

STAR WARS®

Includes
STAR WARS
MINIATURES BATTLES
Scenario

Gamemaster Kit

A Supplement for use with *Star Wars: The Roleplaying Game*



Featuring an updated gamemaster screen,
new campaign scenarios, and details on how to
build a spy network on Imperial worlds.

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PLAYER INFORMATION

PLAYER CHARACTER TEMPLATES

Template Type	DEX	KNO	MEC	PER	STR	TEC	Con	Sen	Alt
Alien Student of the Force	2D+1	3D+1	2D	2D+1	3D	2D	1D	1D	1D
Armchair Historian	3D	4D	2D+2	3D+2	2D+2	2D			
Arrogant Noble	3D+1	3D+1	2D+2	4D	2D+2	2D			
Bounty Hunter	4D	2D+2	2D+2	3D	3D+2	2D			
Brash Pilot	3D	2D	4D	3D	3D	3D			
Ewok	3D+2	2D	2D+2	4D	3D	2D+2			
Failed Jedi	2D+2	3D+1	2D	3D+1	2D+2	2D	1D	1D	
Gambler	3D+2	3D	2D+1	4D	2D+2	2D+1			
Kid	3D+2	2D+2	3D	3D+2	2D+1	2D+2			
Laconic Scout	2D+2	4D	3D	2D	3D	3D+1			
Loyal Retainer	3D	2D+2	3D	3D	3D+1	3D			
Merc	3D+2	2D+2	2D+2	2D+1	3D+2	3D			
Minor Jedi	3D	3D+2	2D	3D+1	2D+2	2D+1	1D		
Mon Calamari	3D+1	3D+1	2D+1	2D+1	3D	3D+2			
Mon Calamari Pilot*	2D+2	2D+2	4D	2D+1	3D	3D+1			
Mon Calamari Mediator*	3D	3D	2D+1	3D+1	3D	3D+1			
Mon Calamari Technician*	3D+1	3D	2D+1	2D+1	3D	4D			
Old Senatorial	3D	4D	3D	4D	2D	2D			
Outlaw	4D	3D	2D+2	2D	3D+1	3D			
Pirate	3D+2	2D	3D+2	3D	2D+2	3D			
Quarren									
Deep Hunter*	3D+1	3D	2D+1	3D+1	3D+2	2D+1			
Quarren Miner*	3D	2D+1	3D	3D	4D	2D+2			
Quarren Street Hustler*									
Quixotic Jedi	3D+1	3D+1	2D+1	3D+1	3D	2D+2			
Retired Imperial Captain	3D+2	2D+1	2D+2	3D	3D	2D+1		1D	
Smuggler	2D+2	3D	3D+2	3D+1	2D+1	3D			
Tongue-Tied Engineer	3D+1	2D+1	3D+2	3D	3D	2D+2			
Tough Native	2D+1	4D	2D+2	2D+1	2D+2	4D			
Tramp Freighter Captain**	3D+2	2D	2D+1	3D+2	4D	2D+1			
Wookiee	2D+2	3D+1	3D	3D+2	2D	3D+1			
Young Senatorial	2D+2	2D	3D	2D	5D	3D+1			
	3D	4D	2D+2	3D+1	3D	2D			

* From *Death in the Undercity*

** From *Galaxy Guide 6: Tramp Freighters*

TEMPLATE ATTRIBUTES AND SKILLS

Dexterity (DEX)	Perception (PER)
Blaster	Bargain
Brawling Parry	Command
Dodge	Con
Grenade	Gambling
Heavy Weapons	Hide/Sneak
Melee Parry	Search
Melee	
Knowledge (KNO)	Strength (STR)
Alien Races	Brawling
Bureaucracy	Climbing/Jumping
Cultures	Lifting
Languages	Stamina
Planetary Systems	Swimming
Streetwise	
Survival	Technical (TEC)
Technology	Computer
	Programming/Repair
Mechanical (MEC)	Demolition
Astrogation	Droid
Beast Riding	Programming/Repair
Repulsorlift Operation	Medicine
Starship Gunnery	Repulsorlift
Starship Piloting	Repair
Starship Shields	Security
	Starship Repair

CREATING NEW TEMPLATES

Humans and Aliens

1. Start with 18D for the six attributes. No attribute may be higher than 4D or lower than 2D unless the character is an alien.
2. If using a published alien, add 1D to each of the attributes listed for a non-player character alien species.
3. Each Force skill costs 1D of starting attribute and starts at 1D.
4. Allocate 7D to skills.
5. Choose a name, background, appearance, personality, reasonable starting equipment and money.
6. Submit the character to the gamemaster for approval. The gamemaster has the final say over what is and isn't legal.

Droids

1. Start with 65D of building dice for attributes, skills and equipment.
2. Each 1D of attribute costs 5D. No Droid attribute may be higher than 13D.
3. Droids may never have Force skills, although they may have Force points.
4. Each 1D of speed code above the Dexterity costs 3D.
5. Equipment may be purchased at 1D per item or tool.
6. Skills must also be allocated from the 65D. No skill may be over 13D.
7. Submit the character to the gamemaster for approval. The gamemaster has the final say over what is and isn't legal.

For more information, see the pages 28-29 of *The Star Wars Rules Companion*.

IMPROVING EQUIPMENT

Skill points must be spent for each pip of improvement. The cost equals the new die code (ignore +1's and +2's).

Scale	Time per Pip Improvement	Credits per Skill Point
Character/Creature	1 day	10
Speeder	3 days	100
Walker	3 days	500
Starfighter	1 week	500
Capital Ship	1 month	1,000,000
Death Star	2 months	1,000,000,000

Hyperdrive Multiplier

Old Multiplier	New Multiplier	Skill Pt. Cost
x4	x3	5
x3	x2	10
x2	x1	20
x1	x1/2	40

Technology Roll

Pip Improvement	Difficulty of Technology Roll
1	Very Easy
2	Easy
3	Moderate
4	Difficult
5+	Very Difficult

JURY-RIGGING EQUIPMENT

May temporarily improve one existing die code of an item. Difficulty depends upon number of die codes added. Jury-rigged items have a high breakdown rate.*

Dice Added	Technology Roll
1D	Moderate
2D	Difficult
3D	Very Difficult

*see *Cracken's Rebel Field Guide*

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SPACECRAFT PERFORMANCE DATA CHART

Ship Type	Scale	Hyperdrive Multiplier	Sublight Speed	Maneuver	Hull	Shield Rating	Main Weapon	Fire Control	Damage	Secondary Weapon	Fire Control	Damage
A-wing	Star.	x1	6D	4D	2D+2	1D	2 Laser Cannons (fire linked)	3D	5D	—	—	—
B-wing	Star.	x2	3D	1D+1	3D	2D	1 Laser Cannon	1D	7D	Proton Torpedoes	3D	9D
X-wing	Star.	x1	4D	3D	4D	1D	4 Laser Cannons (fire linked)	3D	6D	Proton Torpedoes	2D	9D
Y-wing Longprobe	Star.	x1	3D+2	2D	4D+1	1D	2 Laser Cannons (fire linked)	2D	5D	Proton Torpedoes	2D	9D
Y-wing (standard)	Star.	x1	3D+2	2D	4D	1D+2	2 Laser Cannons (fire linked)	2D	5D	Proton Torpedoes	2D	9D
Z-95 "Headhunter"	Star.	—	3D+2	1D	4D	1D	2 Triple Blasters (fire linked)	1D	3D	Concussion Missiles	1D	7D
TIE/In Starfighter	Star.	—	5D	2D	2D	—	2 Laser Cannons (fire linked)	2D	5D	—	—	—
TIE Interceptor	Star.	—	5D+2	3D+2	3D	—	4 Laser Cannons (fire linked)	3D	6D	—	—	—
Imperial Customs Frigate	Star.	x1	4D	1D	5D	3D	4 Laser Cannons (fire separately)	2D	5D	Proton Torpedoes	2D	9D
Imperial Lambda-class Shuttle	Star.	x1	2D+2	1D	4D	1D+2	3 Dbl Laser Cannons (fire separately)	2D	4D	2 Dbl Laser Cannons (fire linked)	3D+1	4D+1
Stock Light Frtr.	Star.	x2	2D	0	4D	—	1 Laser Cannon	2D	4D	—	—	—
Modified Rebellion Light Freighter	Star.	x3	2D	0	4D	1D	2 Laser Cannons (fire linked)	2D	3D	—	—	—
Millennium Falcon	Star.	x1/2	4D	1D	6D	3D	2 Quad Laser Cannons	3D	6D	Concussion Missiles	3D	9D

ASTROGATION DIFFICULTY

Condition	Difficulty No. (or modifier)
Standard journey	11-15
No nav computer	21-30
Hasty entry	+10
Light damage	+2
Heavy damage	+5
Severe damage	May not enter hyperspace
Each extra hour taken	-1
Each extra hour saved	+1

STARSHIP DAMAGE TABLE

Damage Roll (DR) vs. Strength Roll (SR)	Ion Cannons	Normal Weapons
2 x DR < SR	no effect	no effect
DR < SR	lose generator (lose shield generator or ionized -1D)	lightly damaged
DR ≥ SR	-1D ionization	heavily damaged
DR ≥ 2 x SR	-2D ionization	severely damaged
DR ≥ 3 x SR	dead controls; -3D ionization next round	destroyed

Starship System Damage Table

Roll when ship sustains severe damage

Die Roll	System
1	Ion drives — ship cannot move in normal space; no speed or maneuver rolls may be made.
2	Nav computer — All astrogation attempts have a minimum difficulty of <i>Very Difficult</i> until repaired.
3	Hyperdrives — The ship may not enter hyperspace until the drives are repaired.
4	Weapon system — One weapon system (gamemaster's choice) is no longer working and cannot be fired.
5	Shields — The shields are no longer working; no shield rolls may be made.
6	Lateral thrusters — The ship loses a great deal of maneuverability. The pilot may still make combat evasion and full evasion attempts, but the ship's maneuverability code drops to 0.

ASTROGATION CHART

Type of Journey	Average Length (in hours)
Major trade route	3
Commonly travelled route	7
Lightly travelled route	14
Infrequently travelled route	21
Route last travelled more than three years ago	30
Never travelled route	30+
Modifiers	
Through gas cloud	+1-14 hours
Through star cluster or asteroid field	+1-14 hours
Ship's hyperdrive multiplier	x multiplier

ASTROGATION MISHAP TABLE

Roll 2D	Result
2-3	Hyperdrive cut-out — damage sustained
4	Radiation fluctuations
5-6	Hyperdrive cut-out — no damage
7	Off-course
8	Mynocks
9-10	Close call
11	Collision — heavy damage sustained
12	Other mishap (gamemaster's discretion)

See page 59 of *Star Wars: The Roleplaying Game*.

GAMEMASTER INFORMATION

STARSHIP COMBAT SEQUENCE

1. Declare Actions and Full Reaction Skills. Declare in *Dexterity* order, from lowest to highest. Movement, skill and attribute use, full reaction skills, haste and preparation must be declared.

2. Declare Combat Reaction Skills. Combat evasions, shielding and other reaction skills as a result of attacks declared on a starship. Haste may be increased for reaction and full reaction skills. Characters declare in *Dexterity* order, from highest to lowest.

3. Roll Actions and Reactions in Order of Haste. Non-movement actions with the same level of haste are resolved, followed by movement actions with the same level of haste.

4. Calculate Damage for all Hits.

DIFFICULTY NUMBER CHART

Task	Difficulty Scale
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30

Combat Difficulty Scale

Point-Blank Range	3-5
Short Range	6-10
Medium Range	11-15
Long Range	16-20

Knowledge Difficulty Scale

Everyone Knows	3-5
Common Knowledge	6-10
No Secret, But Not Widely Known	11-15
Specialized Knowledge	16-20
Expert Knowledge	21-30

General Knowledge Difficulty Scale

Pretty Ignorant	3-5
Knows a Little	6-10
Broad General Knowledge	11-15
Specific, Detailed Knowledge	16-20
Truly Comprehensive Knowledge	21-30

SCALING

To Hit

Die Code Scale	Target Scale					
	Char.	Spd.	Wlk.	Star.	Cap.	Death
Character	6	6	6	6	6	6
Speeder	5	6	6	6	6	6
Walker	4	6	6	6	6	6
Starfighter	3	4	5	6	6	6
Capital Ship	1	3	4	5	6	6
Death Star	—	—	—	—	5	6

Maneuver

Die Code Scale	Target Scale					
	Char.	Spd.	Wlk.	Star.	Cap.	Death
Character	6	6	6	4	5	6
Speeder	6	6	6	4	5	6
Walker	5	5	6	3	4	6
Starfighter	6	6	6	6	6	6
Capital Ship	6	6	6	5	6	6
Death Star	3	3	4	1	2	6

Damage

Die Code Scale	Target Scale					
	Char.	Spd.	Wlk.	Star.	Cap.	Death
Character	6	3	2	2	—	—
Speeder	6	6	5	5	4	—
Walker	6	6	6	6	5	—
Starfighter	6	6	6	6	5	—
Capital Ship	6	6	6	6	6	1
Death Star	6	6	6	6	6	6

FALLING TABLE

Distance Fallen (in meters)	3-6	7-12	13-18	19-30	31-50	51+
Damage	3D	4D	5D	6D	8D	10D

SKILL AND ATTRIBUTE CODE MODIFIERS

Character is ... Modifier

Running	-1D
Crawling	-1D
Wounded	-1D

Setting a blaster on stun -1D

Drawing a weapon -1D

Using a reaction skill -1D*

Performing multiple actions in a round -1D*

* -1D per action per round beyond the first

HEALING TABLE

Wound Severity	Difficulty Scale
Wounded	6-10
Incapacitated	11-15
Mortally Wounded	16-20

Bacta Tank Healing Times

Wounded	2D hours
Incapacitated	2D days
Mortally Wounded	2D weeks

Natural Healing

Roll may be made once per day

If Character is Wounded ...

Strength Roll	Result
2-6	incapacitated
7-11	no change
12+	healed

If Character is Incapacitated ...

Strength Roll	Result
2-8	dead
9-13	no change
14+	wounded

COMBAT SEQUENCE

1. **Declare Actions and Full Reaction Skills.** Declare in *Dexterity* order, from lowest to highest. Movement, skill and attribute use, full reaction skills, haste and preparation must be declared.

2. **Declare Combat Reaction Skills.** Combat dodges or parries as a result of attacks declared on a character. Haste may be increased for reaction and full reaction skills. Characters declare in *Dexterity* order, from highest to lowest.

3. **Roll Actions and Reactions in Order of Haste.** Non-movement actions with the same level of haste are resolved, followed by movement actions with the same level of haste.

4. **Calculate Damage for all Hits.**

DAMAGE SUMMARY

Damage Roll (DR) vs. Strength Roll (SR)	Stun Damage	Normal Damage
2xDR < SR	no effect	no effect
DR < SR	no effect	Stun -1D
DR >= SR	-1D	wound
DR >= 2xSR	-2D	incapacitated
DR >= 3xSR	unconscious	mortal wound

JURY-RIGGING EQUIPMENT

May temporarily improve one existing die code of an item. Difficulty depends upon number of die codes added. Jury-rigged items have a high breakdown rate.

Dice Added Technology Roll

1D	Moderate
2D	Difficult
3D	Very Difficult

There are four jury-rigging categories: Lethal, Non-Lethal, Vehicles, No-Dice. Whenever jury-rigged devices are used, roll the added jury-rigged dice separately. If any of them comes up as a 1, roll on the chart below.

Lethal

- 1 The item explodes, doing damage equal to the amount of the jury-rig bonus
- 2 The item is broken and cannot be repaired
- 3 The item stops working, but need only be slammed hard against something to work again. It takes an action to do this.
- 4-6 The item is fine.

Non-Lethal

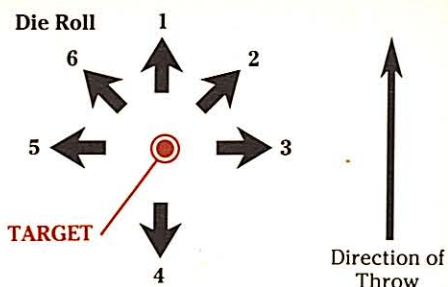
- 1 The item is broken and cannot be repaired
- 2 The item stops working, but need only be slammed hard against something to work again. It takes an action to do this.
- 3-6 The item is fine.

Vehicles

- 1 All power systems shut down and the vehicle drops like a stone. A Moderate skill roll is necessary for a safe emergency landing, otherwise the vehicle crashes.
- 2 The vehicle bucks. An Easy skill roll is necessary to keep the vehicle from careening out of control.
- 3-6 The vehicle is fine.

No-dice jury-rigged items and other jury-rigging functions are fully explained in *Cracken's Rebel Field Guide*.

GRENADE SCATTER DIAGRAM



Roll 1D at short range, 2D at medium range, and 3D at long range to determine distance scattered (in meters)

WEAPON CHART (CHARACTER SCALE)

Melee Weapons

Weapon	Damage	Difficulty Scale
Staff or Club	Str + 1D	3-5
Spear	Str + 1D+1	16-0
Gaderffii	Str + 1D	3-5
Knife	Str + 1	3-5
Hatchet	Str + 2	6-10
Bayonet	Str + 1D	6-10
Vibroaxe	Str + 2D	11-15
Vibroblade	Str + 1D + 2	11-15
Vibrobayonet	Str + 1D + 2	6-10
Force Pike	Str + 2D	11-15
Lightsaber	5D*	16-20

* Characters with the *control* skill add skill code damage.

Ranged Weapons

Weapon	Damage Code	Range in Meters		
		Short	Medium	Long
Archaic Weapons				
Black-Powder Pistol	2D + 2	3-4	5-8	9-12
Musket	3D	3-10	11-30	31-100
Slugthrower	3D	3-15	16-45	46-125
Rifle	3D + 1	3-30	31-100	101-300
Submachinegun	4D	3-10	11-50	51-100
Crossbow, Longbow	2D + 2	3-10	11-30	31-50
Wookiee Bowcaster	4D	3-10	11-30	31-50
Blaster Weapons				
Stun Pistol	3D*	3-5	6-10	11-15
Riot Gun	8D*	3-5	6-12	13-18
Hold-Out Blaster	3D + 1	3-4	5-8	9-12
Sporting Blaster	3D + 1	3-10	11-30	31-120
Blaster Pistol	4D	3-10	11-30	31-120
Heavy Blaster Pistol	5D	3-7	8-25	26-50
Hunting Blaster	4D	3-30	31-100	101-300
Blaster Rifle	5D	3-30	31-100	101-300
Blaster Carbine	5D	3-25	26-60	61-250
Repeating Blaster	6D	3-50	51-120	121-300
Medium Repeating Blaster	7D	3-60	61-150	151-400
Heavy Repeating Blaster	8D	3-75	76-200	201-500
* Stun damage only				
Explosives				
Grenade		3-7	8-20	21-40
(hitting)	1-2	3-4	5-6	7-10
(damage)	5D	4D	3D	2D
Thermal detonator		3-4	5-7	8-12
(hitting)	1-2	3-8	9-12	13-20
(damage)	10D	8D	5D	2D

OPTIONAL FIRE MODIFIERS

Combat Situation	Difficulty Number
Target prone	+2
Light cover	+1
Medium cover +2	
Heavy cover +5	
Aperture adjacent to firer	+1
Door (otherwise)	+2
Window (otherwise)	+3
Slit (otherwise)	+4
Target Size (all scales)	
< 1cm tall	+15
1-10cm	+10
11-50cm	+5
51-99cm	+1
1-3m	—
(character scale only)	
3-9m	-3
10-99m	-5
> 99m	-10



WEAPON CHART (OTHER SCALES)

Heavy Weapons — Speeder Scale

Weapon	Damage Code	Range in Meters		
		Short	Medium	Long
Atgar 1.4 FD P-Tower	2D+2	10-500	501-2,000	2,001-10,000
Golan Arms DF.9	4D	20-600	601-3,000	3,001-16,000
Light Mounted	1D-2D+2	50-300	301-500	501-1,000
Medium Mounted	3D-4D+2	50-300	301-800	801-1,500
Heavy Mounted	5D+	50-400	401-900	901-2,000

Heavy Weapons — Walker Scale

Atgar 1.4 FD P-Tower (Imperial issue)	2D	10-500	501-2,000	2,001-10,000
Comar G-003 Tri-Tracker	5D	20-600	601-3,000	3,001-16,000
Golan Arms Twin DF.9 (SP .9) (Imperial issue)	4D	20-600	601-3,000	3,001-16,000
Speizoc C-136	9D	50-600	601-5,000	5,001-25,000
Speizoc v-188 Penetrator	7D	50-600	601-5,000	5,001-25,000
Loronar Turbo-laser System I	6D	50-600	601-5,000	5,001-25,000
Light Artillery	1D-2D+2	10-500	501-2,000	2,001-10,000
Medium Artillery	3D-4D+2	20-600	601-3,000	3,001-16,000
Heavy Artillery	5D+	50-600	601-5,000	5,001-25,000

Heavy Weapons — Starfighter Scale

Blaster	200-10,000	10,001-20,000	20,001-35,000
Missiles	250-4,000	4,001-17,000	17,001-30,000
Laser Cannon	200-5,000	5,001-25,000	25,001-50,000
Ion Cannon	5-5,000	5,001-15,000	15,001-75,000
Proton Torpedos	500-15,000		

Heavy Weapons — Capital Ship Scale

Missiles	3,000-25,000	25,001-60,500	60,501-125,000
Turbolaser	5,000-30,000	30,001-70,000	70,001-150,000
Ion Cannon	2,000-20,000	20,001-50,000	50,001-100,000
Tractor Beam	1,000-10,000	10,001-30,000	30,001-60,000

PERSONAL ARMOR

Item	Armor Code	Dexterity Modifier
Personal Armor		
Protective Helmet	+1	—
Protective Vest	+1	—
Stormtrooper Armor/Armored Spacesuit	1D	-1D
Bounty Hunter Armor	1D	-1D

TEMPLATE ATTRIBUTES AND SKILLS

Dexterity (DEX)	Knowledge (KNO)	Mechanical (MEC)	Perception (PER)	Strength (STR)	Technical (TEC)
Blaster	Alien Races	Astrogation	Bargain	Brawling	Computer
Brawling Parry	Bureaucracy	Beast Riding	Command	Climbing/Jumping	Programming/Repair
Dodge	Cultures	Repulsorlift	Con	Lifting	Demolition
Grenade	Languages	Operation	Gambling	Stamina	Droid Programming/Repair
Heavy Weapons	Planetary	Starship	Hide/Sneak	Swimming	Medicine
Melee Parry	Systems	Gunnery	Search		Repulsorlift
Melee	Streetwise	Starship			Repair
	Survival	Piloting			Security
	Technology	Starship Shields			Starship Repair
			Force Skills		
			Control		
			Sense		
			Alter		

FORCE POWERS

Control Powers

Absorb/Dissipate Energy
Accelerate Healing
Contort/Escape
Control Disease
Control Pain
Detoxify Poison
Emptiness
Force of Will
Hibernation Trance
Remain Conscious

Sense Powers

Instinctive Astrogation
Life Sense
Magnify Senses
Postcognition
Receptive Telepathy
Sense Force
Shift Force

Alter Powers

Injure/Kill*
Telekinesis

Control & Sense Powers

Farseeing
Projective Telepathy

Control & Alter Powers

Accelerate Another's Healing
Control Another's Disease
Control Another's Pain
Detoxify Poison in Another
Inflict Pain*
Place in Hibernation Trance
Return to Consciousness
Transfer Force

Sense & Alter Powers

Dim Other's Senses

Control, Sense & Alter Powers

Affect Mind
Telekinetic Kill*

*Use of this power automatically gains the character a Dark Side point.

FORCE DIFFICULTY CHART

Proximity

User and target are:

Difficulty Modifier	
—	in physical contact
+2	in line of sight but not touching
	not in line of sight:
+5	1-1,000 meters
+7	101m-10km away
+10	11-1,000km away
+15	same planet but more than 1,000km away
+20	same star system but not on the same planet
+30	not in the same star system

Relationship

User and target are:

Difficulty Modifier	
—	close relatives (married, siblings, parent and child, etc.)
+2	close friends
+5	friends
+7	acquaintances
+10	slight acquaintances
+12	met once
+15	never met, but know each other by reputation
+20	complete strangers
+30	complete strangers and not of the same species

MOVEMENT

Types of Actions

1. Speed Actions (number allowed equals speed code/sublight code/Dexterity rounded up; roll operator skill + speed code/sublight code)

2. Overspeed Actions (allows one extra speed action; +5 difficulty)

3. Maneuver Actions (roll operator skill + maneuver skill vs. other vehicle's operator skill + maneuver skill)

4. Ramming Actions (roll operator skill + hull or body strength roll).

MOVEMENT MODIFIERS CHART

- Base difficulty is type of terrain.
- Each speed action beyond the first reduces operator skill -1D.
- Failed movement roll means character loses control.

Action	Modifier
Overspeed	+3 to difficulty
Regain control after failed movement roll	+5 to difficulty
Moving in secondary environment	reduce distance to next slower scale

MANEUVER ACTION CHART

- Maneuver Actions use operator skill plus maneuver code.
- If opponent doesn't maneuver, action automatically counts as a >2x loser's roll.
- Reserved Speed Actions are "free additional moves" and must be taken by end of that round or they are lost.

Winner's Roll is ...	Reserved Speed Actions
> loser's roll	1
> 2x loser's roll	2
> 3x loser's roll	3

MOVEMENT DISTANCES CHART

- Each speed action allows movement equal to the distance given below.
- May take one Walking action per round at no penalty (a "free" action).
- For multiple speed actions in a round, the character must move at Distance Moved for all but the last action; the final action may be as short as Minimum Move.

Scale of Moving Character/Vehicle	Distance Moved (in Meters)/Speed Action	Walking Speed	Minimum Move
Character/Creature	10 meters	5 meters	1 meter
Walker	100 meters	50 meters	10 meters
Repulsorlift Vehicle	250 meters	125 meters	100 meters
Starfighter/Capital Ship	10,000 meters	5,000 meters	250 meters

RAMMING ACTIONS CHART

Winner's Roll is ...	Then Loser ...
> loser's roll	adds +5 to movement difficulty number; failed movement roll means loser is wounded/heavily damaged
> 2x loser's roll	adds +10 to movement difficulty number; failed roll means loser is incapacitated/severely damaged, roll collision damage for occupants of rammed vehicle; successful roll means loser is wounded/heavily damaged
> 3x loser's roll	loser is mortally wounded/destroyed

COLLISION DAMAGE CHART

Speed Actions for ...	Damage Dice of Collision	Km/Hour Range
Characters & Creatures		
1	2D	4-7
2-3	3D	8-21
4-7	5D	22-50
8-10	6D	51-70
Speeders		
1	8D	146-200
2	9D	201-360
3	10D	261-540
4	11D	541-720
5	12D	721-900
6	14D	901+
Walkers		
1	6D	51-70
2	7D	71-145
3	8D	146-200
4	9D	201-360
Starfighters		
1	14D	901+

PLAYER INFORMATION

EQUIPMENT COST CHART

- All prices are in Galactic Credits.
- All prices reflect general categories of equipment; individual brand names vary widely in cost, quality, performance and optional equipment.

- Prices reflect cost to authorized purchasers in competitive trade zones; the producer of this datafile cannot be held responsible for local legality, fees or authorization procedures. Check with local authorities before attempting to procure weaponry.

Item	Cost	Damage	Difficulty
Melee Weapons			
Staff or Club	15	Str + 1D	3-5
Spear	60	Str + 1D+1	16-0
Gaderffii	50	Str + 1D	3-5
Knife	25	Str + 1	3-5
Hatchet	35	Str + 2	6-10
Bayonet	75	Str + 1D	6-10
Force Pike	550	Str + 2D	11-15
Vibroaxe	500	Str + 2D	11-15
Vibroblade	250	Str + 1D + 2	11-15
Vibrobayonet	300	Str + 1D + 2	6-10
Force Pike	500	Str + 2D	11-15
Lightsaber	—	5D	16-20

Item	Cost	Damage
Ranged Weapons — Character Scale		
Hold-Out Blaster	300	3D + 1
Sporting Blaster	300	3D + 1
Blaster Pistol	500	4D
Heavy Blaster Pistol	750	5D
Hunting Blaster	500	4D
Blaster Rifle	1000	5D
Blaster Carbine	900	5D
Repeating Blaster	2,000	6D
Medium Repeating Blaster	3,000	7D
Heavy Repeating Blaster	5,000	8D
Stun Pistol	200	3D*
Riot Gun	750	8D*

* Stun damage only

Archaic Ranged Weapons

Black-Powder Pistol	200	2D + 2
Musket	250	3D
Slugthrower	275	3D
Rifle	300	3D + 1
Submachinegun	600	4D
Crossbow, Longbow	200	2D + 2
Wookiee Bowcaster	900	4D

Explosives

Grenades	200	5D
Grenade Launcher	500	—
Personnel Mine	500	5D
Repulsorlift Sensor Mine	1,000	5D*
Vehicle Mine	750	3D*
Explosive Charge	100	1D
Standard Detonator	50	
Timer Fuse	50	
Remote Fuse	100	
Thermal Detonator	2,000	10D

* Speeder Scale

Personal Armor

Item	Cost	Armor Code
Protective Helmet	300	+1
Protective Vest	300	+1
Stormtrooper Armor/ Armored Spacesuit	2,500	1D
Bounty Hunter Armor	2,500	1D

Item	Cost
Clothing	
Work Clothes	100
Casual Clothes	75
Business Clothes	75
Formal Clothes	100
Local Uniform	150
Flame-Proof Suit	200
Exposure Suit (general)	300
Exposure Suit (arid)	400
Thermal Suit (cold)	400
Sub-Zero Parka	250
High-G Suit	400
Wet Suit	400
Air Tanks	100
Oxygen Reprocessor (or other vital gas)	300
Miniature Life-Support System	1,000
Space Suit (emergency)	1,000
Space Suit (utility)	1,500
Space Suit (high quality)	2,000
Survival Tents	
Single-person	200
Two-person	400
Four-person	600
Eight-person	800
Tools	
Power Scanner	150
Hydrospanner	50
Beam Drill	50

Item	Cost
Tools (continued)	
Fusion Cutter	75
Worklight	25
Plasma Welder	50
Vibropick	50
Vibrosaw	75
Power Prybar	30
Tool Harness	10
Computer Tool Kit	200
Droid Tool Kit	200
Vehicle Tool Kit	200
Security Systems Tool Kit	200

Medical Equipment

Medpac	100
Bacta Tank	3,000
Medicines	100

Droids

First-Degree Droid	5,000
Second-Degree Droid	4,000
Third-Degree Droid	3,000
Fourth-Degree Droid	3,000
Fifth-Degree Droid	1,000

Droid Equipment

Restraining Bolt	25
Restraining Bolt Owner	100
Owner and Bolt	75
Repair Services	50-500
Overhaul Services	50-500
Memory Wipe Services	50-500

Communication Devices

Standard Comlink	100
Subspace Radio (small)	500
Subspace Radio (large)	1,000

Miscellaneous Equipment

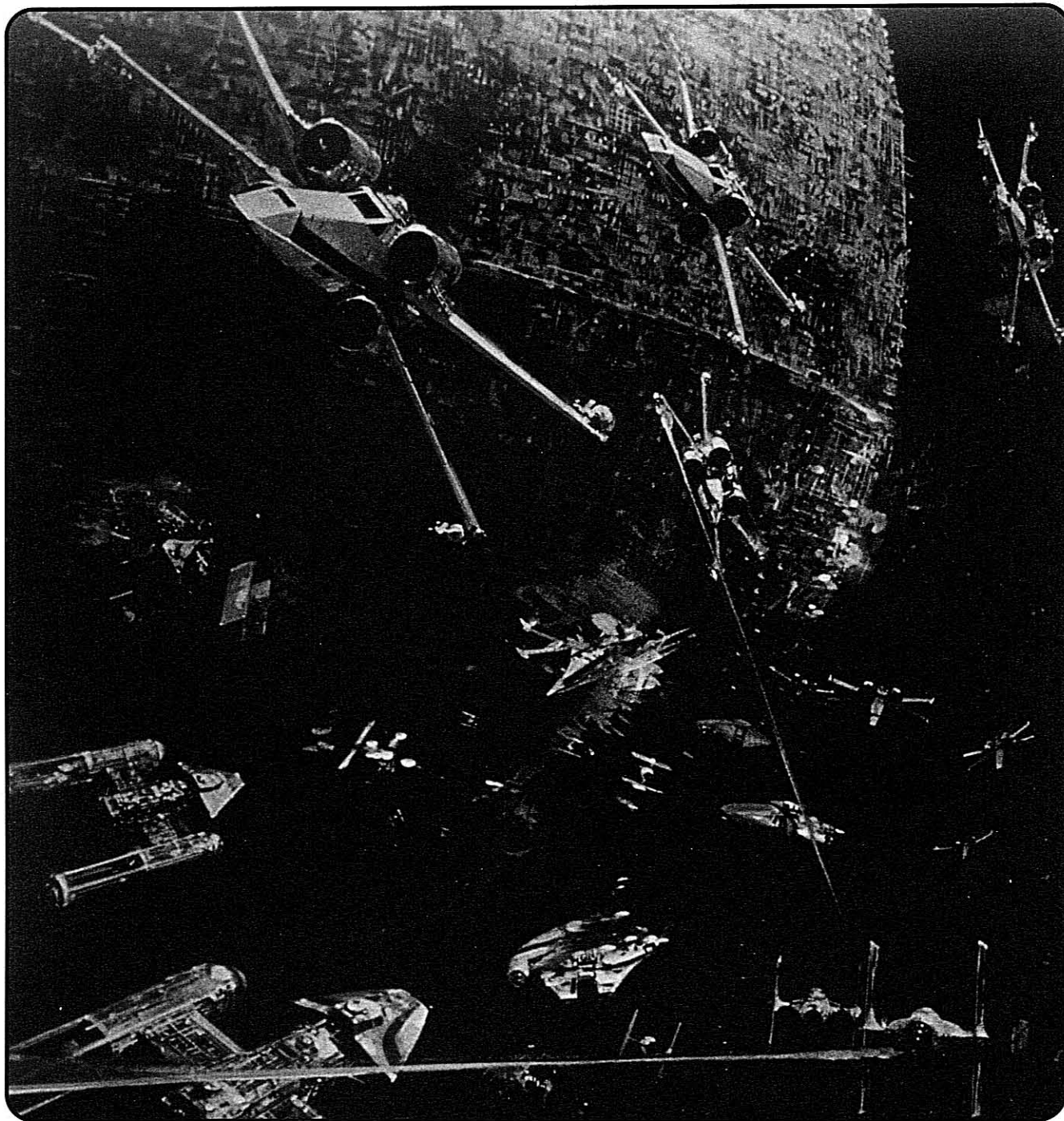
Syntherope	2
Sleeping Bag	15
Glow Rod (flashlight)	10
Rations	200
Ammo Bandolier	100
Chronometer	25
Flares	5
Macrobinoculars	100
Pocket Computer	100
Breath Mask	50
Recording Rod	30

Item	Rental Cost	Purchase Cost
Vehicles		
Ground Car	50/day	6,000 (new)/1500 (used)
Landspeeder	75/day	10,000 (new)/2,000 (used)
Swoop	30/day	5,000 (new)/1,000 (used)
Speeder Bike	30/day	5,000 (new)/1,000 (used)
Skyhopper	400/day	30,000 (new)/7,000 (used)
Planetary Shuttle	1,000/day	
Hyperdrive Shuttle	1,200/day	
Stock Light Freighter	1,200/day	100,000 (new)/25,000 (used)

Prices do not include optional equipment, local taxes and licensing. Additional restrictions may apply.

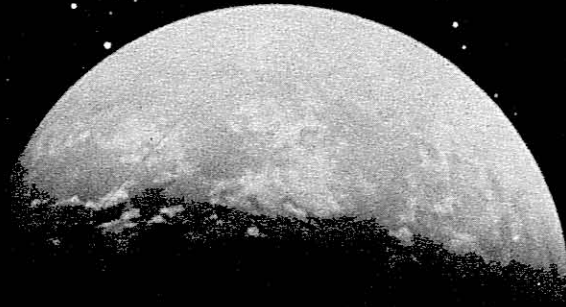
Star Wars Gamemaster Kit

by Bill Smith and Ed Stark



A new campaign, revised Gamemaster Screen,
and special section on Rebel cell construction
for *Star Wars: The Roleplaying Game*.

A long time ago, in a galaxy far, far away ...



The Bissilliruss system, an important source of supplies for the Rebel Alliance, now faces a dire threat: Imperial plans to build an orbiting base there and tighten their stranglehold on the whole of Trax Sector.

Only a small band of Rebels can prevent the Imperial presence from crushing countless hopes for freedom in the system. From a slave auction on Deysum III to a fierce ground and space battle for control of the Imperial base, the Rebels will face their greatest challenge.

Prepare to enter the cloak-and-dagger world of the Rebel cell, where secrecy means survival and indecision brings death ...

STAR WARS®

Gamemaster Kit



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Running a Star Wars Campaign

The depths of space. Music builds in the background as a story larger than life unfolds before your eyes:

A long time ago, in a galaxy far, far away ... A small band of brave freedom fighters—the Rebel Alliance—battles the oppression of the evil Galactic Empire. The galaxy, once home of the wise Old Republic, is the setting for a titanic struggle between good and evil.

The words slowly fade to reveal a star field, an orange-yellow orb in the foreground—an anonymous world, one of millions in the galaxy. An Imperial Star Destroyer comes into view and assumes an orbit about the small planet. The music swells as a shuttle emerges from the planet's atmosphere and flies toward one of the destroyer's docking bays.

Cut to the interior of the bay. A dozen Imperial stormtroopers stand at attention, patiently waiting for the shuttle's passenger to disembark. After an anxious second, a man clad in the uniform of an Imperial Navy officer marches down the ramp, flanked by a pair of stormtroopers. He grimaces as another officer approaches, a smaller man who nervously recites well-rehearsed lines. "Admiral Heggel, it is such an honor to have you visit our system," the officer says, sweat visible on his brow.

The Admiral dismisses the salute with a curt nod. "Commander Resner, let us dispense with the pleasantries. It is well known that there has been a significant increase in Rebel activity in the Trax Sector. What steps are you taking to beat down the Rebel scum?"

Resner swallowed nervously. "Bundim, sir. We have pinpointed Bundim as the focus of the



Rebels' treasonous activities. As we speak, a pacification force is headed to that world."

The Admiral smiled the cold, calculating smile that had long signaled misfortune for his enemies. Resner was unsure whether he had pleased his superior, or was about to be stripped of his rank and executed for incompetence. "A promising start. But what about long term military considerations? Supplies, support? What have you done to build up the infrastructure?"

"Bissillirus."

So begins the campaign in the *Star Wars Gamemaster Kit*. Included in this volume is an overview of the Trax Sector, a section of space that the Empire controls but whose inhabitants have yet to be completely broken; nine linked short adventures, which may be played separately or in a cohesive campaign; and a revised Gamemaster's Screen, updated to reflect the many changes incorporated in the *Star Wars Rules Companion*.

The *Star Wars Gamemaster Kit* is a supplement for use with *Star Wars: The Roleplaying Game* and the *Star Wars Rules Companion*. You must have them to play the adventures in this book. Six-sided dice, scrap paper and pencils complete the necessary materials for play.

It is suggested, but not necessary, that the gamemaster have *The Star Wars Sourcebook*, *The Imperial Sourcebook*, *The Rebel Alliance Sourcebook* and the *Star Wars Miniatures Battles* book. The contents of this pack are meant for the gamemaster only, excluding "Rebel Cell Construction" (Chapter Two).

So I've Got the Rulebooks — Now What?

The *Star Wars Gamemaster Kit* is particularly useful for beginning gamemasters. Experienced gamemasters will find the campaign story entertaining as well.

The campaign pack is an easy way to start an interesting and exciting story line with a minimum of hassle. While many gaming groups play self-contained adventures (much like the *Star Wars* modules published by West End Games), a campaign is a way of making adventures more fun by gradually adding more elements, danger and adventure as the story progresses.

What is a Campaign?

A campaign serves several functions in role-playing. At its most basic, it is a way of keeping players interested and involved over a series of adventures. A campaign is a good reason to get friend together and share the excitement of the *Star Wars* universe.

A campaign has a set goal (although the players may not know it until well into the campaign). While the campaign is in progress, the players have the same characters, who continue until the goal is fulfilled or the players get tired of the story line (not a desirable outcome, but it happens).

Campaigns allow the players and the gamemaster to learn about the imaginary universe of the game. Like many characters in fiction, imaginary universes have a tendency to grow and change once they been given a little attention and thought. The *Star Wars* universe provides an excellent setting for adventuring because of the wealth of material available.

The campaign develops the characters so that, in time, they become three-dimensional personalities instead of merely a collection of statistics. For example, how many people who saw *Star Wars IV: A New Hope* predicted that Luke and Leia were brother and sister, or that Han and Leia would fall in love. This kind of character development makes campaigning particularly enjoyable.

Campaigns frequently have other unifying elements, such as a home base or ship (e.g., the *Millennium Falcon*). Campaigns introduce continuing gamemaster characters, who like the players' characters, grow, mature and develop as the story progresses.

The campaign in this supplement links all of the adventures not only by the common experiences of the characters, but also with a cohesive story line that starts small and gradually builds to the dramatic conclusion in Episode Eight.

The Star Wars Campaign

Star Wars: The Roleplaying Game takes place in the period between *A New Hope* and *The Empire Strikes Back*. The movies are a great example of the kind of epic campaign that is so common to this universe. However, it's a very big galaxy, and just because the movies were made about Luke, Han and Leia, it doesn't mean that they're the only ones having exciting adventures.

The Role of the Gamemaster

The players get to do the obvious: play the heroes of the *Star Wars* universe. The gamemaster gets to do all of the work, but he also should get a great deal of satisfaction from creating an entire universe.

For beginners, the gamemaster effectively acts as director, producer, special effects supervisor, lighting director, and script writer in addition to acting out the roles of the villains, allies and extras not portrayed by the players. The gamemaster has to decide how his campaign will be

run and how it will feel to the players. Specifically, the gamemaster has several things she must remember:

The Players are Heroes

The first rule of the *Star Wars* universe is that the characters are HEROES! They aren't supposed to be perfect, and may even do a few illegal things, like smuggle, but they are supposed to be decent, caring human and alien beings at heart. They are interested in doing what's right, although perceptions of "right" can vary considerably.

Make it Real

The second important thing is to make sure the players know the *Star Wars* universe is three-dimensional. They can't feel that if they look in the wrong direction, they'll see the stage lights and actors rehearsing their lines. The *Star Wars* universe is a living, breathing entity, with weapons of incredible destruction, intelligent machines as common as household appliances and more alien races than anyone can imagine.

The Characters are Important

Another important facet of the *Star Wars* campaign is to let the players know that their actions matter. The campaign should be independent of, or at least distanced from, the actions of Luke, Leia and Han. The heroes of the movies may make an occasional "cameo" appearance in your campaign, but the players' characters should be the ones that the story is truly about. Likewise, the campaign should not violate established *Star Wars* continuity. The history, as seen in the movies, should not be changed, so no scenarios where Luke, Darth Vader or anyone else might meet an untimely demise. It is best to view the movies as a campaign in one small section of the galaxy (after all, only seven systems are visited in the three movies), while your campaign is in a completely different area.

Ensure Consistency

This rule helps the players suspend their disbelief and pretend the adventure is real. Consistency is very important in establishing the reality of the game setting. If Tatooine had two suns yesterday, it must still have two suns today. Hoth cannot be an ice planet one day and a desert world the next (or at least, there had better be a very good reason why it changed). Players find it very frustrating when details like this are changed. In effect, the gamemaster is telling them, "This never happened. Your actions really didn't matter."

Change is the Only Constant

Of course, consistency doesn't mean things never change. The *Star Wars* universe isn't static and your campaign should reflect this. New speeder models are released every year, improved Droids are built, governments rise and fall, people live and die, planets are struck by famine. What was true yesterday may be changed today.

The difference between consistency and random change is very clear: in a consistent universe, there is a reason for things to change. In the previous example, if Hoth has a sudden change in climate, part of the fun can be figuring out the mystery. Granted the above example can be a little extreme, but on a smaller scale, this kind of change is welcome in a campaign ("Why does Major Olshen seem upset with me today? Yesterday he was talking about us going on a mission together," the player asks himself).

There are trillions of beings in the *Star Wars* universe, and each one of those beings is subtly making his or her or its impact on the future. The *Star Wars* campaign must reflect that there is a larger universe, and many things happen outside the control of the characters. This is as it should be, and sometimes it's appropriate and even desirable for the characters to feel out of control.

Flesh Out the Campaign

A fleshed-out campaign feels real and is more fun. The planets the characters land on and the alien races they meet do not exist in a vacuum. The gamemaster must create political power structures for planets. Corporations must be created, new equipment must be written out. Add items to make your *Star Wars* universe unique.

This campaign pack introduces the Trax Sector. Your campaign must also have a setting, with unique planets and adventures. This kind of work takes some time, but it also makes a world more than "just a place to get some food and more blaster gas."

Add Interesting Characters

Campaigns live and die by the personalities the characters meet. The gamemaster characters have different roles and each one of them must be important and interesting. The campaign is populated with Droids, continuing villains, rivals at the Rebel base, romantic interests and millions of other kinds of characters. Give special attention to the most important continuing characters.

Keep the Players Challenged

The referee must make sure that his campaign is filled with challenges, new dangers and new allies. Every adventure should introduce something



memorable, whether it's a new alien race or an encounter with an Imperial bureaucrat who seems to be thinking of defecting to the Rebellion.

Another good idea is to develop and reuse existing plot elements. For example, what happens if the heroes return to Hoth months after the fateful battle? What will they find? Who's running Bespin now? What's happening on Tatooine? Or best of all, look to the development of Darth Vader and Luke Skywalker's relationship. In *A New Hope*, Obi-Wan Kenobi tells Luke that his father was killed by a young Jedi named Darth Vader. George Lucas could have left it at that, with subsequent movies showing the defeat of the Empire. Instead, Lucas refined an existing plot element, and we learned that Darth Vader IS Luke's father, making the final battle in *Return of the Jedi* even more exciting.

All of these ideas, when tailored to your personal campaign, give you plenty of adventure ideas without having to do a lot of random creation. Of course, you could have these plot elements planned out right from the start, but as long as you don't violate what the players know is fact (and not hearsay, as with Obi-Wan's comments to Luke), you can later go back and tinker with your ideas.

Invoke the Cinematic Feel

The *Star Wars* game must live up to the expectations of *Star Wars* fans. There is no time to discuss the finer points of hyperspace technol-

ogy. Instead, the Rebels must hope they made their *astrogation* roll and hope for the best. A great way to keep the feel appropriate is to use various cinematic techniques.

Keeping the players on the go is an essential part of giving them the panoramic feel for the *Star Wars* universe. One way to keep the adventure moving is to cut any "dead air." Don't have the characters in scenes where nothing is happening. Adventures should start with a bang, and keep up the break-neck pace through the closing credits.

Important information can be conveyed through interludes, showing the villains setting their nefarious schemes into motion. This technique can be used to clue the players into the fact that "something" is happening, but shouldn't be so detailed as to tell them everything they need to know. The opening of this chapter is an interlude.

Use quick cuts from scene to scene to vary the pace. Act out the characters. Don't get into the rut of saying, "Resner says, 'Send in the troops.'" Instead, get into the role. Stand up, pace around the room majestically, then point an accusing finger at an imaginary subordinate. Lower your voice as you dramatically announce, "Send in the troops!"

Use props when necessary (enough to be fun without distracting), and never be afraid to put your *Star Wars* soundtrack on the CD player in the exciting scenes.

Setting Up Your Campaign

There are several things that must be done to set up your campaign. Each of them can be done, in varying degrees, depending upon what the gamemaster feels is most important. Some gamemasters decide to start the campaign with a rollicking adventure, and later go back to fill in the details. Others like to meticulously plan every major event before players arrive for the first adventure. Most gamemasters are between these two extremes, with a vague idea of what the campaign's overall theme is while leaving the detail work for later on.

Why Are They Together?

Many character groups feature an unusual collection of personality types. It's not uncommon to have a pair of Brash Pilots, an Alien Student of the Force, a Smuggler and the requisite Bounty Hunter adventuring together, often for no apparent reason.

The players or you must have a reason for this group to be together:

Are all of the characters Rebels?

Are they forced to work together as a team of specialists, or do they stay together due to a real bond of friendship and trust?

Have the criminal types (bounty hunters and pirates) reformed, or are they still criminals at heart who simply find the Alliance convenient?

Are they constantly getting assignments from Rebel superiors, or do they seem to uncover their own adventures?

Does the campaign seem to happen around them, so that they are dragged into the story line with no choice in the matter?

Are the characters linked by a common foe within, or even outside, the Empire?

Did the characters know each other before the campaign began, or do they meet and have mutual dependence keeping them together?

Are the characters independent tramp freighter pilots who gradually get pulled into the Rebellion (see *Galaxy Guide 6: Tramp Freighters* for more information)?

The campaign must provide a reason to get the characters together and then keep them together. It's strongly suggested that you emphasize that the characters are supposed to be heroes. Evil behavior can be rewarded with Dark Side points and, worse yet, retribution from upset gamemaster characters who can easily eliminate the offending player's character.

Where Are We?

The campaign should be set in a specific section of space, with interesting locations and a well thought-out history. Campaigns are often set in a sector of space (Imperial Sectors have at

least 50 populated systems, but often many more), or a small portion of a sector (a few systems close together on trade routes). For the first few adventures, three or four star systems should be sufficient to keep things rolling. The gamemaster can also introduce systems that the characters must quickly travel through, without time for much exploration.

The area's history, political structure and planetary populations must be detailed. Is the area under Imperial domination? If so, how much of a presence is there and how are the people reacting? How long has the Empire been in the area or system in question?

If a sector or system is independent, why? Have the residents fought off the Empire (only probable if the system is so insignificant not to be worth dominating)? Are the people receptive to representatives from the Alliance or would they just rather be left alone?

Are the people fearful of strangers or are they a gregarious bunch? Do they have a similar legal system? Do the people have the same hobbies, attitudes and beliefs as the characters? What level of technology is there?

Who Will We Run Into?

The continuing and one-shot gamemaster characters are one of the most important elements of the campaign. The most novel and original alien race is only exciting if the gamemaster has devised a character who can inspire curiosity on the part of the players.

To design an interesting character, first consider their role in the campaign. Is she a villain? A fellow Rebel under cover? A love interest for one of the characters? A jealous rival who wants to be the best pilot in the sector? A shady gambler who needs protection from creditors? The possible roles are numerous, but the character must somehow interact with and affect the characters (if only to provide an amusing or annoying distraction).

The character must have a motivation, even one as simple as getting rich. Gangsters may want to stomp out Rebel operatives because they're bad for business, or an Imperial trooper may want to defect and will let the Rebels get information from him. A popular character type is the behind-the-scenes villain, who is constantly manipulating events around the Rebels but who never makes an appearance (in the first two movies, the Emperor plays this kind of role).

The character should evoke an emotion: anger, fear, respect, hatred, jealousy. The emotion could be brought about by action or inaction, attitude or just through his having an abrasive personality. The character's personality should be consistent (perhaps even consistently incon-

sistent), but not predictable. Characters, just like people in real life, may do something completely unexpected.

The character's appearance, body language, dress, possessions, attitudes, beliefs and motivations are all important. Most characters need only basic statistics and a little background information, while significant individuals may be as detailed as a player's character.

A Base of Operations

The characters need a place to call home or at least store their belongings. The most common situation is for them to be part of a large Rebel base, although there are numerous other possibilities. The base of operations should be a place to rest and get new supplies. It can also be a place to find out about upcoming adventures.

While the large Rebel base concept is popular, it does have a few flaws. First, for the base to remain hidden from the eyes of the Empire, it must be situated in a backwater system. Second, these kind of settings have a tendency to be a shopping center for Rebel characters ("Let's see. I'll need a protocol Droid, a heavy blaster pistol and an X-wing fighter."). While it's easy enough to have Alliance command refuse to allocate this kind of equipment, it's more fun to put the players in a situation where they can't even ask for such "goodies."

The Rebel cell network is such a setting. In this kind of campaign, the Rebels are on an Imperial-occupied world and must be very careful about everything they do. Capture and death is just a failed *con* roll away, and the Rebels have to scrounge for weapons, supplies and assistance. As this campaign shows, the cell network is not necessarily as limited as sneaking around a planet for information. (For more information on Rebel cell networks and Rebel bases, see *The Rebel Alliance Sourcebook*.)

The tramp freighter campaign is also quite popular. In this kind of situation, the characters own or crew a small freighter, running the gamut from Rebels in hiding to unscrupulous pirates. The tramp freighter "base of operations" is often the ship itself, and the players are on their own all of the time. (For more information on tramp freighters, see *Galaxy Guide 6: Tramp Freighters*.)

The "quest" campaign doesn't often feature a base *per se*. The Rebel characters are busily traveling from planet to planet, either in search of something or someone or fleeing something or someone. The Rebels may be able to find a temporary hideout, but they won't have a reliable base until the mission is finished or the foe is dispatched.

A nasty but interesting thing to do to the players is remove the comfort of a regular base. What happens to the Rebels when their freighter is destroyed or the base is discovered by an Imperial scout ship? The choice is up to you.

Room for Expansion

A viable campaign leaves room for expansion. Just because the new Death Star is destroyed in *Return of the Jedi*, you shouldn't assume that Luke, Leia and Han retired. There are other battles to be fought, other worlds to save, other dangers to eliminate. In short, a hero's work is never done.

Never lock the campaign into a situation where there is no more room for change. For example, this supplement's conclusion recommends that



the characters move on to another sector of space to continue the fight against the Empire.

Just as change is inevitable, so will new challenges be brought before the players. Don't map everything out at the start — leave a few loose ends that will have to be wrapped up later on.

A Dramatic Plot

This is more of an option than a necessity, but it is a good way to make the campaign more fun. Start with an exciting adventure, and gradually introduce elements that indicate that a larger story is unfolding. Through all of the challenges and dangers, the Rebels and their foes will learn, mature and grow. The climax of the campaign

should be a grand finale, with all of the pieces and clues hinted at weeks and months ago finally falling into place.

In the end, the players and the gamemaster must have a true sense of accomplishment. They must feel that they have accomplished something meaningful or fulfilled important personal goals. The villains will retreat to lick their wounds and possibly return at a later date, but for now, the X-wings will sweep across the sky, fireworks blazing in the background, with an invisible ...

The End

?

The Bissillirus Campaign

To show you what a typical *Star Wars* campaign might look like, we have developed the Bissillirus campaign. Bissillirus is but one system in the Trax Sector, an area of space that is giving the Empire more trouble than it will tolerate. This campaign provides background information and eight sample adventure outlines to get you started.

Campaign Background

The setting can be any time after the Battle of Yavin. The Trax Sector has never been too important to the Core Worlds, but in these days of civil war the Empire cannot take anything for granted. The Empire's regional government on Deysum III has slowly applied pressure to the rest of the sector to bring things under control.

Trax Sector lies between the Outer Rim Territories and other, more populated regions of space. Numerous trade routes run through the sector, making it of strategic importance to the Empire and essential to its plans to crack down on Rebel activity in the area.

The Rebel Alliance has often used the sector as a source of materials and personnel. The Imperial yoke is not yet harsh enough to arouse many thoughts of rebellion, but the inhabitants are wise enough to see the danger of the Emperor's "New Order."

Trax Sector

Trax Sector's most important worlds have been settled for hundreds of years, but none of them have attained any particular renown. The past two centuries have seen a great deal of colonization and expansion, with the sector's population going from barely five billion residents to over 500 billion. There are 47 officially settled systems, including 10 worlds which can boast of intelligent life forms native to them. Trax Sector also conceals several dozen colonies which are small enough to have escaped the notice of

the Imperial bureaucrats, for a total of 178 settled systems.

The sector is under the control of the Empire, with the government on Deysum III keeping the most populous worlds on a tight rein. The governors of less important systems are given more of a free hand, with local governments varying from lenient to tyrannical.

The Imperial military presence is large. Imperial Intelligence is based on Deysum III, and there are five military bases with over one million troops in the sector. Naval power is massive, with a Sector Group of 2,573 ships, including 19 Victory-class Star Destroyers, five Imperial Star Destroyers and over 1,500 other combat starships.

The Alliance has concentrated its energies on seven systems: Entrus, Bissillirus, Bundim, Longwind, Dresscol, Jhensrus and Uogo'Cor. The Rebels have been able to recruit many soldiers from the sector, although activity has been reduced since the invasion of Bundim. There are half a dozen small military bases, with a combined strength of 35 starfighters, 15 corvettes and one assault frigate.

Points of interest in the sector include:

Algunnis

A binary system surrounded by a maelstrom of rock, Imperial scientists believe that when the galaxy formed, Algunnis wandered past several other young systems, stealing worlds and crushing them into asteroids with its tremendous gravitational forces. The result is an impressive asteroid belt devoid of settlers, but home to huge space slugs. A system best observed from a distance.

Bissillirus

The setting for this campaign pack, containing the agricultural world of Draenell's Point. This is a chilly, but habitable, world and has for many years been a convenient layover spot for traders

traveling between the more populated areas of the galaxy and the Outer Rim Territories.

Draenell's Point has been a major source of food for the Rebellion for several years, although the corporations and the planetary government are unaware of this. The campaign begins in this system, with the characters working undercover to ensure an uninterrupted flow of supplies to the Alliance front companies. The first adventure brings about a dramatic change in Rebel strategy because the Empire has taken notice of the planet's abundance, and decided to build an Imperial Resupply Base in the system.

Bundim

Once the Rebellion's greatest hope in the sector, now Bundim is a dismal world with seemingly no future. The Rebel network had grown strong and powerful on this planet. The tide of public opinion had swung over to favor the Rebellion and the Legislature secretly tried to remove all Imperial influences from the world. But the plan was revealed to Imperial officials by agents planted on Bundim, and the crackdown was swift and brutal.

A fleet of Imperial warships blockaded the system, destroying any merchant ship that tried to enter or leave. After a few days, Imperial troops, including two battalions of stormtroopers, swarmed onto the planet, leveling the cities with long-range artillery bombardment. The survivors were sent to "reeducation centers" in the wilderness, while troops hunted down any remaining Rebels. The battle seems lost, but the surviving Rebels fight on, hoping that they will one day be able to reclaim their world and stop the slaughter.

Deysum III

The sector capital. Deysum III's natural resources were exploited for hundreds of years until nothing remained. The companies pulled out, but the massive bureaucracy which had supported them remained behind. The only habitable parts of the planet are a few gigantic, overcrowded cities. The wealthy have private, luxurious domes, while the average resident has to stand in line for hours for food and carry a sidearm to protect himself from random crime. Outside of the cities, the planet's surface is covered with pits of deadly chemicals, barren land and streams choked with toxic wastes.

The first world colonized in a sector is traditionally made its capital, and such was the case with Deysum III — but it is widely believed that the government will eventually be moved to a more hospitable planet.

Dresscol

This system has a white-dwarf star and was deemed uninhabitable by Old Republic scouts over 200 years ago. Of course, that made it a perfect location for a Rebel base. The barren moon Qetix IV has been turned into a major repair base for Rebel starfighters, with most of the capital ships docked in the nearby Ventil system. Only starfighters, pilots and support crew are stationed here, with all ground forces scattered throughout the sector.

Entrus

The official "world of recreation" for the sector. Other planets may have a small underground economy catering to the whims and desires of the wealthy, but only Entrus has made gambling its major industry.

Entrus is a temperate water world, dotted with hundreds of small islands. With the arrival of legalized gambling, every square inch of land has been built upon, underwater cities and repulsorlift platforms now filling the seas and skies of the world. The weather is consistently comfortable due to a powerful sun and frequent rains. The cities are densely populated, with entertainment complexes towering hundreds of meters into the sky.

Entrus is home to Rebel Sector Command, which is a surprisingly small base with less than three dozen strategists and planners. Military forces are kept in various places to prevent the Empire from being able to crush the Rebellion with a single blow.

Fehern

The system of origin for the quick-witted Eddel race. During the days of the Old Republic, the unusual ships of Eddelian traders were a common sight in nearby systems. However, the anti-alien bias of the human-dominated Empire resulted in a war against the Eddelians, with most of their technology eliminated in the process. There are only a few thousand alive today, most of them serving as slaves to the human population that emigrated to the pleasant world.

Jhensrus

Almost considered a "frontier" world, Jhensrus is not a planet for the weak of heart. This jungle world has bred strong-willed inhabitants who think nothing of fighting for what they believe in. The planetary government is little more than a collection of bought votes and thieving criminals. The unsettling part is that the people don't seem to mind too much. The Rebel Alliance has been able to recruit many enthusiastic, if overexuberant, soldiers from the planet.



Lexrul

One of the most heavily populated systems in the sector, and the final destination of the Imperial convoy, which is the prime target in the campaign's final adventure. Lexrul is very loyal to the Empire because this is one of the few worlds where the Empire actually helped the local situation. The planet had been a loose collection of city-states until Imperial agents arrived and empowered a trio of the cities. The unification of the world was swift and morale remains high.

Longwind

Longwind is the most densely populated of the planets in the system, and was originally settled by criminals who had served their time in Old Republic prisons. In the subsequent 75 years, a thriving community has evolved on this world, with food and textile production emerging as the most important industries. Longwind is also the location of the alternate Rebel Sector Command base.

Uogo'Cor

The native Uogo translation of this planet's name is "home of the suffering ones." The harsh world, known for long, frigid winters and short, but intensely hot summers, has a small population, but its strategic importance is worthy of note. Uogo'Cor lies just off the Trax Tube, the main trade route into the Outer Rim Territories. Pirates frequented the system for years, building elaborate bases in around the gas giants (the booty was so rich that they could afford these fully functioning space stations).

For many years, rival pirate gangs fought for control of the system. One gang, the "Dark Warbirds," settled the planet in the belief that a planetary base would be much easier to defend. They held control of the system for many years, while enslaving the small, humanoid Uogo. Then the Empire arrived, obliterating the pirates and many of the Uogo. Imperial forces remained to protect settlers, while military planners developed a plan to halt the piracy once and for all.

The Rebellion has sent several agents to this world to try and rally the Uogo and the native inhabitants. Alliance operatives are investigating the possibility of starting a privateer fleet in the system to waylay Imperial shipping.

The Bissillirus System

Bissillirus was discovered and catalogued by Old Republic scouts over 200 years ago. Its discovery was the result of misfortune, but the scouts swiftly realized that they had uncovered a system with vast potential for trade.

When the hyperdrive cut out, expedition commander Arnoth Draenell was relieved to discover that his scout ship had brought him to a system. A quick survey revealed five planets, one of them habitable. The ship's crew went to work on the hyperdrive, while Draenell mapped and named each of the worlds. He recorded in his log that the system could serve as an excellent resupply stop for anyone travelling the new Terr'skiar Pass route. The system was then left behind as Draenell's ship blasted into hyperspace to continue its journey (which abruptly ended when the scout crew made first contact with the xenophobic Inchichtok race). Bissillirus system was ignored for the next half-century as more pressing events garnered the galaxy's attention.

Early History

The first settlement on Draenell's Point was established 150 years ago. The settlers were traders who thought the Terr'skiar Pass would become a major trade route. They built a small colony, a primitive landing field and waited for the merchants to arrive. And waited. And waited. Once again, speculation turned sour on the greedy, but a hearty group of farmers discovered that the high plateaus of the world could grow many nourishing vegetables in the long growing season.

As a primarily agricultural system, Bissillirus thrived. Traders using tramp freighters, bulk transports, and everything in between, stopped off to fill up their cargo holds with the delicious vegetables and meats. Trade has become a major part of the system's economy, but the people have wisely developed industry so that the system could sustain itself if the need ever arose.

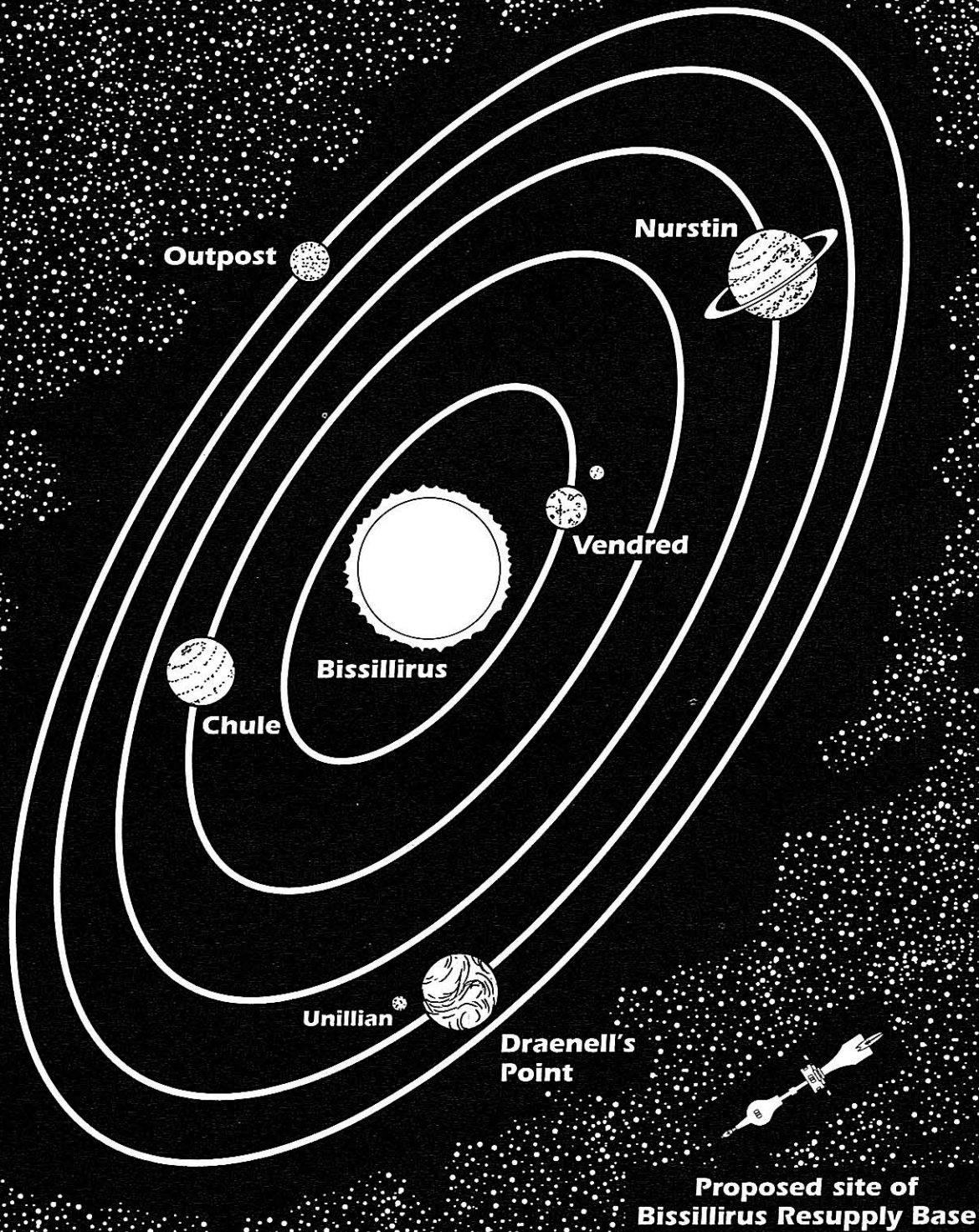
While the farmers developed this new world, free trader traffic gradually picked up. Mining colonies were set up on the third world, Nurstin.

The system governed itself for many years, but that has changed in recent times. Four years ago, the Draenell Planetary Council decided to relinquish control to the Empire rather than risk invasion. The Council still makes all of the policy decisions, but they must be approved by Governor Burstshed, the Imperial supervisor of the planet.

The Planets

Five planets orbit Bissillirus. In order outward from the sun, they are Vendred, Chule, Nurstin, Draenell's Point, and Outpost. The Imperial Resupply Station (to be built after Episode One of this campaign) will be built beyond Outpost's orbit. Since Draenell's Point is the most important world in the system, it will be dealt with in a special section.

GAMEMASTER DIAGRAM Bissillirus System



Vendred

Vendred is a small ball of rock orbiting close to Bissillirus. The world circles the star every 56 Standard Days. There is no atmosphere, and the planet is scarred with numerous craters from meteor impacts.

Vendred has an unstable moon, which scientists theorize was once a small comet until it was captured thousands of years ago. The moon has an elliptical orbit. It is believed that the moon will come hurtling into the small world sometime in the next three millennia.

Chule

Chule is a world with no signs of life of any kind. It has a moderate gravity, .75 standard, with a thin atmosphere composed mostly of methane.

Surprisingly, the planet lacks any evidence of geological activity, with no mountains. Chule is one endless, featureless plain, with freestanding seas thousands of kilometers across, but only centimeters deep. The mean temperature is six degrees Celsius. Chule orbits Bissillirus every 145 days, and rotates on its axis every 49 Standard Hours.

Nurstin

Nurstin has always been a source of speculation and the object of explorer's attentions. Arnoth Draenell's original scouting team was the first to notice the unusual "flashes" of light that seemed to come from the red planet. They searched for signs of intelligent civilization, but found nothing and had to move on to the next system to stay on schedule.

The first settlers sent expeditions to discover the cause of the flashes. They found that the planet has a high concentration of the light-reflecting gas Cortheum, and quickly discovered a large amount of the rock form, known as Cortheum. Soon after, miners arrived to exploit the valuable mineral resource, which is used in Droid photo-receptors.

The Messert Mines Corporation received an Imperial charter, granting it exclusive mineral rights on Nurstin. There are over 200 miners and thousands of Mining Droids in the three major complexes, digging up enough Cortheum every year for five million sets of photo-receptors.

The planet's atmosphere is thin but breathable, albeit for a limited time. Unprotected humans have been known to survive for several days, although it is officially recommended that a person not remain on the surface for more than eight hours without breathing apparatus. The soil has a reddish hue and the climate is warm enough that most races can exist outdoors without insulated clothing.

The rocky ground has little to offer outside of the Cortheum, which is often found just a few meters below the surface. The planet supports plant life in the northern atmosphere, but nothing more advanced than insects and plants has been catalogued. The southern hemisphere is particularly stark, with almost no plant life extant. There are a half dozen small seas. Weather is generally clear, although occasional rain storms occur.

Messert Mines sends a large bulk freighter every 22 days to retrieve the Cortheum and shift personnel. The freighter also stops at Draenell's Point to pick up food for the miners, as well as basic necessities.

The world orbits Bissillirus every 300 Standard Days, and rotates on its axis every 19 Standard Hours. A small ring of ice and rock surrounds Nurstin, but it poses no navigational problems.

Outpost

This small, icy world is the final planet in the system and was first noticed by Draenell's scouting team. Now, Outpost is nothing more than a landmark for system visitors.

The planet has a very thin atmosphere and gravity only one-fourth of standard. The world is covered with frozen ammonia seas, high mountains and numerous craters.

Despite the world's lack of distinguishing features, Unilliten Industries established a small scientific research base there over a decade ago. It is still manned by a small team, although no one outside of the firm knows specific details of their work. Unilliten threatens any visitors with criminal prosecution, and no one wants to go head to head with a huge galactic conglomerate. What could be so interesting on such a minor world is a subject of speculation on Draenell's Point, but this question may never be answered.

Draenell's Point

This frigid world is the only well-developed world in the Bissillirus system. Viewed from space, it appears as a yellow-blue orb. There are no space stations in near orbit, so trade is limited to small tramp freighters. Bulk transports occasionally visit the system, perhaps twice a year, excluding the Messert Mines Corporation's bulk freighter.

The planet has one moon named Unillian ("wanderer"). It is responsible for the tremendous tidal forces on Draenell's Point.

Climate

Draenell's Point is cold but habitable. Temperatures rarely rise above 15 degrees Celsius, but they seldom drop below -5 degrees, either. The planet's atmosphere spreads energy and heat evenly so that temperatures rarely vary more than five degrees from pole to equator.

The planet's distant orbit makes a "year" last for 4.2 Standard Years. Seasons are long and consistent, lasting about 14 Standard Months. The summer growing season is called "Thulpin." "Poll," the cold season, is inhospitable enough to prevent the growth of many vegetables, although the prime crops, Trun' and Jun, can be grown year-round. Fall and spring are called "Inpoll" and "Inthulpin" respectively.

Days on Draenell's Point are 37 Standard Hours long, which the colonists have divided into eight work/sleep/recreation shifts of four hours each, with a five hour "community phase." Outsiders often have trouble adjusting to this unusual cycle, but the gregarious nature of the inhabitants often eases the "sleep shock."

Geography

The surface of Draenell's Point is two-thirds water, with most of the land mass composed of steep mountains. The interior plateaus of the continents are small, but provide the best locations for farming. Most of the major cities are in the mountainous interior, while a few small outposts are built closer to the seas and oceans (most of these are hover platforms, which can be raised or lowered to compensate for changes in the tides).

The small amount of undersea mapping completed indicates that the continents are extensions of huge mountain chains that drop more than five kilometers below the water's surface. The tidal forces of the world make such mapping difficult, as waves on the coastline regularly crest at over 15 meters. Earthquakes are rare, but are incredibly destructive when they occur.

The Continents

Draenell's Point has three major land masses, along with many small islands, but they are too often adversely affected by storms, and so remain uninhabited.

The largest continent, Rett, is also the least populated. The only major city, New Calince, is a major food processing center. Rett is mountainous, with farms carved into the sides of the rocky peaks. Rett's mountains are the steepest and its creatures the most dangerous, so few inhabitants ever venture beyond the cities.

The smallest continent is called Inquiesse, and is home of Juntrack, a large city known for its great manufacturing capacity. Several other cities dot the Juntrack River valley, which extends for thousands of kilometers throughout the mountains.

The true power on Draenell's Point resides on the continent of Mee'r. The planet's capital city, Wullerton, as well as the only civilian star port, in Starpoint, can be found in the West Unillian Mountain chain. Another important location is Thulpin City, home of the largest agricultural company on the planet, Thulpin Agriculture.



While Mee'r has the largest population, it has not been completely tamed and still has its wild areas. Draenell's Point is still a frontier world in many ways, and many of the mountainous areas in the centers of the continents remain unexplored and unsettled.

Population

Over 50 million beings call Draenell's Point home. Sixty percent of the population is human, 30 percent Borneck, and the remaining 10 percent is made up of a smattering of races from all over the galaxy.

Rett has six million inhabitants (over two million live in New Calince alone), while Inquiesse is home to fifteen million beings (three million live in Juntrack). Therest live on Mee'r, with Wullerton home to five million. Starpoint three million, and Thulpin City, Uniqer and Jhepar having over one million inhabitants each.

The people suffer with high taxes and a high conscription rate for the military, but they have yet to see the brutal might of the Empire. The Rebellion is not popular on this world because the Imperial propaganda machine has done its work well.

Attitudes and Culture

The people of Draenell's Point have a well-developed work ethic. They believe that hard work is rewarded with success, health and happiness. Most of the rural population are farmers, while city residents are often educators, engineers, factory workers and businessmen. The world's economy is remarkably diverse and self-sufficient, so there is room for virtually every occupation. Wages are low, taxes are high, but people can make a decent living on this world, far from the terrors of harsh Imperial repression.

Residents believe that celebration is necessary for the spirit, and there always seems to be some kind of community event going on. The planet is very close-knit, and cities, even those which are bitter rivals, think nothing of sending whatever they can spare to each other in times of need. The world has a strong family orientation. Most young adults are expected to attend a local university, get a good job and get to the important business of providing grandchildren.

However, the fierce pioneer spirit and independence of farmers is not a trait that can be dismissed lightly. The people of Draenell's Point believe in their rights and will take up arms to protect them. They accept the Imperial presence because it is fairly minor and they feel it is a necessary evil in these dangerous times. The Rebellion will find a few supporters, but they generally keep silent about their views. Most

The Borneck

The Borneck: DEX 2D; KNO 1D+2; MEC 2D+1; PER 1D+2; STR 3D; TEC 1D+2

The Borneck started emigrating from their home system of Vellity 50 years ago. The hard-working, even-tempered humanoids were a welcome addition to the growing economy. They are primarily farm laborers, although many have been able to start their own farms and small businesses. Draenell's Point has been a good environment for the race, as many of their number have become wealthy businessmen and influential politicians.

They are humanoid, and in many aspects are similar to humans. They average 1.9 meters in height and live an average of 120 Standard Years. Their skin ranges in hue from pale yellow to a rich orange-brown, with a dark yellow most common.

They are known for their patience and common sense. A peaceful people, they enjoy the sense of accomplishment they get from farming, although most despise the dark, dirty work of mining. Their naturally powerful bodies help them perform heavy work, and many have found jobs in the cities in warehouses and the construction industry. They are skilled at piloting vehicles as well, and quite a few have worked their way up to positions on cargo shuttles and tramp freighters. The Empire's restrictive policies have kept Borneck out of the military, but quite a few have found a home in the Rebellion.

people believe the Imperial propaganda branding the Rebels as a gang of undisciplined cutthroats and smugglers.

The gangs that appear in Episode Five have formed in response to the Imperial crackdown. They are viewed with a mixture of suspicion and hope by the planet's few nascent Rebels, who believe that people must put aside their differences and work together against the common enemy — the Empire. Although people holding those beliefs remain a distinct minority, if the Empire goes too far in its actions against the gangs, Draenell's Point could easily become a hotbed of rebellion.

Industry and Trade

Draenell's Point thrives only because of the men and women who work the land, and so the farmers have had tremendous influence on the planet's history and social structure over the

centuries. Agriculture generates over 75 percent of the income flowing into the system as a whole, with Draenell's Point receiving the lion's share and the rest distributed to the other planets through common trade.

Farms are large and often owned by wealthy, influential families. The money is good enough that wise first-generation farmers can expect to make a decent living. Competition is active, but not so fierce that hard-working family farms cannot survive.

Agricultural support industries, such as farm machinery manufacturing, are also important. The planet has a strong economic infrastructure, including mining, manufacturing, distribution and sales for most heavy industries. Airspeeders and other personal transports and copied versions of those made by larger galactic corporations are available in quantity, although the ones made on Draenell's Point are much more expensive. Most residents would gladly pay the extra credits just to know that they are supporting their own people.

Rebel Cell Construction

Gamemaster Note

In general, most of the information contained in a *Star Wars* supplement is directed at you, and you alone. But "Rebel Cell Construction" should be read by your players as well as you, for it contains information they can use to successfully complete the Bissillirus campaign.

According to the Alliance, this transcript comes from an actual briefing given to young Rebels before they went out to organize a Rebel cell and information network. Only the names have been changed to protect the guilty.

The Newest Rebels

General Cracken sighed as he read over the records of the Rebel soldiers waiting outside his office. "More lambs to the slaughter," he thought, with more than a trace of bitterness.

He was tired. Tired of seeing young men and women go up in X-wings and Y-wings and anything else that could fly and not come back. Tired of secret missions and spying, and tired of death.

Shaking his head, the general fingered the intercom on his desk. "Yes, sir?" came the receptionist Droid's response. The voice sounded relatively feminine, but tinny. "Send them in, Fourdee." If they really want to come, he almost added.

The door opened, and in walked three men and one woman: Carns Capra, Denis Rygelli, Ben Spax, and Trinna Orani, Rebels all, and young. Well, the old general thought, better to send 'em briefed than blindside ...

After the first few days, Cracken was able to place each of the Rebels in his newest class: Capra was the hot one, ready to act and act now. His father was one of the earliest Rebel leaders and had been killed on Mantooine, defending the generators to the last. The younger Capra was eager to strike back at the Empire, but he wasn't stupid.

Rygelli, or "Reggie," as his classmates called him was a techie: do anything with anything. He'd been working on everything from the Rebellion's

starships to their food Droids since signing on, but now he wanted "to do something more." He was cautious, perhaps to the point of being a little afraid, but he was at heart a good man.

Ben Spax was an enigma. Nobody knew where he'd come from; rumor had it he had found the Rebellion on his own. Still, he'd checked out to all the Rebellion's IntelTechs, and he was an able fighter — and, from what Cracken had heard, a damn good starpilot. The general wondered why Spax wanted to get into the Intelligence arm, but he didn't ask.

Then there was Trinna Orini. She was so small that the rest of the group couldn't help but act protective toward her, like a little sister. But from the first, Cracken had been certain of her abilities, and when they first went as a group to the shooting range, the rest of the team got a taste of them as well.

They were, Cracken had to admit, a well-balanced team. They were just so young.

Step One: The System

"The first thing you have to learn before attempting to set up a Rebel cell within a solar system is everything you can about the system itself. Everything. What the people are like, what they do there, how they do it, and why they do it. You have to learn their culture and their background. This can be especially difficult in cultures that are alien to your own, but the Rebellion tries to send you to systems that are primarily made up of those similar to your species."

A hand was raised. Capra's. "Yes?"

"Sir, do you mean in addition to our briefing?" the youth asked. "I mean, before we leave, they do brief us about the system thoroughly."

Cracken nodded. "Of course, the Rebellion briefs you, Capra, but there are so many systems and so many worlds that the Alliance just can't keep up with conditions on all of them, especially now. The Empire has been cracking down and giving more power to its governors than ever

before. There are systems we haven't heard from in years."

Trinna's hand shot up. "How do we learn, then, General?"

"When you leave here, you will not leave in an Alliance starship, which would mark you as Rebels with a mission. You will be dropped off at a starport somewhere and you will have to make your own way to your assigned system. During your travels to the system in question, you are expected to visit libraries, comm centers, and even Imperial travel agencies and gather information about the system you are headed to."

Cracken expected some groans there, and he was not disappointed. "This is not only for the protection of the Alliance and yourselves, but for the protection of the system you go to," he said above the sounds of their protestations.

That had them thinking. He let them ponder for a moment more and then continued, "Sure, you knew that organizing a Rebel cell network would be dangerous, for both you and the Alliance, but didn't you think about the system? If the Emperor knew which systems we were trying to infiltrate with our spies, he would crack down all the harder on those areas."

Step Two: The Imperial Presence

"The next step is to learn all you can about the extent of the Imperial presence in the system. Sometimes, the Alliance knows why the Empire has chosen to pay special attention to one sys-

tem over another, but often that is not the case. During your travels, you must try to find out, discreetly, what the Empire wants with, say, the Beta System. Are there valuable resources in the system? Is it a strategic port? Does some important personage visit there on holiday?" General Cracken allowed himself a wry smile. "Does the Grand Moff of the sector particularly enjoy one of the local wines?"

The four students chuckled. Before Cracken could continue, though, Ben Spax raised his hand. His voice was quiet and calm, but there was steel behind his words. "I thought we knew what the Empire wanted with each system: to dominate and control it; to exploit and corrupt it."

The other three looked at Spax. Already, his comrades were looking to him as their leader. Cracken answered, with all seriousness, "You've been reading too much of our own propaganda, Ben."

Before the younger man could take offense, Cracken continued, "Of course, we know that that is exactly what the Emperor wants, but he can't have it. Not yet." The general sighed. "Even as vast and powerful as the Empire's forces are, they are not omnipotent. They can't be everywhere."

"When Palpatine took power, he had to delegate authority to maintain control of the galaxy. He had to give the regional and system governors near complete authority. Some systems, at that time, had very little, if any, military presence, and



some have remained so. Palpatine is stretching his arm out, gathering them in, but still some remain relatively free. I hear that, before Luke Skywalker joined the Alliance, Tatooine was such a place."

That sobered the class somewhat. Mention a hero, Cracken reflected, and you've got their attention.

Assess the Resistance

After studying the various reasons the Empire would be interested in a system, and how they would express that interest, Cracken herded his charges into the next lesson.

"Assess the resistance, or potential resistance, of a system or planet. If the Empire is there, doing what the Empire likes to do, there is very likely to be resistance of some kind, minor though it may be."

"General Cracken, is there always resistance?" Reggie asked. "Does the Empire ever take over in such a way that it won't stir up trouble for them later?"

The others in the group chuckled and made some disparaging remarks, except for Spax, who appeared to be lost in thought. Cracken waited to see if Ben would come to the smaller man's defense, but he returned the general's gaze and said nothing.

"Good point, and you'd all do well to consider it," the general said, looking hard at Trinna and Capra as he did so. "It seldom happens, but sometimes Imperial takeover actually appears to benefit a system."

Reggie blinked, stunned, both Trinna and Capra looked shocked — an Alliance general defending the Empire?! Ben Spax just nodded slowly.

"Sometimes, maybe once in ten thousand times, the Empire takes over a system that was either on the brink of collapse, or sends in a governor who isn't as grasping or evil as they tend to be. Perhaps some bureaucrat of the Old Republic who managed to slip through the cracks.

"Generally, we leave those systems alone — but we watch them carefully. Eventually, the evil that is the Empire shows through and the oppression begins to be felt. It is sad, but it is only when things are at their worst that we can go in. Otherwise, it is quite possible that the populace would see the Alliance as the enemy."

Cracken paused to let the students soak that in. It was, perhaps, the first time they had been confronted with the reality of their mission: to live on worlds where the Empire was at its worst and fight for the Rebellion in quiet, secret ways, perhaps for the rest of their lives

"But let's get on, shall we?," the general said, breaking the tension. "Let us suppose that the

Empire is not the force for order and justice the Emperor says it is." That brought back some smiles, Cracken saw. "In that case, what do you do?"

"Strike back at the Empire, sir!" Capra said, "Let the resistance know you're there!"

"A good, solid idea," Cracken said, nodding. "And almost totally wrong."

The boy's smile faded quickly. "Oh, don't get me wrong, son. I know that's the way you've been trained: go in fast and hard, blow something up, and get out again. But remember; you are going to have to live there. If you start causing trouble right off the bat, the Empire will try to hunt you down and the resistance, if there is any, won't have anything to do with you. Any other ideas?"

No one said anything for quite a while, then Spax spoke up, softly, "Set up a base of ops. Get to know the locals. Find out about the resistance and about the local feeling. If there's no organized resistance, find groups who might be interested. Don't give yourself away until you're sure of their loyalties."

Every so often, the general thought, there's one.

"Exactly," he said forcefully, trying to drive the point home. "Take your time. You, as Alliance members, want to get things started, but you can't do it if you're dead or imprisoned. Now, how do you do this?"

Tentatively, Capra raised his hand, "Maybe, um, get jobs or something?"

Good. "Right, Capra, right. There's nothing so good as working alongside a man to get him to trust you. Yes, Trinna?"

"I was thinking, maybe you could open up a store or a bar. That way you could see the people every day and know who is doing what."

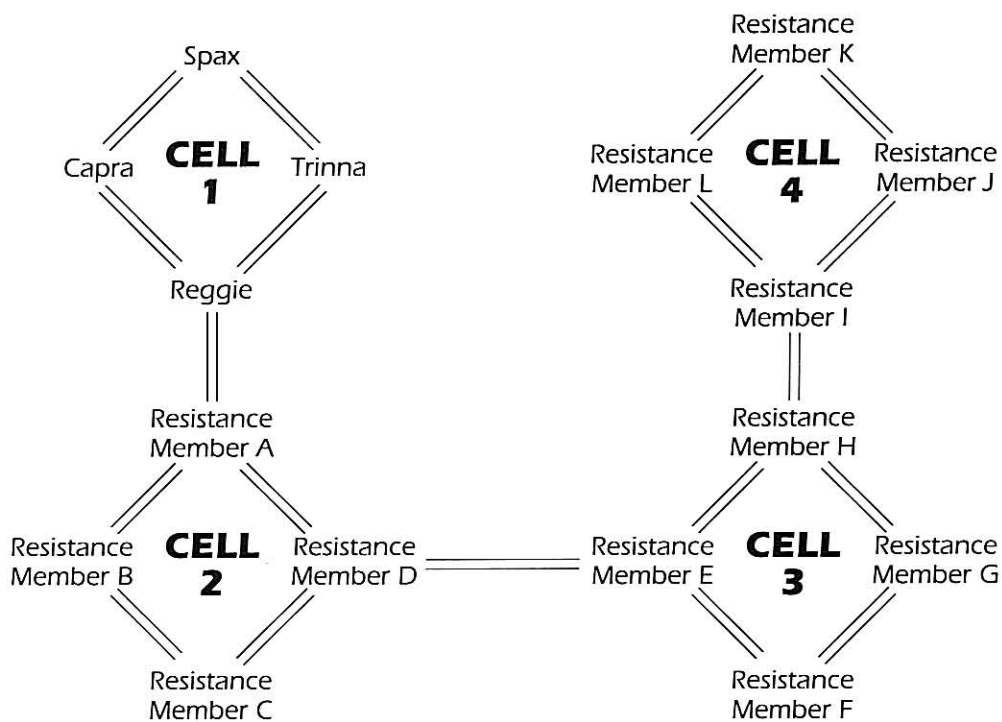
"Good ideas. The bar would be best. It's amazing what a man will say or do when he's drunk, and many bartenders see more action than most psychologists. If you worked in a bar — I wouldn't recommend owning one to start; too much money would have to be spent suddenly — you'd probably hear a lot in a hurry.

"Moving along, the next part of assessing the resistance is determining what type it is. Some resistance groups are just a common feeling — a lot of people getting together and complaining about the Empire. Others are the hot and flashy type — blow up a fuel dump now and then, or assault a patrol. Yes, Capra?"

"And we'd rather deal with the first group, right, General?" The young man grinned.

"Maybe there's hope for you yet, Capra. You're right, of course. Though we want resistance groups to strike back at the Empire, the value of a Rebel cell to the Alliance is measured by the

GAMEMASTER DIAGRAM Rebel Cell Construction



Stephen Crane.

information it provides. In the Battle of Yavin, it was information that won the day, not just Commander Skywalker's incredible shot.

"Also, the talkers are usually the thinkers. When a group that *thinks* gets together to do something, it usually has a greater effect than a group that just lashes out at whatever's handy. Blowing up a fuel dump is fine on any day, but on the day before the fleet comes in for resupply, it can be incredible. Use your cells to funnel us this information, and you'll be the heroes of the Alliance."

Organization

A few days later, Cracken had his class in for their last assignment briefing. He looked them over for what he knew would probably be the final time, and began.

"The last step is the actual organization of the Rebel cell. Any ideas?"

Reggie was the first to respond. "Well, sir, it will work best if you set it up like a parallel circuit."

The group stifled its snickers. General Cracken asked, "Could you explain that for the rest of us who aren't so tech-oriented, Reggie?"

The small man blushed, but continued, "If each Rebel cell is composed of lots of little cells, with connections all over the place, then if one cell gets caught, the overall circuit is unbroken."

Chuckling lightly, Cracken smiled, "I know what you mean, Reggie, and you're right. But maybe I'd better explain it anyway."

"Rebel cells are built in small, separate units. When you get to a planet, you will, effectively be one cell. You should then, separately, make contacts with other resistance members as they become known. In turn, your new members should make additional contacts — not telling you who those contacts are. Eventually, there should be a whole network of cells on the planet and throughout the system. Each member of each cell would only know one or two of the other members of the resistance. That way, if you are caught, you can only betray one or two others."

There was still some confusion in the class, so Cracken went to the blackboard at the front of the room. "Look," he said, "I'll draw it for you."

"Here you can see the value of the cell network. If, say, Reggie were captured, he could betray the members of Cell 1 and Resistance Member A. You each could only betray each other and one other resistance member. Sure, the Empire could even-

tually trace the whole convoluted pattern, but, by that time, the cells could break up, scatter, and reorganize. Somewhere, the connection would be broken. Meanwhile, the other cells could go on with business as usual."

Cracken looked out at the four young faces in the classroom. They looked back, and in them he saw equal parts of eagerness, determination and fear. Surprisingly, he also saw a little of himself at that age. Feeling emotional, the old general cleared his throat and stood. "Unless there are any questions," he said, "that's all I have for you. You'll be leaving in the morning."

Without a word, but with gratitude and excitement in their eyes, the four future Rebel leaders stood, saluted, and marched out the door. The

general said softly to their backs, "May the Force be with you."

He sat down, reached under his desk, and pulled out a bottle of brandy. He was about to take a long pull on the bottle when he was interrupted by a familiar tinny voice:

"Next batch at 0600, General Cracken."

He slammed his free hand down on the intercom and snarled, "I know, you blasted machine; just let me have a little quiet between now and then, all right?!" He tilted his head back and winced as the sharp alcohol bit into the back of his throat.

"Cheers, General," the tinny voice answered.

Blasted machine, the old general thought. Oh, well, at least I'm not tired anymore ...

Episode One **Changing the Balance**

Adventure Background

Draenell's Point has been an important source of foodstuffs for the Rebellion for several years. Through a complicated series of front companies, the Alliance has been able to secure a regular supply of the nutritious vegetables and meats the planet produces. This steady stream of supplies has been invaluable to the Rebellion in its efforts to defeat the Empire, and Alliance planners know that if the flow were to be cut off, it would be a devastating blow to their struggle.

That the food is available at all is a small miracle — the planet is ruled by a planetary council, which is in turn closely overseen by Imperial Governor Burstshed, a man of great ambition and an unlimited capacity for self-indulgence. Burstshed isn't a very capable ruler, but he is fanatically loyal to the oppressive Empire and would do whatever was necessary to stop the food shipments to the Alliance if he ever found out about them.

The inhabitants of Draenell's Point are largely ambivalent regarding the civil war. Most would rather not have to suffer an Imperial presence on their planet, but either view it as a necessary evil or feel that there is no effective action they could take against their ruler. They have no great love for the Alliance, either, believing the Rebels to be a bunch of mangy cutthroats. A few of the planet's idealistic young people believe in the Rebellion, and have been recruited for the armed forces.

That's where the Bissillirus campaign begins. To prevent any "Imperial entanglements," the Rebel characters have been assigned to Draenell's Point. Their assignment is to ensure the flow of supplies to the Alliance front companies continues, as well as to recruit a few good soldiers, if possible. The Rebels have been placed in various important positions on the planet — one in the Planetary Communications Commission in capital city of Wullerton, another as a low level execu-

tive in Draenell Industries in the city of Juntrack, another as a Galactic Sales Representative for Thulpin Agriculture, the distributor for the planet's hundreds of independent farmers. Each of these positions is a false identity for one of the player characters. Additional Rebel characters can be added as needed, and if the gamemaster wishes, additional gamemaster character Rebels can be stationed on the planet as well.

The assignment gets an unusual twist when an Imperial Food Inspector casually comments to a Rebel agent, "You're going to have a lot more free time soon. This system has become a good deal more important to the Empire recently." With that, the Rebels realize that the delicate balance of power in the Bissillirus system is about to be upset, and not in the Rebellion's favor.

A Secret Shared ...

The inspector has found out that "something" big is about to happen in Bissillirus, although his sources haven't been able to find out exactly what. He does know that trade will probably be cut off because the Empire's activities, by their very nature, have a tendency to interrupt the free flow of goods. He knows that Governor Burstshed is regarded as incompetent, and will soon have to tighten his control of the area or face removal from his post.

If politely pressured, the inspector will reveal all of the above information, absent-mindedly commenting that his informants are based on Deysum III, the Trax Sector capitol. If the Rebels threaten him in any way, he will give them the same information, but report the incident to his superiors and Thulpin Agriculture management (the "sales representative's" cover has been blown if this happens).

The Rebels will have to infiltrate Draenell's computer systems or head directly to Deysum III. Trying to break into the system can be done from the company (Difficult *computer programming*

roll) or in the capital city (Moderate *computer programming* roll, but plenty of guards to avoid when sneaking in). The company is not especially security-conscious, and the planetary capital is the only place where the Empire's presence is truly felt. Fortunately, the Imperial and planetary guards will believe any reasonable cover story as long as the Rebels aren't caught doing something illegal.

All the Draenell's Point computers will reveal is that a "large Imperial construction project" has been approved by the sector's government and is slated to begin in a short time. Apparently, Trax's Grand Moff doesn't believe Draenell's Point has a right to know what is going on.

• **Planetary Guard (Draenell's Point):** DEX 2D+2, blaster 3D+2, brawling parry 4D, dodge 4D, grenade 3D+2, melee 4D, melee parry 3D+2; KNO 1D+1; MEC 1D+2; PER 2D, hide/sneak 3D+2, search 4D; STR 2D+1, brawling 3D+2, climbing/jumping 2D+2; TEC 1D

Equipment: Blaster pistol (damage 4D), comlink, protective vest and helmet (+1)

• **Imperial Soldier (Draenell's Point):** DEX 3D, blaster 4D, dodge 4D+2, melee 4D+2, melee parry 4D+2; KNO 1D+1, survival 2D+2; MEC 1D+1, repulsorlift operation 2D+2; PER 2D, search 3D; STR 3D+1, brawling 4D+2, stamina 3D+2; TEC 1D, repulsorlift repair 2D

Equipment: Blaster pistol (damage 4D), comlink, vibrobayonet (damage 4D+3), protective vest and helmet (+2)

If the Rebels don't have their own ship, getting a ride to Deysum III won't be easy. The Rebels must convince a tramp freighter captain to take them there and pay him a decent amount, or work off the fare. It may also be fun to throw in a dispute with another passenger (it's assumed that the Rebels can't afford to "buy" the ship for the whole flight and must share it with travelers en route to another world along the trade paths).

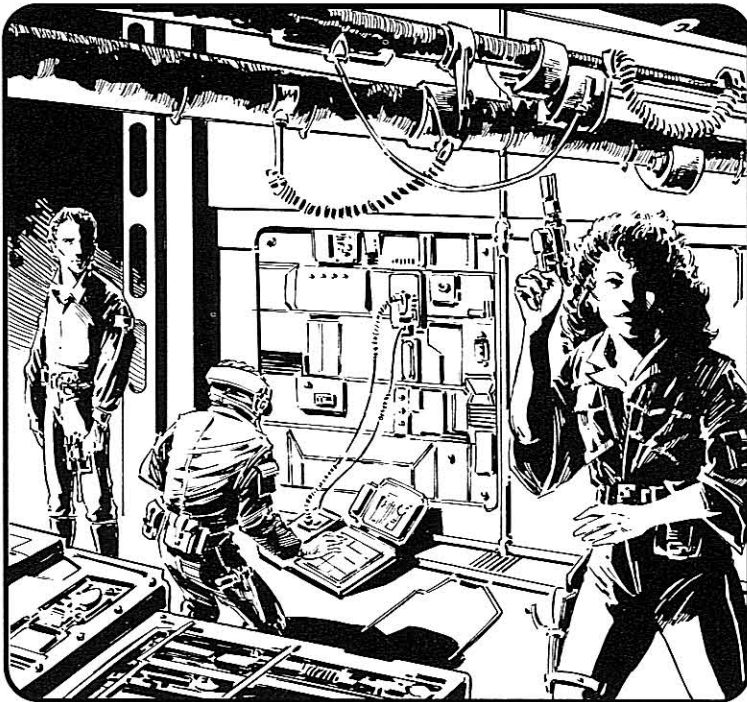
If the Rebels do have their own ship, they will probably want to concoct a cover story for themselves and disguise their ship's identity somehow.

Deception on Deysum III

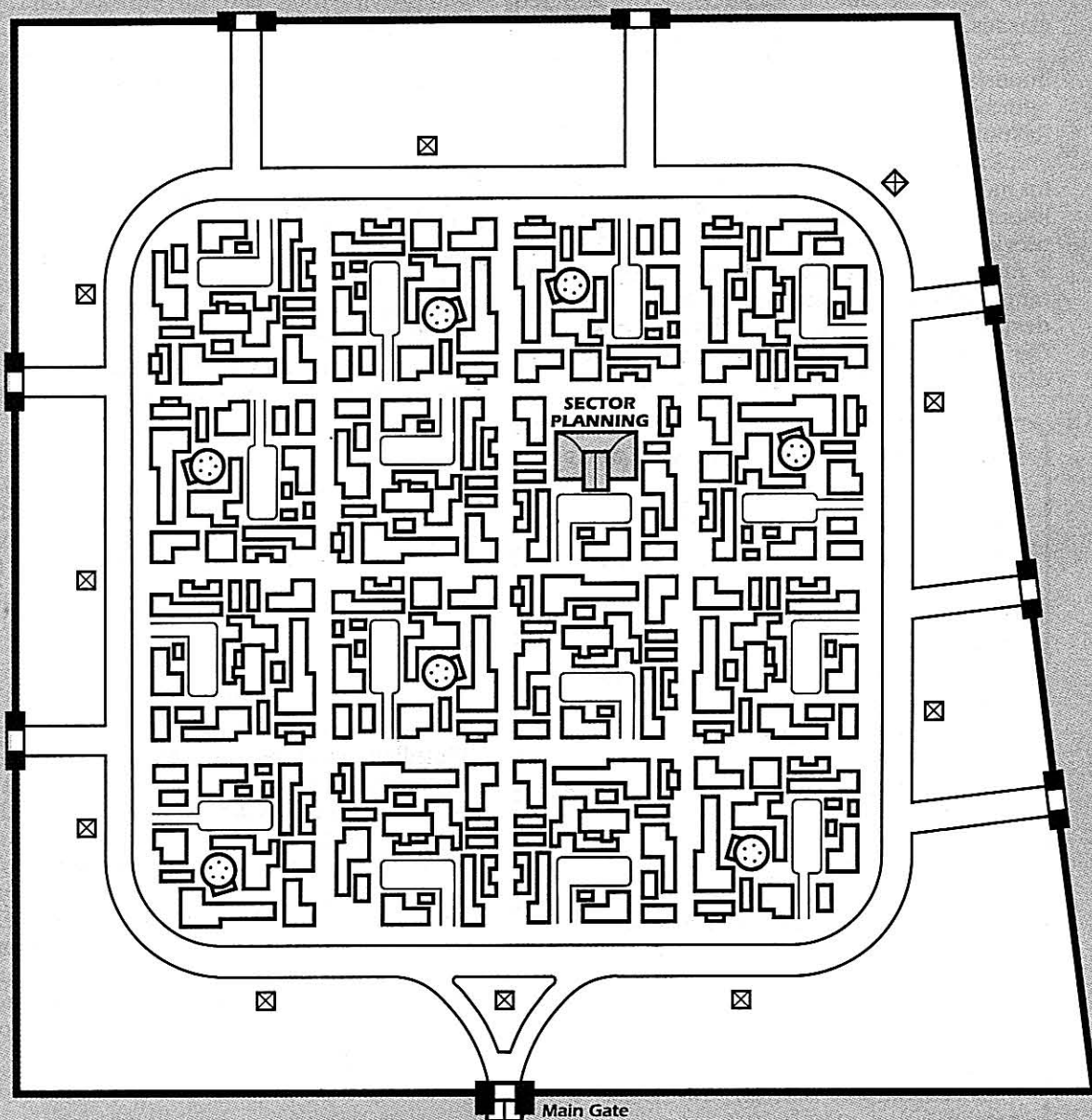
Deysum III is a world that has suffered from the uncontrolled growth of industry. There are several large population centers, including the capital city of Dragnoor. Everything outside of the city boundaries is wasteland, with pits of toxic chemicals and polluted streams and rivers. The soil cannot support any crops and the only surviving life forms are in the zoos. Anyone venturing into "the wastes" is carefully screened and decontaminated upon their return to a city. Several domes are being built over the major cities so that air may be filtered before being breathed by the residents.

Deysum III is also a world where the forces of oppression are visible at every turn. The Imperial flag and seal adorns everything in sight. Even the space port area and the poorer neighborhoods are inundated regularly with Imperial propaganda, from computer data tapes to the holo broadcasts. Everyone wears an identity bracelet (all visitors are issued one upon arrival), and strangers are detained and questioned regarding anything that looks even remotely suspicious. Imperial Army squads patrol everywhere, although they seldom enter private facilities unless "something suspicious" appears to be going on.

This environment provides a good opportunity for the Rebels to use *con* skills to get out of any troublesome situations. While the planet is firmly in the control of the Empire, the populace is quiescent more through fear than loyalty. The average citizen won't assist any Rebel operatives and may even report Rebel activities, but a few sympathizers exist who could intervene on behalf of the Rebels. While the Rebels should get the feeling that they are just about to be caught every step of the way, the actual threat should be minimal unless the Rebels unwisely make their allegiance well-known.



GAMEMASTER DIAGRAM **Imperial Resources Base**



0 1
KILOMETERS

⊠ : Troop Watch

Rebels who take a look around will realize that, while planetary security is high, the world is generally unsophisticated. Just by observing the people crowding the streets, they will realize that most have been intimidated into following the edicts of the Empire, and the stormtroopers are well aware of the power this fear gives them. Rebel actions are virtually unheard of. Criminal elements aren't considered a threat to the bureaucracy, so they are allowed to exist as long as they don't become a menace to the monied classes.

The Rebels must get access to the planet's Imperial computer network. The most detailed information will be available at the huge Imperial Resources Base, in the city of Klerint. The base employs half a million beings and is responsible for military and civilian planning for Trax Sector. Imperial Intelligence also maintains a headquarters in the base, which boasts 300 buildings over a nine square kilometer area. There are any number of ways of sneaking into the complex, despite its extensive Imperial Army guard (i.e., the Rebels could pose as engineers arriving to discuss the construction project). Troops can be

seen patrolling the entire area, and often use personal hover transports to get to different sections of the base. Once inside the base, the Rebels must make every effort to avoid detection, because once the shooting starts, the odds are that the Rebels will be defeated.

Accessing the computers inside the base takes a Moderate *computer programming* roll. If the Rebels are able to get into the Sector Planning building, a Very Easy *computer programming* roll will provide them with the information they are looking for.

The Rebels may also be able to access the Imperial computer network from one of the planet's computer stations. To do this, the Rebels will have to make three Moderate *computer programming* rolls in succession.

• **Imperial Soldier (Deysum III City Patrol):** DEX 3D, blaster 5D, dodge 5D+2, melee 4D+2, melee parry 4D+2; KNO 1D+1, languages 2D; MEC 1D+1, repulso/lift operation 2D+2; PER 2D, command 3D, hide/sneak 3D, search 3D+1; STR 3D+1, brawling 4D, stamina 4D+2; TEC 1D, security 2D+2

Equipment: Blaster rifle (damage 5D), club (damage 4D+1), comlink, protective vest and helmet (+2)

• **Imperial Army (Imperial Resources Base):** DEX 3D+1, blaster 5D+2, dodge 5D+2, melee 5D, melee parry 4D+2; KNO 1D+2, cultures 3D, languages 2D+1; MEC 1D+2; PER 2D, command 3D+2, hide/sneak 3D+2, search 4D+2; STR 3D+2, brawling 5D, stamina 4D+2; TEC 1D+2, security 3D

Equipment: Blaster rifle (damage 5D), club (damage 4D+1) comlink, uniform

Bissillirus Resupply Base Specs

Construction to begin in five days.

Construction to be completed in 14 days.

Commander: Colonel Randall Jaggert

Height: 1,540 Meters

Diameter: 200 Meters

Facilities:

Accommodates up to 1750 personnel.

Personnel:

608 Naval troops

36 pilots

376 support administrative personnel

6 landing bays

2 docking hoods

24 TIE/ln fighters

3 *Lambda*-class shuttles

2 Loronar Regulator X-Q2 System

Patrol Craft

Armament:

Scale: Capitol Ship

Reinforced Hull: 5D

Weapons:

20 Turbolaser Batteries (fire separately)

Fire Control: 4D

Damage: 5D

A Secret Revealed

To their horror, the Rebels will discover that Bissillirus is to be the site of a new Imperial Resupply Base. The same qualities that combined to make Bissillirus attractive to traders — ease of access and proximity to trade routes — also makes the system an excellent stopover point for Imperial convoys. The resupply base will have over 600 soldiers, two dozen TIE fighters, two system patrol craft, three Lambda class shuttles, and over 400 administrative and support personnel. The base will be bristling with armament and will be able to service up to eight large transports at once.

If the adventure is dragging, the Rebels could be discovered by a small patrol. If they can get access to a high-speed repulsorlift vehicle, they may be able to blast out of the base's gates and get away, since the troops aren't used to displays of force. The Rebels will then have to engage in an elaborate game of hide-and-seek in the cluttered and polluted streets of the city.

Cut to ...

At some point after the Rebels have discovered the Empire's plans to build the orbiting resupply base, they should pass by the slave auction, thus propelling them into Episode Two. Cut to "Rebel Enslaved."

Repulsorlift Sled

Craft: Tykannin Turbines 3-2-XR

Type: Repulsorlift Sled

Crew: 1

Passengers: none

Speed Code: 6D

Maneuverability: 1D+1

Scale: Speeder

Body Strength: 2D

Weapons:

One Light Blaster Cannon

Fire Control: 2D

Damage: 2D+1

Episode Two

Rebel Enslaved!

Adventure Background

Having obtained the information they sought on Deysum III — namely, that the Empire plans to build a resupply base in the Bissillirus system — the Rebels are attempting to make their way off-planet. The city is crawling with stormtroopers and Imperial agents, and it is difficult to know whom to trust. The easiest way to avoid detection is to mingle with the crowds in the bazaars, all the while mulling over how to find a ship to get away from Deysum III (if the Rebels do not have one of their own). But while so occupied, they make a shocking discovery ...



Shackles for a Rebel

As the Rebels move through the bustling city streets, they pass by a slave auction in full swing. When they do, they hear the smooth, unmistakable voice of a Devaronian shouting, "Sold! To Quintarus Returyl, representative of the Spice Mines of Kessel!" This is followed by the equally unmistakable bellow of an enraged Wookiee. The Rebels glance up to see the furry figure of a large Wookiee struggling futilely against his bonds. He is bellowing and thrashing around with his great body, but to no avail.

At this point, one of the Rebels recognizes the Wookiee. "Hey, that's Kentara," the Rebel whispers to her companions. "He's one of us!"

Kentara was a stalwart member of the Rebellion until just after the Battle of Yavin. Afterwards, when many of the Rebels were getting assigned to search for new bases for Alliance forces, Kentara disappeared. No one knew where he had gone, but rumors stated that he had been assigned a secret mission by General Cracken himself. No one had seen the Wookiee since.

Courses of Action

It should be obvious to the Rebels that they cannot leave one of their fellows in the hands of slavers. They will have to try and rescue Kentara before escaping the planet. Since the bazaar is crawling with stormtroopers, the Rebels would be ill-advised to start a shoot-out immediately. They need to find out where Kentara is being held and break him out at night.

If the Rebels work their way through the crowd to either the auction block or near where Quintarus Returyl is standing, they can overhear the following:

- The Wookiee will be held by the slavers until noon tomorrow, after which Quintarus will come to the camp with a contingent of his personal security guards to pick up his purchase.
- Quintarus is staying at the *Dancing Duinuogwuin Inn*, located in the richest section of the city.

- Harthusa, the Devaronian, gives directions to the slaver's compound to one of Quintarus' representatives, locating it five kilometers east of the city.

After the auction ends, Quintarus goes with his armed guard back to his inn, and Harthusa and his guards head back to the compound with their slaves, both sold and unsold.

The Rebels have two options: one is to try talking Quintarus into selling or surrendering the Wookiee, the other is breaking Kentara out of the slavers' compound. If they want to talk to Quintarus, they must go to the *Dancing Duinuogwuin Inn*.

The Dancing Duinuogwuin Inn

This inn is located in the affluent business district of the city. There is a strong stormtrooper and Imperial presence here, so the Rebels will have to be on their guard.

Not many non-humans stay at the inn, but there are a few — their presence there is a sure sign of their wealth, as the *Duinuogwuin* is very expensive.

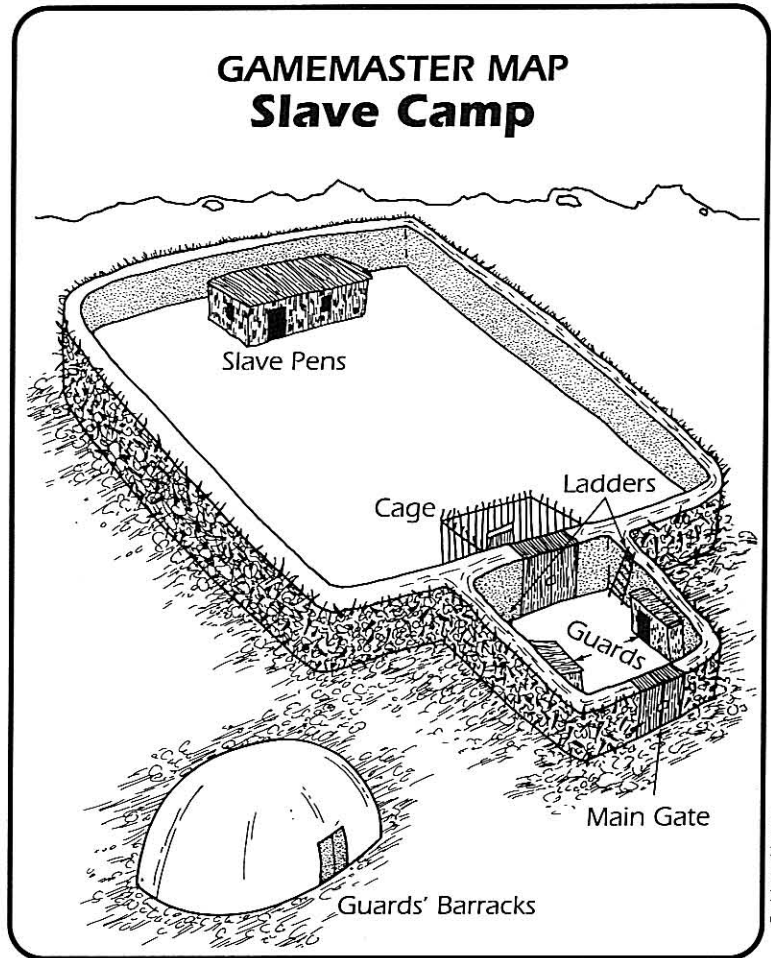
The Rebels will find it difficult to get in to see Quintarus. Security is extremely tight in the inn and in the neighborhood as a whole, making a break-in a poor approach to the situation. It is possible to bribe the doorman to take a message to Quintarus, providing the Rebels can convince him that they are wealthy traders with a business proposition for the spice merchant (Difficult *con* roll).

Quintarus will welcome them into his suite, but will not dismiss his five guards (after all, a man in his position must be prepared for anything). He will listen politely to an offer for the Wookiee if the Rebels choose to make one, but convincing him that they really are businessmen with the money to back up their talk will take a Very Difficult *con* roll. Even if they do succeed, Quintarus will insist on seeing the money up front. If the Rebels hedge, he will order his guards to throw them out.

Starting a firefight will gain the Rebels nothing. The noise will bring Imperial soldiers on the run, and even if they could get away with killing Quintarus, he does not have the bill of sale for Kentara on him, so his death would not help free the Wookiee. The Rebels would be better off simply leaving the inn and making other plans.

- **Quintarus Returyl:** DEX 2D, blaster 3D, dodge 4D; KNO 4D, bureaucracy 6D, languages 5D+1, planetary systems 5D; MEC 3D+2; PER 3d+1, bargaining 7D, *con* 6D+1, gambling 5D+1; STR 2D; TEC 2D

Description: A consummate businessman, Quintarus has seen all the scams there are and is



Cathleen Hunter

not easily taken in. He is always interested in a legitimate offer, but hasn't the patience for games.

Equipment: Hold-out blaster (damage 3D+1)

- **Personal Guards (5):** DEX 3D, blaster 4D+1, dodge 4D+1; KNO 1D+1; MEC 1D+1; PER 2D; STR 3D+1, brawling 4D+1; TEC 1D

Equipment: Blaster pistol (damage 4D)

Assault on the Slave Camp

The Rebels should have a great deal more luck raiding the slave camp. Though slavery is technically legal in the Empire (at least, enslavement of criminals and some non-human races is still looked upon with favor by the authorities), most people find it somewhat distasteful. So, to make the apparatus of slavery less offensive, the Empire has decreed that all slave compounds be located not closer than five kilometers from any major city. Auctions can be held within the city limits, but the actual storage of the "cargo" must be done at the camps.

Deysum III is a highly industrial world and one without a conscience. The surface of the planet, once lush and green, is now either covered with



settlements or scarred and pitted waste. The slave camp lies in one of these wasteland areas.

Composed of scrap metal and reinforced concrete, the walls of the compound are over five meters high. Jagged and rusty spikes protrude from both sides and make climbing the wall a Moderate task.

There are four guards constantly on duty on the wall. Since they are more concerned with the slaves breaking out of their pens than someone sneaking in, their *Perception* of anyone sneaking up to the wall is lowered by 1D.

- **Slaver Guards (4):** DEX 2D+2, blaster 3D+1, melee 3D; KNO 2D+1, alien races 3D, languages 3D, streetwise 2d+1; MEC 2D+2; PER 3D+2, command 4D, search 4D+1; STR 3D, brawling 3D+1; TEC 2D, security 4D

Equipment: Force pike (damage STR+2D), heavy blaster (damage 5D), and three sets of force cuffs (Very Difficult *Strength* roll to break).

The walls on which they walk surround the slave compound. This area is, during the day, where the slaves can take their exercise under the watchful eyes of their captors. At night, the slaves are locked in their slave pens. There are 19 slaves of various races in the pens, including Kentara. Each pen has a separate lock requiring a Difficult *security* roll to pick.

Adjacent to the slave compound is the guards' barracks. There are six additional guards in the

buildings there, and all have identical statistics and equipment as the ones on the wall. The gates to each compound are tough enough to stand up to heavy weapons fire, but the locks, which can only be picked from the outside, are much less sophisticated than those on the pens. They only require a Moderate *security* roll to pick.

The only key to either set of locks in in Harthusa's possession (see below).

Harthusa's Dome

Located about 100 meters from the slave compound, Harthusa's dome is in striking contrast to the squat, ugly buildings that house his "goods." The doors to the dome are ornate and striking, and the entire structure has been colored a pleasant light blue.

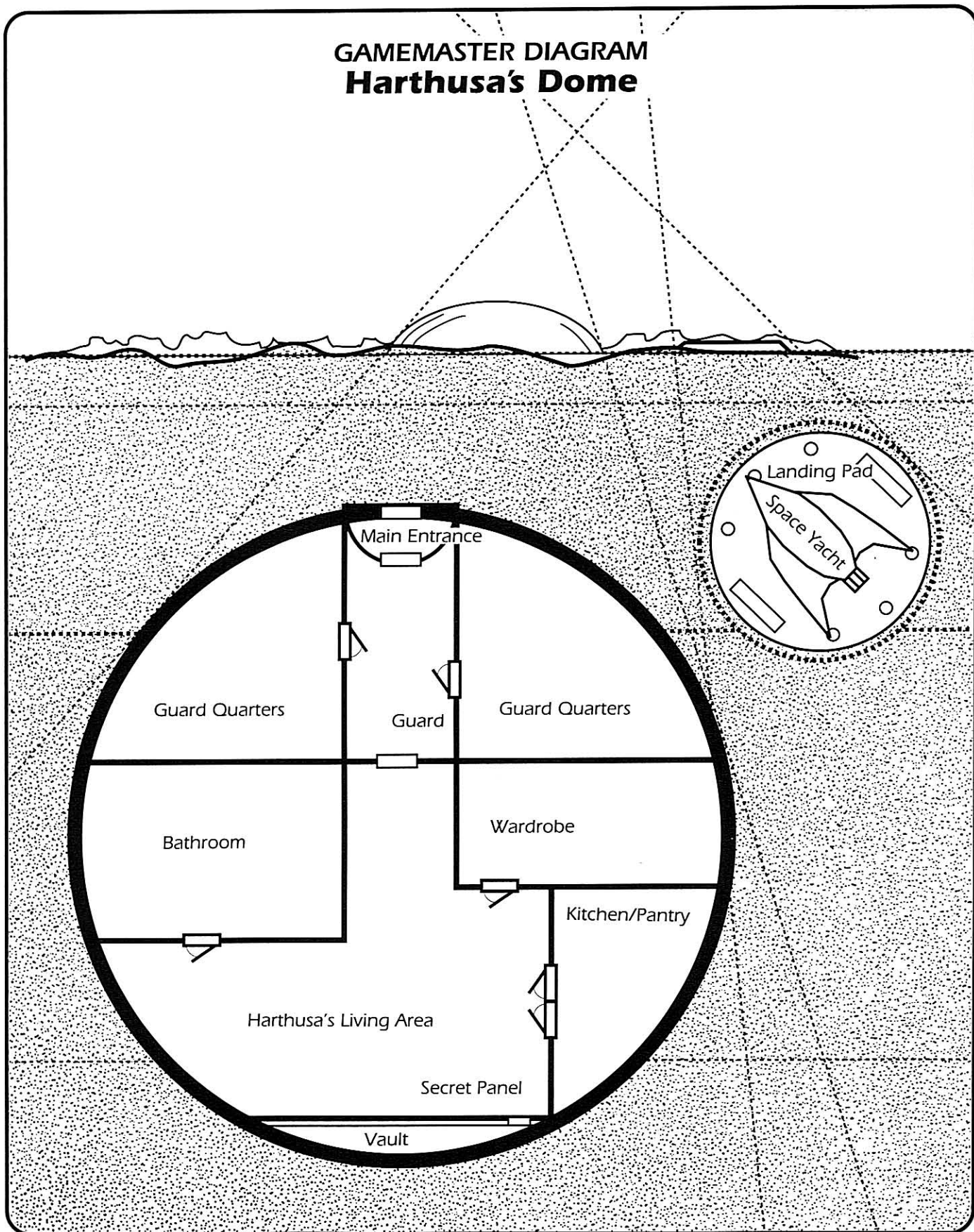
The doors to the dome are very well made and the locks require a Difficult *security* roll to pick. The same is required to penetrate the inner door. The doors to the guards' bedrooms are unlocked.

Beside the dome is a small landing pad upon which rests Harthusa's space yacht.

- **Harthusa's Bodyguards (2):** DEX 3D, blaster 4D+1, dodge 4D, brawling parry 3D+2; KNO 1D+2, alien races 2D+2, survival 3D; MEC 1D; PER 2D, command 3D+1, search 3D; STR 4D, brawling 5D, stamina 4D+1; TEC 1D, security 2d+2

Description: Of all the guards, these two Defel are the most fiercely loyal to Harthusa. They

GAMEMASTER DIAGRAM Harthusa's Dome



were freed from slavery by him after he saw what the pair did to several other slaves that attacked them. In the manner of their race, they have repaid his "kindness" tenfold.

Equipment: Heavy blaster (damage 5D)

Harthusa's room is more like a pleasure palace than a simple sleeping chamber. He has filled the room with treasures from all over the galaxy for his amusement. Soft music and the sound of running water fill the air, and cushions and plush carpets adorn the floor.

Harthusa spends most of his time in this chamber, often with female company. Tonight, after the stress of the auction, he is alone. The spice merchant had paid him well, and he has been celebrating in grand fashion, by getting drunk.

• **Harthusa:** DEX 2D, blaster 3D, dodge 4D; KNO 3D, alien races 4D+2, cultures 4D, languages 5D+2, streetwise 3D+2; MEC 1D, starship piloting 3D, astrogation 2D; PER 2D+2, bargain 4D+2, command 4D, con 4D, hide/sneak 3D+2; STR 2D+1; TEC 1D

Description: Harthusa is a cunning coward. If the Rebels wake him up, he will beg, plead, lie, bargain, and do whatever it takes to save as much of his accumulated wealth as possible, and only incidentally, his life as well. If at all possible, he will not engage in combat, even if he is at an advantage. He will, if pressed, defend himself, but he would much rather run away.

Equipment: Modified hold-out blaster (damage 3D+2), keys to all the locks (including the secret vault), jewelry (value 300 credits)

The Secret Panel

If the Rebels search the flat back wall of the dome, a Difficult *search* roll will enable them to find the secret panel that leads to Hastura's vault. Though he keeps most of his wealth in the Imperial Bank, he has held on to some liquid savings "for a rainy day." The accumulated treasure amounts to approximately 25,000 credits and weighs about 300 kilograms. Also enclosed in the vault is the security code for his space yacht.

If the Rebels look like they are going to blast Harthusa, this will be his last ploy: offering his treasure, including his ship, in exchange for his life.

Harthusa's Space Yacht

Craft: Harthusa's Pride

Type: Modified Private Space Yacht

Crew: 1

Passengers: 4

Cargo Capacity: 75 metric tons, 30 cubic meters

Consumables: 1 month

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backup: Yes

Sublight Speed: 5D

Maneuverability: 1D

Hull: 2D

Weapons:

One Laser Cannon

Fire Control: 2D

Damage: 2D

Shields: 1D

Cut To ...

After the Rebels have saved the slaves (hopefully they will try to save all of them and not just Kentara), they would be well-advised to flee the planet as soon as possible. Kentara's companions will choose to remain on Deysum III, taking advantage of whatever Rebel underground still exists to eventually get passage off-planet. That way, if the Rebel characters fail to escape, there will still be someone free to save them.

The easiest way for the Rebels to escape is to take Harthusa's ship. If they appear to be dawdling — collecting treasure, etc. — have some of Quintarus' guards show up a little early to collect their master's purchases.

Escaping Deysum III is not as difficult as it might at first seem. The planet is so firmly under Imperial control that the ships patrolling the sector expect little trouble. Surprise should be on the Rebels' side, and if they move swiftly enough, they should be able to lose any pursuing vessels.

Once the Rebels are safely on their way to Bundim, cut to "Episode Three: Return to Bundim."

Episode Three

Return to Bundim

Adventure Background

With both Kentara and the Rebels safely off Deysum III, it seems the time has come to take action on the data discovered there. But the Wookiee has other plans, demanding that he be taken back to Bundim to aid in the struggle against the Empire.

The ship's computers contain the most recent information on Bundim:

"A world which has become the symbol of the struggle in the Trax Sector, the Rebellion had been active on the planet for many years. In recent months, public opinion swung in favor of the Alliance. This temperate world, known for its beautiful oceans and sparkling lakes, was also becoming known as a beacon of freedom to

the oppressed people of the galaxy. This condition was a temporary one.

"Imperial action began three Standard Months ago. Tramp freighters departing the system radioed a frantic call for help and communications were then cut off. Three Standard Minutes later, an Imperial Star Destroyer and its full complement moved into orbit around Bundim. The troops landed and started the 'pacification' of the world. An estimated 60,000 people were rounded up and transported into the wilderness. Some were killed, others suffered brutal torture, but most were sent to hastily constructed reeducation camps in the planet's forests. Rebels on the besieged world decided to take steps to alleviate this situation.

"Offensive against Imperial forces met with





success over first two Standard Weeks. Six AT-AT walkers destroyed by sabotage, Imperial troops routed in several battles. Battle of Heg disastrous for Rebels, with over 5,000 troops killed and twice as many captured. Capital city turned into a smoking ruin after three days of artillery assaults and bombing."

Kentara was one of the first Rebels to be captured at Heg. Fortunately, the Imperials did not recognize his importance, leaving him alive. It is a decision they may soon regret.

The Bundim Gambit

Kentara is determined to return to Bundim and no amount of persuasion will get him to change his mind. Of course, he expects the Rebels to fly him to the heart of the combat zone. He will provide them with a detailed overview of the strength of the occupation fleet at the time of his capture.

The Rebels will have to break through the Imperial blockade and get to the Ghentiw Northern Mountains, where an important Rebel outpost is located. Of course, it will be difficult for the Rebels to sneak through the fleet, especially if Harthusa was left alive (he will no doubt have reported the theft of his ship), so they must arrange a distraction. The two most effective means of getting onto Bundim are detailed below.

The Risky, but Sneaky Method

After looking over the deployment of the Imperial fleet and making a Moderate *starship tactics* or *Knowledge* roll, one of the Rebels will note that a patrol craft cruises the perimeter of the system once per day. The cruiser also swings by Bundim. It may be possible to lure the patrol craft into a trap near the fringes of the system, and if its communications gear were to be crippled immediately, the Rebels could board the ship without the rest of the Imperial fleet being warned. If they subsequently claimed a severe system failure near Bundim, they might be able to fake a "crash landing," and arrive planetside without arousing Imperial suspicions. Kentara can suggest this plan if none of the players hits upon it.

The problem with this approach is that the patrol craft stands a good chance of getting a warning off to the fleet (by the second round of combat). However normal space communication is line-of-sight, so if the patrol craft can be lured to a spot where a planet stands between it and the fleet, the Rebels will have a few more rounds grace (at least until the cruiser can clear the planet).

Once the Rebels have taken the ship, it will be a matter of several Moderate *con* rolls and some fancy flying to pull off the "crash landing" sce-

nario. With excellent roleplaying or a Difficult *con*, the Rebels may be able to convince the lowly Imperial communications officer that they have been ordered to the planet, as an alternative to crash landing.

The Risky, but Less Sneaky Method

Although this plan seems like an excellent way of fulfilling a death wish, there is a slim chance of survival.

The Imperial fleet has settled into “pacification” mode — all of the Rebel Alliance’s starfighters have been destroyed and all space traffic has been stopped. The battle has been reduced to rooting out small but determined pockets of resistance. The last thing the Imperial commanders expect is for a poorly-armed space yacht to blast its way onto an occupied planet.

However, the fleet will respond appropriately — a group of four TIE fighters will be sent to destroy the Rebels’ ship. The Rebels would be wise to pretend to be shot down rather than slug it out. By the time Imperial ground forces can get to the ship, the Rebels could be long gone.

After “landing,” the Rebels may be allowed to advance to the Rebel base without any difficulty or they can be forced to endure the “dangerous overland trek” type of adventure (see “Game-master Map: Bundim” on the following page). Kentara is thoroughly familiar with the planet, so this won’t be an adventure in unknown lands, but there should be a full understanding of just how dangerous portions of Bundim can be. The Rebels will also have to dodge Imperial patrols using everything from speeder bikes to Juggernaut heavy assault vehicles (see pages 70 and 72 of *The Imperial Sourcebook*).

Patrol Cruiser

Craft: Loronar Regulator X-Q2 System
Patrol Cruiser

Type: Inter-System Patrol/Customs Craft

Length: 150 Meters

Scale: Capital Ship

Crew: 14

Troops: 15

Hyperdrive Multiplier: None

Nav Computer: No

Hyperdrive Backup: No

Sublight Speed: 3D+2

Maneuverability: 2D+2

Hull: 4D

Weapons:

Five Laser Cannons (fire separately)

Fire Control: 2D+2

Damage: 4D

Shields: 2D+2

To increase the tension level, the Rebels may finally get to the base only to find that it has been evacuated or that there has been a large battle there. At this point, the Rebels will have to use their wits and luck to find other Rebel operatives.

Hello and Goodbye

Upon encountering the Bundim Rebels, the Rebel characters will be advised by them to return to Draenell’s Point as soon as possible. The Rebel leader, a Mon Calamari named Kray’geen T’ihar, tells the characters that they can learn from Bundim’s mistakes. He instructs the Rebels on how to set up a Rebel cell network that will be able to gather information and materials without causing a similar invasion fleet to be brought down upon the planet (see Chapter Two, “Rebel Cell Construction”).

• **Kray’geen T’ihar:** DEX 2D, blaster 4D+2, dodge 4D, heavy weapons 2D+1, melee 3D+1, melee parry 4D; KNO 4D+2, alien races 6D+1, bureaucracy 5D, cultures 6D, languages 7D, planetary systems 5D+2, streetwise 5D, survival 5D+2, technology 5D+1; MEC 1D+2, astrogation 2D+2, beast riding 2D, repulsortlift operations 3D, starship piloting 3D; PER 3D, bargain 3D+2, command 5D, con 4D+1, search 4D; STR 3D, brawling 3D+2, stamina 4D, swimming 4D+2; TEC 2D+2, computer programming/repair 3D+2, demolition 3D, Droid programming/repair 4D+2, medicine 4D+2, repulsortlift repair 3D+2, security 4D, starship repair 3D+1

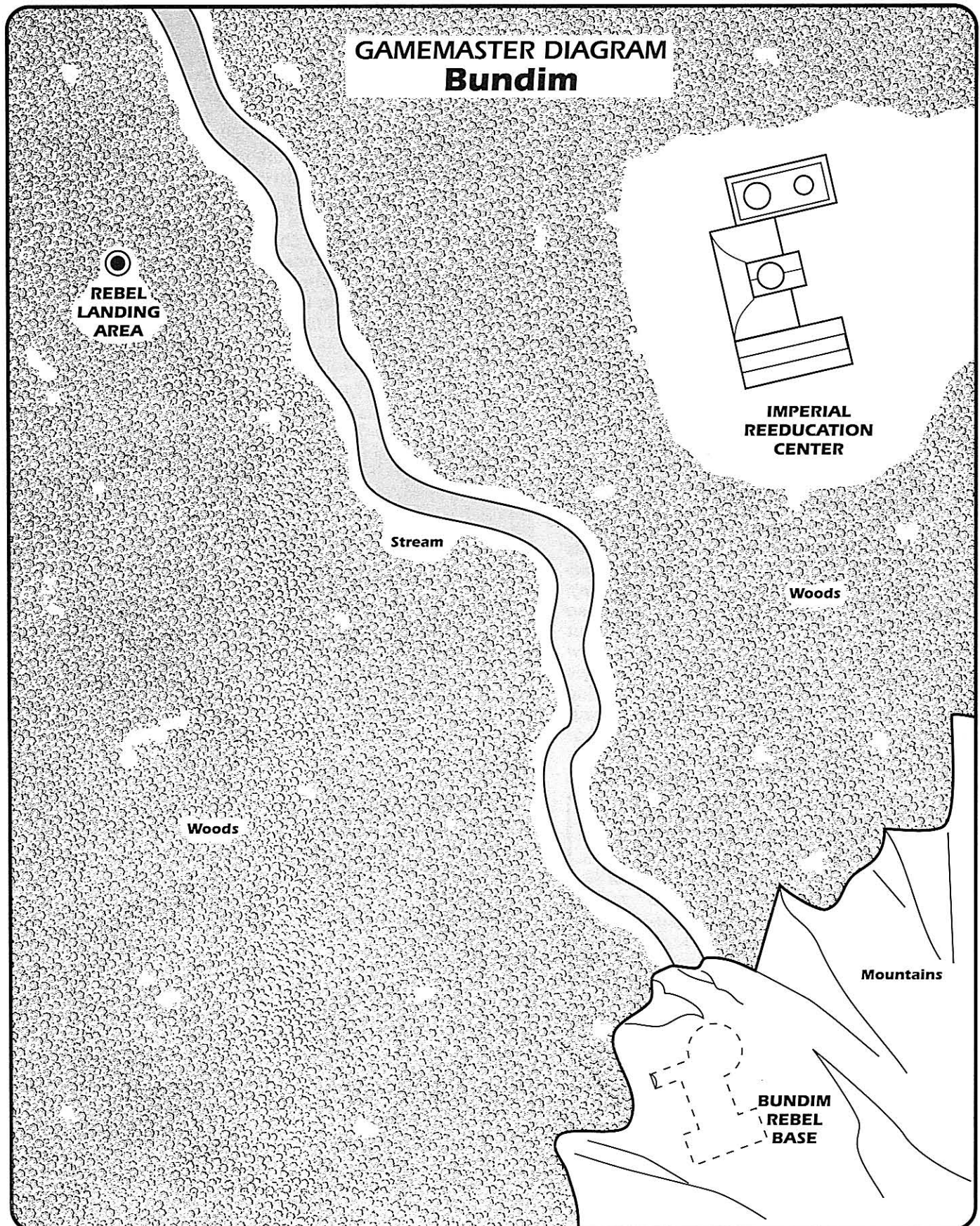
Description: Kray’geen has proven himself a capable leader, taking over Bundim’s Rebel network in a period of crisis several years ago. He has skillfully built up the Alliance’s military and economic resources on this world.

Equipment: Heavy blaster pistol (damage 5D), blaster rifle (damage 5D), comlink, pocket computer, computer tool kit, Droid tool kit

The Rebels should realize that they must return to Draenell’s Point. Unfortunately, the vessel they arrived in will either have been damaged in the “crash landing,” or discovered and confiscated by Imperial soldiers. Their only options will be to hire transport or book passage on an outgoing vessel. The Bundim Rebels can probably provide information on which ships are scheduled to depart from the starport.

Cut To ...

Once the Rebels are ready to leave Bundim, cut to “Episode Four: Going My Way?”



Episode Four **Going My Way?**

Adventure Background

The Rebels begin this adventure on Bundim, a heavily-blockaded world. Bundim, which is described in the previous episode, is a world on which the Rebellion once prospered, but which is now being crushed under the Imperial heel.

The Rebels came to Bundim to deliver a Wookiee Rebel back to his comrades, and now need to return to Draenell's Point. But with the vessel they used to get here unavailable, they must find other means of transport off the planet. In addition, it is possible that Imperial authorities may be looking for them with regard to their activities on Deysum III.

This episode begins with the Rebels arriving at the starport, seeking a way off Bundim.

Do You Know the Way to Draenell's Point?

The Rebels essentially have two options: chartering a ship (possibly with the money they took from Harthusa), or booking passage on a vessel. If they attempt the former, they will encounter only frustration. Virtually all the captains they could trust are "laying low" due to the increased Imperial interest in the system, and any others might be in the pay of Imperial Intelligence and planning to fly them right into the Empire's hands.

Checking around the starport, the Rebels will find that there are a number of vessels scheduled to depart, with courses that take them in the general direction of Draenell's Point. Unfortunately, most of these are full. If they ask around, they will find that, in the wake of the Imperial crackdown, many people have decided to "take a vacation" from Bundim.

The only ship not booked solid is *Telgordo's Pride*, a luxury vessel run by an Imperial subsidiary company. Not the most comfortable of options, to say the least. But, *Telgordo's Pride* is leaving the next day and, if the Rebels don't want to stay on Bundim to be rooted out, they had better figure out some way to get aboard.

Telgordo's Pride is one of the more impressive starliners in Telgordo Travel's fleet. This is no small distinction, as the company is one of the most influential shipping firms in the galaxy, run by men and women who are among the most trusted in the Empire.

The only reason *Telgordo's Pride* is on Bundim at all is by an incredible mischance. A week ago, the ship was cruising the spaceways with its normal complement of rich Imperials and hangers-on. Then, just after passing an Imperial checkpoint (Telgordo ships don't stop for checkpoints, they just pass by), the ship was hijacked.

The hijackers were rebels against the Empire, but ones not associated with the Rebel Alliance. They were representatives of the many races subjugated and exploited by the Empire: Wookiees, Mon Calamari, and Togorions, mainly. They took the ship with remarkable ease, a credit to both their ingenuity and the complacency of the previous owners. Marooning most of the passengers and crew, they fled to the nearest "safe" system: Bundim.

The Imperial presence, however, has severely shaken the hijackers. Originally, their plan was to sell the luxury liner and buy smaller, better-armed vessels to use in their fight against the Empire. Now, with the Star Destroyer hovering in-system like a watchdog, they have come up with another plan.

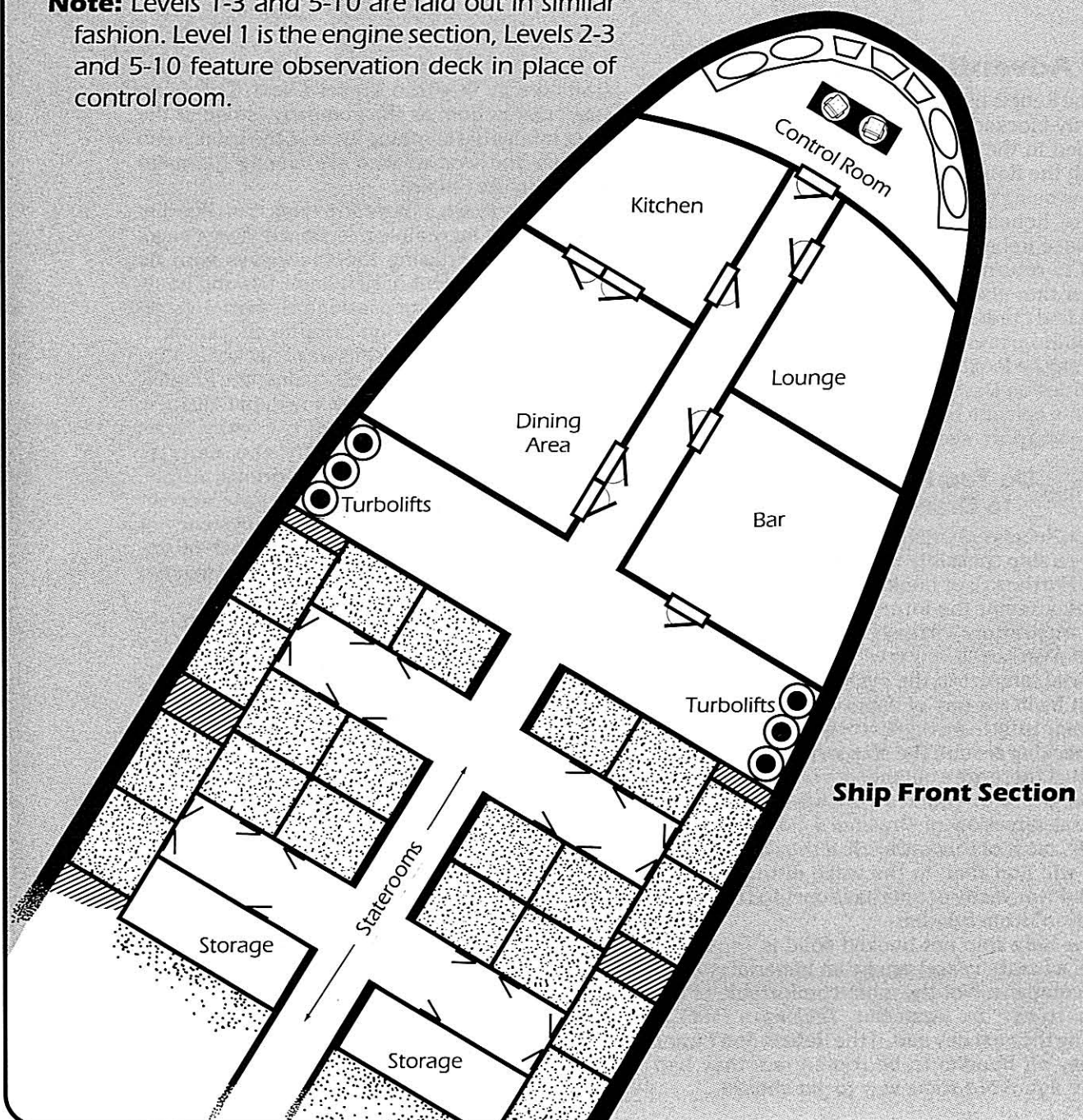
The hijackers have decided to pretend that it's all business as usual aboard *Telgordo's Pride*. They are slowly taking passengers and cargo aboard and will soon try to depart the system. They are extremely nervous about their plan, but see no other way out of their current predicament.

Ticket to Ride

As on many worlds throughout the Empire, the Rebels find that on Bundim, the portmaster keeps records of where each ship is and when it is departing, but each vessel handles its own

GAMEMASTER MAP Telgordo's Pride, Level 4

Note: Levels 1-3 and 5-10 are laid out in similar fashion. Level 1 is the engine section, Levels 2-3 and 5-10 feature observation deck in place of control room.





ticket sales. The Rebels must venture over to *Telgordo's Pride* themselves if they wish to book passage.

The "ticket agent" for *Telgordo's Pride* is a Gotal named Trill Dantor. When the hijackers decided upon their new plan, they figured he would be the one best suited to screening prospective customers. Given his natural abilities and general paranoia, the hijackers have chosen well.

• **Trill Dantor, Gotal Ticket Agent:** DEX 1D+2, blaster 3D, dodge 2D+2; KNO 1D, alien races 2D+2, language 3D; MEC 1D, starship shields 3D+1; PER 5D, split second notice 6D, bargain 5D+1, con 5D+2, search 6D; STR 2D+1; TEC 1D, starship repair 2d+2

Description: Dantor will be a little less friendly with the Rebels (or any other ticket buyers) than a normal ticket agent would be. On a Difficult *Perception* roll, the Rebels will notice that he is nervous about something.

However, he will be very aware of their mood as well. If they do not play their roles carefully, he will grow suspicious and they won't be allowed on board.

Equipment: Hold-out blaster (damage 3D+1), tickets, space suit (utility, on board ship), oxygen reprocessor (on ship)

The going price for a ticket aboard *Telgordo's Pride* is 900 credits, non-negotiable. A high price for simple passage, true, but a ridiculously low

one for a luxury liner like the *Pride*. A Moderate *Knowledge* roll will reveal that this is quite a bargain. If they ask Dantor about the low rate, he will just say, "The company's having a special," and leave it at that.

The Catch

Both groups of rebels are in a sticky situation. The Rebel characters must try to seem like loyal Imperial citizens going on a pleasure cruise, while the hijackers must screen each individual carefully. If anyone tries to buy a ticket who looks like a Rebel sympathizer, the hijackers have to refuse — it might draw Imperial attention to the ship and result in their exposure and arrest. On the other hand, if anyone appears to be too "pro-Empire," they won't want to accept him purely as a matter of taste.

The Rebel players will probably need to obtain forged customs papers (good enough to get by Dantor), and they will have to come up with the money for the trip (if they don't have Harthusa's cash). Needless to say, the crew of *Telgordo's Pride* is not interested in hiring new workers.

All Aboard

Once on board, the Rebels will find themselves surrounded by rich, loyal imperial citizens and, apparently, a crew of loyal *Telgordo* employees. The temptation for most Rebels will be too great to resist. However, the gamemaster

should caution them against too rash a maneuver until they get into hyperspace. Until then, that Star Destroyer could come down on this little ship hard. The Rebels need to play their roles carefully until such time as they are well away from Bundim, or they will alert the other passengers to their true identities.

The new crew of *Telgordo's Pride* will keep as far away from the passengers as they can during the in-system travel. Since this is a luxury liner and not a tramp freighter, it takes a considerable amount of time for it to work up to a hyperspace jump. During this time, the Rebels may encounter various passengers, including an Imperial lieutenant governor on his way through Bundim after a "well-earned leave;" a crusty and corrupt ex-Senator now in the pay of the Empire; a wealthy spice merchant and her sycophantic entourage, etc.

All of these people should be frightfully interested in the business of the Rebels and at the same time annoying and impossible to get away from. Whenever one person gets rebuffed, bring on another unsavory individual to torment the Rebels. Also, remind them constantly that they are under the watchful eyes of the ship's security guards.

Surprise!

By the time *Telgordo's Pride* finally hits hyperspace, the Rebels should be about ready to chew glow rods. With any luck, they have planned something along the lines of a hijacking of their own, or at least a little petty theft.

Regardless, as soon as the ship jumps to hyperdrive, armed "guards" will burst into their cabin(s) or surround them in the lounge area. A voice will come over the intercom stating:

"Welcome aboard *Telgordo's Pride*, formerly the flagship of the Telgordo Travel fleet. It is now under the command of the Rebellion and you are all our prisoners."

The pilot will then show himself to his stunned "guests." He is the leader of the hijackers, a Mon Calamari named Rutralli Optor.

• **Rutralli Optor:** DEX 2D, blaster 3D+2, dodge 3D, melee 2D+2; KNO 2D, languages 4D, technology 3D+1; MEC 2D+1, astrogation 4D, starship gunnery 2D+2, starship piloting 4D, starship shields 3D; PERCEPTION 2D+1*, command 4D, search 3D; STR 2D; TEC 2D+1, computer prog./repair 3D, medicine 3D+1, starship repair 3D+1

Equipment: Blaster pistol (damage 4D), space suit (utility), miniature life-support system, vibroblade (damage STR+1d+2)

*Rutralli is exceptional for his species

Also aboard are 10 other guards of mixed races (see above) and Trill Dantor. They intend to rob the passengers and then abandon them on a habitable planet off the beaten spaceways.

The Rebels have three options: fight, talk, or surrender. Since the hijackers have the obvious upper hand and are apparently working for the Rebellion (though the Rebels have never heard of any of them), fighting may seem a little crazy. Marooning is probably also not a viable option — there's no telling when the Rebels would be found.

The only other chance the Rebels have is to convince the hijackers that they themselves oppose the Empire. The Rebels will have to roleplay this extremely well; the hijackers are incredibly paranoid after the incident at Deysum III and have, supposedly, been taken in by the Rebels' previous performance — the one where they pretended to be loyal citizens of the Empire.

Feel free to make the Rebels sweat. Keep in mind that the hijackers are paranoid, but they are not lunatics — Dantor and Optor haven't survived this long by stubbornly refusing to bargain. If the Rebels remain reasonably calm (not an easy thing to do with Wookiees and Togorions breathing down your neck), and don't do anything foolish, they should be able to succeed. Rutralli will probably try tests to trick them, i.e., "See that fat merchant? Shoot him and I'll let you go," or "If you're Rebels, where's the Alliance's main base?" If the Rebels shoot the merchant or reveal the location (though Rutralli wouldn't know if they gave the right answer, anyway), he'll maroon them with the rest. "Real Rebels would never do that!" Use your imagination.

Cut to ...

When the Rebels do convince the hijackers of their true loyalties, then everything will be fine. The hijackers will maroon the rest of the passengers (on an out-of-the-way planet, of course) and take the Rebels to a safe starport from which they can easily get passage back to Draenell's Point. The hijackers will then say goodbye.

If the Rebels ask their brethren to come with them, the hijackers will probably decline, saying they need to sell *Telgordo's Pride* and buy some warships first. Then, well, they'll see.

Once the Rebels are on their way to Draenell's Point, cut to "Episode Five: Blades and Blasters."

Episode Five

'Blades and Blasters

Adventure Background

The Rebels have returned to Draenell's Point, a small, primarily agrarian, world "far from the bright center of the universe." But things have changed markedly since their last visit. This system was all but ignored by the Empire, but now there is a very conspicuous Imperial presence — ships, stormtroopers, and even an Imperial Governor.

The reason for this is that the Empire has decided to construct a resupply base in the Bissillirus system, and standard Imperial procedure dictates that the system must be "secured against Rebel action" before work can begin on the base.

What all this has meant to the people of Draenell's Point is a thorough crackdown on any activities deemed seditious. Martial law took effect immediately upon the arrival of the first Imperial vessel, and that meant the days of free trade were over. The ever-paranoid Empire, upon seeing happy, prospering citizens, immediately knew that Rebel activity had to be taking place on the planet. They imposed a curfew in the cities and have begun patrolling the rural areas.

Naturally, there was some initial resistance. Farmers objected to selling their products at one-quarter their value "to supply the Imperial garrison," citizens of the towns and cities spoke out against curfews and house-to-house inspections, and the local governments were displeased at the idea of Imperial overlordship.

But the Empire had done this sort of thing so many times before. Even before all their ships were down, Imperial agents began rounding up "Rebel leaders and sympathizers." They put up jails and guardposts and, before the people of the Point realized it, they were part of the Empire for real.

In this adventure, the Rebels need to use their knowledge of Rebel cell construction (see Chapter Two, "Rebel Cell Construction") to organize a

resistance to the Imperial forces. Otherwise, peaceful Draenell's Point will be crushed beneath the weight of the Empire.

Arrival

The first thing the Rebels have to do upon reaching Draenell's Point is find someplace to stay. Their best bet will be to set up a base of operations in the largest city on the planet, called simply Starpoint, the planet's only civilian starport.

This should not be too difficult. There are plenty of houses and buildings for rent in the city (the Rebels would be advised against staying in a public inn unless they have no other recourse); many people have fled to the country to escape Imperial oppression.

Once they have done that, the Rebels have to locate local pockets of resistance. Even on the tamest of worlds, there is some resistance to Imperial oppression, and Draenell's Point is no exception.

Among the places the Rebels should check for information are the local bars, and since this is a starport city, there are plenty. Unfortunately, many of them have become the off-duty haunts of Imperial officers and men. But if the Rebels check some of the seedier sections of town, they will find the *Farmer's Folly*.

The Farmer's Folly

The *Farmers Folly* is a tavern located as far from the starport as the city limits allow. It is a small bar, and, before the Empire moved in, it was avoided by all but the criminal element of Draenell's Point. Now, the "honest" criminals (those that object to the presence of Imperial forces on the planet) still hang out here, but they are often in the company of those whom they used to prey upon. The place has become a haven for those with a gripe against the Empire.

When the Rebels enter the *Folly*, they will immediately become the centers of attention. People move away and stare — not in fear, but suspicion. Just recently, there was a battle between rival youth gangs in the area, and the patrons are nervous about a possible strengthening of the Empire's repressive measures as a result.

Patrons of the bar include:

- **Kesha Weebe, bartender and owner.** Kesha has owned and run the *Farmer's Folly* for over a quarter of a century. A widow, Kesha is a tough old woman who knows when to mind her own business and who keeps an eye out for trouble;

- **Drukus Kain, local "farm tools" manufacturer.** Drukus is a big, burly man with a hot temper. He talks a lot, drinks a lot and, unless stopped by Kesha, fights a lot. While he does manufacture farm tools, that is only his cover business. In reality, he manufactures illegal weaponry (heavy blaster pistols, hold-out blasters, modified force knives) for the criminal element.

Since the Empire took over Draenell's Point, Drukus has been supplying the local youth gangs with weapons he hopes they will use to fight against the Imperials.

Drukus Kain: DEX 3D, blaster 4D+1, brawling parry 3D+2, heavy weapons 3D+1, melee 4D; KNO 2D+2, streetwise 4D, technology 3D; MEC 2D+2, beast riding 3D; PER 3D, bargain 4D, con 4D+1, gambling 3D+1, hide/sneak 3D+2; STR 3D, brawling 4D+2; TEC 4D+2, demolition 5D, weapons manuf./repair 5D+2, security 5D

Equipment: Hold-out blaster (concealed, damage 3D+1), vibroblade (damage 4D+2), 100 credits

- **Plessus Weege, Imperial spy.** Plessus was a small-time thief when the Imperials arrived. Knowing his skills would not be sufficient to get him a position working directly for the Empire, and also being a natural coward, Plessus decided to become an informer. He hangs around the *Farmer's Folly* and waits to hear rebellious talk, then he hightails it to the nearest checkpoint and informs on the "Rebel."

The stormtroopers and officers stationed on the Point use Weege, but they don't like him. They pay him less than he thinks is fair, but he has to be satisfied ... or else they'll let word of his activities leak. Currently, he is watching Drukus Kain and hoping the big man will make a slip.

Plessus Weege: DEX 2D+2, blaster 3D, dodge 3D+2, melee 3D+1, pick pockets 3D+2; KNO 3D, streetwise 4D+1, survival 4D; MEC 1D; PER 3D+1, con 4D+1, hide/sneak 4D+2, search 3D+2; STR 2D; TEC 1D+2, security 2D+2

Equipment: Vibroblade (concealed, damage 3D+2), 25 credits

There are four other customers in the bar, and all are talking in whispers about the local gangs and their activities. If the Rebels sit quietly and make Moderate *Perception* rolls, they'll hear:

Patron #1: "... Bentharr's boys painted that graffiti on the checkpoint walls."

Patron #2: "...when the fight was over, they all took off before the troopers got there to clean up."

Patron #3: "... was Droxie there? I heard she was with the Vibroblade gang now."

Patron #4: "... the Vibroblades have Bentharr, I hear, and they want a merger."

Patron #1: "... troopers can't even stop a gang and they're supposed to stop the Rebellion?"

That last comment comes from Drukus Kain. He is getting a little drunk, and the remark came out a little louder than he had intended it. The entire bar falls silent when he says it, and the Rebels notice the patrons glancing at Drukus and then in their direction.

Droxie

The tension sparked by Kain's words will be supplanted, but not eased, by the entrance of a teenage girl wearing a tight coverall and jacket. She is fairly attractive, but when she enters, the looks she gets from the patrons are more hostile than appraising. As she saunters up to the bar, the Rebels see that the back of her jacket is emblazoned with the stylized emblem of the Vibroblade gang: a silver vibroblade stuck through a bleeding rose.

When the teenager gets to the bar, Kesha walks up to her and calls her "Droxie." It is immediately obvious that the two regard each other with hostility. After a quiet exchange, the girl drops a packet on the bar and says, "If Bentharr's Boys want him back, then they can come get him," then saunters out.

At this point, the Rebels can feel free to talk to Kesha about what's happened, mainly because everyone else is. She relates that a few nights ago, "Bentharr's Boys," a local youth gang, had a fight with the "Vibroblade" gang. But, instead of just breaking up after a few passes, the fight turned ugly. Several members on both sides were severely wounded, and Bentharr, one of the gangleaders, was captured by the Vibroblades.

Bentharr's Boys are the gang that runs this area. The bar patrons, for the most part, like the Boys. Before the Empire arrived, they were just a group of kids who hung around in the streets, not causing any more trouble than would be expected. But in recent weeks they have become involved in a turf war with the Vibroblades. Al-



though both gangs have been known to strike out in small ways against the Imperial presence (graffiti, minor assaults on lone troops, occasional tomato throwing), their hatred for each other has distracted them from fighting their common enemy.

Droxie is the cause of the conflict. She had been Bentharr's girlfriend and second-in-command of the Boys before the Empire arrived. Then, for reasons unknown to the bar patrons, she left him and the gang and went over to the 'Blades. Bentharr and the 'Blade gang leader (a punk named Herafin) have been feuding ever since.

The Rebels should see an opportunity here. If they can meet with the two gangs and settle their differences, the Rebels will have the beginning of a resistance movement. The only common ground the two gangs have is their opposition to the Empire, but that should be enough. The first thing the Rebels have to do is free Bentharr. If he is killed while the 'Blades have him prisoner, it will mean an all-out war (if they don't figure this out, Drukus will probably say it).

The Rebels have an ally in Drukus. He wants the two gangs to unite and form a resistance unit, but he is reluctant to try and organize it himself. He will help the Rebels if they let him know that they share his goals.

Of course, Plessus Weege will want to inform his Imperial bosses about the "traitorous talk" in the bar. After the Rebels have learned what information they can, they will notice Weege skulk out of the bar. At least one of the Rebels should "have a bad feeling about this" and choose to follow. If

not, the now-drunk Drukus will get up, exclaim, "Where's that informing womp-rat headed ...?!" and stagger after the spy.

The Boys and the 'Blades

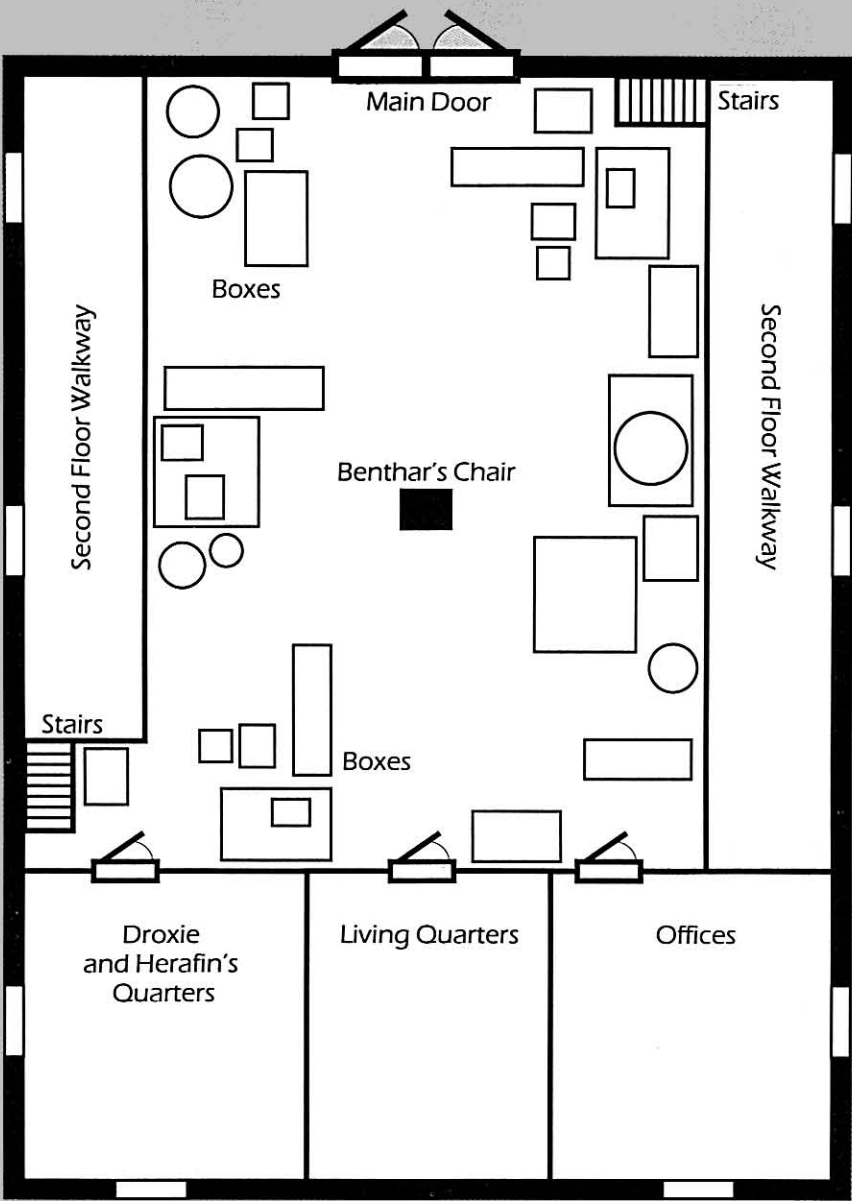
With any luck, the Rebels will get into a fight with Weege and begin to interrogate him. Before they get too far, however, they are interrupted by a group of teenagers exploding out of the shadows — between 10 and 20 of them. The gang — Bentharr's Boys — has the advantage of numbers and surprise, but will make clear they just want to talk to the Rebels.

Krystick Moonskimmer, Bentharr's new lieutenant, will do the talking. He informs the Rebels that the gang has had its eye on Weege for some time, and by attacking him, the Rebels have, to some extent, proven where their loyalties lie. The idea of this scene is to get the Rebels to volunteer to break Bentharr out of the warehouse he is being held in. Bentharr's Boys approve of this plan and will agree that, if the Rebels accomplish it successfully, the gang will listen to whatever they have to say.

There are 20 teenagers in the Vibroblade gang, but only about 10 will be at the warehouse at any one time. They have Bentharr tied to a chair in the middle of the large first floor room and they've been trying to "convince" him to betray his gang's war plans. They haven't tortured him, but they have been taunting him in his helplessness.

The idea for the Rebels is to break into the warehouse and either free Bentharr and escape unnoticed (not very likely), or to subdue the gang

GAMEMASTER MAP
The Warehouse



in a non-lethal fashion. They should be aware of the fact that killing a bunch of local kids is not the best way to start a Rebel cell. They can either try to intimidate or beat the kids into submission, but they should stop short of serious injury.

• **Typical Vibroblade Member (10):** DEX 3D+1, brawling parry 3D+2, dodge 4D, melee parry 4D, melee 4d+1; KNO 2D+1, streetwise 4D+1, survival 3D; MEC 1D; PER 2D, con 2D+2, hide/sneak 4D; STR 3D, brawling 3d+1; TEC 1D

Equipment: All the Vibroblades are armed with their namesake weapons (damage 4d+2). Droxie and Herafin each have a hold-out blaster (damage 3d+1). Each member has between 10 and 30 credits.

If the Rebels are able to free Bentharr with a minimum of bloodshed, they will be able to meet with both gangs and eventually bring them together. The Boys will be willing to hold up their end of the agreement and listen to the Rebels, and the 'Blades will concede the Rebel's right to ask a boon of them, as they were the victors in the fight. Both gangs simply need to be reminded that the Empire is the true enemy, and their own personal disagreements should be put aside for the good of Draenell's Point.

Having identified themselves as Rebels, the player characters will find themselves being regarded as heroes by the two gangs. In addition, it is quite likely that Droxie will develop a "crush" on one of the Rebels, probably the apparent leader. She is a "leader's woman," which is why she changed gangs in the first place (and started all the trouble).



Cut to ...

With the start of an active resistance movement on Draenell's Point, the Rebels should be ready to take the first step toward disrupting the Empire's plans for the Bissilirus Resupply Base. Cut to "Episode Six: Breakthrough in Bissillirus."

Episode Six

Breakthrough in Bissillirus

Adventure Background

Bissillirus Resupply Base. A simple decision made by an anonymous Imperial strategist that completely altered the agenda of the Rebel Alliance in the Trax Sector.

Up to now, Sector Command had been content to let the Rebel cell on Draenell's Point monitor the system and make sure food shipments get safely off-planet. Information on the Imperial resupply base has been scarce and unreliable — all that is known for certain is that the facility is expected to play a crucial role in Imperial plans for Trax Sector. Hard, accurate information on the base would give the Rebel Alliance a strategic advantage in the area, despite its relative lack of manpower and materials.

But finding out about the base seems to be next to impossible. Scheduling information is so well guarded that only a few very powerful individuals can get details. Security is so tight that not even a microbe could slip into or out of the base, and every attempt to pierce the veil of secrecy around it seemed destined to end in failure.

Or so the Rebels thought until their meeting with a trader named Hennilrum, an Alliance sympathizer and a valuable source of information. Hennilrum revealed that much of his data was provided by a mid-level bureaucrat on the base, Treffelt Wuin. The Imperial official claims to have information "of vital interest to the Rebellion," but is demanding sanctuary on a Rebel safeworld out of fear that his treachery is about to be discovered.

A Passage to BRB

The first part of the adventure is actually sneaking on to the station. Hennilrum will inform the Rebels that a Draenell's Point bureaucrat named Ensil Moiss has been summoned to the station for an important mission of some kind. The Rebels have the option of quietly taking out

Moiss' security escort, although they will have to ensure a quick and clean substitution. If Commander Jaggert of the Resupply Base finds out that anything strange is going on, he may change whatever plans are in the works.

The substitution will be difficult. The Rebels must sneak into the main space port (not hard since civilian ships are often docked at the port and many people have business there), but then they must subdue the guards without damaging the uniforms or attracting attention (there are a few lonely service corridors in the port that would serve their purposes admirably).

Fortunately, the uniforms' helmets have a blast shield, so human Rebels will have no trouble disguising themselves, but aliens have no chance of disguise. A Moderate *con* roll will be necessary to convince the lead security guard to do something outside of his orders, such as break up a fight supposedly occurring around the corner or something similar. This kind of ploy will be necessary to get the guards out of sight and into an ambush.

Ensil Moiss is not very attentive when it comes to his guards. He trusts them to know their job, which is to protect him at the expense of their lives. Once aboard the transport shuttle, Moiss will keep the lead guard up front with him for conversation (Moiss is an agricultural supervisor, so the conversation consists mostly of grumbling about how production is down due to lazy workers, how the resupply base is cutting business, etc.)

• **Ensil Moiss:** DEX 2D, dodge 2D+2; KNO 2D+2, alien races 3D+1, bureaucracy 4D; MEC 1D+1; PER 2D, command 3D; STR 1D+2; TEC 1D+2, security 2D

Description: Middle-aged, rotund, and obnoxious, Moiss should be a trial for the Rebels to put up with. He is quick to criticize anything and everything, and will drone on for hours about agriculture if allowed to.

• **Bodyguards:** DEX 2D+1, blaster 3D+1, brawling parry 4D, dodge 4D, melee 4D, melee parry 4D+2; KNO 1D+1; MEC 1D+2; PER 2D, con 3D, search 3D+2; STR 2D+1, brawling 3D+2; TEC 1D

Equipment: Blaster pistol (damage 4D), comlink

Upon arrival at the landing bay, a dozen TIE fighters can be seen on the flight deck (held in suspension above the deck in a strange gridwork), as well as a pair of small Imperial shuttles. There is more than enough room for Moiss' old shuttle. Although the station is certainly secure, Moiss says, he asks his guards to accompany him as a matter of planetary pride.

The Rebels should thus be able to board the base without undergoing any excessive scrutiny. But if the Rebels say anything to arouse suspicion in front of the Imperial guards they may be facing real trouble. The regular Imperial army troops are armed with blaster rifles and comlinks. While Moiss leads them through the station, they will encounter several squads of Imperial army troops and even a few squads of stormtroopers. Occasionally, they will overhear derisive comments about the quality of the planetary militia.

Moiss will lead them past several rooms containing computers, but no apparent security. Once Moiss arrives at the meeting room, they will be left in the main reception area. The Rebels are free to leave if they want to. Moiss mentions that the meeting will be over in two hours.

To find Wuin, the Rebels will have to access the station's computer systems. Hennilrum told the characters to mention his name once they found Wuin so that Wuin would know they were who they claimed to be. The Rebels will cross several rooms where there are no guards or security cameras; if they want to be difficult and try to access a more sensitive area, they can insist on going to an office where there are guards and other security measures.

Once at the computer, the characters will have to make a Very Easy *comp. prog./repair* roll to find out where Wuin is at present. The machine will reveal that he is in the middle of a physical recreation period at one of the health facilities deep in the station. The Rebels should realize that they must somehow acquire Imperial uniforms if they intend to go marching around unnoticed.

Once they have "acquired" Imperial uniforms (and providing they haven't raised a general alarm in doing so), the Rebels can get to the health facility without a problem. They may wait for Wuin to leave or decide to pretend to be soldiers there for recreation. Wuin will express a mixture of shock and relief once the Rebels reveal who they are. He will want to go to his quarters and get personal belongings before boarding the shuttle, but the Rebels won't have time to allow this. In fact, they will have to rush to get Wuin to the shuttle, hide him in the cargo





hold (a concept he is not at all amenable to), and arrive at the reception area in time to escort Moiss back.

On the flight back to the Point, Moiss will relate that the base will be taking a huge supply of Draenell's crops within the next ten days. Commander Jaggert is planning to send 300 Imperial troops to the planet to oversee operations there.

Once planetside, the Rebels will have to escort Wuin out of the space port. Free from spying eyes, Wuin will explain that a huge transport convoy is scheduled to arrive at Bissillirus Resupply Base in 10 days. He believes the convoy would be an easy target for a Rebel assault and an excellent chance to get supplies. As far as getting to a Rebel safe world, if the Rebel characters already have sufficient connections to get Wuin off-planet, allow them to — but if not, Wuin will have to go into hiding and wait on Draenell's Point indefinitely. Within a couple of days, however, Imperial troops will quietly arrive on the planet and begin looking for the missing officer. For added excitement, the Rebels could discover

an ISB agent on the planet and have to continually move Wuin around to avoid detection.

• **Treffelt Wuin:** DEX 2D+1, blaster 3D, brawling parry 3D+1, dodge 3D+2, melee 3D; KNO 2D+2, bureaucracy 4D+2, Imperial procedures 5D, planetary systems 3D; MEC 2D, astrogation 2D+2, starship gunnery 3D; PER 2D+2, command 4D, search 4D+1; STR 1D+2, brawling 2D; TEC 1D+2, Droid prog./repair 3D+1, starship repair 2D+1

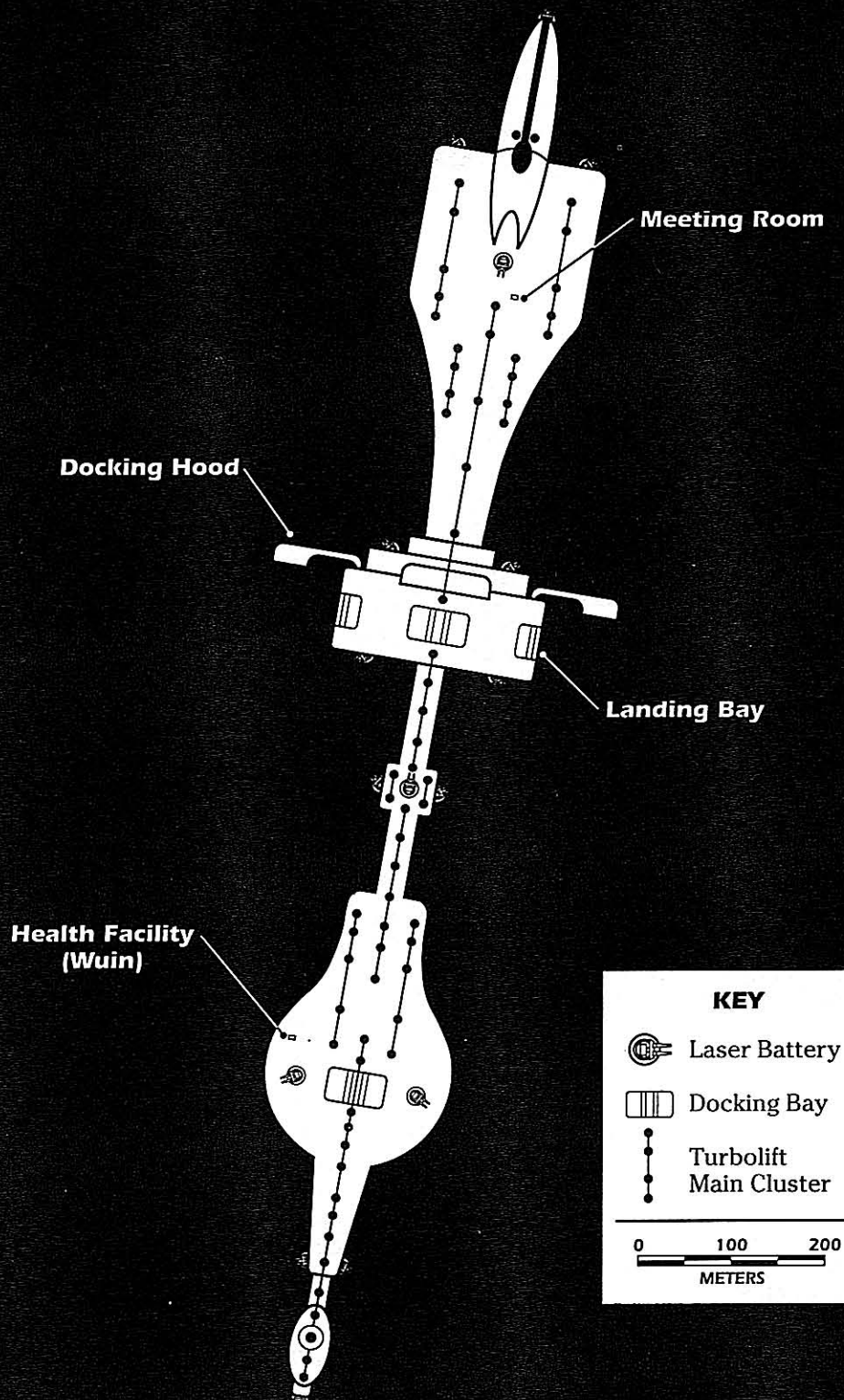
Description: Tall, thin, balding and extremely nervous, Wuin went over to the Rebellion out of spite when he was passed over for a promotion. He has worried since then that he may have made the wrong choice, but it's too late to back out now.

• **Imperial Soldiers:** See "Episode One: Changing the Balance."

Cut to ...

With Wuin's information safely in the Rebels' hands, cut to "Episode Seven: All Our Sins Remembered."

GAMEMASTER DIAGRAM Bissillirus Resupply Base



Stephen Crane

Episode Seven

All Our Sins Remembered

Adventure Background

This episode fits directly into the Bissillirus campaign. If you are playing it as a separate adventure, the following two events must have occurred prior to its opening: 1) the Rebels have somehow angered a wealthy gangster or industrialist, and 2) the Rebels have important information that they must get to Rebel Sector Command.

Early in the campaign, the Rebels successfully saved a Wookiee Rebel named Kentara from the clutches of a slaver. In so doing, they cost the Spice Mines of Kessel a valuable piece of "property," angering the heads of that corporation.

In this adventure, the Rebels find themselves the targets of bounty hunters sent by the mining concern, which is determined to make an example out of the Rebels to discourage others who might want to interfere in operations in the future.

The bounty hunters make their presence known while the Rebel characters are travelling to the resort world of Entrus to make contact with Rebel Sector Command and tell them about the imminent arrival of the Imperial supply fleet at Bissillirus Resupply Base. If the supply fleet can be stopped, the Imperial campaign on Lexrul will be halted and the Rebels on that planet will have time to escape.

Chased by the Best

The episode begins on Draenell's Point, where the Rebels must find transport to Entrus. If the Rebels were unsuccessful in keeping their identities secret in Episode Seven, they will have to disguise themselves before entering the space port because the Planetary Guard will be conducting an exhaustive search for them. This will include an identity check for anyone purchasing tickets for off-planet transport, so the Rebels will either have to come up with excellent cover identities (a Moderate *Technology* roll to alter a

Bissillirus identification card for this purpose) or have someone else buy their tickets.

If the Rebels try to *con* someone into buying their tickets, the difficulty is Moderate with a +5 modifier because the unlucky person should be at least somewhat suspicious. If the characters care, this person will be in a tremendous amount of trouble if his part in assisting wanted criminals is ever revealed.

A Helping Hand

One way to help the Rebels along in this scene is to introduce Hen Jamos, a merchant going to Entrus. If the Rebels can come up with a convincing tale of woe and misfortune, he may take pity on them and claim that they are his assistants. Jamos is a merchant of miscellaneous trinkets (he will give each Rebel either an automatic breath refresher, personal computer micro-cleaner or metal miniature of a Stock Light Freighter — "for the kids")

- **Hen Jamos:** DEX 1D, dodge 2D; KNO 2D, planetary systems 2D+2; MEC 1D+1; PER 2D+2, bargain 4D; STR 1D; TEC 1D+1

Description: A slightly overweight, balding human in his mid-30's. He makes a meager living selling trinkets and marginally useful gadgets on different planets. He has been in Bissillirus system for a few months, has made some money, and is now going to Entrus to see if his products will be more popular there. He claims to be an "exclusive factory-direct representative" for many small companies.

Jamos has booked passage on the *Trax Express*, a small starship line known for low fares and minimal comfort. Passengers are crammed into rows and rows of uncomfortable seats (sleep is impossible due to the noise and seat design). If the Rebels want to stretch their legs, they can get a decent meal in the lounge, although the prices are outrageous (25 credits for a sandwich and

beverage). The lounge is large and offers a separate section with holo-vids and a couple of small souvenir shops (Jamos will try to ply his wares in these shops).

If the Rebels enter one of the shops, they will notice a suspicious looking human in the lounge. He is trying to appear inconspicuous, but is watching every move the Rebel characters make.

The man is Andar Sizzton, one of the five bounty hunters sent after the Rebels. He is dressed in casual clothing and has a blaster pistol concealed under his tunic. He has brown hair, is in his early twenties, and has a nose ring. He will not approach any of the Rebels. He is studying them and trying to spot any weaknesses. He does not plan to make an attempt to apprehend the Rebels at this point.

Sizzton is very nervous because he is the only one on this flight. The others remained behind on Draenell's Point and Bundim, in the event the Rebels somehow doubled back and returned there. Sizzton's assignment is to follow the Rebels and notify his comrades once the ship arrives on Entrus. If he is able to exit the ship quickly, he will be able to get the message off and the other bounty hunters will arrive in six hours. If the Rebels can stop him, the other bounty hunters will arrive on Entrus in three days, looking for Sizzton.

• **Andar Sizzton:** DEX 2D+2, blaster 4D, dodge 3D+1, melee 4D; KNO 1D+2, streetwise 2D, survival 2D+2; MEC 3D, starship piloting 4D; PER 2D+2,

bargain 3D+2, con 4D+1, hide/sneak 3D+2; STR 2D+1; TEC 1D+2, blaster pistol (4D), armor (+1 to *Strength*, -1 to all *Dexterity* skills, hidden in baggage), vibroblade (hidden in boots), 475 credits.

Description: Andar is nervous because he realizes that his "targets" suspect something, but he also knows that they can't do anything about it in public. He figures his best bet is to flee once he lands on Entrus and get an underworld messenger to summon the rest of the team.

World of Distractions

Entrus is a resort world designed for the amusement of the sector's upper class, and accurately reflects the general unsophistication of the people. Gambling is legal, as are most other vices. Billboards, signs and holo-ads for businesses and products are meters high, with gaudy colors and overpowering soundtracks to lure those with money to burn.

The space port is located in the largest city, Cica, an overcrowded metropolis jammed with people in search of a good time. Roleplay out any encounters with overbearing gamblers and tourists — many people, upset at losing all of their money, will be looking for a good fight.

The Rebels know they must go to the "Tabal Comet" casino, one of the larger ones on the planet. Every street corner has a holographic map of the city, so the Rebels will be able to find their way without any problem. If Sizzton has not been taken care of already, he will follow them.



Making Contact

Their contact on Entrus is a Sullustan dealer named Kelthizar Nimm. He is an excellent gambler, and when the Rebels use the code phrase, "On Bespin, the moons never rise," he will not seem to notice. A few seconds later, he will look at them and reply, "There are no moons on Bespin." When he gets a chance, he will comment that he just started his shift and that they should come back in nine hours. For his statistics, use the standard Sullustan in the *Star Wars Sourcebook*, but add 1D to *Perception* and another 1D in *gambling*. He has five pips in other skills. He has a concealed hold-out blaster.

If desired, the players could encounter a couple of red herrings before they meet Kelthizar.

The Rebels should spend the next few hours misadventuring in the large city. They might encounter a bookie, be harassed by street merchants or face a mugger. If Andar hasn't somehow been eliminated, he will follow the players, but will not confront them if he doesn't have to.

A Bounty on Their Heads

If Andar has sent his message, the other four bounty hunters will arrive on Entrus six hours after the Rebels do. They will have an excellent description of the Rebels and will trail them until they are cornered. They take no prisoners.

If the Rebels have prevented Andar from notifying the rest of the bounty hunters, they will arrive on the planet in three days to look for him. They will also be hunting for the Rebels. Logically, the Rebels should have left within three days, but if they are delayed for some reason, play out the bounty hunter plot to its fullest.

The Rebels have a major problem. They must stop the bounty hunters without attracting the attention of the local police (and the 200 stormtroopers based in the city), and they can't let the bounty hunters find out where Rebel Sector Command is.

Play the bounty hunters as intelligent, tenacious and greedy. Just when the Rebels think they have stopped them, they should somehow pose more problems (such as notifying the authorities).

The Bounty Hunters

- **Zinn Classet:** DEX 4D, blaster 5D+2, brawling parry 4D+1, dodge 5D+2; KNO 2D+2 alien races 3D+1, cultures 4D, languages 3D+1, planetary systems 3D, streetwise 3D+1, survival 4D; MEC 3D, astrogation 4D, repulsorlift op. 4D+1, starship piloting 5D; PER 2D command 3D, search 3D+2; STR 3D, brawling 4D, stamina 3D+2; TEC 3D+1, Droid prog./repair 4D, repulsorlift repair 4D+1, security 4D+2

Description: Zinn is human and the leader of this team of bounty hunters. He is blond, with sharp features. He never shows fear. He is clad in red and green battle armor. His blast helmet has a comlink and life form scanner with a range of 100 meters. The scanner can determine specific life form types and distance, but not altitude. He carries several modified blasters with him. The armor is always well-polished and he has never been seen out of it.

He is a total professional, who makes a point of not underestimating his foes. He has cultivated an air of mystery, which his colleagues respect and do not try to dispel.

Equipment: Two modified blaster pistols (damage 5D+2), armor (+2 to *Strength* for damage resistance, -2 to all *Dexterity*-based skills), comlink and life form scanner (in blast helmet), recording rod.

- **Jargool Muus:** DEX 4D, blaster 5D, dodge 5D, melee 5D, melee parry 4D+1, heavy weapons 4D+1; KNO 1D+2, planetary systems 2D, survival 2D+2; MEC 1D; PER 2D, search 3D; STR 4D, brawling 5D, lifting 5D+2, stamina 5D+1; TEC 1D+1

Description: **Gammorrean.** **Big.** Strong. Intimidating. Big weapons, too. Muus is blunt, violent, rude, and enjoys interacting with others, then killing them.

Equipment: Blaster pistol (damage 4D), vibroaxe (STR+2D), comlink, furs, clothes, macrobinoculars, syntherope

- **Uthil Ren'kacal:** DEX 2D, blaster 3D, dodge 4D; KNO 1D, alien races 1D+2, cultures 2D, languages 2D+1; MEC 1D, astrogation 2D+2; PER 5D, bargain 6D+1, con 6D+2, search 6D, split-second notice 6D; STR 2D+1; TEC 1D, computer prog./rep. 2D, medicine 3D

Description: Uthil appears to be a typical Gotal, with two cones on the top of his head and dark skin. He wears a full length blue cloak and several items of jewelry, including chains, rings and earrings. He has a large scar on his left cheek, which he adorns with earrings. See *Galaxy Guide 4: Alien Races* for more information on Gotals.

Uthil knows he is not much good in a fight, but he has been an excellent tracker for Zinn. Uthil is always diplomatic and polite, but can also be very deceitful.

Equipment: Blaster pistol (damage 4D), personal computer, three medpacs, multiple changes of clothes, 100 credits, false identity packet.

- **Negollup ("Scrapper"):** DEX 2D+1, blaster 5D, brawling parry 4D, dodge 3D+1, heavy weapons 3D+1; KNO 1D+1, languages 2D; MEC 2D+2, beast riding 3D+1, starship gunnery 3D; PER 2D, con 2D+2, gambling 3D+1, search 3D+1; STR 2D, brawling

Bounty Hunters' Ship

Craft: Zinn's Revenge
Type: Modified Light Freighter
Scale: Starfighter
Crew: 2
Passengers: 6
Cargo Capacity: 10 metric tons, 10 cubic meters
Consumables: one month
Hyperdrive Multiplier: x1
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 2D+1
Maneuverability: 2D+1
Hull: 4D+2
Weapons:
 Four Heavy Laser Cannons (fire separately)
 Fire Control: 2D
 Damage: 4D
Shields: 3D+2

ing 3D+2, climbing/jumping 3D+1; TEC 1D+2, repulsorlift repair 2D+1

Description: Negollup is an Aqualish and wears a solid orange spacesuit, with a brown vest and brown boots. He openly wears his weapons on his belt. See *Galaxy Guide 4: Alien Races* for more information.

Negollup is a typical Aqualish: rude, abrasive, and itching for a fight. Very greedy and eager to quickly hunt down his targets.

Equipment: Heavy blaster pistol (damage 5D), vibroblade (STR+2D), comlink, 300 credits.

The bounty hunters also have a highly modified freighter in the space port.

Aid is Always Welcome ...

Kelthizar Nimm will meet the Rebels in a back alley behind the casino. He will tell them that he will lead them to Rebel Sector Command, but they must come immediately.

At this time, it would be appropriate to have some planetary guards around the corner. If the Rebels don't resist their approach, the guards will be satisfied to just search them for illegal contraband (they will ignore any weapons less powerful than a blaster pistol — blaster rifles, thermal detonators and the like will be confiscated).

Of course, if a battle erupts, it will be interesting, as the guards will try to keep civilians out of the area, and the Rebels have plenty of cover (trash, parked landspeeders, etc.). There should

be a driving rainstorm to reduce visibility and increase the odds of falling into the mud or wet piles of trash.

The guards will call for reinforcements, but none will arrive within the first five minutes (by then, the battle should be over).

The bounty hunters will be watching this battle from the rooftop of a nearby building, sizing up the Rebels.

• **Planetary Guards (8):** DEX 2D, blaster 3D, dodge 2D+2, melee parry 3D, melee 3D+1; KNO 1D+2; MEC 1D; PER 2D, search 3D; STR 2D, brawling 4D; TEC 1D

Equipment: Blaster rifle (damage 5D), club (STR+1D), comlink

To Catch a Rebel

If the bounty hunters are on the trail, give the Rebels a reasonable chance to discover them. They may see a mysterious person following them and set a trap for him. If they want to go ahead to Rebel Sector Command without leaving a false trail of clues, Nimm will suggest that they pull into a side alleyway because he thinks they are being followed.

At least two of the bounty hunters will come along in a few minutes, obviously confused by the Rebels' disappearance. Or, have the hunters discover the trail and sneak up behind the Rebels. By now, the bounty hunters have realized that their prey may have knowledge that would be of value, so they will attempt to capture the Rebels and get information from them. They don't want to create too much of a disturbance because bounty hunting (save on the Empire's behalf) is illegal on Entrus, while the Rebels would just as soon avoid guards and stormtroopers after the battle in the alleyway.

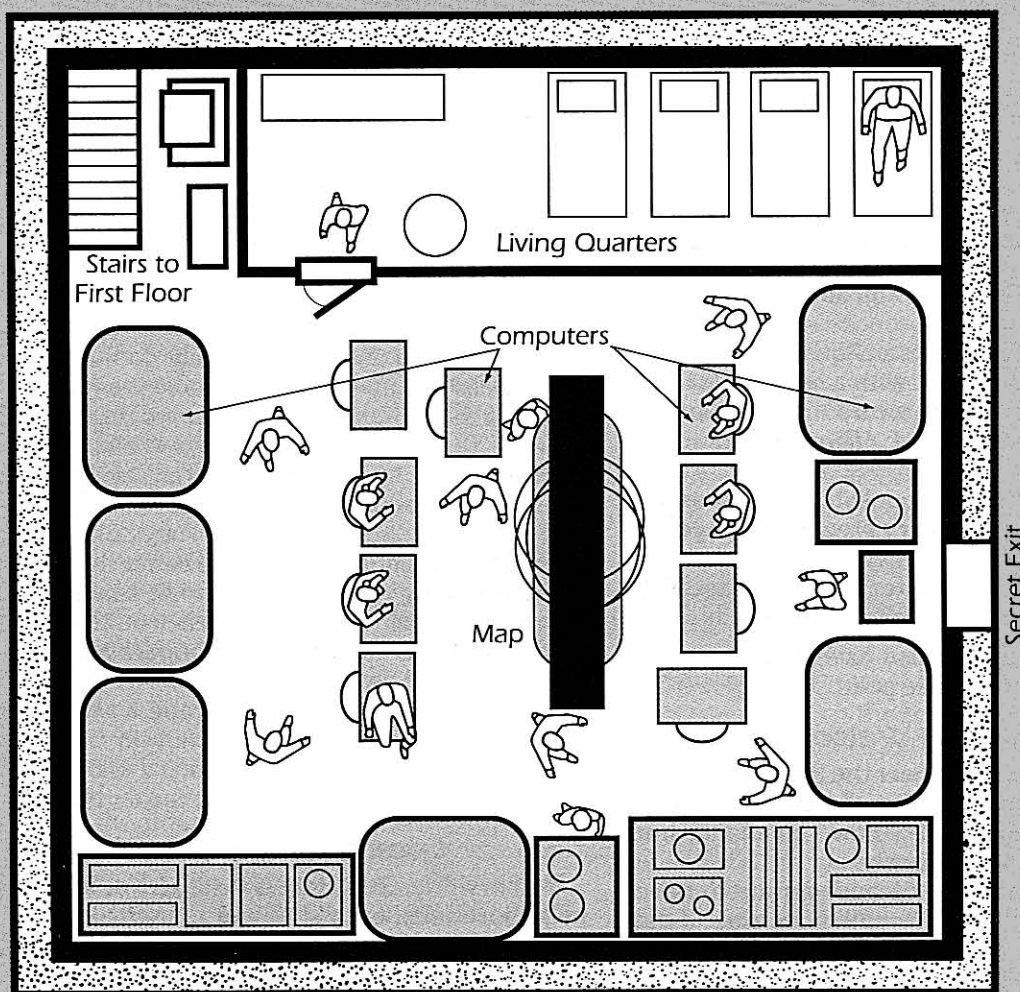
If any of the bounty hunters escape, it will come back to haunt the Rebel characters in the final scene. Unconscious bounty hunters should be bound and left in the alleyway for the authorities.

Command Decision

Nimm will lead the Rebels through a number of neighborhoods, each shabbier than the last. After a couple of hours, he will comment that they are almost at the meeting place. They will enter the basement of a large apartment building, and find it to be heavily reinforced inside. Dozens of volunteers scurry about in the cramped quarters. Computers line the walls, and a large holographic map of the sector dominates the center of the room.

Nimm will introduce the Rebels to Beckar, Commander-in-Chief, Trax Sector. He is a tall human, with a long scar running down the side of

GAMEMASTER MAP Rebel Sector Command



his head. He will take great interest in the Rebels' information, and then decide that an assault on Bissillirus Resupply Station is in order.

A minute or so later, he will begin questioning the players about the Bissillirus food storage units in Thulpin City. An attack there, he reasons would provide an excellent opportunity to both strike at the Empire and help the Rebellion obtain food supplies. The Rebel military fleet for the sector will attack the convoy and attempt to capture as many of the ships as possible. At the same time, Rebel transports will orbit Draenell's Point, while assault shuttles raid the stores near Thulpin City. He orders the Rebel characters to lead a preliminary ground strike against the storage facilities near Thulpin City and hold it until reinforcements arrive via a stolen Imperial Assault Shuttle.

He will send the players to Dresscol system to rendezvous with the fleet. At Dresscol they will be loaned a ship if they don't have one of their own.

Disaster!

If any of the bounty hunters have escaped, this encounter occurs immediately after Becker hatches his plan. If the bounty hunter threat has been ended, or the bounty hunters aren't on the planet yet, cut to "Episode Eight: Showdown."

Read or paraphrase to the players:

Suddenly, the door to the base explodes, and the guards fall to the ground as smoke billows

Urban Assault Speeder

Craft: Urban Assault Speeder

Crew: 3

Passengers: 15

Maneuverability: 1D

Speed Code: 1D

Scale: Speeder

Body Strength: 2D

Weapons:

One Laser Cannon

Fire Control: 1D+2

Damage: 2D

into the room. Blaster bolts fill the air, as Imperial stormtroopers come charging through the haze.

An amplified voice shouts over the din, "Surrender now, Rebels, or die!"

Two dozen stormtroopers are outside, although they will have to wait in line to get through the door (only two can fit through at a time). Each one has a blaster rifle and two smoke grenades (smoke in five-meter radius for one minute, no damage, +5 to difficulty to hit). The Imperial forces were alerted by any surviving bounty hunters. The hunters, posing as concerned citizens, will be with Imperial officers aboard an Urban Assault Speeder.

Becker will rush towards a hidden exit that connects to a tunnel running under several por-



tions of the city, leading the Rebels and most of the rest of his staff to safety. When they reach the sewer tunnels, he will detonate a bomb which had been planted beneath the Rebel base, effectively destroying it. If anyone has been left behind, he will only say, "They knew and accepted the risks."

After wandering through the sewers for a few hours, the Rebels will emerge in a heavily industrialized section of the city. Beckar will lead them to a well hidden Heckson Industries Transport Shuttle, which they can pilot to Dresscol.

If the gamemaster wishes, it would be reasonable to have the Rebels found by Imperial search teams. The battle could then be a desperate slugfest, with all of the people from Sector Command willing to sacrifice themselves to ensure that at least someone gets to the shuttle and Dresscol to warn the Sector's fleet.

Cut to ...

When you ready to begin the battle for the Thulpin Ag. Platform, cut to "Episode Eight: Showdown."

Rebel Shuttle

Craft: Heckson Industries "Quick Ship" Shuttle

Type: Transport Shuttle

Length: 17 meters

Scale: Starfighter

Crew: 2

Passengers: 6

Cargo Capacity: 100 kilograms

Consumables: Five days

Hyperdrive Multiplier: x2

Nav Computer: None (uses astromech Droid)

Hyperdrive Backup: None

Sublight Speed: 2D

Maneuverability: 1D+2

Hull: 6D

Weapons:

Two Triple Blasters (fire linked)

Fire Control: 1D

Combined Damage: 3D+2

Shields: 2D

Episode Eight Showdown

Adventure Background

Having delivered the vital information on the Imperial supply convoy to TraxSector Command, the Rebels now find themselves a crucial part of the two-pronged assault on the Bissillirus Resupply Base and the storage center in Thulpin City. This adventure contains the climactic conclusion of the campaign, with an epic space and ground battle between the forces of the Alliance and the Empire.

This episode has two distinct sections: the space battle and the miniatures battle. The miniatures battle is the essence of the scenario. The space battle may be run using the capital ship combat rules in *The Star Wars Rules Companion* or the gamemaster may just assume that the space battle took the same course as the miniatures battle (i.e., if the Rebels won with the minis, they won the space battle).

Space Battle

Rebel HQ's battle plan is to have the player characters return to Draenell's Point a few hours before the Rebel fleet attacks the supply convoy and the resupply base. While ground forces take over the agricultural platforms, the Rebel fleet will arrive in the system. The Alliance military vehicles will attempt to capture all of the Imperial transports, while about two dozen Rebel transports will head for Draenell's Point with a light escort (it is assumed that the Imperial forces will be occupied with the battle near the resupply base).

Imperial Forces

- Bissillirus Resupply Base (see Chapter One)
- 24 TIE/In Fighters
- 2 Loronar Regulator X-Q2 System Patrol Craft
- *Drammel* Nebulon-B Frigate (see page 31 of *The Star Wars Sourcebook*)
- Three KDY Super Transports XI (see page 45 of *The Star Wars Sourcebook*)

Rebel Forces

For engaging the Imperial fleet:

- *Corellian Thunder* Corellian Engineering Gunship (see page 63 of *The Rebel Alliance Sourcebook*)
- *Dream Runner* Corellian Engineering Gunship (see page 63 of *The Rebel Alliance Sourcebook*)
- *Defector* Nebulon-B Frigate (see page 61 of *The Rebel Alliance Sourcebook*)
- 16 X-wing starfighters
- 6 Y-wing starfighters (standard)
- 2 A-wing starfighters

For raiding Draenell's Point:

- 3 *Gamma*-class assault shuttles
- 7 Rebel transports (see page 50 of *The Star Wars Rules Companion* and pages 47-48 of *The Star Wars Sourcebook*)
- 6 X-wing fighters

Since the Rebels don't know exactly what they are facing, it would be appropriate to give Draenell's Point a few TIE fighters to occupy the Rebel forces.

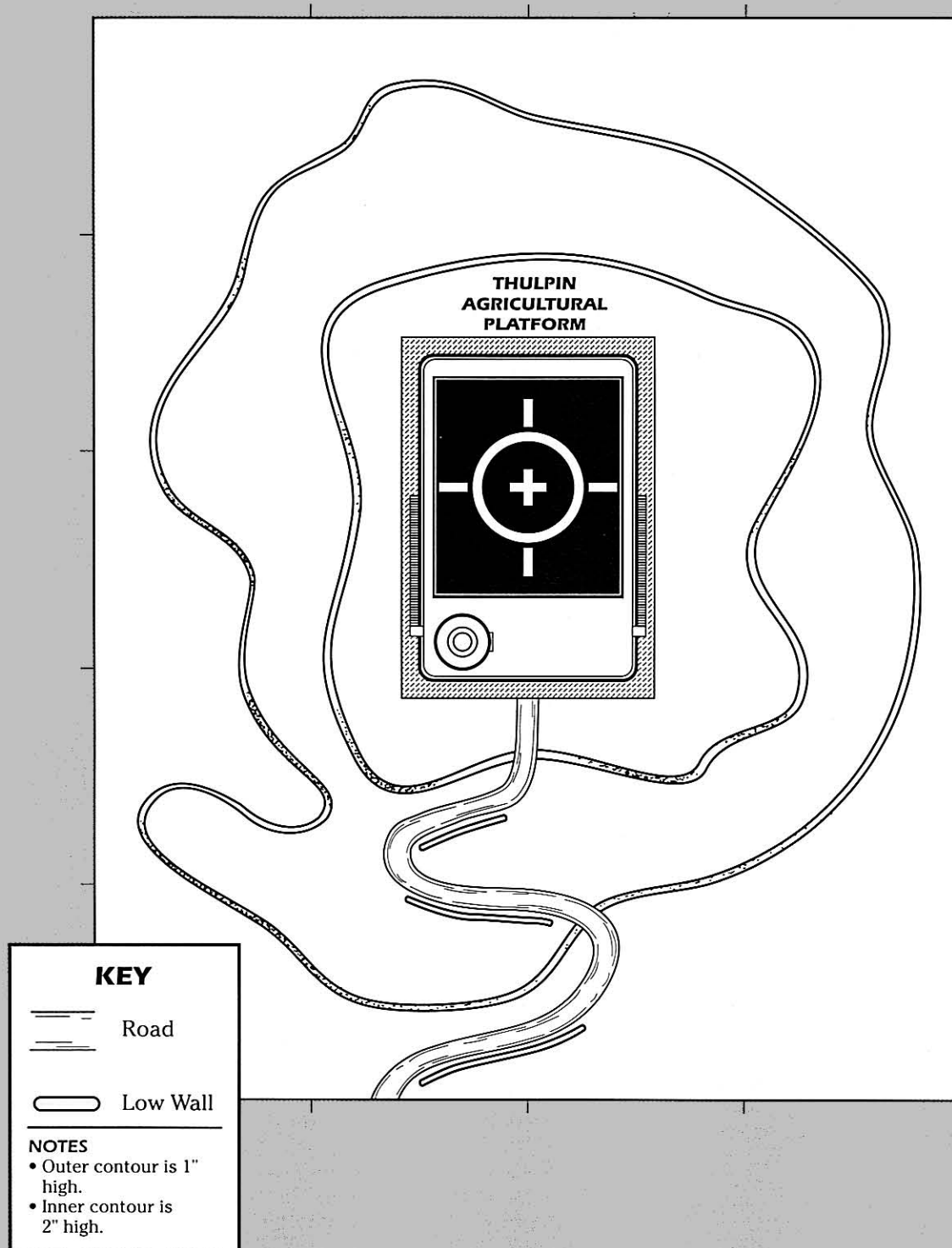
Miniatures Battle

The following scenario is designed to be run using *Star Wars Miniatures Battles*, and features the battle for an agricultural loading platform outside Thulpin City.

The Situation

The scenario assumes that the Rebels have been able to travel back to Draenell's Point without incident (the gamemaster may decide to add a conflict, such as an Imperial patrol craft). They are preceding the Rebel fleet by several hours, giving them time to gather Rebel soldiers and sympathizers for the assault on the agricultural platforms near Thulpin City. The Rebellion will

GAMEMASTER DIAGRAM "Showdown" Set-up Map



Orders of the Day: Rebel Commander

Your mission is to take agricultural loading platform XT-21s, located 17 kilometers west of Thulpin City. This platform's strategic location will give us a convenient platform for any defense of our transports, which are due to land about three hours after the battle begins.

It is believed that the platform is guarded by a squad of stormtroopers and planetary militia. You must take complete control of the platform, eliminating and/or capturing enemy forces, and hold the platform until a stolen Imperial Assault Shuttle with a squad of elite infantry arrives (the end of turn ten).

The platform has a control tower on the landing deck. Within the tower is the only coded transmitter that can summon reinforcements, so if you can prevent the Imperials from entering the tower, you should have no worry of additional enemy forces arriving.

You wait to deploy your troops until after all of the Imperial forces are deployed. All troops must be placed within six inches of a table edge. The table edges are the only Rebel rally points.

You win this encounter by taking complete control of the building by the end of the tenth turn (there may not be any Imperial troops on the building or within six inches of the building).

Orders of the Day: Imperial Commander

You have been charged with holding this loading platform against any Rebel forces. It is believed that several squads of Rebel troops have targeted this platform, although the terrain should give you the tactical advantage.

You may place up to six troops on the loading platform top level (roof), and six more on the walkway/stairwells. The rest must be deployed around the platform, within at least 12 inches of the building. The heavy weapons must be deployed at the top of the hill (may not be anywhere on the building). When combat begins, troops may move anywhere on the table. The building is a rally point.

Should you encounter difficulties, you may call for reinforcements by having one trooper enter the control tower of the landing platform. Reinforcements will arrive four turns later. You may not call in any artillery strikes.

You win this encounter if your forces (including reinforcements) have prevented the Rebels from getting complete control of the building by the end of the tenth turn (i.e., you have Imperial troops still on the stairwells or loading platforms, or within six inches of the building).

be sending several stolen assault shuttles and transports to steal the grain that was destined for Imperial forces.

It is assumed that half of the players will run the Rebel forces, while the other half will run the Empire's troops. If you, as the gamemaster, think the players may intentionally allow the Empire to lose, you should play the Imperial forces and have the players only play the Rebels and street gang members.

This adventure assumes that the street gangs from Episode Five are now actively supporting the Rebellion and are willing to fight. If the Rebels haven't earned the trust of the street gangs, they won't be available for the battle, and also remove Draxlor Company squad.

The Set-Up

The platform should measure 12 inches high, 12 inches wide and 18 inches long. The top level is a landing platform with a control tower. Six inches above "ground level", there is a walkway two inches wide, with a railing 1/2 inch high. The

walkway goes around the whole building. There are stairways, one inch wide, on each side of the platform: one running from ground level to the walkway, one from the walkway to the top of the platform.

The building is at the top of a hill three inches high. The first elevation is an easy hill one inch high (rough terrain, provides medium cover, 2x movement cost). The second elevation is a difficult hill two inches high (very rough terrain, medium cover, 4x movement cost). See page 36 of *Star Wars Miniatures Battles* for more information.

Running up one slope of the hill is an access road, which winds from side to side. While it is easy terrain, providing medium cover as if a hill, the time saved by following the road its whole length is negligible. Several low walls are within three inches of the road (2" of movement, +2 fire combat difficulty).

The table should be large enough so that Rebel troops will have to spend at least one round on a full run before they reach the building.



Gamemaster Hints

There are several inexpensive ways to set up the terrain for this scenario. Hardcover books and game boxes can be stacked up, with felt rolled over them, to represent the hills. The road could be brown or black construction paper pinned to the felt. The low walls could be cut from styrene or made from modeling clay or similar compounds.

The loading platform could be any cardboard box. To put the catwalk in, get a large piece of cardboard about four inches longer and four inches wider than the box. Cut the box in half (horizontally) and then put the cardboard in the middle, gluing the bottom and top halves of the box together. Then paint or decorate the box as necessary.

Rebel Forces

Draenell's Spies

- 10 Average Rebel Troopers
- DEX 3, *blaster* 6, *grenade* 4, *melee* 6; KNO 2; MEC 2; PER 2, *command* 3; STR 2, *brawling* 3; TEC 2
- **Walk Rate:** 7"; **Run Rate:** 11"
- **Weapons:** blaster pistol, vibroblade, 2 grenades each (fragmentation)
- **Commander:** *command* 6
- **Specialist:** *heavy weapons* 6
- **Weapon:** medium repeating blaster
- **Squad Generation Points:** 454

Bentharr's Boys (Gang Members)

- 10 Average Troops
- DEX 3, *blaster* 5, *melee* 5; KNO 2; MEC 3; PER 2; STR 2; TEC 2
- **Walk Rate:** 7"; **Run Rate:** 11"
- **Weapons:** blaster pistol, club
- **Commander:** *command* 5
- **Specialist:** *heavy weapons* 5
- **Weapon:** repeating blaster (tri-pod)
- **Squad Generation Points:** 298

Vibroblades (Gang Members)

- 10 Average Troops
- DEX 3, *blaster* 5, *melee* 5; KNO 2; MEC 3; PER 2; STR 2; TEC 2
- **Walk Rate:** 7"; **Run Rate:** 11"
- **Weapons:** blaster pistol, club
- **Commander:** *command* 5
- **Specialist:** *heavy weapons* 5
- **Weapon:** repeating blaster (tri-pod)
- **Squad Generation Points:** 298

Heroes

This scenario assumes that there will be five hero figures with fire combat skills averaging 7. If there are more or fewer heroes, adjust the Imperial forces accordingly.

Throwing Grenades Blind

Soldiers may throw grenades blind (at non-line of sight (N-LOS) targets). To do this, the player must pick a target location, but the grenade automatically scatters (use standard scatter direction and distance rules). Add +3 to the target difficulty number; if the roll fails, the grenade scatters a second time before exploding.

Imperial Forces

"Bissillirus Blaster" Squad

- 10 Average Stormtroopers
- DEX (1), *blaster* (3), *grenade* (2), *melee* (2); KNO 2; MEC 2; PER 2; STR 2 (3), *brawling* 4; TEC (2)
- **Walk Rate:** 5"; **Run Rate:** 9"
- **Weapons:** blaster pistol, 2 grenades each (fragmentation)
- **Commander:** *command* 4
- **Specialist:** *heavy weapons* (5)
- **Weapon:** repeating blaster (tripod-mounted)
- **Squad Generation Points:** 390

"Draxlor Company" Squad

- 10 Average Stormtroopers
- DEX (1), *blaster* (3), *melee* (2), *grenade* (3); KNO 2; MEC 2; PER 2; STR 2 (3), *brawling* 4; TEC (2)
- **Walk Rate:** 5"; **Run Rate:** 9"
- **Weapons:** blaster pistol, 2 grenades each (fragmentation)
- **Commander:** *command* 4
- **Specialist:** *heavy weapons* (6)
- **Weapon:** medium repeating blaster
- **Squad Generation Points:** 393

"Thulpin Reserve" Planetary Guard

- 8 Average Troopers
- DEX 3, *blaster* 4; KNO 2; MEC 2; PER 2; STR 3, *brawling* 4; TEC 2
- **Walk Rate:** 7"; **Run Rate:** 11"
- **Weapons:** blaster carbine, club
- **Commander:** *command* 5
- **Specialist:** *heavy weapons* 5
- **Weapon:** heavy repeating blaster
- **Squad Generation Points:** 270

"Thulpin Guard" Planetary Guard

- 10 Veteran Troopers
- DEX 3, *blaster* 5, *melee* 4; KNO 2; MEC 2; PER 2; STR 3, *brawling* 4; TEC 2
- **Walk Rate:** 7"; **Run Rate:** 11"
- **Weapons:** heavy blaster pistol, vibroaxe
- **Specialist:** *heavy weapons* 5
- **Weapon:** heavy repeating blaster
- **Commander:** *command* 5
- **Squad Generation Points:** 418

Miniature Types

Here are the suggested miniatures for each unit:

Draenell's Spies — *Rebel Troopers* Miniatures Set, SW106-110; *Heroes of the Rebellion* Miniatures Set, SW9-SW10.

Bentharr's Boys — *Rebel Troopers* Miniatures Set, SW101-105; *Return of the Jedi* Miniatures Set, SW52. The Boys should be painted deep blue, with red and yellow trim.

Vibroblades — *Rebel Troopers* Miniatures Set, SW101-105; *Return of the Jedi* Miniatures Set, SW52. The 'Blades should be painted green, with red and orange trim.

Bissillirus Blaster — *Stormtroopers* Miniatures Set, SW61-SW70.



Draxlor Company — *Stormtroopers* Miniatures Set, SW61-SW70.

Thulpin Reserve — *Imperial Troopers* Miniatures Set, SW111-SW119. The troops should have grey and red uniforms. Their helmets are white with red trim.

Thulpin Guard — *Imperial Troopers* Miniatures Set, SW111-SW119. The troops should have grey and red uniforms. Their helmets are white with red trim.

Thulpin Defense — *Stormtroopers* Miniatures Set, SW61-SW70.

Rebel Routers Defense — *Stormtroopers* Miniatures Set, SW61-SW70.

Imperial Reinforcements

Imperial reinforcements will arrive four turns after a trooper has entered the control tower on the top of the platform.

"Thulpin Defense" Squad

- 10 Average Stormtroopers
- DEX (1), *blaster* (3), *melee* (2), *grenade* (3); KNO 2; MEC 2; PER 2; STR 2 (3), *brawling* 4; TEC (2)
- **Walk Rate:** 5"; **Run Rate:** 9"
- **Weapons:** blaster pistol, 2 grenades each (fragmentation)
- **Commander:** *command* 5
- **Specialist:** *heavy weapons* (6)
- **Weapon:** medium repeating blaster
- **Squad Generation Points:** 395

"Rebel Routers" Squad

- 10 Average Stormtroopers
- DEX (1), *blaster* (3), *melee* (2), *grenade* (3); KNO 2; MEC 2; PER 2; STR 2 (3), *brawling* 4; TEC (2)
- **Walk Rate:** 5"; **Run Rate:** 9"
- **Weapons:** blaster pistol, 2 grenades each (fragmentation)
- **Commander:** *command* 4
- **Specialist:** *heavy weapons* (6)
- **Weapon:** repeating blaster (tripod-mounted)
- **Squad Generation Points:** 395

The reinforcements will arrive from any table edge (Imperial player's choice).

Victory Conditions

The Rebel resupply shuttle will arrive at the end of turn 10. In order for the Rebels to win, they must have control of the building and have eliminated all Imperial heavy weapons by the end of turn 10. In addition, there may not be any Imperial troops within six inches of the building.

The Imperials win by preventing the Rebels from achieving their victory conditions.

STAR WARS®

Gamemaster Kit

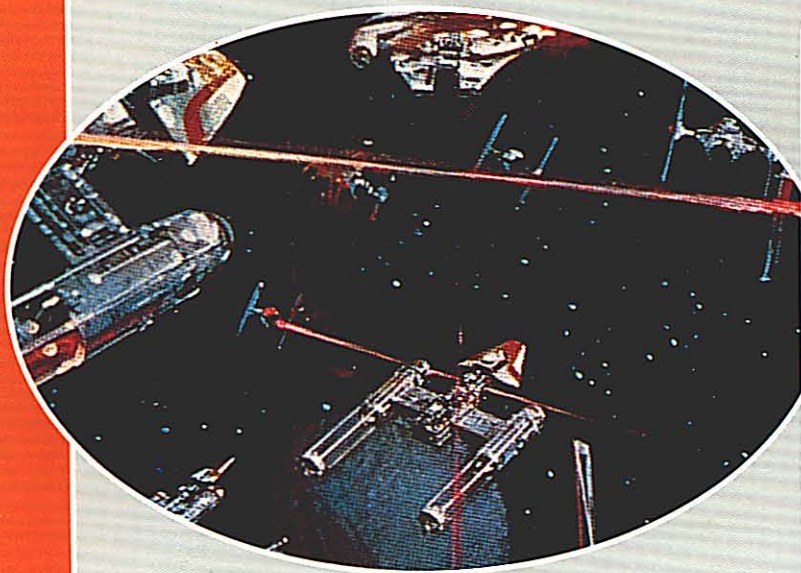
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