Starfighters. During larger operations, they also use an Imperial Customs Corvette *The Krayt* as a mobile Headquarters.

Zone of Operations

Andurin is an 'original' planet, so GMs at their discretion can put it between the Perlemian Trade Route and Corellian Run as originally intended, or somewhere else if it suits their story or campaign better.

General Mission

An Elite unit of spacers and veterans from all walks of life, The Corsairs missions range from Private Security to discretionary operations, sometimes seconding out adventurers when regular military forces would be less appropriate.

The Corsairs also operate as the private Law Enforcement and protection service of the Andurin system.

Affiliations

Kira's Corsairs are an independent (unaffiliated) outfit emerging after the close of the Clone Wars on the Outer Rim. There are rumors their independent adventurers have worked with the Empire, but not many spacers put too much weight in anecdotes or space stories. It is worth noting that around 0-2 ABY Kira's Corsairs were a significant thorn in the side to Black Sun, and have resisted recruiting efforts from the Rebellion.

Success Rate

Kira's Corsairs have a strong reputation and are well sought after for both Private Security and Discretionary Operations, given the nature of their work it is hard to say what percentage of their missions would be successful.

History

Kira's Corsairs were initially formed shortly after the Clone Wars around 16 BBY. Appropriately enough, many of the Corsairs are former members of the Republic Navy, but just as many are independent spacers from all over the Galaxy.

Kira's Corsairs started as a Company-Sized element, moving from one system to the next looking for work. Kira's record of successes led to a reputation as a ruthlessly efficient mercenary outfit and Kira's own reputation as a cunning pragmatist. As The Corsair's reputation grew, so too did their ranks. New members were vetted by Commander Kira 'Krestfall' Krestlind herself, or Rendall Firedown, the Corsair's XO. In spite of the Corsair's elite reputation, Kira was also known to headhunt or recruit more junior individuals that she believed showed considerable potential.

After a few years of moving from location to location, Kira's Corsairs had burgeoned to the size of Two Companies. Moving as a private fleet consisting of a Corvette, a pair of Freighters and group of Starfighters – The Corsair's reputation was beginning to outgrow them. The perfect opportunity showed itself in the Andurin system in 5 BBY.

The Andurin-5 Colony as established in 8 BBY, but was barely successful until around the end of 6 BBY. An Ithorian Prospector had helped the colonists establish regular irrigation and grow their crops better, and the Andurin System was an occasional stop for traders or merchants needing to stop to refuel on their way back to the Core or traveling in the Outer Rim. Pirates had begun to make things difficult for the locals shortly after the Colony had only just found its legs.

Kira's Corsairs needed a home, and Andurin-5 needed...well, law. A deal was struck, and by 3 BBY,

Kira would claim that the Corsairs were 'what passed for law' in the Andurin System.

Kira continued to cultivate a reputation as an efficient, ruthless mercenary outfit. In spite of their rough reputation, some began to understand the 'Corsairs' as an outfit with a somewhat different character and even...virtue.

By 0 BBY The Corsairs has a firmly established reputation as a protection outfit – used by systems within a few Light Years of the

KIRA'S CORSAIRS

Andurin system to protect trade convoys, supply shipments and other essential supplies. While still well regarded as an efficient and capable unit, Kira cemented the Corsairs reputation in 0 BBY when a pirate outfit tried to encroach on the Andurin System's already limited trade.

Threatening the Andurin system on a regular basis, Karr Lendt's pirates had become a thorn in Kira's side. She had intervened on her own several times, and delivered a warning to Karr Lendt by messenger once. Lendt's pirates were well known for their use of a stolen Imperial Custom's Corvette, and Kira set up an ambush during one of Lendt's raids.

Leveraging the Corsair's reputation, Kira had managed to obtain actionable intelligence on the location of Lendt's headquarters ship. Utilizing two new Flights of Kihraxz Fighters and her own Starviper *Furious Dawn*, Kira managed to hijack the Imperial Custom's Corvette, cementing the Corsair's reputation as the Law within the Andurin System. Within short order the Custom's Corvette was re-flagged as *The Krayt* and the Corsairs proved to be more trouble than they were worth for interlopers in and around Andurin.

Kira's Corsairs continue to operate in and around the Andurin system, with missions throughout the Galaxy requiring their unique expertise or a cunning group of adventurers. Most notably, the Corsairs are known to have stolen a Hyperspace Beacon from Black Sun, allowing the Corsairs space station to act as a beacon between major trade routes in the Outer Rim – once more putting Andurin on the map as a trading waypoint or a place for Spacers to carouse, tell war stories and enjoy the relative peace of Andurin.

Equipment

Kira's Corsairs use all manner of blaster weapons, but tend to favor Carbines and Rifles. Additionally, the Corsairs are known to employ Designated Marksmen, Troopers with a particular talent for stand off engagement ranges using unique equipment. Kira's Corsairs use modified Marksman Rifles created by their own armory with particular care.

The Flight Company fields three full flights of Z-95s, and 2 nearly pristine flights of modified Kihraxz Fighters. The Corsair's reputation persists as well with the unorthodox use of Light Freighters in engagements. The Commander of Kira's Corsairs, Kira Krestlind often flies a custom Starviper (Post-ANH only). *The Furious Dawn*.

Corsair Marksman Rifle

Model: Custom Blaster Rifle

Scale: Character

Skill: *Blaster: Blaster Rifle*

Ammo: 25

Cost: 1,000

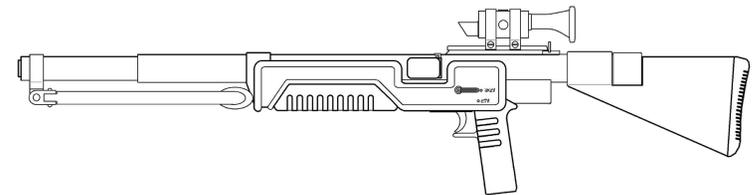
Availability: 1, R

Range: 5-35/100/300

Damage: 5D

Game Notes: If the bi-pod and Scope are used for one round of aiming, the character receives an additional +1D To Blaster.

If the Bi-Pod is used, Moderate Range may be treated as 'Short' Range.





Kihraxz Assault Fighter

Craft: TransGalMeg Kihraxz

Type: Multi-Role Starfighter, Independent

Scale: Starfighter

Length: 11 Meters

Skill: *Starfighter Piloting: Kihraxz*

Crew: 1

Crew Skill (Corsair): *Starfighter Piloting 5D+2; Starship Gunnery: 5D; Starships Shields 2D*

Crew Skill (Black Sun): *Starfighter Piloting 4D; Starship Gunnery 4D; Starship Shields 2D*

Cargo Capacity: 130 Kilograms

Consumables: 1 Week (Corsair), 2 Days (Normal)

Hyperdrive: None (Added by Corsairs, x1)

Cost: 70,000 Credits (New), 45,000 (Used), 120,000 Credits (Corsair)

Manueverability: 3D

Space: 8

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 30/4D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1,200/2500m

Damage: 6D

Concussion Missiles

Fire Arc: Front

Skill: *Missile weapons: concussion missiles*

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

Conner Net (Corsair)

Fire Arc: Rear

Skill: *Missile Weapons: Conner Net*

Fire Control: 0D

Range: 1/3/7

Not useable in Atmosphere

Damage: 7D (Ion)

KIRA'S CORSAIRS

The Conner Net is a mine-like weapon that expands into an Ion-charged net after deployment (and can only be deployed from the rear-arc of a craft). Conner Nets are known to be used by pirates in order to disable spacecraft for boarding and theft. The Corsairs employ them as a 'Law Enforcement' measure, using the weapons to interdict would-be criminals or pirates.

Kendra Aklund

Corsair Designated Marksman

Dexterity 3D+2

Blaster, Blaster Artillery, Brawling Parry, Dodge, Grenade, Melee Combat

Perception 3D

Bargain, Command, Persuasion, Forgery

Knowledge 2D

Alien Species, Survival, Languages, Streetwise, Value

Strength 2D+2

Brawling Stamina

Mechanical 3D+2

Astrogation, Starship Gunnery, Repulsorlift Operation, Starfighter Piloting, Space Transports, Starship Shields

Technical 3D

Armor Repair, Blaster Repair, First Aid, Armor Repair, Security

Kendra Acklund's Vital statistics

Species: Human

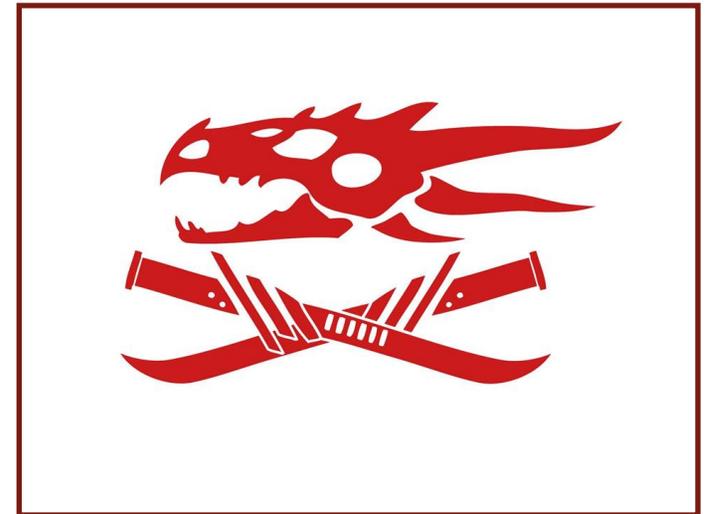
Bio: Kendra Acklund was a promising Imperial Security Bureau recruit. Having been through the Imperial Flight Academy, she was well qualified for space interdiction and anti-piracy duties. Her career however, was cut quite short by an injury during the line of duty. Kept off-duty for a prolonged period of time and unable to overcome her Senior Officer's predilection for sidelining or underestimating her capabilities, Kendra left the ISB.

Her service record was short, but her zealous efforts to fight piracy had not gone overlooked. Though considered 'green' by most standards, her qualifications nevertheless attracted Commander Krestlind's attention. Kendra managed to convince

Ray Napoli - GALACTIC CIVIL WAR - NEW REPUBLIC ERA (18 BBY - 25 ABY)

Kendra of the virtue of the Corsair's operations within the Andurin sector. Kendra now fights among the Corsairs as zealously as she ever did for the ISB – and now she has a place to call home.

Game Notes: If using the Corsair Marksman for the Corsair Marksman NPC, add the 'Corsair Marksman Rifle' to the template as a Specialty for Blaster Rifles as well as 1D in Blaster, Starfighter Piloting and Starship Gunnery. Kendra is a junior member of the Corsairs recruited by Kendra, a cadet who was medically disqualified for injuries sustained in the Academy who has since healed.



Kira's Corsairs Standard and Colors

LOCATION SCOUT

by Josh Moore

In every group there is the exception, the ones who are different and don't follow the crowd. For the Ithorian species that is the crew of the Herd ship Cathor Hills.

- Aurek Jenth

The ship does not look all that outwardly different from any other Ithorian herd ship. The Cathor Hills follows its seemingly random path along the Outer Rim Territories, stopping much as any other trade vessel. But the Cathor Hills shows up in places of conflict, often before hostilities break out or just after, offering food aid, medicine, training, and equipment; any resource at their disposal to make the foothold of the Empire a little less stable.

This vessel and its occupants are seen as scavengers or war-profiteers by their detractors, but also as liberators and saviors by the common folk. Truly the exception of the Ithorian race, the Cathor Hills is the most unique location one can visit staffed mainly by Ithorians. This vessel is the heart of the Hammerhead Resistance and its existence is known only to a few in the Empire.

The Cathor Hills

Ithorian SkyYards Herd ship

Type: Modified Ithorian herd ship

Affiliation: Ithorians (publicly), Rebel Alliance and Antarian Rangers (secretly)

Scale: Capital

Length: 1,800 meters

Skill: Capital ship piloting: herd ship

Crew: 3,000, gunners: 234, skeleton: 875/+5

Crew Skill: *Astrogation 4D, capital ship piloting 4D, capital ship gunnery 4D, capital ship shields 5D, sensors 4D+2*

Passengers: 10,000

Cargo Capacity: 200,000 metric tons

Consumables: 5 years (special, see below)

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x9

Nav Computer: Yes

Manueverability:

Space: 4

Atmosphere: 240, 800km

Hull: 6D+2

Shields: 5D+2

Sensors:

Passive: 40/1D

Scan: 60/2D

Search: 120/3D

Focus: 5/4D

Weapons:**18 Laser Cannons**

Fire Arc: 3 front, 3 left, 3 right, 3 back, 3 top, 3 bottom

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-4/13/28

Atmosphere Range: 100-400/1.3/2.8 km

Damage: 4D

12 Tractor Beam Projectors

Fire Arc: 2 front, 2 left, 2 right, 2 back, 2 top, 2 bottom

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D+2

30 Ion Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back, 5 top, 5 bottom

Crew: 6

Skill: Capital ship gunnery

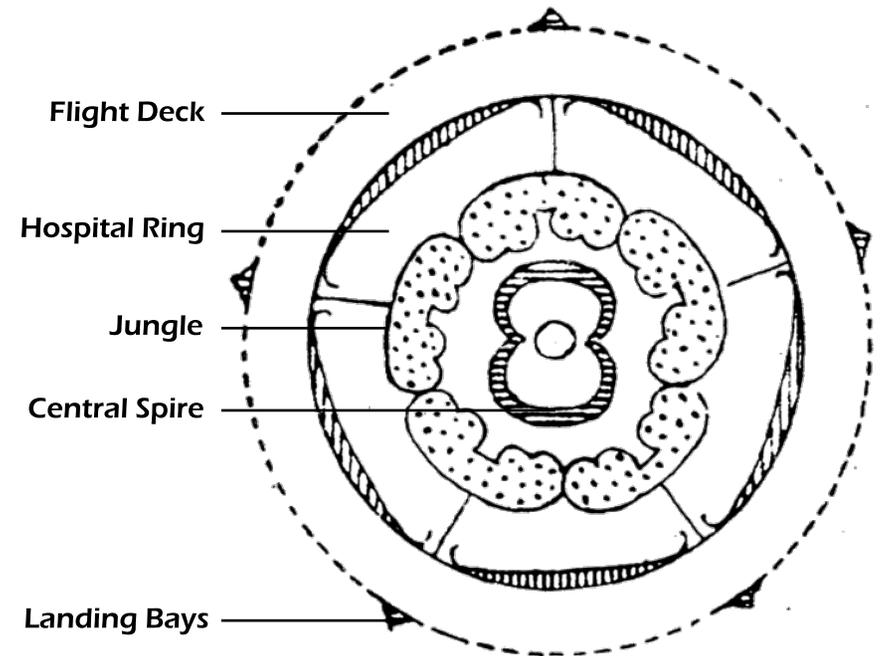
Fire Control: 2D+2

Space Range: 1-10/25/7>0

Atmosphere Range: 2-20/50/100KM

Damage: 3D

The Cathor Hills is a standard Ithorian herd ship modified with the help of a Mon Calamari design team. The hull plating has been reinforced, shields and engines upgraded, with multiple ion and laser cannon emplacements to cover all firing arcs.

**In addition there are certain unique features of note:**

Consumables: the 5 year consumables shown is only in regards to the food/air/water reserves if the ship is operated as a traditional capital ship. Due to the ecological focus and many biological resources of a herd ship the Cathor Bay can recycle oxygen, water, and solid waste through natural processes greatly extending life support capacity by at least a factor of five. Were it not for engine fuel this herd ship could probably operate indefinitely.

Lifeboat: the lowest section of the ship containing the backup hyperdrive, a hidden biodome and repulsorlift engines can be separated from the rest of the vessel in an emergency situation. In addition to this equipment there is standing room for at least 1,000 occupants. The lifeboat is unshielded and has Hull of 1D, Space and Atmosphere movement of 1. This modification is in addition to the standard compliment of escape pods.

Landing bays: The ship has 24 landing bays capable of servicing a stock-light freighter or smaller vessel. For Starport rating purposes facilities are considered Stellar Class with a 100 credit per day docking fee.

Biodomes: There are ten biodomes in a ring on the upper level, each home to one of the most common habitable biospheres; desert, forest, grasslands, saltwater beach, swamp, mountainous, arctic, aquatic, subterranean, and volcanic. All biomes mirror general conditions and are not imitations of any specific planet, although that is possible with enough lead time and great expense.

Hospital deck: the third level from the bottom is actually large hospital facility. While sections are normally mothballed when not in use, facilitating about 100 patients. When responding to a battle or a disaster it is a fully equipped Republic Era hospital with 25 bacta tanks, 1,000 beds and 60 medical droids.

Atmosphere and landing: the Cathor Hills is capable of entering atmosphere and even landing on a large body of water or flat ground.

History

A lot of spacers, myself included, were under the impression that Ithorians are an entirely pacifist culture. They keep to themselves, enjoy gardening, and surely go to bed at a reasonable hour. Up until recent history that impression would be correct. Sure you would run into the occasional Ithorian criminal or bounty hunter but those were the exceptions easily passed off as deviants, not representative of the species as a whole. Ithorians had well earned a reputation of staying out of conflicts and galactic affairs until the war was brought to them.

The Subjugation of Ithor was not an engagement the Imperials should be particularly proud of. Being a peaceful people the Ithorians never threw in with the Separatists or the Rebels, easily flowing from the Republic to the Imperial Senate and continuing to function as horticulturists and tradesman of the galaxy, as they had for over twelve millennia. But with free trade comes the notion of smuggling operations, which was all the excuse a certain Captain Alima needed in the early years of the Empire to move into Ithorian space and extract certain secret technologies from the peaceful citizens of Ithor.

Reluctant to relinquish generational trade secrets the High Priest Momaw Nadon refused. The *Imperial Star Destroyer Conquest* opened fire on the surface of Ithor, torching thousands of square acres of pristine Mother Jungle that the Ithorians worshiped as a living god. When that did not seem to sway the populace, Alima

targeted the herd ship Trafanda Bay, and threatened to start open fire on the unarmed vessel. Faced with such atrocity the High Priest of the Trafanda gave Captain Alima what he wanted, the Imperials left and Momaw Nadon was excommunicated from Ithor.

The secret the Imperials were after? Fertilizer. They were after a secret fertilizer recipe. Truly a glorious campaign for the Empire. Especially as the Ithorians have been teaching this 'secret' to rimward farmers for ages.

But the violence committed against their living deity and threatened against unarmed population centers was enough to jolt an Ithorian Meet (basically a defacto world government made up of the high priests and captains of the herd ships). There was much debate about what to do, many unsure of what action to take as surely the Empire would respond with more violence. Some herd ships voted to continue as if the Subjugation never happened, others said their ships would only trade along the Outer Rim and far away from Imperial patrols, a few herd ships decided to secretly aid the Rebel Alliance with individuals even joining their ranks, but fewer still lobbied for planet-wide open rebellion.

The two most vocal proponent of this, Jayel Chaim, a young herd ship captain in good standing and Kwyn Thona, known as Kwyn the Twice-Exiled, a renegade priest and survivor of the orbital bombardment. Besides these two many Ithorian citizens felt moved to action but not open warfare. The peaceful Ithorians had a problem on their hands, if they did nothing the rebellious sentiment could grow and get them all killed, including the Mother Jungle.

The High Priests voted to allow the "seed of violence" to leave Ithor. Captain Chaim and all willing to follow would be gifted a space-worthy herd ship under one condition; They must obey the sacred Law of Life. To this extent Kwyn Thona was given the rank of High Priest and they set off in the newly christened "*Cathor Hills*", the name of the area of Ithor completely razed by the Imperial Navy.

For the first five years the *Cathor Hills* operated much like any other herd ship, travelling from system to system, trading goods or knowledge with the locals.

They seemed as innocuous as any other Ithorian vessel in the eyes of the authorities; but Jayel Chaim was clandestinely building a network of informants, suppliers, and funds.

Captain Chaim knew the Ithorians would never confront the Empire openly. Army to army, navy to navy, there was no chance of success. But they could train their own elite units, or train others to do their fighting for them, provide material assistance to the rebels or heal the war torn planets left in their wake. Rebellion did not have to mean combat, they could service all by supporting the resisters. Taking the nickname from the derogative term used by the Imperials, Captain Chaim started the Hammerhead Resistance.

In their sixth year the *Cathor Hills* could afford the extensive interior renovations and upgrades Captain Chaim had envisioned. With the help of Mon Calamari shipwrights they made it happen; the *Cathor Hills* was as perfectly functional a trading ship as any in the Ithorian fleet, but it could withstand a turbolaser barrage and live to tell the tale, something other Ithorian ships could not boast. But the Mon Calamari enhancements did not stop there.

With diverse biodomes large enough to train units in multiple terrain types, cargo space enough to move huge amounts of weapons and medical supplies, even bring hospital care and ecological aid to the innocent planets caught in the galactic crossfire. *The Cathor Hills* was a mighty support ship of the Rebel Alliance even if only in an unofficial capacity.

While the *Cathor Hills* might not be the glorious combat vessel many would want, for the Ithorians it might be more resistance than they have ever presented before as a species. To them the *Cathor Hills'* very existence is highly controversial, and the High Priests don't even know what Kwyn the Twice-Exiled is doing below decks. (And for a long time neither did I. But that is a tale for another time.)

As for the history of its military engagements, the captain of the *Cathor Hills* is far too cagey to throw the lives of her crew, officers, and civilians away needlessly. They helped the Tansian colonists when they had a problem with local pirates in their asteroid field. By presenting the pirates with a big, seemingly unarmed cargo transport to plunder, it drew the pirates out of hiding and into open space. Without smaller objects to dart around the *Cathor Hills* lead the ambushers into a trap. Captain Chaim managed to disable each of the uglies the pirates used as fighters, as well as

the ancient dreadnought they were using as a base, without the loss of a single life. All pirates stood trial and their ships were promptly sold off at auction, the *Cathor Hills* and the Tansian settlers splitting the profits of the auction equally.

Occasionally, when the opportunity presents itself the *Cathor Hills* has acted against small time slavers and 'chained cargo' operations. To this extent they have left several criminal syndicates in the custody of Outer Rim Territory planetary governments where slavery is still illegal. Several dozen Twi'leks and Wookiees have been liberated in mid-space, a few of the Wookiees even staying on the *Cathor Hills* to work below decks.

Their other notable engagement was with a Imperial Star Destroyer, which was commanded by an officer who was biting off more than he could chew. The Imps demanded to board the herd ship and search for contraband and dissidents. Captain Chaim may have simply jumped to hyperspace, if the imperial Captain was not named Alima and the ship the *ISD Conquest*, the guilty parties in the Subjugation of Ithor. Instead the *Cathor Hills* went to attack vector, shields double-front, and easily withstood a frantic broadside from the Star Destroyer.

They disabled the *Conquest* with surgical strikes with their ion cannons, leaving the larger warship floating adrift. *The Cathor Hills* entered hyperspace with a smile on Captain Chaim's face. She'd caught Alima unprepared and unshielded. It would take the *Conquest* hours to repair that damage with little chance of the incident being reported to Sector Command. Alima was far too prideful to report an Ithorian herd ship had just left his star destroyer dead-in-space. It wouldn't take much cajoling to convince his officers this would be detrimental to their careers as well. So far there has been no reprisals against Ithor or her citizens, and that engagement was over two years ago.

Trade & Smuggling: While it seems counter intuitive to the actual purpose of the herd ship, the *Cathor Hills* does as much honest trade as it does rebel supply. Herd ships typically operate outside direct Imperial jurisdiction and when they do they are typically seen as little more than exotic trade vessels; Customs officials know a herd ship is too big for quick inspections and manned by weird alien pacifists, so why bother? Just collect the taxes and let them go.

LOCATION SCOUT

This ability to move incognito from places like the Outer Rim Territories to the Corporate Sector to the Core unmolested, is the greatest strength *The Cathor Hills* could have. Imperials see it as just another herd ship. This anonymity is the most powerful shields a captain could ask for, so why risk it by smuggling?

The answer is to smuggle sparingly and only for the right cause. The Mon Calamari did not retrofit the *Cathor Hills* out of a sense of altruism. As a heavily patrolled system it was almost impossible for the Mon Calamari homeworld to obtain weapons and much needed medical supplies.

The Cathor Hills can slide into the atmosphere, physically deliver the weapons to the Mon Cals without the use of cargo freighters, and slip out of the system with little more than a cursory customs inspection.

As such Captain Chaim does not smuggle as part of regular operations, but when the need is great she is willing to do so.

Crew and civilians: No Ithorians are forced to serve on this vessel, everyone is there by their own volition. But for a ship of this size they are a little short staffed. They do have a dedicated crew that is highly trained and specialized for the functioning of the ship, but not enough for a full round the clock duty roster. To correct this shortcoming all Ithorian civilians aboard this herd ship fulfill multiple roles; the shopkeeper on the promenade during business hours might also be an engineer's mate during third shift, the ecologist who sees to the swamp biome may also be on the gunnery crew. You would never know it from appearances but this willingness to learn multiple disciplines showcases evidence of why the Ithorian species has such a reputation for high intelligence.

Civilian-crew that pulls double duty has to be drilled regularly to keep everyone sharp in an emergency situations. I have been around for a few of these and it is remarkable to see the pacifistic Ithorian immediately drop anything not life threatening and speed to duty stations. The proverbial "well-oiled machine" of the Imperial Navy could learn a thing or two from the civilians of the *Cathor Hills*. To their credit there has never been an accusation of dereliction of duty, at least not to my knowledge.

To that extent there is no military police on the *Cathor Hills*. No marines or even security personnel. The Ithorian command doesn't see a necessity. The civilians and crew know each other

well and any dissidents to their cause have been long removed. Should a boarding action occur they are all trained to repel invaders, even if their weapons are only on stun.

Typical Cathor Hills Crewman

DEXTERITY 2D

Brawling parry 3D, blaster 3D, dodge 2D+2, grenade 2D+1

KNOWLEDGE 2D+1

Business 2D+2, horticulture 2D+2 or languages 2D+2 (pick 1)

MECHANICAL 2D

Astrogation 4D, capital ship piloting 4D, capital ship gunnery 4D, capital ship shields 5D or sensors 4D+2 (pick 1)

PERCEPTION 2D+1

Search 3D, sneak 3D+1

STRENGTH 1D+2 *Brawling 2D*

TECHNICAL 1D+2

Capital ship repair 2D+2

Move: 10

Equipment: Blast helmet and vest (+1D physical/+1 energy resistance), BlasTech DL-18 blaster pistol (4D), comlink, utility belt with medpac, (optional stun grenade)



Ithorian Air & Space Rescue

While the *Cathor Hills* does not have a traditional fighting force they do have an elite combat unit, one that I would call comparable to anything the Imperials or Rebels could muster. These are the males and females every Ithorian pupa with fighting spirit aspires to become, the Ithorian Air & Space Rescue.

Ithorians as a whole are adverse to enlisting in any sort of combat training, Captain Jayel Chaim knew this from the outset. At the same time she knew how effective and unexpected a special operations unit could be in zero gravity; With judicious usage a Zero-G unit could disable vessels, conduct boarding actions and extract targets. Anything would be preferable to the high casualty rate of space battles. She only needed to justify it in a way that Ithorians would find palatable. Thus the first Ithorian Air & Space Rescue unit was commissioned.

Nominally speaking the Air & Space Rescue is not primarily a combat unit. In theory they are a unit that responds to medical emergencies, crash scenarios, and recovery missions in low-gravity, high-altitude situations. These humanitarian missions is what they train for, but the procedure to blow an airlock on a crashing transport or enemy cruiser is much the same. These commandos understand the necessity and are fine with combat so long as they are well-informed and intentional fatalities are a last resort. Still, even with weapons on stun and bandoliers of DEMP and stun grenades the Ithorian Air & Space Rescue are very capable of boarding vessels, disabling equipment, and extracting targets.

Captain Chaim and the *Cathor Hills* have spared no expense in their training. The Rebel Alliance was more than willing to lend a hand. As Ithorians are not the most physically imposing species they use specialized equipment and training to get the job done.

Ithorian Air & Space Rescue Corpsman

DEXTERITY 2D+2

Blaster 3D+1, brawling parry 3D, dodge 3D, grenade 3D+1, melee combat 4D, melee combat: zero-g 5D+2

KNOWLEDGE 2D+2

Survival 3D+1, survival: space 5D+1

MECHANICAL 1D+1

Capital ship gunnery 2D, starship gunnery 2D, rocket pack operation 3D+1

PERCEPTION 2D+1

Command 3D, search 2D+2, sneak 3D+2

STRENGTH 2D

Brawling 3D, stamina 2D+2

TECHNICAL 1D+2

Blaster repair 3D, capital ship repair 2D+2, first aid 2D+2, security 2D+2, space transport repair 2D+2

Character Points: Varies; typically between 0-5

Move: 12

Equipment: Blaster pistol (4D), blaster carbine (5D), 2 grenades(either stun or DEMP) (5D), rocket pack (12 charges, Space Move: 1), Merr-Sonn Armored Space suit (+2D energy, +1D physical, 25 hours of atmosphere), vibroknife (STR+1D)

Decks of the Cathor Hills in Descending Order

Upper Deck (Gunnery): Three laser cannons, 2 tractor beams, five ion cannons; the top turret and uppermost deck is one of the most heavily armed and armored places on the Cathor Hills. This emplacement is one that is always manned by a full staff, either actively drilling or waiting on standby. Assignment to this deck is considered a high honor as it also contains the secondary command deck, a large tower of crew quarters, and the main sensor array. Only the most vigilant are stationed here.

Upper Middle Deck (Biodomes): On the secondary upper deck of the Cathor Hills (below the gunnery position) is a series of ten linked biodomes, each teaming with simulated conditions and flora for commonly found biomes across the galaxy; desert, forest, grasslands, saltwater beach, swamp, mountainous, arctic, aquatic, subterranean, and volcanic. While these would be a charming botanical display under normal conditions it is actually a great source of knowledge and revenue for the Cathor Hills.

You see, the purpose of the biomes is not as a greenhouse, it's for the training of Rebel Special Forces.

Ithor has long been at the forefront of artificial environments and cultivated biodiversity. The Rebel Alliance was in need of a discreet place to train its SpecOps personnel in wilderness operations. It was at the suggestion of Kwyn Thona that the Cathor Hills reach out to the rebels and offer them such a place to train in warfare and field operations. While the gardeners recoiled in disgust at the suggestion Captain Chaim saw the wisdom in it.

They could rent out the use of the biomes, even if they are only 100 meters across it was valuable experience in multiple field locations that were practically impossible to be under Imperial surveillance. So long as a certain number of rebels got on at one trading port and exited at the next there was no chance of discovery.

In addition, as much as the horticulturists complained the experience was invaluable for them as well. *The Cathor Hills* was a vessel of recovery as much as rescue. The gardeners quickly learned how to repair and rejuvenate biospheres scarred by war. They learned insights and techniques to remove toxins from soil, compost damaged brush efficiently, and plant new life in areas that would normally take years to rejuvenate. In essence, controlled warfare in their controlled environment helped the

Ithorian Horticulturists to spread life faster in the wake of war. It was controlled pain to heal a galaxy. No gardener could deny the need to cut a dead limb to save a tree.

For the *Cathor Hills* this is also a revenue source. Fighters training on board need to be fed and housed, their superiors paying for any damage wrought on the ship. By renting out this space to private mercenaries and local militias for training the biodomes do more than pay for themselves. This practice ties the Hammerhead Resistance to the Rebel Alliance a little tighter, even if in an unofficial capacity.

Middle Deck: This is the largest deck by size, but has big sections of plating cut out to accommodate the trees growing from the jungle below. While this hollow design is somewhat derided by naval warfare aficionados, the outer ring is very solid with four weapon emplacements like the gunnery deck above and a ring of docking bays all around.

The space ward side of the outer ring are 24 docking bays capable of servicing stock-light freighters and smaller vehicles. There are umbilicals and extendable gangways for docking larger vessels, but only light freighters could be effectively serviced by the *Cathor Hills*. Two of these bays are in permanent use by the Ithorian Air & Space Rescue to house their combat shuttles. There are also four gunnery emplacements similar to the

The inner ring of the middle deck is a long circular promenade, full of shops, tradesmen, arcades, restaurants and boutiques that are normally associated with Ithorian Herd ships. Between the docking facilities, shops, and four 25 bed clinics the *Cathor Hills* is generally considered a Stellar Class starport.

(If one were to poke around long enough inside the clinics they might find the stairwells and lifts to the secret hospital deck below.)

There are several villages and restaurants in the spider web of walkways that crisscross the treetops of the artificial jungle. Many of the higher status citizen live in these villages. At the center of the web the crew quarters tower terminates at the Command Center.

Unlike most vessels of its size, the *Cathor Hills* does not have a forward face, so the command center of the ship is actually near the center of its spherical design. While this means the command deck is well protected it is also blind without video screens and sensor arrays. From this point however it is best to coordinate a

LOCATION SCOUT

response to hostilities in all directions. Captain Jayel Chaim can normally be found here.

Lower Middle Deck: There are two portions to this deck, the obvious one is the floor of the artificial jungle. Here the rich black soil gives life and atmosphere to the 30 meter tall trees that create a perfect simulation of the Ithorian jungle the residents call home. While most Ithorians are more than content to live in the treetops above, Kwyn the Twice-Exiled and his Jungle Wardens see to the care and maintenance of the trees below. On Ithor they would be exiled for touching the surface of the planet, but on the *Cathor Hills* they can learn horticulture and environmental science in a "hands on" capacity. As it is not truly the surface of Ithor, with the Captain's or Kwyn's permission you may go down and experience the life beneath the jungle canopy as the ancient Ithorians did.

A word of warning, I would not mess with a Jungle Warden if I were you. Practical experience and concentration on their tasks makes your average Warden seem aloof, but they are deadly serious about their work. Those walking sticks they carry are not just for balance.

The second portion of the lower middle deck, the not obvious portion, is disguised in the forced-perspective of being inside the ship. If you had a cross section you could see the *Cathor Hills* was not just thicker in this section, but hollow. On the inside of the spherical wall, spread from one side of the ship to the other is the secret hospital deck. During regular operations this deck is mothballed and off limits. There is a small crew of maintenance and medical droids that keep the hospital deck ready for the response to an emergency. With secret turbolifts from specific docking bays and the clinics above the Hammerhead Resistance can aid up to a thousand patients at once, healing not just the environment of a war-torn area but the population as well.

As this is a well kept secret and only been used half a dozen times since it's commissioning the *Cathor Hills* emergency response has gained no fame in the Empire at large, but a favorable opinion on the Outer Rim.

Lower Deck: Beneath the Ithorian jungle is the real guts of the vessel. On the lower deck is the engines, fuel tanks, cargo holds, shield generators, and gunnery deck. This is the only place where the *Cathor Hills* really feels like a working vessel, with engineers and payload masters scurrying about, covered in grease and grit. From the pristine decks above you would never know that this

sort of standard ugliness could even exist on this starship.

Those engines and shield generators need a lot of energy, and the hypermatter reactor produces a large amount of excess radiation that has to be vented out to space. Effectively anything on this deck is so well-shielded with chromium and masked by the reactor output that it is indecipherable to scanners. Which is good, as extra crew men for engineering is made up of liberated Wookiees the *Cathor Hills* "salvaged" from an independent slavery operation.

Thankfully Ithorians do not have a reputation for smuggling, because if they did this is where they would hide things they wanted no one to know about. If I were a smuggler this is where I would put an extra cargo hold. No scanner could determine what was in there. And they certainly would not have an extra biodome down there, 100 meters across and rigged to eject as a lifeboat if absolutely necessary. Why do you ask?

Notable Personalities

Captain Jayel Chaim

Ithorian Herd ship Captain, Rebel Sympathizer

DEXTERITY 3D

Blaster 4D+2, brawl parry 4D+1, dodge 4D+1

KNOWLEDGE 4D+1

Alien species 6D, bureaucracy 5D, business 5D, cultures 5D+2, ecology 5D, languages 5D+1, planetary systems 6D, streetwise 5D+1, tactics: capital ships 7D+2, tactics: fleets 6D

MECHANICAL 2D

Astrogation 5D, capital ship piloting 4D+2, repulsorlift op. 5D, space transport piloting 4D+2

PERCEPTION 3D+2

Command 8D, persuasion 5D+2, search 5D, sneak 5D

STRENGTH 2D+2

Brawling 4D+1, climb/jump 4D, swimming 5D

TECHNICAL 2D+1

Computer programming/repair 4D, first aid 3D, security 4D+1, space

LOCATION SCOUT

transport repair 4D+2

Move: 10

Force Points: 1

Equipment: Blast helmet and vest (+1D physical /+1 energy), BlasTech DL-18 blaster pistol (4D), comlink, datapad, uniform, utility belt with medpac, vibroknife (STR+1D)

Capsule: Jayel Chaim was a courageous youth. She was always the first to explore a new section of the herd ship, the first to speak up to the adults, the first to meet the spacers passing through. Such a fearless and forward youth was strange to Ithorian sensibilities. She was as glassy-eyed as any pupa but wanted to know more than the lessons of Mother Jungle.

If she had the Seed of Life, she could hear the call of Mother Jungle, if only then she would have been pushed to the priesthood. But instead she signed on as mate on a tramp freighter.

Exploring the galaxy and learning everything the spacers could teach, young Jayel was eager to learn everything she could. From engines, to piloting, when to fight and when to run, how to acquire contraband on the black market, Jayel Chaim became an able spacer by her twentieth hatchday.

After things went south with her old crew, Jayel found her way back to Ithor via the herd ship *Galfonna Cloud*. She quickly learned that the experiences she gained as a semi-legal merchant made her invaluable to certain more-naive citizens of the Galfonna, especially when it came to trading with shady individuals. She quickly worked her way from the marketplace to the command staff, advising the Captain on what she knew of other species and planets. It was during this service that Jayel learned of capital ship tactics, saw the aftermath of Imperial Fleet actions. With her extensive knowledge of the outside world, Jayel advised on the threat of the Empire. She had seen what they could do on numerous worlds, before and after occupations or suppression actions. Her advice was always stay clear and give the humanocentric Empire a wide berth. Unfortunately, the war was brought to Ithor.

Incensed by the gross violation of all they held holy, and with certainty that now was the time to act, she strode into the Herdmeet with little more than a captain's commission. Despite

Josh Moore - REBELLION ERA [2 BBY]

her strongest warnings and emphatic pleas, Ithor seemed committed to continue its neutrality. But there was more than one dissenting opinion out there. There were people on nearly every herd ship that thought the Ithorians were not doing enough to resist, that the Empire would be back when they wanted something else, or maybe just to destroy the Mother Jungle herself. The charismatic mystic, Kwyn the Twice-Exiled agreed, saying this was not only a certainty in time but that resistance to imperial rule was the will of Mother Jungle. Those that did not hear her call chose not to, that their deafness was not cause to disobey her calling.

Still the Herdmeet came up with the same result, but they voted to let those who thought like Jayel and Kwyn to join them on their own vessel. It was the next best thing to getting direct permission. Granted she was still on her own, it would take years to build up the business, rebel and underworld contacts to begin a proper residence, but it was enough to start. She threw herself into the task and nearly a decade later the Cathor Hills is out fighting the good fight the best way they can; limiting casualties, helping those in need, healing planets as they went, liberating slaves where they can.

Jayel Chaim is calm and professional in command. She is quite personable and has seen a good share of the galaxy. Her defining quality behind courage is her patience. She has taken her time building up the contacts needed to form the Hammerhead Resistance. While not the most experienced combat commander, she has studied much of Imperial Naval tactics and is confident in her crew's ability to execute her well-drilled battle plans. In capital scale combat she will run if outnumbered, if it is one single Imperial Star Destroyer she will surprise attack to disable the warship and run. If cornered or swarmed by fighters she will disable smaller crafts with her ion cannons and use tractor beams to position the disabled enemy craft between the Cathor Hills and turbo laser batteries. If this does not buy her time to escape it will be up to the Ithorian Air & Space Rescue to disable the enemy.

Everyone on her ship is precious. She will never sacrifice a life unless it is absolutely necessary. Hopefully between their relief efforts, Air & Space Rescue, and whatever Kwyn is doing down below the jungle canopy this will be enough to tip the scales in favor of the Rebel Alliance.

LOCATION SCOUT

Don Waawat

Ithorian Air & Space Rescue Commander

DEXTERITY 3D

Blaster 5D+1, brawling parry 5D, dodge 5D, grenade 5D+1, melee combat 6D+2, melee combat: zero-g 7D+2

KNOWLEDGE 3D+2

Alien species 4D+2, culture 4D+2, languages 5D+1, persuasion 4D+2, streetwise 5D+2, survival 5D+1, survival: space 7D+1

MECHANICAL 2D

Capital ship gunnery 4D, rocket pack operation 7D+1, space transport piloting 5D+1

PERCEPTION 3D+1

Con 5D+1, command 6D, gambling 4D+1, hide 4D, investigation 5D+1, search 4D+2, sneak 6D+2

STRENGTH 3D

Brawling 5D, brawling: zero g 6D, climb/jump 4D+2, lifting 4D, swimming 4D, stamina 3D+2

TECHNICAL 2D+1

Blaster repair 3D, capital ship repair 4D+2, demolitions 5D, first aid 4D+2, security 5D+2, space transport repair 3D+2

Character Points: 6

Move: 12

Equipment: Blaster pistol (4D), blaster carbine (5D), 2 grenades(either stun or DEMP) (5D), rocket pack (12 charges, Space Move: 1), Merr-Sonn Armored Space suit (+2D energy, +1D physical, 25 hours of atmosphere), vibroknife (STR+1D)

Capsule: Don Waawat is the right hand of Captain Chaim in more ways than one. Where Chaim is an idealist, Waawat is practical. Where Chaim is diplomatic, he is gruff and direct. Where Chaim is clever, Waawat is sneaky. They complement each other well. As per the naval tradition of only having one captain on a ship at a time, Waawat takes a voluntary demotion to commander though he certainly is the more experienced field combat leader of the two.

But Don Waawat is smart enough to know Chaim is a much better spokesperson for the Cathor Hills than he. Luckily Waawat is content to work in the shadows.

The Ithorian Air & Space Rescue? That was his brain child.

Much like Jayel Chaim, Don Waawat was educated in practical experience at a young age. He always admired starships, like Jayel, and hitched his ride off Ithor at the first opportunity. Waawat got his first job as a welder at the Orbital Repair Yards above Ord Macek. Everything from bulk ore haulers to old Republic warships came through there. Floating around weightless for countless shifts he learned the ins-and-outs of the job from the jet-flots that took this kind of work.

He learned much more than simply patching blast damaged bulkheads, he learned where to place heat plating to make a sensor dead zone, the fact that most capital ships left their outer access hatches security codes set to the factory defaults out of laziness, that most times there was no sensors or guards posted on airlocks. While his shift-mates used this knowledge for petty larceny, Don Waawat kept this knowledge in his back pocket. Eventually it would become useful.

The Repair Yards were not the friendliest of places, especially to some "bumpkin leatherneck" that constantly found himself as the butt of jokes. Waawat learned to defend himself with his fists(or anything else handy) and kept on working, learning about capital ships and growing very strong for an Ithorian. Gambling, drinking and fighting were the favored pastime of jet-flot work crews, and after ten years of this Don Waawat became a rather well known roughneck.

After the Subjugation of Ithor, Waawat joined the Rebel Alliance. Had he known Chaim or Kwyn he probably would have joined the *Cathor Hills* with many others, but he was angry and far from home. The rebel cause seemed to be the one worth dying for. Due to his extensive experience in zero gravity Waawat was recruited to Alliance Special Forces Space Operations (SpecForce SpaceOps). He passed basic and advanced training with flying colors, quickly moved into a unit of combat marines and did multiple boarding actions over the next three years.

By the time Don Waawat had reached the rank of Lieutenant, Rebel Command got word of a crazy Ithorian mystic and renegade herd ship captain who wanted to defect. While the first impression

LOCATION SCOUT

was untrue, Don Waawat was asked to act as a liaison to the *Cathor Hills* until proper diplomatic contact could be made. Once aboard the 'combat herd ship' he became fast friends with her captain. It took little convincing that he should ask his assignment to be made permanent as he was set to create his own platoon of "air and space rescue" special forces.

Commander Waawat is a comparably gruff soldier for an Ithorian. His training methods are tough but fair, he knows he has to mold Ithorians willing to take that big step forward and commit acts of violence if necessary. It took a couple years but he is happy with his first graduating class. Though Waawat has less than fifty fighters ready for action there is another fifty in training. There are not the best yet, but they already better than the comparable Imperial units. All they have to do is keep making sure they aren't found out until the time is right...

Flen Aamaw

Brash Pilot, Ithorian Air & Space Rescue

DEXTERITY 3D

Blaster 4D+1, brawling parry 4D, dodge 5D, melee combat 5D+1, melee combat: zero-g 6D+1

KNOWLEDGE 3D

Intimidate 4D+1, planetary systems 6D, streetwise 8D, survival 5D+1, survival: space 5D+1, value 4D+2, willpower 5D+1

MECHANICAL 2D+2

Astrogation 5D+2, communications 4D+2, repulsorlift op. 5D+2, sensors 5D+2, space transport piloting 7D, starfighter piloting 6D, starship gunnery 6D+2

PERCEPTION 3D+1

Con 5D+1, command 4D, gambling 4D+1, hide 4D, persuasion 5D+1, search 4D+2, sneak 6D+2

STRENGTH 3D

Brawling 4D, brawling: zero g 5D, climb/jump 4D+2, stamina 3D+2

TECHNICAL 3D

Blaster repair 3D+2, capital ship repair 4D+2, droid repair 4D, first aid 4D+2, repulsorlift repair 4D+2, security 5D, space transport repair 5D+1

Force Points: 2 (this character is Force Sensitive)

Character Points: 4

Move: 10

Equipment: Blaster pistol (4D), blaster carbine (5D), 2 grenades(either stun or DEMP) (5D), rocket pack (12 charges, Space Move: 1), Merr-Sonn Armored Space suit (+2D energy, +1D physical, 25 hours of atmosphere), vibroknife (STR+1D)

Capsule: Flen Aamaw is the young spacer taken under Cmdr. Waawat's wing. Unlike the other Air & Space Rescue corpsmen Flen grew up in the bustling spaceports and pirate ports on the Outer Rim. He's never seen more of Ithor than the simulated jungle in the Cathor Hills but still he fights with a courage that Waawat and Chaim wish they could inspire in others. Flen Aamaw has seen firsthand what the Empire can do.

His parents were herbalists, willing to take a job to help settlers on the moons of Sullust cultivate unfamiliar soil. Things were fine for the first few years, after a couple of hard harvests the settlers learned to work the land. Their job there was nearly done, until the Empire decided there were rebels present.

Flen didn't know if there were or not. At only eight years old he barely understood such things. What he did understand was the 'preventative evacuation' of alien species meant. His parents and himself were rounded up with the Sullustan settlers, Rodian merchants and Yuzzum prospectors; and either enslaved, jailed or executed on the spot. Apparently Sullust and its moons were now human only territory.

Flen Aamaw escaped on a spice freighter, his parents paying dearly for himself to be smuggled anywhere else. This was how he learned about the galaxy, smuggling on freighters, running from swoop gangs, scavenging urban demilitarized zones. It was a hard life but he learned certain talents that would make him indispensable to Don Waawat.

Waawat bartered for his services from a Daldainian smuggling ring, freeing the teenager to help him build the Air & Space Rescue Corps. Military discipline did well for him, molding Flen into a capable shuttle pilot a fighter, unafraid of bloodshed. To their credit the Cathor Hills showed Flen a better way, that like was not cutthroat business and Imperial violence. For the first time in a long time he learned about peace. If only that weird

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Kwyn hadn't decided he was too old for the priesthood, he might have learned something else entirely.

Flen Aamaw is the youngest recruit to the Ithorian Air & Space Rescue. He is eager to prove his worth in battle but not foolhardy enough to start something he cannot finish. He serves as the pilot for their boarding shuttle, a state of the art Katarn Boarding Shuttle, a mark of great pride for the young Ithorian. He is not as naive as the other recruits, knowing when to take risks and when to use caution. Both Captain Chaim and Commander Waawat want to groom him for a future leadership position, should the hotshot pilot not get himself killed first.

Katarn Boarding Shuttle

Rendili StarDrive's Katarn-class Boarding Shuttle

Era: Rise of the Empire

Affiliation: Empire / Rebel Alliance / General

Source: *Rules of Engagement: The Rebel SpecForce Handbook* (page 48), *Pirates & Privateers* (page 88), *The Far Orbit Project* (page 32)

Type: Boarding shuttle

Scale: Starfighter

Length: 28 meters

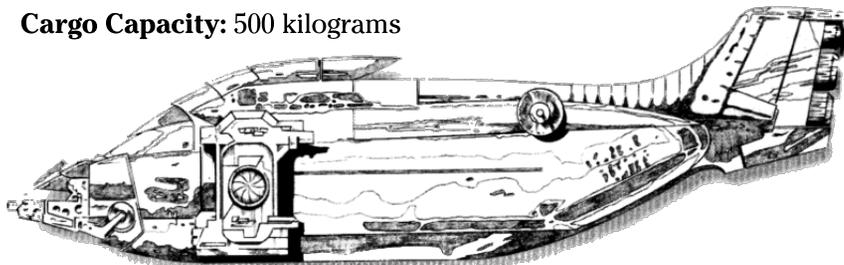
Skill: *Space transports: Katarn shuttle*

Crew Skill: *Varies widely*

Crew: 2, gunners: 1

Passengers: 50

Cargo Capacity: 500 kilograms



Marshal Andrews, *Pirates & Privateers*

Consumables: 1 day

Cost: 10,000 (new), 55,000 (used)

Maneuverability: 1D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 5D

Shields: 2D

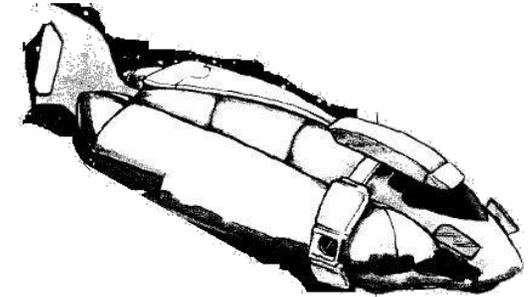
Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 40/2D

Focus: 2/3D



Weapons:

Double Laser Cannon

Fire Arc: Front

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

Plasma Torch Boarding Device

Fire Arc: Front

Crew: 2

Skill: Starship gunnery

Fire Control: 0D

Range: 4 meters

Damage: 8D

Note: The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

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Capsule: The 28 meter-long Katarn-class boarding shuttle was a Rendili StarDrive design made with a nose-end airlock. It could carry up to 50 troops and 500 kg of equipment, with a crew requirement of 3 people.

The enhanced structure of the shuttle allowed for the ramming of enemy vessels. Plasma torches mounted around the airlock could then open up a hole, which the airlock would seal itself around. In less than two minutes, boarding troops would be able to deploy into the target vessel.

The Katarn-class' only armament was one double laser cannon mounted at the front.

Professor Al Bulon

Ithorian Exobotanist, Environmental Scientist

DEXTERITY 3D

Blaster 4D, dodge 4D

KNOWLEDGE 5D

Agriculture 10D, alien species 8D+1, bureaucracy 7D, cultures 7D+2, ecology 12D, languages 6D+2, planetary systems 9D+1, willpower 7D+2

MECHANICAL 2D

Astrogation 3D, repulsorlift ops. 3D+1, sensors 4D+2, space transport piloting 3D+2, starship shields 5D+1

PERCEPTION 3D+2

Command 5D+1, investigation 4D+1, persuasion 5D

STRENGTH 2D

TECHNICAL 2D+1

Computer programming/repair 4D, first aid 7D+1, medicine (A) 4D

Character Points: 7

Force Points: 1

Move: 10

Equipment: Datapad, soil testing equipment, academy uniform, blaster pistol (4D)

Capsule: Professor Bulon could be the greatest ecological mind of her generation. Taking her early practical studies on Ithor to heart, Al Bulon went a step farther by applying to multiple science academies in the Core. Quickly accepted she excelled in her scientific studies and became one of the foremost experts in environmental science. She was all set for a long career in academia when the Subjugation of Ithor occurred.

Returning home for the Herd Meet, Professor Bulon listened as the great debates went back and forth over what way the Ithorian species should go. They argued everything from open rebellion to complete surrender, but Prof. Bulon's concern was lost in the commotion; what of the planets?

Yes, the Empire did great damage to undeveloped worlds by exploiting their resources or suppressing their population, but she had seen the other side of the Empire. She had seen worlds preserved pristine, where the populace lived in balance with their world and the Empire provided little more than a blanket of protection. In her opinion the Empire was not all bad.

But damage to planetary ecosystems was undeniable. Life was precious and these orbital bombardments and strip mining could mean a slow death for many ecosystems. Such damage was obscene, anathema to everything she stood for. Prof. Bulon eagerly signed up with Captain Chaim when given the opportunity, relief efforts where at the foremost of her thoughts. Not only could she ease the suffering of her fellow sentient beings, she could heal planets of the damage these terrible wars have wrought.

Prof. Bulon is in charge of all ten biodomes on the upper level, as well as the Mother Jungle simulation of the main hold. She does her job very well, studying the effects of war on different ecosystems and designing treatment plans for afflicted planets. At first she enjoyed her duties, really felt like she was making a difference, but lately her resolve has started to wane. She initially joined as a way to reverse the damage done by war but now sees the Cathor Hills as propagating it. She knows these troops that keep blowing up her biodomes are some sort of rebel special forces, if not out-and-out mercenary bands. It can take hundreds of years to heal an ecosystem but these soldiers can do so much damage in less time than that. Plus the Captain is awful tight-lipped about what Kwyn is doing below decks. She knows the Cathor Hills is only one step away from being a rebel cell (if they

LOCATION SCOUT

are not already).

If the Empire eventually won, would not all this violence stop? Would the Outer Rim look like the preserved planets of the Core? Perhaps life under the Empire is not so bad, cosmically speaking...

Lt.Cmdr. Pol Truun

Mon Calamari Chief Engineer

DEXTERITY 2D+1

Blaster 4D+1, dodge 4D

KNOWLEDGE 3D

Languages 5D+2, planetary systems 5D+1, value 6D, willpower 5D+2

MECHANICAL 3D+1

Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 9D+1, communications 6D, sensors 5D+1

PERCEPTION 2D+2

Command 6D+1, gambling 5D, hide 4D+2, search 6D, sneak 5D+1

STRENGTH 2D+2

Brawling 3D+2, lifting 4D+1

TECHNICAL 2D+1

Capital ship repair 8D+1, capital ship weapon repair 7D+1, computer programming/repair 6D, security 5D+2

Character Points: 10

Move: 11

Equipment: Blaster pistol (4D), comlink, datapad, hydrosponder, uniform (dirty)

Special Abilities

Moist Environments: In moist environments, +1D to all Dexterity, Perception and Strength attribute and skill checks.

Dry Environments: In dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.

Aquatic: Mon Calamari can breathe both air and water.

Capsule: Pol Truun was born into the rebellion. A young Mon Cal when the Empire invaded, his family fled and took him to join the Rebel Alliance.

At that early stage it did not matter what your credentials were, if you were Mon Cal you got put into the navy and worked on the small fleet of capital ships the rebels could muster. For him, barely a teen at the time, an apprenticeship in engineering was about as good as one could do.

Instead of traditional schooling he learned everything on the job, how a ship ran much like the hydrosphere on Mon Calamari herself, everything worked together to efficiently use and reuse the same resources, one great moving machine; All working together. Besides a knowledge of the ins and outs of a working capital ship he learned the importance of camaraderie.

The Cathor Hills is his first assignment outside of the Mon Cal and Corellian vessels of the Rebel Navy. He was eager to take the job for two reasons; First the integrated Mon Calamari and Ithorian ship systems would need a steady hand who understood both to make them work, and secondly to get out and see the galaxy. While the former has worked out like a dream so far, a good majority due to his efforts, the latter has not so much. He doesn't get out nearly as much as he thought he would.

In the Rebel Navy there was not much moving about. The ships stayed remote for fear of discovery and being a Mon Cal in Imperial space was an actual crime. He and his people had to stay onboard ship even more often than the humans or Sullustans than made us so much of their forces. Pol Truun had been many places but never left the ship.

On the *Cathor Hills* it was imperative that the galaxy believe it was a Ithorian Herd ship like a hundred others, so Pol Truun and his Wookiee crew-mates actually had to stay in engineering while they were in port. The lack of movement was maddening. He has snuck out more than once but his buddies are not so lucky. Nothing like being freed from slavery and locked in the basement for security. He does his best to keep the mood up and everyone working together. Still a cheerful prison is still a prison.

Getting out for him is often only to the Mother Jungle environment on the main deck of the ship. He sneaks himself and his freed wookiee friends up there on third shift so no one gets in

LOCATION SCOUT

trouble. The wooks love climbing the trees and being surrounded by the foliage, even if it is not like their native world. Pol knows it is very important for them to have a break from the grease and grime of the engine room. The crew works at maximum efficiency for the next few days after so the limited relaxation time is definitely well spent there.

He himself has a special dispensation from Captain Chaim to use the salt water ocean biodome every few days for himself. As the only aquatic on board he is so glad they have such a place. While he is up there he can imagine himself at home, in the oceans of Mon Calamari like he was when a child. It's not the same, but it is better than anything the Rebels had to offer. The only one who seems to mind him using it is Professor Al Bulon, the intriguing Ithorian who runs the artificial biomes.

Pol Truun knows the importance of the cause they fight for and why certain sacrifices are necessary, if not for him than for his children. But that was the funniest notion of all. There were very few females of any species in engineering, in the Rebel Alliance or in the *Cathor Hills*. Humans and Wookiees were not exactly his type, though he has developed a bit of a crush on Professor Al. He's talked to her a few times, had some in depth discussions about what life is like off ship. Pol wonders if she ever thought of the possibility of them going on a date?

Woornoc

Wookiee Engineer

DEXTERITY 2D+2

Bowcaster 4D, brawl parry 6D+2, dodge 5D+2, melee combat 5D, melee parry 5D, running 5D

KNOWLEDGE 2D

Intimidation 6D, languages 4D+2, streetwise 5D, survival 5D+2

MECHANICAL 3D

Beast riding 4D, repulsorlift op. 5D

PERCEPTION 2D

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

STRENGTH 5D

Brawling 7D+2, climb/jump 7D, lifting 8D+1, stamina 9D, swimming 6D

TECHNICAL 2D+1

Capital ship repair 6D+1, capital ship weapon repair 5D+2, droid programming/repair 6D, security 6D

Move: 10

Force Sensitive: Yes

Force Points: 2

Dark side points: 1

Character points: 7

Equipment: Bowcaster (5D), coveralls, hydrospanner

Special Abilities

Berserker Rage: If a Wookiee becomes enraged, +2D to Strength for brawling damage. -2D to all non-Strength attribute and skill checks. Must make a Moderate Perception total to calm down (only -1D penalty to Perception for this check)

Climbing Claws: +2D to climbing while using claws.

Capsule: Woornoc has had it very tough even for a wookiee. When he was a cub he would often climb up to the highest levels of the wroshyr trees of Kashyyyk, look up at the stars and dream of working on the great starships that he sometimes saw streak off into hyperspace. He felt the leaf canopy enclosing him, like Kashyyyk itself was trying to prevent him from leaving, that is until the night when he saw a meteor storm come to a dead stop. Hundreds of ships hovering on the edge of the atmosphere, the blue-white light turning red as CIS droid ships began their descent. The Clone Wars had finally come to Kashyyyk.

Needless to say the wookiees did not win. Handed from the Separatist battle droids to their ancient enemies the Trandoshans, the wookiees of Kashyyyk were chained and forced into servitude of the fledgling Empire. Woornoc did leave Kashyyyk as slave labor building star destroyers in imperial shipyards. Being flown from one system to another so the slaves never got a good layout to develop an escape plan, Woornoc learned much about capital ships.

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After several years of constant work and abuse, Woornoc had enough. The young wookiee led a slave revolt and nearly made it to the shuttle bays before he was blasted to his knees. Sold back to the Trandoshans, Woornoc and his mutineers became part of a gladiatorial travelling show, now fighting for the roar of the crowd and the credits of gamblers. Woornoc's world had gone from grease and steel to blood and bone. The enraged wookiee did his work well, killing to survive.

Night after night he lived while others of his fellowship fell.

Now Woornoc only dreamed of the wroshyr trees. He realizes now the branches were trying to protect him and that he would never see Kashyyyk again. Maybe in death his spirit would return there?

But fate had one more twist for the young wookiee. The Trandoshan slavers were transporting them from the Outer Rim Territories to Hutt Space when their vessel was attacked, disabled by the ion cannons of a Ithorian herd ship(!) The slavers were arrested, the fighters freed, but Woornoc and several of his surviving fellows felt a pull to stay with these Ithorians. On the Cathor Hills they could work for wages and eventually return to Kashyyyk if able, if not they could establish a colony far from imperial control.

So they stayed, working below decks in the maintenance and battle readiness of the *Cathor Hills*. At night when most others had gone to sleep, Woornoc would prowl up into the jungle biome, climb the trees and look at the stars. There one evening he met Kwyn, a remarkable Ithorian priest who has been helping him work through his issues. Woornoc is haunted by some of the things he has had to do to survive, but Kwyn is teaching him to be at peace again.

While middle aged in human years Woornoc is still young for a wookiee. At just over three meters he is tall even for a wookiee. He has known little but slavery and pain. He owes a life debt to the entire crew of the *Cathor Hills* as he is well aware his eventual death would have been the result of the blood sports he engaged in. Woornoc is the leader of the half-dozen wookiees that work below decks.

He is a good friend to Pol Truun and Kwyn the Twice-Exiled and will lay down his life to defend them especially. He is a dangerous opponent in hand-to-hand combat and easily enraged. Anyone

trying to infiltrate the lower decks of the *Cathor Hills* and especially Kwyn's hidden biodome had better be prepared; Anything with less punch than a heavy repeating blaster will probably just make Woornoc angrier.

*Kwyn Thona, Kwyn the
Twice-Exiled?*

The hidden biodome?

The Cathor Hills secret mission?

I'm not at liberty to say.

*I would only divulge such secrets if I
had Kwyn's permission directly.*

*I'll send him a message and if he is
game I'll let you know in the next*

Location Scout...

Galaxy Wide News Net

36:03:27/GNS/OU3T/AND.2.ANC/LAW

Andurin Colony, Andurin-5

Black Sun Operatives Found Dead on Andurin-5

A grisly scene unfolded today as the bodies of five sentients, all of them identified and confirmed as Black Sun criminal syndicate members, were discovered in Warehouse 11 on the outskirts of Andurin Colony's spaceport. The discovery was made with relation to a previously open investigation into a suspected smuggling ring, which had brought an array of narcotics, specifically highly-refined Ryll spice and deathsticks, into the colony. Recent spikes in settler overdoses sparked the investigation, and these murders became yet another piece added to that puzzle.

The bodies of the deceased ranged between twenty and forty-two standard years of age, and the oldest was identified as Jyal Jyax, a known lieutenant of the regional Black Sun syndicate and wanted by the Imperial Security Bureau for assault with deadly weapons, possession of illegal weaponry, possession and distribution of illegal narcotics, and flight from law enforcement authorities. The Bounty Hunters' Guild had offered bounty of 5,000 credits on Jyax, dead or alive, which no one has claimed. Jyax was originally from Rodia, and upon further research, was housed adjacent to the spaceport and had been living on-world for approximately four months.

Local speculation suggested that another criminal organization, or perhaps the remnants of Karr Lendt's Pirates, were involved in a violent black market territory dispute with Black Sun, but no evidence has emerged to justify these rumors. Further, recent incidents involving Black Sun have been previously tied to Kira's Corsairs, a mercenary company that operates and is based in the Andurin system. Purportedly, the Corsairs had stolen a hyperspace beacon from the criminal syndicate years ago and believed to be the main source of bad blood between the two organizations. Kira Krestlind, the commanding officer of Kira's Corsairs, could not be reached for comment.

Want to Write for the Adventurers Journal or Galactic Guide?

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



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

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



What follows is the entry we received for our Starship...STAT! Article as introduced in Galactic Guide One: Rotgut Station.

A testament to the engineering ingenuity of Cordova Shipyards formerly known as Cordova Garage & Salvage. The PAH Starfighter though limited in its production has earned itself an honored position amongst the squadrons of ships deployed in support of the Rebel Alliance.

Cordova Shipyards Starfighter

Multi-purpose Starfighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: P.A.H.-Starfighter

Crew: 1 (Droid Co-Pilot Required. See Notes)

Crew Skill: *Starfighter piloting 6D, starship gunnery 3D+2, starship*

Shields: 3D

Cargo Capacity: 34 kilograms

Consumables: 1 week

Cost: 245,000 (new)

Hyperdrive Multiplier: x2

Nav Computer: 0 (*See Notes*)

Maneuverability: 4D+1

Space: 12

Atmosphere: 450; 1,300 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

Weapons:

1 CS-Enhanced Laser Cannon (*See Notes*)

Fire Arc: Front

Skill: *Starship gunnery: CS-E Laser Cannon*

Fire Control: 1D



Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/1.5 km

Damage: 7D

1 Ion Cannon

Fire Arc: All

Skill: Starship Gunnery

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 1D+2 Ion Damage

Notes: Due to the limited production of the P.A.H., many of the bugs concerning the piloting and weapons of the fighter were passed over in order to perfect the engines. Because of this, the pilot must rely on the services of an astromech to handle the constant babysitting of the energy systems. Another drawback is that the droid is overcome with the task of handling the systems, that it cannot help the pilot in flying the craft. The PC is encouraged to spend points in specializing in "PAH Piloting" if they are expected to continue using it.

This is made into even a larger headache as the prototype CS-Enhanced Laser Cannon has a tendency to overheat during combat. Because of this, the GM will roll a 1D+1 to see in how many turns the weapon begins to malfunction. A Moderate repair skill roll by the droid is necessary to stave this off. If it succeeds, the weapon is functional for the rest of the combat. If not, and the droid is not busy with other repairs, it can keep rolling this at a -1 Difficulty until the allotted number of turns is over. When the turns run out, the unsuccessful repair results in a loss of Fire Control and a -2D in damage. The next turn of combat, the droid may make another attempt to repair at a Difficult skill check. A successful roll will repair the entire weapon system and the GM repeats another 1D+1 roll. If the droid fails, the weapon is offline and must be repaired outside of combat.

The Ion Cannon has become another problem. It is essentially a hand carried ion gun strapped to the fighter. Because of the lackluster power in it's shots some owners have replaced this with a standard Laser Cannon.

An onboard astrogation system was omitted in order to place room for the air processors which help boost its energy output, so a droid is required for astrogation. Some owners have even gone so far as to permanently slave a droid into the craft. Although a V6 pilot droid is coveted not only because it can handle the power systems and help co-pilot, there have been reports that a scavenged R5 or two has been successfully integrated as a nav computer.



Ronald & Luciano Cordova

TriNebulon News

33:07:04/TRI/H5YT/HEL.9.HAN/MIL

Helie's Town, Hanon, Hanon system

Post-Exercise Debauchery Depletes Planet's Alcohol Stores

The annual Imperial Army's Exercise Emperor's Zeal, normally held on Carida, was a resounding success, with the 594th Infantry and 595th Walker Divisions receiving an "Outstanding" rating for the simulated destruction of seventy-five aerial and ground vehicles, and two thousand and twelve combatants with an effectiveness of 98.4%. It was hoped by both units' commanders that this year's relocation of the exercise to Hanon wouldn't affect their overall readiness in the field, which subsequently wasn't a significant factor.

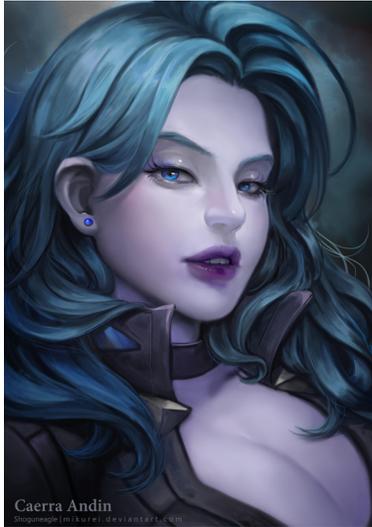
While welcomed by most of the planet's inhabitants and businesses, both who viewed the exercise as a much-needed boost to the local economy, some were outraged by the aftermath of the exercise's closing celebration. Helie's Town, the largest settlement on-world, took in the influx of over one thousand two hundred troops over the weekend following the concluding ceremony. Cantina goers of many species found their favorite watering holes and convenience stores devoid of alcoholic beverages the following morning, igniting the tempers of many locals.

"It's ridiculous!" complained Jenne Kavas, a young Twi'lek customer. "No Gruvian Torvash, no Lum, no Bespian Port, no IllumiWine! The last bottle of Whyren's Reserve, the one I saved up for all year... gone! All that's left is fraggin' Blue Milk and Fizzyglug. All because some off-worlder bucketheads had a rough couple of weeks on the hillside!"

Not everyone would share this sentiment, as our interview with Terril Dahl, the owner of the Mynock Attachment, would reveal.

"I mean, if they're payin', we're gonna sell it," he explained from his personal account. "We sold out all our stock in less than two hours. I ain't never seen that kinda business before. That night just paid all of my expenses for the rest of the year! I can't wait till the next one!"

The commanders of the 594th and 595th had this to say: "We cannot thank the population of Hanon enough for their unyielding support and overwhelming hospitality during and after Exercise Emperor's Zeal. Although our training requirements may very well change in the near-future based on the needs of the Empire, we hope to return next year for the opportunity of attaining even superior performance."

Caerra Andin**NewsNet Reporter****Species:** Zeltron**Sex:** Female**Age:** 25**Height:** 1.6 meters**Weight:** 118 lbs**Homeworld:** Zeltros**Dexterity 3D***Dodge 4D, running 4D+1***Knowledge 3D+2***Alien species 4D+2, bureaucracy 5D, business 5D, cultures 5D, languages 4D+1, law enforcement 4D+2, planetary systems 4D+1, streetwise 5D, willpower 6D***Mechanical 2D+2***Repulsorlift operation 4D***Perception 4D***Bargain 6D, con 5D, investigation 6D+2, persuasion 7D, search 6D, sneak 5D***Strength 2D***Brawling 3D, stamina 4D***Technical 2D+2***Computer programming/repair 3D, droid programming/repair 3D, security 5D***Force points:** 1**Character points:** 7**Move:** 10**Special Abilities:****Exceptional Performer:** Zeltrons are natural performers and excel at entertaining others. Any attempt to perform grants a +1D bonus to the appropriate skill.**Intuitive Reaction:** Able to sense others' emotions, Zeltrons are able to react quicker and receive a +1 bonus to initiative checks.**Pheromones:** Zeltrons can project their emotions onto others around them. This ability grants a +1D bonus on all attempts to influence others.

A rising star in TriNebulon News, Caerra Andin is one of the top beat reporters in the Outer Rim Territories, bouncing from sector to sector in search of the latest, hottest news to bring to the attention of the galaxy at large. While she exercises due diligence with respect to accurate data-gathering and quality up-to-the-minute coverage, somehow, Caerra winds up with rather odd, trivial, and often humorous, stories at the expense of her overall professional development. Her peers often remark Caerra's unlucky streak as the "Curse of the Eager Womprat," though they assure her that every reporter has gone through this spell at some point in their early careers. Still, Caerra's big break continues to elude her, but hasn't stifled her drive or her willpower.

Story Factors:**Emotional Extremes:** Zeltrons express their emotions more deeply than most other galactic residents. An aroused Zeltron very rarely takes "no" for an answer and mourn to the exclusion of all else.**Empathy:** Zeltrons are able to feel others' emotions as though they were their own. When in the presence of characters strong in the Dark Side of the Force or anyone exhibiting strong negative emotions, Zeltrons suffer from a -1D penalty to all rolls.**Appearance:** Slender and attractive, with lavender skin, blue hair and blue eyes. Professional in both dress and demeanor.**Personality Traits:** Eager, curious and inquisitive. Caerra is typically friendly and personable, but can also be very sly and cunning when attempting to gather information for the next big story.

TASK FORCE 88

Unofficially known in some circles as "Madine's Mauraders" or "Shadow Squad", Task Force 88 operates primarily out of Imperial Outpost 5330, on the planet Crell in the Outer Rim, Reltaras Sector. Handpicked by Captain Voren Foss, Task Force 88 is made up of a variety of troops from various special forces, intelligence black ops teams, and criminal specialists serving to work off prison sentences. Unique among Imperial units, they draw their members from a number of alien species. Due to this makeup, and their general outsider position, the task force is often ostracized by other units, though at a distance and usually very quietly.

Unique among even other irregular units, they have been tasked to handle rebel uprisings on backwater planets, industrial espionage, sabotage, and both assassination and extraction of high level military and political targets. Many times they have acted as couriers for classified intel packages, or as bodyguards for important delegates or members of Imperial High Command. Their unique makeup also allows for easier insertion and undercover missions within Partisan and Rebel terrorist cells.

While not every member of Task Force 88 has an official Imperial military rank, all members have had intense training in their specialty in addition to whatever prior experience they had upon selection by Foss for the unit. For most members, this includes paramilitary or defense force training on their home world, experience as agents of various criminal organizations such as Black Sun, or experience from many years as independent operators.

Command Structure

Task Force 88 is under command of Colonel Crix Madine, the celebrated Imperial Officer and founder of the elite Storm Commando unit. The unit is led by Imperial Intelligence Liaison Officer Captain Voren Foss, though occasions have arisen where superior officers have requisitioned their services for various operations. Captain Foss is responsible for the unit's training and discipline, as well as interpreting, planning, and execution of Imperial Intelligence orders.

The unit consists of 7-10 troopers and an acting mission commander. A rotating trooper acts as the commander's assistant squad leader (mission specialty dependent) and conducts all administration within the squad.

Hanger 18

Given their special circumstances, Task Force 88 does not generally mix with other units and has been given their own barracks, in Hangar 18, which include a small mess, a garage, and a private gym. Target practice and general training is conducted on shared Outpost base facilities, but often at different times. On the occasions when Task Force 88 intermixes with regular units, or base personnel, it is usually in the context of a training exercise where they play the part of the enemy. Needless to say, these exercises are not popular amongst the general rank and file, as they usually end up on the losing side.

In addition to their own barracks in Hangar 18, the unit also has a dedicated encrypted communications station through which orders may be issued by directly by Imperial High Command, bypassing Col. Madine. This is not the normal route, but exists in the event that the Colonel is unavailable. Madine has been known to remark with a wry bit of humor that this is High Command's "insurance policy" should he ever decide to step on any toes.

The Hangar 18 garage doubles as a small engineering station and general munitions depot for the group. Standard loadout of equipment is as follows:

Vehicles

- 5 Speeder Bikes; 1 Air Speeder (8-seater)

Arms and Equipment

- 10 light repeating blaster rifles; 10 blaster pistols; 2 cases of grenades (20 a case)
- Various other heavy arms (flamethrower units, grenade launchers, etc...) depending on what has been requisitioned.
- 15 sets of modified Stormtrooper armor (dark gray coloring; no helmets but headsets)
- Full load out of survival and comm gear
- Medical equipment for first aid treatment of entire group, and a small auxiliary surgical space with 2 med units, including a bacta tank.

TASK FORCE 88

Captain Voren Foss

Imperial Intelligence Agent

Species: Human

Sex: Male

Height: 1.8m

Weight: 76 kg

Age: 41

DEXTERITY 3D+1

Blaster 5D+2, dodge 5D+1, melee parry 4D+1, melee Weapons 4D+1

PERCEPTION 4D+2

Command 8D, con 9D+1, hide 8D, investigation 9D, persuasion 6D+1, search 9D+2, sneak 8D

KNOWLEDGE 5D

Alien Species 8D+1, subterfuge 9D+2, bureaucracy 7D, business 6D, interrogation 8D, intimidation 9D, planetary systems 5D+2, streetwise 8D+1, survival 6D+2, tactics 7D, value 5D+2, willpower 8D

STRENGTH 2D

Brawling 4D+1

MECHANICAL 2D+2

gunnery 5D+1, piloting 5D, shields 3D

TECHNICAL 3D

Computer Programming 3D+2, security 5D, computer repair 3D+2

Move: 10

Force Points: 5

Character Points: 15

Force Sensitive: N

Dark Side Points: 8

Equipment:

Heavy Blaster Pistol [4D], Imperial Code Cylinders

Brandon Bragg- REBELLION ERA [2 BBY]

Bio: Voren Foss captured the attention of Imperial Intelligence early in his decorated career as an Army officer. After completing intelligence training, he was attached to Colonel Crix Madine's command, providing intelligence and support for Madine's burgeoning Storm Commando unit.

After years of gaining the trust and respect of Imperial High Command, Foss was eventually given permission to form his own unit which served primarily as an anti-Partisan task force. The task force would go on to prove famous in its success rate, and included many special missions that went above and beyond the original purview of the unit. This success provided Foss and his team some political protection, and an unheard of amount of freedom from Imperial Intelligence interference.

Foss was not well-liked by many of his colleagues, especially Ysanne Isard, who viewed his unit as dangerous, and a liability.

Foss is a singularly determined individual, is exceedingly loyal to his team, and will stand up for them even if it means butting heads with his superiors. He has been lucky so far in that the old guard of the Military and Intelligence, holdovers from the Republic era, value his directness.

TASK FORCE 88

Riven'La

Sophisticated Scout

Species: Gacerite

Sex: M

Age:

Height: 2m

Weight: 69 kg

DEXTERITY 3D+1

Blaster: blaster rifle 4D+1, dodge 4D+1, vehicle blasters: light blaster cannon 4D+1

PERCEPTION 3D+2

Sneak 4D, search 4D, persuasion 4D+2, hide 4D+2

KNOWLEDGE 3D+2

Alien species 4D+2, bureaucracy 4D+2, culture 4D+2, languages 5D+2, scholar: music 4D+2

STRENGTH 2D+1

MECHANICAL 2D

TECHNICAL 3D

First aid 3D+1

Move: 7

Character Points: 5

Force Sensitive: N

Force Points: 1

Dark Side Points: 0

Equipment: Blaster Rifle [5D], blast vest: +1D physical, +1D energy

Survival Kit: Contains two week's rations, three medpacs, a glow rod, two thermal flares, a single-person di-chrome 74 shelter, a breath mask, six meters of syntherope, a knife, and a portable fusion power generator.

Special missions-issue packs may include vibropick, fusion cutter, pocket computer, recording rod, portable field scanner,

macrobinoculars, standard explosive charge, exposure suit, portable moisture vaporator.

Character Bio:

Though gifted in music and languages from a very young age, Riven'La found his true calling while performing his mandatory service in the Gacerite Planetary Defense. He was asked by Captain Voren Foss to join a special anti-Partisan task force after proving key to capturing a fugitive from Imperial law who had been hiding out on Gacerian.

Riven'La has a reputation for enjoying the finer things in life. You wouldn't know it from seeing him guide a squad of commandos through a dangerous Rebel-infested backwater wilderness, but at the end of the day he likes to sit back and relax with a bit of Hutt opera, and a glass of vintage Andoan wine.

TASK FORCE 88

Pip

Optimistic Marksman

Species: Squib

Sex: Female

Age: 27

Height: 1 Meter

Weight: 20

DEXTERITY 4D+2

Blaster 6D+2, blaster:*sporting blaster rifle* 7D+2, dodge 5D+2,
dodge:*energy weapons* 6D+2,

PERCEPTION 3D+1

Sneak 4D+1, *persuasion* 4D+1

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 3D

TECHNICAL 3D

Blaster Repair 4D, *blaster repair:sporting blaster rifle* 5D

Move: 8

Character Points: 5

Force Sensitive: N

Force Points: 1

Dark Side Points: 0

Equipment: Blast vest +1D physical, +1D energy, camouflage cloak: adds +1D to sneak, +2D at ranges of more than 35 meters, macrobinoculars

SoroSuub X-45 sniper rifle:

Skill: Blasters: blaster rifle

Fire Rate: 1

Range: 1-25/100/250

Damage: 5D

Game Notes: When using the rifle's "Bantha's Eye" targeting scope, reduce all Long Range or precision shot difficulty levels to Moderate. Night Vision capable up to 50M.

Character Bio

Pip and her brother Sligh were operating a lucrative smuggling business (Sligh was the pilot, Pip the insurance against double crosses) in the Triellus Route until they were caught redhanded in an Imperial sting with a cargo hold full of illegal weapons.

While awaiting sentencing, the officer in charge of the investigation offered them both the option to work off their sentence by joining a special task force he was assembling. They agreed to serve for a number of years in return for getting their ship back out of Imperial impound as well as their freedom.

Pip can be quite chipper given her line of work. In fact, she often gets underestimated by those who assume her positive outlook on life is indicative of naivete'. Many a Storm Commando has disabused himself of this notion after witnessing her prowess with a sniper rifle.

A Little Short For A Stormtrooper

by John Gendall

Throughout the history of the Star Wars universe there has been the armoured trooper, be they Sith, Old Republic, Clone, Storm or New Order. They are one of the most recognisable aspects of the Star Wars saga.

In the D6 version of the RPG, they are ‘the orcs’ of the game, a mild threat which needs a good number to be of any problem to the player characters. Troopers can be far more if we use them as the movie/TV shows/comics use them.

Troopers as Metaphor

The troopers of the galaxy are legion, and with the odd exception, troopers are never just individuals. They are always encountered at the very least in squads. They are not just used as an army, but as a police force too, their strength is in their numbers as it seems the Republic/Empire has unlimited numbers of them. You can use this faceless enemy as a way of emphasising aspects of your game. For example, take a neutral planet slowly taken over by the Empire. Each time the players go to the said planet, have them notice more and more stormtroopers, the first time a small squad patrolling; later the building of a barracks until the planet’s cities have troopers on every corner checking IDs and imposing curfews.

Humanity

During the Clone Wars, many troopers strived to become more ‘human.’ Encouraged by their Jedi generals, they developed more individuality and developed different personalities. A campaign set in the Clone Wars can use this to a greater extent. Plots with moral choices can mess with not only the Jedi but the clones too. Do they strictly obey orders or will they listen to the Jedi Padawan who is screaming at them that this is wrong? The troopers grasp at humanity and individualism is a direct response

to their hated enemy the droid army, *“I may be a clone, but I’m human and not a mindless clanker”*.

As the war drags on, there are less Jedi and more clones – have the game shift gear from normal citizens to more military adventures with fewer Jedi taking part. Then there is Order 66 when the vast majority of the clones lose their humanity and blindly gun down their Jedi allies. Does this happen to a player character clone or do they do a Captain Rex and discover the chip in them and get it removed? I had a player play a Bounty Hunter who was an ex-clone during a Rebellion Era campaign, now in the body of a 60 plus-year-old and dumped by the Empire; he was riddled with guilt over Order 66. He spent his time hunting Force sensitives for the Empire while in reality he was finding them safe passage and faking their deaths.

Stormtroopers, ironically, are the opposite to the Clones. Normal conscripts trained and brainwashed to lose their humanity and obey orders to the death. According to the new Canon, the system must be very effective, as the character of Finn is seen as very rare in his rejection of the programming so that his humanity shines through. In your campaigns, however, maybe there are other ‘good’ Stormtroopers, in fact, a Rebellion adventure could be to infiltrate a stormtrooper training compound to disrupt the brainwashing process.



Accuracy

Over the years there have been many jokes about stormtroopers' blaster accuracy; however, I go with the theory that the troopers are really good shots. No, they can't hit the heroes, but that's because they are the heroes, you know, son and daughter of the Chosen One for instance. And yes, they are beaten by the Ewoks, but the Ewoks are psychopaths. They might look cute but they eat people! I once saw a documentary on the Original Trilogy stating that Lucas was using the Battle of Endor as an analogy to guerrilla warfare where a superior army is defeated by a large but much inferior army who use guerrilla tactics.

Stormtroopers are always seen winning against normal rebels in the movies, the blockade runner, the Battle of Hoth and even on Scarif. Instill on your players how nasty troopers can be. Yes, they might be able to run circles around them after a while but constantly show them the effects on normal people against stormtroopers - burnt out bases, villages etc.

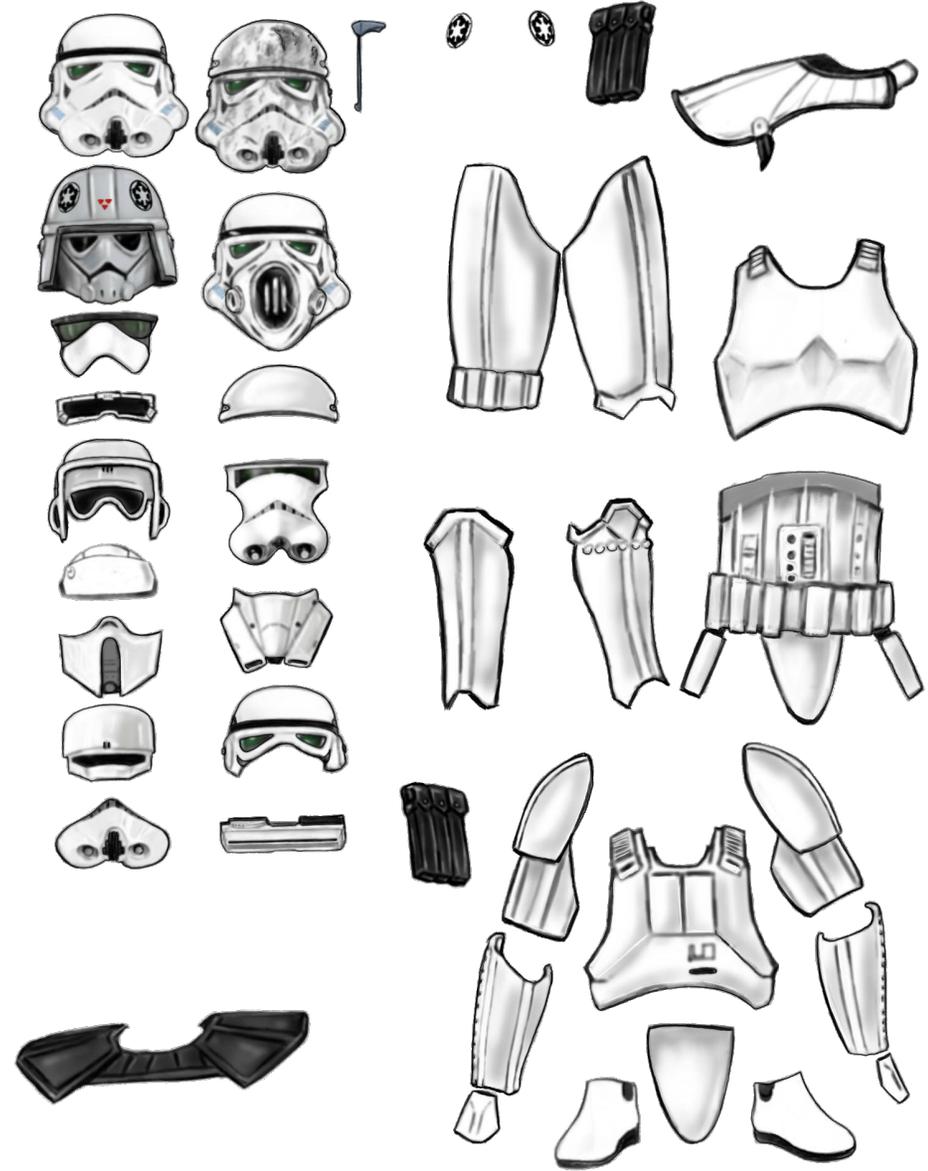
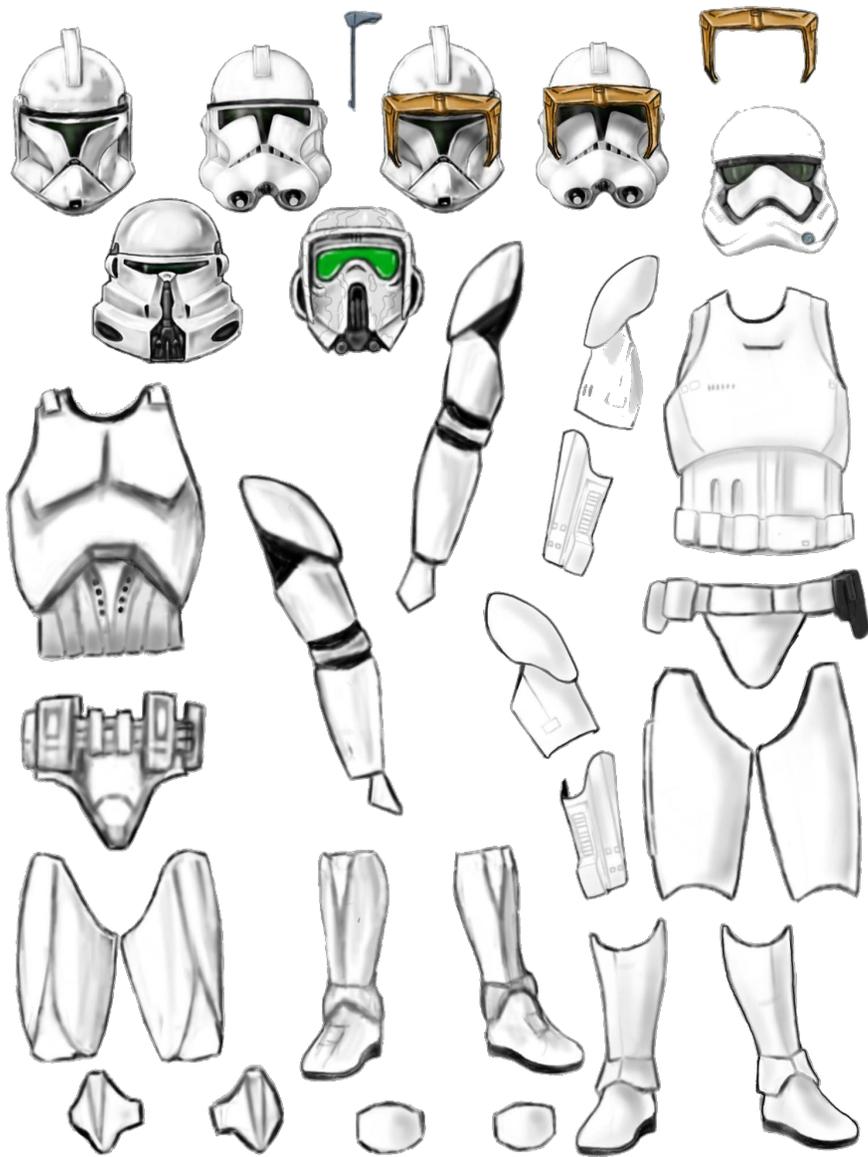
Specialists

In the original trilogy, there are sand troopers, snow troopers and scout troopers as well as regular stormtroopers. The D6 RPG even did its own specialist with the aqua troopers. Then came the prequels and the *Clone Wars* cartoon which gave the clone troopers many types of specialists. The new movies and Rebels have given even more types of specialist to the imperial stormtrooper, going as far as to give planets their own version of stormtroopers like the Mimban trooper in the film *Solo*.

This now gives lots of scope to any GM to create his own specialist stormtrooper, and the artwork to accompany this article has been made to help you design your own. Working on the old principle of 'paper dolls' the images can be cut and pasted either digitally or physically on top of the provided mannequin for you to create your specialist troopers. If you look at all the specialists in the new movies, they all share the same armour concepts and so if you mix and match the following illustrations you should be able to come up with your own design, even if you don't feel confident to draw your own. If you do have an artistic talent, hopefully these will inspire you to come up with your original designs. Have fun with it.







A small discussion about stats.

In my campaigns, the baseline stats for troopers in the D6 rules is complete Rookie. I then have more experienced troopers ignore the armour penalty for wearing the stormtrooper armour as I see they have spent experience points on being used to wearing their second skin. I have Clone troopers at this tier of training. Sergeants/Arc troopers I give 5D in combat skills, Commanders I give 6D or 7D in combat skills.

When creating your specialists first ask yourself whether these troopers are elites or regular troopers in modified armours. If a trooper is in an extreme survival environment, increase their survival skill but try not to go over the top. If regular troopers have 6D in all their combat skills they would have been able to crush the rebellion a long time ago; however a sniper specialist could quite easily have 6D-7D in Blaster Rifle.

Your Paper Craft Trooper

Using the Paper Craft Trooper silhouette on page 119 and the corresponding pages of gear provided, we want you to assemble your own Trooper.

Get out your scissors, and glue sticks.

We're serious, no digital cutting and pasting!

Whoever comes up with the best Stormtrooper specialist (both in picture and write up) will have their creation featured in a future adventure and will also receive an action illustration of them.

Post a photo of your Authentic Paper Craft Trooper on our Facebook Page or email them to aurekjenth@gmail.com.

Winner will be announced March 1st.



Sample Troopers

PLANETARY DEFENSE FORCES

by Daniel Sturman

Planets and systems in *Star Wars* have had their own security forces and militaries as long as anyone can remember. During the time of the Old Republic, there was no grand, galaxy wide fleet to protect against raiders, pirates, and smugglers. There was no "Imperial Customs". Systems had to protect themselves. Even during the time of the Empire, this custom continued. The Empire did not have the resources to protect every planet from incursions or regulate their population. The planetary and system governors were left to their own devices in that regard as long as they didn't cause the Empire any trouble.

Not every local military bowed before the Empire. Some became units in service of the Rebellion, and served as uniformed combatants on their behalf. Whereas the Empire had a fairly standardized military, the Rebellion would use distinct units from around the galaxy rather than try to break them up and reorganize them into new units.

We are going to generate basic skill stats that all of a planet's defensive forces have in common, "basic training" if you will. We will then add skills from their actual job training on top of that, figure out equipment, and add some random skill and appearance traits to make some of them stand out. These aren't clones after all (unless they actually are clones).

For the ground units we will go over how teams and squads are structured. These are the organizational units the players are most likely to encounter. We will gloss over the higher organizational groupings, just so we have an idea of what they are.

Training the Troops

Ground units are taken from the population of a planet, and represent in a lot of ways how the government feels about its people, and military service as well. A planet that sees ground units as being lowly may have most of the lower ranks filled with whatever group of beings they see as being low as well. A planet that is humancentric may not allow certain aliens into their ranks, or into certain occupations. A planet that highly esteems military service might not let the lower caste of beings into military service. The GM can use this to their advantage to show what kind of planet the characters are dealing with.

First, we will figure out what the basic training does to the skills of an average being. Their attributes will be different as well. This is less because the training changes them, and more because individuals with those traits tend to enter training.

BASIC TRAINING (modifiers in pips)	
Attribute Modifiers (basic member of the species)	Skills learned regardless of occupation
+1 Strength	+1 Brawl, Climb/Jump, Dodge, First Aid & Search +2 Blaster, Running

So, a generic human that went through training have all stats *2D* except *Blaster 2D+2, Dodge 2D+1, Running 2D+2, Knowledge 1D+2, Search 2D+1, Strength 2D+1, Climbing/Jumping 2D+2, Brawling 2D+2, First Aid 2D+1.*

Next, we add skills based on occupation. This is by no means an exhaustive list, just some common occupations in any military, and ones that the player characters are likely to encounter. Feel free to tweak the occupations, or add new ones.

Occupational Training

Occupation	Attribute Modifiers	Skill Modifiers
Infantry	+1 pip <i>Strength</i> +1 pip <i>Dexterity</i>	+1 pip to all basic training skills, +1 pip to Survival and Tactics
Medic	+1 pip <i>Knowledge</i> +1 pip <i>Technical</i>	+1 pip to Dodge, Running, Alien Species and Survival, +2 pips to Lifting, +1D to First Aid
Security	+1 pip <i>Strength</i> +1 pip <i>Perception</i>	+1 pip to all basic training skills except Climbing/ Jumping, +2 pips to Law Enforcement, +1 pip to Melee Combat
Transportation	+1 pip <i>Mechanical</i> +1 pip <i>Technical</i>	+1 pip to Blaster, Survival, Tactics, and Lifting. +2 pips to Repulsorlift Repair. +1D to Repulsorlift Operation.

The human in the previous example has gone through security training, and now has all stats 2D *except Blaster 3D, Dodge 2D+2, Melee Combat 2D+1, Running 3D, Knowledge 1D+2, Law Enforcement 2D+1, Perception 2D+1, Search 3D, Strength 2D+2, Climbing/Jumping 3D, Brawling 3D+1, First Aid 2D+2.*

The appearance and equipment of a planetary unit are important. If they are outside in the weather, they have gear to protect them from it. The GM can use this to bolster their narrative about the general climate of a planet. If the planet is rainy and miserable, the troops will have rain gear. The GM might even describe them as looking miserable. If it is cold, they will have cold weather gear. They will also have some basic equipment, and special equipment for their job or current task.

Along with the general appearance of a planet's ground troops, there will be individuals among them that stand out, even wearing the same uniform and equipment as everyone else. They may be female in a predominantly male unit, have darker or lighter skin than most, taller or shorter than the others, or even be an alien. In addition, they may have attributes that are higher than normal or quirks like being easy to bribe or sympathetic to a certain cause. When rolling on the table below, roll 1D to see if the troop has a higher attribute or quirk, with a roll of 6 being a yes, then roll 1D to see what it is. You can also just choose a trait or quirk.

Equipment

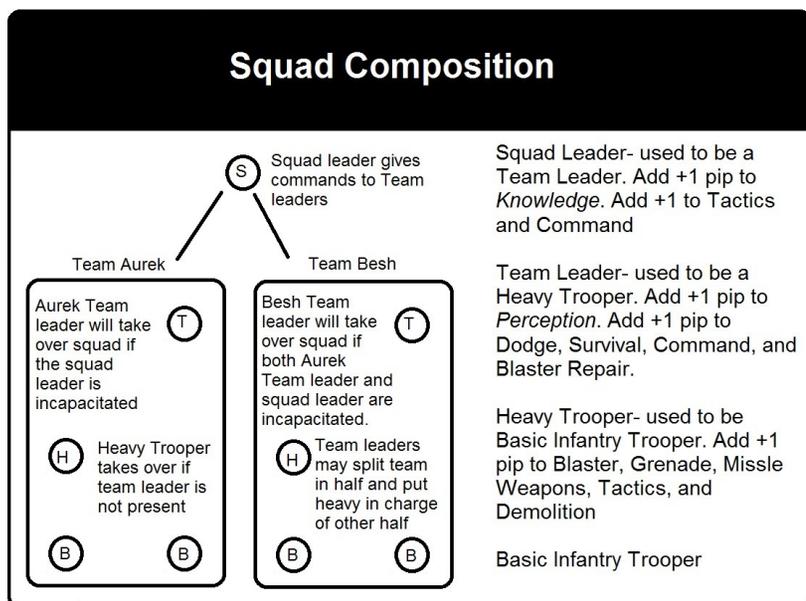
<p>Environmental Equipment- helps re-enforce the environment</p> <ul style="list-style-type: none"> -breather masks to convey air quality or pollution -cold weather/ rain gear to show it's miserable -sand color clothing/ hydration system (desert) <p>you get the idea...</p>
<p>Basic Equipment- Almost everyone should have these things</p> <p>Uniforms, comlink, blast vest and helmet (+1 pip vs damage if not using hit locations), blaster pistol, carbine, or rifle, 1 day rations, glow rod, blaster power pack, small datapad</p>
<p>Special Equipment- helps with the temporary task at hand</p> <ul style="list-style-type: none"> - portable scanner (+1D to Search within 2 meters) - magnet boots (so you don't fall off the train) - binders (for security to detain suspect individuals) <p>again, you get the idea</p>

Individual Traits

Die Roll	Height	Skin Tone	Gender	Species	Attribute	Quirk
1	average	average	average	average	<i>Dexterity</i>	Money Troubles- troop is one difficulty level lower to bribe
2	average	average	average	average	<i>Knowledge</i>	Rebel sympathizer
3	average	average	average	average	<i>Mechanical</i>	Imperial loyalist
4	average	average	average	average	<i>Perception</i>	Xenophobic- one difficulty level higher to deal with if different species than troop. Will target aliens first in combat
5	average	average	average	average	<i>Strength</i>	Got in Trouble- Troop has skills of next higher rank.
6	roll 1D. (1-3) taller or (4-6) shorter	roll 1D, (1-3) lighter, (4-6) darker than usual	different apparent gender than most	Roll 1D. (1-5) alien common on planet. (6) uncommon	<i>Technical</i>	Inspector/ spy/ infiltrator- This troop is not what they seem- watch out!

These troops don't just wander around doing their own thing. They are organized into teams and squads.

The setup shown here is for the basic troops that patrol spaceports and guard important installations. This is because they are what the players are most likely to encounter. Since this is a fan article for a fan-made sourcebook (for a game they quit publishing twenty years ago) you can alter this and anything else as you see fit.



The basic troops at the bottom of the squad have already been generated. The heavies will have repeating blasters, grenades, detpacks, or whatever the GM needs them to have. They are a combination of the real-world grenadier and machine gunner. Their purpose is similar.

The squad and team leaders will usually have the same weapons and equipment as the basic troops, except maybe better comlinks.

The leaders can and will use the heavy trooper's weapons if the heavy is incapacitated. The group may have any other equipment the GM deems necessary on top of all of this as well.

The basic tactics of the squad and teams is to split into smaller units and try to flank or surround the players. They will not fight to the death. But will retreat or use their comlinks to call for backup.

Use common sense. They are not Stormtroopers or droids. I know this is a gross oversimplification of infantry tactics, but will be sufficient to challenge most players, especially if they don't act together as a team.

The organizational grouping above squad is platoon. It is made of one or more squads (usually 3-5) and has an officer in charge of it as well as an NCO to help run it. Above that is a company, which is made of any number of platoons (4 seems to be a common number) and run by two officers and a senior NCO. The company can range from as small as 60 individuals to almost 300. If the unit is primarily an artillery unit, then instead of a company they will be called a battery. A unit of this size should be sufficient for most things a GM would like to accomplish.

These are all just guidelines. If your experience or preferences run contrary to this material, then use what you know. Even then, hopefully you will be able to use this information to generate militia units, planetary defense forces, security patrols, and even distinct units for the Rebellion to help keep your Star Wars interesting, and keep the players on their toes.



JEDI RESURGENCE

A SOLO ADVENTURE

by Mark Dowson

This adventure is set 12 years after the Battle of Yavin. You have the choice of either playing the Antarian Ranger, Jorin Gar, or a Jedi. The template for a Jedi will be provided in Issue 4 of the *Adventurers Journal* so if you wish to play that option you will have to either wait until May 2019 or create your own Jedi, using either guidelines in *The Pirates' Lair* solo adventure or in the *Star Wars Roleplaying Game*.

The eleven skills you have the opportunity to use during this adventure are: *Blaster*, *Dodge*, *Survival*, *Astrogation*, *Space Transports*, *Starship Gunnery*, *Hide*, *Search*, *Sneak*, *Climbing/Jumping* and the Force skill, *Sense*.

If you are using an existing starting character you get to increase by 1D three skills you already have dice in and two skills which you have no dice in.

If you are creating a character from scratch, you get twelve rather than seven skill dice and you can put up to three dice in three skills, rather than the usual maximum of two dice.

If playing a Jedi, you are free to use Force Powers described in the *Star Wars Role Playing Game*, like *Lightsaber Combat*, *Combat Sense* etc. if you have taken them, even though the option of using them is not mentioned in the text.

Now if you have assigned your skill dice, make sure your blaster's power pack is fully charged and turn to Section 1.

Good luck and may the Force be with you!

The Adventure

"You have been called here because the Jedi apprentice, Claudius Karviss, has fallen to the Dark Side" the Ithorian, Ranger Captain Jehro Mors, tells you and the other individual being briefed for this mission. "We believe he is heading back to his former home world to exact revenge for the way him and his family were treated. His parents were publically executed for having latent Force powers. The planet in question is the Imperial agricultural world, Chision, which for years has been hostile towards the Republic, not least because they hate Jedi. The population proved very susceptible to the anti-Jedi propaganda, which I am sure you have frequently both heard. A few months ago, a peace treaty was signed between Chision and us. Claudius could completely undermine this treaty. Likewise, us openly sending Jedi after him would seriously threaten the treaty. That is why we are sending the two of you."

If you are the Jedi, go to 1.

If you are the Antarian Ranger, Jorin Gar, go to 2.

1 Captain Jehro Mors takes you to one side and tells you, "As a Jedi, you will have to refrain from any obvious use of your Jedi powers or lightsaber when there are any locals around."

"I understand," you inform him.

"Good and may the Force be with you." Leaving the briefing room, you step out into the main corridor and heading after the Antarian Ranger assigned to accompany you on this mission, turn right, making your way to the central turbolift. Entering it, you descend down to the launch bay, where you find the Antarian Ranger waiting for you outside the 200 Crescent Transport light freighter the two of you will be using.

The Antarian Ranger is of the furry Wadoona species and is called Jorin Gar. Go to 3.

2 Roll the dice in your *Jedi Lore Scholar* skill specialization.

On a total of 11 or more go to 8.

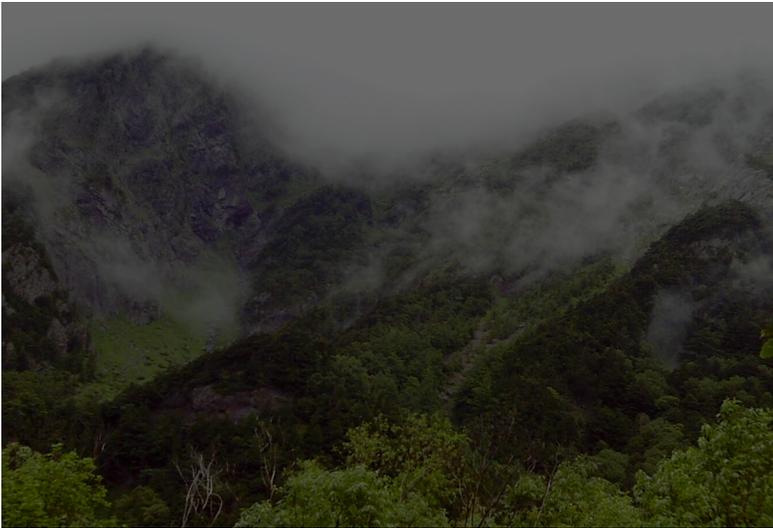
On less than this, go to 3.

3 Several hours later you and your comrade are on Chision, in the darkness of night, having landed apparently undetected.

Looking up to the rocky ascent up to the caves where Claudius is hiding, if you find yourself a hiding place and wait until he comes out, **go to 9**.

To sneak up to where he is by the easier route, **go to 20**.

To use the harder and less obvious route, **go to 32**.



4 The Jedi Knight, Kestal Vorsend, is the person you suspect could issue you with what you want. A moment later you are in his office. This guy looks to be in his sixties. You gather he was a Padawan learner during the Clone Wars and during the time of the Empire he was involved in killing three Imperial Inquisitors, the last one who he defeated single-handedly. When you ask if he can provide you with a tranquiliser which works on Jedi, he says, “Well that depends,”

“Depends on what?”

“On what you want it for and whether you will give your word to return any that is left. None of this keeping it just in case it might come in useful later.” You explain your mission and make the promise he requires of you and he gives you the tranquiliser. Note down you have the tranquiliser which works on Jedi. Thanking him, you leave.

Back out in the corridor you head over to the central turbolift and entering it, descend to the launch bay. There the Jedi, Zerun Zartan, a

near-human with long dark wavy hair, who will be accompanying you on your mission, is waiting for you outside the 200 Crescent Transport light freighter the two of you will be using. **Go to 3**.

5 You manage to dodge out of the way just in time and hear the telekinetically Force hurled rock smash into the ground behind you. **Go to 6**.

6 A split moment before you and your comrade are able to fire Claudius ignites his green bladed lightsaber and raises it to deflect any shots from your direction. Roll the dice in your *Blaster* skill and add an extra dice to it to take into account your comrade is also firing. On a result of 22 or more, **go to 23**. On less than this, **go to 12**.

7 Jorin Gar gets a shot in at Claudius before you engage, which the young fallen Jedi manages to deflect with his green blade, but it results in him being slightly off balance, when he is forced to turn and face you. Your blue-white blade clashes with his green-white one. Roll the dice in your *Lightsaber* skill.

On a total of 26 or more, **go to 30**.

On less than this, **go to 22**.

8 Before you leave on your mission you realise two things. First the Jedi would probably prefer this fallen Jedi to be brought back alive so that he could be redeemed from the Dark Side. Secondly his Jedi powers could include being able to resist being taken down by blasters on stun settings and the effects of conventional tranquilisers.

If you wish to try and request a tranquiliser which works on Jedi, **go to 15**.

To just get on with your mission, bearing in mind Claudius needs dealing with before he can do any damage so time is an issue, **go to 3**.

9 After a few hours of waiting behind some rocks the thought does cross your mind that Claudius could stay in the cave for days, right up till he is ready to make his move. Your Jedi superiors have often talked about the importance of patience and it is a lesson you have learned well fortunately for situations like this one. Either roll the dice in your *Search* skill or if you have *Magnify Senses* and wish to use this Force power, roll the dice in your *Sense* skill.

On a result of 12 or more with a *Search* skill roll or 7 or more with a *Sense* skill roll, **go to 28**.

On less than this, **go to 14**.

10 The Jedi Knight you find to ask about the tranquiliser is a human woman, in her fifties or sixties, with an ageless face, thick greying brown hair and dressed in a pale purple tunic. While you cannot remember her name, you do recall she was a Jedi Knight originally believed to have been slain in an attempt to kill Vader. In truth that had been a case of mistaken identity and it had actually been her younger cousin who had died.

“I am sorry I cannot help you with that,” she apologises. With time getting on, you head over to the central turbolift and entering it, descend down to the launch bay. There the Jedi, Zerun Zartan, a near-human with long dark wavy hair, who will be accompanying you on your mission, is waiting for you outside the 200 Crescent Transport light freighter the two of you will be using. **Go to 3**.

11 The rock hits you hard in the chest. Roll the dice in your Strength attribute. If you are the Antarian Ranger, add +1 to this roll.

On a total of 5 or less, **go to 76**.

On a 6 to 11, **go to 17**.

12 There are a couple of flashes as Claudius deflects the blaster shots fired by you and your comrade straight back at you. Roll one less than the dice in your *Dodge* skill.

On a total of 8 or more, **go to 36**.

On less than this, **go to 72**.

13 Apparently completely unaware of your presence, Claudius continues down the rocky descent and into range of your blaster rifle. To shoot him, **go to 6**.

14 Well over an hour later you hear the tumble of stones then see the dark robed shape of Claudius half way down the distance between you and the entrance to the caves, him having sneaked this far without you seeing him.

If you are the Antarian Ranger, to shoot at him with your blaster rifle, **go to 24**.

If you are the Jedi, to ignite your lightsaber, **go to 7** or to use a

blaster rifle instead, **go to 25**.

15 As you head down the main corridor between the briefing rooms and offices on one side and the accommodation facilities on the other, you see Captain Aurek Jenth, one of the few other Antarian Rangers, walking rapidly the opposite direction. Aurek acknowledges you with a nod as he passes you and disappears. Roll the dice in your *Bureaucracy* skill.

On a result of 9 or more, **go to 4**.

On less than this, **go to 10**.

16 Despite the darkness, you recognise the plants growing out of the stones as the type which burrows into cracks in such a way that it has probably made that entire cliff face unstable and too dangerous to climb. Further along you find the stone is free from those kinds of plants and proceed to climb up. Roll the dice in your *Climbing/Jumping* skill.

On a result of 4 or more, **go to 41**.

On less than this, either spend Character Points to make the roll a success or **go to 74**.

17 The telekinetically Force hurled rock hits you in the head hard enough for it to really hurt and to leave you a little bit dazed but you quickly shake that off. **Go to 6**.

18 Scrambling into the cockpit, while your companion heads towards the laser cannon turret, you sit down on one of the two flight seats and flick the switches to power up the ship and raise the boarding ramp. Instrument displays on the control console and around you light up. From behind you hear the hydraulics of the boarding ramp being raised and closing the opening on the underside of the ship.

There is a whine, as you power up the repulsorlift engines. Through the transteel cockpit canopy before you, you see the trees surrounding the ship fall away to be replaced by the night sky then clouds before the starry vastness of outer space visible through the upper atmosphere.

Looking down through the lower part of the cockpit canopy, you see the curvature of the planet, Chision, green and blue beneath you. Before you can get any further away the bulk of an Imperial Patrol Craft comes into view...

“Unidentified transport, power down and be prepared to be boarded,” says a voice through your comm system. *Well that is not going to happen*, you think to yourself. All it would take would be a successful interrogation of either you or your companion to undermine the success of your entire mission and create the very diplomatic incident you were trying to negate from them discovering there had been a Jedi on Chision.

With one hand you increase power to the ion drive and get ready for evasive manoeuvres, while with the other you start entering the calculations for a jump to hyperspace. Through the intercom connecting you to the laser cannon turret, you inform your companion that you have company.

“Unidentified transport, if you do not immediately power down and prepare to be boarded, we will open fire,” continues the voice through your comm system. “This is your only warning...”

A few seconds later they follow through with their promise. Roll the dice in your *Space Transports* skill.

On a total of 9 or more, **go to 29**.

On less than this, **go to 42**.

19 Out of the corner of your eye, to your left, you see something move and glance around just in time to see a large rock levitating over a metre above the ground, before it comes hurtling at you. Roll the dice in your *Dodge* skill.

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

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



20 You start up a very obvious path to the entrance to the caves. There are a few trees at the sides of it lower down but further up it becomes more exposed, leaving just the darkness to conceal your approach. Finally, you reach the caves. Roll the dice in your *Sneak* skill to see how stealthy you have been on your ascent.

On a total of 11 or more, **go to 62**.

On less than this, **go to 51**.

21 Unfortunately you still have not fully managed to complete the jump calculations and as the System Patrol Craft fires more red laser cannon blasts at your ship, you are forced to make more evasive manoeuvres. Roll the dice in your *Space Transports* skill.

On a total of 9 or more, **go to 29**.

On less than this, **go to 42**.

22 While keeping you between him and any blaster shots from Jorin Gar, Claudius parries your attack, beating your blade down low then swings his green-white energy blade up in a high attack at you. Roll one less than the dice in your *Lightsaber* skill or *Sense* skill.

On a total of 18 or more, **go to 40**.

On less than this, **go to 77**.

23 Your blaster shot hits Claudius. Roll five dice.

On a total of 15 or less, **go to 33**.

On 16 or more, **go to 43**.

24 Hastily aiming your blaster rifle at Claudius, you open fire, while behind you there is the hiss-hum of Zerun igniting his lightsaber. Roll the dice in your *Blaster* skill.

On a result of 17 or more, **go to 48**.

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

25 Hastily aiming your blaster rifles at Claudius, you and Jorin Gar open fire. Roll the dice in your *Blaster* skill and add an extra dice due to the Antarian Ranger also firing.

On a result of 17 or more, **go to 48**.

On less than this, **go to 39**.

26 You start climbing up the cliff face but around half way up find the stone is often failing to support your weight and breaking loose. Roll the dice in your *Climbing/Jumping* skill.

On a result of 11 or more, **go to 41**.

On less than this, either spend Character Points to make the roll a success, or **go to 74**.

27 With a flash your shot hits the Stormtrooper and he falls dead to the ground, where he is joined by his last colleague, blasted by your comrade. **Go to 35**.

28 Finally, an hour later, through your macrobinoculars you see movement outside the entrance to the caves and make out in the darkness a figure in Jedi robes working his way down towards you. He looks like he is trying to be stealthy, but he certainly is no Antarian Ranger! Roll the dice in your *Hide* skill.

On a result of 12 or more, **go to 13**.

On less than this, **go to 19**.

29 Pulling hard right then hard left and up on the control stick, you evade the laser fire, which you see through your cockpit canopy flashing past you from the System Patrol Craft's four laser cannon turrets. At the same time, you continue calculating the jump to hyperspace. Roll the dice in your *Astrogation* skill.

On a result of 11 or more, **go to 78**.

On less than this, **go to 21**.

30 The blade of your lightsaber slices through Claudius's arm and deep into his chest and he falls to the ground. **Go to 64**.

31 While your laser blasts hit with the System Patrol Craft being over a hundred metres long, they do no significant damage thanks both to its size, shields and armour. You also feel your ship shake from the impact of one of the patrol craft's four laser cannon turrets hitting it. Roll 6 dice.

On a total of 7 or less, either spend Character Points to make the roll higher or **go to 71**.

On an 8 to 16, **go to 46**.

On a 17 or more, **go to 57**.

32 Further along to your right, where the rocky ascent is much steeper, the two of you begin your climb. Clambering up over large rocks and up cliff faces, you are more often scrambling, using both hands and feet to get up, than just hiking.

At last you reach your final climb and look up this last vertical stretch of stone. Roll the dice in your *Survival* skill.

On a total of 11 or more, **go to 16**.

On less than this, **go to 26**.

Alternatively, if you have *Magnify Senses* or *Danger Sense* and wish to use either of these Force powers, roll the dice in your *Sense* skill.

On a total of 7 or more for *Magnify Senses* or 11 for *Danger Sense*, **go to 16**.

On less, **go to 26**.

33 Despite suffering a blaster wound serious enough to take any normal person down, Claudius remains standing and advances towards you with grim determination. **Go to 37**.

34 Claudius deflects your blaster shots, as he closes on the two of you. Zerun is hit in the arm by one of the shots ricocheting off your enemy's lightsaber but it does not stop him stepping forward to clash blades with the young fallen Jedi. As the two of them fight, blue-white energy blade verse green-white energy blade, you are left trying to get a shot in at Claudius, which will not hit Zerun.

Wounded as he is, Zerun is struggling and looks like he will not come out of this duel alive unaided. Roll the dice in your *Blaster* skill.

On a result of 14 or more, **go to 43**.

On less than this, **go to 73**.

35 When the bodies of the Stormtroopers are found, it should be believed they were just killed by common smugglers or the like, so the New Republic and the Jedi will be in no way implicated.

Pulling out a remote activator, you lower the boarding ramp of your space transport and both you and your comrade run up it and into the ship.

To head left to the cockpit and take on the task of piloting the ship, **go to 18**.

To instead go right to the laser cannon turret in the centre of the ship and be ready to man that against any enemy ships you might encounter on leaving Chision, while your companion pilots the ship, **go to 49**.

36 Fortunately the deflected blaster bolt only explodes against the rocks which were behind you a moment ago. **go to 37**.

37 If you are the Antarian Ranger, to shoot at him with your blaster rifle, **go to 24**.

If you are the Jedi, to ignite your lightsaber, **go to 7**, or to use a blaster rifle instead, **go to 25**.

38 The Stormtrooper you were firing at, moves at the last second, so your shot misses and he fires back with his blaster rifle. Roll one less than the dice in your *Dodge* skill.

On a total of 8 or more, **go to 44**.

On less than this, either spend Character Points to increase your result to 8 or more, or **go to 72**.

39 The young fallen Jedi deflects all your blaster shots at you and closes on you with his green bladed lightsaber. Roll one less than the dice in your *Brawling Parry* skill.

On a result of 28 or more, **go to 54**.

On less than this, **go to 75**.

40 Leaping back, you parry his lightsaber with a harsh buzz crackle of energy, then come in with a fast swing at him with your own blue-white bladed energy weapon. Roll the dice in your *Lightsaber* skill.

On a total of 17 or more, **go to 30**.

On less than this, **go to 22**.

41 Reaching a narrow track at the top of the climb against a sheer rock face, the two of you proceed single file to your left with you leading. Finally, you reach the entrance to the caves. Roll the dice in your *Sneak* skill.

On a total of 7 or more, **go to 62**.

On less than this, **go to 51**.

42 You feel the ship shake from the impact of a laser cannon blast striking it. Roll 6 dice, five dice if it is the second time being hit or 4 dice if it is the third time.

On a total of 7 or less, either spend Character Points to make the roll higher or **go to 71**.

On an 8 to 16, **go to 53**.

On a 17 or more, **go to 21**.

43 To your satisfaction, Claudius is hit by the blaster shots and falls to the ground.

If you had your blaster set on the stun setting, **go to 55**.

If you did not, **go to 64**.

44 Dodging behind a tree, you evade the blaster fire and shoot back. Roll one less than the dice in your *Blaster* skill.

On a total of 7 or more, **go to 56**.

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

45 You duck out of the way in time, as the blaster bolt flies through the space where you were. There is the flash and sound of another blaster and the Stormtrooper who had been firing at you, falls dead to the ground, shot by your companion. **Go to 35**.

46 The ship lurches hard and the smell of burning reaches you. The laser cannon pedals for moving left and right and the control stick for moving up and down do not seem to be working as smoothly and the shaking of the ship makes it harder to aim. Regardless you do your best to line your laser cannons up on the System Patrol Craft and try to blast it into oblivion. Roll the dice in your *Starship Gunnery*.

On a total of 15 or more, **go to 79**.

On less than this, **go to 70**.

47 As you approach the large roughly disc shape of your ship, you see through the darkness of the trees three white armoured Stormtroopers investigating it. With there being no way of boarding your ship without having to get past them and it pretty much being a certainty they would want to take you in for questioning, shooting them is the best option.

Drawing your blasters, both of you take aim at them. Roll the dice in your *Blaster* skill.

On a total of 7 or more, **go to 56**.

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

48 Your blaster shot hits Claudius. Roll five dice.

On a total of 15 or less, **go to 58**.

On 16 or more, **go to 43**.

49 Reaching the laser cannon turret access opening, you go through it and clamber up the ladder, into the turret. Through the turret's transteel canopy you see the dark green of the trees surrounding the ship and from the sky above two of Chision's moons cast a white light down on you.

As you sit down in the gunner chair and activate the controls and targeting display, you hear the whine of your companion in the cockpit starting up the repulsorlift engines and the hydraulic sound of the boarding ramp in the ship below you closing, sealing shut the opening in the underneath of the space transport.

On lifting off, you see the trees surrounding the ship fall away to be replaced by the night sky then clouds before the starry vastness of outer space visible through the upper atmosphere. By pressing down one of the pedals at your feet, you rotate the turret to face back at the planet. There you see the curvature of the planet, Chision, green and blue beneath you. Before you get any further away the long shape of a System Patrol Craft comes into view...

"We have bad company," says your companion's voice through the intercom connecting you to the cockpit. "Feel free to open fire." Needing no encouragement, you use the control pedals at your feet and the control stick in your hand to line up on the larger ship then fire at it, sending red laser blasts lancing at it. Roll the dice in your *Starship Gunnery* skill.

On a total of 10 or more, **go to 79**.

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

50 You duck to one side a moment before several laser bolts flash past your right shoulder and return fire with your own blaster. Roll one less than the dice in your *Blaster* skill.

On a total of 7 or more, **go to 27**.

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

51 Through the entrance you enter a tunnel you proceed along until it opens out into a chamber, illuminated by a fusion lantern, near a bed roll on the ground with a backpack and a data pad near it. From one side Claudius leaps at the two of you with an ignited green-white bladed lightsaber, its distinctive hum of energy filling the chamber.

If you are the Antarian Ranger, **go to 67**.

If you are the Jedi and have your lightsaber in your hand, **go to 59**, or if it is your blaster rifle you have at the ready, **go to 68**.

52 Unfortunately you still have not fully managed to complete the jump calculations. **Go to 53**.

53 With warning lights flashing, shields failing and damage to your engines you struggle with the control stick to avoid the hit which would probably finish your damaged ship. Roll the dice in your *Space Transports* skill.

On a total of 15 or more, **go to 63**.

On less than this, either spend Character Points to make the roll a success or **go to 71**.

54 You manage to interpose your blaster rifle's barrel between you and Claudius's lightsaber. The green-white energy blade slices straight through it but it saves you and that along with another shot fired at Claudius by Jorin Gar, buys you enough time to grab and ignite your own lightsaber. **Go to 59**.

55 From the ground you pick up Claudius's dropped lightsaber and place it in your pack. If you are the Antarian Ranger and you have a tranquiliser which works on Jedi, or you are the Jedi, **go to 65**, otherwise **go to 66**.

56 You catch the Stormtrooper in the chest with a burst of blaster shots but before his dead body even hits the ground, one of the other Stormtroopers is returning fire at you. Roll one less than the dice in your *Dodge* skill.

On a total of 8 or more, **go to 50**.

On less than this, **go to 72**.

57 Fortunately your ship's shields seem to have held against your enemy's firepower, giving you the opportunity to fire back. Pulling on a lever, you swing the laser cannon turret up and attempt to rake the System Patrol Craft with red laser blasts. Roll the dice in your *Starship Gunnery*.

On a total of 10 or more, **go to 79**.

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

58 Despite suffering a blaster wound serious enough to take any normal person down, Claudius remains standing and advances towards you with grim determination. There is no time for you to get another shot in, as he lashes out at you with the green-white blade of his lightsaber.

If you are the Antarian Ranger, **go to 67**.

If you are the Jedi, **go to 68**.

59 With a sharp hiss-hum the blue-white energy blade of your weapon leaps into existence and you swing it up to parry the downwards swipe of Claudius's lightsaber. Roll the dice in your *Lightsaber* skill or *Sense* skill.

On a total of 18 or more, **go to 40**.

On less than this, **go to 77**.

60 Your shot misses and the Stormtrooper returns fire. Roll one less than the dice in your *Dodge* skill.

On a total of 8 or more, **go to 45**.

On less than this, **go to 72**.

61 As you approach the large roughly disc shape of your ship, you see through the darkness of the trees three white armoured Stormtroopers investigating it a moment before they see you.

"Who are you?" demands one of them, his voice sounding mechanical through his helmet's respirator, as both of them point their blaster rifles at you. "You better have some identification papers." Knowing there is no way the Imperials would not want to take you into custody for questioning and with that not being an option, you both draw your blasters. The Stormtroopers with their weapons already drawn, however are able to fire first. Roll one less than the dice in your *Dodge* skill.

On a total of 13 or more, **go to 44**.

On less than this, either spend Character Points to increase your result to 13 or more, or **go to 72**.

62 Through the entrance you enter a tunnel you proceed along until it opens out into a chamber, illuminated by a fusion lantern, near a bed roll on the ground with a backpack and a data pad near it. The two of you see Claudius before he sees you.

If you are the Antarian Ranger, to shoot at him with your blaster rifle, **go to 24**.

If you are the Jedi, to ignite your lightsaber, **go to 7**, or to use a blaster rifle instead, **go to 25**.

63 The ship rocks and shakes and the smell of something behind you burning reaches you but it seems it still has enough in it to evade the laser fire, which you see through your cockpit canopy flashing past you from the System Patrol Craft's four laser cannon turrets. As you continue calculating the jump to hyperspace, roll the dice in your *Astrogation* skill.

On a result of 11 or more, **go to 78**.

On less than this, **go to 52**.

64 Kneeling over Claudius, you discover he is very dead. You cremate his body with smokeless fire starter and on leaving, take his lightsaber with you, so as not to leave any evidence that a Jedi has been on Chision. **Go to 69**.

65 Taking out the tranquiliser you acquired before leaving the Jedi Academy, you inject Claudius with it then sling his unconscious body over your shoulder. **Go to 69**.

JEDI RESURGENCE

66 Zerun injects Claudius with something then you sling the fallen Jedi over your shoulder. **Go to 69.**

67 Zerun leaps in front of you to clash blades with the young fallen Jedi. In the brief moment of Zerun being off balance, Claudius manages to slice the very tip of his blade across the older Jedi's arm. As the two of them fight, blue-white energy blade verse green-white energy blade, you are left trying to get a shot in at Claudius, which will not hit Zerun. Wounded as he is, Zerun is struggling and looks like he will not come out of this duel alive unaided. Roll the dice in your *Blaster* skill.

On a result of 14 or more, **go to 43.**

On less than this, **go to 73.**

68 Roll one less than the dice in your *Brawling Parry* skill.

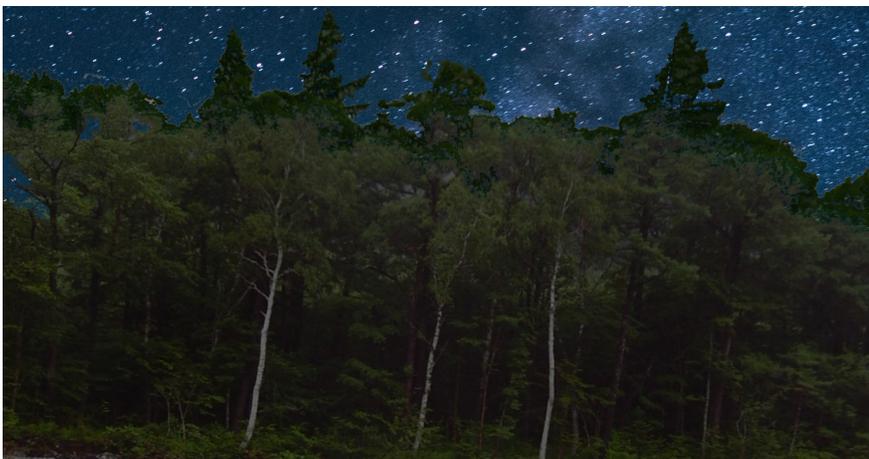
On a result of 28 or more, **go to 54.**

On less than this, **go to 75.**

69 With your mission accomplished the two of you leave the rocky rise and begin the trek back to the small wood you landed your ship in, doing your best to be stealthy. Roll the dice in your *Sneak* skill.

On a total of 10 or more, **go to 47.**

On less than this, **go to 61.**



Mark Dowson - NEW REPUBLIC ERA (12 ABY)

70 Your laser cannon fire misses the System Patrol Craft but laser fire from it hits your ship. **Go to 71.**

71 A moment later your ship explodes and you die in the resulting inferno of fire and hot metal fragments.

The End

72 Hit in the head by a blaster bolt, you fall to the ground, dead.

The End

73 Unfortunately your shot misses Claudius and instead hits and kills Zerun. Before you can fire again, the young fallen Jedi is on top of you with the green-white energy blade of his lightsaber first slicing through the barrel of your blaster rifle and then you.

The End

74 Losing your grip on the rock face, you fall to your death.

The End

75 The green-white energy blade of Claudius' lightsaber slices effortlessly through the blaster rifle you use to try and block it and then straight through you. You barely have enough time to wish you had had your lightsaber ready to defend yourself with before you fall dead and become one with the Force.

The End

76 The Force flung projectile has so much velocity behind it that it shatters your ribs, killing you. Your last hope is that your companion might still survive and complete the mission.

The End

JEDI RESURGENCE

77 Claudius' apparent attack was just a feint, which ensured you were inadequately positioned when he came in with his real strike, taking your head off in one smooth fast motion.

You become one with the Force.

The End

78 Finishing the jump calculations, you pull the appropriate lever and the stars stretch into star lines and you enter the purple swirl of hyperspace. **go to 80.**

79 With satisfaction you see the flash from your laser cannon blasts hitting two of the System Patrol Craft's laser cannon turrets. You then see the stars stretch into star lines and you enter the purple swirl of hyperspace. **Go to 80.**

80 Five hours later you arrive back at the Jedi Academy, having successfully prevented a diplomatic incident, which would by all likelihood have led to open war with the Imperial Remnant and cost many lives, and your superiors are very pleased with you.

If you brought Claudius Karviss back alive, **go to 81.**

If you were unable to do so, **go to 82.**

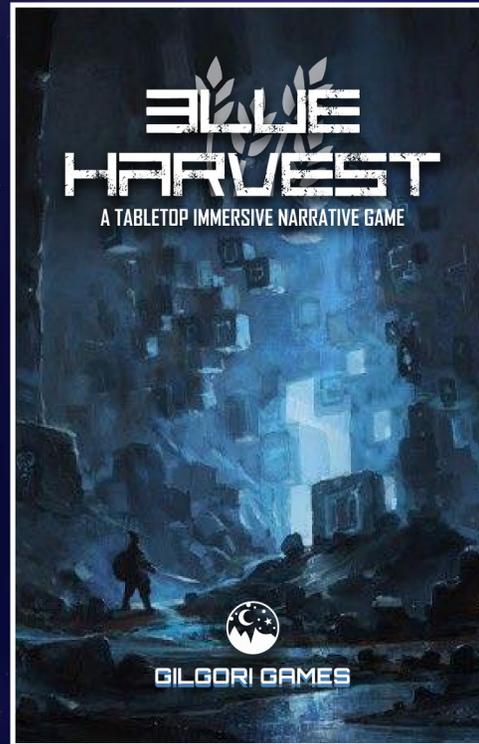
81 "Jedi Master Skywalker is very pleased you were able to bring Claudius Karviss back alive," Captain Jehro Mors tells you, "And is optimistic the young man can be redeemed from the Dark Side but many of the other Jedi Knights are less positive about that."

The End

82 "Jedi Master Skywalker was saddened you were not able to bring Claudius Karviss back alive," Captain Jehro Mors tells you, "But it probably would not have been possible to redeem him anyway."

The End

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ARTILLERY

LORD OF THE BATTLEFIELD

by Charles McNeill



In the history of warfare, no invention has been more lethal than artillery. Whether in the form of ballistic fired projectiles or rockets, or direct-fired energy weapons fired from hills or from orbit, artillery can drastically increase the effectiveness of a surface-deployed military unit. The course of an entire battle can be altered by a single soldier on a com-link calling in accurate fire from weapons dozens or even hundreds of kilometers away.

Unfortunately, the Rules as written by WEG don't really address this, apart from a few stats and mentions in other rules. In this article, rules will be provided to flesh out the use of artillery in your game.

Player Characters & Artillery

Unless the player characters are either operating artillery or are being directly targeted by it, artillery is best used as part of the scenery, providing an environmental hazard through which characters must move as part of the story. Per the 2R&E Rulebook (pg. 108), "Driving through a city during an earthquake or fierce battle, as stray shots land all around your vehicle, buildings topple in front of you, or the highway you're driving on begins to collapse," is Very Difficult terrain, and is an appropriate Difficulty level for a character or group of characters trying to navigate through an area under an artillery barrage.

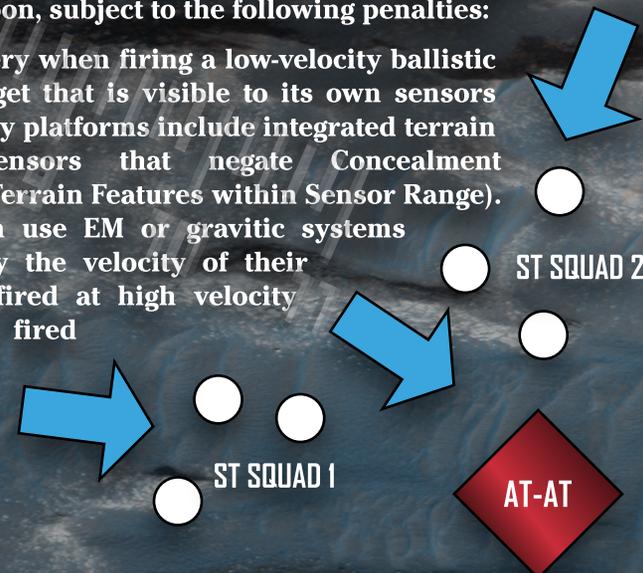
However, should players find themselves in a scenario where they are being directly targeted by artillery, or are using artillery themselves, a variety of factors come into play.

Fire Control

Ballistic Artillery presents a unique problem in a gaming session, as its most useful trait in a science-fiction setting is the ability to hit targets that it cannot directly see. As such, firing an artillery weapon at targets beyond line-of-sight requires a third party to act as the gun crew's eyes.

For gaming purposes, Artillery is fired just like a line-of-sight weapon, subject to the following penalties:

- 1D to Gunnery when firing a low-velocity ballistic shot at a target that is visible to its own sensors (some artillery platforms include integrated terrain following sensors that negate Concealment provided by Terrain Features within Sensor Range). Some cannon use EM or gravitic systems and can vary the velocity of their shot; shells fired at high velocity may be fired without penalty.



-2D to Gunnery if the Target is out of sight, but is being targeted by a remote targeting relay. Such relays commonly provide an offsetting bonus to Fire Control. For example, a TIE/fc could designate a surface target for an artillery weapon that is over the horizon from it (for a 6' / 1.8 meter human, the horizon is roughly 5 kilometers away).

The cannon suffers a -2D penalty due to partial concealment, but the TIE/fc's advanced spotting systems offset that penalty and allow the cannon to fire without penalty. Such sensors are common found on reconnaissance ground vehicles and starfighters, as well as probe droids (the Viper Probe Droid in particular is commonly used by the Imperial military as a Spotter platform).

-4D to Gunnery if the Target is out of sight, but is being targeted by a spotter using comms to relay and adjust coordinates. Use of this method is dependent on a skilled observer with access to macrobinoculars and an accurate map (penalty reduced to -3D if using range-finding equipment and precision location equipment, such as the Directional Transponder), but is complicated by the spotter's own distance to the target.

Observer's Range to target	Fire Control Modifiers
<500m	+1D*
500m - 1km	- 0D
>1km - 2km	-1D
>2km - 4km	-2D

*on a confirmed Wild Dice result, the artillery targets the Spotter instead of the target (see Damage & Blast Radius below).

Additionally, if the Spotter uses Macrobinoculars, reduce the Fire Control penalty by 1D.

+1D to Gunnery after the first shot impacts, as the Spotter now has a reference to adjust the fall of the shot.

The Spotter and Gunner may both take advantage of the Preparation rule if time allows, which is cumulative (A spotter may take an extra round to get precise calculations, and the gunner may take an extra round dialing in the gun) to a maximum of 2D to Fire Control.

In addition, Spotters may pre-calculate coordinates as part of defensive preparation. On a Moderate Tactics roll a commander can identify locations where enemy forces will likely try to concentrate or use for cover. The spotter and artillery crew may then make precise calculations (i.e. the Preparation Rule) before battle is joined, with an additional +1D to Fire Control for the reduced time needed (rather than rattling off a string of coordinates, the spotter can simply comm the battery and say, "Target, Fire Mission Alpha-Three," and the gunnery crew swings the gun onto a bearing and elevation that has already been pre-plotted in the systems).

Other factors also affect the accuracy of Artillery:

Moving Targets

- 1D if the Target is Moving faster than their Base Move.
- 2D if the Target is a moving Ground Vehicle (other than a Walker).

Weather

- 1D for a Strong Wind
- 2D for a Strong, Gusting Wind
- 3D for an extremely Strong Wind (Gale or Hurricane-Force)

Cover in the Target Area

- Forests = 1/4 Cover (-1D)
- Rough Terrain = 1/2 Cover (-2D)
- Rubble and/or Trenches & Foxholes = 3/4 Cover (-4D)
- Bunkers = Full Cover (Bunker must be attacked and destroyed to affect its occupants)

Modern artillery units are equipped with sensors that track their artillery shells in flight, which allows them to account for deviations caused by minor conditions. This adds +1D to Fire Control beginning 1 round after the first shot.

Coordination

Firing artillery nearly always necessitates a group effort. For gaming purposes, this will be treated as a standard coordination effort, with the actual targeting and firing being decided by a single character's skill roll. However, which character is doing the rolling will differ depending on circumstances.

NPC Gunner & Spotter Attacking PCs: Gunnery Skill rolled by NPC Gunner, subject to modifiers as described above.

PC Gunner & NPC Spotter Attacking NPCs: Gunnery Skill rolled by PC Gunner, subject to modifiers as described above.

PC Gunner & Spotter Attacking NPCs: Gunnery Skill rolled by PC Gunner, augmented by Gunnery skill rolled by PC Spotter (subject to the above rules for Visual Spotting) against the following chart:

<500m	Moderate
500m - 1km	Difficult
>1km - 2km	Very Difficult
>2km - 4km	Heroic

Failure = Reduce Gunner's Skill roll by 5 for every point missed.

Success = Increase Gunner's Skill roll by 3 for every point of success.

NPC Gunner & PC Spotter Attacking NPCs: Gunnery Skill rolled by PC Spotter, subject to the Visual Spotting rules above, as well as the following modifiers based on the Artillery Cannon's range to the target.

Point Blank	+1D
Short	0D
Medium	-1D
Long	-2D

Damage & Blast Radius

Artillery is inherently inaccurate, rarely inflicting death or injury by direct impact. However, the explosive shells and missiles used for indirect fire just need to hit close enough. Whereas a direct hit can vaporize a Character-Scale target, a near miss can kill by concussive shockwave, wound with shrapnel, stun with flying debris or just knock them off their feet. Surviving a well-aimed artillery barrage is as much a matter of luck as anything else.

There is so much variation in the possible results of an artillery barrage that coming up with a realistic blast radius rule is next to impossible. However, describing the effects of artillery to the characters' surroundings is far less crucial to the plot than how the artillery affects the characters.

To represent this, use the following:

Roll the attack as normal, using appropriate Ranged Weapon skill (factoring in Scale and Fire Control Modifiers, as described above) against the appropriate standard Reaction Skill roll.

Note: **This is not a normal Reaction skill use.**

The Reaction skill is only being used as a random number generator to determine the effects of the attack. On a Very Difficult Perception or Search roll, characters on foot may attempt a Full Dodge. Vehicles may also attempt a Full Reaction if they are equipped with Sensors to warn of incoming artillery rounds. Each character or vehicle pilot rolls separately.

If the shot hits, roll Damage as normal

If the shot misses, apply the Miss value to the Damage Reduction Modifier for the type of Artillery Shell fired.

Point: (Every -1 Miss = -2D Damage) Point Blast weapons are designed to focus their energy on the point of impact; any blast effects are incidental. This includes most energy weapons, as well as bunker-buster or armor-piercing ordnance.

Standard: (Every -1 Miss = -1D Damage) Standard Blast Weapons affect a larger area, either by design or choice. This includes most missiles and torpedoes, but also includes ion cannon blasts, as ion blasts tend to be less cohesive than standard blaster and laser bolts.

Area: (Every -2 Miss = -1D Damage) These weapons are designed to spread their effects as wide as possible. This covers most forms of Anti-Personnel warheads.

Other weapons, such as flare clusters or smoke and chemical delivery warheads, may have different blast radius ratios to account for their effect.

Apply the Damage Reduction modifier to the Damage dice value (including any Scale modifiers)

If the resulting value is 0D or less, the character / vehicle is unharmed.

If the resulting value is 1D or more, roll Damage as normal against the affected target (in the event of a group of characters with differing Dodge roll values, this can result in some characters having to soak damage while others do not).

After the initial attack, characters may choose to dive for Cover (counts as a Full Dodge) but cannot Move at the same time.

While it is not pertinent to this rule set to know exactly how far away the artillery hit, GMs may use the following formulae to generate exact numbers in meters.

Calculating Miss Distance in Meters

Scale	Modifier	Distance
Speeder	-1 Miss	1 meter
Walker	-1 Miss	2 meters
Starfighter	-1 Miss	10 meters
Capital Ship	-1 Miss	50 meters

Counter-Artillery Fire

Armed vehicles may attempt to shoot down incoming artillery shells, but to do so requires a turret-mounted weapon with some form of integrated fire control (does not apply to scopes mounted on personal weapons). Shells in flight generally have a Body of 1D and are Very Difficult targets. Shells remain in the air for one round for every Range Band they must cross (1 for Short, 2 for Medium and 3 for Long), but laser or blaster cannon can only engage them once, due to range limitations. If the target detects the round in the round before it hits, the Gunner may use the Preparation rule when attempting to shoot down the incoming round.

Common Types of Artillery Shells

The other major advantage of projectile artillery is that the weapon effect can be tailored for a specific target by using different kinds of warheads. Examples include:

Proton (Explosive)

Damage: 7D

Damage Reduction: Standard (Every -1 Miss = -1D Damage)

Concussion (Bunker Buster)

Damage: 9D

Damage Reduction: Point (Every -1 Miss = -2D Damage)

Cluster (Anti-Personnel)

Damage: 3D

Damage Reduction: Area (Every -2 Miss = -1D Damage)

Flare Cluster (Illumination)

Effect: Negates up to 4D of Darkness Concealment

Effect Reduction: Every -5 Miss = -1D to Concealment Modifier

Duration: Lasts 6 rounds, then Effect reduces by 1D per round as flares burn out.

Baffler (Full Spectrum Smoke)

Effect: Provides up to 4D of Concealment against normal vision, enhanced optic systems and Sensors.

Effect Reduction: Every -5 Miss = -1D to Concealment Modifier.

Duration: Lasts 12 rounds, -1 to Effect per round until fully dissipated.

Specialized Artillery Shells**Seeker**

Damage: 6D

Damage Reduction: Standard (Every -1 Miss = -1D Damage)

Special: +4D to Fire Control if Target is using Active Sensors or transmitting on Comms.

Guided

Damage: 8D

Damage Reduction: Point (Every -1 Miss = -2D Damage)

Special: +4D to Fire Control if Target is being "painted" by an Active Sensor Lock-On from an allied unit.

Shield Buster

Damage: 4D (ionization)

Damage Reduction: Point (Every -1 Miss = -2D Damage)

Special: On a successful hit on a Shield, roll Damage against just the Shield Dice, then apply the Controls Ionized modified to the Shield Strength.

Haywire (ECM)

Effect: -4D to Sensors and Communications in affected area.

Effect Reduction: Every -5 Miss = -1D to Penalty

Duration: Lasts 1 Minute (12 rounds)

Both Common and Specialized Artillery rounds can be adapted for different sizes of artillery simply by adjusting the Scale.

Haywire rounds can be used for different size of artillery simply by changing the scale modifier: Walker (+4D) for Mortars, Starfighter (+6D) for Howitzers / Heavy Cannon, or Capital Ship (+12D) for Artillery Rockets.

Many other types of rounds are available, ranging from Chemical Delivery rounds to Electronic Warfare Modules, Artillery-Deployed Minefields or droid delivery vehicles (deploying spotter droids, or even commando and skirmish droids). The possibilities are near-endless, and limited only by imagination and operational needs.

Artillery & The Alliance

Artillery can be a very potent force multiplier if used properly, which in turn makes it very attractive to the Rebel Alliance. However, while Alliance ground forces make use of man-portable mortars to support guerilla warfare, the Alliance has struggled to find an effective method of using heavier, emplaced artillery.

While the Alliance has access to a small stock of Golan M102 Fire Arc projectile cannon, the weapon has proved completely unsuited to the guerilla tactics practiced by the Alliance. Fire Arcs must be towed into place, require precious time to set up, and rarely get off more than a half-dozen shots until they are destroyed by counter-battery fire from Imperial Army units, or from strafing TIE fighters.

However, the Alliance has recently fielded a workable solution to this problem. By mounting a stripped down Fire Arc cannon on the ubiquitous KAAC Freerunner chassis, the Alliance is able to field a vehicle with a potent combination of firepower and mobility. The artillery Freerunner excels at what is referred to as "Shoot and Scoot," firing a few rounds in rapid succession, then using the Freerunner's speed and maneuverability to relocate to a new position before the Empire can muster an effective response.

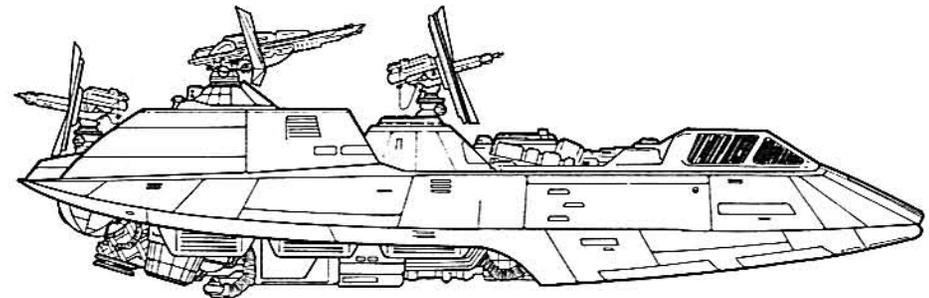
This formidable weapon system is also used for artillery raids, moving in close to priority targets to bombard them with shells, then retreating or evading at high speed.

Rebel Artillery Free-runner (R.A.F.)**Mobile Ballistic Artillery Platform****Craft:** KAAC Freerunner (modified)**Scale:** Walker**Length:** 14.6 meters**Skill:** Landspeeder Operation: *Freerunner***Crew:** 2 (1 @ +5) & 5 Gunners**Crew Skill:***Sensors 4D, Artillery 4D, Vehicle Blasters 4D, Landspeeder Operation 4D***Cargo Capacity:** 250 kilograms**Cover:** Full**Cost:** 27,000 (new), 14,000 (used)**Maneuverability:** 1D**Move:** 105; 300kph**Altitude Range:** Ground - 2 meter**Body:** 3D**Weapons:****1 Mass Driver Cannon***Fire Arc:* Front*Crew:* 4 (2 @ +10)*Scale:* Starfighter*Skill:* Artillery*Fire Control:* 2D*Range:* 1km-5km/10km/20km*Rate of Fire:* 1D Auto-Fire (Optional; fires 4-round burst)*Ammo:* 40*Damage:* Varies by Projectile:

-Proton (General Purpose) (7D Damage, Standard Blast)

-Concussion (Anti-Vehicle / Bunker Buster) (9D Damage, Point Blast)

-Cluster (Anti-Personnel) (2D Damage, Area Blast)

Game Notes: Projectiles can be shot down by laser weapons. Projectiles are considered Character-Scale targets, and have a Body of 1D, but are -2D to Hit, due to their size and speed. Rockets remain in the air for 1 round for every range band they cross (1 round for Short Range, 2 rounds for Medium, and 3 rounds for Long).**1 Light Blaster Cannon***Fire Arc:* Turret*Scale:* Speeder (+4D)*Crew:* 1*Skill:* Vehicle Blasters*Fire Control:* 1D*Range:* 100m-300m/800m/1.5km*Rate of Fire:* 2D Auto-Fire*Damage:* 4DKarl Martian. *Rebel Alliance Sourcebook*, 1st edition

Artillery & The Empire

The Empire has been slow to realize the effectiveness of artillery in its Army doctrine, but has begun to reverse the trend by fielding Artillery Regiments equipped with the Leveler I Concussion Missile Launcher. While it lacks the range of the Fire Arc, the Leveler is much more versatile in its own way, able to fire rockets individually or in volleys. Artillery Regiments are being deployed as quickly as they can be formed, and are attached to battlegroups, with priority being given to armored and mobile units.

Another key difference between the Alliance and the Empire's artillery doctrine is in their forward spotting and observing methods. While the Alliance makes use of specialist troops who are forward deployed with ground units to call in artillery fire, the Empire prefers to use droids, specifically the Arakyd Viper Probe Droid, which can act as both a forward scout and an artillery spotter.

Artillery Rocket Launcher

Concussion Rocket Multi-Launcher

Model: Bryn & Gweith Leveler I

Scale: Walker

Skill: Missile Weapons: Leveler I

Crew: 6 (3 @ +10)

Ammo: 28

Cost: 55,000 (new), 25,000 (used)

Availability: 2, R or X

Body: 2D

Fire Control: 2D

Range:

-Atmosphere: 1km-4km/8km/16km

Rate of Fire: Singly, or volleys of up to 32 (+1D Coordination Bonus every time # of rockets fired doubles)

Damage: 7D (Starfighter-Scale)

Game Notes: Rockets can be shot down by laser weapons. Rockets are considered Character-Scale targets, and have a Body of 1D, but are -2D to Hit, due to their size and speed. Rockets remain in the air for 1 round for every range band they cross (1 round for Short Range, 2 rounds for Medium, and 3 rounds for Long).

Arakyd Viper Probe Droid

Scale: Character

Height: 1.6 meters tall

Attributes & Skills:

DEXTERITY 3D

Blaster 4D

KNOWLEDGE 2D+2

Planetary Systems 4D

MECHANICAL 3D

Communications 4D, Sensors 6D

PERCEPTION 3D

Search 6D, Sneak 5D

STRENGTH 4D

TECHNICAL 2D+1

Move: 14 (Repulsorlift)

Equipment:

Sensor Array

Passive 1D / 1km

Scan 2D / 2km

Search 3D / 3km

Focus 4D / 100m

Special: May designate a target for an allied unit on a successful Sensors Focus roll. This adds 2D to the Fire Control of any one attack by said allied unit.

Short Range Sensors

Negates up to 2D of Cover Modifiers to Search

Environmental Sensors

Can determine Atmosphere Type and Temperature Range within one-half hour.

Stealth Systems

+1D to Sneak

-1D to Enemy Sensors

Blaster (Equivalent to a Blaster Rifle)

Range: 3-30/100/300

Damage: 5D

Self Destruct

Blast Radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D

General

Retractable Manipulator Arms

Retractable Sensor Arms for gathering samples.

Orbital Bombardment

The greatest existential threat to modern ballistic artillery is orbital bombardment. By any measure, a ship in orbit has more powerful weaponry than any surface-based weapon, and has a field of fire far wider than that of surface based weaponry. It is common practice for surface-deployed Imperial Army units to coordinate with naval vessels in orbit to provide fire support, with surface-fired artillery being retained for tactical targets that require a rapid response. Naval personnel are not particularly fond of orbital fire support missions, but recognize it as part of their duty.

In addition to turbolasers, ion cannon and concussion missiles (depending on the ship), warships also have access to a

specialized bombardment weapon, the Truncheon kinetic strike missile. Fired from a standard concussion missile launch tube, the Truncheon can precisely vary its speed and trajectory to achieve specific blast effects, at greatly reduced cost compared to standard concussion missiles or proton torpedoes. The Truncheon's only real drawback, however, is that its effectiveness is greatly reduced against shielded targets.

**Truncheon-Series Kinetic Strike Missile
Kinetic Strike Warhead**

Skill: As Launcher

Space Range: 2-12/30/60

Orbital Range: 4km-24km/60km/120km

Atmosphere Range: 200m-1.2km/2km/6km

Unitary Warhead

Scale: Capital

Fire Control: 4D

Damage: 4D-10D in 1D increments

Cluster Warhead:

Scale: Starfighter

Fire Control: 4D

Damage: 4D-10D in 1D increments

Note: -3D damage when attacking targets with energy shields.

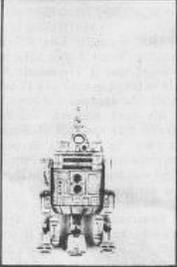
Capsule: The Truncheon-Series Kinetic Strike Missile is the Imperial Navy's planetary bombardment weapon of choice. Sized to be fired from a standard capital ship concussion missile tube, this weapon is far simpler, more easily mass-produced, and, oddly enough, more versatile than proton torpedoes or standard concussion missiles. The warhead is little more than a solid dart of metal equipped with a drive, guidance systems and ablative shielding for atmospheric entry, but it can achieve a terminal velocity on impact of better than 50% of the speed of light. At

ARTILLERY™ LORD OF THE BATTLEFIELD

those speeds, simple kinetic impact alone can produce yields equal to nuclear warheads.

In addition, the yield on impact can be varied by acceleration and trajectory, so the same warhead can be used to destroy a building or an entire city, depending on how it is programmed. Available warhead types are either a single unitary warhead (Capital-Scale damage) or a cluster munition containing six smaller warheads (Starfighter-Scale). While the Truncheon is less effective against shielded targets, it is unsurpassed as an orbital bombardment weapon.

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Alderaan Expatriate Network

37:10:10/AEN

Unspecified Node

Alliance Fighters Blast Ord Javun Naval Depot

After months of intelligence gathering and coordinated raids to weaken its defenses, Alliance Javun Sector Command X-Wing and Y-Wing squadrons smashed the Imperial Naval Depot on Ord Javun this morning, destroying dozens of vital facilities, nearly thirty reserve TIE fighters, over forty ground assault vehicles and several thousand tons of tactical supplies, crippling sustainment of the Empire's forces within the sector at large. The total calculated loss was estimated at 1.4 billion credits in assets, not including potential resupply costs; an amount deemed "alarming" by pro-Imperial military analysts.

Sources linked to Alliance High Command explained that the destruction of the depot and its reserve supply assets was designed to alleviate mounting pressure from active resistance cells across the sector, who have recently incurred significant losses against Imperial forces. While there are no plans to liberate Ord Javun in the immediate future, the loss of the naval depot is expected to hamper Imperial influence across the sector, as further material losses will result in severe gaps in warfighting capability.

Of note is the dedication and effort of a specific agent, codenamed "Whisperer," who was instrumental in the data-gathering of the installation's defenses, along with the prompt and covert delivery of said data to Alliance Intelligence. While their identity remains anonymous, there is little doubt that they will continue to contribute significantly to the struggle to free the Javun Sector from the clutches of the Empire.

38:01:14/AEN

Unspecified Node

Alliance Crack Commandoes Liberate Gunships

Against overwhelming odds and under a feverish pace of operations, Alliance SpecForces managed to capture and secure four valuable Corellian gunships from a CEC-subcontracted overhaul yard orbiting planet Duro. The model DP20 frigates, each valued at 4.8 million credits, were berthed in the yards for scheduled upgrades and refit when Alliance Intelligence discovered a window of opportunity that would permit swift acquisition of the vessels. With the Fleet short on anti-starfighter screening ships, and an overall need for combat vessels regardless of role, Alliance General Airen Cracken gave the go-ahead for operation execution.

Marshan's Marauders, an elite infiltration unit made up mostly of Alderaanian survivors, embarked on the daring mission, masquerading as Corellian Defense Force officers arriving for an acceptance inspection of the vessels. Slicing the yards' computer security algorithm, a separate Bothan team boarded the gunships, swiftly dispatching the contracted security and commandeering them. Only last minute detection by fortuitous Imperial Naval troopers discovered the ruse and attempted to halt the operation in its closing stages. Despite the loss of seven members of their respective squads, Marshan's Marauders and the Bothan team escaped the yards with all four vessels intact with only minimal damage.

Admiral Ackbar congratulated the SpecForces teams on the highly-successful mission. "This victory couldn't have come at a better time," the Admiral commented. "The Fleet, more than ever before, will benefit greatly with the addition of these valuable warships, providing anti-starfighter screening capabilities that will bolster the outcome of future operations. If we are to finally engage the Imperial Navy fin-to-fin, we must have the assets available and crewed to the best of our ability." While the Admiral did not allude further to possible fleet operations currently in the planning stages, there is little doubt that his analysis of the acquisition mission's outcome rings true.

RE-BALANCING THE SCALES

AN OPTIONAL RULE FOR SCALES

THE WEST END GAMES' SCALE SYSTEM HAS GONE THROUGH MULTIPLE ITERATIONS OVER THE DIFFERENT EDITIONS OF THE GAME, AND EACH VERSION HAS HAD ITS STRENGTHS AND WEAKNESSES.

While I prefer the 2R&E version, it does have some rather glaring issues. After a lengthy discussion of the issues over on the Rancor Pit, I've settled on a variant system that has made gaming much more interesting. In general, the changes encompass two aspects:

Scale System		
Scale	Mod	
Fine	-8D	1) Shifts the existing scale system around, while dividing up some categories to make certain vehicles more viable for gameplay.
Minute	-6D	2) Incorporates the Called Shot Rules into the overall Scale System, rather than having two separate rules for target sizes.
Tiny	-4D	
Small	-2D	
Character	0D	Fine Objects less than 1 cm in diameter.
Swoop	+2D	Minute Small hand-held objects, such as comlinks, a deck of cards, data chips or hold-out blasters.
Speeder	+4D	
Starship	+6D	
Walket	+8D	Tiny Large hand-held objects, such as blaster pistols, data pads, and some tools.
Frigate	+10D	
Destroyer	+12D	Small Larger hand-held or carried objects, such as blaster rifles, laptop-type computers or small storage boxes. Also includes living beings much smaller than humans.
Dreadnought	+16D	
Deathstar	+24D	

Character

Unchanged, the scale for all player characters.

Swoop

All smaller Speeder-Scale vehicles, including Speeder Bikes, Swoops and Repulsorsleds

Speeder

All larger Speeder-Scale vehicles, as well as some of the smaller Walkers, such as the AT-ST and AT-PT

Starship

All Starfighters and Space Transports

Walker

All of the heavier Walker and Ground Combat Vehicles

Frigate

Smaller Capital Ship-Scale, including Corvettes, Frigates, and Cruisers

Destroyer

Heavier Capital Ship-Scale, covering the Victory-Class Star Destroyer and larger

Dreadnought

The heaviest of Capital Ships, including the Super, Eclipse and Sovereign Classes

Death Star

Unchanged.

Dreadnought

Super Star Destroyer

Destroyer

Imperial Star Destroyer

Victory Star Destroyer

Torpedo Sphere

Mon Calamari Cruiser

Revised Vehicles and Starship Scale Classification

Frigate	Heavy Tracker
Dreadnaught-Class Cruiser	Speeder Truck
Alliance Assault Cruiser	Sail Barge
Interdictor	Starship
Strike Cruiser	Light Freighters
Escort Carrier	Space Barges
Carrack Light Cruiser	All starfighter types
Alliance Bulk Carrier	Cloud Cars
Star Galleon	Speeder
Nebulon B Frigate	AT-ST
Lancer-Class Frigate	Landspeeders
Corellian Corvette	Airspeeders
Corellian Gunship	Compact Assault Vehicle
System Patrol Craft	ULAV
Assault Shuttle	Tramp Shuttle
Blastboat	Skiff
Luxury Liner	Swoop
Container Ship	Speeder Bikes
Bulk Transport	Swoops
Medium Transport	Repulsor Sled

Walker

AT-AT
 Juggernaut
 Mobile Command Base
 Chariot Command Speeder
 Hoverscout
 Alliance Freerunner

Advantages & Explanations**Fine, Minute, Tiny & Small**

This was a late addition, but after seeing WEG take a similar approach in the D6 System, it just made sense to have one combined “size” rule for everything. I changed up the modifiers somewhat to conform with the Base 2D System of the other scale modifiers, but on the whole, it seems a good fit.

Swoop

Empirical evidence indicates that most cycle-type vehicles are both faster and more maneuverable than cars, at the expense of greater fragility. Splitting them into a separate, lower-tier scale is a good way to represent that.

Speeder

Moving Speeder-Scale up to +4D both makes Speeders more durable against Character-Scale weaponry and allows craft like the T-47 to be more competitive against Starship-Scale craft, such as TIE Fighters.

Starship

When naming the different scale classes, I tried as much as possible to use terms already featured in the films or (failing that) the EU. While both “fighters” and “ transports” are mentioned, the term “starfighter” is never actually use. However, “starship” is, which made it a natural fit for a category encompassing both starfighters and space transports.

Walker

Walkers are supposed to be ponderous, lumbering, heavily armored behemoths, yet their place in the WEG Scale System does not reflect that. Even a massive AT-AT is nothing but target practice for an X-Wing’s laser cannon. All that changes if Walker-Scale vehicles are moved 2D above Starship. Suddenly, the true potency of ground vehicles is realized, as massive powerhouses that can potentially threaten even small capital ships.

Frigate

The upper reaches of the Capital Ship-Scale got awfully crowded, with some ships being far tougher than their size and description would suggest. The Strike Cruiser, in particular, was

RE-BALANCING THE SCALES

described as being relatively fragile, yet it had a listed Hull of only 1D less than the far larger Imperial Star Destroyer. Moving the smaller Capital Ships down 2D alleviates some of that crowding while also making it more feasible for characters to inflict respectable damage to these smaller vessels

Cruiser

Essentially unchanged from the base Capital Ship-Scale

Dreadnought

This puts the much larger, uber-Capital Ships at an additional +4D above the old Capital Ship-Scale, emphasizing their toughness, as well as their relative clumsiness.

Optional Rules:

In its current form, Scale is only applied to attack and damage rolls. However, it's logical to assume that the same factors would also apply to pursuit scenes for craft of different scales. As such, here are two optional rules that can be used to represent the clumsiness of larger-scale craft relative to smaller-scale craft.

Maneuverability

If a larger-scale craft attempts to perform the same maneuver as a smaller-scale craft, it suffers the Difference in Scale Modifiers as a penalty to Maneuverability. This penalty rolls off at a rate of -2D per round. For example, if a YT-1300 is being chased by an Imperial Star Destroyer, and the YT-1300 makes an extreme dive, the Imperial Star Destroyer would suffer a -6D penalty to its Piloting roll if it attempted to follow the YT into the dive. However, if it waits three rounds, the penalty will drop to -0D, and the ISD may attempt to make the dive normally. Alternately, the ISD's captain may attempt the maneuver after only a one or two-round wait, at penalties of -4D or -2D respectively.

Acceleration

Larger-scale craft are equipped with powerful drives that can *eventually* match the speeds of smaller craft, but their sheer mass requires much more time to do so. For every 2D of Scale Difference, a larger-scale craft must wait an additional round to accelerate or decelerate from one Move Speed to another.

For example, as in the example above, a YT-1300 is trying to run from an Imperial Star Destroyer. In the first round of the chase, it accelerates from its Cruising Speed of 4 SUs to its Full Speed of 8. The ISD, traveling at its Cruising Speed of 6 SUs attempts to accelerate to match, but must wait three full rounds before it can move up to its Full Speed of 12 SUs per round. It will eventually catch the YT-1300, but will have to wait until its more powerful engines can generate the thrust needed to do so.

Naturally, both optional rules are ignored if the involved craft are of the same scale. However, the performance penalties inflicted by these optional rules makes the presence of small craft, such as TIE fighters, assault shuttles or blast boats all the more crucial when facing off against a group of player characters determined to escape.



The Various Scales at Play

About the Authors...

Brian L. Bird was born and raised in the Finger Lakes of NY where he began playing role playing at the age of 10. A U.S. Air Force Veteran, he currently puts his 20 years of Logistics Management experience to work as a Procurement Specialist with the University of Texas at San Antonio. Brian studied Art Education and Psychology at Our Lady of the Lake University.

He is a contributing author of the *Joe Ledger Companion*, enjoys reading, writing, designing and playing tabletop games, making found object art, and spending time with his wife Juanita and their children Johan, Elihu and Yahaira; and their granddaughter Arianna at their home in San Antonio, Texas.

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

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

Dustin Hawk hails from the high desert (and thus, unheard of) region of the Pacific Northwest. With a passion of all things military aircraft-related, he enlisted into the United States Air Force right out of high school, becoming an aircraft fuel systems repair specialist, traveling to a wide array of places both exotic and mundane to stop JP-8 from leaking out of areas where they shouldn't. A science fiction fan since he was a child, that interest also expanded into an avid love of gaming, particularly tabletop roleplaying, along with creative writing. He currently resides in Okinawa, Japan with his wife and daughter.

Charles McNeill has been a Star Wars fan literally as long as he can remember. He discovered the Star Wars RPG in high school, and it has been a constant companion across many years, a college degree and a motley assortment of jobs (pizza delivery, telemarketing, bartender, and bouncer at a gentleman's club, to name a few).

His on-line roots reach all the way back to the venerable SW-RPG mailing list on AOL, and he is a long-time contributor to the Rancor Pit as well as a moderator for the SWD6 Google+ group.

Josh Moore has been playing and running WEG SW D6 since the "dark times" of the 1980's and 90's, the time between trilogies. Professional writer, roller derby referee, and self-proclaimed pinball wizard, he lives in New Jersey with a cat named Jerry and girl friend named Jheri. There is much confusion.

Ray Napoli A Geek at heart, Ray has always been fascinated by all things Science Fiction, but always comes home to a Galaxy Far Far Away.

An 18+ year veteran of Tabletop Roleplaying, his introduction to RPGs was the WEG classic version of Star Wars. Journeys around the stars and back in this galaxy and so many others has taken him through video games, MMOs and miniature wargaming scenes as well. A particular focus on Science Fictions own brand of magic always seems to captivate in the various ways Technology is used.

Ray has staffed and GMed many tabletop games as well as several MUDs and MUSHes such as Star Wars: Age of Alliances, running both long-running plot arcs as well as one-off adventures. He always brings with him a colorful cast of characters with his work ofcusing on strong, unique women and curious Droids. His work is coloured by a streak of independence, compassion and vitality belonging to the women within his own family. A preoccupation with the intersection of technical means and the human condition represented in AI and Robotics similarly guides his interest in all manner of Star Wars' curious contraptions.

...the Artists...

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

Cliff Chiang's artwork has been hailed for its "fluid and confident storytelling" and "sweeping linework and nuanced style." Graduating from Harvard University with a joint degree in English Literature and Visual Arts, he worked in editorial at Disney Adventures Magazine and Vertigo/DC Comics before making the leap into freelance illustration. Clients include DC Comics, GQ Magazine, Lucasfilm, Warner Animation, Dark Horse Comics, Dynamic Forces Entertainment, and the ACLU.

He is currently working on *Paper Girls* with writer Brian K. Vaughan. He lives and works in Brooklyn, New York.

Mark Elwood works in an Aerospace Engineering company called SpaceWorks. "I consider myself a "space artist", but I really do a little of everything. On my blog *ArtSpace* you'll find a lot of the random things I either get roped into, volunteer for, or just come up with on my own. On my blog *Living With Star Wars* I geek out about Star Wars. I live in Atlanta with my wife and cats." You can check out more of his work at his portfolio site: www.markelwood.com

John Gendall is a professional illustrator working in the U.K. A *Star Wars* fan since the age of five, when he watch it in his local cinema way back in 1977. He's been an avid Roleplayer since the mid 80s, and spent far too much time painting miniatures from various games over the years. He bought the first edition of the d6 when it first came out, and at some point has played/G.M. every version of the game, returning to the d6 about 2 years ago, as out of all of them it's the version he loves best.

Mostly doing book covers, and commissioned portraits, he has designed some miniatures for the game *Broken Contract* and some

publicity for *East Street Games*, a zombie *Father Christmas*. He jumped at the chance to work for the *Adventurer's Journal*, after all it's *Star Wars*!

Yvan Quinet hails from Geneva Switzerland and has produced fan art that spans the universes of DC, Marvel, Predator, Mad Max, various science fiction concepts, and of course Star Wars. You can find more of his work on his personal website <https://www.yvanquinet.com/> or <https://www.artstation.com/wyv>

Chris Shaylor has been an avid Sci-Fi toy collector since the mid 70's. He rarely actually played many table top games but voraciously collected and read the sourcebooks and companion issues for the WEG Star Wars series since they were first released in the late 80's. Using much of that expanded material and artwork as inspiration for his own custom creations for 1:18 toy lines.

Eventually building the city-sized spaceport Rotgut Station, which acts as a truckstop nexus for all sci-fi universes, he shared what he created with the world to show that toys don't have to just sit on shelves. After word spread and requests came pouring in, he was able to turn his hobby of creating wood & plastic playsets into a successful full time toy business of Empire Toy Works.

"I now wake up and eat/breathe toys all day everyday, and I wouldn't have it any other way." Chris lives with his wife and two sons in Virginia.

Daniel Sturman lives in New Mexico with his wife and children, where he and his wife work as professional artists, raise children, and try to enjoy life in general. He is a retired U.S. Army tank mechanic, maker of clocks and incense burners, old truck guy, Brazilian Jiu Jitsu blue belt, and a big geek/ nerd in general.

...this Journal

The *Adventurer's Journal* is an unofficial fan generated magazine for use with *Star Wars: The Roleplaying Game, Second Edition, Revised and Expanded*. We humbly acknowledge the individual authors and artists and their respective works which have inspired the content herein.

Some of the work within is copyrighted. We have performed our due diligence to contact each artist for permission to use his or her respective works. Some of the art has been previously used in an online article or wiki like Wookieepedia. By placing it in the Adventurer's Journal, we assert that this qualifies as fair use of the material under United States copyright law.

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Kuat Drive Yards/Legends. In: Wookieepedia. https://starwars.fandom.com/wiki/Kuat_Drive_Yards/Legends. Accessed 1 Feb 2019 Advertisement for the Imperial-class Star Destroyer screenshot from Star Wars: Behind The Magic

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NASA Images. In: KENNEDY SPACE CENTER, FLA. - Inside Space Shuttle Discovery, these lockers store food containers for use on mission STS-121. Astronauts are supplied with three balanced meals, plus snacks. Foods flown on space missions are researched and developed at the Space Food Systems Laboratory at the Johnson Space Center (JSC) in Houston, which is staffed by

food scientists, dietitians and engineers. Each astronaut's food stored aboard the space shuttle is identified by a colored dot affixed to each package. Launch of Space Shuttle Discovery on mission STS-121 is scheduled for July 1. Photo credit: NASA/Kim Shiflett - NASA Kennedy Center Media Archive Collection. <http://nasaimages.lunaimaging.com/>. Accessed 31 Jan 2019

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Characters suffer a -1D to hit with all hand to hand and melee attacks and damage rolls while skating.

As repulsorlift skating is quite the sport amongst the galaxy's youth (though not as popular as many), a number of frequently learned "tricks" are included below. A character may learn ONE of these "tricks" per full die of the Repulsorlift Skating skill above the base attribute.

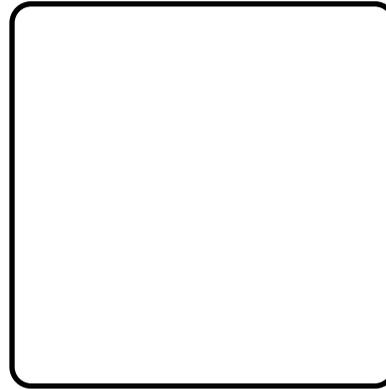
Backside Royal (Moderate): When you see someone using a rail or ledge to skate on, this is what they are doing. A backside royal is assumed to include a repulsorlift-assisted jump of up to two meters. This "trick" may allow a skater to jump minor obstacles or skate across very narrow terrain.

Low Zigzag (Moderate): By succeeding in a moderate Repulsorlift Skating skill roll, this "trick" allows a character to roll a free dodge at -1D during an all out or high speed movement. This is counted as a full dodge, and is thus the only action (besides movement) that can be taken during a particular round.

Spin Around (Easy): A character can spin around 180 degrees while moving in cautious, cruising, or high speed movement. The character can then take actions while facing the opposite direction of movement.

Full Stop (one difficulty level higher than current movement): A character may turn off the repulsorlift skates, rapidly skidding to a stop.

STAR WARS ADVENTURER'S SHEET



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

DEXTERITY _____

PERCEPTION _____

KNOWLEDGE _____

STRENGTH _____

MECHANICAL _____

TECHNICAL _____

GEAR - TECH - WEAPONS

WOUND STATUS

STUNNED
 WOUNDED
 WOUNDED
 INCAPACITATED
 MORTALLY WOUNDED

ADVENTURERS JOURNAL

ISSUE THREE

Armed Forces of the Galaxy!

Eclectic as its worlds and species,
the armed forces of the galaxy are the fighting
forces that keep agendas, ideals, and cultures alive.
Commandos, Hired Guns, Irregulars, Militia, Rangers,
and Reserves are interchangeable descriptions of the nameless
faces of the oft forgotten soldier and defender of ones rights.

Join us as we show our respect
to the men and women of the armed forces of the galaxy,
who sacrifice so much for so little in return.

Features in this issue include:

- In Depth look at three distinct military units: *The Distant Suns*, *Bronze Nimbus Commandos*, and *Kira's Corsairs*
- Two Solo Adventures: *The Pirates Lair* and *Jedi Resurgence*: featuring Jorin Gar a Wadoona Antarian Ranger.
- Inaugural appearance of *Target Locked!*, our Star Wars Miniatures Battles article, featuring *Rotgut Ruckus* a scenario set on Rotgut Station
- Adventurer Aurek Jenth provides a detailed and informative report on a unique Ithorian herdship in *Location Scout: The Cathor Hills*.
- New rules for using Artillery in *The Lord of the Battlefield*



AJ-020119

Compatible with *OpenD6* and *STAR WARS: THE ROLEPLAYING GAME*