

# STAR WARS®

GALAXY GUIDE 5

## RETURN OF THE JEDI



**WEST  
END  
GAMES**™

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



**Luke Skywalker has returned to his home planet of Tatooine in an attempt to rescue his friend Han Solo from the clutches of the vile gangster Jabba the Hutt.**

**Little does Luke know that the GALACTIC EMPIRE has secretly begun construction on a new armored space station even more powerful than the first dreaded Death Star.**

**When completed, this ultimate weapon will spell certain doom for the small band of Rebels struggling to restore freedom to the galaxy ...**

# STAR WARS®

## G a l a x y   G u i d e   5 RETURN OF THE JEDI

by Michael Stern  
Revised for Second Edition by George Strayton



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Published by

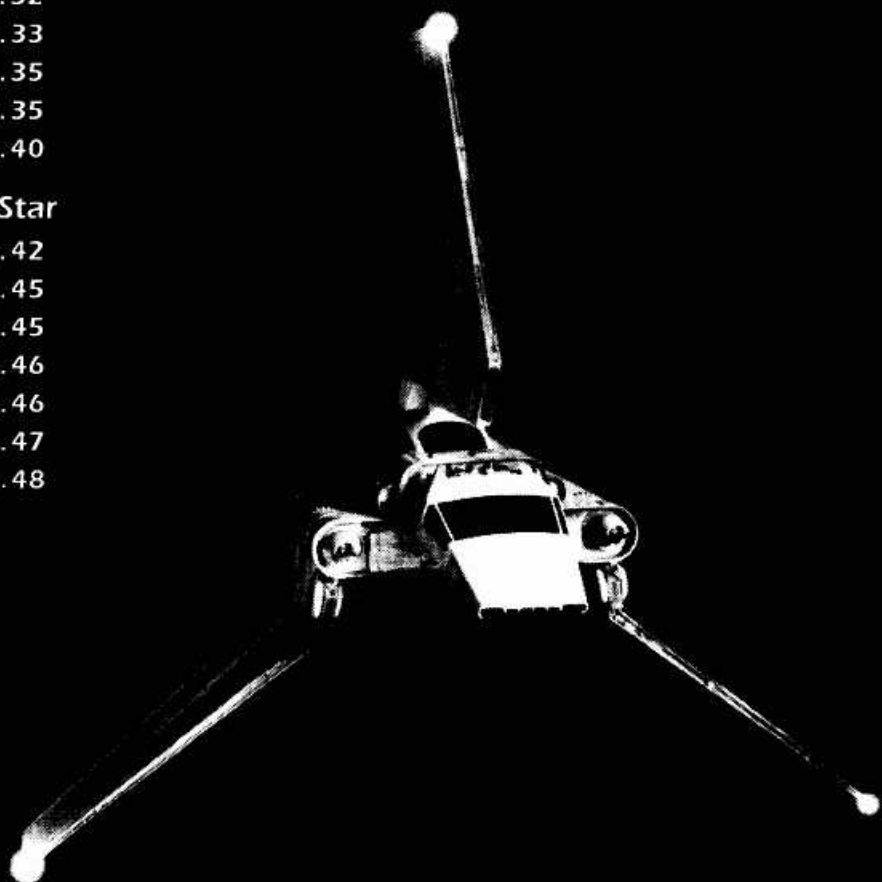


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**To:** Major Arhul Hextrophon, Executive Secretary and Master Historian, Alliance High Command

**From:** Lieutenant Voren Na'al, Assistant Historian

**Regarding:** Continuing research into the events surrounding the Battle of Endor

Sir:

So here we are once more. This is the third report I will have the privilege of filing for you; I expect this to be the most enjoyable of them all. By all the gods, Arhul — *we've won!* Now that the deed is done and we are victorious, I can honestly say that I never really believed we'd do it.

Think about it. Despite our claims of a great victory in escaping the Imperial trap at Hoth, in fact, what took place there was no less than disaster. Most of our heavy equipment lost. Hundreds killed. The Alliance's entire command structure in disarray. Deities protect us from any more such "great victories."

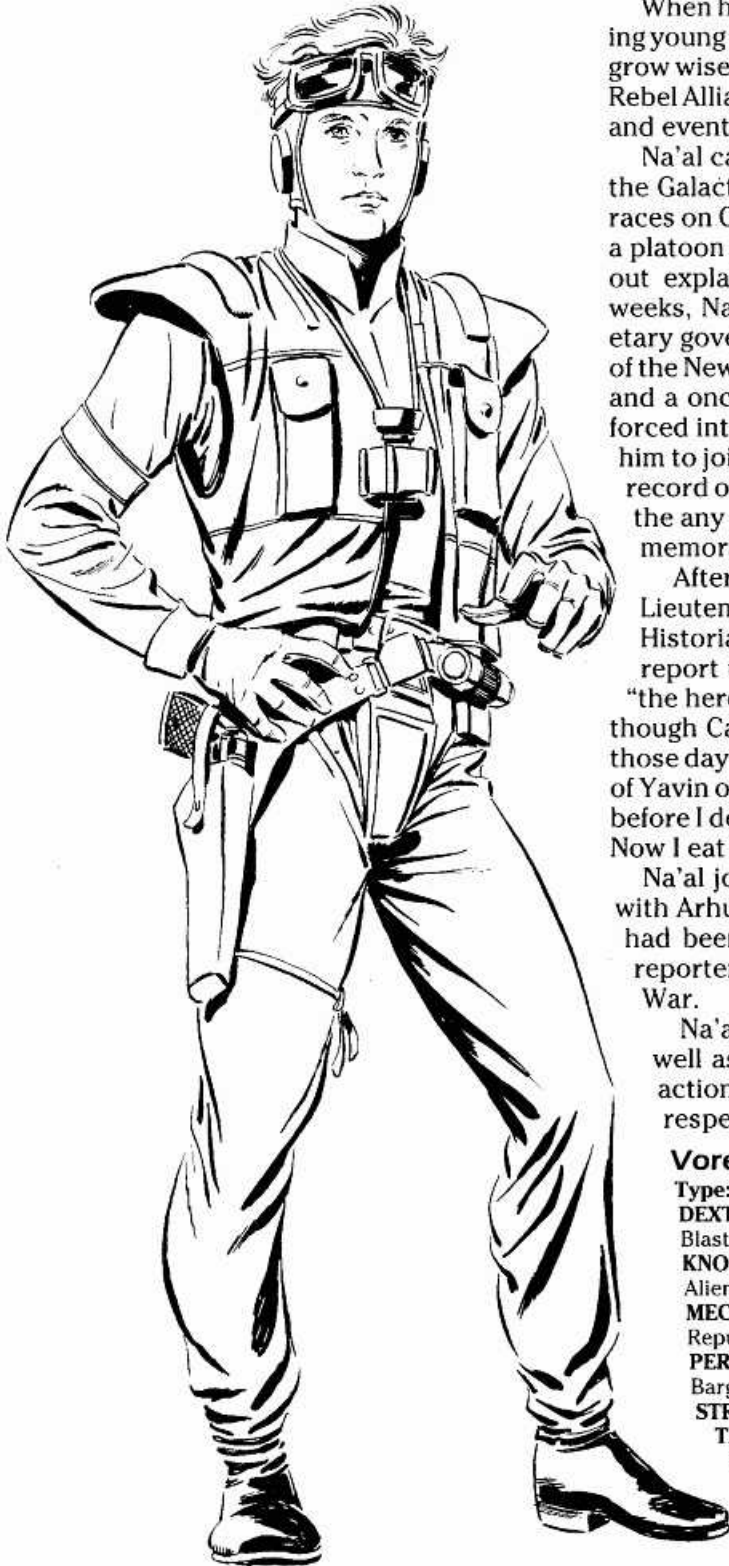
Even worse, in many ways, the "heroes of Yavin," whom we had learned to look up to and revere, were as battered, disorganized, and demoralized as the rest of us. Han Solo imprisoned — maybe dead. Princess Leia stumbling around in a haze of misery and despair. Commander Skywalker crippled and crushed under some great personal grief. I can assure you, morale aboard the Command Ship was none too high.

And now look at us, a few short months later! We sit around the campfire, wrapped in joy and surrounded by the laughter of Ewoks. Pieces of the broken Death Star hit and burn up in Endor's atmosphere, looking for all the world like a whole pack of shooting stars for us to wish on. By the gods — *we've done it!*

You must pardon my exuberance, Major Hextrophon. The heady brew of victory has made us all giddy as children, though perhaps a different brew — fermented grava berries presented us by our new Ewok friends — has something to do with it as well. But I assure you that my research will be as sober, complete, unbiased, and honest as were the previous two.

But, if you don't mind, I'll start tomorrow, okay? Somebody's taught the Ewoks the *Starfarer's Return*, and they want me to dance.

# Voren Na'al



When he first joined the Rebel Alliance, Voren Na'al was an unimposing young man. His years of work on behalf of the Alliance have seen him grow wise with experience. Placed in the Historian Corps, an arm of the Rebel Alliance, Na'al was charged with documenting the people, places, and events of the Galactic Civil War.

Na'al came from an ordinary background. Working as a stringer for the Galactic News Service, Na'al was covering the prestigious swoop races on Corsin, in the Greater Plooriod Cluster. His life changed when a platoon of Imperial stormtroopers entered the press area, and without explanation, placed everyone under arrest. In the intervening weeks, Na'al learned that the Empire had forcibly deposed the planetary government in favor of one far more sympathetic to the "ideals" of the New Order. For the people of Corsin, civil rights were eliminated, and a once-beautiful world known for its love of life became a world forced into submitting to a military police presence. This event drove him to join the Rebel Alliance, where his skills have helped preserve a record of the war. While Voren Na'al has never played a pivotal role in any of the battles of the Galactic Civil War, his contributions are memorable and valued.

After many years as a reporter for the Galactic News Service, Lieutenant Na'al now serves the Alliance as an assistant to the Master Historian, Arhul Hextrophon. He has been assigned to follow and report upon the members of the Alliance commonly referred to as "the heroes of Yavin," a group which now includes Lando Calrissian, though Calrissian was not at Yavin. (As Calrissian readily admits, "In those days, you wouldn't have caught me within a thousand light-years of Yavin once the Death Star showed up." He smiles. "You see, that was before I decided to give up a good job to become a savior of the galaxy. Now I eat Death Stars for breakfast.")

Na'al joined the Alliance several years ago after a chance meeting with Arhul Hextrophon, his old journalism teacher. Hextrophon, who had been in the Alliance since its inception, convinced the young reporter that he could indeed make a difference in the Galactic Civil War.

Na'al took part in the assault on Hoth and the Battle of Endor, as well as in many smaller confrontations. He has been wounded in action twice. His straight-forward reporting has earned him the respect and recognition of his peers in the Alliance.

## Voren Na'al

**Type:** Armchair Historian

**DEXTERITY** 3D

Blaster 3D+2, dodge 4D+1

**KNOWLEDGE** 4D

Alien species 5D, bureaucracy 4D+2, cultures 4D+2, scholar: history 7D+1

**MECHANICAL** 2D+2

Repulsorlift operation 3D+1

**PERCEPTION** 3D+2

Bargain 4D+2, investigation 6D+2

**STRENGTH** 2D+2

**TECHNICAL** 2D

Computer programming/repair 4D, first aid 2D+2, repulsorlift repair 3D

**Force Points:** 1

**Character Points:** 12

**Move:** 10

**Equipment:** Datapad, blaster pistol (4D), falsified ID, 700 credits

# Na'al's Journey

*From the notes of Voren Na'al, Assistant Historian to the Alliance*

I started out for Tatooine immediately following the victory celebrations on Endor, and as usual, the desert world was isolated from outside news. In many ways, the death of the crimelord Jabba the Hutt had a more profound impact on the desert planet than the death of Palpatine. But other than a mercifully brief encounter with a bullying Imperial Customs officer, planetfall was uneventful.

Avoiding the heavily armed squads of stormtroopers (on alert after the violent gang war that erupted following Jabba's death), I set out to examine the sites the Heroes of Yavin had visited during their rescue mission to the desert planet.

I made my way to the former palace of Jabba the Hutt. The exterior of the palace was a shambles; scorch-marks and bloodstains marred the walls, broken bodies lay everywhere, and the stench of decay nearly made me retch. Fortunately, the fighting was at a lull, and my alternate cover as a dealer of illicit spices gained me access to the palace.

I spent my allotted three days in the palace, ostensibly participating in the intrigue and struggle for ascendancy that was all-too-predictable in the wake of Jabba's death. In between talking with the denizens of the palace — mostly with Bib Fortuna, Ephont Mon and Ree-Yees — and avoiding being murdered, I gathered information on many of Jabba's most important courtiers and reconstructed the immediate events surrounding the fall of Jabba the Hutt and the rescue of Han Solo.

After finishing my work on Tatooine I rejoined the Alliance Fleet at Sullust, just in time to witness the return of Han Solo. The Heroes of Yavin were the heart and soul of the Rebellion, and Solo's presence had come to mean a great deal to us all. His return was celebrated widely.

In the wake of Solo's return, however, Admiral Ackbar worked his crews hard to prepare for the attack on the new Death Star. If we were to survive, we had to be smarter, quicker, and more dedicated than our enemies. Commander Skywalker's return from a brief and cryptic visit to the bog planet Dagobah helped cement the will of the Alliance; defeat no longer seemed an option.

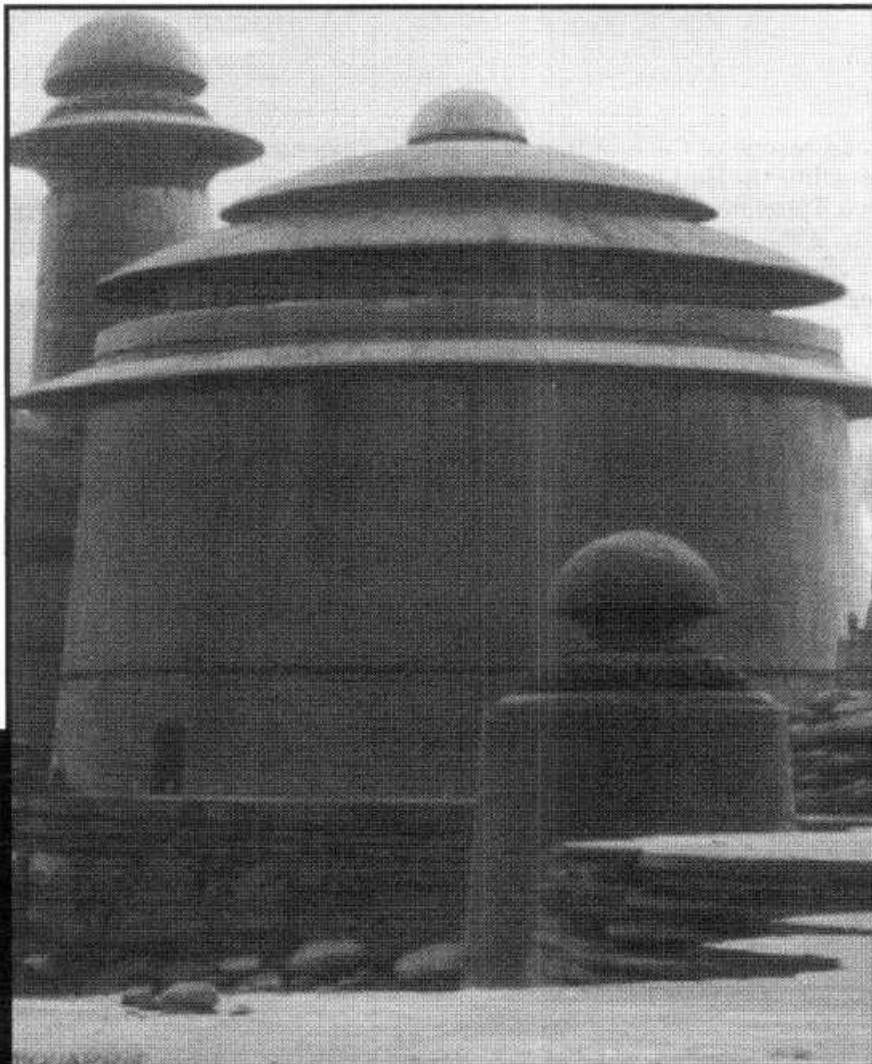
After the Battle of Endor had concluded (and my nerves had settled somewhat), I was briefly stationed on the forest moon, interviewing the commandos and Ewoks who had participated in the fight. My respect for the furry inhabitants of Endor has grown considerably during my short time there.

Unfortunately, my furlough on Endor was cut short by orders from Mon Mothma: I was to take the first transport to the Imperial data storage facilities on Halowan, Fakir sector, and attempt to report on the Imperial command structure present at Endor. Posing as a special agent of Fakir sector's Moff, I managed to trick the security forces on Halowan to give me access to restricted Imperial files. (My success was probably not due to my cover information; my security code and authorization orders were out of date. However, Moff Lorin of Fakir had a great deal of respect on Coruscant, and his underlings believed he was a natural to fill the power vacuum left in Palpatine's wake. No one wanted to challenge the "emissary" of a possible successor to the Emperor.)

Mon Mothma cautioned me not to take more than three days to accomplish my mission; the fleet could not stay in the Endor region for long as Imperial reinforcements were undoubtedly on their way. Fortunately, the Imperial record keeping system was more organized than their security. After a mere day of research, I was able to rejoin the fleet and present my full report to Alliance Command.

# Chapter One

## TATOOINE





**"If I told you half the things I've heard about this Jabba the Hutt, you'd probably short-circuit."**

## See-Threepio

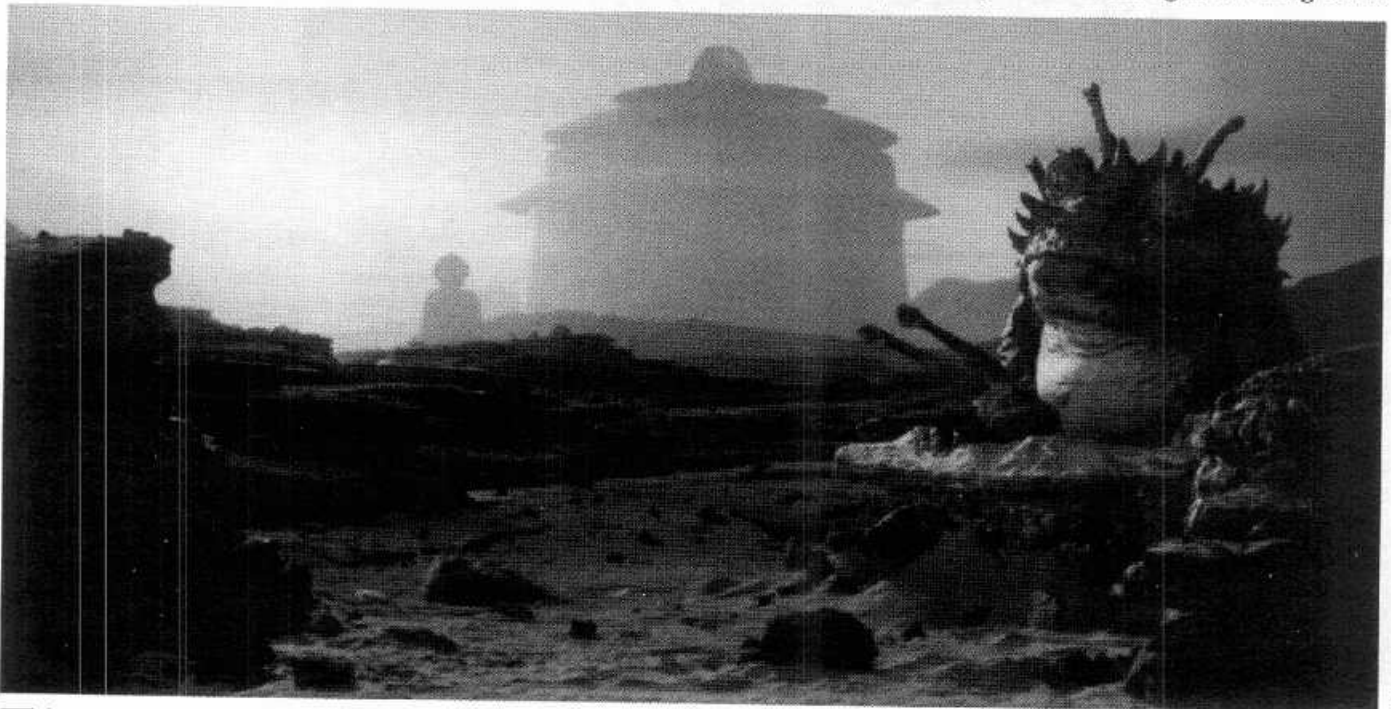
The daring rescue of General Han Solo and the death of Jabba the Hutt had quite a dramatic impact upon Tatooine and the galactic underworld. With Jabba dead, almost immediately the underworld slipped into disarray, as smugglers, slavers, and gangsters vied to take control of newly opened territory. Tatooine became a prime battleground for this turf war.

Mos Eisley, somehow, had become even more dangerous in the intervening chaos. There were few civilians on the streets; those about moved quickly and furtively. Stormtroopers were visible in force, patrolling in heavily armed squads. A full-scale gang war was in progress. Rival factions were battling to take control of Jabba's empire — jackals squabbling over a fat, juicy corpse — and things were getting messy. More

than 50 people had been killed in Mos Eisley, and several buildings, including the famous cantina, had been firebombed.

The Imperial prefect was attempting to keep order, but lacked sufficient troops to oppose the gangsters. He was getting precious little in the way of assistance from the sector's Moff, who had more immediate problems on his mind.

Out in the wilderness of the barren world, things were much the same. A few hours travel from Mos Eisley, through the Jundland Wastes, Obi-Wan Kenobi's hut lies abandoned. A violent sandstorm had broken windows and filled the main room with drifting sand — but the place had a certain majesty, as though great things had happened there. Here, nearly four years prior, Luke Skywalker had begun learning of the



■ A worrt outside Jabba's Palace.

Force from Obi-Wan. Just before his confrontation with Jabba, Luke accomplished one of the major tasks of any Jedi Knight, the construction of his own lightsaber. The entire house was filled with unseen energy vibrating at a wavelength that could be sensed at the back of one's being but never truly detected.

It was an unsettling experience, to say the least. Within the hut, one feels like an intruder, albeit a safe one, provided one's intentions are honorable. It was like being a beloved child who had wandered by accident into a king's audience chamber. One felt welcome, but the grown-ups had important things on their minds and couldn't stop to play. It was quite humbling.

### Within the Palace Walls

Out beyond the Dune Sea, past even the wild Jundland Wastes and the pit of Carkoon, there was an evil place. A place of corruption, of vile, contemptible goings-on the likes of which existed nowhere else on the planet Tatooine—or perhaps anywhere else in the galaxy, for that matter. This was the palace of Jabba the Hutt.

To reach it (if you are fool- ish enough to want to), you must first travel a perilous, ever-shifting road that leads through the scorching sands and parched canyons of Tatooine's most rugged terrain. If you survive the tender mercies of the Sand People and the krayt dragons, you will eventually get to your destination.

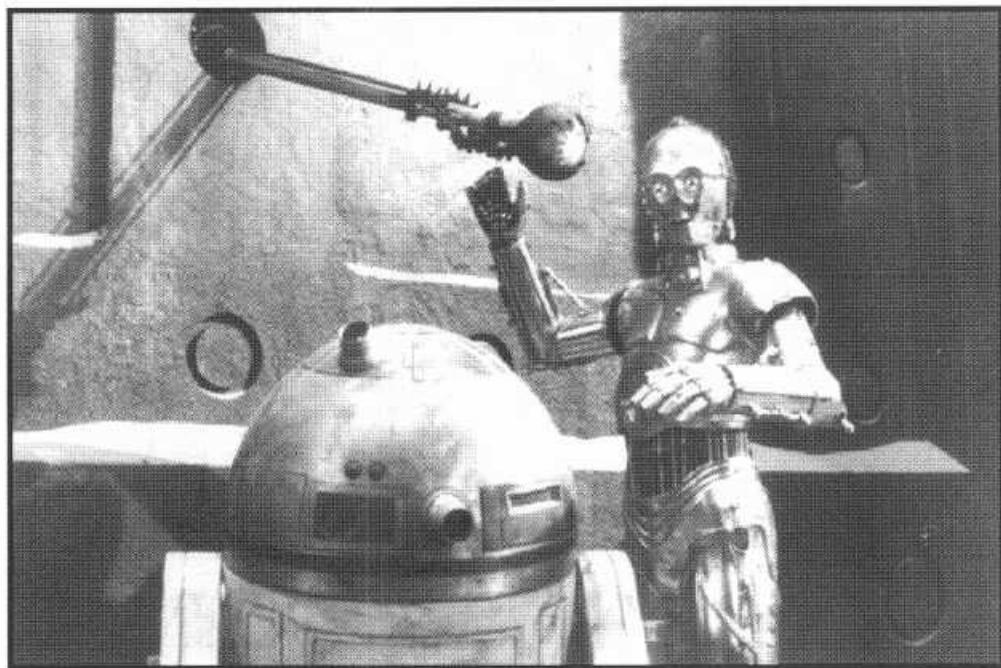
You had better have an invitation, however, for all approaches to the palace are watched. An extensive scanner network monitors the surrounding area to a distance of ten full kilometers in all directions. Hostile-looking visitors are greeted by a contingent of Gamorrean guards (or other appropriate "representatives") before they even catch sight of the fortress. Those not appearing dangerous are allowed to approach, but monitored closely all the way.

If you approach the palace during the night, you may have the misfortune to meet the worrt, a repulsive, toad-like creature with a lightning-fast tongue. The worrt cannot harm Human-sized visitors (though Jawas have been known to disappear mysteriously when wandering around the palace) but the worrt is too stupid to

realize this, and it attacks anything it meets. If it attacks you, you had better simply endure its disgusting, sticky, drooling caress: woe betide the fool who dares strike Jabba's little friend!

The palace is built of sandrock, the outer walls reinforced by Ditanium plating and reflective shielding. The architect was Derren Flet, a respected young star in his field who met an untimely demise when he failed to include a satisfactory dungeon in the original plans of the palace. He did, however, provide Jabba with just about everything else the Bloated One wanted, and the palace served Jabba admirably as both stately manor and fortress.

The hub of the palace, around which everything else revolved, was the throne room. From his throne, Jabba could control everything from the trap door leading to the rancor pit below, to the lighting and climate control for the entire palace. Virtually all defense, communication and security systems could be monitored by



Jabba personally. The throne room also served as living quarters for most of Jabba's "employees and associates" — to keep an eye on them, he forced them to sleep right there on the cold floor of the throne room, as he was forced to do by his deteriorated physical condition.

Beneath the palace were the infamous dungeons, which through the years housed an unending stream of beings unfortunate enough to have earned the Mighty Jabba's displeasure. Most died there: Jabba rarely forgave anyone and there was little chance of escape. There was

only a single entrance, guarded day and night, and the reinforced walls, ceilings and floors rendered any thoughts of tunneling out futile.

In addition to these features, the palace housed a massive garage, stable and repulsorpool area wherein a variety of vehicles and beasts of burden were kept. A huge, domed docking area for Jabba's personal sail barge was situated directly behind the throne room, so that the ponderous Hutt might easily move to and from his favorite recreational vehicle. There were no facilities for starships within the grounds, as Jabba refused to let them within 50 kilometers of his palace for security reasons. All who approached the palace were forced to brave the treacherous Tatooine wastes.

In all, Jabba's Palace was an ideal base of operations for a criminal empire. Soon after his death, the palace fell on hard times. The exterior of the palace was a shambles: scorch-marks and bloodstains marred the walls, broken bodies lay everywhere, and the stench of decay was overwhelming. Bib Fortuna's forces had control of the palace, but that control would be fleeting and the resistance determined. Whoever was strong enough to claim this valuable property would have an indispensable tool with which to start his climb to the top.

#### ■ Worr

**Type:** Voracious predator

**DEXTERITY 1D**

**PERCEPTION +2**

**STRENGTH 1D**

**Brawling:** tongue attack 4D

**Special Abilities:**

**Tongue Attack:** The worrt will attack anything that moves that is its size or smaller. The tongue does 1D damage.

**Move:** 3

**Size:** 0.5–1.5 meters tall.

**Capsule:** The worrt is a blindingly stupid, and harmless (to Humans) predator that inhabits the furthest wilderness areas of Tatooine. It will attack anything that even remotely appears edible, including metal, plants, large rocks that appear similar to other creatures and just about anything else that passes in front of it or that it can approach without being attacked first.

The worrt typically feeds on insects, small rodents and other tiny creatures native to Tatooine. However, it will often harass larger creatures, especially if they don't fight back. Jabba the Hutt has several worts as rather obnox-

ious pets around the palace, and they are found throughout the stretches surrounding the palace.

## Bib Fortuna

The Twi'lek Bib Fortuna was Jabba the Hutt's major-domo, and with the Bloated One's death, the leader of the most prominent faction vying for control of Jabba's organization. Fortuna's association with Jabba goes back many years.

On his homeworld of Ryloth, Fortuna was an ambitious entrepreneur, one of the foremost "clandestine exporters" of the mineral known as ryll.

In other words, he was a spice smuggler.

After several years of successful, if unspectacular, freelancing, one of Jabba the Hutt's agents approached Fortuna with a proposition: Mighty Jabba wanted Bib to come work for him as his production and transport agent. Fortuna would make a healthy "commission" on each load of spice he brought in — more than he was making independently — and Jabba's organization would handle distribution of the product.

While there were dangers involved, not the least of which was incurring Jabba's anger and being fed to the Sarlacc, the money was very, very good. Fortuna agreed.

Years passed. Fortuna became an important fixture around Jabba's palace and he made a lot

of money. When the Imperials intercepted several shipments, Fortuna thought it was time to actively pursue a promotion rather than be blamed for these incidents. After the gift of Oola, the Twi'lek dancing girl, Jabba made him one of his many lieutenants. So what if Fortuna had to wave his head tails and bow constantly? So what if he had to agree with every belch Jabba uttered? It was only business, after all, and Bib Fortuna wanted to make the most of it.

With his organizational skills, management experience, and head for business, Fortuna quickly became one of Jabba's chosen few. His main competition was the Corellian pirate, Bidlo Kwerve, and both were looking to unseat that bumbling fool Naroos Cuthus as major-domo.

Fortuna was always able



to keep the edge by fawning over Jabba, but Kwerve nearly got the prestigious position through sheer luck. One day, a group of excited Jawas told Kwerve of a ship that crashed out in the desert. It turned out that the ship contained the fearsome rancor. Kwerve nearly got full credit for retrieving the beast, but Fortuna knew enough to watch the Corellian closely. Fortuna arrived on the scene just as Kwerve subdued the beast with a case of grenades, and was able to extort Kwerve into sharing the credit with him.

Three days later, Kwerve and Fortuna gave Jabba the creature for his birthday. Jabba showed both men the full measure of his gratitude. Bib Fortuna finally received the promotion he desired, as Jabba announced that the Twi'lek would now serve as his chief lieutenant and major-domo. He was given responsibility for the day-to-day operations of the palace and Jabba's townhouse in Mos Eisley.

Bidlo Kwerve, however, made history. He was given the honor of becoming the rancor's first meal in Jabba's presence. Fortuna was glad that the "greater" reward went to his honored opponent.

Fortuna was aboard Jabba's sail barge when the Mighty Hutt was killed by Leia Organa. Somehow, these upstart Rebels were making a mockery of Jabba's henchmen. The wily Twi'lek reasoned that it was time to head for safer ground, and made his way down to the small patrol craft compartment, barely escaping before the sail barge exploded.

■ **Bib Fortuna**

**Type:** Twi'lek

**DEXTERITY 3D**

Blaster: hold-out blaster 3D+2, dodge 4D+1

**KNOWLEDGE 3D**

Bureaucracy 5D, business 7D, languages 4D, streetwise 5D, streetwise: Jabba's organization 8D+2, value: ryll 6D+2, value: spice 7D

**MECHANICAL 2D+2**

**PERCEPTION 4D+1**

Bargain 5D, command: Jabba's minions 6D+2, con 5D+1, forgery 5D, hide 5D, investigation 6D+2, persuasion 5D+1, sneak 5D

**STRENGTH 3D**

**TECHNICAL 2D**

Security 3D

**Special Abilities:**

*Tentacles:* Twi'leks can use their head tails to communicate in secret with each other, even in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.

**Force Points:** 1

**Character Points:** 9

**Move:** 10

**Equipment:** Hold-out blaster (3D), datapad, ryll spice snifter (ryll spice gives +1D to *Perception* and related actions for one hour, but reduces *Dexterity* and related actions by -2D for three hours; requires an Easy *willpower* roll, which, if failed, means the user is addicted)

**Gamorrean Guards**

Jabba employed nine Gamorreans as palace guards, in addition to several others who worked at his townhouse or were out "on assignment." Gamorreans are fierce and determined, if somewhat slow, warriors, completely loyal to their employer (as long as they are paid on time and they get to hurt things on a regular basis). Occasionally Jabba would send them out into Tatooine to handle very simple assignments, such as strong-arming moisture farmers who were reluctant to pay protection, but mostly they remained within the walls of Jabba's Palace, at their bloated master's side.

The leader of this band of thugs was Ortugg, who Jabba put in charge after seeing him put up an impressive fight during the "employment test." The toughest and most intelligent of the lot, he and his right-hand man, Rogua, were assigned the very important position of front entrance sentry.

Ortugg was also given the private task of keeping an eye on Tessek, who Jabba suspected didn't always have the crimelord's best interests at heart. Ortugg had clashed with Tessek several times, though the clever Quarren always backed down before risking the ire of the fierce Gamorrean or, worse yet, Jabba himself.

The other Gamorreans served as sentries throughout the palace. Jabba particularly liked to put them in charge of guarding uppity prisoners who, knowing to expect little mercy from the Hutt, would invariably try to escape. The resulting butchery gave His Eminence almost as much pleasure as watching his beloved rancor swallow someone whole. Jabba had often toyed with the idea of dropping a Gamorrean or two into the rancor pit — just to see what would happen.

**Typical Gamorrean Guard.** *Dexterity 3D, melee combat: vibro-axe 4D+2, Knowledge 1D, survival 2D, Mechanical 1D, Perception 2D,*



LFL

### The Employment Test

*The following story was related by Ephant Mon, who participated in the event.*

Jabba's organization is always in need of cheap muscle for protection: goons who would break heads without thinking twice about it, and who would not betray their employer. Jabba needed creatures who were strong, vicious, loyal, and stupid. In short, he needed Gamorreans.

But needing Gamorreans and getting them to work for you are two entirely different things. These brutish mercenaries live by a strict code of "honor" that states that a Gamorrean will only serve someone who is a better warrior than he. Anyone who wishes to hire a Gamorrean must first defeat him in battle.

Now, Mighty Jabba knew that he would have no problem defeating a Gamorrean in single combat, but, considering the amount of Gamorreans that he wanted to hire, the fighting could soon become tedious. And besides, it is so very easy to trick them.

Jabba had a group of 12 likely candidates brought to his palace throne room to receive their "employment test." The Hutt's thugs ringed the room, the Gamorreans were herded into the center, and Mighty Jabba heaved himself off of his throne and faced his guests. His massive tail rose high in the air, casting a shadow over the Gamorreans. With great fanfare, Jabba's interpreter an-

nounced that the Mighty Hutt would take them on all at once!

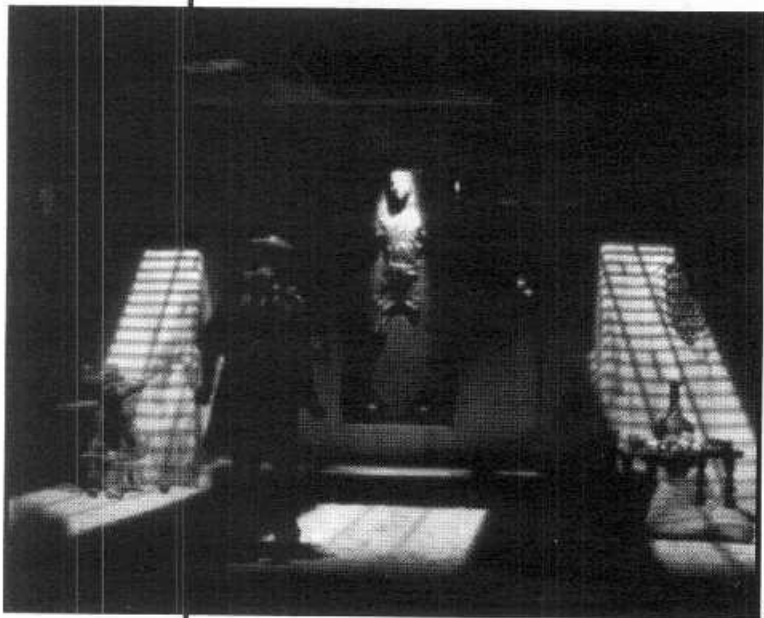
But as the first of the brutes advanced, Jabba signalled him to stop. He clapped his pudgy hands, and a henchman brought out a handful of blindfolds. The Gamorreans bristled and made threatening noises at the henchmen.

The crimelord's interpreter then explained that this was the traditional Huttese way of doing personal combat — fighting by smell and touch and blind instinct. Among the Hutts, the interpreter explained, fighting with eyes uncovered was dishonorable and cowardly. Seeing Jabba allow himself to be blindfolded first, the Gamorreans accepted at face value Jabba's proposition to fight them all at once. The none-too-bright Gamorreans accepted the condition.

After all the Gamorreans were blindfolded, the gong signalling the commencement of combat was chimed, and the Gamorreans advanced clumsily, swinging wildly with their vibro-axes and force pikes. Of course, by then Jabba had slipped back onto his throne and twenty of his henchmen, brandishing gaffi sticks and clubs, moved in to replace him. Jabba's henchmen, who were of course not blindfolded, had little trouble pummeling the brutes into submission.

A cacophony of strange alien laughter surrounded the bewildered Gamorreans as they flailed wildly in every direction. Jabba's henchmen darted between the blind thrusts and slashes to deliver savage blows to the helpless Gamorreans. Most of the Gamorreans were easily dispatched, but a few of them, particularly the axeman, Ortugg, displayed remarkable endurance and determination, and by luck managed to down one of their tormentors. This was unfortunate, but Jabba reasoned that "that is the price you pay for good help these days."

When the combat was over, Jabba moved back into place, with a few cosmetic cuts and bruises added for effect. The blindfolds were removed, and the stunned and beaten Gamorreans gaped in awe at the giant slug-like creature who had single-handedly defeated 12 Gamorrean warrior clansmen blindfolded. All nine of the surviving Gamorreans swore fealty to the greatest warrior they had ever known.



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*Strength 4D, brawling 5D, stamina 5D+1, Technical 1D. Move: 9. Vibro-axe (STR+3D+1, Moderate difficulty), force pike (STR+3D, can reach up to two meters, Moderate difficulty).*

■ **Ortugg**

**Type:** Gamorrean Guard

**DEXTERITY 3D**

Melee combat: vibro-axe 5D+1, thrown weapons 4D+2

**KNOWLEDGE 1D**

Intimidation 5D, survival 3D, survival: desert 4D

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 4D**

Brawling 6D, stamina 6D+2

**TECHNICAL 1D**

**Special Abilities:**

*Voice Box:* Gamorreans cannot speak Basic.

*Stamina:* Gamorreans can make a second *stamina* check if they fail an initial one.

**Story Factors:**

*Droid Hate:* Most Gamorreans hate droids and delight in needlessly destroying them.

**Character Points:** 4

**Move:** 8

**Equipment:** Vibro-axe (STR+3D+1), force pike (STR+3D)

**Oola**

Twi'lek women are known the galaxy over for their exotic dancing. It seemed to Bib Fortuna that this would be the perfect gift with which to appease his employer, Jabba the Hutt. It might also convince the Hutt to overlook the recent difficulties Fortuna had been having with intercepted spice shipments.

However, it was difficult to find just the right girl for Jabba. Most of the popular dancers were too common and ordinary to captivate Jabba the way that Fortuna wanted his "gift" to. He traveled out to the "place of twilight" on his half-light, half-dark homeworld of Ryloth, where there still existed many quaint, primitive clans, living in ignorance and peace. It took him two weeks to find the perfect woman.

He knew from the moment he saw Oola that she was the one. The daughter of the clan chief, Oola moved like a serpent and possessed the finest, most delicate head tails Fortuna had ever seen.

During the night, Bib kidnapped the innocent girl and brought her to his smuggling complex. There, he hired several famous Twi'lek dancers to tutor the young Oola in the ways of seduction and dance. Four months later, he presented Oola to Jabba.

Jabba was instantly smitten with the young Twi'lek. To show his appreciation, he chained her to his throne, an honor he reserved for only his most prized possessions. Fortuna had done well.

It became evident before long, however, that Oola did not share the sentiment of her new master. Dancing for the court was bad enough, but when the grotesque Hutt began to make his



obscene advances toward her, she fiercely resisted. She was punished, and punished again, but still she held firm. Eventually Jabba tired of the game, and the young Twi'lek became food for his other "most prized possession," the rancor.

■ **Oola**

**Type:** Twi'lek Dancing Girl

**DEXTERITY 2D**

Dancing 6D, dodge 4D

**KNOWLEDGE 2D**

Survival 3D+2

**MECHANICAL 1D+2**

**PERCEPTION 3D+1**

Hide 4D+1, sneak 5D+1

**STRENGTH 2D**

**TECHNICAL 1D**

**Special Abilities:**

*Tentacles:* Twi'leks can use their head tails to communicate in secret.

**Move:** 10

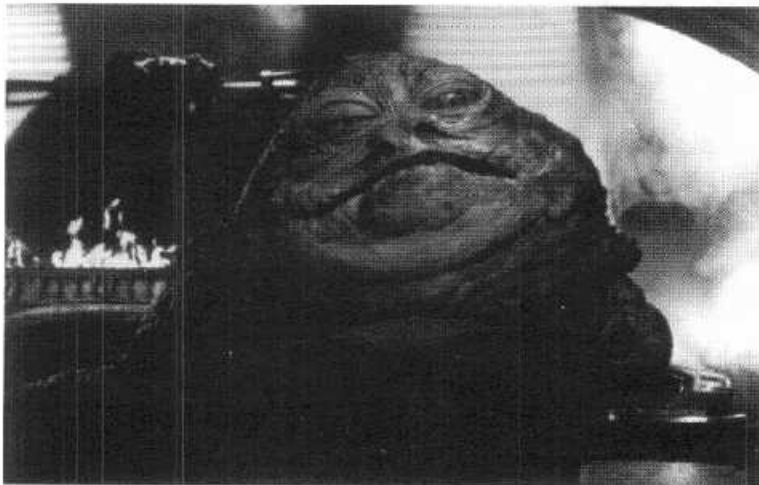
**Jabba the Hutt**

There are many, many stories about Jabba the Hutt: who he really was, where he came from, and how he became one of the most powerful underworld figures in the galaxy. Jabba is said to have been behind every single unsolved crime committed in the past 20 standard years. Countless cheap hoods give themselves airs by claiming to have done a job with the Bloated One. Politicians across space have gotten themselves elected promising to "bring down the Hutt and all like him." The Hutt has even achieved the status of galactic boogeyman: mothers everywhere use him to keep ornery children in line—"You'd better go right to sleep or Jabba will get you."

It was not that Jabba was the most vile or evil or hideous gangster in the galaxy (although he was certainly in the running). It was simply that

Jabba, as perhaps the most visible member of the notorious Hutt crime families, was an exceptionally well known criminal. Most other crimelords sought to keep their identities secret so that they could conduct their business in private. Jabba flouted his influence and wealth, virtually daring the authorities to bring him down — if they could. Jabba was more than a successful gangster; he was proud of what he'd done and how he'd done it. Perhaps it was inevitable that he would gain so much notoriety, and that his death would be so widely celebrated.

To dig through this muddled information to find "the truth" is impossible. One can only pick



out the choicest bits and string them together to form some sort of reasonable narrative.

Jabba was a Hutt, a race of slug-like creatures said to originate on a planet called Varl, though that name does not appear on any Imperial star charts. Space lore has it that the Hutts all but destroyed themselves in civil war, but then managed to relocate to the world of Nal Hutta, from which they built their criminal empire. Nal Hutta sits at the center of "Hutt space," and is a safe haven for the galaxy's most ruthless criminals, provided they haven't offended any of the powerful Hutt families of that world.

Jabba, in particular, was known for his crude wit and dominating force of personality. His massive, physically-intimidating presence no doubt had an important bearing on his meteoric rise to power, but ultimately it was his ruthless, scheming mind which brought him to the top of his chosen profession. Later on, when the excesses of his appetites for food, females and spice had taken their toll, leaving him a hairless, bloated slug, all but unable to move, the mind of the illustrious Jabba remained as nimble, sharp and evil as ever.

Over the years, his underworld empire had

grown to an almost unfathomable size. He had his pudgy hands in everything from spice running, to extortion, to a protection racket which alone could have supported the governments of an entire sector of space. Jabba amassed a virtual army of beings from across the galaxy to do his bidding. His agents were everywhere.

Why then did Jabba choose the remote planet of Tatooine as a base of operations? No one is truly sure. Speculation ranges from the idea that Jabba thought he would draw less Imperial attention in such a remote location, to a supposed deal Jabba had with the sector governor, to the story that Jabba actually owned the entire planet. For whatever reason, Jabba made his palace in the remote deserts of Tatooine the hub of his criminal empire. Unfortunately for the Hutt, he picked the homeworld of a young man who would become the last of the Jedi, and who would spell his eventual doom.

### ■ Jabba The Hutt

**Type:** Hutt

**DEXTERITY** 2D

**KNOWLEDGE** 3D

Alien species 5D, bureaucracy 7D, bureaucracy: Tatooine government 9D+1, business 6D+1, cultures 4D+2, intimidation 7D, languages 4D, law enforcement 4D+1, law enforcement: Tatooine 9D, streetwise 9D, streetwise: Jabba's organization 11D

**MECHANICAL** 3D

**PERCEPTION** 3D

Bargain 8D, command 8D, con 7D+1, gambling 7D+2, persuasion 7D-2

**STRENGTH** 4D

Brawling 6D, lifting 6D, stamina 7D

**TECHNICAL** 3D

**Special Abilities:**

*Force Resistance:* Hutts have an innate defense against Force-based mind manipulation techniques; they roll double their *Perception* dice to resist such attacks. Hutts cannot learn Force skills.

**Force Points:** 5

**Dark Side Points:** 6

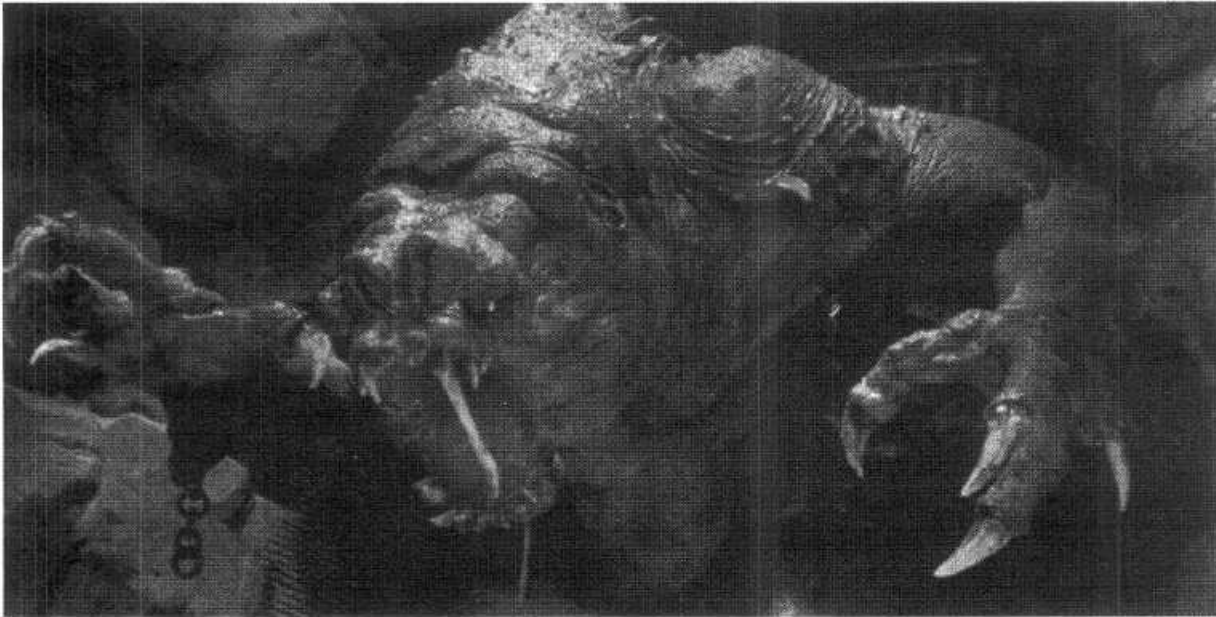
**Character Points:** 26

**Move:** 2

## The Rancor

Much has been said and written about the rancor owned by Jabba the Hutt. It was the only known creature of its kind, and, since its arrival on Tatooine, had spawned some controversy concerning its origin. The rancor was given to Jabba as a gift by Bib Fortuna and the late Bidlo Kwerve, both then lieutenants of the crimelord. Being little interested in historical or xenobiological research, neither had bothered to examine the crashed vessel that originally housed the Rancor for clues as to the beast's planet of origin.

Fortunately, others were more curious. Certain biologists who had seen the infamous rancor footage (since banned in most reputable



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areas of the galaxy), came to Tatooine to probe into the background of this unique specimen. They were of necessity quite circumspect when questioning Jabba's men, but, after several months, they were able to learn the location of the downed ship. Though Jawas and Tatooine's vicious sandstorms had not been kind to the battered ship, the xenobiologists were able to read the ship's registration number and begin a back-trace of the vessel.

It seems that the ship, registered to a Captain Grizzid, had last docked in the Tarsunt system, where a man by the name of Grendu, a dealer in "rare antiquities," had commissioned passage for himself and a special cargo. To carry the cargo, Grendu had ordered a special heavily reinforced cage to be installed in the hold. Just where this Grendu found the creature remains unclear. While Grendu is believed to have spent many years in the Anoat system, it is highly unlikely the creatures originated there. Unfortunately, Grendu did not live long enough to answer questions. He and the ship's crew were all killed shortly after the craft crash-landed on Tatooine.

The rancor quickly became the crimelord's favorite pet. One of his favorite recreational activities involved feeding his favorite pet. It was most satisfying to Jabba and his collected throng when the rancor swallowed its meal whole, and a good deal of betting took place on whether the meal would be a "one-biter," "two-biter," or, very rarely, a "three-biter."

To keep the rancor happy and healthy at all times, Jabba hired Malakili, an expert beast keeper. He and his partner Lorindan (a reputed relative of Mos Eisley's Garindan, or "Long Snoot") supplied the beast with food whenever

Jabba didn't send it a meal through the trap door. They were also responsible for maintaining the pit, not the most enviable of tasks.

After many standard months of taking care of the beast, Malakili and his partner became quite attached to it. They, along with the mighty Jabba himself, were devastated when their beloved rancor fell victim to the "Jedi tricks" of Luke Skywalker.

#### ■ The Rancor

**Type:** Gigantic predator

**DEXTERITY 4D**

**PERCEPTION 1D**

Search: tracking 3D

**STRENGTH 7D**

**Special Abilities:**

*Armor:* Adds +3D

*Claws:* Do STR+3D damage

*Teeth:* Do STR+5D damage

**Move:** 20 (restricted to Move 10 in pit because of cramped conditions)

**Size:** 5 meters tall

### Salacious Crumb

If there was a jester in the court of Jabba the Hutt, it was the Kowakian Lizard-Monkey Salacious Crumb. Crumb sat at the base of Jabba's throne, mimicking and cackling at all who addressed the illustrious Hutt. It seems clear that these creatures are sentient, although they build nothing and have no art, no science, and no literature. In their natural habitat, they are mere gatherers and foragers, but in the presence of larger sentients, they will allow others to care for them.

Crumb was one of the only beings to ever cross Jabba and live to tell about it. While on one of his journeys off Tatooine, Jabba stopped at



Kwenn Space Station to settle an important debt. Salacious Crumb, an unwanted parasite on the station, scampered aboard Jabba's vessel while evading the Mantilorrian ratcatchers who were hot on its trail. With an unerring instinct for getting into the most trouble possible in any situation, Crumb decided to hide in Jabba's chambers.

When Jabba returned to the ship, he found Crumb hiding in, of all places, his feeding bowl! The enraged Hutt almost swallowed the Lizard-Monkey on the spot. But Crumb was too fast for him and darted up into the rafters, the bowl sitting on his head like a huge blast-helmet.

Just then, Bib Fortuna and his rival Bidlo Kwerve bumped into the room, in the midst of a heated argument. Crumb dropped the bowl on their heads, spreading green ooze all over the surprised creatures. Bidlo was angered and pulled his blaster, but the green ooze had gotten into his equipment, and all he accomplished was to squirt a blob of green liquid directly into Fortuna's face.

By this time, Jabba was nearly delirious with laughter, and barely had enough of his wits about him to stop his lieutenants from killing each other. Since that day, Salacious Crumb was constantly at his side, annoying court regulars and guests alike.

### ■ Salacious Crumb

**Type:** Kowakian Monkey-Lizard

**DEXTERITY 4D**

Dodge 6D, pick pocket 7D, running 6D+1

**KNOWLEDGE 1D**

Languages 2D+2, streetwise 1D+2

**MECHANICAL 1D**

**PERCEPTION 1D**

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

**STRENGTH 1D**

Climb/jump 4D+2

**TECHNICAL 1D**

**Character Points:** 4

**Move:** 11

### EV-9D9

In general, a droid's basic programming requires it to be friendly and subservient to most sentient beings. EV-9D9 is a noted exception; in fact, EV-9D9 actively dislikes most beings, and seems to have a pathological hatred of other droids.

In the normal course of events, Ninedenine would be judged



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deranged and subject to memory-wipe and reprogramming. Unfortunately for dozens of worker droids, Ninedenine found employment where its derangement was appreciated and encouraged.

Jabba's agents discovered Ninedenine supervising at the now-defunct GoCorp repulsor plant, while the Hutt was commissioning several sand skiffs. The droid laborers at GoCorp were unbelievably overworked. The attrition rate was

high, but production was well beyond what droids are normally able to accomplish.

Impressed by this, Jabba's agents bought the supervisor-droid and put it to work in the palace. Ninedenine was a meticulous taskmaster who believed that it was its job to work the other droids until they dropped. Those who disobeyed orders or failed to perform up to expectations were severely "disciplined" with a twisted array of mechanical tortures. Some say that Ninedenine actually enjoyed torturing its mechanical brothers (as much as a droid can "enjoy" anything). Whichever was true, the droid made existence for the other droids at the palace a mechanical analog of hell. During his tenure, only two droids ever escaped from EV-9D9 — a certain golden protocol droid and his feisty astromech companion.

### ■ EV-9D9

**Type:** Merendata EV Supervisor Droid

**DEXTERITY 4D**

**KNOWLEDGE 3D**

Intimidation: droids 6D, value 5D

**MECHANICAL 3D**

**PERCEPTION 3D**

Command 4D+2

**STRENGTH 2D**

**TECHNICAL 4D**

Droid programming 7D, droid repair 7D

**Equipped With:**

- Humanoid body (two arms, two legs, head)

- Two visual and audial sensors — Human range

- Vocabulator speech/sound system

**Move:** 10

**Size:** 1.6 meters

**Cost:** 4,500

**Equipment:** Arc welder (6D), datapad



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### Ephant Mon

When asked, Ephant Mon described his profession as "freelance," though he never said what he freelanced in. De-

spite his constant presence at the court of the crimelord, Mon was not a member of Jabba's staff, but was one of the only non-employees the Hutt would tolerate. Exactly why Ephant was so privileged is open to speculation.

Though it's hard to imagine, the Hutt may have considered Mon a friend. The two shared certain unsavory appetites. It is possible that the Hutt simply enjoyed having one person around who was not a yes-man or toady, who might dare offer a dissenting opinion now and then. Or perhaps not.

It is also possible that the Hutt tolerated the Chevin because of the many successful business ventures the two had combined upon. Ephant Mon was expert at the acquisition of certain special commodities, and Jabba had the necessary distribution network to sell them.



Ephant Mon was a gunrunner. Mon supplied arms to all manner of military organizations, from petty planetary guerrilla groups to the Rebel Alliance itself. No one is sure exactly where the Chevin acquired his merchandise, but the weapons were usually of Imperial manufacture, outdated, but still quite serviceable. Apparently, certain high-ranking Imperial military officers were willing to supply their own enemies to make a fast credit.

Ephant Mon had come far from his rather humble origins. The Chevin are hunter-gatherers, following the wild backshin across the huge plains of their planet Vinsoth. They are most noted for their enslavement of a humanoid race also apparently native to their world (who also bear the name Chevins). Mon had been recruited by mercenaries as an adolescent; after serving with the mercs for several years, he concluded that it would be much more profitable (and a good deal

safer) to sell arms than to use them.

Even though he had been out of the mercenary business for several years when he met Jabba, he was still a formidable warrior. But although he rather enjoyed a good fight, he enjoyed making money more. His basic credo was, "I will sell anything to anyone at any time — if there's a profit in it."

### ■ Ephant Mon

**Type:** Chevin Gunrunner

**DEXTERITY 2D+1**

Melee combat: vibroblade 4D, melee parry 3D+1

**KNOWLEDGE 1D+2**

Alien species 2D+2, languages 3D, value: weapons 7D+2

**MECHANICAL 1D**

**PERCEPTION 3D**

Bargain 4D+2, bargain: weapons 6D+1, con 4D, investigation: weapons dealers 7D

**STRENGTH 3D**

Brawling 3D+1

**TECHNICAL 1D**

**Character Points:** 5

**Move:** 9

**Equipment:** Vibroblade (STR+3D), large number of used weapons (for sale)

### Ree-Yees

The three-eyed alien known as Ree-Yees was without a doubt one of the more repulsive of Jabba's courtiers, both in visage and in temperament. This sleazy crook spent more time under the influence of Sullustan gin than he did sober, and he was an ugly, mean, nasty, slobbering drunk. He did not appear to serve any useful purpose in Jabba's organization; perhaps Jabba kept him around for his entertainment value.

Ree-Yees was a money-ante thief who spent his time scamming money off relatively easy marks such as Barada and Ortugg the Gamorrean. His primary competition in this pursuit was the Chevin, Ephant Mon. The two were constantly bickering about one thing or another, and they had come to blows on more than one occasion. Though Ree-Yees invariably came out the worse, Mon was growing tired of the feud, and Ree-Yees might have shortly found himself in the rancor pit.

Even if he had avoided that unpleasant fate, Ree-Yees did not have long to live under any circumstances. Gran are highly social creatures; most never leave their home planet of Kinyen. Having committed the crime of murder — almost unknown on Kinyen — Ree-Yees had been outcast from his people.

To Gran, this is a fate worse than death: most go mad or die of loneliness after a remarkably short



Ree-Yees (right) confers with one of the many galactic cutthroats in Jabba's employ.

period of time. Through a combination of insensitivity, self-centeredness, and excessive alcohol consumption, Ree-Yees had managed to keep himself alive and relatively sane, but the strain was beginning to tell. He had even attacked other members of Jabba's court in recent weeks. Why Jabba kept him around is unclear, but it was a practice of the crimelord to retain those people and items which amused him.

The troubled Ree-Yees finally chewed off more than he could handle when he tried to stop Luke Skywalker and his companions from escaping Jabba's sail barge. He, and a host of other underworld figures, lost his life because Jabba would not relent and let the Rebels go in peace.

#### Ree-Yees

**Type:** Gran Petty Swindler

**DEXTERITY 2D**

Blaster 3D, brawling parry 3D-1, dodge 2D-1

**KNOWLEDGE 1D+2**

Alien species 2D, cultures 2D, intimidation 3D, languages 2D+1, streetwise 4D+2

**MECHANICAL 1D+1**

Repulsorlift operation 2D+2

**PERCEPTION 2D**

Bargain 3D+1, con 3D, forgery 3D+1, gambling 3D

**STRENGTH 3D**

Brawling 3D+2, lifting 4D

**TECHNICAL 2D**

Security 3D+2

**Special Abilities:**

*Vision:* Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden

movements.

**Story Factors:**

*Madness:* Ree-Yees's crime of murder and subsequent expulsion from his world has driven him mad. His behavior is self-destructive, and he engages in excessive drink and is far too eager to fight even those who could clearly kill him.

**Character Points:** 4

**Move:** 10

**Equipment:** Portable Sullustan gin tankard, lockpick

## Tessek

This Quarren is one of the few members of Jabba's court to survive the sail barge disaster. This is not particularly surprising; Tessek was one of the most clever of Jabba's employees, and one of the few who didn't scramble his wits through overindulgence in spice, liquor, and the other vices enjoyed at the palace.

Tessek has only one vice: an all-consuming lust for power. He was too busy plotting the overthrow of Jabba to waste his time on lesser diversions. He might have done it, too, if certain Rebel heroes hadn't beaten him to it.

Several weeks before the Hutt's untimely demise, Tessek, along with a few, carefully chosen allies (who all happen to be conveniently dead at this moment) planned the murder of the illustrious Jabba and the overthrow of his criminal empire.

The plan involved a raid by the Empire on the Hutt's organization's main warehouses, hideouts, and legitimate business establishments,

carefully timed to coincide with Jabba's assassination by Tessek and his associates. It was a complex deal that would rid the galaxy of Jabba and leave Tessek in control of the remainder of his operation. In return for the help of the Empire, Tessek would provide intelligence on Alliance activities and limit his illegal operations to worlds unfriendly to the Empire.

Tessek was one of the few who took the young Human claiming to be a Jedi Knight seriously. He knew from the start that there was something special about this mysterious young rogue. While others laughed at the man's boasts that he would destroy Jabba, Tessek wondered how he might use him to his advantage.

It seemed odd to Tessek that the Jedi and his companions, who appeared to be of reasonably sound mind and body (though you never can be too sure about Humans), would be so foolhardy as to allow themselves to be captured the way they had. Either they were completely crazy, or they were extremely well prepared. The Jedi didn't appear to be crazy; there had to be more to this than was readily apparent.

With a bit of discreet research, he discovered the identities of the prisoners: they were Rebels — and high-ranking ones, at that! Tessek began to get nervous. This was something more than a bungled rescue attempt. The same people who destroyed the infamous Death Star do not bumble into the palace of Jabba the Hutt and allow themselves to be captured without a fight. And those two droids — how did they fit into the plan?

Tessek didn't know what was going on, but it was obvious that something big was going to happen. Perhaps an Alliance strike force was lurking just outside the palace's scanning range, awaiting a signal to sweep in, rescue the prisoners and wipe them all out. Or perhaps something even more devious was in the works. In any case, there were too many variables in the game; Tessek postponed his move against Jabba until the picture cleared.

Though clever enough to foresee the upcoming unpleasantness, the actual course of events took Tessek quite by surprise. When Jabba announced that the prisoners were to be executed at the Sarlacc's pit, Tessek expected the "Rebel strike force" to make their move, hitting Jabba when he was vulnerable, outside the walls of his palace. Tessek didn't want to be around when the firing started; he arranged for an escape sloop to be hidden upon the sail barge. Once the Rebels hit, he would slip onto the sloop and let the strike force do his work for him.

Tessek was completely bewildered when the prisoners attacked on their own. The prisoners

were doomed, that was obvious. Should he help finish them off to enhance his reputation with Jabba, or should he use the diversion to kill Jabba, claiming that the prisoners had done it? By the time he made up his mind — kill Jabba, kill the prisoners and blame Jabba's death on them — events had preceded him. To his shock, the prisoners destroyed Jabba before he could. In fact, they seemed to be destroying everybody in sight!

Tessek quickly decided upon a different course of action: escape! He slipped aboard his sloop and fled to the palace, where he locked all doors, activated all defensive measures, and hoped the prisoners wouldn't come back. If they did, he somehow didn't think the castle's walls would even slow them down.

After several very tense hours, Tessek began to relax. Apparently, the Rebels were going to postpone vengeance — for the moment, anyway. While the palace was in an uproar, with prisoners escaping and the few remaining staff members panicking at the thought of their boss dead, Tessek was safely locked in one of the guest suites. He managed to safely and comfortably sit out the initial carnage.

Still, he began to make rapid preparations to leave the palace permanently, for parts unknown. Things were getting just a little too hot. The Empire was probably annoyed at him for canceling their deal and the Rebels were probably annoyed with anyone from Jabba's organization. At the moment, he didn't have a lot of friends.

Tessek has not yet reappeared, although it is quite possible that he has taken on a false identity. One expects that the galaxy will hear more from this character in the future.

#### ■ Tessek

Type: Quarren Conspirator

DEXTERITY 3D

Blaster 3D+1, dodge 4D, grenade 4D



■ Tessek and Boba Fett lay odds on Skywalker's survival.

**KNOWLEDGE 2D+2**

Bureaucracy 4D+2, cultures 4D, intimidation 5D, languages 4D+2, streetwise 5D-2, willpower 4D+1

**MECHANICAL 3D****PERCEPTION 3D+1**

Bargain 5D+2, command 4D+2, command: conspirators 6D+1, con 5D, investigation 5D, persuasion 4D+2

**STRENGTH 3D+1**

Swimming 5D

**TECHNICAL 2D+2**

Security 3D+2

**Special Abilities:**

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** 5

**Move:** 10

**Equipment:** Hold-out blaster (4D), vibroblade (STR+3D), sonic grenade (5D), datapad, comlink

## Barada

Although they believed they were extremely important, Jabba rarely entrusted his officers at the court with any real power. Mostly, they sat around and "advised" His Eminence — basically, they kept him amused. One of the few members of Jabba entourage with actual responsibility was Barada, the Klatooinan in charge of the gang lord's repulsorpool.

Jabba's fleet of vehicles was primarily made up of skiffs, specially adapted to the arid climate and modified with superior hull plating and weapons emplacements. Barada was responsible for the procurement, modification, crew and care of these vehicles. He also captained the craft when they engaged in battle or when Jabba was aboard.

Barada "joined on" with Jabba after the crimelord won his contract in a crooked game of sabacc. Barada was an indentured worker, having been sold into servitude by his family, as is Klatooine custom with disrespectful youth. When Jabba won his contract from Barada's previous employer, a foolish garage owner who also lost his business to the Hutt, Barada became indentured to the Hutt.

According to the terms of his contract, Barada was bound to work for the owner of the contract for a set, very low wage, until he repaid the owner the amount the owner paid his family for him. Before Jabba, Barada had lived frugally and spent most of his wages paying off a good deal of the contract, and he was only two thousand galactic credits short when Jabba picked it up. By rights, Barada should have been able to pay

the rest off in a year or less.

However, while scrupulously keeping to the letter of the contract, Jabba cheated Barada mercilessly. He paid Barada the amount specified in the contract, but then charged Barada exactly that amount for room and board. With no way to earn extra money, Barada continued in servitude until freed — in death — by the Heroes of Yavin.

## Barada

**Template:** Klatooinan Manservant

**DEXTERITY 3D+2**

Blaster: heavy blaster pistol 4D, brawling parry 4D

**KNOWLEDGE 2D**

Survival 3D

**MECHANICAL 3D+1**

Repulsorlift operation 5D

**PERCEPTION 2D**

Hide 3D, sneak 3D

**STRENGTH 3D+2**

Brawling 5D, lifting 4D+2, stamina 5D

**TECHNICAL 3D+1**

Armor repair 6D, blaster repair 6D+1, droid repair 5D+1, ground vehicle repair 5D+1, hover vehicle repair 4D+1, repulsorlift repair 6D

**Character Points:** 5

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), thermal detonator (10D/8D/5D/2D), mechanic tool kit



## Weequays

It is believed that the beings who called themselves Weequays were close relatives; it is thought that their species is also called Weequay. The only thing that anyone knew for sure is that they protected each other like brothers — and you didn't want to mess with them.

Employed by Jabba as enforcers, the Weequays were among the most feared of the great Hutt's servants. In battle, they worked together with an uncanny efficiency, as if they could read each other's thoughts (which, given the infinite variety of life in the galaxy, is not impossible). The Weequays never spoke to anyone, not even each other. These killers preferred to let their force pikes do their talking for them, and over the years,

their weapons spoke volumes.

Their ceremonial topknots were a source of great pride to the Weequays. To most, this was the only way of telling them apart. Not that anyone ever needed to tell them apart; there was no other visible difference between them and they were always referred to as "Weequay."

### The Pit of Carkoon

*From the data-journal of Voren Na'al.*

After my brief but enlightening stay at the castle of Jabba the Hutt, I moved on to the next important locale in the heroes' story.

The Pit of Carkoon lay far into the heart of the Dune Sea, in the middle of one of the most remote stretches of terrain on the planet. I was surprised and a little alarmed to note that there was a large vehicle of some kind, possibly military, surrounded by many beings. Proceeding with some caution, I moved closer to get a better look. The vehicle was a sandcrawler and the beings were Jawas, busily stripping the twisted wreckage of Jabba's sail barge of anything of value. Several months after Jabba's death, the site was hardly recognizable.

Jawas are harmless, unless you happen to be a droid or are carrying valuable metal equipment. I hid my repulsorcraft, and walked up openly. When they saw me approach, work temporarily stopped, and stubby blasters were drawn from beneath dusty Jawa robes. When they saw I was unarmed, the Jawas returned to their salvage work (except for the two who insistently kept trying to sell me a beat-up-looking blaster).

Several sets of older tracks indicated that the Jawas had been at the site for some time. Portions of the sail barge had clearly been blown apart, while others remained relatively unscathed, indicating that someone had attempted to destroy the barge far beyond the explosion reported by Luke and the others. Slightly higher than normal radiation readings were also detected.

Despite the carnage, there was a good deal of salvageable stuff among the wreckage, including the remains of Jabba's Kiliad marble throne, and the Jawas bickered constantly over who saw the choice bits first.

This very quickly became tiresome to listen to, and my attention soon diverted to the dread Pit of Carkoon itself. There the horrible Sarlacc stretched its pinkish tentacles out in the hope of snaring a tasty Jawa tidbit. It was a fascinating but horrid sight, and I could only bear to look at it for a moment.

Just as I turned away, a bit of metal lying near the edge of the pit caught my eye. My curiosity aroused, I paid the Jawas to use their electromagnet to pull it from the pit. (The Jawas overcharged me hideously, of course, but I was not about to go anywhere near that slaving maw to get it myself.)

The piece of metal was flat and black, about 20 centimeters by 35 centimeters in size. One side of it was smooth, the other pitted as if from blaster-fire. I couldn't identify it, but later, when I showed it to General Solo, he recognized the object as a piece of the Mandalorian battle armor worn by the notorious Boba Fett.

The Jawas related to me that they had noticed several smaller pieces of the metal near a large hole in the ground about twenty to thirty meters from the Sarlacc's mouth. The hole had since been blown over with sand, although they warned me not to go near the area since several of their kind had been swallowed up by the sinkhole.

During their tenure with Jabba, the Weequays were responsible for countless atrocities, including a bizarre spree of bantha killings. Apparently, they killed the banthas as part of some grotesque religious ritual.

Jabba was forced to put an end to the rituals when the Sand People began to get suspicious about the bantha deaths. The Tusken Raiders were by nature divided and solitary hunters, and usually no threat to Jabba. But Jabba feared that the deaths of their beloved mounts might unite the Raiders in a holy war against him, and even Jabba didn't care to face an army of infuriated Raiders.

Just to be on the safe side, Jabba's men killed a moisture farmer and planted his body by the corpses of several mutilated banthas, to turn the Raiders' anger against those innocents.

In as fine a bit of poetic justice as one is ever likely to see in this galaxy, Luke Skywalker, hero of the Rebellion, nascent Jedi — *and* ex-moisture farmer from Tatooine — fought and killed the Weequays at Carkoon. It is doubtful that the the Weequays would have appreciated the irony.

#### ■ Weequays

**Type:** Weequay Mercenaries

**DEXTERITY 3D+2**

Blaster 5D, dodge 4D+2, melee combat: force pike 6D, melee parry 5D

**KNOWLEDGE 2D+2**

**MECHANICAL 2D+2**

**PERCEPTION 2D+1**

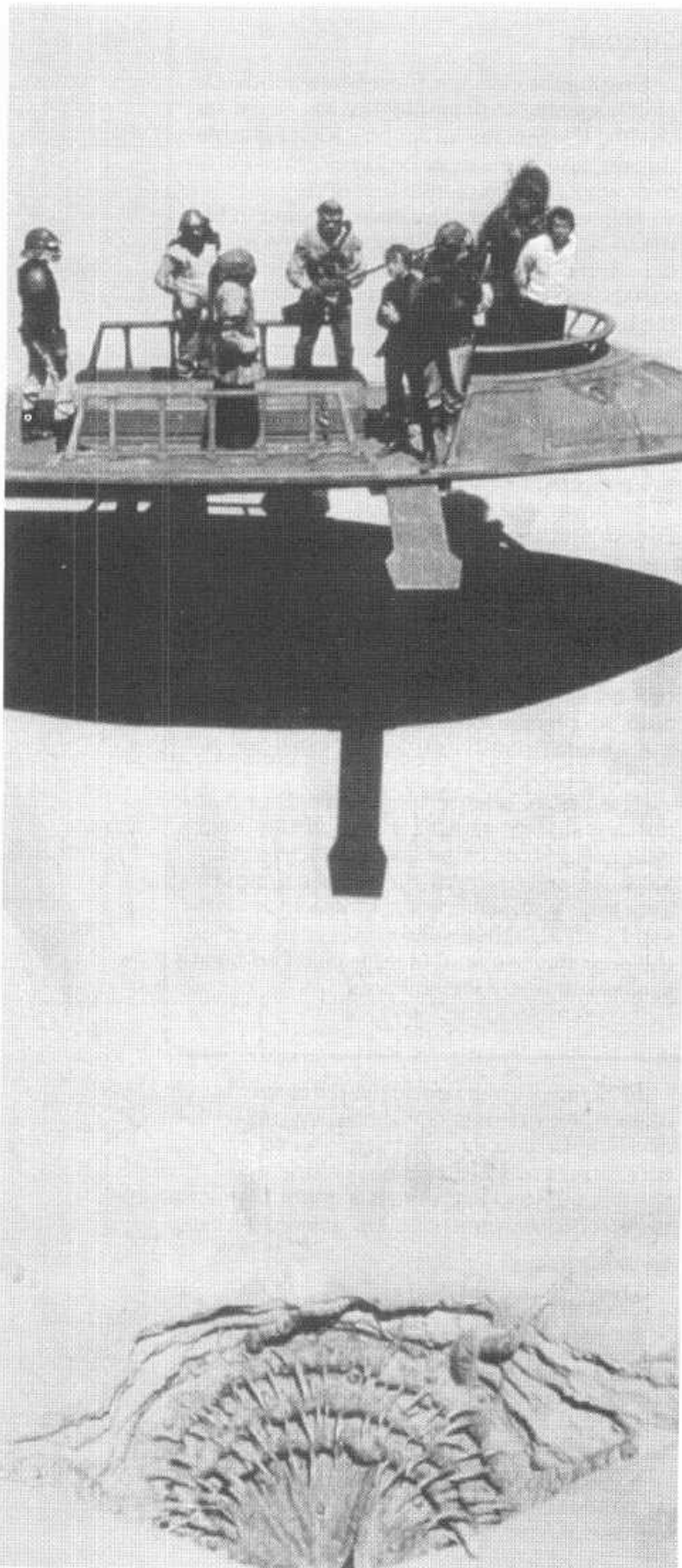
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**STRENGTH 3D+2**

Brawling 5D, stamina 4D+2

**TECHNICAL 3D**

Weapons repair 4D



*The following story is a tale of Luke Skywalker's youth, told to Voren Na'al by the Jedi himself.*

Sandsurfing was one of the more exciting, but foolhardy recreational activities enjoyed by the wild youths of Anchorhead. It was created by a young man nicknamed Fixer. Bested once too often at skyhopper racing and womp rat hunting by young Luke Skywalker and his daredevil friend Biggs Darklighter, Fixer came up with a sport of his own — something at which he could be better than anyone — even if he killed himself in the process.

The "sport" involved being dragged behind a sand skiff that was traveling at tremendous speeds. The surfer was connected to the skiff by a slim cord attached to a set of handles, and was supported by a pair of repulsor disks attached to his feet. When the skiff moved, the surfer would skim over the surface of the desert behind it, skipping on the sand and performing wild flips, twists and other fancy maneuvers on the sloping dunes.

Naturally, the best place for sandsurfing was the Dune Sea. Its great expanses of unobstructed sand and countless dunes provided the most challenging venue for the serious sandsurfer. Fixer, being as serious as they come, would only surf in the Dune Sea. Never ones to back down from a challenge, Biggs and Luke took up surfing those slopes as well. The Dune Sea had the added virtue of being remote and virtually uninhabitable, seriously lessening the chances of being spotted by nosy adults.

Much to Fixer's dismay, Luke and Biggs were good at sandsurfing. It seemed that Fixer's plan to create something he could embarrass "those two lucksters" with had backfired severely. After Biggs performed three consecutive double-flips even Camie was impressed, and she hung on Biggs's arm at the victory celebration back at the station. This was more than Fixer could take. Camie was his girl, and no showoff was going to steal her.

The next morning, Fixer made everyone pile into their skyhoppers and follow him out to the Dune Sea. He told them he was about to attempt the "greatest stunt of all time." By the

## The Pit

time they realized what he was up to, it was too late.

Fixer didn't use a driver; instead he pre-programmed the skiff's autopilot to drive itself. This was unusual, but not particularly so: if the programmer was good, he could get the skiff to perform maneuvers with accuracy and timing that few Humans could match. Of course, the programmer could also program the skiff to perform maneuvers that few Humans would be crazy enough to match ...

Fixer's great run started out well. He hit the half-moon just right, and performed as neat a twisting half-gainer as you would ever like to see. He followed with several loops, and finally did a double backwards loop — something no one had ever done before.

His friends, watching from repulsorcraft high above, thought that this was the big finish to his run, and moved down to congratulate him. "That guy's crazy, but boy can he surf," Biggs said admiringly, and Camie's eyes were shining. Everybody was quite taken aback when the skiff suddenly sped up, took a sharp 45 degree turn, and headed straight for the Pit of Carkoon! There was no time for anyone to stop him. As the skiff brought Fixer parallel to the infamous pit, the group could only watch in horror as the young fool angled himself for the jump.

It was obvious that Fixer had planned this from the beginning. A makeshift ramp of sand was hastily formed at the edge of the pit, providing Fixer with the lift he would need to clear the perilous expanse, and a similar ramp at the other end gave him a safe place to land. Fixer hit the takeoff ramp perfectly, sailed through the air ... everybody held their breath ... and he fell half a meter short, slamming into the side of the Pit, disappearing in a giant explosion of sand.

The crash itself didn't particularly worry his friends — they had all survived worse with little more than cuts and bruises, and the sand in the pit was notoriously soft. It was what lay at the bottom of that infamous hole that had everyone swooping down on the crash site in a millisecond.

Camie was there first, tears streaked across her worried face, and Luke had to stop her from diving headfirst into the pit after Fixer. Biggs approached the pit more cautiously, flying directly above it, a good four meters in the air.

After seeing to Camie, Luke joined him in his skiff. Biggs pointed down grimly.

It was bad. Fixer was unconscious. He lay face-down in the sloping sand, and he was steadily slipping into the mouth of the Sarlacc. He was sliding very slowly; perhaps there was still time to save him.

Suddenly, a disgusting pink tentacle emerged from the Sarlacc's mouth and began probing blindly at the sand! It was only a matter of seconds before it found Fixer's body.

Biggs acted without hesitation. Tying a cord around his waist, he tossed the other end to Luke, and began to rappel down the pit. The footing was just about non-existent as the shifting sand gave way beneath his feet, and he had to move with care to avoid pushing his unconscious friend in deeper.

Just as he reached Fixer, the tentacle reached the boy's body and wrapped tightly around his chest! Holding desperately onto the rope with one hand, Biggs drew his vibroblade and began slashing at the tentacle with all his might.

As Biggs worked, another one of those evil appendages began snaking its way up toward Biggs. Another one followed it. And another. And another. Sweating with fear for his friends, Luke tied the rope to his skiff and drew his punch gun. The angle was lousy, the range was too long, but they were just about out of options. He shut one eye, held his breath, and fired off one shot, neatly severing the tentacle around Fixer.

Shouting "Grab Fixer, Biggs!" Luke shot his skiff straight up into the air, dragging the two young men from the pit, milliseconds before the tentacles got there.

All things considered, Fixer got off easily. He suffered a mild concussion and a broken nose — the mild concussion from the crash, the broken nose from Camie after he healed up from the concussion. He spent two weeks at home recuperating and another month home grounded for his recklessness.

Luke and Biggs readily admitted that they could not duplicate his stunt — he was the king of the sand surfers, and welcome to it. Somehow, that didn't make him feel as good as he thought it would.



**Special Abilities:**

*Short Range Communication:* Weequays of the same clan can communicate through complex pheromones. Aside from Jedi sensing abilities, no species are reputed to be able to notice this communication form. This form seems to be as complex and clear (to them) as speech is to other species.

**Character Points:** 1

**Move:** 10

**Equipment:** Force pike (STR+3D), battle vests (+1D+1 physical, +2 energy)

## The Sarlacc

In addition to its burning temperatures, biting sandstorms and bantha-swallowing dunes, there are several indigenous creatures which make the dread Dune Sea the most perilous place on the face of Tatooine. Most feared among these creatures is the great Sarlacc.

Resting at the bottom of the infamous Pit of Carkoon, the Sarlacc is a massive, omnivorous creature. It appears on the surface to be a gaping, pink hole, three meters in diameter, lined with three rows of inward-pointing, razor-sharp

teeth. This is only the mouth of the creature. The body of Sarlacc, which scientists suspect may be as large as 100 meters in length, is buried deep beneath the sand.

A natural predator, the Sarlacc uses tongue-like tentacles to grab prey from the surface and drag them down into its gaping maw. These tentacles have been known to reach a full four meters beyond the Pit, snagging those who thought they were completely safe.

However, the Pit of Carkoon supplies most of the Sarlacc's prey. Highly unstable and shifting constantly, a creature that slips into the pit is rarely able to escape without help from the outside. Its frenzied struggles serve only to send it deeper, dislodging sand and alerting the Sarlacc to its presence. Once one of the Sarlacc's tentacles wraps around the creature, it is almost surely doomed.

Immobile, living in the center of the parched and barren Dune Sea, the Sarlacc's prey comes few and far between. To compensate, the creature is equipped with a highly efficient digestive system. This system preserves the food for incredibly long periods of time, digesting it slowly, and storing it until needed for sustenance. The victim remains alive for much of this time. Local legend states that the Sarlacc takes "a thousand years" to digest its prey, but reputable scientists find this quite difficult to—er—swallow.

### ■ The Sarlacc

**Type:** Solitary, stationary carnivore

**DEXTERITY** 2D

**PERCEPTION** 1D

**STRENGTH** 6D

**Move:** 2

**Special Abilities:**

*Tentacles:* Have a *Strength* of 6D damage, reach up to four meters outside pit. Do not cause damage, but victims grasped by tentacles must make a successful opposed *Strength* roll to escape.

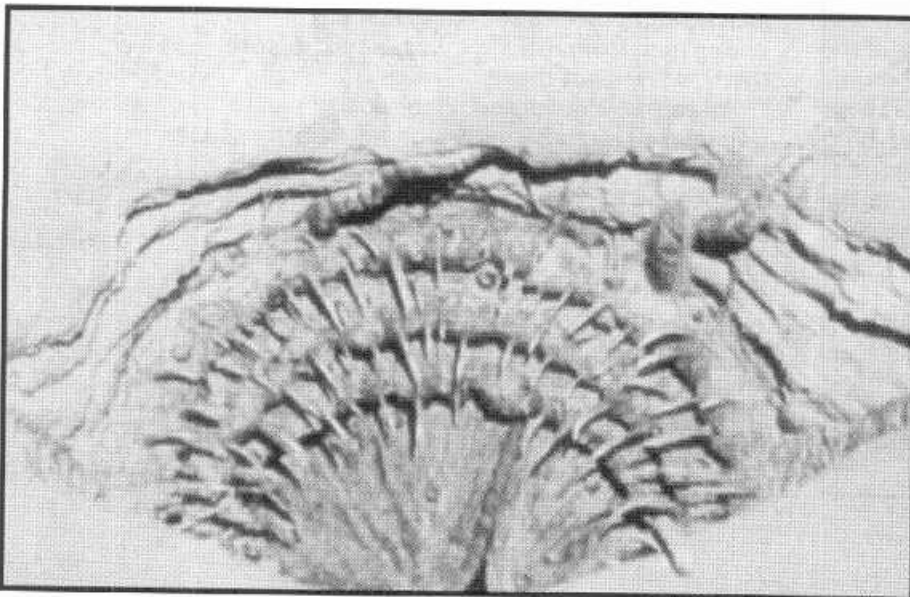
*Bite:* Does 5D damage.

*Acid Digestion:* Any creature dragged into the Sarlacc's maw suffers 5D damage from digestive acids until the being is knocked unconscious, at which point it is dragged into the creature's digestive tract. At that point, the creature normally wakes up, but by then it is normally incapacitated by the Sarlacc's paralyzing digestive enzymes (7D stun damage).

**Size:** 3 meters across (mouth), 100 meters long (underground)

## Boba Fett

Boba Fett had long been among the most legendary bounty hunters of the galaxy. The capture of Han Solo was yet another outstanding achievement in his career. In addition to the glory, which meant less



than nothing to him anyway, Fett was amply rewarded in more concrete terms for Solo's capture. Jabba paid him very well, indeed.

When he returned with Solo, Jabba offered Fett a huge amount of money to stay at the palace and work for Jabba full-time. After a good deal of bargaining, Fett accepted the offer on a month-by-month basis, employment to be terminated by either party at any time, without notice.

After negotiations were concluded, Fett went right to work. Jabba put him on a few "local" assassinations — trivial, really, for a hunter of Fett's talents — but Jabba wanted to keep Fett near by until he was sure of his loyalty.

Fett knew what Jabba was up to, but as that fit in with his plans, he didn't object. He knew that Solo's impetuous friends would eventually attempt a rescue, and he wanted a shot at them. He didn't need the money, true, but he had seen them in operation, and wanted to test his skills against them — particularly that dangerous young man who had tangled with Lord Vader and survived.

He got his chance at the Pit of Carkoon.

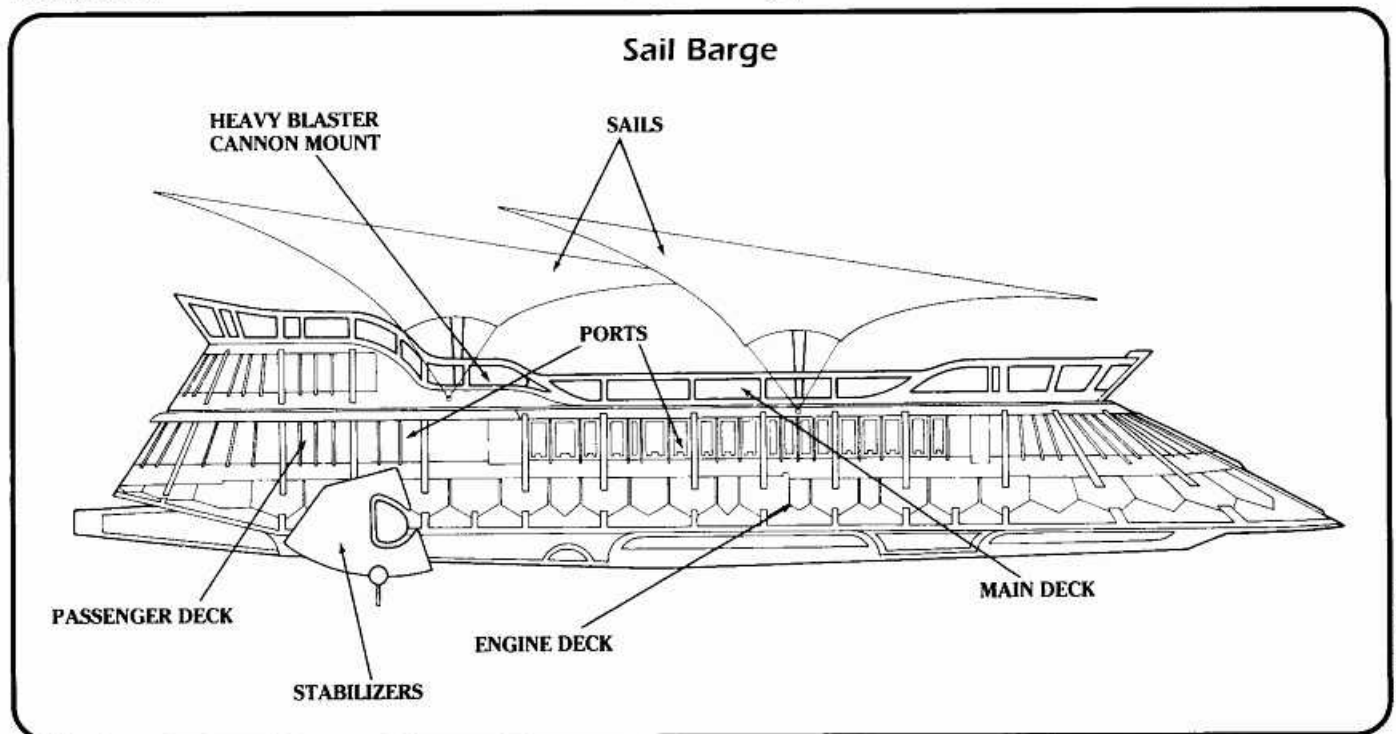
Until the moment Skywalker attacked, Fett had been disappointed with his quarries' performance. Though he had been taken in by the Princess's disguise as the bounty hunter Boushh, the ease with which she subsequently allowed herself to be captured had not improved his impression of the Rebels. And then the fool Skywalker marched right into Jabba's flabby arms!

He was a bit more impressed at the pit, once Luke gained his lightsaber and began making chopped meat out of Jabba's guards. Now this was more like it. That boy fought like a master — perhaps there was a challenge here after all. He activated his jet pack and moved to a better position. Skywalker, engaged with other guards, would be unable to parry Fett's shots.

Boba landed on the deck of the skiff, barely a few meters away from the young Jedi. Before he could open fire with his blaster, a quick stroke of Skywalker's lightsaber cut the weapon in half. Without hesitation, Fett fired his grappling hook and the fibercord immediately entangled Luke. Before Fett could finish his work, Skywalker somehow managed to deflect an incoming blaster bolt into the deck of the sand skiff. Unexpectedly, the skiff tumbled to one side and the infamous bounty hunter found himself face down on the deck.

By the time he'd shaken off the stun, Luke had moved to the other skiff. The crew had no hope of survival. Fett decided that it was time to end the charade. Raising his arm, he fired off a snap burst of his wrist laser. Still shaken, the shot missed. As he aimed a second shot, he felt something hit the back of his armor. Fett's armor had stood up to direct hits from heavy blasters before, and this shot had felt nowhere near that powerful.

It was then that his jet pack kicked on by itself. Fett only had time to panic as he flew uncontrolled across the Pit of Carkoon. Smashing into the sail barge, Fett tumbled into the sand ... and



Rosalina J. Baldani

## Dark Voyage To Tatooine

The following report was culled from Boba Fett's personal log and supplemented by information from several secondary sources. The log was found aboard Fett's ship *Slave I*, which was captured by the Alliance following the destruction of Jabba the Hutt's sail barge. Voren Na'al deciphered the log and turned Fett's dry, factual entries into the following narrative story.

The Cloud City landing platform was bathed in the golden light of a Bespin sunset as Boba Fett strapped himself into the control seat of his starship, the *Slave I*. However, the feared bounty hunter took no interest in the beauty around him as he prepared for launch: his attention was absorbed by several other things, all far more important to him.

Foremost on his mind was his cargo. The carbon-frozen Han Solo would soon bring him great wealth from the coffers of Jabba the Hutt. This, in addition to the considerable fee already paid him by Darth Vader and the Empire, would give Fett more money than he had ever made on a single job. This was truly a catch worth celebrating. But in his hard life of cold violence, Fett had long since lost the capacity to feel triumph or elation — or any other emotion for that matter. All he felt was grim satisfaction for a job well done.

He quickly suppressed that satisfaction; this job wasn't over yet. For a professional hunter, no job is over until the client has his body and the hunter his fee.

Fett went methodically through his liftoff checklist, keeping one eye on the Imperial stormtroopers guarding the platform at all times. It was unlikely that Vader would double-cross him so late in the game — the Dark Lord had much better opportunities earlier — but trust was a concept alien to Boba Fett.

Therefore, he was quite ready when the launch platform doors opened. Fett immediately ignited his lift thrusters and activated his weapon systems. He didn't like to be rushed, but he was even less fond of being caught unprepared. His farsightedness was proven out, as blaster bolts lashed from the door and Imperial troops fell dead.

"Calrissian's double-crossed Vader," he thought calmly. "Interesting."

He carefully thumbed a control. Within seconds he was airborne.

As he fled into space, he saw the diminutive figure of a woman firing at his departing craft. Princess Leia Organa had somehow escaped Vader and a squad of stormtroopers to rescue Solo. This earned her Boba Fett's respect — few have ever escaped from Vader, and the woman had done it twice.

Fett had declined to hunt the Princess when the Empire had first posted a reward for her capture. At the time, Fett assumed that tracking and subduing one former ambassador in her early twenties would not be a challenge worthy of his skill. Now he would have to reevaluate that opinion.

Once in space, the *Slave I* glided effortlessly through the Imperial Fleet. One of the great advantages of working with Vader had been guaranteed protection from Imperial prosecution, though, even now, Fett did not trust Vader to carry out his part of the bargain.

As he approached the Star Destroyer *Avenger*, one hand fingered the hyperdrive control while another focused the blasters on the tractor beam generators of the Destroyer. He couldn't really harm a Star Destroyer, but his weapons were strong — far stronger than the Imperials imagined — and, if they tried anything, they would pay.

Fett did not enjoy passing under Imperial guns, no matter what the occasion. However, he had to clear the fleet before he could make the hyperspace jump to Tatooine. As four TIE fighters fell into formation around him, he increased speed to maximum. He was well aware that they were probably just a formal escort, a typical Imperial "courtesy," but he didn't allow ships to fly this close to him under any circumstances.

As the TIEs accelerated to match his speed, he thumbed a comlink tuned to the "secret" Imperial fighter emergency frequency. "Back off. Now," Fett intoned, his dead machinelike voice striking the same chilling chord the Imperial pilots were used to hearing from the Lord Vader.

The fighter escort slowed down and let *Slave I* streak on ahead. They still followed him, but from maximum range. Fett forgot them and went into hyperspace.

As the bounty hunter's ship disappeared, four very relieved TIE fighter pilots turned back to their normal patrol routes. Their relief was short-lived, however, as they received new orders. They were ordered to head off the *Millennium Falcon*, coming up fast from planetside.

"Isn't that the ship that wiped out Arnod's flight back in the asteroid field? The one from the Battle of Yavin?" asked Flight Lieutenant Rignik nervously as they formed for pursuit.

"Shaddup!" roared Flight Commander Mallop on the general comm line. "I mean, maintain comm silence!" In private transmission to Rignik, he hissed, "You're on report the moment we land!"

In hyperspace, Boba Fett slept. Since he was incapable of relaxing his guard, Boba Fett only slept soundly while aboard *Slave I*, and in hyperspace.

How soundly may a man with the blood of hundreds, perhaps thousands, on his hands sleep? We can only guess. While Fett was as free of conscience as any man who ever lived, it must be remembered that, in the end, even Darth Vader felt regret. Perhaps the ghosts couldn't find him in hyperspace.

As his ship emerged from hyperspace near Tatooine, a warning klaxon roared through the ship's cabin. Snapping awake instantly, he discovered that a homing beacon had been inserted into his navigation system — whenever the ship reached Tatooine system, the beacon would go off. *Slave I*, so carefully designed to be invisible to all elec-

tronic detection, was now sending a signal to some unknown enemy.

As he silenced the alarm and jammed the homing device, he wondered who could have done it. Vader? Jabba? Solo? Had Solo known all along that Fett would capture him and bring him here, setting Fett up for an ambush by his friends? Highly improbable. Must be someone new.

Speculation was futile. In any event, Fett expected he would learn soon enough. He activated the deflector shields and brought all weapons up to full, scanning space visually and electronically for approaching enemies.

He did not wait long.

He saw the starship rising out of planetary orbit at the same time his ship's systems did. The slim needle shape was instantly recognizable. It was a custom job, probably, Fett reflected, the only vessel in the galaxy whose only life-support system was in the small cargo hold. It was the *IG-2000*, the starfighter of IG-88, the assassin droid.

Its droid pilot was *perhaps* as famous and feared as Fett. A military experiment gone wrong, IG-88 was programmed to kill. That was just what it had done, starting with its inventors. After they were destroyed, it killed for whoever could pay. There was certainly an extremely healthy rivalry between the man and the machine. And here, the stakes were immense.

Hired, along with Fett, by Darth Vader to capture Solo, IG-88 had taken the precaution of installing a homing device on Fett's craft. Fett wondered how the droid had gotten the chance to place the beacon. The clever droid had reasoned that the odds of catching the Corellian were in Fett's favor. If the droid didn't find Solo first, perhaps it could steal him from Fett.

Unfortunately for IG-88, Vader had arrived before it could strike. Therefore, the next step was to go to Tatooine and await Fett's arrival there. If the bounty could not be collected from Vader, IG-88 would surely get the one offered by Jabba the Hutt.

"Interesting," thought Boba Fett as he watched the *IG-2000* streak toward him. "IG-88 must have some secret weapon or he wouldn't dare engage me out in the open like this."

Experimentally, Fett fired his blasters and performed an evasive maneuver that brought him out of *IG-2000's* path. His shots destroyed the oncoming craft. A decoy of some kind. He scanned for another craft but found nothing.

Suddenly, another *IG-2000*, obviously the real one, appeared out of hyperspace, roaring at full speed, its blasters peppering Fett's craft. His ship rocking with the blasts, Fett admired the daring and skill of the attack. Not many ships or pilots could plan a jump with that much precision so close to a planetary body. He wondered if it would work.

Fett turned *Slave I* into a steep dive for Tatooine, *IG-*

*2000* close on his tail. The droid's blasts began to take their toll on *Slave I's* deflector shields.

"Surrender your prisoner and you have a 30 percent probability of surviving this encounter," IG-88 declared calmly over the comm. Fett did not deign to answer.

He was busy diving his ship into the powerful gravity well of the planet below. *IG-2000* followed.

"I am more capable of withstanding the gravometric pressures than you," IG-88 continued. "This tactic has a zero probability curve for success."

At that moment, Fett activated *Slave I's* unique inertial dampening system, abruptly halting the craft's speedy descent, though at the cost of destroying the ship's hyperdrive engines through a power surge. The sublight engines were nearly destroyed, and wouldn't work properly again without a complete overhaul. Fett would only be able to limp in for a landing on Tatooine. But he would probably survive. *IG-2000* swept past in an instant and directly into the path of *Slave I's* weaponry.

If IG-88 was ever surprised in its long bounty hunter career, that was the moment. *IG-2000's* forward shields were disabled by Fett's ion cannon; by the way the ship was listing, part of the blast had gotten through to partially neutralize the drive controls as well. Attempting an evasive maneuver, IG-88 found his craft immobilized by the combined forces of a powerful tractor beam from *Slave I* and the strong gravitational pull of Tatooine.

His victim completely helpless, Fett dragged *IG-2000* closer to him. He wondered if IG-88 could see the concussion missile tube pointed at his craft. He wondered if IG-88 could feel fear. He fired his missile, and the ruthless assassin droid became a shower of microscopic fragments burning up as they entered Tatooine's atmosphere.

Fett regarded the spectacle a moment, and then took his ship up to a more stable orbit, programming Mos Eisley spaceport as his final destination. He wondered if anyone would be willing to pay him for destroying IG-88. It was worth looking into once he landed.

Before he could land, however, an Imperial Patrol Frigate hailed him. As the larger ship came into view, Fett once again activated his defenses and weapon systems. This time, however, he was sure they would not be needed.

"This is Imperial Patrol Frigate *Guardstar*. Please step down from defensive posture and transmit identification and authorization beams."

Fett did not bother with a personal reply. He merely activated a hologram transmitter that had been a gift from a recent business associate.

On the bridge of the *Guardstar*, the hologram of Lord Darth Vader suddenly appeared and spoke. "This craft travels under my personal protection. No Imperial agency or agent shall detain it or its pilot under any condition."

*Slave I* continued unchallenged, on its way.



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down into the Sarlacc, never to be seen again.

In the painful time that followed, Fett had plenty of time to review the battle and to figure out what had gone wrong. He concluded that he had made all the smart moves; if he had it to do all over again, he would do exactly the same thing. It was just bad luck that he had failed: pure, blind, stupid bad luck.

He remembered his earlier thoughts on courage and brains, and ruefully decided that perhaps he would have been better off in the long run if he *had* been born stupid.

Now, there was the matter of getting free. Going back out the creature's mouth was out. He wondered how sturdy the creature's body was under all that sand. Would it be as well armored? There would be only one way to find out ...

### ■ Boba Fett

**Type:** Bounty Hunter

#### DEXTERITY 4D

Armor weapons 6D, blaster 9D, brawling parry 5D+1, dodge 6D+1, grenade 7D, melee combat 6D, melee parry 6D, missile weapons 6D+2, thrown weapons 5D+2, vehicle blasters 7D

#### KNOWLEDGE 2D+2

Alien species 5D, bureaucracy 5D+2, cultures 5D, intimidation 7D+1, languages 5D+1, planetary systems 6D, streetwise 8D, survival 6D, value 6D+1, willpower 6D

#### MECHANICAL 2D+2

Astrogation 6D+1, jet pack operation 5D+2, repulsorlift operation 5D, repulsorlift operation: speeder bike 6D, space transports 7D, starship gunnery 8D, starship

shields 6D

#### PERCEPTION 3D

Bargain 7D, command 4D+2, con 6D, gambling 6D, hide 4D+2, investigation 9D, persuasion 7D, search 8D+2, sneak 6D+2

#### STRENGTH 3D+2

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

#### TECHNICAL 2D

Armor repair 6D, computer programming/repair 4D, demolition 6D, droid programming 4D, security 8D, space transports repair 6D

**Force Points:** 5

**Dark Side Points:** 6

**Character Points:** 22

**Move:** 10

**Equipment:** Blaster rifle (6D), Mandalorian battle armor, comlink, Wookiee scalps dangling from belt, *Slave I*

### ■ Boba Fett's Battle Armor

**Model:** Modified Mandalorian battle armor

**Type:** Modified personal battle armor

**Cost:** Not for sale

**Availability:** Unique

#### Game Effect:

**Basic Suit:** Provides +4D to *Strength* for physical attacks, +3D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties.

**Wrist Lasers:** 5D damage, uses *armor weapons* skill, ranges: 3-5/25/50.

**Rocket Dart Launcher:** 6D damage, uses *missile weapons* skill, ranges 3-5/10/25, poison tipped (causes 5D damage for five rounds). Can use alternative poisons and stun serums.

**Turbo-Projected Grappling Hook:** 20 meter lanyard, uses *missile weapons* skill (ranges 0-3/10/20), magnetic grappling "hook."

**Flame Projector:** 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

**Concussion Grenade Launcher:** Grenades cause 6D damage over a five meter blast radius. Uses *missile weapons* skill, ranges are 1-250/350/500, magazine carries 20 grenades.

**Jet Pack:** Has a Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

**Sensor Pod:** +2D to *search*.

**Infrared/Motion Sensor:** Integrated infrared and motion sensor adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

**Macrobinoculars:** Add +3D to *Perception* or *search* for objects 100-500 meters away. Scomp-linked into blaster rifle; reduces range two levels (for example, long range becomes short range).

**Sound Sensors:** Adds +1D to *Perception* or *search*. This bonus only applies in quiet situations.

**Internal Comlink:** Can be linked into *Slave I's* control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

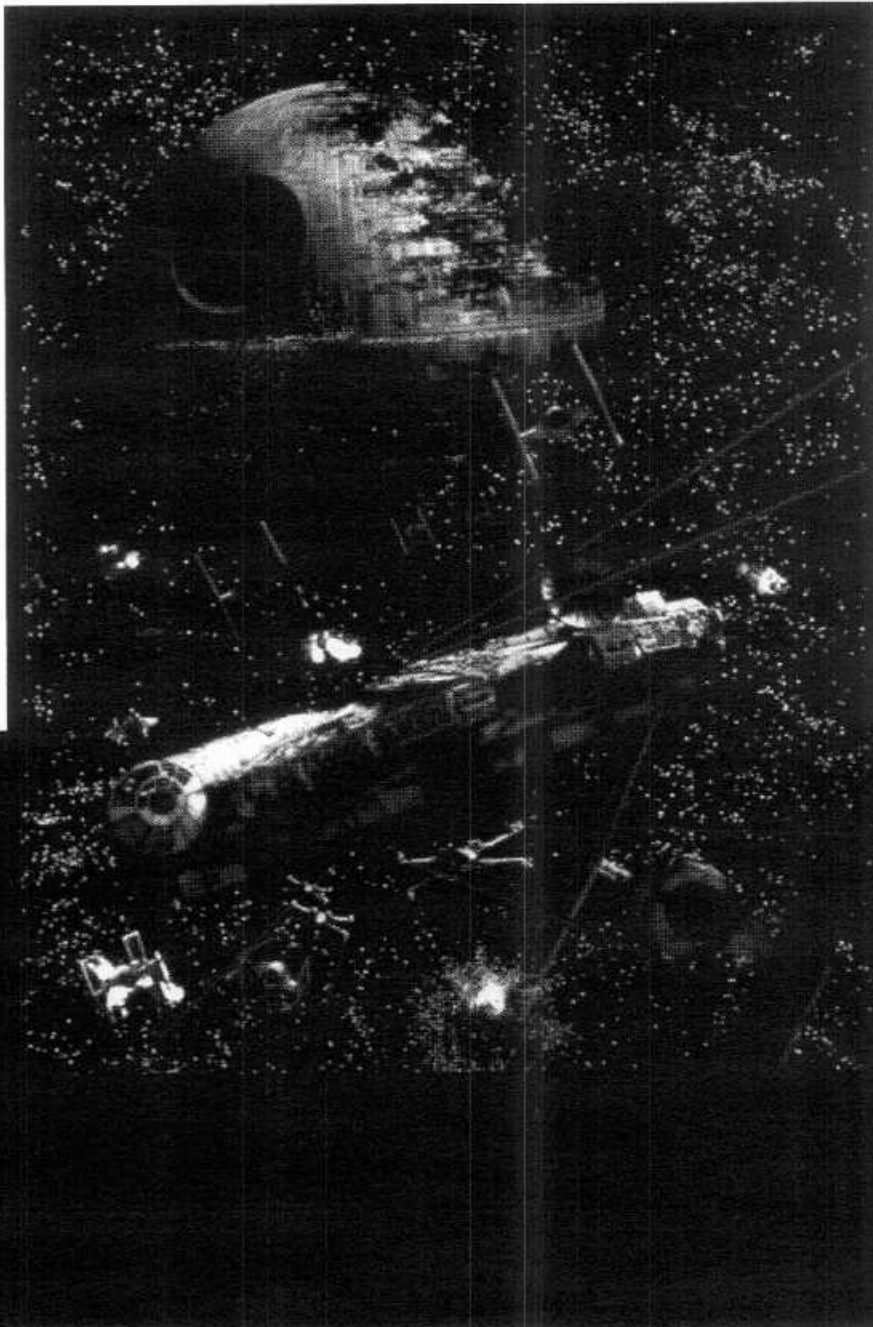
**Broad-band Antenna:** Can intercept and decode most communications made on standard frequencies. As a result, Boba Fett can patch into shipboard communications.

**Winch:** Capable of lifting 100 kilograms (Fett and his equipment only).

**Sealed Enviro Filter:** Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

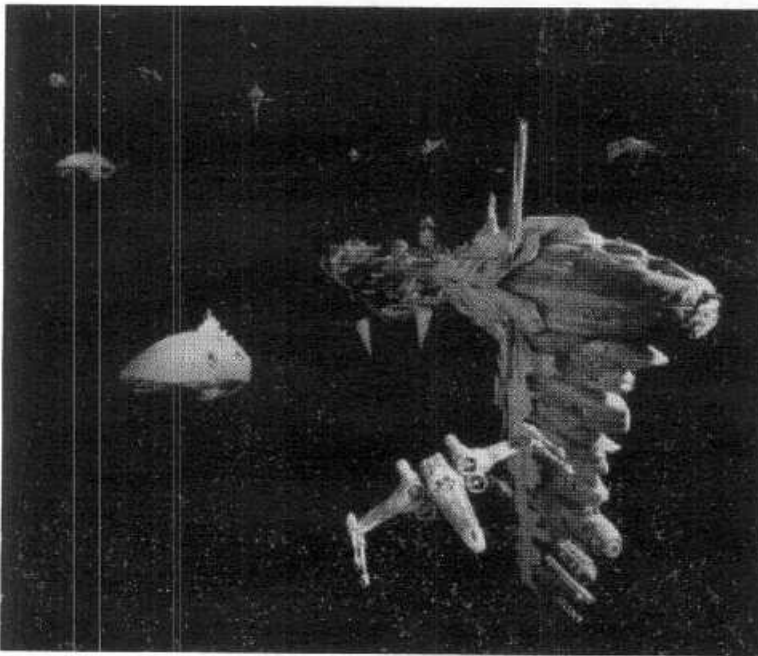
# **Chapter Two**

## **THE REBEL FLEET**



# “May the Force be with us.”

## Admiral Ackbar



the headquarters frigate, there was an overwhelming sense of joy ... and hope. A few dedicated Rebels — Leia, Chewbacca, R2 and 3P0, and their newfound ally Lando — had braved Jabba's palace and rescued Han Solo against incredible odds. Solo quickly reassured High Command that Luke would join the fleet shortly, but he had other business to attend to.

It was one of the most inspiring moments of my life. As news spread throughout the fleet of the rescue of Han Solo, a wave of cheers swept from corridor to corridor, ship to ship, seeming to echo even across the vacuum of space. The men, women, and aliens of the Rebel Fleet had been given hope. The Heroes of Yavin were the heart and soul of the Rebellion, and Captain Solo's tenacity, daring, skill and devil-may-care grin had come to mean much to us all. His tragic capture at Bespin had demoralized us far more than any liked to admit. But he was back now, and we needed him, for we were about to embark on the most important and dangerous mission of our lives.

Admiral Ackbar worked his fleet crews hard in complex drills. From the type of maneuvers being conducted, everyone suspected the fleet was going to be involved in a major engagement against a massive target, yet no one knew what.

When Mon Mothma called for a general meeting of all Alliance commanders, everyone knew the time to act had come. She was calm, steady, and deadly serious. She represented all that was

It was a time that few in the Rebellion would ever forget. The Rebel fleet was massed off Sullust, in preparation for what only Alliance High Command knew. Nonetheless, it was a time of eagerness, mixed with dread. After the devastating defeat at Hoth, many of the Alliance's soldiers were beginning to have serious doubts.

Then, the *Millennium Falcon* appeared on the sensors of the fleet's perimeter patrols. When Han Solo's voice first came over the comm on



Skywalker returned. He was changed. He was bigger, somehow, than when we had last seen him, and he had an aura of confidence and strength. He had the aura of a man who knew, accepted, and yes, embraced, his destiny. Everywhere that Luke went, people stopped what they were doing and stared at him. The whisper spread throughout the fleet. "He has returned to us. The last of the Jedi has come home." Suddenly the impossible seemed quite possible.

### Mon Mothma

This extraordinary woman was one of the original architects of the Rebellion, and, to this day, remains its leader and guide.

As a respected member of the Imperial Senate, Mon Mothma fought to retain whatever basic freedoms the beings of the galaxy had left, as the corrupt and evil Palpatine stripped them away, one by one. His methods were subtle, at first, hiding the true meanings of his mandates behind the facade of law and order. Mon Mothma and a few others saw through him, but they were unable to convince the other senators of the quiet, mild Palpatine's evil intentions. The Senate was torn, divided, and corrupt, easy prey to Palpatine's manipulations, and unwilling to listen to "prophets of doom" like Mothma.

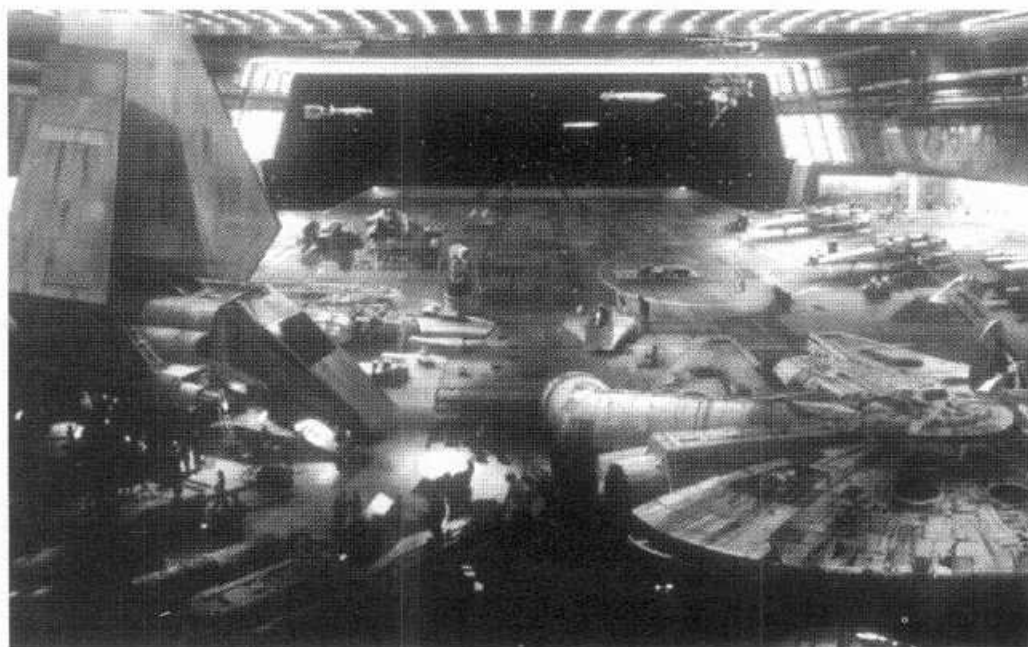
And so it was that this visionary leader was forced to take her fight underground. Under Mon Mothma's leadership, the Rebellion grew from a ragtag group of part-time activists into a viable and efficient fighting force. She designed the extensive communications network that kept the Alliance one step ahead of the sluggish

right in the galaxy, and within her you could see the dedication, the years of hard work, the legacy of tireless, selfless sacrifice. A smile and a quiet word from the Supreme Commander of the Alliance would rouse an exhausted crewman back to peak efficiency.

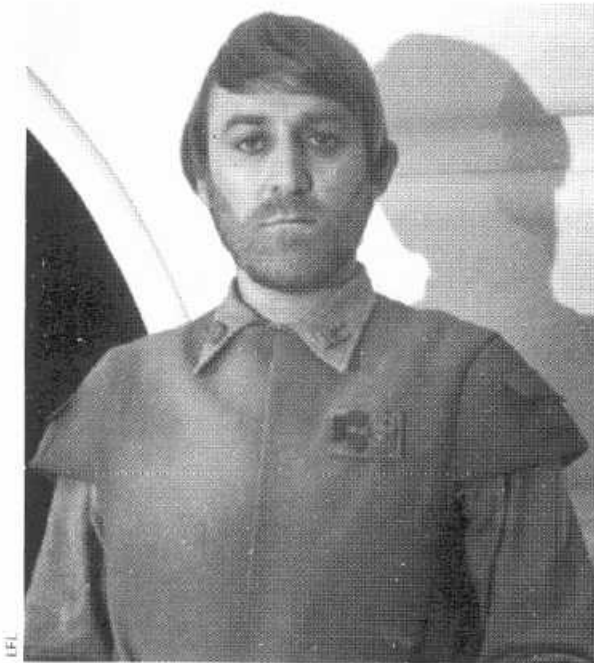
When she announced what the Alliance was up against, her resolve and dedication were all that saved morale. The Empire was building a second Death Star. It was bigger and stronger than the first one, and the Imperials had nearly completed construction. It was the worst possible nightmare for the Alliance and the galaxy. If the space station were to be completed, the Empire would be invincible. Technical analysis showed that the Empire had fixed that single weakness that had been detected on the first Death Star. For the Alliance to survive, its people had to be smarter and quicker than ever before. The Alliance had to strike immediately.

The mood throughout the fleet was of very guarded optimism. The Alliance had the best warriors in the galaxy at its disposal. As Han, Luke and so many other people showed, the Alliance has a penchant for accomplishing the "impossible." Nonetheless, defeat seemed quite likely. Defeat and death for the Alliance, and tyranny for the galaxy.

Then Commander







LFL

Empire. At the same time she used her talents as a diplomat and negotiator to recruit individuals, corporations and outlying worlds into the Rebellion.

Above all, however, Mon Mothma's most important duty was to keep the Alliance focused. She was fully aware that, while more powerful every day, it was still extremely vulnerable. At this point, even a single, decisive loss could have destroyed the Rebellion. Thanks to Mothma's guidance, the Rebellion fought only when the chances of victory far outweighed the great dangers of defeat.

### ■ Mon Mothma

**Type:** Senator

**DEXTERITY 3D**

Blaster 3D+2, dodge 5D, melee parry 3D+1

**KNOWLEDGE 4D**

Alien species 8D+2, bureaucracy 10D+1, cultures 10D+1, intimidation 5D, languages 8D, planetary systems 8D, survival 7D, value 5D+2, willpower 6D+1

**MECHANICAL 3D**

Astrogation 5D, beast riding 3D+2, communications 3D+1, repulsorlift operations 4D+1, space transports 4D, starfighter piloting 4D

**PERCEPTION 4D**

Bargain 10D, command 10D, con 8D-1, gambling 6D, hide 6D+2, persuasion 6D+1, persuasion: debate 8D+2, persuasion: oration 9D, search 7D, sneak 4D-2

**STRENGTH 2D**

Stamina 6D, swimming 4D+1

**TECHNICAL 2D**

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

**Force Points:** 2

**Character Points:** 20

**Move:** 10

### Crix Madine

Some call him cocky, even arrogant. Others call him aggressive and confident. But regardless of how they perceive this controversial Corellian general, all admit that his record speaks for itself.

Crix Madine was an Imperial officer in charge of the dreaded Storm Commandos, an elite army unit. With a bright future within the Imperial Army and at the height of his career, he decided to defect and join the Rebellion. The exact circumstances behind his defection are unclear, and his motivations remain unspoken. But that is the nature of the man, and those who know him respect his privacy.

Though it is often difficult for a high-ranking officer to defect — there is always the fear that he is acting as a double agent — Madine was readily accepted by the Alliance. Many of his friends and fellow officers from the Imperial Army were members of the Alliance, and they, without exception, vouched for his character as well as his brilliance.

Among Madine's friends was General Rieekan, commander of the ill-fated Hoth base. The two had served together for some time, and it was Rieekan's backing, primarily, which convinced Mon Mothma that Madine was not a security risk.

Immediately upon joining the Alliance, Madine was assigned to the High Command Advisory Council of the Alliance as Mon Mothma's Chief Military Advisor. This was an unorthodox move, as there were several candidates for the job with a far greater knowledge of the inner workings of the Rebellion than the brand-new recruit. But this was exactly why Mon Mothma chose him for the post. She wanted a fresh perspective, and Madine had no preconceived notions concerning the Rebel forces, how they worked, or what they were capable of.

In addition, his experience as a military commander who had himself faced Alliance troops several times in the past proved invaluable when the Alliance was devising new and innovative battle strategies.

Among his better known plans was, of course, the commando raid that knocked out the massive deflector shield generator of the new Death Star — the cornerstone of the fleet's attack. The assault was daring, almost reckless, but planned with the meticulous attention to detail that is General Madine's signature. It was also successful — another of Madine's signatures.

### ■ Crix Madine

**Type:** Alliance General

**DEXTERITY 2D+2**

Blaster 5D, blaster artillery 4D, blaster artillery: anti-

infantry 6D+2, blaster artillery: anti-vehicle 6D, dodge 4D+2, grenade 4D, melee combat 3D, melee combat: force pike 4D-1, melee parry 3D

**KNOWLEDGE 3D**

Bureaucracy 4D, military history 7D+2, planetary systems 5D+2, streetwise 4D, survival 4D, tactics: ground assault 6D+2, tactics: squads 9D+2, willpower 5D

**MECHANICAL 3D+2**

Beast riding 4D, beast riding: cracian thumper 5D, capital ship gunnery 4D, ground vehicle operation 4D+2, powersuit operation 5D, repulsorlift operation 4D, starship gunnery 4D

**PERCEPTION 3D+1**

Bargain 4D, command 7D, search 4D, sneak 4D, sneak: forest 5D

**STRENGTH 2D+1**

Brawling 3D+2, stamina 4D

**TECHNICAL 3D**

Demolitions 4D, first aid 4D+2, security 5D

**Force Points:** 2

**Character Points:** 9

**Move:** 10

**Equipment:** Blaster pistol (4D), comlink

## Admiral Ackbar

As commander of the Rebel Fleet, Ackbar had one of the most important and demanding jobs in the Alliance. The fleet was the Rebellion's most valuable asset, and its most important tool to challenge the overwhelming might of the Empire. Admiral Ackbar was the natural choice for fleet commander.



His skills and character are above question. But even beyond that, Ackbar was a symbol to the rest of the galaxy: a symbol that the Alliance was fighting for everyone, no matter what their sex, color, creed, or planet of origin. All are welcome; all have a chance to help.

The Empire has made discrimination against aliens a long-standing policy. This was but one of the deplorable policies that the Rebellion fought against. Admiral Ackbar and the Mon Calamari proved that assertion.

Ackbar proved his competence while commanding the Shantipole project, which added the valuable B-wing fighter to the Alliance's arsenal. He was also extremely influential on his home planet and was largely responsible for that planet's decision to supply their precious Mon Calamari Cruisers, the cornerstones of the Rebel Fleet.

Although widely recognized as a fine tactician, it was more his organizational and administrative abilities that make Ackbar an outstanding leader. He is known for being rather conservative in battle strategy. But this aspect of his personality was nicely counterbalanced within the fleet's command structure by the innovative impetuosity of his young officers and the aggressive nature of General Madine.

A case in point was the Battle of Endor. When the Death Star surprisingly went operational and began systematically destroying the Rebel Fleet's most powerful vessels, Ackbar's first instinct was to call off the attack. But General Calrissian pleaded with him to continue by engaging the Imperial Star Destroyers, in the hope that the Death Star wouldn't be able to open up on them without hitting Imperial ships.

For all of his conservatism, Ackbar was open to, and saw the logic in, General Calrissian's radical plan. The gamble paid off.

The battle over Endor proved to everyone that Mon Mothma's choice for command of the fleet was perfect. It was the Alliance's shining moment, and Ackbar deserves much of the credit.

### ■ Admiral Ackbar

**Type:** Mon Calamari Admiral

**DEXTERITY 3D**

Blaster 5D+1, blaster artillery 4D+1, dodge 4D, melee combat 5D+1

**KNOWLEDGE 3D**

Alien species 7D, bureaucracy 7D+1, planetary systems 5D+1, survival 4D, survival: ocean/undersea 6D, tactics: capital ships 7D, tactics: fleets 6D, tactics: starfighters 5D+1, willpower 4D+1

**MECHANICAL 3D+1**

Astrogation 6D, capital ship piloting 5D+2, capital ship piloting: Mon Calamari battle cruiser 6D+1, capital ship shields 4D+1, sensors 5D+1, space transports 4D+2, starfighter piloting 4D+2

### Gambler's Run

"We've got a problem here," Lando stated, as calmly as his thumping heart would allow. "We've got a big problem."

The *Falcon* was chasing a pair of TIE Interceptors up toward the underside of an inconceivably massive Super Star Destroyer. His co-pilot, the Sullustan, Nien Nunb, had just polished off the last of the two when Lando realized what he had gotten himself, and everyone else aboard the *Millennium Falcon*, into.

In his eagerness to chase down the two retreating TIEs, Lando had brought the *Falcon* in close to the massive Imperial vessel. Too close. The laser fire was so heavy now that Lando could barely make out the cavernous hangar bay of the cruiser that loomed above him. If he didn't do something fast, they were going to be cut to pieces.

It was too late to swing the ship around and gun it out of danger — all that would accomplish would be to bring them into the fire arcs of more weapons — they'd be scragged before they made two kilometers. And they couldn't stay where they were for much longer: eventually somebody would get lucky with a laser cannon or tractor beam, and that would be the end of his career as an Alliance soldier, or as anything else for that matter.

They couldn't stay where they were, and they couldn't leave. What other choices did they have? Only one, really. Acting quickly, before he would have a chance to realize just how crazy he was, Lando pulled back on the controls and sent the *Falcon* straight up — into the Super Star Destroyer's hangar bay.

There was no time for discussion, and Lando ignored the cockpit crew's gasps of shock and terror as he nosed the *Falcon* up into the mammoth hole that was the Star Destroyer's main hangar bay. There was a stunned silence as Lando's expertly timed firing of the braking thrusters brought the ship to a halt. The *Falcon* hung suspended inside the hangar opening, with countless small docking bays ahead and behind.

As he had hoped, the laser fire ended and they were safe for the moment, but what now? It wouldn't be long before the command crew of the giant Imperial vessel figured out what happened and ... he didn't want to think about it.

*Keep moving, Lando thought. Just keep moving and you'll think of something.*

While the rest of the cockpit crew threw switches, turned dials and adjusted scopes to compensate for the tight quarters Lando had just gotten them into, he concentrated on the task at hand. Gunning the throttle, Lando shot the *Falcon* down a tight access corridor running through the ship's countless hangar bays.

*This is insane, he thought. Of course, Han has done worse to the Falcon. Why did I ever put her up in that Sabaac game?*

The ship flew through the opening into what looked

like a staging area of some sort. Lando could barely make out the blurred images of a ground crew leaping for cover as he rocketed overhead. Another opening lay ahead, but a repair gantry was partially obscuring the entrance. There was virtually no time to react, but Lando managed to dip the *Falcon* slightly, avoiding the worst of the collision.

A stunned Nien Nunb mumbled something in his peculiar language as the wrenching sound of the gantry scraping on the ship's upper hull reverberated through the cockpit. But the *Falcon* was only superficially damaged by the accident, which is more than could be said of the poor techs who were working on the gantry.

*This was certainly enjoyable, Lando thought. Now, how do we get out?*

They needed some kind of cover, some kind of diversion. The clock was running, and soon the TIEs would be here to smoke them out ...

*Hmmm. Smoke.*

Again, Lando no sooner thought of a solution than he proceeded to act upon it. Until now, he had avoided blasting away at the innards of the giant Imperial ship for fear of bringing something crashing down upon them. But the only way he saw to provide the *Falcon* with enough cover to escape out from beneath the Star Destroyer's guns was to create a fireball. A *big* fireball.

"Open up with everything we've got," Lando ordered, "blast anything that looks important. Blast anything that doesn't, too."

Nien Nunb shot a quick glance at his partner. He had silently run the idea of blasting away inside the hangar through his mind when they first entered the Star Destroyer, but he too had realized that it was entirely too risky. What was Lando up to?

The alien finally decided that Lando, figuring them for dead, wanted to make as much damage as possible before they went. Not having any better ideas, and with silent apologies to his ancestors, he complied.

The alien immediately began raking the hangar ahead with the *Falcon's* concussion missiles, and Lando could feel the distinctive vibrations in the *Falcon's* hull that meant that the two quad gunners were doing the same. The space around them became a chaotic inferno, as the ship's blaster cannons tore into the unarmored innards of the mighty Star Destroyer.

The gambler's grin on Lando's face revealed nothing of his own inner panic as he banked the *Falcon* over, back through the access corridor, and out of the giant hangar complex and into space, closely followed by the fireball the ship's guns had created. As he hoped, the fireball obscured the fleeing target from the Imperial gunners' sights for the crucial seconds it took to get the *Falcon* out of range.

The gamble had paid off, this time. But there would be a few more hands to play before this day was through, and Lando knew what a fickle mistress Lady Luck could be.

**PERCEPTION 2D+1**

Bargain 4D, command 8D, command: Mon Calamari crewmen 10D

**STRENGTH 3D**

Stamina 4D+1

**TECHNICAL 3D+1**

Capital ship repair 5D+1, computer programming/repair 4D+1, security 4D+2

**Special Abilities:**

*Moist Environments:* When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

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

*Aquatic:* Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Force Points:** 1

**Character Points:** 17

**Move:** 10

**Equipment:** Comlink, datapad



**Rebel Crewers**

The Rebel fleet was a motley assemblage of vessels of all types, sizes and configurations. Its crew was similarly varied in race, creed and experience — and some would say, equally motley. They would be quite wrong indeed.

The cornerstones of the Rebel fleet were the intrepid Mon Cal crewmen manning the Mon Calamari Cruisers. These highly skilled aliens were hand-picked and extensively trained by Admiral Ackbar. This consistency of crew was necessary because the controls aboard these cruisers were designed specifically for the Mon Calamari. Vital information, displayed in wavelengths beyond human vision, would be missed by any non-Calamari crewmen, and there wasn't time to redesign the controls. This was especially true of the holographic displays, which are designed to match the Cals' unusual eye configuration. To a human, the images would seem warped and distorted, somewhat out of phase, but to a Mon Calamari they are crystal clear.

Further, many of the ships' controls were keyed to respond to subtle body motions of the bridge crews. To run a Calamari vessel, the crewmen make certain body movements with the legs, feet, and waist, which are picked up by sensors in the special swivel chairs upon which they sit. This leaves the hands free to operate other controls. Naturally, these chairs are de-

signed for Mon Calamari crewmen, and other species find the necessary movements difficult, if not impossible, to recreate.

Beyond the technical reasons, the Mon Cals were given these high-pressure, maximum concentration jobs because of their discipline and notoriously even tempers. Mon Cals are able to focus completely upon the task at hand, rarely becoming affected by pressure or distracted by emotion.

The most sterling example of the Mon Cals' ability was displayed in the battle over Endor. There, in the face of overwhelming odds, and with the distinct possibility of being trapped and cut to pieces by the mighty Imperial fleet hanging over their heads, the

Rebel crewmen kept their composure and performed brilliantly. Quite a few Imperial Star Destroyers met their match that day, including the Super Star Destroyer *Executor*.

**Typical Mon Cal Crewman.** *Dexterity 2D, Knowledge 2D, planetary systems 3D, value 3D+2, Mechanical 2D+1, astrogation 4D, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D+1, Perception 1D+1, command 3D+1, Strength 2D, Technical 2D+1, capital ship repair 4D, computer programming/repair 3D+2. Move: 10. Moist environments: +1D to Dexterity, Perception and Strength aboard Mon Cal cruisers, which are configured to achieve a moist environment for the comfort and morale of the crew. Character Points: Varies, typically 0-5. Comlink, datapad.*

**Nien Nunb**

Lando Calrissian had many fine pilots to choose from when picking a copilot for the *Millennium Falcon* before the Battle of Endor. The choice was made for him when he learned that Nien Nunb was eligible.

Nunb was an old friend of a former associate of Lando's, and the Sullustan came highly recom-



### The Briefing of Red Group

*The following is a firsthand account of the Red Group mission briefing just before the attack on the second Death Star. It was told to Voren Na'al by Commander Wedge Antilles.*

The room was an odd mixture of excited buzzing and calm discussion, as was usually the case when Red Group's unusual combination of rookie and veteran pilots were receiving a briefing. The noise quickly died down as I entered, carrying a holo-disc and an electro-lite pointer.

I popped the disc into the projector, and a bright red holographic image of the new Death Star appeared in the center of the room. It was obviously still under construction, framed by structural girders and supports and with many large gaps in its superstructure. But that did nothing to reduce its awesome stature in the eyes of these young pilots.

However, that a surviving veteran of the attack on the first Death Star was commanding their squadron seemed to soothe their fear and apprehension. Knowing what little I actually had to do with Luke's miracle shot, I wasn't quite as confident of my own abilities as they seemed to be.

Regardless, I spoke with the self-assurance that I knew they needed. "Most of you have studied the Battle of Yavin in your training programs. Forget it." I moved to face the holo image.

"This is an entirely different story."

Using the pointer, I highlighted the trench that contained the telltale exhaust port. "In that battle, we ran down this trench in order to reach the small thermal exhaust port here," I flicked the pointer at a barely perceptible highlighted dot, "but the Empire has solved that little design flaw.

"This time, we are not entering the trench, but

rather the superstructure itself." A nervous muttering began among the pilots.

"We'll enter here," I continued, pointing to a circular opening in the station's surface structure, "and continue along this path until we reach the reactor core."

Hobbie, the traditional group skeptic, broke in. "It looks pretty tight to me, boss."

I raised my eyebrows quizzically. Hobbie always hates that. "I've seen you fly a snowspeeder between the legs of a moving AT-AT walker, and you're telling me it's too tight?" The rest of the group chuckled.

Janson turned to Hobbie, "Just stick close to me and I'll nursemaid you through it, hotshot." More laughter. I continued the briefing.

"On the plus side, we expect that their turbolaser batteries won't be active, and we're not sure what kind of fighter force they'll be able to muster if we catch them by surprise."

I flicked a few switches on the transmitter and the Death Star image shrank to a third of its previous size, as a holo-image of a large, green world sprang up beside it.

"On the negative side, the entire battle station is protected by an energy shield which is projected from the forest moon of Endor." A bright holo-image of the energy shield spouted out from the moon to surround the Death Star.

"A strike team led by General Solo and Commander Skywalker is responsible for knocking out the shield generator."

Randi, the youngest, greenest pilot in the group spoke up then. "What if we get there and the shield is still up? We'll be hung out to dry."

I simply smiled as I flicked off the holo-transmitter, "You don't know Han and Luke too well, do you?"

mended. Nien Nunb was quite a pilot, and he and his old light freighter, the *Sublight Queen*, had become quite well known in and around Sullust.

At one time, Nien Nunb was a top trade runner for the SoroSuub Corporation, carrying minerals and other raw materials to the outlying systems. His ship was fast, and he was good at his job, which earned him a great deal of money and praise from SoroSuub.

But when the company decided to devote itself to fully supplying the Empire, and subsequently took control of the Sullust system from its people, Nunb left. "Quit" doesn't quite sum it up considering that Nunb had to leave amidst blaster fire and company starfighters gunning for his hide. After a bit of soul-searching, he decided to turn his talents toward undermining his former employers.

Using skills learned through years of smuggling, Nien began snatching SoroSuub consignments out from under the company's nose and shipping them to the Rebellion. He did it publicly, and with a certain bravado, in the hope of inspiring his people, and rousing them into action. Soon others began to join him in this venture, and SoroSuub was unable to stop them. Nunb had quite a band of smugglers and outlaws, and SoroSuub had quite a public relations problem since these "criminals" were folk-heroes to the downtrodden Sullustan people. Others, like the famous political agitator Sian Tevv, quietly supported Nunb and tried to push SoroSuub to consider allying with the Rebel Alliance.

Because SoroSuub couldn't handle the situation, the beleaguered company called on the



Empire to solve the problem. And solve it they did — by sending a fleet of Star Destroyers to seek out and destroy the outlaws. This was a disaster for SoroSuub, and many people who had blindly supported SoroSuub's decisions began to seriously consider Nunb and Tevv's beliefs. The Imperial contingent left after a brief show of force and SoroSuub established the Home Guard fleet to protect Sullust and try to stop Nunb. While the Home Guard managed to virtually eliminate pirate attacks from outsiders, it had "trouble" stopping fellow Sullustans like Nunb's gang.

Nunb realized that the only way to change things was to join the Rebel Alliance and fight the Empire directly. Soon his gang was affiliated with the Alliance, although their ships were destroyed by an Imperial blockade while they were attempting to establish contact with the Alliance. Meanwhile, at home, rumors began to spread that SoroSuub was considering a change in policy. It was rumored that SoroSuub was going to quietly support the Alliance, while still swearing support to the Empire (to avoid an Imperial invasion).

When SoroSuub did finally ally with the Alli-

ance, offering the Sullust system as a clandestine staging area for the Rebel fleet, Nunb was hailed as a hero of his people. His reputation has grown even more since his actions during the Battle of Endor.

#### ■ Nien Nunb

**Type:** Sullustan Pilot

**DEXTERITY 3D**

Blaster 3D+2, dodge 3D+1

**KNOWLEDGE 2D+2**

**MECHANICAL 4D**

Astrogation 6D, communications 7D, sensors 7D+1, space transports 5D+1, starfighter piloting 5D, starship gunnery 5D

**PERCEPTION 3D**

**STRENGTH 3D**

**TECHNICAL 2D+1**

Space transports repair 3D+2

**Special Abilities:**

*Enhanced Senses:* +2D to search and Perception in low-light conditions.

*Location Sense:* +1D to astrogation when jumping to a location the Sullustan has visited before. A Sullustan can always remember how to get back to someplace he has visited.

**Character Points:** 8

**Move:** 10

**Equipment:** Blaster pistol (4D), comlink

## Alliance Starfighters at Endor

The Rebel Alliance employed four main types of starfighters at the Battle of Endor: the X-wing, Y-wing, A-wing, and B-wing. Though the X- and Y-wings had proven their effectiveness during the Battle of Yavin, the A- and B-wings had yet to confront such a strong Imperial force.

The Rebel fleet arrived at Endor to find the second Death Star completely operational *and* still protected by the shield generator on the surface of Endor's moon. Hoping that General Solo's team would soon destroy the generator, the Rebels engaged the Imperial fleet, keeping close to the Empire's vessels so that the Death Star's weapons would not have a clear shot.

Casualties ran high during this first stage of the battle. Luckily for the Alliance, the A-wing's speed and the B-wing's powerful ordnance helped prevent what would surely have been a full-scale rout, if not the complete destruction of the Rebel fleet.

### The A-wing

During the first stage of the battle, A-wing squadrons used their enemy targeting jammers to significantly decrease the accuracy of the Empire's TIE starfighters, giving the rest of the Rebel ships a respite from the barrage of laser fire. Coupled with the A-

wing's powerful Twin Novaldex J-77 "Event Horizon" engines, these starfighters, though limited in number, played a major role in the conflict.

One A-wing at the battle, flown by Arvel Crynyd, single-handedly caused the destruction of Darth Vader's Super Star Destroyer, the *Executor*. After his A-wing suffered irreparable damage at the hands of the *Executor's* laser cannons, Crynyd steered straight for the Star Destroyer's main bridge. The collision destroyed the *Executor's* flight control system, leaving it unable to resist the Death Star's gravitational field. A moment later the *Executor* pierced the battle station's durasteel skin and exploded in a fiery torrent.

### ■ A-wing Starfighter

**Craft:** Alliance A-wing Starfighter

**Type:** Interceptor and multi-purpose starfighter

**Scale:** Starfighter

**Length:** 9.6 meters

**Skill:** Starfighter piloting: A-wing

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery

4D+2, starship shields 3D+1

**Cargo Capacity:** 40 kilograms

**Consumables:** 1 week

**Cost:** 175,000 (new)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to two jumps

**Maneuverability:** 4D

**Space:** 12

**Atmosphere:** 450; 1,300 kmh

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D+1

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/1.5 km

*Damage:* 5D

**Enemy Targeting Jammer**

*Fire Arc:* All

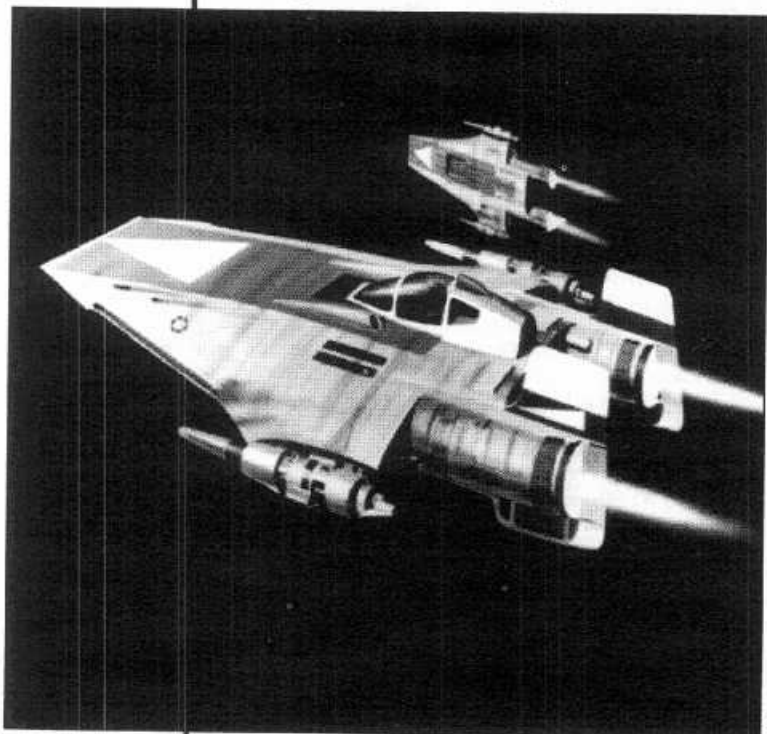
*Skill:* Sensors; works against all starfighters within range

*Fire Control:* 0D

*Space Range:* 1-3/7/15

*Atmosphere Range:* 100-300/700/1.5 km

*Damage:* -2D from fire control



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## The B-wing

Though less maneuverable than its A- and X-wing counterparts, the B-wing packs an arsenal of heavy weapons as yet unseen on any fighter of its size.

Normally, attacking B-wings barrage their targets with simultaneous ion cannon and proton torpedo fire, a combination that quickly inflicts heavy damage. At the Battle of Endor, however, the B-wing squadrons sacrificed this capability in exchange for greater accuracy. Firing the laser cannons at low power enables the B-wing's targeting computer to establish a target lock, greatly increasing the accuracy of the ion cannons and torpedoes. If it were not for this tactic, the Rebels would have suffered even heavier losses since the B-wing's were essential in thinning the ranks of Imperial fighters and capital ships.

Unfortunately, B-wings generate a substantial amount of heat during combat operations, leading to a high percentage of failures over long battles. Though intermittent "rest periods" and large cooling intakes usually prevent overheating, the pilots at Endor had to push their fighters to prevent the annihilation of the Rebel fleet.

### ■ B-wing Starfighter

**Craft:** Slayn & Korpil B-wing

**Type:** Heavy assault fighter

**Scale:** Starfighter

**Length:** 16.9 meters

**Skill:** Starfighter piloting: B-wing

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1

**Cargo Capacity:** 45 kilograms

**Consumables:** 1 week

**Cost:** 220,000 (new)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to two jumps

**Maneuverability:** 1D+1

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D+1

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/1.5 km

*Damage:* 7D

### 2 Proton Torpedo Launchers

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

### 3 Medium Ion Cannons (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/7/36 km

*Atmosphere Range:* 100-300/700/3.6 km

*Combined Damage:* 4D

### 2 Auto Blasters

*Fire Arc:* Front

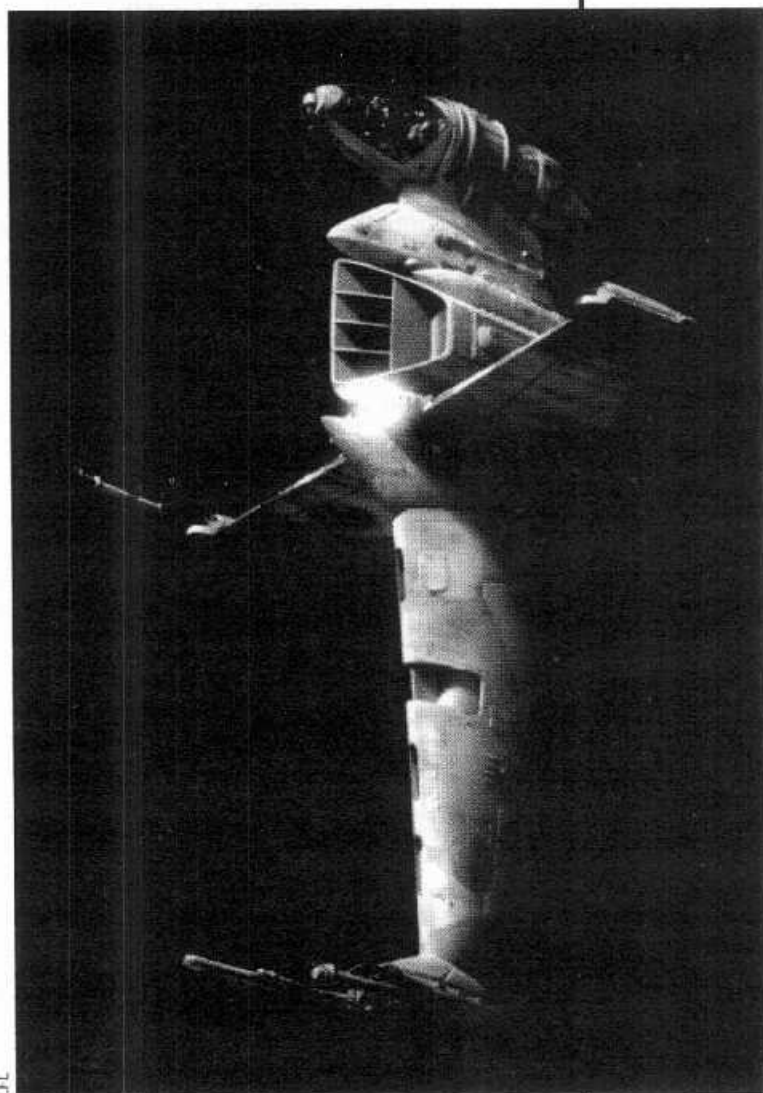
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-8/25/40

*Atmosphere Range:* 100-800/2.5/4 km

*Damage:* 3D



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## Wedge Antilles

After the evacuation from Hoth, Wedge Antilles took command of Rogue Squadron at the request of Luke Skywalker. Since that time, he has formed them into the Rebel Fleet's elite starfighter squadron. As leader of the new squadron, Wedge was promoted to the rank of commander. As a testament to their skill, his squadron was directly attached to the Headquarters Frigate.

Although given an opportunity to equip his flight with the Alliance's top new fighters, the B- and A-wings, Wedge chose to stick with the X-wing. He felt that the X-wing was still a match for the new Imperial TIE Interceptor, even though the Interceptor had been designed specifically to defeat the X-wing. He also reasoned that it made more sense to let the newer pilots fly the more sophisticated Rebel fighters, giving them a better chance against the new TIEs.

In remembrance of his old squadron that had fought so bravely over the surface of the original Death Star, Wedge temporarily christened the squadron "Red Group" for this second Death Star assault. He and Luke were the only survivors of the original Red Group, and though Luke wouldn't be with them this time, Wedge felt that this squadron had the same fire and determination as the original. There were some new faces, as well as old Rogue Group veterans like Hobbie and Janson, making an effective combination of enthusiasm and experience.

During the Battle of Endor, Red Group lived up to their billing as the Alliance's elite squadron. Many of the B- and A-wing squadrons were

devastated by the tremendous onslaught of Imperial fighters, but Red Group, under Wedge's nimble command, piled up an impressive number of Imperial kills, while at the same time keeping themselves largely intact.

The survival of Red Group was crucial to the Rebel attack strategy. They, along with Gold Group, were scheduled to make the attack run at the partially constructed battle station's power generator. Wedge Antilles personally dealt the final, crucial blow that destroyed the massive station, and ushered in a new era for the galaxy.

### ■ Wedge Antilles

**Type:** Brash pilot

#### **DEXTERITY 3D**

Blaster 5D, brawling parry 3D+1, dodge 5D+2, melee combat 3D+1, vehicle blasters 3D+2

#### **KNOWLEDGE 2D**

Alien species 4D+1, bureaucracy 5D+2, cultures 2D+2, languages 3D, planetary systems 4D+2, survival 2D+1

#### **MECHANICAL 4D**

Astrogation 6D+2, space transports 5D+2, starfighter piloting: X-wing 6D, starship gunnery 5D+2, starship shields 5D

#### **PERCEPTION 3D**

Bargain 4D, command 4D+2, gambling 4D+1, hide 3D+1

#### **STRENGTH 3D**

Stamina 4D+2

#### **TECHNICAL 3D**

Computer programming/repair 5D+1, repulsorlift repair 3D+2, space transports repair 5D, starfighter repair 4D+1, starfighter repair: X-wing 5D

**Force Points:** 1

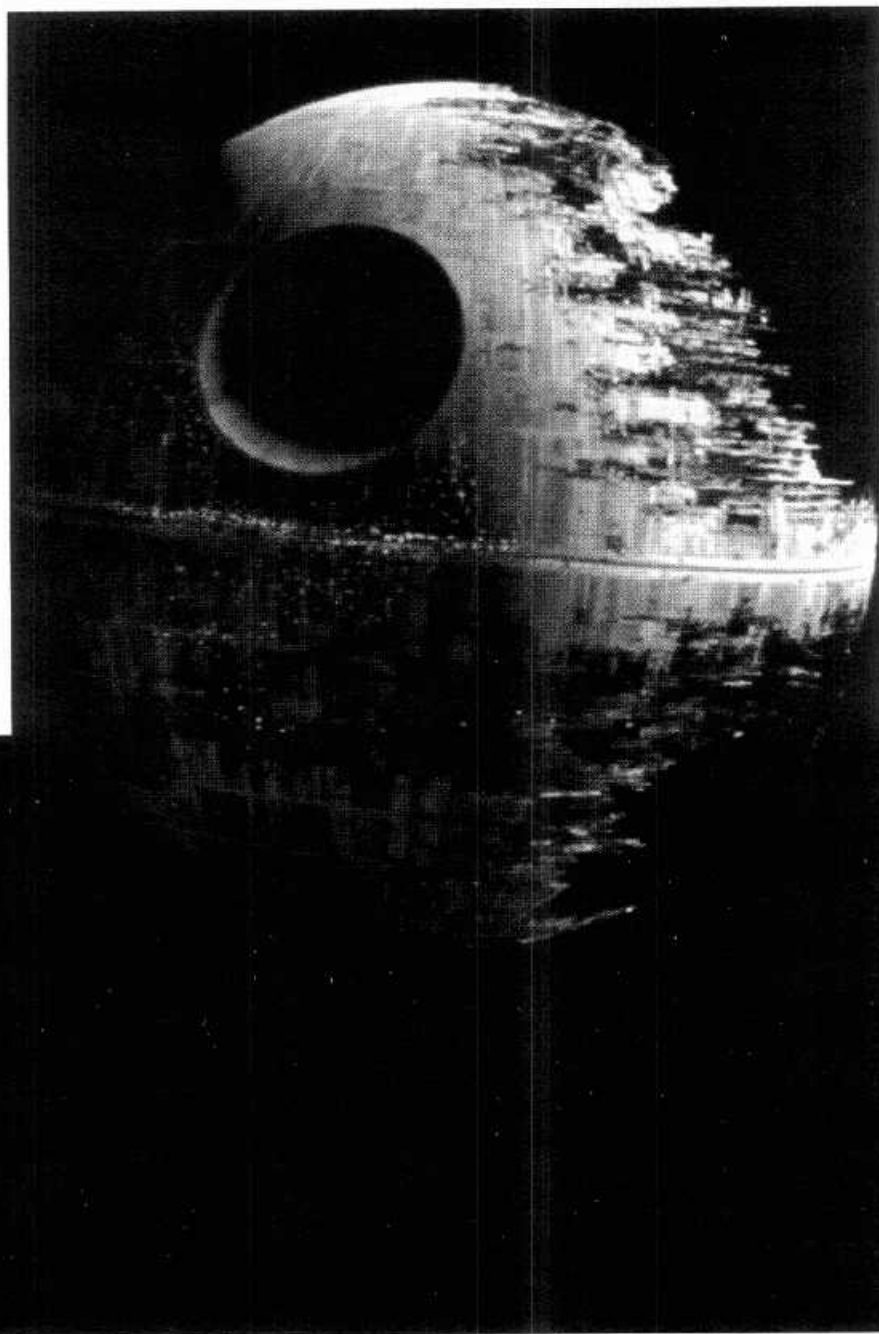
**Character Points:** 8

**Move:** 10

**Equipment:** Blaster pistol (4D), sealed flight suit, comlink, tool kit

# **Chapter Three**

## **THE SECOND DEATH STAR**



**“From here you will witness the final destruction of the Alliance, and the end of your insignificant Rebellion.”**

**The Emperor**

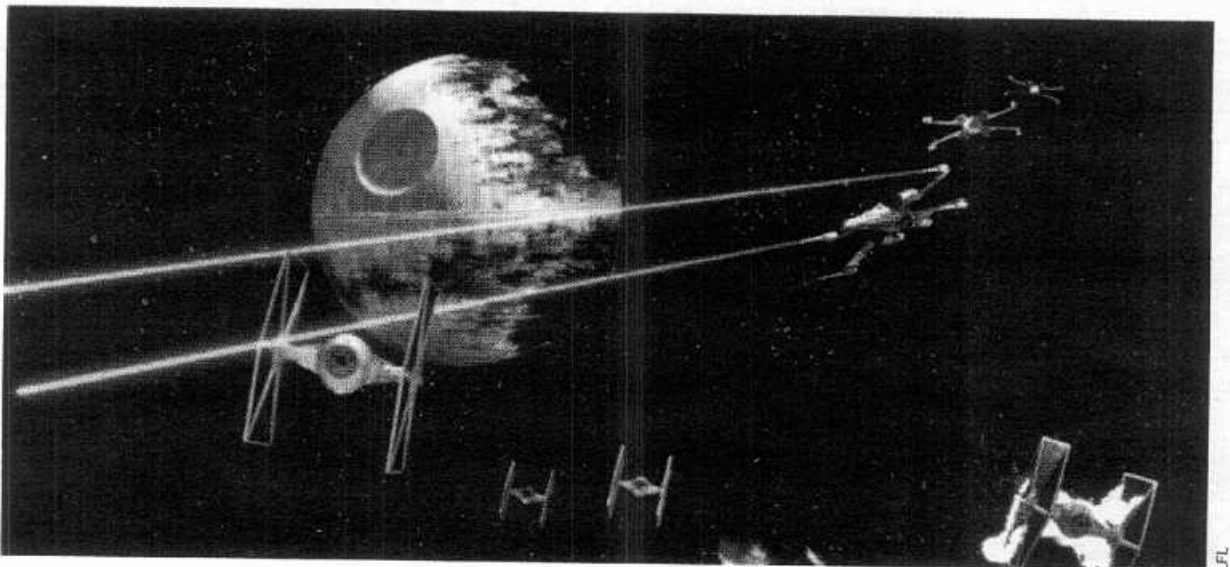
Typically, researching Imperial officials is not the easiest or safest of tasks. To be done properly, it often requires a good deal of dangerous undercover work — gaining access to restricted data files, impersonating Imperial personnel, and the like.

Fortunately, the chaos following the death of Emperor Palpatine, combined with the Alliance’s magnificent intelligence network, made the process of gathering such information much easier. With the death of Palpatine, the Empire began to unravel almost immediately. The chain of command disintegrated, as commanders, generals, grand admirals and advisors scrambled for power, and lower level officers had to choose which Imperial faction to support. Standard security procedures were almost completely ignored. Open warfare was an inevitability, and this continuing conflict allowed the undermanned and underequipped Rebel Alliance, newly christened as the New Republic, to

make impressive gains in a short time.

In the uproar, it was possible to gain access to information that would normally be nearly impossible to get. To illustrate the kind of confusion created by Palpatine’s death, consider my infiltration of the Imperial data storage net on Halowan. I took the cover of a special agent for the Moff of Fakir Sector. The Halowan security officers were suspicious — my security code, pirated away from the Empire by Alliance operatives, was outdated and I had no authority to the data I requested. But they were afraid to challenge me: Moff Lorin of Fakir had a lot of clout, and looked like a good bet to retain his prestige and influence. The security officers hated to do it, but they gave me the red carpet treatment. I got everything I was looking for.

The information I uncovered concerning the Emperor’s advisors (which included a series of equally amusing and frightening holo-memos passed between them) helped paint a clear



portrait of the utter paranoia of those surrounding the late Emperor. Though I turned up very little hard data about the Emperor himself, I did get some slight glimpses of the way he operated. We should be thankful that that malign creature is erased from the face of the galaxy ...

## The Second Death Star

There were many differences between the original Death Star battle station and its newer, more sophisticated cousin. The new Death Star was bigger, more powerful, better shielded and more mobile. Perhaps the most important difference, however, was the redesign of a minuscule thermal exhaust port leading directly to the reactor core. It was this nearly imperceptible flaw that allowed the Rebel Alliance a one-in-a-million chance to destroy the original Death Star — a chance that they exploited brilliantly. They would not have that opportunity with the new Death Star.

The designer of both projects was Bevel Lemelisk, a well-respected architect and designer of many of the Empire's most sophisticated space stations. The original concept for the Death Star came from Grand Moff Tarkin, a man of brilliant vision, but with almost no grasp of engineering. Lemelisk, along with a virtual army of subordinate architects and engineers, transformed Tarkin's vision into reality.

The Death Star project was one of the best-kept secrets in the Empire. Even the Imperial Senate did not know it was being built. To finance the project, the Emperor secretly and illegally diverted money from other sources, mainly space exploration and public works. The first Death Star was built almost entirely by prison labor. No one knows exactly how many died during the Death Star's construction.

After the first Death Star was destroyed, Lemelisk went into hiding, fearing for his life. When Imperial Intelligence agents tracked him down at his remote retreat on Hefi, he thought he was doomed. He was quite surprised to discover that the Emperor did not want his head.

Instead, the Emperor wanted him to design a new, more powerful Death Star battle station, this time without even the most minute design flaw. Amazed at his good fortune, Lemelisk went to work. He would not disappoint the Emperor a second time.

The solution to the thermal exhaust port problem was rather simple. In place of one large port, Lemelisk included millions of millimeter-wide heat dispersion ducts. These ducts would serve the same function as the exhaust port: to carry the excess heat from the reactor core to the station's surface. But these ducts were entirely too small to

be hit by even the most accurate blaster shot. Even if they were hit, the ducts were equipped with emergency baffles, designed to muffle any high pulse of energy before it reached the core.

With that problem solved, Lemelisk set out to improve the main weapon of the Death Star, or "superlaser" as Lemelisk called it. The laser was powerful enough, but there was room for improvement in the weapon's targeting systems and rate of fire. At this, Lemelisk was highly successful. The powerful beam could now be focused much more finely and quickly, allowing it to fire at a moving target, such as a capital ship. Lemelisk also increased the overall size of the station to accommodate the larger power generators necessary for the increased power of the improved superlaser and drive systems.

To handle the possibility of attack by small, fast starfighters, Lemelisk added many anti-starfighter batteries, creating a nearly impenetrable blanket of anti-starship fire. Added to the already incredible complement of TIE fighters, this new Death Star would be invulnerable from snubfighter attack.

Lemelisk didn't believe that anything could defeat the new Death Star. When presenting the new design to the Emperor, Lemelisk boldly claimed that the only way the new Death Star could be destroyed would be if it were attacked while still under construction — once completed, it would be invulnerable.

Apparently, the Emperor believed him. So did Mon Mothma and Alliance Command. This, as we know, set the stage for the great battle of Endor and the destruction of the Death Star, the Emperor, and the New Order.

### ■ The Death Star

**Craft:** Custom Deep Space Battle Station

**Type:** Deep-space mobile battle station

**Scale:** Death Star

**Length:** 160 kilometers (diameter)

**Skill:** Battle station piloting: Death Star

**Crew:** 485,560, gunners: 152,276, skeleton 127,850/+15

**Crew Skill:** Astrogation 5D+1, battle station piloting 6D, capital ship gunnery 5D, starship gunnery 4D+2

**Passengers:** 1,295,950 (troops), 127,570 (stormtroopers), 75,860 (starship support staff), 334,432 (support ship pilots and crew)

**Cargo Capacity:** Over one million kilotons

**Consumables:** 3 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 2

**Hull:** 18D

**Shields:** 3D

**Sensors:**

*Passive:* 350/1D

*Scan:* 1,500/2D

*Search:* 7,500/3D

*Focus:* 60/4D+2



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Flanked by Imperial Gunners and TIE Fighter Pilots, Moff Jerjerrod and Darth Vader await the Emperor's shuttle.

#### Weapons:

##### Superlaser

*Fire Arc:* Forward  
*Crew:* 168, skeleton 48/+10  
*Scale:* Death Star  
*Skill:* Capital ship gunnery: superlaser  
*Body:* 12D (capital scale)  
*Fire Control:* 1D  
*Space Range:* 1-20/40/100  
*Damage:* 2D-16D\*

##### 15,000 Turbolaser Batteries

*Fire Arc:* Turret\*\*  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Body:* 3D (capital scale)  
*Fire Control:* 1D  
*Space Range:* 1-5/10/15  
*Damage:* 5D

##### 15,000 Heavy Turbolasers

*Fire Arc:* Turret\*\*  
*Crew:* 4  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Body:* 4D (capital scale)  
*Fire Control:* 1D  
*Space Range:* 1-7/15/30  
*Damage:* 7D

##### 7,500 Laser Cannons

*Fire Arc:* Turret\*\*  
*Crew:* 3  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Body:* 4D (capital scale)  
*Fire Control:* 1D  
*Space Range:* 1-5/10/15  
*Damage:* 7D

##### 5,000 Ion Cannons

*Fire Arc:* Turret\*\*  
*Crew:* 4  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Body:* 4D (capital scale)  
*Fire Control:* 1D  
*Space Range:* 1-3/7/10  
*Damage:* 4D

##### 768 Tractor Beam Emplacements

*Fire Arc:* Turret\*\*  
*Crew:* 6  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Body:* 5D (capital scale)  
*Fire Control:* 3D  
*Space Range:* 1-5/10/25  
*Damage:* 5D

\* The second Death Star's power systems can generate

2D of damage per minute, up to a maximum of 16D damage. However, the energy cells in the design can produce 48D per day without severely straining the energy reactors.

\*\* Due to the immense size of the Death Star, it is divided into 24 distinct zones, each equally equipped with weapons. Only weapons within the specific zone adjacent to an attacking ship can be brought to bear at any given time; often, the actual number of weapons that can be brought to bear is significantly lower.

## Moff Jerjerrod

When choosing a commander for his new Death Star, the Emperor vowed he would not make the same mistakes he did with the first one. There would be no power-wielding Grand Moff, no command triumvirate of governor, general and admiral.

With the first Death Star, the Emperor had entrusted his most important weapon to three men who each had their own private agendas for the battle station. They were entirely too willful, entirely too independent to blindly carry out their monarch's will. They constantly bickered amongst themselves and did not follow orders properly, with the result that the Death Star was destroyed and the hated Rebellion given a vital respite.

This time, there would be no mistake. The Death Star would have a single commander. He would be a weak man, made to think he was rather important, but in truth only a puppet. Jerjerrod was the perfect choice.

A competent administrator, yet possessing little creativity or drive, Jerjerrod was no threat to act against the Emperor's plans. He had ambition, like all good Imperial officers, but he lacked the vision and courage to act on it. Before this assignment, Jerjerrod was a desk general, who had risen through the ranks in Logistics and Supply. He was well-versed in administrative details, yet had little actual military experience.

This was exactly the kind of man the Emperor wanted. He needed someone who could build the new battle station quickly and efficiently, but who would have no idea how to use the station when it became operational. Jerjerrod would follow the Emperor's wishes to the letter, leaving the Emperor in true command of the Death Star.

With the help of a little added incentive from Lord Vader, Jerjerrod got the battle station operational a good deal ahead of schedule. Although Jerjerrod never understood the Emperor's reasons for stepping up the deadline, they were integral to the Emperor's plan. Jerjerrod served his Emperor well — and paid for it with his life.

## ■ Moff Jerjerrod

**Type:** Imperial Moff

**DEXTERITY 3D**

Blaster 3D+2, dodge 4D

**KNOWLEDGE 4D**

Bureaucracy 8D, law enforcement 5D+1

**MECHANICAL 3D+2**

**PERCEPTION 3D+1**

Command 6D, command: Death Star crew 9D+1

**STRENGTH 2D**

**TECHNICAL 2D**

Security 4D

**Character Points:** 2

**Move:** 10

**Equipment:** Hold-out blaster (3D)

## Admiral Piett

Many wonder how Admiral Piett survived the Bespin debacle. He had clearly failed to capture the *Millennium Falcon* before she entered hyperspace, and few have failed Lord Vader and lived.

During his tenure as commander of the fleet assembled to find the new Rebel base, Vader had left a series of dead officers in his wake. Each had "failed" the Dark Lord one way or another. Why then did Admiral Piett survive his failure?

Perhaps the confrontation with Skywalker had changed the Dark Lord somehow. Vader had returned to the Star Destroyer unusually silent, his normal aura of menace somewhat lessened.

After the Bespin incident, Vader pursued his own interests and Piett was in true command of the fleet. Piett was able to relax and hope that perhaps he would survive his promotion, unlike so many of his predecessors.

His fleet's orders were to keep moving from system to system, using an unpredictable route, in the hope of finding the Rebel fleet. The odds of this tactic succeeding were unimaginably low and Piett suspected that the Emperor had something else in mind.

Months passed. Eventually, the fleet was called to Endor and ordered to hide on the far side of the forest moon. The Rebels attacked. When Piett's fleet moved out from behind the moon, the Rebels' surprise was complete. And when the Death Star went operational, the Rebel fleet was clearly doomed.

Or so Piett thought, anyway.

Admiral Piett did not shine in this command. The Rebels fought with skill and determination. Even with the added strength of the Death Star's superlaser behind it, the Imperial fleet was driven back. When the Rebel capital ships actually closed with the Imperial fleet, to limit the usefulness of the Death Star, Piett was already a beaten man.

At the climax of the battle, Piett's flagship, the mighty Super Star Destroyer *Executor*, was destroyed by a ferocious Rebel fighter attack. Piett was lost along with his ship.

### ■ Admiral Piett

**Type:** Imperial Admiral

**DEXTERITY 3D+2**

Blaster 4D+2, dodge 4D

**KNOWLEDGE 3D+1**

Bureaucracy: Imperial fleet 5D+2, intimidation 5D, planetary systems 4D+2, tactics: capital ships 6D+1, tactics: fleets 4D+1

**MECHANICAL 3D**

Astrogation 6D, capital ship piloting 4D+1, starfighter piloting 4D

**PERCEPTION 2D+2**

Command 8D+2, con 4D

**STRENGTH 2D+1**

Stamina 3D+1

**TECHNICAL 3D**

Computer programming/repair 4D, security 5D

**Character Points:** 6

**Move:** 10

**Equipment:** Blaster pistol (4D), datapad, comlink

### The Imperial Royal Guard

These dynamically outfitted troopers were the hand-picked personal guard of the Emperor. Chosen from the best stormtrooper units in the Empire, the Royal Guard accompanied the Emperor wherever he went, and at least two of them were within earshot of his majesty at all times. Troopers selected as potential Guards were screened for intelligence, strength, dexterity, and, in particular, loyalty. Once accepted into the Guard, a trooper was exhaustively trained in many forms of combat.

The striking red armor of a Royal Guardsman was both ceremonial and fully functional in battle. The armor's design was derived from both the uniforms of the Mandalorian Death

Watch and the Thyrsus Sun Guards, both units famous for their ferocity in battle.

Few knew exactly how many of these special troops existed because they never fought together as a unit. Individual Guardsmen, as a matter of practice, were rotated among various stormtrooper units to stay in proper battle readiness. However, their truest tests were as guardians of the Emperor. From stopping assassins, to performing covert assaults and assassinations themselves, the Royal

Guardsmen were always on guard and ready to die for the glory of Palpatine.

While Royal Guardsmen were fully trained with blasters, their primary weapon is the force pike. Although a modest weapon by most standards, in the hands of a Guardsman it is quite deadly.



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### ■ Imperial Royal Guard

**Type:** Royal Guard

**DEXTERITY 5D**

Blaster 7D, blaster artillery 6D, brawling parry 6D, dodge 7D, melee combat 6D, melee combat: force pike 8D+2, melee parry 5D

**KNOWLEDGE 2D+1**

Streetwise 3D+1, survival 6D

**MECHANICAL 2D+2**

**PERCEPTION 2D+2**

Bargain 3D+2, command 5D+2, hide 6D+2, search 6D+2, sneak 6D+2

**STRENGTH 3D**

Brawling 6D, climbing/jumping 6D, lifting 5D, stamina 6D

**TECHNICAL 2D+1**

Demolition 5D+1, first aid 3D, security 4D+1

**Character Points:** Varies, typically 1-5

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), armor (+2D physical, +1D energy, -1D *Dexterity*), force pike (STR+3D)

### Imperial Advisors

Dressed in lavish costumes derived from the histories of their homeworlds, the Emperor's advisors were a vain and politically divided lot. They were ever at each other's throats, but always ready to do his majesty's bidding. It is no coincidence that each of these men was politically insecure. In fact, the Emperor insisted upon it.

Each advisor was assigned to keep tabs on



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the administration of a rival advisor's home system. This naturally cut down on alliances between advisors, and actually served to fuel the fires of competition and deceit between these high officials.

When not busy with administrative duties, the advisors were purposely kept isolated from one another. The Emperor sent them off on supposedly "important" missions to the ends of the galaxy. As there were hundreds of these top bureaucrats to help the Emperor govern his vast Empire, he created a great deal of these "information-gathering," "fact-finding" and "over-seeing" missions for his advisors.

Another way that the Emperor kept his advisors at odds with each other was by never seeing more than a dozen of them at a time. He doted over a select few while the others waited and watched nervously, bringing new advisors into his circle and casting old ones out — or killing them — at whim. The Emperor felt that keeping these men insecure was far stronger a bond than simple loyalty. There is a lot that a man will do to survive.

The Emperor's policy of absolute rule through absolute terror worked to perfection where his advisors were concerned. Because of this, he never needed to fear those with the greatest amount of power beneath him. He had managed to control the lives of all who surround him.

■ **Kren Blista-Vanee**

**Type:** Imperial Advisor  
**DEXTERITY 2D**  
**KNOWLEDGE 3D**  
 Alien species 3D+2, bureaucracy 4D+2, intimidation 5D, languages 4D  
**MECHANICAL 1D+1**  
**PERCEPTION 2D**  
 Bargain 3D+2, command 4D, con 3D+1  
**STRENGTH 2D**  
**TECHNICAL 1D+2**  
**Character Points:** 4  
**Move:** 10  
**Equipment:** Hold-out blaster (3D), traditional planetary garb

**Darth Vader**

Until his confrontation with young Luke Skywalker on Bespin's Cloud City, Darth Vader had never failed. Getting shot out of the sky at Yavin had been unfortunate, but in war, anything can happen; that was simple bad luck, not a failure. But he had distinctly failed to convert his son, Luke Skywalker, at Bespin.

Defeat was an entirely new concept to the Dark Lord, and although the Emperor was somehow not surprised by the outcome of events, it left Vader perplexed and shaken.

That his son was powerful was, of course, apparent. But why his son could not see the



obvious benefits of his power was a mystery to Vader. Surely he could feel the call of the Dark Side. Luke had released his anger and his hatred, but somehow he still did not see the true way. Was this a failure of Luke, or of Vader? Did Vader have some weakness that his son had exploited?

And what of the Emperor? He was mighty in the Force, perhaps the mightiest being who has ever lived. Did he know that Vader would attempt to use his son to overthrow him? Did the Emperor have another, more subtle plan to turn Luke, kept well-hidden even from Vader?

Oh, the Emperor was subtle: wheels within wheels was his way. The boy was doomed; nothing in the universe could save him. Somewhere within him, Vader felt a dim sense of regret.

And that disturbed him most of all.

The Emperor had asked Vader on several occasions if "his feelings" on the matter of young Skywalker were clear. The Dark Lord assured him that they were, and their plans continued.

But the connection between Skywalker and Vader almost doomed the Rebellion. When Han Solo's strike team approached the moon of Endor in the stolen Imperial shuttle, one of its members became aware of Darth Vader's presence. Luke Skywalker, sitting among the command crew in the shuttle's cockpit, immediately real-



ized that Vader was aboard one of the orbiting Star Destroyers. In turn, it has been assumed, the Dark Lord detected Luke.

But Vader allowed the shuttle to reach the forest moon, for he recalled the prophetic words of his master. "In time, he will seek you out." On the moon, Skywalker actually surrendered to the Imperials, giving himself directly into the hands of Darth Vader. The young man claimed to have felt "the good" buried beneath Vader's black durasteel shell, and had come to help lead the submerged Anakin Skywalker back to the light.

Aboard the half-finished Death Star, Skywalker was brought before the Emperor, and once again he faced Vader in combat. But this time the young Jedi was the victor. But he refused to deliver the death stroke of the lightsaber. He would not succumb to the temptations of the Emperor and the dark side. "I'll never turn to the dark side," declared Luke Skywalker. "I am a Jedi, like my father before me."

"So be it ... Jedi." And then the Emperor turned his dark powers against his would-be protégé, seeking to destroy the son of Vader.

But Luke's feeling about his father had been correct. The good man that was Anakin Skywalker did exist. And the battered form of Darth Vader proved it by hurling the Emperor to his doom to save Luke.

### ■ Darth Vader

**Type:** Dark Lord of the Sith

#### DEXTERITY 3D

Blaster 5D, blaster artillery 4D+1, brawling parry 7D+1, dodge 7D, lightsaber 11D+2, melee combat 7D, melee parry 9D, vehicle blasters 6D

#### KNOWLEDGE 3D+2

Alien species 7D-1, bureaucracy 9D-1, cultures 7D, intimidation 11D, languages 6D+1, planetary systems 8D, streetwise 7D, survival 6D, value 6D, willpower 8D+1

#### MECHANICAL 4D

Astrogation 7D+1, capital ship gunnery 8D, capital ship piloting 8D, capital ship shields 5D, repulsorlift operation 5D-2, starfighter piloting 10D, starship gunnery 8D, starship shields 5D

#### PERCEPTION 3D+1

Bargain 4D, command 11D+2, con 4D, gambling 4D+1, hide 5D+2, persuasion 8D+1, search 8D, sneak 5D+2

#### STRENGTH 3D

Brawling 9D, climbing/jumping 7D+1, lifting 8D+1, stamina 8D-1

#### TECHNICAL 3D

Armor repair 6D-1, capital ship repair 5D+1, lightsaber repair 7D-2, security 6D-2, starfighter repair 5D

#### Special Abilities:

*Force Skills:* Control 11D+1, sense 12D+1, alter 11D

*Force Powers (these are the known powers Vader possessed and it is believed that he had access to many other powers):*

*Control:* Absorb/dissipate energy, accelerate healing, concentrate\*, control pain, detoxify poison\*\*, enhance attribute\*\*, hibernation trance, reduce injury, remain conscious, resist stun

*Sense:* Combat sense\*\*, danger sense\*\*, instinctive

astrogation†, life detection, life sense, magnify senses, receptive telepathy, sense Force

*Alter:* Injure/kill, telekinesis

*Control and Sense:* Farseeing\*\*, lightsaber combat, projective telepathy

*Control and Alter:* Feed on dark side†, inflict pain

*Control, Sense and Alter:* Affect mind, telekinetic kill\*\*

\* Described in the *Star Wars Movie Trilogy Sourcebook*.

\*\* Described in the *Dark Force Rising Sourcebook*.

† Described in *Galaxy Guide 9: Fragments from the Rim*.

**This character is Force-sensitive**

**Force Points:** 22

**Dark Side Points:** 30

**Character Points:** 43

**Move:** 10

**Equipment:** Lightsaber (5D), body armor (+1D all attacks, respirator is necessary to keep Vader alive)

## The Emperor

Out of the corpse of an Old Republic, a man named Palpatine carved himself an empire. It was almost frightening how easy it had been, for he was both strong in the dark side of the Force and blessed with a subtle and dangerous mind. The Jedi were destroyed, the Senate disbanded, and in almost no time, Palpatine became the undisputed ruler of the most powerful empire the galaxy had ever seen.

The Emperor knew that nothing could seriously threaten his rule — his old enemy Mon Mothma was clever and strong, and the Rebel Alliance was growing, but without the Force, they could never be a danger to him. In some ways, the Rebellion was a useful scapegoat, giving him an excuse to further undermine and corrupt the Old Republic's laws — "for the duration of the emergency only," of course. Soon he would no longer need them, and shortly thereafter, he would put an end to the entire movement. All was right with the galaxy: the New Order, and he in turn, were unstoppable.

But then the Emperor sensed a new current in the ever-flowing energy of the Force. It began as a subtle, barely perceptible power surge, but in a frighteningly short time it grew into the bright light that he would come to know as Luke Skywalker. Lord Vader had sensed it too, but he lacked the vision that the Emperor possessed. As soon as this new power became known to him, the Emperor began plotting to corrupt it.

He worked his scheme with the guile and cunning that were his trademarks. The Emperor's plans may have reached further back in time than anyone could possibly imagine, for his ability to foresee the future was astounding. Perhaps the Emperor spared Obi-Wan Kenobi during the purge of the Jedi Knights because he had foreseen the old man taking young Luke under his wing some day in the distant future. Obi-Wan had failed once, and had created Vader, the Emperor's greatest servant. Perhaps

Palpatine expected Kenobi to fail again, and thereby provide an even more powerful weapon for the Empire's arsenal.

Perhaps he had also foreseen the boy's part in the destruction of the Death Star. Perhaps he knew that if Luke succeeded, his overconfidence in his newfound powers would cause him to make a mistake, to attempt to turn his father, to dare to beard the Emperor in his own den. The Emperor was fully capable of sacrificing the Death Star if it would gain him the last Jedi.

This is all merely speculation, for no one, not even Vader, ever really knew what went on in the dark recesses of the Emperor's mind. It is clear, however, that the Emperor was not surprised that Lord Vader failed to turn his son to the Dark Side — he had, in fact, counted on it.

Young Luke had tasted the power of the Dark Side through his anger and his fear. Doubt clouded his mind, and he was unsure he could survive another confrontation with his father. Yet he was also sure that there was still good in Vader, and he was willing to risk everything to bring it out. The Emperor counted on this "mistaken belief," as he called it, to draw the boy into his trap. Once Luke was in his power, the Emperor would destroy Luke's friends and loved ones. Then he would force him to kill his father. Luke would be his, and the last hope for the Rebellion would fade from the galaxy.

Everything proceeded according to the Emperor's designs. Luke came, and the Alliance attacked. On the moon of Endor, the Rebels sent to destroy the shield generator protecting the second Death Star were captured by Imperial stormtroopers. The Emperor's fleet and the *operational* Death Star surprised the enemy and began to decimate the Rebel's force. The Emperor had young Skywalker exactly where he wanted him — disillusioned, defeated, and ready to strike down his own father and take his place at the Emperor's side.

But suddenly it all started to fall to pieces. After suffering heavy losses, the Rebel fleet held its own against the Imperials and even managed to destroy a *Super-class* Star Destroyer. Worse, the Rebel scum on the planet below somehow cut the shields surrounding the Death Star, leaving the monstrous space station vulnerable to attack. Still, even these were not insurmount-



able problems: with young Skywalker at his side, all could be made right again.

But the boy found it inside himself to rise above the Emperor's compelling power, and he thwarted the Emperor's attempts to turn him to the Dark Side. In some baffling way, that young whelp was stronger than he. And that was unforgivable.

Infuriated, the Emperor resolved to destroy the young Jedi. But here the Emperor failed once more. Apparently, the boy had been correct: there was still good left in Darth Vader. As he watched the Emperor assault his son with Dark Side energy, Vader finally tore himself away from the clutches of the Dark Side.

The Dark Lord saved his son from death. And in doing so, he destroyed the Emperor as well as himself.

### ■ The Emperor

Type: Jedi Master

**DEXTERITY 2D+1**

Dodge 7D

**KNOWLEDGE 4D+1**

Alien species 10D, bureaucracy: Empire 12D, cultures 9D, intimidation 13D, languages 8D, law enforcement: Empire 6D, military history 10D+2, planetary systems 7D, scholar: archaic library systems 8D, scholar: arcane technologies 7D, scholar: clone vat systems 7D+2, scholar: dark side lore 11D, scholar: Jedi lore 12D+1, scholar: lightsaber histories 12D, tactics: fleets 10D, tactics: ground assault 5D, willpower 12D+1

**MECHANICAL 2D**

**PERCEPTION 4D+1**

Bargain 10D, command 10D, command: Imperial forces 12D+1, con 8D, hide 5D+2, investigation 7D, persuasion 11D, persuasion: oration 13D+2, search 7D

**STRENGTH 3D**

Stamina 6D

## Imperial Vessels at Endor

## TIE Interceptor

To counter the Alliance's fast, maneuverable starfighters, the Empire commissioned Sienar Fleet Systems with the construction of the TIE interceptor, a TIE variant based on the prototype by Darth Vader at the Battle of Yavin.

The improved handling and power of the interceptor enabled it to play a pivotal role in the Battle of Endor. When the Alliance maneuvered their ships into close proximity with Imperial vessels, these starfighters became the Empire's major attack force, destroying almost half of the Rebels' own fighters during the first stage of the confrontation.

While the Alliance's A-wing surpasses the interceptor's maneuverability and speed, it falls short on firepower. Similarly, though the B-wing outclasses the interceptor's destructive potential, its poor handling and low acceleration rate prevent it from dominating fighter-to-fighter combat. As a result, the interceptors at Endor were able to win a high percentage of their engagements.

## ■ TIE Interceptor

**Craft:** Sienar Fleet Systems

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 6.6 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D-2

**Cargo Capacity:** 75 kilograms

**Consumables:** 2 days

**Cost:** 120,000 (new), 75,000 (used)

**Maneuverability:** 3D+2

**Space:** 11

**Atmosphere:** 435; 1,250 kmh

**Hull:** 3D

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/2D

*Search:* 60/3D

*Focus:* A/3D+2

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

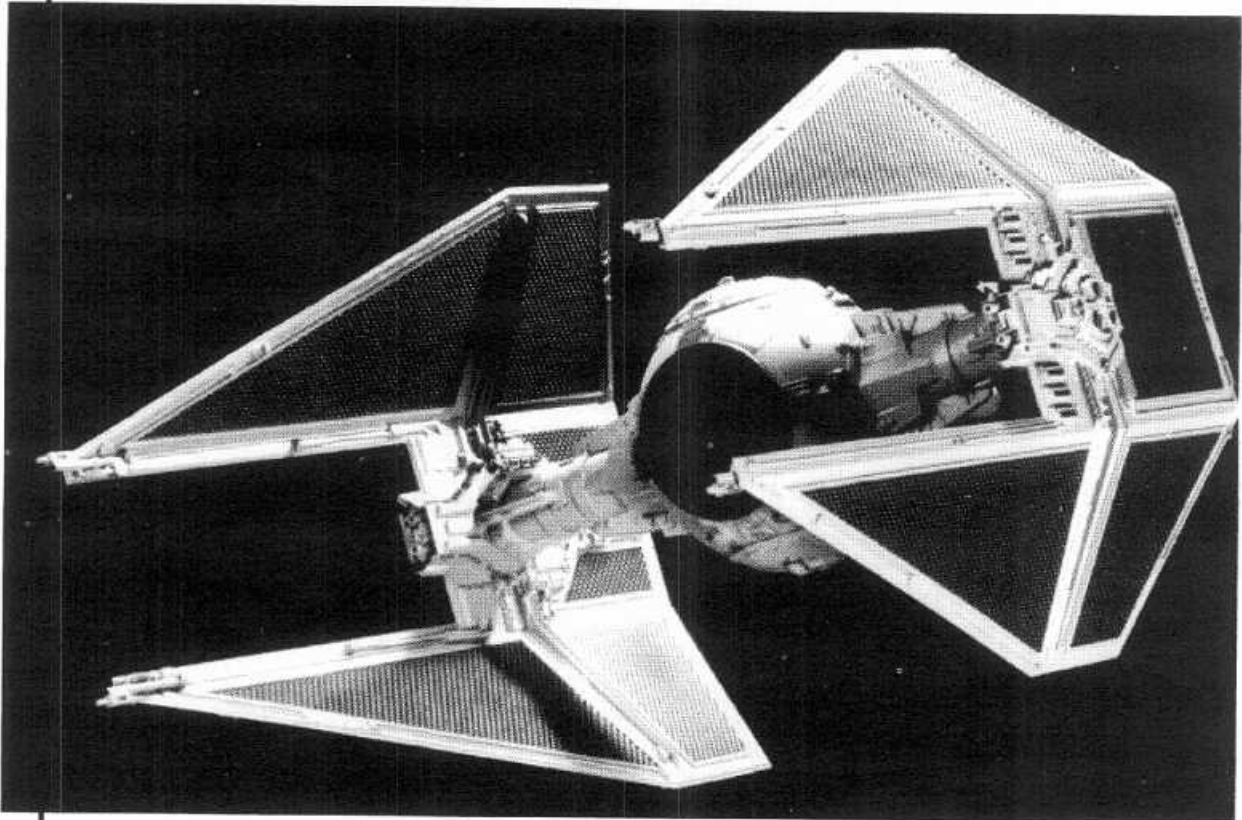
*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D



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## Super Star Destroyer

Darth Vader's flagship, the *Executor* — the first of the *Super*-class Star Destroyers — stretches eight kilometers from stem to stern, dwarfing the more familiar *Imperial*-class Star Destroyers. The hulking vessel bears a diverse arsenal of weapons, enough firepower to reduce a planet to slag within a few hours.

At the Battle of Endor, the *Executor* served as the Imperial fleet's "head," second in command only to the Death Star itself. During the confrontation with the Rebels, the *Executor's* thousand weapon emplacements lashed out at the Alliance's vessels, providing covering fire for the Empire's smaller assault ships and starfighters.

The *Executor's* shield generators were disabled by concentrated fire from Rebel vessels. With the shields down, an Alliance A-wing plowed into its main bridge, destroying all flight control. The Super Star Destroyer was pulled down by the Death Star's gravity well, smashing into the side of the battle station a few moments before the Death Star exploded.

### ■ Super Star Destroyer

**Craft:** Kuat Drive Yards' Super Star Destroyer  
**Type:** *Super*-class Star Destroyer  
**Scale:** Capital  
**Length:** 8,000 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 279,144, gunners: 1,590, skeleton: 50,000/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D  
**Passengers:** 38,000 (troops)  
**Cargo Capacity:** 250,000 metric tons  
**Consumables:** 6 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Space:** 4

**Hull:** 10D

**Shields:** 8D

**Sensors:**

*Passive:* 75/1D+2

*Scan:* 150/3D+2

*Search:* 300/5D

*Focus:* 8/6D+2

**Weapons:**

#### 250 Turbolaser Batteries

*Fire Arc:* 100 front, 75 left, 75 right

*Crew:* 1 (100), 2 (150)

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3–15/35/75

*Atmosphere Range:* 6–30/70/150 km

*Damage:* 7D

#### 250 Heavy Turbolaser Batteries

*Fire Arc:* 100 front, 50 left, 50 right, 50 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5–20/40/60

*Atmosphere Range:* 10–20/80/120 km

*Damage:* 10D

#### 250 Concussion Missile Tubes

*Fire Arc:* 50 front, 75 left, 75 right, 50 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2–12/30/60

*Atmosphere Range:* 4–24/60/120 km

*Damage:* 9D

#### 250 Ion Cannons

*Fire Arc:* 100 front, 50 left, 50 right, 50 back

*Crew:* 1 (100), 2 (150)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1–10/25/50

*Atmosphere Range:* 2–20/50/100 km

*Damage:* 4D

#### 40 Tractor Beam Projectors

*Fire Arc:* 20 front, 10 left, 10 right

*Crew:* 1

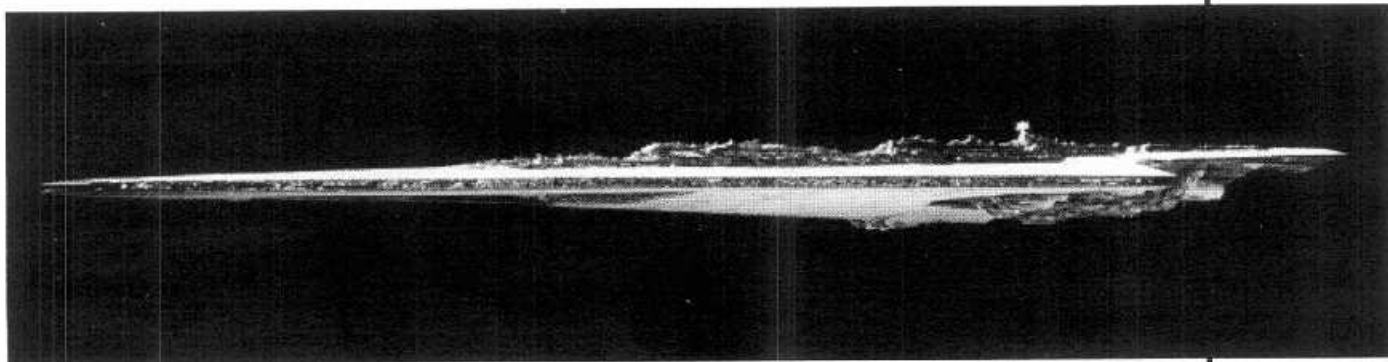
*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1–5/15/30

*Atmosphere Range:* 2–10/30/60 km

*Damage:* 9D



**TECHNICAL 2D**

Lightsaber repair 8D

**Special Abilities:***Force Skills: Control 13D, sense 15D, alter 14D**Force Powers (these are the known powers Palpatine possessed and it is believed that he had access to many other powers):**Control:* Absorb/dissipate energy, accelerate healing, concentrate\*, control pain, detoxify poison\*\*, enhance attribute\*\*, hibernation trance, rage††, reduce injury, remain conscious, resist stun, short-term memory enhancement\*\**Sense:* Combat sense\*\*, danger sense\*\*, instinctive astrogation†, life detection, life sense, magnify senses, receptive telepathy, sense Force*Alter:* Injure/kill, telekinesis*Control and Sense:* Farseeing\*\*, lightsaber combat, projective telepathy*Control and Alter:* Accelerate another's healing, control another's pain\*\*, feed on dark side†, Force lightning\*\*, inflict pain\*\*, return another to consciousness, transfer Force*Control, Sense and Alter:* Affect mind, control mind\*\*, doppelgänger††, drain life essence††, enhanced coordination\*\*, telekinetic kill\*\*, transfer life††*Sense and Alter:* Dim other's senses\* Described in the *Star Wars Movie Trilogy Sourcebook*.\*\* Described in the *Dark Force Rising Sourcebook*.† Described in *Galaxy Guide 9: Fragments from the Rim*.†† Described in the *Dark Empire Sourcebook*.**This character is Force-sensitive****Force Points:** 35**Dark Side Points:** 43**Character Points:** 60**Move:** 10

# Chapter Four

## ENDOR



## “There goes our surprise attack.”

**Han Solo**

Following the trail of General Solo's strike team through the forests of Endor was perhaps the most enjoyable part of the research for this project. The lush greenery of the forest moon is a feast for the senses.

The celebrations following the destruction of the Death Star and the death of the Emperor were, to say the least, overwhelming. With a startling realization, we began to hope and dream that the war was over. No longer was the Rebellion the underdog. Instead, the Rebellion had won. Freedom, for so long a distant dream, was within the grasp of the galaxy. While the battles continue even five years later, it is the New Republic that holds the advantage.

The native Ewoks immediately set about making their world whole again. The ruins of the Imperial base housing the Death Star's shield generator was transformed by Wicket into a living area. Vehicles, armor and equipment were put to uses far removed from their intended function, while the ruins were covered with vines and logs. Within a short time, Endor had returned to its natural splendor, the remains of the Imperial presence hidden and seemingly forgotten.

### **Wicket**

It was Wicket who first found Princess Leia and brought her to safety in the Ewok village.



## The Ewok Defenses

*Voren Na'al interviewed Wicket following the Battle of Endor. This report is compiled from those stories, as translated by See-Threepio.*

When the first Imperials came, the tribe heard the roaring of their ship. Wishing to see what could make such a frightful noise, they sent warriors, including young Wicket, to investigate. The shuttle gave off an incredible stench unlike anything any Ewok had ever smelled. Chief Chirpa said it smelled like fire, only worse. The warriors had no trouble deciding which direction to go. They merely followed the smell.

Before they were halfway to the ship, they smelled something else. Something animal, mixed with something not-animal. Something that crashed loudly through the forest like a kurnbeast drunk on mattberries.

The Ewoks were afraid. Only a mad or wounded thing makes that much noise, fighting the forest instead of passing through it. The first sight of the creatures dressed in hard white shells merely confirmed their fear.

Compounding their fears, these particular Ewoks had never encountered machinery before. Anything so brutally inorganic as stormtrooper armor or an Imperial shuttle aroused the deepest distrust and ill feelings among them.

This is why they initially reacted to General Solo's team with hostility.

*Historian's Note: As to their reverence for See-Threepio, we are still investigating this phenomenon. There seems to be an ancient legend of a golden god that leads them in a holy war. However, it is difficult to tell if this is genuine, or if they are applying current events to old mythology. Ewoks have a difficult time separating fact from myth. This may be the great strength of their society.*

The Ewoks quietly observed the passage of the Imperial scouting party. There was something very disquieting in the way they walked through the forest: not afraid of being heard, not afraid of being followed. Their obvious contempt for their surroundings spoke of power and fearlessness.

Such fearlessness was frightening to the Ewoks. They decided that the Imperials must be prevented from reaching the Ewok villages.

Following their successful redirection of the survey party, the Ewoks never thought they would see the strange creatures again. They were shocked and overwhelmed when, some weeks later, hundreds of the creatures arrived, accompanied by huge, foul-smelling beasts. Forests were razed, the ground

scorched, and huge not-animal creatures filled the skies.

The monsters' arrival caused much discussion around the council-fires. Until that time, the Imperials had paid the Ewoks no attention. Some felt it was best to keep it that way. Maybe if they left the new creatures alone, the Ewoks would continue to be left in peace. Maybe the creatures meant no real harm.

They make war on the forest itself, others cried. Surely they are creatures of evil to fight the very trees that give life and shade! How can we trust such creatures to leave us alone?

Whenever this argument came up, Chief Chirpa would remind the tribe of the invaders' power. "They soar through the air, burn the forest with their staves, build fortresses no spear can pierce. We will not make war with them." Silence would fall around the fires. Talk would turn to other matters.

One night, Wicket brought the tribe important news.

"The other day in the forest, I saw something that may interest the Elders," he said. He was frightened — he had never addressed the Elders before — and to his shame, his voice quavered.

Chief Chirpa said, "Go on, young Wicket."

Wicket gulped and began. "It was one of the large, walking not-animals of the Invaders. It was walking near the base of the Yawari cliffs. There were many rocks and I thought that there had been a slide. The not-animal thing stepped carelessly on one of the larger rocks. It seemed for a moment that it had lost its mind, or was drunk. It jerked around, almost like dancing, and hit its head against the face of the cliff.

"Then it fell over sideways and its hard skin cracked and there were flames under the belly and inside its head. I could see the fires through its open eyes. And then it screamed, and its voice was an echo, like two voices screaming."

Chief Chirpa leaned forward. "What does this story say to you, young Wicket?"

"They can be hurt. Even the big not-animals die and feel pain. I think we could build traps for them, like any other thing we hunt. I do not say that we could attack their fortresses, but we could build defenses for our village. We could build many traps, traps to make them fall and crack. We could practice building them in preparation for the day when we must fight. We would no longer need to fear them so."

Chief Chirpa smiled. "You have done well, Wicket. It shall be so. We shall forget the shame of fear. Now tell us, brave one, which of our traps to use."





(FL)

When Leia's friends arrived, Wicket argued vehemently to have them released from captivity and spared Logray's barbaric ritual; he sensed that they were good and gentle beings like the Princess. But his cries were not heeded by Chief Chirpa, or any of the tribesmen. It took a clever trick by an amused Luke Skywalker to free the Rebels.

During the Battle of Endor, Wicket proved himself to be a clever and resourceful warrior. His time in the forest gave Wicket detailed knowledge of its every hill and gully. This was of tremendous help to the village warriors as they prepared numerous, well-hidden traps to stop the "walking beasts."

Wicket is a bit of a loner. He spends a great deal of time off on his own, exploring the forest world that is his home. Wicket's favorite spot is a glade just south of the Ewok village. There he has constructed his own tree house from the ruins of the Imperial base. He spends much time there, communing with the animals and building carved trinkets for the village children.

After the battle, Wicket was "promoted" to the rank of "lead warrior." Princess Leia personally presided over the ceremony, at the request of Chief Chirpa and the rest of the tribe. It was the happiest day in Wicket's life.

Wicket's people have recognized his many talents and achievements. He is a prime candidate for the position of tribal leader when Chief Chirpa retires. Several female Ewoks of the village have begun leaving small gifts — food, clothing, weaponry and the like — at his hut, a sure sign of romantic interest. A confirmed bachelor, Wicket is not sure he likes all the attention, but Ewok women are notoriously tenacious — once they've set their sights on a male, his days of freedom are almost surely numbered.

### ■ Wicket W. Warrick

**Type:** Ewok

**DEXTERITY 3D+2**

Dodge 4D+2, melee combat 5D, thrown weapons 7D

**KNOWLEDGE 2D**

Survival 3D, survival: forest 6D

**MECHANICAL 2D+2**

Glider 4D

**PERCEPTION 4D**

Bargain 5D, con 4D+2, hide 5D+1, search: tracking 6D, sneak 5D+1

**STRENGTH 3D**

Climbing/jumping 4D+2

**TECHNICAL 2D+2**

Primitive construction 4D+2

**Special Abilities:**

*Smell:* Ewoks get +1D to search when tracking by scent.

**Force Points:** 2

**Character Points:** 11

**Move:** 9

**Equipment:** Spear (STR+1D), medicinal herbs

## Chief Chirpa

Although very old and a bit senile, Chief Chirpa is revered by the tribe. He has been the chief for 42 seasons, and during his reign, the Ewoks have known only tranquillity and prosperity — that is, until the Imperials came.

The war between the Rebel Alliance and the Empire presented Chirpa with the most difficult decisions he, or any previous village chief, had ever had to make. Chirpa's tribe was strong in the hunt, but not warlike, and it was very much out of character for them to become involved in a conflict such as this. But the Ewoks are also, for the most part, passionate and honorable, and they will fight on the side that they believe in. It is up to the chief to decide what these beliefs are.

When Wicket first brought Princess Leia to the village, and then her friends were brought in, Logray convinced Chirpa to use them in a sacrificial ceremony in honor of the "golden god." But when the strangers displayed their powerful magic, Chirpa realized his mistake. He decided it was in the interests of the tribe to listen to the story of the newcomers.

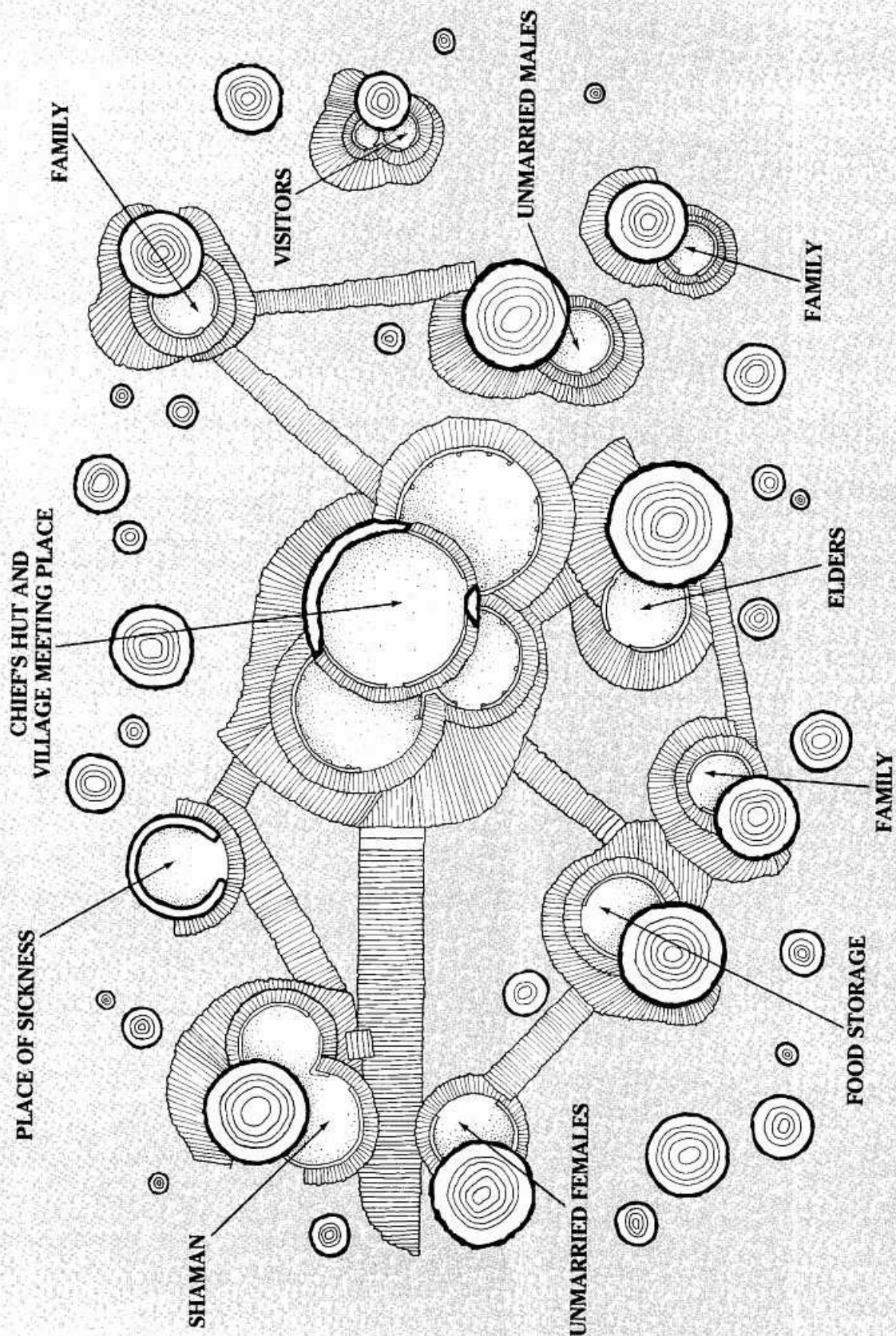
As told by See-Threepio, the story was perhaps the most exciting and tragic tale that the chief had ever heard. Soon after hearing it, Chirpa convinced the village elders to make the newcomers honorary members of the tribe. It was apparent that they were on the side of good, and by joining them to the tribe, the Rebels' fight became theirs.

The Imperials had killed many trees, and disturbed the hunting cycle with the building of their giant ground-sitting buildings. It was for these reasons, along with the plight of their new tribe members, that Chirpa decided to commit



LFL

# Wok Village Main Level





LPL

■ Logray and Chief Chirpa decide the fate of their captives.

the Ewoks to the fight against the Empire. Although the Imperials had far superior weaponry, Chirpa and the Ewoks did not fear them. They approached the Battle of Endor as they would a difficult hunt. In the Chief's own words, "It might be a long and dangerous chase, but in the end we will triumph."

### ■ Chief Chirpa

**Type:** Ewok Chieftain

**DEXTERITY 3D+2**

Dodge 4D+2, thrown weapons 4D+2

**KNOWLEDGE 2D**

Bureaucracy 3D, scholar: Ewok lore 3D

**MECHANICAL 2D+2**

**PERCEPTION 4D**

Bargain 4D+2, command 5D

**STRENGTH 3D**

**TECHNICAL 2D+2**

**Special Abilities:**

*Smell:* Ewoks get +1D to *search* when tracking by scent.

**Character Points:** 7

**Move:** 7

**Equipment:** Pipe, ceremonial headdress

### Logray

As medicine man ("shaman") of the Ewok tribe, Logray was both feared and admired by the Ewoks. The medicine man is called "guardian of the ancient rites," and a large part of his job is to keep the tradition of the oldest Ewok

rituals alive. Many of these rituals have been passed down, unchanged, for countless generations. Because of this, some of them seem barbaric and silly to the members of the tribe today.

There is a certain amount of controversy surrounding the worst of these rituals, some involving the sacrifice of other living beings. But Logray had the backing of Chief Chirpa and the tribal elders, and the rituals were performed, regardless of the protests of the tribe's youth.

One of Logray's opponents was the loner, Wicket. But Wicket held very little sway with the tribe, and because of the constant abuse he took from Logray, the diminutive warrior generally stayed away from the village. Because of his refusal to take part in the Dark Rituals, he was banished from *all* rituals, including the more pleasant festivals of the rains and sun.

Very few Ewoks had the courage to stand up to Logray, and those who did were chastised and ostracized by the tribe. Chief Chirpa allowed these ceremonies to continue until after the battle with the Imperials.

During the battle, the Ewoks saw Logray for what he truly was — a coward and a bully. After the battle, he was removed as medicine man, and Paploo was appointed to the post. Since that time, many of the ancient Ewok rituals have been "soft-

## Night Attack

*The following tale was told to Voren Na'al by Major Derlin.*

"Take the squad ahead. We'll rendezvous at the shield generator at 0-30." They were simple orders. Because they were given by General Solo, I was confident that he, at least, would be able to handle his end. My end was a different story.

Between our current position and the shield generator there would likely be a series of Imperial perimeter posts, not to mention patrolling biker scouts and who knew what else. But it was my job to see that we made it there alive, intact, and without tipping off the Imperials. No mean task, but one I knew that these men could handle.

The first afternoon passed without incident. We ran into several Imperial scouts, but were able to duck out of sight before compromising our position. Delevar, the only rookie in the squad, almost blew it by taking a pot shot at a passing speeder bike, but I managed to stop him in time. Chewed him out pretty good, too. I'd have to do something to boost his confidence later.

We made camp in a shallow ravine, which was well covered by underbrush, and would make us difficult to spot from a speeder bike. I posted two sentries, one at either end of the ravine, and set up a blanket grid using our scanning equipment. It was a good thing I did.

Before we had barely started our first sleeping shift, the scanners picked up something. It was about three clicks southwest of our position, and moving on an angle that might bring us within range of its sensors, depending on what it was. For all we could tell from the readings, it might have been a large animal of some sort, but I was afraid it was something else: something I had met on Hoth.

My suspicions were correct. It was an AT-ST. As soon as we saw the probing search lights in the distance, I knew for sure. It didn't seem to make much sense, though. What kind of an operation was this? All of the indigenous woodland creatures on this forest world combined couldn't pose a threat to a single biker squad. What were they afraid of? I knew we hadn't given our position away, and there was very little chance that General Solo and the command crew had been captured. So what was an AT-ST doing patrolling at night this far from its home base?

Answers would have to wait. There was a more immediate problem to deal with, and it was moving rapidly in our direction. Without breaking camp, I had the squad fan out and take cover, in the hope that the giant machine would pass right by us without noticing anything. No such luck.

The AT-ST moved directly into the ravine, entering from the south end. It would be mere moments before it trampled our camp, so I decided that the time for action was now. The first thing I did was have Beezer jam its transmissions, so that it couldn't summon help. I considered using one of the artillery pieces, but there wasn't enough time to set them up. I was also afraid that the resulting pyrotechnics might bring some more Imperials down on us.

With two quick blaster shots, Greeve, the squad sharpshooter, took the walker's searchlights out. With its visuals gone, the walker pilot began rotating the cockpit, trying to use his sensors to find the source of the attack. To counter this, I kept us moving, circling around the walker like buzz-bugs. What I was afraid of was that he might just open up whether he saw anything or not.

My fears were realized as the walker's blaster cannons began blazing away at random. If it wasn't stopped soon, someone was going to hear this racket. Something had to be done, and quickly.

As I pondered the solution, I caught a glimpse of a figure moving into the trench, just ahead of the AT-ST. It was Delevar, the rookie, and he was aiming the projectile launcher. My heart jumped, and I screamed at the kid to stop, but he didn't seem to care. Didn't he realize what a light show that thing would set off?

Before he could be stopped, Delevar fired the Caspel directly at the face of the walker. It was an amazing shot, directly into one of the walker's viewports. I braced for an explosion, but none came. Instead, billowing gray smoke began to pour from the walker's viewports. I could hear the sound of the two Imperial pilots coughing and wheezing. The next thing I knew they were climbing out of the top hatch with their hands raised, tears streaming from their eyes.

He had used a smoke canister to gas them out. It was a brilliant plan, and fearlessly executed. The rookie had done it. When the smoke had cleared, and a gunpoint check-in call was made by the walker pilot, I approached Delevar. He smiled as he saw me walk toward him. I was wearing my best top-sergeant growl, staring the youngster straight in the eye. His smile faded. "If you *ever* do anything like that again ..." I barked, as he swallowed hard, "make sure you *tell* me first." I winked at him and slapped his shoulder. "Nice going, kid."

With a few more forced call-ins by the walker pilot, we were able to explain its absence to the Imperials back at home base. The next morning's movements passed without incident, and we rendezvoused with General Solo at the shield generator as planned. The rest, as they say, is history.

ened up." The traditions are kept alive, but the torture and pain have been removed.

Infuriated by the "blasphemy," Logray cursed the village, prophesying doom and destruction for "those who dare mock the Dark Rituals." The villagers were frightened and upset for several days, until, in a brilliant stroke, Paploo convinced C-3P0, the "golden god," to exorcise Logray's curse. The bewildered and embarrassed droid went through a complex ritual of dance and song (much to the amusement of the Rebels present). Following the cleansing ritual, Paploo announced that Logray's power was vanquished forever.

Logray was banished, his name stricken from the village's "songs of remembrance." To the villagers, he never even existed.

### ■ Logray

**Type:** Ewok Shaman

**DEXTERITY 3D+2**

Dodge 4D, melee combat 4D+2

**KNOWLEDGE 2D**

Scholar: Ewok lore 6D, scholar: healing potions 5D+2,

Scholar: traditional Ewok rituals 7D+1

**MECHANICAL 2D+2**

**PERCEPTION 4D**

Con 4D+2

**STRENGTH 3D**

Climbing/jumping 3D+1

**TECHNICAL 2D+2**

**Special Abilities:**

*Smell:* Ewoks get +1D to search when tracking by scent.

**Character Points:** 6

**Move:** 8

**Equipment:** Bone club (STR+1D), secret potions, "telling beads"

## Rebel Commandos

When General Solo volunteered to assemble a strike team for the highly dangerous Endor mission, he went with a known quantity — the men of Hoth base. Solo had worked beside these exceptional men on the frozen ice world. He had seen their loyalty and dedication in action. He knew they had what it took to get the difficult job done.

Luckily these same men had been stationed with the fleet since their evacuation from Echo Base on Hoth. A quick call to Major Derlin and Solo had his team assembled in no time.

They were all volunteers, eager to strike a blow against the Empire. The events that unfolded during the assault on Hoth had hardened them into a solid veteran unit, and they were itching for revenge. Solo told them that this was going to be an extremely dangerous mission and they willingly, even eagerly, accepted the risks.

The planet-level unit leader was Bren Derlin. A grizzled veteran, and the officer in charge of security and operations on Hoth, Derlin was ready for the challenge. Finalizing the formation of this "special tactics" unit, there were eleven men under Derlin, including a young and eager Lieutenant Page.

That Solo was to lead them on this particular mission was of some consolation to the squad. Almost everyone in the Alliance considered him one of those "charmed" people, who could and would survive at all costs, and be successful



with any mission.

The strike team was equipped with basic commando gear, including standard comlinks, low-feedback scanners, sensor scramblers, heavily muffled blasters, and full forest camouflage fatigues. There were two pieces of artillery, carried disassembled in the packs of four men. These were an E-Web heavy repeating blaster and a Caspel projectile launcher with dye, smoke and Cryo-Ban canisters.

An added element of danger to the mission was the large amount of explosives needed to blow up the shield generator. These were mostly thermal detonators, highly volatile stuff, carried by the two demolition experts, Junkin and Squalls. They were sealed in ray-shielded cases and stored in thermal-resist packs to prevent unpleasant surprises during a firefight. Despite capture by the Imperial forces, the assault of the Ewoks was all the commandos needed. They were able to turn a sure defeat into a stunning victory.

**Typical Rebel Commando.** *Dexterity 3D+2, blaster 4D, blaster artillery 3D+2, dodge 4D+1, Knowledge 3D, survival: forest 4D, Mechanical 1D+1, Perception 4D, search 4D, sneak 4D+2, Strength 3D+2, brawling 4D, Technical 2D+1.* Move: 10. Blaster pistol (4D), comlink, macrobinoculars (+1D to *search* over 50 meters), low-feedback scanner (uses *sensors*, detects movement at ranges of 0–1/3/5KM), sensor scramblers (+2D

to difficulty to detect with sensors), camouflage fatigues (+2D to *sneak* in forest at ranges of 35+ meters).

### ■ Major Bren Derlin

**Type:** Alliance Major

**DEXTERITY 3D**

Blaster 5D, blaster artillery 5D, dodge 4D-2, vehicle blasters 5D

**KNOWLEDGE 3D**

Survival 5D+2, tactics: squads 6D, value 4D

**MECHANICAL 4D**

Beast riding 4D-1, repulsorlift operation 5D

**PERCEPTION 3D**

Command 5D-2, search 4D

**STRENGTH 3D**

Brawling 4D, stamina 5D-2

**TECHNICAL 2D**

Repulsorlift repair 3D, security 4D

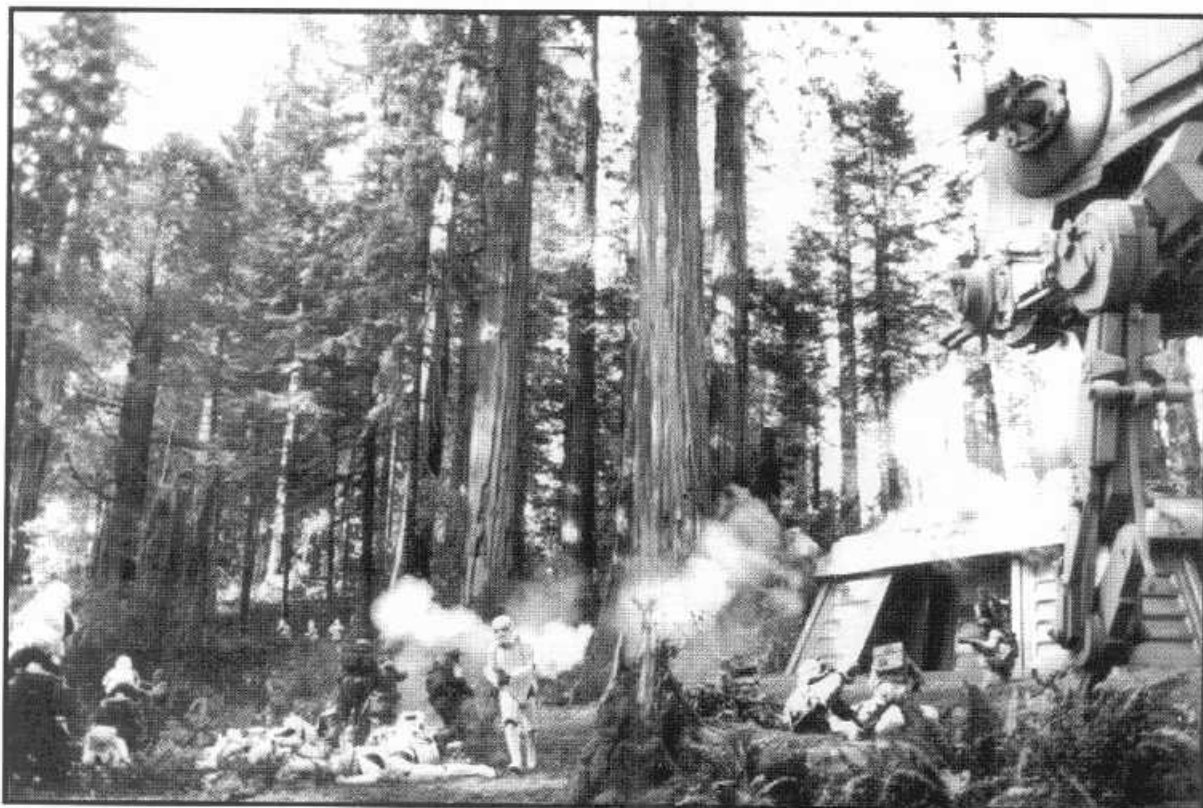
**Character Points:** 9

**Move:** 11

**Equipment:** Blaster pistol (4D), macrobinoculars (+1D to *search* over 50 meters), comlink, low-feedback scanner (uses *sensors*, detects movement at ranges of 0-1/2/5KM), sensor scramblers (+2D to difficulty to detect with sensors), camouflage fatigues (+2D to *sneak* in forest at ranges of 35+ meters)

## Biker Scouts

Scout troopers were undoubtedly the best-suited type of unit for the scouting and reconnaissance of the dense forest terrain of Endor. The thick underbrush of the forest moon made most vehicles impractical on Endor, although AT-STs and even AT-ATs were utilized in the



## Imperial Scouting Party

*The following was reported by Imperial Survey Team IX3244-B, Second in Command, Lt. Kivielt, during his post-capture debriefing following the Battle of Endor. Voren Na'al recorded his comments and set them down in the official data-journal.*

Whatever happens to me, they can't say I didn't warn them. This whole Ewok thing ... I saw it coming from the very beginning. It's not *my* fault.

When the Emperor decreed that there would be a new Death Star, thousands of survey teams were sent all over the galaxy to find a location for its construction. My team, under the command of Captain Toss, visited several other worlds before our survey frigate arrived at Endor's moon, far out on the fringes. Endor had been selected for its extreme remoteness, not only from the core systems, but from any Imperial outposts. Lord Vader felt that the Rebellion would not expect us to hide a new base so far from the seat of power.

Establishing orbit, we began Imperial Survey Team Standard Procedure. First, the entire surface was visually recorded, as our scanners took readings for lifeforms and geological data. All data indicated a diverse geosphere, though dominated by forests, that could very comfortably sustain Human life. This was precisely what Lord Vader was looking for.

Personally, I thought it would be more prudent to build the shield generator on some barren rock with low gravity and a poisonous atmosphere. No indigenous life to interfere with the work, a dangerous environment and no cover for a Rebel commando operation. However, Vader was of the opinion that it would consume much-needed time and energy to construct life-support systems and domes for a simple shield generator outpost. He was confident that no indigenous lifeform could pose a threat to vastly superior Imperial Forces. My commanding officer, Captain Toss, agreed.

Neither asked for my opinion.

Well, anyway, our scans revealed thousands of lifeforms. The life seemed to be primarily of lower orders, with a primitive civilization. They were little more than savages. Scans showed nothing more advanced villages of tree houses deep in the forests, inhabited by a species averaging roughly one meter in height.

In keeping with standard procedures, this required closer investigation. Captain Toss, being burdened with important duties on the ship, ordered my team to the moon's surface via shuttle. Before we left I listened to the captain's holoreport. "IX3244-B reporting. Mission successful. Suitable previously unexplored system discovered. This forested moon fits Lord Vader's requirements perfectly. Only conceivable threat is presented by furred, dwarf bipeds. Their technology is laughably primitive. The spears, bows and slings of these pathetic savages pose no threat to disciplined Imperial stormtroopers. We can safely ignore these contemptible little fur-balls."

We landed in a small clearing that was later to be the site of the "back door" to the shield generator complex. Disembarking, we began the hike to the Ewok village.

Looking back, I find it amusing that we crept quietly through the forest to avoid spooking the natives. It didn't occur to us that the landing of our shuttle was probably the loudest sound heard on Endor since its prehistoric volcanic period. They knew we were there, all right.

So there we were, three men in light armor and two stormtroopers, all armed with blasters, creeping toward an encampment of creatures who barely had the hang of fire. We didn't make it to within a kilometer of the tree house city.

Somehow, the best scouts in the business kept losing their way. We went down one path, only to have it stop in a dead end. We traced our way back, but found ourselves in a clearing we hadn't entered before. We took readings and made map adjustments, then plunged down another path. It turned us right around and we wound up back by the shuttle.

It was as though the forest itself was conspiring against us. We were intruders here, aliens, and the forest was letting us know that we didn't belong. I don't know how they did it, but the Ewoks kept us moving in circles for over two hours.

When the sounds began in the dark woods around us, my team became spooked. We began firing our blasters randomly, in all directions, hoping to stop the pounding drums.

In my defense, I would like to note that I may be an Imperial officer, but I am also a scientist. My blaster was set for stun. I had required the troopers to do the same. There were no visible targets, only the dense forest and the beating drums. One could dimly perceive shapes moving, but they were poor targets. I fired stun-bursts in a ragged circle around my besieged group.

As suddenly as it began, the noise stopped. Somehow, in some way, we were back at the clearing. There was our shuttle, safe and waiting for us. With a quick look at each other, we decided on our next course of action.

We swiftly retreated to the shuttle and the safety of our orbiting ship.

Once back aboard, I made my report to Captain Toss. His laughter only added to my own embarrassment.

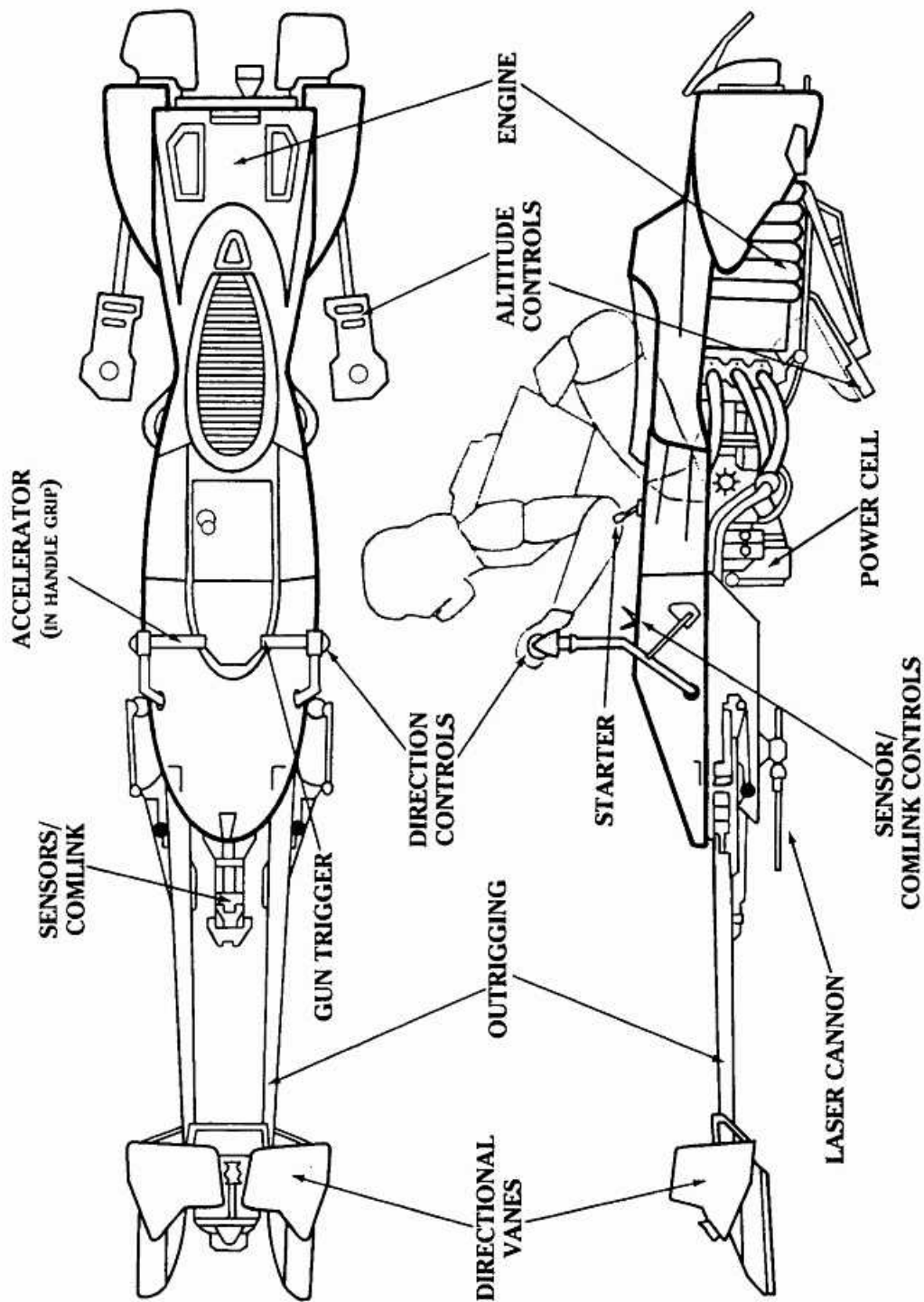
The blind fool was pleased. Endor's moon would be perfect. Surely I wasn't put off by a few natives with drums? If they became a problem, he assured me that a swift genocide could be arranged. My report stated that the forest creatures of Endor's moon were a potential problem, deserving further study. He was in such a rush to get the credit for discovering the site for the new Death Star that he ignored it. Even my suggestion that forest camouflage be applied to all vehicles and armor was summarily dismissed.

Now, of course, events have proven me correct. You have won, and I think the Empire is doomed. Still, the Empire is big, and still powerful. I guess you've got a lot more work to do before your victory is complete. If you'll have me, I offer my humble services to the Alliance as a planetologist.

Just keep me away from those Ewoks, okay? They make me very nervous.



# Aratech 74-Z Military Speeder Bike



Rosari J. Baldreri

cleared areas surrounding the shield generator.

The bulk of the vehicular patrol duty was handled by biker scouts. Although the tall Endor trees presented a definite hazard, the forest was crisscrossed by numerous trails that the speeder bikes could traverse safely. For additional protection, speeder bikes on Endor were equipped with modified guidance systems. An extra sensor plate was added to the front control vanes of each bike, giving the driver a much clearer idea of what was beyond the trees directly ahead of him, so that a better course might be planned.

Endor lances (four soldiers and their sergeant) were split into groups of two bikes each, with the sergeant for back patrol and coordination. Each lance covered an assigned area that fanned out from the shield generator in all directions. A standard "weaving" patrol pattern was used so that more ground could be covered. In addition, the bikes kept as high off the ground as possible for better long-range visibility.

Each scout was ordered to make continuous sensor scans and report in every 30 minutes. In the event of contact with an intruder, each scout was ordered to avoid conflict at all costs. They were ordered to get clear of the area so that a complete report could be made, even if it meant abandoning a partner.

The speeder bikes themselves were far more practical as scouting and recon vehicles than attack craft. The bikes were armed with minimal weaponry, more suited for use on ground troops than other vehicles. Instead, the bikes counted on speed and maneuverability to effect a quick escape. Even the primitive Ewoks were able to exploit the ineffectiveness of the speeder bikes as attack craft during the Battle of Endor: simple tripwires and slings felled countless bikes.

**Typical Biker Scout.** *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 4D, Knowledge 2D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, Perception 2D, Strength 2D, brawling 3D, Technical 2D.* Move: 10. Character Points: Varies, typically 0-3. Hold-out blaster (3D+2), scout armor (+2 physical and energy)

## The Battle of Endor

The Battle of Endor was the most decisive battle of the Galactic Civil War. Fought near the moon of Endor where the Empire had located its construction site for the new Death Star battle station, the conflict started as a trap for the Rebel Alliance.

By supplying incomplete and false information to Rebel spies, the Emperor lured the Alli-



ance fleet to the system to destroy it. Unaware of the trap, the Alliance planned an all-out assault against this second Death Star.

The Rebel plans depended on a strike force making its way to the forest moon to destroy the shield generator that was protecting the uncompleted battle station orbiting overhead. The strike team, led by Han Solo, was to disable the generator in time for the arrival of the Alliance fleet from hyperspace. When the fleet arrived from its staging area around Sullust, it was to attack the unfinished Death Star.

Unknown to the Alliance, an Imperial legion awaited the strike team on the moon, and an Imperial fleet awaited the Rebel ships. Hiding on the far side of the moon, the Imperial fleet remained in waiting, to hold the Rebel fleet close to the Death Star.

Unfortunately, Imperial strategists had counted on stealth and intelligence to win the battle. Too conspicuous a presence would frighten off the Rebels, and the Emperor made it clear that he would accept no less than the

## Imperial Assault Vehicles

**Imperial AT-AT (All-Terrain Armored Transport)**

Though usually the forward rank of ground-based battles, the AT-AT was deprived of its usual role by the massive trees of Endor's moon. The forest limited the mobility of the Empire's AT-ATs, confining the walkers to a limited area around the Imperial garrison. As a result, the walkers could not fully participate in the battle at the bunker, leaving their smaller counterparts, the AT-STs (scout walkers), to provide all covering fire for the stormtroopers protecting the shield generator.

■ **AT-AT Walker**

**Craft:** All-Terrain Armored Transport

**Type:** Assault walker

**Scale:** Walker

**Length:** 20.6 meters long, 15.5 meters tall

**Skill:** Walker operation: AT-AT

**Crew:** 5, skeleton: 3/+10

**Crew Skill:** Vehicle blasters 5D, walker operation 5D

**Passengers:** 40 (troops) (or 2 AT-STs)

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Cost:** Not available for sale

**Move:** 21; 60 kmh

**Body Strength:** 6D

**Weapons:**

**2 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot or commander)

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50–500/1.5/3 km

*Damage:* 6D

**2 Medium Blasters** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (co-pilot or commander)

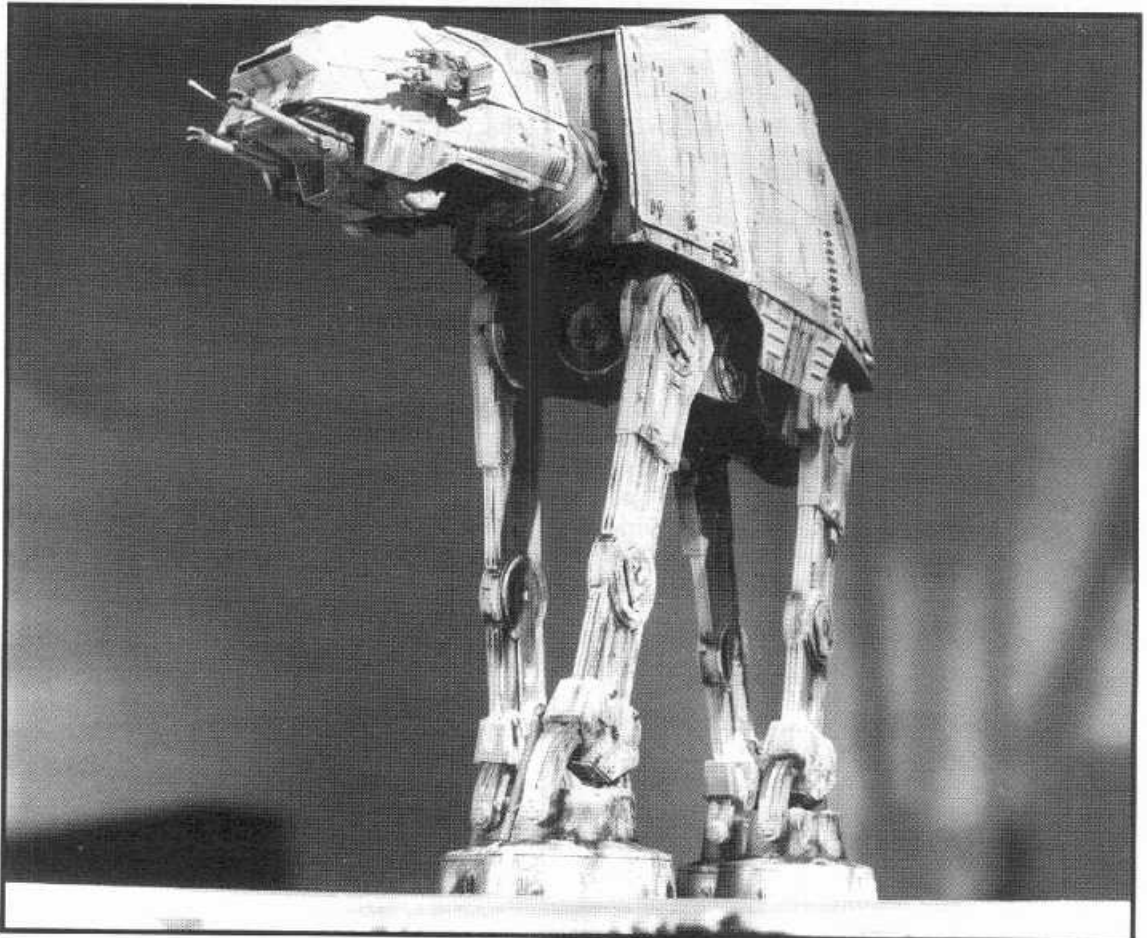
*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50–200/500/1 km

*Damage:* 3D

**Note:** The AT-AT walker's head is mounted on a pivoting neck, which can turn to face the left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).



## Imperial AT-ST (All Terrain Scout Transport)

While AT-STs were designed primarily for reconnaissance missions, they have also earned a reputation as quick and maneuverable escorts for ground-based attack forces. Their thick, durasteel armor provides maximum protection from small-scale blasters — only repeating blasters and other large weapons have sufficient power to cause body damage. Unfortunately, the vehicle's major flaw, its easily upset balance, was exploited by the combined Ewok and Rebel force at the Battle of Endor.

The AT-ST has come under tremendous scrutiny as a result of its failure at Endor. The major liability at Endor was that the scout walker was always intended to be a support combat vehicle. When used as per original design specifications, the AT-ST consistently outperforms comparable repulsorcraft.

### ■ AT-ST Walker

**Craft:** All-Terrain Scout Transport

**Type:** Medium walker

**Scale:** Walker

**Length:** 6.4 meters long, 8.6 meters tall

**Skill:** Walker operation: AT-ST

**Crew:** 2, skeleton: 1/•15

**Crew Skill:** Missile weapons 4D, vehicle blasters

4D-2, walker operation 5D

**Cargo Capacity:** 200 kilograms

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 1D

**Move:** 30; 90 kmh

**Body Strength:** 3D

**Weapons:**

#### Twin Blaster Cannon

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-200/1/2 km

*Damage:* 4D

#### Twin Light Blaster Cannon

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Vehicle Blasters

*Fire Control:* 1D

*Range:* 50-300/500/1 km

*Damage:* 2D

#### Concussion Grenade Launcher

*Fire Arc:* Front

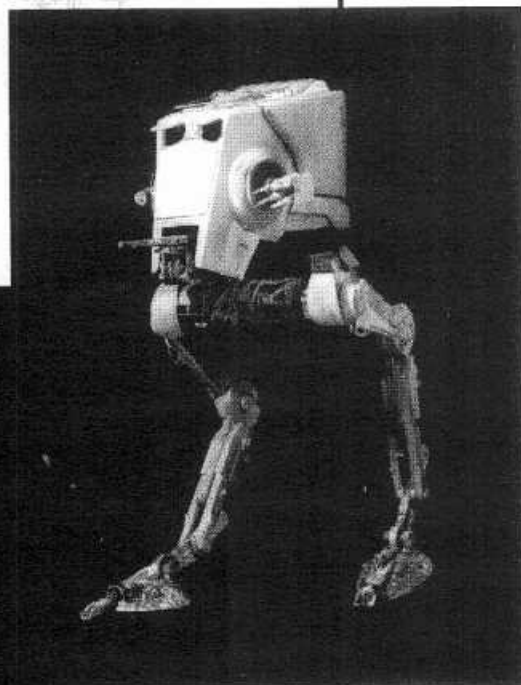
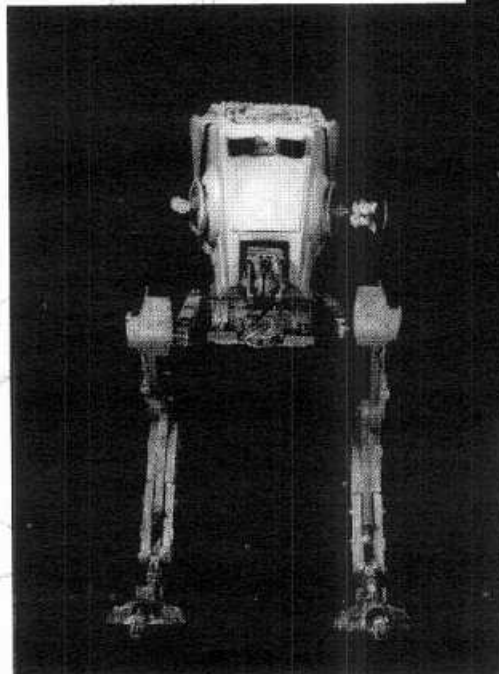
*Crew:* 1 (co-pilot)

*Skill:* Missile weapons: grenade launcher

*Fire Control:* 1D

*Range:* 10-50/100/200 meters

*Damage:* 3D



Alliance's utter destruction. The Imperial defense centered on protecting the shield bunker. Strategists knew that they would be facing a small Rebel force since there was no way the Alliance would be able to land large numbers of troops. Accordingly, the military presence was centered on a large number of simple ground troops for the one-on-one combat with Rebel ground soldiers. Heavy combat vehicles, such as walkers, were kept to a minimum. The speeder bikes were an integral part of the battle plan, as the scouts would be expected to detect any incoming assaults in advance so that the ground soldiers could redeploy in advance.

The Empire didn't count on the alliance of Rebels and the Ewoks. This considerably evened the odds in terms of sheer manpower. However, the Ewoks were fighting on their homeground, giving them a decisive advantage. The Ewoks knew that to attack, and then fight for the shield bunker, would be suicide. However, if the Ewoks attacked, and then retreated, drawing the Imperial forces from the shield bunker, there was a chance for victory. The stormtrooper armor was ill-suited for forest combat, with limited visibility and mobility. The Ewoks, with their combination of chants, screams, trumpets, and drum rhythms, and knowledge of how sound carries in the forests, could match the Imperials

for communication and coordination. More importantly, by separating the Imperials, they would be more likely to become disoriented and confused. The Ewoks could set countless ambushes, which the Imperials were ill-equipped to deal with (after all, Imperial soldiers are used to facing panicked retreat or straightforward combat; this kind of guerrilla assault was uncommon to them).

The Ewok battle plan worked. The Empire's soldiers fell for the elaborate trap and were soon defeated by diminutive soldiers equipped with no more than slingshots and spears.

Above the forest moon, the Rebel fleet engaged the Death Star. With the defense shield still operational, the Rebel fighters couldn't make the final assault on the Death Star's reactor core. Suddenly, the Rebels learned how deadly a trap the Emperor had set. The Death Star's superlaser opened fire on the Rebel fleet. Engaging the Imperial Star Destroyers in ship-to-ship combat was the only way for the Rebels to escape the deadly Death Star blasts.

With the aid of the Ewoks, the strike team knocked out the shield generator. Then, through the heroism of Lando Calrissian and Wedge Antilles, the Rebels destroyed the Death Star. The Imperial fleet scattered and the Galactic Civil War, while not finished, was won ...

# Chapter Five

## THE HEROES OF ENDOR



# "They did it!"

## See-Threepio

The story of the heroes of Yavin has been a long and difficult one. Unbelievably, as this story is coming to an ending, the events of these past few weeks have lived up to the kind of climax that their story deserved. And luckily, it's a happy ending.

The interweaving of the lives of these people has somehow brought them full-circle. None of them has failed to show profound visible changes in attitude and personality. The roguish Han Solo, once a self-possessed smuggler, is now a general of the Rebel Alliance, as is former gambling scoundrel Lando Calrissian. Princess Leia Organa, once cold and aloof, has discovered a deeper, softer side to her personality. But most profound of all, a former naive and wide-eyed Tatooine farmboy named Luke Skywalker is now a Jedi Knight.

But it wasn't without their share of hardship that these heroes endured to face the challenges confronting them. Through it all they learned to rely on each other, as well as themselves, in moments of crisis. The rest of the Alliance watched this and learned from them. They are who the men, women and aliens of the Alliance look to for inspiration now. They are the Rebellion's new, dynamic, youthful leadership.

The heroes of Yavin bring with them an incredible combination of experience and enthusiasm, knowledge and fearlessness, skill and luck. But more than that, they have a fresh new perspective on the galaxy. A way of looking at the tumultuous civil conflict in which they are currently embroiled and seeing it in simple terms. Yes, it is a war to restore the freedoms of the Old Republic, and remove the Emperor's terrible stain from the galaxy. But it is also a basic fight for survival. A fight they know they are winning.

### Princess Leia Organa

Much has happened to the Princess since she watched the bounty hunter Boba Fett fly off into the Bespin sunset with her love, Han Solo, carbon-frozen in his cargo hold. Although the experience could have destroyed a lesser woman, she survived.

Though she owes a good deal to her own inner strength, she also owes much to the support of Luke Skywalker, her close friend and newfound brother. He himself had seemed to despair after his confrontation with Darth Vader in Cloud City; although Luke would never tell her exactly what had happened, the Princess could see his anguish and feel his pain. Somehow the two healed each other, making a vow to put aside their anguish to concentrate on the task at hand.

From that moment on Luke was a changed man. Leia took courage in the confidence with which he approached the rescue of Han Solo. It never entered her mind that the mission might fail, even when she was captured and chained to Jabba's throne. It was only a matter of how long the rescue would take, and when they would make their move. She could see it in Luke's eyes, and feel it in herself. This rescue would succeed — and succeed it did.

Her reunion with Han was an emotional release for Leia. She had openly admitted her love for him, and no longer needed to hide her feelings. She began to let go of the grim seriousness with which she had carried herself, allowing her youthful excitement and enthusiasm free reign.

It was the same enthusiasm she had felt in the early days of the Rebellion, before the destruction of Alderaan. Han showed that he was ready to commit to the Alliance — and her — full-time, when he agreed to become a general and lead a

dangerous mission. It was something he never even would have considered a few years ago, and seeing the change in him made Leia's love for him grow to immeasurable heights.

But it was what Luke told her, beneath the swaying trees of the Ewok village on Endor, which changed her life forever. She was his sister. Even as Luke spoke the words to her, she knew it to be true. His confused and tragic ancestry, his personal power — those were hers now as well. Very suddenly, she began to feel all of Luke's pain and worry, and she could see why he had kept this from her until then. Especially the tragedy of their father.

But Leia was strong, and wise far beyond her years. She could handle this now, and Luke knew it. All the time he was away on the Death Star, Leia reached out with her feelings, and she could sense his fear. In a rapid shuffling of emotion, she felt his fear turn to pain and then to release, and then to sorrow. When Luke returned from his journey and explained everything to Leia, she understood those feelings.

She was a Skywalker, an heir to the traditions of the Jedi Knights. And she was the last surviving member of the Royal House of Alderaan, shaped and molded by the grand traditions and beliefs of Bail Organa. Finally, she loved Han Solo, and that brought out a side of her that she thought was not present. For all of these reasons and more, the Princess is a fine leader for the Alliance, and should prove to be an even better leader for the New Republic.

### ■ Princess Leia Organa

**Type:** Young Senatorial

#### **DEXTERITY 3D**

Blaster 7D+2, blaster artillery 3D+2, brawling parry 4D, dodge 7D, grenade 4D, melee combat 5D, melee parry 4D, vehicle blasters 4D

#### **KNOWLEDGE 4D**

Alien species 7D, bureaucracy 9D+1, cultures 9D+1, languages 7D, planetary systems 9D, streetwise 6D, survival 8D, value 6D+1, willpower 6D+1

#### **MECHANICAL 2D+2**

Astrogation 4D, beast riding 3D+2, repulsorlift operation 4D+2, starfighter piloting 5D, starship gunnery 4D, starship shields 5D

#### **PERCEPTION 3D+1**

Bargain 6D, command 10D+1, con 5D+1, gambling 4D, hide 6D, persuasion 7D, persuasion: debate 8D+2, search 6D, sneak 6D

#### **STRENGTH 3D**

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

#### **TECHNICAL 2D**

Computer programming/repair 4D+2, droid programming 4D, droid repair 4D, first aid 6D, security 4D+1, starfighter repair 3D+2

**This character is Force-sensitive**

**Force Points:** 7

**Character Points:** 25

**Move:** 10

**Equipment:** Blaster pistol (4D), comlink



### Han Solo

Han Solo described carbon-freeze as “a big wide-awake nothing.” Until his release from that state of suspension by Princess Leia, Solo had lived that wide-awake nightmare as a hanging wall decoration in the palace of Jabba the Hutt. He was there to be laughed at and spat upon by the evil and disgusting creatures of his court. He felt nothing, he saw nothing, he heard nothing. But he dreamed, all the same.

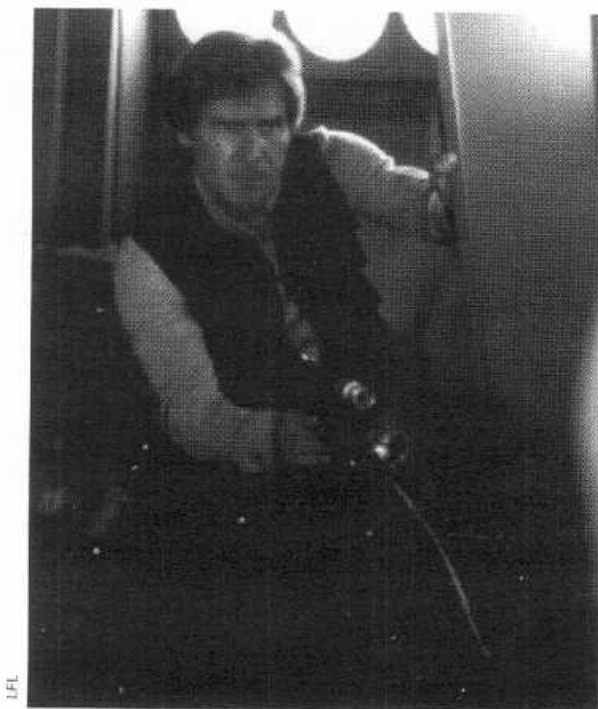
During his hibernation in carbon-freeze, Solo played out his revenge in his mind countless times. He must have imagined his blaster ripping large, smoking holes in the armor of Boba Fett, and his own hands choking the life out of Lando Calrissian, a hundred-thousand times. But upon his revival, the Corellian was in no shape to exact his revenge, at least not yet.

Of course, his feelings toward Lando changed dramatically when Chewie explained to him what Lando had done for him and the Princess, and that Lando was a part of this very rescue attempt. Actually, Solo was not very surprised to hear of Lando's change of heart. Deep down, he sensed that Lando would come through for him in the end — his friends usually did.

But it was Luke who really came through for him. That same snotty-nosed kid, whose frigid carcass he had pulled out of the frozen Hoth tundra, almost singlehandedly wiped-out the entire entourage of the galaxy's most powerful crime lord. The kid sure had changed. But then again, so had Solo. For the first time in his life he felt he had some sort of *direction*. And he liked the way it felt.

He had come through for the Rebellion before, but he always believed that he was simply returning the favors they had done for him — he was “paying his debts,” not doing it out of any foolish altruism. But he could no longer pretend





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that that was the case. He *wanted* to do this. He *wanted* to fight against evil, to do something worthwhile with his life.

And it wasn't just the Princess who had brought about Solo's change of heart, although she certainly played a major part in it. In fact, it wasn't really a "change of heart" at all. Solo had always felt this strongly about the Empire, ever since he was drummed out of the service, but he had always been too wrapped up in himself to do anything about it. The love shared between himself and his friends simply made him see himself as he really was.

After deciding to join the Alliance full-time, Solo accepted a generalship from Mon Mothma and her Advisory Council. He asked that they "keep a lid on it for a while," however, because he really wanted to surprise Leia. And surprise her, he did.

Suffice it to say, the mission he volunteered to lead was successful. The second Death Star was destroyed, and the Empire was on the ropes. And Han had a family now, and a home.

### ■ Han Solo

Type: Smuggler

#### DEXTERITY 3D+1

Blaster 7D+2, blaster: heavy blaster pistol 10D, blaster: blaster rifle 5D+1, blaster artillery 6D+1, brawling parry 7D+1, dodge 8D, grenade 5D+1, melee combat 6D+1, melee parry 5D, missile weapons 4D+2, pick pocket 4D+1, running 3D-2, vehicle blasters 6D+1

#### KNOWLEDGE 2D

Alien species 6D-2, bureaucracy 5D, business 6D, business: smugglers 7D, cultures 5D+1, intimidation 6D+2, languages 5D+2, law enforcement 5D, planetary systems 7D-2, streetwise 7D+2, streetwise: Jabba the Hutt's orga-

nization 9D+2, survival 7D+2, value 5D, willpower 4D+1  
**MECHANICAL 3D+2**

Astrogation 8D, beast riding 5D-2, beast riding: tauntaun 6D, capital ship gunnery 5D+1, capital ship piloting 7D, capital ship shields 4D+1, communications 5D, ground vehicle operation 4D+2, repulsorlift operation 7D+1, sensors 4D+2, space transports 7D, space transports: YT-1300 transports 11D+1, starfighter piloting 6D, starship gunnery 9D, starship shields 6D+2, swoop operation 6D+2

#### PERCEPTION 3D

Bargain 8D, command 6D, con 8D, forgery 5D, forgery: ship IDs 7D, gambling 8D, hide 8D, persuasion 5D, search 5D+2, sneak 4D+2

#### STRENGTH 3D

Brawling 7D+2, climbing/jumping 6D, lifting 5D+1, stamina 7D, swimming 4D+2

#### TECHNICAL 2D+2

Blaster repair 4D+2, computer programming/repair 7D, demolitions 6D+2, droid programming 5D+1, droid repair 5D+1, ground vehicle repair 3D, repulsorlift repair 7D, security 7D, space transports repair 6D, space transports repair: YT-1300 transports 9D, starship weapons repair 4D

Force Points: 2

Character Points: 22

Move: 10

Equipment: Modified heavy blaster pistol (5D+1), comlink

## Luke Skywalker

Luke Skywalker is a Jedi Knight. Since the death of his mentor, Obi-Wan Kenobi, and of his father, Anakin Skywalker, he is the last of the Jedi. He bears that burden well. A mature confidence seems to pour forth from him; yet he retains much of his youthful enthusiasm. It is this combination which causes Luke to be so beloved by the members, and aliens of the Rebel Alliance.

It was an extremely arduous path which led Luke to where he is today. There were many obstacles standing in the way of his destiny, but through it all, the true nature of Luke's character shone through. He stands today as a sterling symbol of all that is right in the galaxy.

After his confrontation with Darth Vader on Cloud City, Luke was overcome by doubt and fear. But there was work to be done—important work—he put his troubles aside for a while. There was a friend in need, one who had come through for Luke countless times, and to whom he owed a great debt. And more than that, the galaxy itself was in need. And for both of these reasons, Luke Skywalker set about becoming a true Jedi Knight.

He had been taught well, first by Ben Kenobi, and then by Yoda, the Jedi master. Luke believed he knew what it took to become a Jedi, and he felt he was very close. There was one, final detail to take care of. Upon his return to his home planet of Tatooine, Luke took what he thought was the last step toward becoming a Jedi.

Traveling out into the Jundland Wastes, to the abandoned home of Obi-Wan Kenobi, Luke constructed a lightsaber. It was light and easy in his hands, and the beam, his own personal signature, a stunning, vivid green. Now he was a Jedi — or so he thought. He handed his weapon into the tender care of his faithful astromech droid, Artoo-Detoo, and sent Artoo and See-Threepio into Jabba's palace.

Luke expected the rescue of Han Solo to be a relatively simple matter. All he needed to do was get inside — everything else was already in place. Artoo and Threepio had been given to Jabba as "gifts," and Lando and Leia, both in disguise, were inside as well. All he had to do was wait for the right moment, make sure that his friends were free of danger, and get his Jedi weapon from Artoo. The rest would be simple.

Well, the actual event didn't turn out to be quite as simple as Luke expected. Luke didn't particularly enjoy taking on the Rancor; Han and Lando came within centimeters of becoming lunch for the Sarlaac; and Luke took a blaster hit to his artificial hand which came perilously close to incapacitating it at a dangerously inconvenient moment. Still, with the help of the Force, he and his friends succeeded. Han was rescued, and Jabba's organization was destroyed.

After the rescue, Luke didn't rendezvous with the Alliance fleet with his friends. Instead, he journeyed back to a certain bog planet, to "keep a promise to an old friend" and to ask him a few questions.

At heart, Luke was still unsure whether or not he was truly a Jedi. At times he felt that he was

— when confronting Jabba, for instance. And at times he felt like he wasn't — whenever he thought about his father. He needed Master Yoda's guidance.

When he arrived on Dagobah, Yoda, who was clearly dying, told him that his training was complete; to become a Jedi, all he need do was confront Darth Vader, his father.

### ■ Luke Skywalker

**Type:** Jedi Knight

#### **DEXTERITY 3D**

Blaster 6D+2, brawling parry 5D+2, dodge 7D-1, lightsaber 8D+1, melee combat 4D, melee parry 9D

#### **KNOWLEDGE 2D**

Alien species 4D, bureaucracy 5D+1, streetwise 6D, survival 6D, value 4D

#### **MECHANICAL 4D**

Astrogration 6D, beast riding 4D+2, beast riding: tauntaun 6D+1, repulsorlift operation 8D, repulsorlift operation: airspeeder 8D, sensors 4D+1, starfighter piloting 7D, starfighter piloting: X-wing 9D+2, starship gunnery 7D-1, starship shields 7D

#### **PERCEPTION 2D+1**

Bargain 3D, command 6D, hide 5D, search 5D, sneak 5D

#### **STRENGTH 3D**

Brawling 5D+2, climbing/jumping 6D+1, lifting 4D, stamina 6D

#### **TECHNICAL 3D**

Computer programming/repair 5D, droid programming 6D, droid repair 6D, first aid 4D+2, lightsaber repair 7D+1, repulsorlift repair 7D, security 4D+1, starfighter repair 5D+2

#### **Special Abilities:**

*Force Skills: Control 10D, sense 8D, alter 7D*

*Control:* Absorb/dissipate energy, accelerate healing, concentration\*, control pain, detoxify poison\*\*, emptiness, enhance attribute\*\*, hibernation trance, reduce injury, remain conscious, resist stun

*Sense:* Combat sense\*\*, danger sense\*\*, instinctive astrogration†, life detection, life sense, magnify senses, receptive telepathy, sense Force

*Alter:* Injure/kill, telekinesis

*Control and Sense:* Farseeing\*\*, lightsaber combat, projective telepathy

*Control and Alter:* Inflict pain\*\*

*Control, Sense and Alter:* Affect mind

\* This power is described in the *Star Wars Movie Trilogy Sourcebook*.

\*\* This power is described in the *Dark Force Rising Sourcebook*.

† This power is described in *Galaxy Guide 9: Fragments from the Rim*.

**This character is Force-sensitive**

**Force Points:** 25

**Dark Side Points:** 2

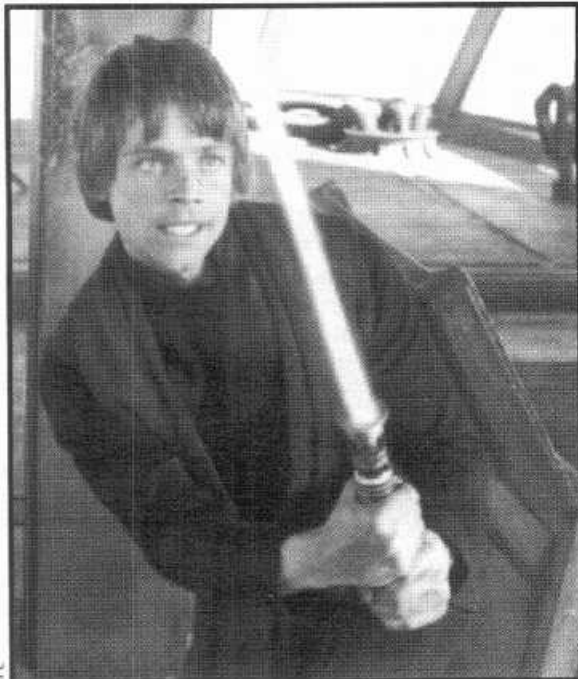
**Character Points:** 40

**Move:** 10

**Equipment:** Lightsaber (5D), blaster pistol (4D), comlink

## Chewbacca

The mighty Wookiee Chewbacca has been a faithful addition to the Rebel Alliance since the days of the Battle of Yavin. Strong, fearless, an able pilot and mechanic — these are but a few of his best traits. It was during the events on Bespin that perhaps the greatest changes took



place for Chewbacca. Roaring in rage as the Imperials began to lower Han Solo into the carbon-freeze chamber, the Wookiee lashed out at the stormtroopers. Crazed with anger, it was Han himself that calmed his friend.

"Save your strength," Solo called out, "there'll be another time. The Princess — you have to take care of her."

It was with this statement that Chewbacca realized there was more to his honor family than just Han Solo. But he didn't forget his Corellian friend. With Lando Calrissian in tow, Chewbacca and the *Millennium Falcon* returned to Tatooine to await Luke Skywalker. He firmly believed that together they could save Han from Jabba the Hutt. He believed nothing could stop them.

His faith and belief in his friends continued through those war-torn days. Whether he was crushed inside a ship designed for beings much smaller than Wookiees, tied to a stake and at the mercy of fierce Ewoks, or battling a legion of the Empire's best troops, Chewbacca knew that he and his friends would triumph.

### ■ Chewbacca

**Type:** Wookiee

**DEXTERITY 2D+2**

Blaster 6D+2, bowcaster 9D, brawling parry 7D+2, dodge 6D+1, grenade 5D+1, melee combat 8D, melee parry 8D, vehicle blasters 6D+1

**KNOWLEDGE 2D**

Alien species 7D, bureaucracy 4D, business 4D+2, cultures 3D+1, intimidation 8D+2, languages 6D, planetary systems 7D+2, streetwise 7D, survival 7D, value 7D+2

**MECHANICAL 3D**

Astrogation 8D+1, beast riding 4D, communications 4D+2, repulsorlift operation 7D+1, sensors 6D, space transports 6D+2, space transports: YT-1300 transports 8D, starship gunnery 8D, starship shields 6D+1

**PERCEPTION 2D**

Bargain 5D, command 5D, gambling 5D, hide 3D+2, search

3D, sneak 3D+2

**STRENGTH 5D**

Brawling 10D, climbing/jumping 7D+2, lifting 10D, stamina 10D, swimming 7D

**TECHNICAL 3D+1**

Blaster repair 5D-1, bowcaster repair 5D+2, computer programming/repair 8D, demolitions 6D, droid programming 8D, droid repair 7D+2, first aid 5D+1, repulsorlift repair 6D+1, security 7D, space transports repair 8D, space transports repair: YT-1300 transports 10D+2

**Special Abilities:**

*Beserker Rage:* Chewbacca gains +2D to *Strength* when brawling in *beserker rage*. See page 137 of *Star Wars: The Roleplaying Game, Second Edition* and page 124 of *Star Wars Gamemaster Handbook*.

*Climbing Claws:* +2D to *climbing*.

**Force Points:** 4

**Character Points:** 24

**Move:** 13

**Equipment:** Bowcaster (4D), ammo bandolier, droid tool kit, starship tool kit, waist pouch

## Lando Calrissian

Lando Calrissian's life has changed drastically since Cloud City was taken over by the Empire. He had never cared for the Empire and its oppressions; he had always done his best to cause them as much trouble as he could without causing himself any. But after being pushed by Darth Vader into a deal he never should have made, a deal which the Dark Lord subsequently reneged on, Lando didn't care about his own troubles any more. They had overrun his city, his people, his life, and he declared war.

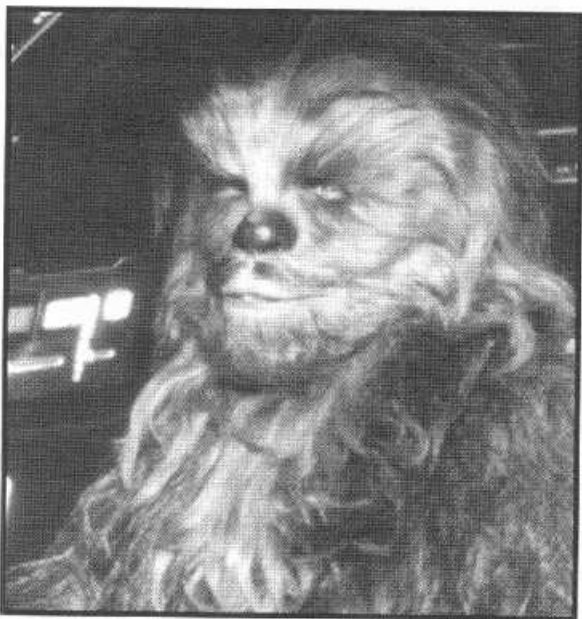
As the first shot in Lando's newly-declared war on the Empire, there was a bit of unfinished business to attend to. He had gotten his old friend Han Solo into a mess, and now it was up to Lando to get him out of it.

The first trick was to find Han. Though Jabba's palace was easy to find if you had the kind of contacts Lando did, there was no reason to believe that Han was still there: Jabba might have stashed his body anywhere — or, horrible as it was to consider, killed Solo already. Someone had to get inside and scout out the terrain. Lando knew he was the man for the job.

However, you don't just walk up to Jabba's front door and ask to take a look around — not if you want to ever walk out again, anyway. Lando knew he would have to work his way into the organization. It would take time, and no small effort, but it was the best and perhaps only shot they had.

The plan, as it stood then, was rather sketchy. Lando was to drop Chewbacca off in Mos Eisley, where he would attract the attention of Jabba's hired guns. But before any of them could get to the Wookiee, Leia, disguised as the bounty hunter Boushh, would pretend to capture him.

Meanwhile Lando, taking on one of his more effective criminal personas, would hit up an old



contact in Anchorhead, who could get him a job in Jabba's palace. Luke had some errand to run in the desert; when he was finished, he would get into the palace on his own. When all of the players were in position, they'd wing it.

Actually, Lando didn't think a lot of this particular plan, which was conceived by Luke. But somehow, when talking it over with Skywalker, it all seemed to make sense, and he never could remember his objections until afterwards. (To tell the truth, that young man made Lando a little nervous ... and more than a little awestruck.)

Aside from being nearly dropped into the mouth of the all-powerful Sarlacc, in whose belly he'd have been slowly digested over a thousand years, the rescue went well. Jabba's operation was destroyed, and Han was safe and sound back at the fleet.

Lando was surprised at how well Han took the whole thing. He harbored no ill will toward Lando for what he had done, and in fact thanked him sincerely. The old pirate had changed some — but then again so had Lando.

For Lando, joining the Alliance was the final piece to a picture that had been building since he became Baron Administrator of Cloud City. He had learned how to deal with responsibility. Now he was learning to fight for what he believed in, and, believe it or not, to value friendship more than money. It was a more subtle change than Han's, although the fundamentals were the same. Both had become generals of the Rebel Alliance, and both volunteered to lead dangerous missions against overwhelming odds.

But the odds didn't matter any more to Lando: he was tired of playing them. It's not really gambling if you have nothing to lose.

### ■ Lando Calrissian

**Type:** Gambler

#### **DEXTERITY 3D+2**

Blaster 6D+2, blaster: hold-out blaster 7D, brawling parry 5D+1, dodge 6D, grenade 4D+2, melee combat 4D+2, melee parry 5D+1

#### **KNOWLEDGE 3D**

Alien species 5D, bureaucracy 7D, business 7D, business: mining 10D+1, business: administration 7D+1, cultures 6D+2, languages 5D, planetary systems 5D, streetwise 8D, survival 5D, value 5D+1

#### **MECHANICAL 2D+1**

Archaic starship piloting 3D+1, astrogation 6D+2, communications 4D, ground vehicle operation 3D+1, repulsorlift operation 4D, repulsorlift operation: cloud car 5D+1, sensors 4D+2, space transports 8D, starfighter piloting 8D, starship gunnery 7D, starship shields 7D, swoop operation 4D+2

#### **PERCEPTION 4D**

Bargain 8D, bargain: Tibanna gas 10D+1, command 7D, con 9D, forgery 6D+1, gambling 9D+2, hide 6D, persuasion 6D+1, sneak 6D

#### **STRENGTH 2D+2**

Brawling 5D+1, climbing/jumping 5D, lifting 4D+2, stamina 5D, swimming 4D



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#### **TECHNICAL 2D+2**

Computer programming/repair 4D, droid programming 3D, repulsorlift repair 4D, security 6D+1, space transports repair 7D, starship weapon repair 4D

**Force Points:** 2

**Character Points:** 18

**Move:** 10

**Equipment:** Hold-out blaster (4D), comlink, sabacc card deck

## Yoda

The death of Yoda was a stunning blow to Luke Skywalker, and it seemed to the young Jedi at the time that he was totally alone. Yoda had lived for over 800 years, and it was inconceivable that he could die, but die he did, and Luke felt that all hope was now lost.

But soon Luke realized that Yoda would always be with him. He could almost sense the Jedi master urging him on in times of need, as did his first master, Obi-Wan Kenobi. This reassured the young man greatly. Somehow Luke felt that he was a focus of all of the power of his two great masters.

It seemed to Luke that the Jedi master chose the moment of his passing. It was as if Yoda had com-



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pleted the last of his great tasks for the galaxy, and now he was allowing nature to take its course. It was entirely possible, Luke thought, that Yoda had kept himself alive for all these years through his own personal power, refusing to perish until he finished training the last Jedi. This meant that Luke's training was complete, and now he faced the ultimate test of confronting his father: Lord Vader.

With his final breath, Yoda warned Luke not to underestimate the power of the Emperor, and to mind what he had learned. And then Yoda became one with the Force.

### Obi-Wan Kenobi

Although he is "with the Force" now, Obi-Wan Kenobi is still a major part of Luke Skywalker's life. Since his encounter with Darth Vader on Cloud City, a single, tremendously important, unanswered question plagued Luke. This question centered around Obi-Wan Kenobi.

Darth Vader had claimed that he was Luke's father, and Luke intuitively *felt* that this was true. But Obi-Wan had told him that Vader betrayed and murdered his father. Could Obi-Wan have lied to him? It seemed inconceivable, but Luke couldn't deny the truth of his feelings.

This question burned in Luke's brain until his return visit to the swamp planet, Dagobah. There he was assured by Yoda that Vader was indeed his father.

So Ben had lied to him, then.

When he first saw the image of Obi-Wan shimmer into view, sitting in the Dagobah bog, Luke sprang on his former mentor with an anger he had never before displayed toward Kenobi.

Obi-Wan understood and forgave Luke's anger with him. He calmed the youth by finally telling him the whole truth. Vader did indeed "betray and murder" Luke's father, because when he turned to the dark side of the Force, the good man who was Anakin Skywalker ceased to exist. In a sense he was "murdered" by Vader.

But this was not the most important news that Luke received from Obi-Wan. Luke had a twin sister from whom he was separated at birth, in order to protect them from the Emperor. Luke was taken to his Uncle Ben on Tatooine; his sister was adopted by the Royal House of Alderaan. Leia was that sister, Luke suddenly realized.

Obi-Wan had cleared things up for Luke, but at the same time presented him with yet more problems. He had to protect Leia from the Emperor, and he had to confront his father and turn him back to the light. Luke's destiny was also that of the galaxy: however Luke fared in his titanic struggle, so would the galaxy.

In the end, the boy did his first teacher proud.

### Anakin Skywalker

For most of his life, Luke's images of his father came from what his Uncle Owen had told him back on the moisture farm on Tatooine. Owen said that Luke's father was a navigator on an ore freighter, and a simple working man. Despite Luke's attempts to learn more of him, his uncle never told him any more about Anakin Skywalker.

In fact, this was the sole reason that Owen decided to keep Luke away from the school in Anchorhead and have him tutored at home. Owen was afraid that Luke might grow up to be just like his father, an "idealistic dreamer." Knowing where that had gotten Anakin, he did his best to see that it didn't happen to Luke.

It wasn't until meeting Ben Kenobi out beyond the Dune Sea that young Luke learned anything more of his father. Ben told him that his father was "the greatest star pilot in the galaxy," and "a cunning warrior." Apparently, the two fought together in the Clone Wars. But of most interest to Luke was that Ben claimed his father was a Jedi Knight, and he presented the youth with his father's lightsaber to prove it.

The truth, as Luke soon learned, was a far more bitter pill to swallow. Anakin was a Jedi, but he had been corrupted by the Emperor, and he went over to the dark side of the Force. He had helped the Emperor to hunt down and exterminate the Jedi from the galaxy.

He became Darth Vader, the very epitome of evil.

But Luke believed that there was still some good in his father. And when he gave himself up on Endor, he staked his very soul on it.

As is well known, Luke was correct. When the Emperor failed to corrupt Luke and determined to kill him, his father gave his life to save his son. It was a noble end, worthy of a true Jedi Knight.

Afterward, as the Death Star collapsed around them and Vader lay dying, he asked Luke to take off the black breath mask that hid Vader's mangled features. He wanted to look upon young Luke with his own eyes, not through the mechanical lenses and filters. He wanted to look upon his son.

His final words to Luke were a confirmation of the young man's faith. "You were right about me," Vader managed as his life slipped away. "Tell your sister ... you were right."

He had lived for many years as Darth Vader, epitome of the New Order's evil. But his last actions were that of the Jedi Knight he once was. He died as Anakin Skywalker. He died in the light.

## The Droids

### ■ See-Threepio

**Type:** Cybot Galactica 3PO Human-Cyborg Relations Droid

**DEXTERITY 2D**

Dodge 5D

**KNOWLEDGE 5D+2**

Alien species 7D+1, bureaucracy 8D+2, cultures 8D, languages 12D+1, planetary systems 6D, survival 5D+2, value 5D+2

**MECHANICAL 3D**

Repulsorlift operation 4D+2

**PERCEPTION 3D+1**

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

**STRENGTH 2D**

**TECHNICAL 3D**

First aid 4D

**Equipped With:**

- Humanoid body (two arms, two legs, head)
- Two visual and two auditory sensors — Human range
- Broad-band antenna receiver
- AA-1 Verbo-brain
- TranLang III Communication module with over six million languages
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonations of voices

**Force Points: 1**

**Character Points: 15**

**Move: 8**

**Size: 1.67 meters tall**

**Cost: not available for sale**

### ■ Artoo-Detoo

**Type:** Industrial Automaton R2 Astromech Droid

**DEXTERITY 2D**

Dodge 4D, electroshock prod 4D+2

**KNOWLEDGE 2D**

Planetary systems 9D, survival 6D+2, value 6D+2

**MECHANICAL 4D**

Astrogation 11D, communications 6D+1, sensors 7D+1, starfighter piloting 6D, starfighter piloting: X-wing 8D+1, starship gunnery 4D+1, starship shields 4D+1

**PERCEPTION 3D**

Command 3D+1, con 3D+2, gambling 6D, search 3D+1, sneak 4D+2

**STRENGTH 3D**

Lifting 4D, swimming 3D+1

**TECHNICAL 4D**

Computer programming/repair 8D+2, droid programming 5D+1, droid repair 7D, machinery repair 5D+2, repulsorlift repair 4D, security 6D, starfighter repair 6D+1, starfighter repair: X-wing 7D-2, space transports repair 5D+2, space transports repair: YT-1300 transports 7D+1

**Equipped With:**

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendable .3 meter long video sensor (360° rotation)
- Small electric arc welder (3D damage, .3 meter range)
- Small circular saw (4D damage, .3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20cm by 8cm)

- High pitch acoustic signaller
- One long range sensor array; includes radar, Geiger counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up
- One compressed air launcher (used for Luke's lightsaber or for flares)

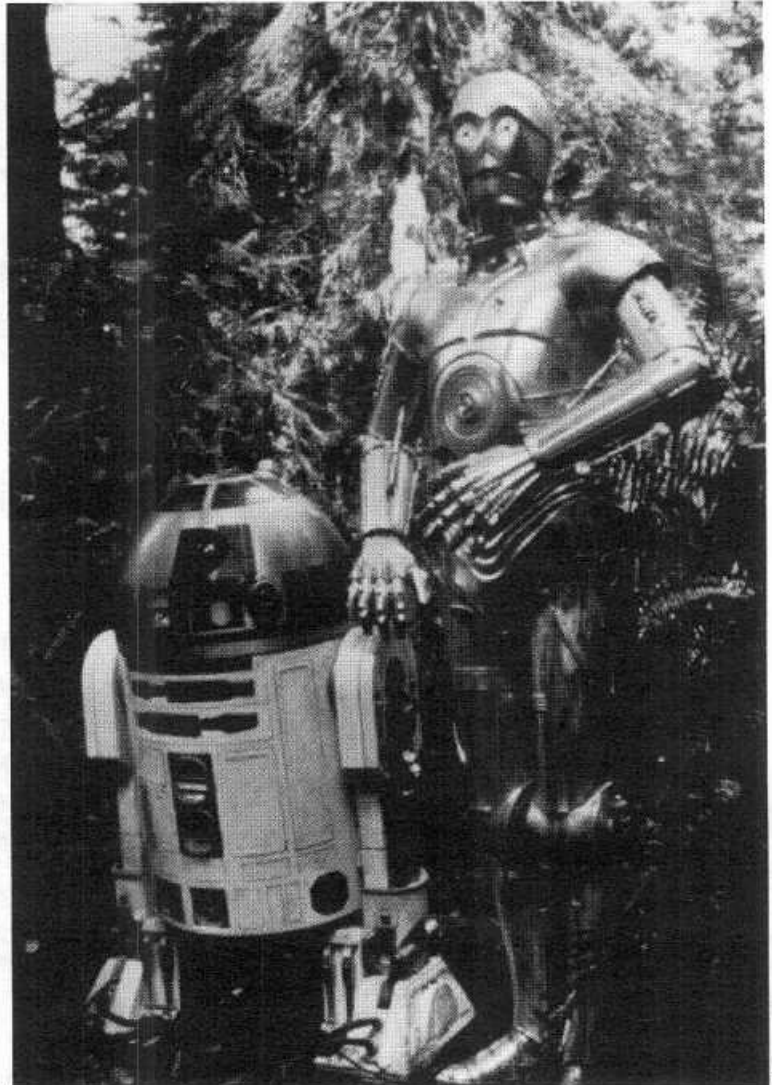
**Force Points: 2**

**Character Points: 20**

**Move: 5**

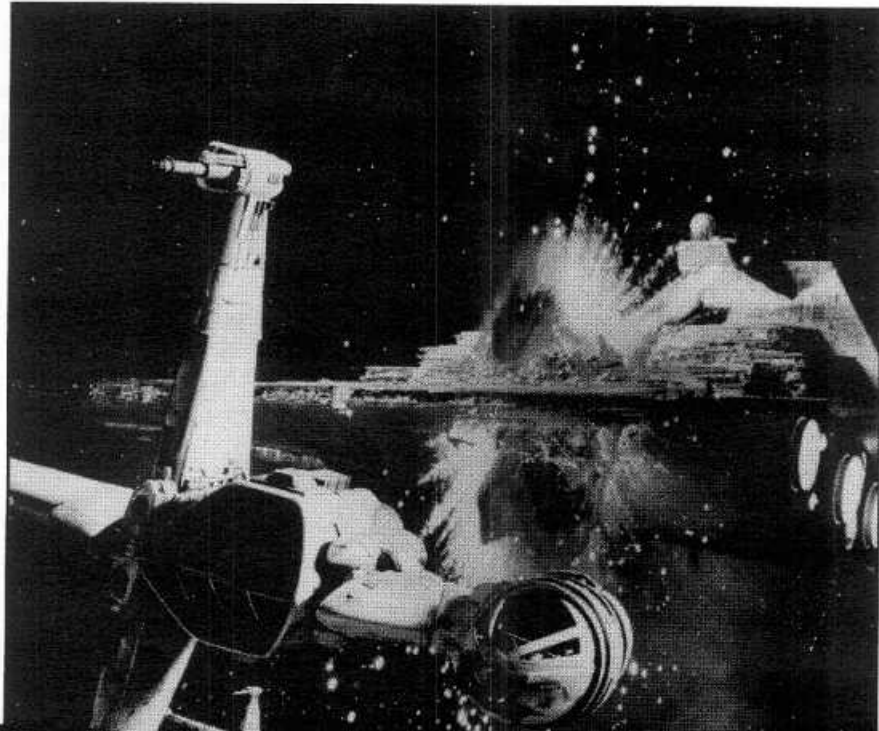
**Size: .96 meters tall**

**Cost: Not for sale**



# Chapter Six

## REMNANTS OF THE EMPIRE



# “The Emperor is not as forgiving as I am.”

**Darth Vader**

## Introduction

Lieutenant Dair Coladel keyed her sensor console again, but the computer spat back the same answer: unidentified energy spike in the low band subspace range. It didn't make sense; first of all, the residual interference from the destruction of the second Death Star jammed almost all communications, and second, the frequency didn't match any known subspace channels — no one would pick up anything so low in the spectrum.

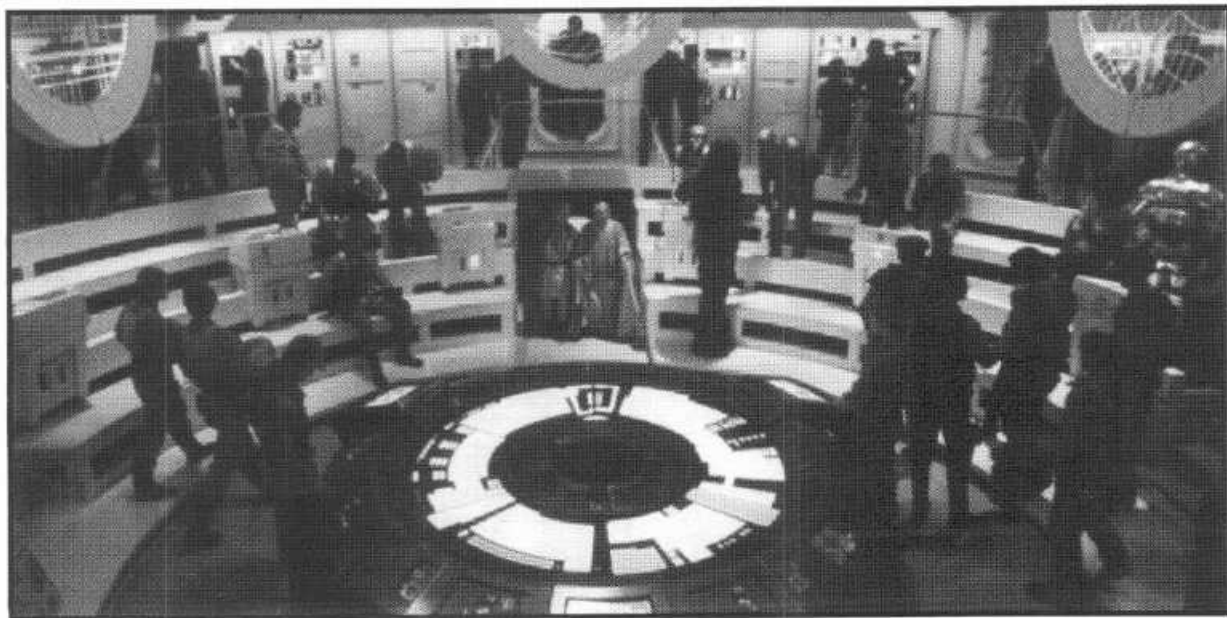
She leaned back into the contours of her chair, pressed her fingers against her eyes, and then slid her hands down her face to wipe away the fatigue. Fourteen hours on active duty will do that to you, she thought as she stretched her neck to one side and felt and heard several muscles pop. Most of the Alliance's personnel were still celebrating the final victory over the Empire, leaving just a small number of crews to monitor immediate space for ... well, anything.

But Dair didn't mind the duty; she wasn't much of a party-goer anyway. And more important, she had this funny feeling at the base of her skull, like

the sense she got anytime her father was about to catch her in the kelsen-briars stealing the plant's juicy fruit spheres. The thought of the tart snack made her wish she'd eaten in the last 12 hours. She'd get something into her ... just as soon as she figured out where that energy spike had come from.

She sat up straight, keyed the computer for replay, and watched the spike again, this time slowing the speed of the playback. The energy detector maintained a steady ripple, and then suddenly leaped up, and then fell back. She realized that her face was less than a dozen centimeters from the screen and she pulled back ... but she knew that this time she'd seen something different. She played it back again.

Yes, there it was. It wasn't just one spike, it was a double spike, like the signal had to build up its momentum to break through the energy disturbance blanketing the area. If it had come from somewhere outside the field, her sensors wouldn't have picked up that first spike, which meant that it must have originated either from one of the ships in orbit or from Endor's moon.





*Quickly, she contacted the other Alliance vessels, but none of them could offer a satisfactory explanation for what she'd seen. After 20 minutes, she was left with an origin point somewhere on the glowing, green-blue moon less than 200 kilometers off her own ship's port side.*

*But before she alerted anyone to her discovery she wondered whether her lack of sleep had clouded her reasoning. Maybe the spike was nothing, just a residual shock wave from the Death Star's destruction that was just now flaring out its remaining energy.*

*The tingling erupted at the base of her skull again and she involuntarily reached her hand back to massage it away.*

*As the fear of getting caught picking kelsen-briar fruits took hold of her once more, she decided she'd better get someone to investigate. She flicked on the comm and asked to speak with her commander.*

The characters receive orders to report to a clearing just west of the Ewok's village. Major Bren Derlin briefs them on their mission.

Read aloud:

**As you stand around the clearing awaiting Major Derlin, your thoughts begin to stray. While the victory over the Empire has filled you with excitement, you feel a slight anxiety about any mission that comes so closely in its wake. Ewok music acts as a backdrop to the nocturnal sounds of the forest, calling you back to the celebration. But before you can contemplate the situation further, Major Derlin strides into the clearing.**

**"I'm sorry to have to take you away from the celebration," he says as he massages his left hand with his right. "But Admiral Ackbar has charged us with an important task, one that**

### Imperial Intrigue

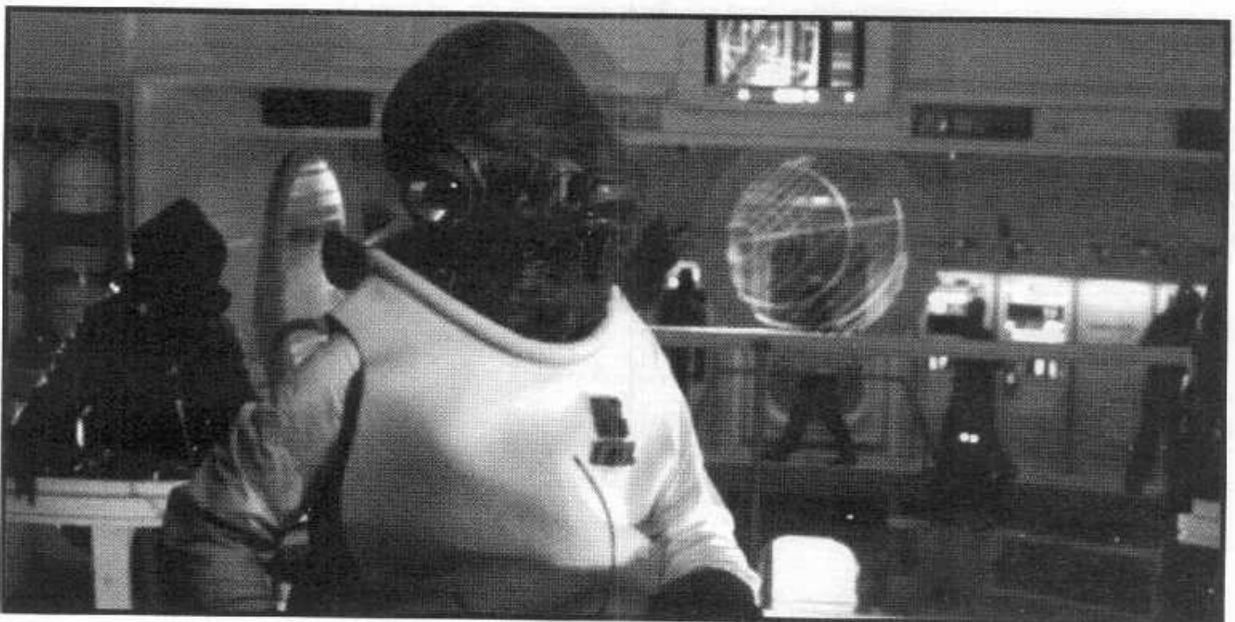
Emperor Palpatine found perverse pleasure in outwitting his enemies, and at times, his allies as well. It was "the wheels within wheels" aspect of the plotting that intrigued him the most. Never would he allow himself to fail because of poor planning.

And so, when devising a trap to crush the Rebels at Endor, he made sure to include as many back-up systems as possible. One of those redundant systems was the HoloNet. Though the second Death Star had its own HoloNet system, Palpatine ordered the construction of an outpost on Endor's moon that would serve as a communications station should anything go wrong.

While the Alliance prepares a team to seek out the source of the comm spike, the small Imperial outpost on the moon's surface works frantically to modify a Holonet transceiver so that it can cut through the blanket of interference surrounding the area. Once the modifications are complete, the outpost will alert the rest of the Imperial fleet to the debacle at Endor.

could not wait."

He clasps his hands behind his back, cocks his head slightly to one side as if assembling his thoughts, and then continues. "One of our ships in low orbit detected an energy spike originating from the surface. We're not sure what it is yet. Could be just a couple of scout troopers trying to contact the Imperial fleet. Of course, they'll never break through the interference the Death Star left behind when it exploded."



# Remnants of the Empire Adventure Script

Use the following script to start the adventure.  
Your gamemaster will tell you what part (or parts) to read.

**Gamemaster:** *The Star-Beast handles like a bantha as you skim the moon's atmosphere. The coordinates provided by Major Derlin designate an area on the night side of the moon, and as you pass over the surface, you catch glimpses of bursting fireworks nearly 300 kilometers to port. You're a long way from the celebration.*

**1st Rebel:** I wonder if there are any other Imperials wandering around.

**2nd Rebel:** Stop yammering about it and keep your eyes open. If there *are* any hiding out, we don't want to get caught by surprise.

**3rd Rebel:** I'm picking up a large concentration of lifeforms heading toward us at a good clip —

**4th Rebel:** This place is choked up with lifeforms. Can you narrow it down a bit?

**3rd Rebel:** Let's see. It looks like — wait a second. Where'd they go?

**5th Rebel:** Don't worry about it. We're getting all kinds of interference from that residual energy field the Death Star left behind. It's probably just playing tricks on the sensors.

**6th Rebel:** Well, keep those scanners going anyway. We can't take any chances.

**3rd Rebel:** Will do.

**Gamemaster:** *When you reach the appointed touch-down spot, you cut the engines and rely on*

*repulsors to bring you down slowly into a clearing just big enough for the Star-Beast.*

**4th Rebel:** Okay, once we reach the moon's surface, we should probably split —

**3rd Rebel:** There it is again. Looks like it's right on us —

**5th Rebel:** Where? I don't see —

**6th Rebel:** I've got visual. I don't know what it is ... but it's coming right at us.

**Gamemaster:** *Suddenly, silhouettes darker than the night sky flood past the viewports, cutting your visual range to less than a meter. The flurry of movement continues, and deep thuds alert you that something is colliding with the Star-Beast. The ship starts to buck and rock, and you still can't tell how far above the clearing you are — or even if you're still above the clearing!*

**4th Rebel:** What are those things?

**2nd Rebel:** I don't know, but let's not wait around long enough to find out.

**3rd Rebel:** This old bucket of bolts can take much more of this!

**1st Rebel:** Let's put her down, now!

**6th Rebel:** But watch out for those trees!

**2nd Rebel:** What trees?

**5th Rebel:** I've got a bad feeling about this ...

He pulls a datapad from an inside pocket and offers it to the team's leader. "Here are the coordinates of the origination point, plus a requisition order for the equipment you need. Don't waste too much time out there; just scan a five-kilometer radius area and get back. We've got a lot more work to do before we can get back to the celebration.

"Good luck, and may the Force be with you."

The characters must head to the specified coordinates on Endor's moon and search for energy sources — no matter how small — in a five-kilometer radius from the touch-down point. Since communications have become intermittent at best, the characters should report back to the Ewok village as soon as they return so they can present their findings to Major Derlin.

Derlin has provided the following equipment: low-feedback scanners, heavy muffled blasters, full forest camouflage fatigues, a dozen thermal detonators, captured Imperial speeder bikes (one for each character), and an old space yacht, the *Star-Beast*, to get them to the origination site.

The low-feedback scanner will help locate energy sources, but it does not function properly from inside the transport; the characters must use the speeder bikes to explore the moon's surface.

Assign each player a part in the adventure script and have them read it aloud. Episode One begins when all players are finished reading the script.

### ■ The Star-Beast

**Craft:** Modified Lantillian Short Hauler  
**Type:** Modified space yacht  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Lantillian Short Hauler  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950kmh  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 35/1D  
*Search:* 55/1D+2  
*Focus:* 6/2D+2  
**Weapons:**  
**2 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D (may be fired from co-pilot position at fire control 1D)  
*Space Range:* 1–15/35/50

*Atmosphere Range:* 200–3/7/10km

*Damage:* 5D

**Note:** Carries one escape pod which can carry six passengers.

## Episode One Welcoming Committee

### Rough Landing

The silhouettes belong to najoons, native avians who sweep over the trees in huge flocks under cover of darkness. Their deep, black skin helps hide them from predators and prey alike, and they tend to remain inanimate throughout the daylight hours.

The pilot of the *Star-Beast* must make a decision at this point: avoid crashing into the trees, avoid crashing into the ground, or avoid both. The first two options require a *space transports* rolls at a Moderate difficulty; the last option requires a Very Difficult roll.

### ■ Najoon

**Type:** Wild avian  
**DEXTERITY** 3D+2  
**PERCEPTION** 2D+1  
**STRENGTH** 1D+2  
**Special Abilities:**  
**Move:** 3 (walking), 15 (flying)  
**Size:** 0.25–0.5 meters long, 0.45–0.7 wingspan

### Night Things

Once the characters disembark from the *Star-Beast*, they may begin to take sensor readings of the surrounding area. A Moderate *sensors* roll allows them to pick up energy readings coming from less than a kilometer to the northwest. Unfortunately, the energy field surrounding the moon prevents them from determining any other information concerning the target.

As the characters unload the speeder bikes from the cargo hold, they hear a strange sound: a combination screech/roar. But within moments the usual chirping and skitters of the forest return. Two minutes later (or just as the characters straddle their speeders, whichever happens first), read the following aloud:

**With a deafening screech/roar a massive creature bursts from the trees and charges straight at you. You strain to make out its image in the darkness, but you can only see the shadowy outline of a quadrupedal beast and its lashing, razor-sharp tail.**

### ■ Preducor

**Type:** Nocturnal predator  
**DEXTERITY** 4D  
**PERCEPTION** 3D  
**Sneak:** forest 4D  
**STRENGTH** 6D  
**Stamina** 8D

**Special Abilities:**

*Teeth:* The preducator bites for 7D damage.

*Claws:* Forepaw claws do 6D damage.

*Tail:* A tailswipe does 5D+1 damage.

**Move:** 8

**Size:** 4 meters tall, 5 meters long

The preducator has just begun its nightly hunting ritual, and its hunger has assumed complete control of its mind. The creature fights until it dies, lashing out with its claws, teeth, and tail every round as it continues to scream out its hunting cry.

The first time it suffers a wound, the preducator leaps back into the forest, and everything goes quiet. It sneaks around the clearing, seeking a position from which it will have an advantage over its prey. The characters must succeed at an opposed Perception roll against the preducator's *sneak: forest* roll to locate the creature in the darkness. If they fail to find the creature before it attacks (10 seconds after it disappeared), the preducator gains a surprise attack on one character.

**Ikas-Adno Nightfalcon Speeder Bikes.**

Speeder, maneuverability 3D+1, move 160; 460 kmh, body strength 1D+2. Weapons: laser cannon (fire control 2D, damage 4D).

## Episode Two Chase

After the battle, sensor readings (made at an Easy difficulty) indicate that the source of energy has begun to move west at a speed consistent with a cruising repulsor vehicle. The characters must jam their bikes into overdrive to catch up to

their prey. Combined with the darkness, the difficulty for maneuvering through the thick forest is Easy. The Imperials are moving cautiously (at half their move). The characters can catch up to them in nine rounds at their normal movement rate; they can catch up faster if they are willing to move at a faster speed. For each round it takes to catch up, add +1 to the *Perception* roll of the biker scouts for noticing the pursuit. The scouts begin to make one check per round once the characters get within three moves of them.

Read aloud:

**You set off on your speeders after the now-moving sensor blip. After a few moments the forest landscape begins to change. Massive slabs of reddish-orange stone jut up from the ground at varying angles and the faint light from the huge world of Endor casts a gray-blue glow over everything.**

The speeder bike chase begins when the scouts notice the characters and then speed up to maximum acceleration. If a biker scout gets more than two moves ahead of the characters, he disappears into the foliage, waits for the pursuers to pass him, and then comes in from behind (only two of the five speeders attempt this tactic; the others act as bait).

If the scouts survive until the sixth round of combat, the commander of the Imperial outpost, Lieutenant Moridon, orders them to vector away from the outpost — they can't risk detection, not when they're so close to completing work on the Holonet Transceiver. On a Moderate *Perception* roll the characters notice the sudden change in course.





**5 Biker Scouts.** *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 4D, Knowledge 2D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, Perception 2D, Strength 2D, brawling 3D, Technical 2D.* Move: 10. Character Points: 1. Hold-out blaster (3D+2), scout armor (+2 physical and energy).

**Aratech 74-Z Military Speeder Bike.** Speeder, maneuverability 3D+2, move 175; 500 kmh, body strength 2D. Weapons: laser cannon (fire control 2D, damage 3D).

Crashed Imperial speeder bikes can be repaired only on a Very Difficult *repulsorlift repair* roll. Characters sifting through the wreckage discover a functioning datapad and a broken comlink on a Moderate *search* roll. According to the datapad, the scout troopers were ordered by Lieutenant Moridon to check the outpost's perimeter for signs of the Rebels. The characters may repair the comlink on a Moderate *Technical* roll.

Not much remains of the scouts or their equipment. Only on a Very Difficult *armor repair* roll may the characters fashion a complete set of scout trooper armor.

On a Moderate *sensors* roll, the characters can pick up traces of energy radiating from a point about two kilometers to the west of their current position.

## Episode Three The Imperial Outpost

Built within the crumbling husk of an ancient volcano — its sides too steep for speeders to climb — a small Imperial outpost scrambles to jury-rig a Holonet Transceiver to alert the rest of the Empire to the defeat at Endor.

### Getting In

The characters may bypass the volcano in one of two ways: via a concealed door near its base that opens into a tunnel, or by climbing up and over the volcano's lip.

To locate the hidden door on the east side of the volcano requires a Moderate *search* roll. A rough, circular opening half-covered in vines and climbing plants marks the beginning of a 10 meter long tunnel that runs through the volcano's side and ends at a dull-gray blast door — obviously a speeder bike entrance. The controls for the door have been built into the side of the rough-hewn tunnel and require a Moderate *security* roll to operate.

Characters attempting to scale the volcano must make three consecutive Moderate *climbing/jumping* rolls. Failure means the character has fallen back to the base of the volcano. If the first roll is failed, the character suffers 2D falling damage; if the second roll is failed, the damage increases to 4D; and if the third is failed, the damage increases to 7D. Each climbing roll represents 15 minutes of climbing

Read aloud:

**With a hiss, the blast door slides up, revealing a well-lit, 10-meter-wide cylindrical corridor that curves to the right some 70 meters down. Hundreds of parallel grooves stretch along the corridor's metallic surface, broken only by oval glowpanels that shed bright, artificial illumination.**

The characters may proceed down the corridor on their speeder bikes. The tunnel is Very Easy terrain.

After about one minute of travel through the tunnel, the characters round a curve to find a meter-thick slab of hardened lava that has punctured the corridor's metallic skin and blocked the middle of the tunnel. Characters must succeed at a Moderate *repulsorlift operation* roll to avoid the slab by stopping or by flying over or under it. Increase the difficulty to Difficult for characters going faster than one move per round. From here, the characters can travel the last 200 meters to the tunnel's exit without further incident.

## Inside the Crater

Read aloud:

**You reach the volcano's central shaft to find the air warmer and thicker, but still breathable. Almost in the center of the crater an octagonal platform is suspended by pylons above jagged lava formations. A gray building that resembles a pyramid with its top sliced off takes up half the platform, and behind it rest several speeder bikes in a landing area designated by white and yellow luma-strips set in the floor.**

**The sounds of the forest do not penetrate here, leaving you surrounded by a deep silence that is interrupted only by the intermittent hiss of escaping steam.**

The characters do not see any Imperial personnel on the platform since those few remaining have been assigned to helping complete work on the transceiver. As a result, the post has minimal security, though the troopers are all on edge (+2 to all *Perception*-related rolls), especially with Rebels crawling all over the moon.

The characters next task involves crossing the field of jagged lava columns to reach the platform, which is suspended about 20 meters above the tallest formation.

Characters on foot may cross by moving from one lava column to another via ropes and grappling hooks. An Easy *Dexterity* roll allows each character to proceed from one column to the next. Failure means that the character plunges toward the rocky floor some 2D+10 meters below. The characters must traverse four columns to reach the outpost's reinforced durasteel platform.

Characters on speeder bikes may navigate through the columns at a Moderate difficulty. Unfortunately, even at maximum altitude, the bikes fall about 25 meters short of the platform. The platform's landing area can descend on repulsorlifts to pick up or let off limited-altitude repulsor vehicles. Unfortunately for the characters, the controls to operate the lift are inside the outpost. Attempts to contact the base fail unless the characters managed to salvage and repair one of the scouts' comlinks. If communication is established, the characters must make a Moderate *con* roll to convince the operator to lower the repulsorlift platform. Should this roll fail, however, the operator immediately alerts the rest of the outpost, leaving the characters just under two minutes before a squad of troopers rushes out to confront them.

### The Platform

The outpost's two-meter thick, durasteel platform was constructed less than two months ago. The supporting pylons measure approximately

four meters in diameter, one meter wider than the plans had called for — the Emperor did not wish to take any chances with such an important outpost.

Monofilament screen guards run along the platform's perimeter exactly one meter from the edge. Characters must make a Very Difficult *search* roll to detect the screen guards, which extend to a height of two meters above the platform's surface. Contact with the strips causes 6D damage (9D for subjects moving faster than their normal move).

### The Repulsorpad

Repulsorlift engines have been affixed to a section of the platform designated by white and yellow lines, which can be detached and lowered to pick up speeders or other limited-altitude vehicles, and then raised back to its original position with the newly acquired load. The repulsorpad moves at about one meter per second, making a one-way trip last just over 20 seconds.

Only two speeder bikes are currently parked here, although darkened splotches of spilled lubricants indicate that there were a large number of vehicles here at some point within the last few days.

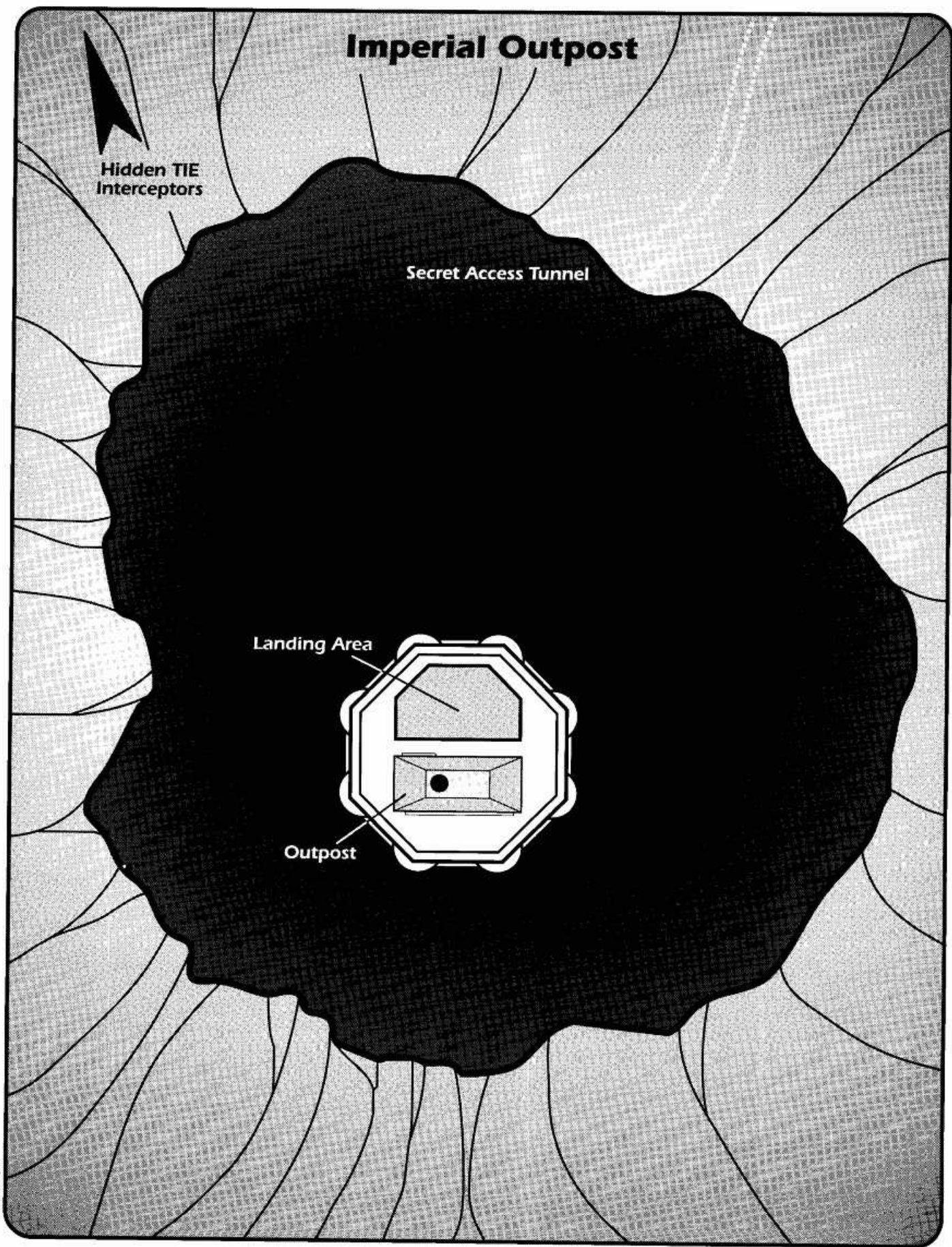
### Barracks

Since most of the outpost's stormtroopers have been assigned to assist with work on the Holonet Transceiver, only two troopers are sleeping in each barracks area. Characters entering either room must make a Moderate *sneak* roll or else wake up the troopers, who then immediately roll onto the floor and yank blaster rifles from beneath their bunks.

**Two Imperial Stormtroopers.** All stats are 2D except: *blaster* 3D+2, *blaster rifle* 4D, *brawling* 3D. Move: 10. Equipment: blaster rifle, stormtrooper armor (+2D physical; +1D energy; -1D *Dexterity* and related skills).

### Rec Center

As the characters enter the Rec Center, the lights in the entire complex dim for a moment, and then come back to life — well, everywhere except here. All power to this area has been redirected by the outpost's commander, tripping the room's security system, and immediately sealing all four doors. The only stealthy way to exit the Rec Center is through an air duct in the ceiling that leads to the next level. Unfortunately, the ductwork between levels has become the domain of three wild stohls. About halfway through the 15 meter duct, the stohls ambush the characters.



Tom O'Neill

## ■ Stohl

Type: Wild carnivore

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

*Bite:* Does STR+1 damage.

*Poison:* Stohls do an additional 3D of damage with their poisonous bite. The damage is *stun* damage only, but the effects last for 12 standard hours.

Move: 5

Size: 1–1.5 meters long

Because of the cramped quarters, the characters suffer a -1D to all *Dexterity*-based actions while within the duct. The duct ends at a floor panel at the top of the staircase on the second level. The character removing the panel must make a Difficult *sneak* roll or else alert the stormtroopers in Lab One, who arrive one round later.

### Lab One

Two stormtroopers are currently gathering equipment requested by Lieutenant Moridon. Characters listening in on the troopers (on a Moderate *Perception* roll) overhear the conversation. Read aloud:

**You hear the sound of metal scraping against metal, followed by a deep thump.**

**“Great,” a filtered voice begins. “Check out the primary display. Is it still intact?”**

**After a short pause, a click precedes the reply. “No. Looks all right. Let’s get it upstairs. Who knows how much time we have left before the Rebels find us out here. Grab that side.”**

**“I’ve got it,” the first speaker says. “I can’t wait to see the looks on the Rebels’ faces when the rest of the fleet gets here.” The clacking of boots tells you they’ve begun to head toward the doorway.**

If confronted, the stormtroopers decide to gently place the computer module they are carrying onto the floor before engaging in battle — they have no interest in provoking their superior’s anger. As a result, the characters get a free attack.

Characters accessing the computer bank and making an Easy *computer programming/repair* roll discover that the most recently viewed file was a schematic of a Holonet transceiver, a device capable of long-range, immediate communications.

### Lab Two

This laboratory contains a vat of greenish liquid. When the outpost was first constructed, the Imperials started testing the native flora for potential military uses; this last experiment was left untended when the fighting over Endor began. Next to the vat stands a column covered

with various sensors and displays. Any character who makes a Moderate *sensors* or *computer programming/repair* roll realizes that the liquid in the vat is highly unstable and extremely flammable (15D explosive, character scale damage if the entire vat is ignited).

The computer bank contains information about hundreds of experiments, most of which ended with unsatisfactory results. Personal notes by the outpost’s head researcher, Lieutenant Jeres Moridon, accompany each entry. Characters reading the notes and making a Moderate *Perception* roll notice that Moridon’s state of mind seems to fluctuate wildly. One entry appears concise and scientific, while the next borders on the psychotic.

Characters may access Moridon’s personnel record on a Difficult *computer programming/repair* roll. The file indicates that after Moridon graduated from the Imperial Academy, he reported for duty as a security officer at a communications research facility on Vo Tunbren, a planet in the remote Tadra sector (near the Kathol-Minos region). When one of the facility’s assistant researchers died in a botched experiment, Moridon took his place — but only because he had taken a communications course at the Academy. But over the ensuing years Moridon received several commendations for his research, providing him with the clout necessary to get himself off Vo Tunbren and onto the staff of a prestigious military design center hidden in the Mid-Rim.

But before the end of the first week at his new position, Moridon was accidentally exposed to a chemical agent called Maladeria II — a toxic gas being researched for its possible military applications. By some stroke of luck, he survived the ordeal, but he came away with a slight limp and an erratic psychological profile.

His recovery period lasted almost an entire year, and though he requested to return to the design center, his superiors discharged him from the military and offered him a position at a small outpost on the forest moon of Endor where he would oversee the construction of a back-up HoloNet system.

The last entry, made by Moridon himself, states that during the Battle of Endor, command of the outpost fell to him. The computer record ends here.

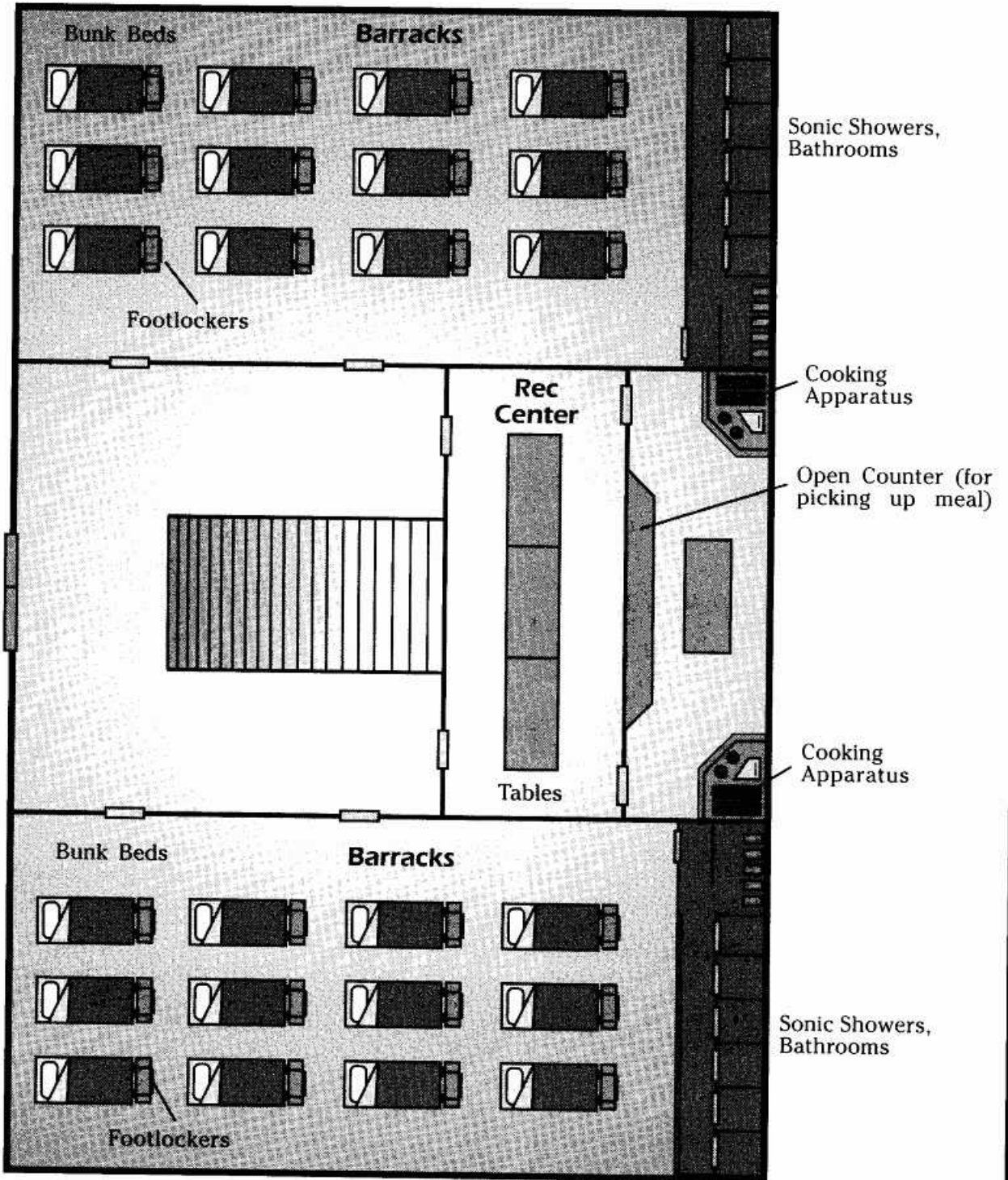
### Storage

The sealed blast doors leading into this chamber require a Difficult *security* roll to bypass. Read aloud:

**The blast door vanishes into the wall with a hiss, revealing a room filled with dozens of haphazardly stacked crates. Your eyes quickly adjust to the red illumination that highlights the**

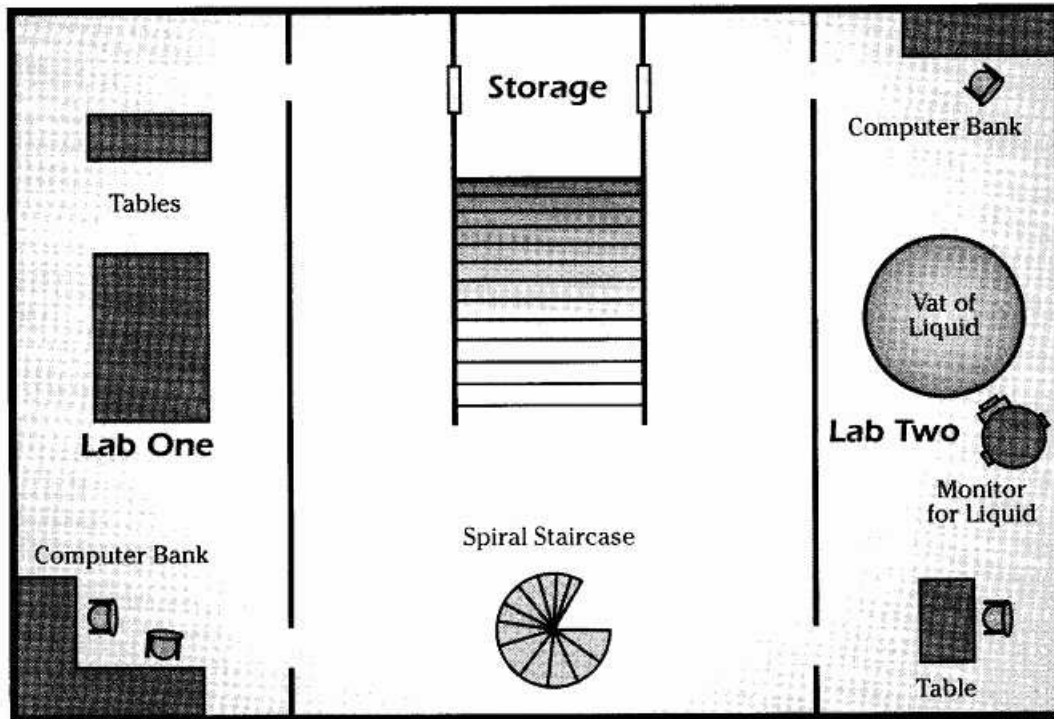


# Imperial Outpost—Level One

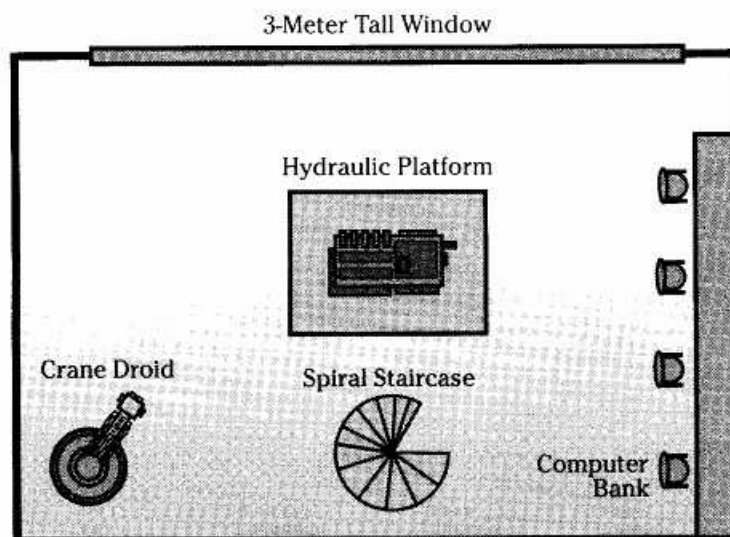


Tom O'Neill

## Imperial Outpost—Level Two



## Imperial Outpost—Level Three



Tom O'Neill

durasteel containers, but the crimson shadows that stretch toward the back of the chamber remain impenetrable.

As you step into the room, an electronic chime, like the sound of a disgruntled R2 unit, issues from a small, square control pad on the interior wall.

The characters must act quickly. The outpost's system requires a passcode to prevent the security klaxons from engaging. A character may bypass the passcode on a Very Difficult *security* roll or on a Difficult *computer programming/repair* roll. Unfortunately, the characters have only one chance at disengaging the control pad, since the protocol allows only 10 seconds for entry of the proper code. Should the klaxons go off, the Imperials are alerted to the characters' presence and their current location. Immediately, Lieutenant Moridon orders the remaining stormtroopers to handle the intruders while he completes work on the transceiver.

The storage room contains 11 SoroSuub blaster rifles (5D), two suits of stormtrooper armor (+2D physical; +1D energy), seven Illiseni Aerodyne HobbyCraft Microweights (ultra-light repulsor vehicles), eight fragmentation grenades (4D), three vibroblades (STR+1D), a half dozen 10 centimeter long transparisteel specimen cylinders, four canisters of trilerium — a chemical preservative — and several crates full of foodstuffs and water.

### The Command Center

The Command Center takes up all of the outpost's third level. The computer banks located here can access any system within the outpost, including the repulsorpad. Opposite the spiral staircase that leads to this floor, a three-meter tall window overlooks the landing area. To the far left C-2V9, a cargo lifter droid, stands in ready mode awaiting its next order, its cylindrical body floating on repulsors a half meter above the floor.

Read aloud:

**The spiral staircase leads to the outpost's top level. As you peer into the room from the stairway, you see a spherical device resting on a platform held about a meter above the floor by a cylindrical support shaft. The device measures about a half-meter in diameter, and has several metallic rods sticking out at odd angles.**

**Two stormtroopers stand next to the platform assisting a brown-haired man who keeps his back to you. After adjusting one of the device's rods with a hydrospanner, the man glances to the right.**

**"Try it now," he barks.**

**A filtered voice replies from outside your**

**field of vision. "Yes, sir."**

**Immediately, a low hum rises to a blaring pitch and several green and blue control lights on the sphere start to glow.**

**"Excellent," the man shouts over the noise. "Fine job. Cut power."**

**The sound falls back to a hum, and then shuts off.**

**The brown-haired man walks to the right side of the room. "Raise the transceiver into position and initiate the comm sequence."**

The stormtroopers receive a +2 bonus to their *Perception* rolls to notice the characters since they have been ordered to be on the alert. Once they do, they instantly swing their blaster rifles from their backs into their hands and begin firing. Moridon *dodges* during the first round of combat, leaping toward the computer bank. Once there, he positions a chair for maximum cover and initiates the sequence that opens the hatchway in the ceiling and raises the platform and its load into the open air. The operation takes about 30 seconds (six rounds). When the transceiver reaches the proper position (on the fifth combat round), the subspace message shoots into space, penetrating the energy field and making contact with the nearest Imperial force.

The characters can disable the transceiver on a Heroic *computer programming/repair* roll, or they can instead drop a dozen thermal detonators (unfortunately, without timers) and run for it. The cylindrical shaft supporting the platform upon which the transceiver rests has a structural strength of 6D (character-scale).

Unfortunately, largely due to the bases's construction, this area has undergone severe geological changes within the past year. The geothermal energies building below cannot be held beneath the moon's mantle any longer. Sudden seismic activity — a shifting of tectonic plates — sets off a volcanic eruption and violent tremors (which should alert the characters to the problem). The characters have less than two minutes to abandon the outpost before the quaking topples it, and only four minutes to escape from the volcanic crater before it erupts.

Cut to ...

Episode 4: Escape.

### ■ C-2V9

Type: Industrial Automaton 2V9 Cargo Lifter Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 4D

Lifting 8D

TECHNICAL 2D

Armor repair 3D+1, computer programming/repair 3D+2, repulsorlift repair 3D

**Equipped With:**

- Information storage/retrieval jack for computer link-up
- High pitch acoustic signaller
- Broad-band antenna receiver
- repulsorlifts (+1D to lifting)
- Durasteel lifting arm with magnetic

Move: 4

Size: 1 meter tall

Cost: 2,500 credits (new), 1,750 credits (used)

■ **Lieutenant Jeres Moridon**

Type: Communications Expert

**DEXTERITY 2D+2**

Blaster 4D+2, blaster: blaster rifle 5D+1, dodge 3D+2, vehicle blasters 5D

**KNOWLEDGE 3D+2**

Bureaucracy 4D, planetary systems 4D+1, willpower 5D

**MECHANICAL 2D+2**

Communications 10D, ground vehicle operation 3D+1, sensors 3D+2

**PERCEPTION 2D+2**

Search 3D+1

**STRENGTH 2D+1**

Stamina 3D+2

**TECHNICAL 4D**

Computer programming/repair 5D, demolition 4D+2, droid programming 4D+1, security 5D

**Force Points: 1****Dark Side Points: 1****Character Points: 7**

Move: 8

**Equipment:** Hold-out blaster (3D), comlink

**Capsule:** When Moridon received his billet transfer from security officer to research assistant, he at first felt betrayed; he wanted to climb through the ranks to a position of authority. As far as he knew, few scientists ever managed to attain a rank above captain.

But as months passed, he realized he had a natural ability with communication systems. Within two years he became head researcher, and soon after requested a transfer to Udrin Cara, a secret Imperial facility in the Mid-Rim.

His spirits soared when the transfer came through, and he readjusted in less than a month. And then the accident happened.

The explosion left him with a slight limp, but after 11 months of recovery he felt ready to report back to his position. Unfortunately, the Empire did not share that feeling. He received a discharge from the military and an offer to oversee construction of a HoloNet system on the moon of Endor — as a civilian.

When the Rebels arrived, most of the outpost's military personnel joined the Empire's main forces, leaving only a few stormtroopers and Moridon behind. As the highest ranking individual, he assumed command of the outpost, supposedly for a temporary period. With the defeat of the Imperials, and the electromagnetic disturbance that has blanketed the area, Moridon sees his chance to gain back the Empire's favor. If he can just get a message to the rest of the Imperial fleet ...

**Five Imperial Stormtroopers.** All stats are 2D except: *blaster 3D+2, blaster: blaster rifle 4D, brawling 3D.* Move: 10. Equipment: blaster rifle,

stormtrooper armor (+2D physical; +1D energy; -1D *Dexterity* and related skills).

## Episode Four

### Escape

Read aloud:

**As thunderous booms rock the volcano floor, the outpost starts to tremble. You realize you have only a few moments before the entire structure collapses.**

The characters have several options for escape. If they arrived on speeder bikes, they must reach the landing area and hotwire the repulsorpad (on a Moderate *computer programming/repair* roll) so they can make their way to the hidden tunnel through the side of the volcano.

If the characters arrived on foot, they may either double- or triple-up on the two Imperial speeder bikes left on the repulsorpad. But after hotwiring the repulsorpad, the speeder pilots must make Difficult *repulsorlift operation* rolls to counter the added weight. Failure means they become engulfed by the eruption.

The characters may also use the microweights found in the storage room on level two. These ultra-light repulsor vehicles can reach an altitude of 300 meters, just high enough to crest the volcano's lip. Characters using the microweights must make Moderate *repulsorlift operation* rolls to maintain steady flight in the winds that whip around the volcano's mouth.

**Illiseni Aerodyne HobbyCraft Microweights.** Speeder, maneuverability 3D, move 80; 230 kmh, body strength 2D.

Read aloud:

**A sudden boom rumbles up from the bowels of the moon, and as the surface shifts, one of the outpost's pylons, ripped from its moorings, tears away from the platform. A moment later, three other supports collapse, and the entire outpost topples with the horrible screech of rending durasteel.**

**And just as the structure crashes into the lava columns below, the volcano groans, letting loose a stream of red-orange magma that gushes into the night sky, highlighting the surrounding forest in reddish glow.**

Characters must make Moderate *dodge* rolls to avoid the lava flowing down the volcano's sides. The eruption dies out soon enough, and the horrible glow recedes, allowing the darkness to reclaim the night.

At this point the characters should return to the *Star-Beast* so they can head back to the ship *Hope* for their debriefing with Major Derlin. Un-

### Further Adventures ...

While playing the events of the *Star Wars* movies can be great fun, playing through and around those events offers the players a chance to affect the balance of the Galaxy without forcing them to follow the scripted plots.

Below you'll find a few adventure ideas that link to the scenes of *Return of the Jedi*. Don't tell the players up front that the events they will become involved in relate to the movie. Instead, allow them the fun of figuring it out for themselves.

### Hunters on Tatooine

The characters receive orders from Alliance High Command to rescue a captured Rebel (who could be one of the characters) in the Jundland Wastes on the remote planet Tatooine. Apparently, Jabba the Hutt has

placed a price on this Rebel crewer's head, and a pair of bounty hunters is bringing him to Jabba's Palace.

The trail begins in Mos Eisley where according to Alliance Intelligence the bounty hunters have recently set down. The characters chase down their quarry by following a trail of blasted-up cantinas, stolen weapons, and last, a commandeered skiff. Apparently the bounty hunters have headed into the Jundland Wastes to coordinates consistent with the location of the Pit of Carkoon.

When the characters overtake their prey amid the rolling dunes of the Waste, a fierce skiff-to-skiff battle erupts. The bounty hunters do their best to disengage themselves from the combat and race onward to their destination. Just as the battle ends, a huge explosion from a half dozen dunes away blooms into the sky. Exploration of the deto-



nation site reveals the remains of a sail barge and several skiffs at the edge of the Sarlacc's pit. Though the Rebel character has escaped his captors, he does not know whether the bounty Jabba had set no longer applies now that the crimelord is dead. Do bounties transfer ownership along with the rest of the crimelord's riches? The Rebels will just have to wait and see ...

### Escape to Sullust

The characters receive orders to smuggle a datadisk onto the Imperial-held world of Adras. There they must pick up a team of Sullustan Intelligence officers who have the decrypter for the disk, which contains the coordinates of the Rebel fleet. Together the characters and the Sullustans must lead a group of attack vessels including a Corellian battleship and several Sullustan cargo freighters to rendezvous with the fleet.

Unfortunately, the Sullustans never arrive at the designated rendezvous coordinates, and the characters must enter the city of Nezan to search for their missing allies.

After a series of information trading sessions and several close calls with Imperial personnel, the characters discover that the Sullustans have been detained at a detention center on the outskirts of the city. By blasting or bluffing their way into the detention center, the characters find the Sullustans, who have been held on charges of expired identification documents. The two teams must work together to escape.

Once the Imperials become aware of the Sullustans' escape, a city-wide

alert goes up, and the characters must sneak back to their ship under cover of the dark Adras night sky. Upon takeoff, a squadron of Imperial TIE interceptors — a new addition to the Empire's fleet — bears down on the character's vessel and tries to blow it out of the sky.

The characters arrive at the coordinates designated by the datadisk amid a flurry of activity during which several high-ranking Intelligence agents sequester the rescued Sullustans. Hours later, word finally reaches the characters that they have assisted in the assembling of the fleet that will strike at the second Death Star.

### Rescue at Rordak

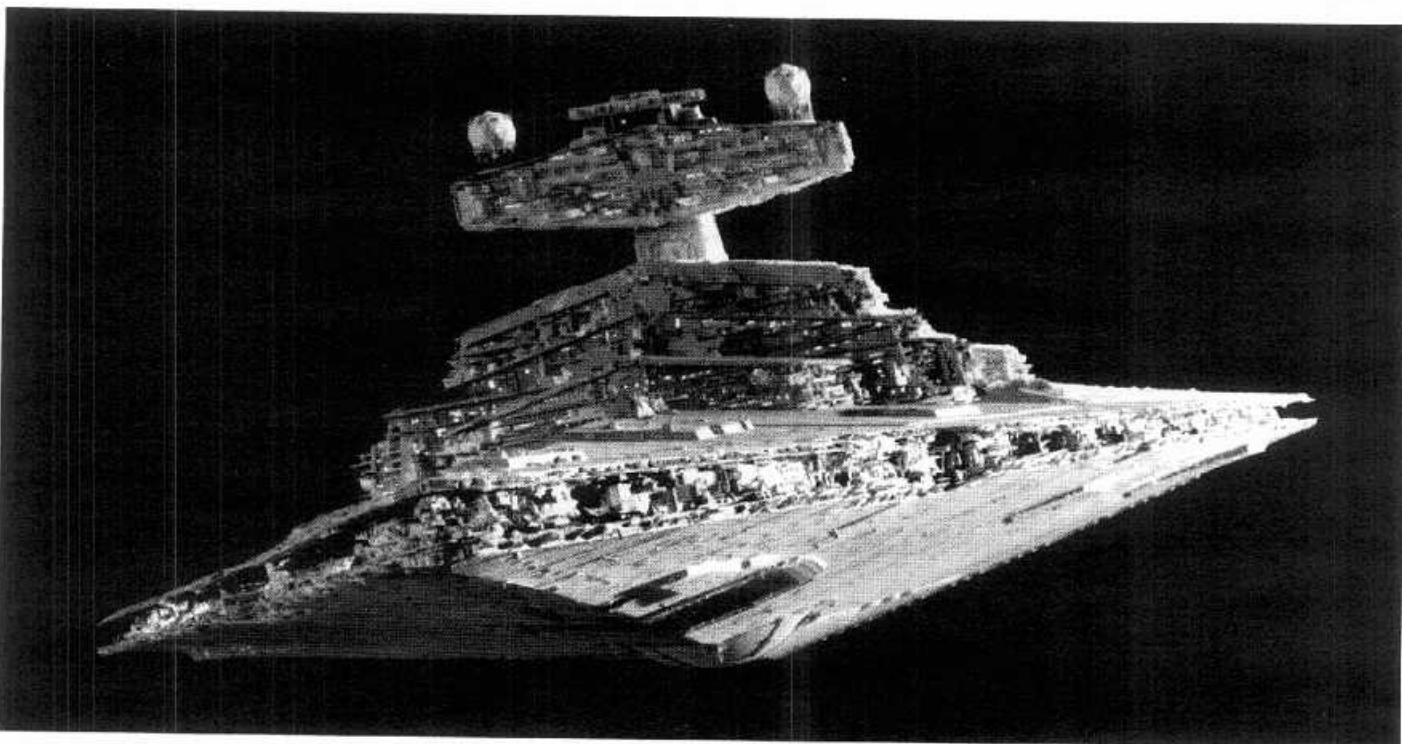
Alliance High Command charges the characters with the rescue of one of Admiral Ackbar's aides from an Imperial penal center on the planet Rordak (see page 80 of *The Star Wars Planets Collection* for more information on Rordak). Since the characters are only a small task force, as the majority of the Rebel fleet has begun to assemble off Sullust, they cannot accomplish their mission through brute force. Rather, they must infiltrate the slave camp through stealth and deceit — or by getting *themselves* thrown into the slaving center!

Unfortunately for the characters, Imperial spies have tipped off the camp's commanding officer to the planned infiltration. Though the Imperials appear to give the characters a hard time, they allow the characters to penetrate the high security area where Ackbar's aide is working a mining shaft alongside other high-profile captives. And there, the Imperials spring their trap, releasing stun gas into the chamber and knocking the characters unconscious.

Luckily for the characters, an Alliance Intelligence agent disguised as an Imperial maintenance engineer revives them and helps them escape. She leads the characters through a twisting passageway that descends to a secret hangar bay at the base of the mines. A blaster battle with stormtroopers breaks out as the characters commandeer a Skipray blastboat and takeoff. Two pair of TIE fighters flank the characters' ship and chase them toward the slaving centers' ion cannons in an attempt to disable rather than destroy the blastboat.

When the characters return to Alliance headquarters, Ackbar's aide immediately rejoins the fleet, which plans to begin its attack on the second Death Star within the hour.





fortunately, three TIE pilots sent by Lieutenant Moridon to retrieve their ships from a nearby camouflaged site have observed the outpost's destruction. They wait in the skies of Endor's moon for the *Star-Beast* to lift off. As soon as the characters leave the safety of the forest canopy, the TIE interceptors attack.

**TIE Interceptors.** Starfighter, *starfighter piloting* 5D, *starship gunnery* 4D+2, maneuverability 3D+2, space 11, atmosphere 435; 1250 kmh, hull 3D. Weapons: four laser cannons (fire-linked) (fire control 3D, damage 6D).

## Episode Five Debriefing

The characters arrive at the Ewok's village and assemble in the same clearing where the mission began. Read aloud:

Major Derlin seems satisfied with your report, even though he cannot be completely sure that the Imperials' attempts to contact the rest of their fleet were thwarted. According to Alliance ships in orbit, a *Star Destroyer* (possibly the *Unrepentant*) recently dropped out of hyperspace, released an unconfirmed number of

probe droids, and then jumped to light speed before the Rebels could engage it.

Derlin smoothes down his right eyebrow with two fingers and then turns toward you. "You've performed admirably, and I would like to offer you some time to rest. But Admiral Ackbar has ordered everyone to pull double-duty; we have to be prepared in case the Imperials show up. We're not free and clear yet."

He clasps his hands behind his back and walks toward the edge of the clearing. "Once we have some time, I'll recommend all of you for commendations. Let's just hope that time comes soon."

Derlin steps into the forest, making his way back to the Alliance's makeshift headquarters on the forest moon.

It has been an exciting day, but the threat of Imperial retaliation casts a shadow over it all. You can only hope that the Force is with you and the rest of the Alliance. You have a feeling you are going to need it...

## Character Points

Characters receive two character points for completing the adventure, plus two more for preventing Moridon from contacting the Imperial fleet.

# Afterword

Dear reader, now you know the story of how it all happened.

Many years ago, when I first left my homeworld, I was a wide-eyed young man, eager to see what the galaxy had to offer me. I knew little of the galaxy and little of life. After coming face to face with the harsh brutalities of the Empire, I realized that it was my duty to follow my conscience. I joined the Rebel Alliance. In that time, I went from boy to man, and the Alliance went from childhood to adulthood.

Now that you have read our story, the story of the Alliance to Restore the Republic, I ask you to judge for yourself.

We have waged a hard-fought war, one that continues even now, over five years after the death of the Emperor. However, never have the people of the Alliance, and soon, the Republic, doubted their purpose.

The men and women and aliens and droids of the Alliance knew in their hearts that they were fighting a war that had to be fought. A war to bring about a galaxy that was worth living in. A galaxy where all beings would be welcomed as equals, where all civilizations would be free to live in harmony and peace, where all would recognize the value of intelligence and diversity. It was a war well worth fighting.

It is my sincerest hope that people never forget this war and why it was fought. It is my hope that people never forget the malaise that brought about the Empire, and choose to resist the greed and selfishness that allowed that evil entity to rise.

In a galaxy where it seems the day-to-day struggles of conflicting interests seem insurmountable, remember that *we* are all in this *together*. We must work together, or we are doomed to suffer together. *We* can never afford to let up our guard, for if we do, we invite the abuse of power and the rise of tyranny.

Long live the Republic, and long live the memories of the struggle to restore it.

May The Force Be With You,  
Always,  
Voren Na'al





# STAR WARS®

G A L A X Y   G U I D E   5

## RETURN OF THE JEDI

by Michael Stern

Revised for Second Edition by George Strayton

On the desert world of Tatooine, Han Solo, one of the heroes of Yavin, is encased in carbonite in Jabba the Hutt's palace. Yoda, the last of the great Jedi Masters, nears death. The fate of the Rebellion lies in the balance as the new Death Star battle station comes to completion. Luke Skywalker must confront his father, the Lord Darth Vader. So begins *Return of the Jedi*, the climax of the greatest space fantasy of all time.

Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in *Return of the Jedi*. Game statistics for all of the characters are revised and updated for Second Edition. The book concludes with an adventure set on Endor just after the destruction of the second Death Star.

### A STAR WARS SUPPLEMENT

For ages 12 and up.

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



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