

# STAR WARS®

# NO DISINTEGRATIONS



Adventures for bounty hunters!



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## NO DISINTEGRATIONS

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# “BOUNTY HUNTERS. WE DON’T NEED THAT SCUM.”

But there are some who *do* need the services of the galaxy’s guns for hire. Ruthless and tenacious, bounty hunters make a living by solving other people’s problems. From the Core to the most remote worlds of the Outer Rim, criminals, cheats and thieves are on the run from the law and from those they’ve betrayed. Often, the only way to bring these scoundrels to their just reward is by hiring a professional bounty hunter to track and capture them. Justice has a price ... and it’s often an exorbitant one.

Do your player characters have what it takes to compete with the likes of Boba Fett and Bossk or are they destined to end up like poor Greedo? This collection of short adventures for bounty hunter characters separates the best from the careless, the legends from the soon-to-be-dead. See if your hunters are good enough to claim these rich bounties.

**Note:** These adventures are designed for a team of two to five bounty hunter characters. The time frame is before the Battle of Endor: the Empire is still in power and the Rebel Alliance is an outlaw band ... and its leaders have impressive bounties on their heads, by the way. While each adventure uses a specific world, most of these situations and characters can be refitted for the New Republic time period and set on any number of other worlds. These adventures are open-ended enough to allow you to insert subplots and encounters customized for your campaign.

## DIFFICULTY NUMBERS AND GAME BALANCE

As gamemaster, it’s your job to modify these adventures to suit the abilities of your players’ characters. The “Difficulty Number Scale” presented here lets you adjust the adventure according to the skill level of the player characters.

If the characters have a low level of skill, it’s better to pick difficulty numbers from the lower

### DIFFICULTY NUMBER SCALE

Task	Difficulty Range
Very Easy	3–5
Easy	6–10
Moderate	11–15
Difficult	16–20
Very Difficult	21–30
Heroic	31+

end of a difficulty’s range. A large group or one with highly skilled characters will only be challenged if you pick difficulty numbers from the upper end of each difficulty’s range. You may also adjust the number of opponents and their capabilities to provide a suitable challenge.

### ADVENTURE MATERIALS

Here is what is needed to play *No Disintegrations*.

- **The *Star Wars* Rulebook.** This supplement uses the *Star Wars, Second Edition* roleplaying game rules.

- **Player Handouts.** This supplement contains several player handouts and maps. You should make extra copies for the players before beginning play.

- **Dice, pencils, and paper.** Each player needs several six-sided dice for skill rolls. Paper and pencils are useful for taking notes or sketching maps.

The following products are not necessary for play, but you may find them useful:

- *Galaxy Guide 10: Bounty Hunters* provides bounty hunter character templates, plenty of useful gadgets, and tips and suggestions for playing a bounty hunter character.

- *Fantastic Technology* has dozens of items of equipment that characters may want.



• *Star Wars Gamemaster Screen, Revised.* The screen and booklet compiles important information and summarizes game statistics for characters, ships, and vehicles.

### IMPERIAL BOUNTY REGULATIONS

Bounty postings use the standard IOCI (Imperial Office of Criminal Investigations) format. Bounty notifications distributed by secondary sources — guild offices or posting agencies — may be abbreviated.

**Name:** Name of targeted individual, otherwise known as the bounty or “acquisition.”

**Species:** The species of the acquisition.

**Sex:** Sex of the individual.

**Age:** Age in standard years.

**Homeworld:** The individual’s homeworld.

**Known Associates:** Known business partners, companions or friends.

**Bounty:** Amount of bounty (in credits), or specifics of non-credit payment.

**Classification:** All bounties fall under one of the recognized Imperial classifications: Most Wanted, Locate and Detain, Galactic, Regional, Sector, System, Local, or Corporate.

Most Wanted, Locate and Detain, and Galactic postings are good anywhere within the bounds of the Empire: if the target is spotted anywhere, the bounty hunter can apprehend that individual.

Regional bounties are only legally binding in the galactic region in which the bounty is issued; for example, the Corporate Sector, the Outer Rim Territories, or the Core Worlds. If the target is spotted outside the stated region, the hunter cannot legally apprehend that individual — the hunter must trick the target into entering an area where he or she is wanted. Some hunters try to capture targets and then sneak them to an area where they *are* wanted. The consequences of getting caught, however, are severe since kidnapping is a serious crime in most systems.

The same conditions apply to sector, system and “local” bounties, except the bounties are, by definition, limited to a much smaller area. (Local bounties may apply to an entire planet, or only a local principality or city.)

Corporate postings are offered by companies. While they may be posted beyond the company’s territory, they are legally binding only on company property.

**Application Conditions:** Conditions for payment, such as alive, dead or alive, or other specifications dictated by the institution issuing the bounty. For example, “Alive, lacking serious injury.”

**Bonus:** If any, amount of bonus (expressed in credits, goods or services) and conditions under which said bonus may be applied.

**Determent:** Unusual restrictions and penalties which may be applied. For example, “unwarranted loss of life or damage to private property in pursuit of subject shall result in up to 30% reduction in stipulated bounty.”

**Crimes:** Charge(s) warranting issuance of the bounty.

**Originator:** Source authorizing the issuance of the bounty.

**Receiver:** Person, corporation or location to whom the acquisition may be delivered. Any acquisition may be delivered to any local Imperial office, but delivery fees will be deducted from the bounty if the Empire must then transport the acquisition to the receiver. Corporate classification bounties must be delivered directly to the company in question.

**Brief:** A summary account of the circumstances surrounding the issuance of the bounty and conditions regarding its fulfillment.

### A NOTE ON PRIVATE POSTINGS

While the galaxy’s hunters make a pretense of being skilled, dedicated and, above all else, law-abiding, there’s a bustling market in illegal “private” bounty postings. They’re offered in secret by any individual who’s willing to pay cold, hard credits for the capture of a specific target.

While no self-respecting hunter would ever admit to accepting one of these bounties, no *smart* hunter would ever turn down a mountain of credits for a simple “snatch and carry” mission.

Many of these postings are sponsored by thoroughly evil gangsters, but just as many are offered by otherwise moral citizens with no recourse. A great many despicable things are quite legal in the Empire; sometimes the only way to get justice is by taking the law into your own hands.

## APPENDIX

In addition to further missions hinted at in each adventure’s epilogue, the appendix contains four bounty postings which may be developed into adventures.



# WANTED

Name:

Species:

Sex:

Age:

Homeworld:

Bounty:

Known Associates

Classification

Application Conditions

Bonus

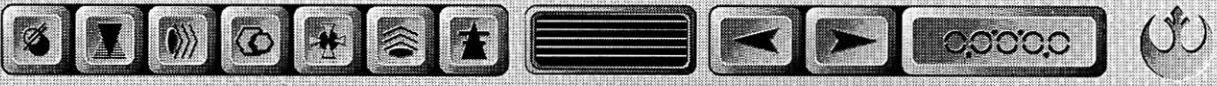
Determent

Crimes

Originator

Receiver(s)

Brief





# GONE TO GROUND

The sun had nearly risen above the plateau as a lone figure carried a large bundle into the tent. He checked his breath mask and exposure suit seals, and then placed the bundle at the feet of Ort Hoogra-D'En, the Ho'Din who sat working intently at a table. Hoogra-D'En looked relieved, or at least as relieved as a Ho'Din could look to a human.

"This is the last of them," Tergeth sighed, exhausted after long hours of harvesting tamack pods. He itched from the bites of several bugs that had been trapped inside his suit. Sometimes he wondered why humans bothered to colonize every world imaginable — the only lasting result seemed to be the discovery of yet another species of biting insect.

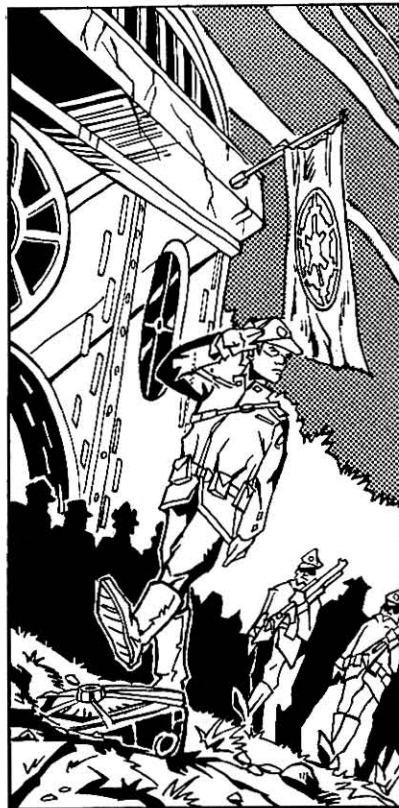
"We have to finish processing this harvest today," buzzed

Hoogra-D'En, in that affected tone he used with outsiders. Tergeth sat at the table and tried to keep himself awake. He admired Hoogra-D'En's perseverance and envied his stamina.

As the sun crawled over the edge of the plateau and the fog melted away, Tergeth finally broke the silence. "I still think the Rebellion can help us," he offered.

"How can they?" Hoogra-D'En hissed. "Their resources are spread too thinly. They win on one front while losing ground on a dozen others and consider it a victory. It does not take a mighty army and a wealth of technology to win a war." Hoogra-D'En rose and paced about the room. "Haven't I shown you otherwise? Single spies go where battalions fear to tread. And if my spies aren't entirely aware that they're working toward my purpose, so be it."

Tergeth had lost this argument many times, yet he still dared to press



Joe Corroney





the issue. "Imperial targets are hard to track. The Rebels could provide useful intelligence ..."

Tergeth's voice trailed off as Hoogra-D'En stared at him, his snake-like hair waving menacingly. Tergeth waited nervously for a reply, paralyzed by the hair's hypnotic motions. Hoogra-D'En finally settled into his chair and said, "This time the Empire will know what it means to feel fear. Dinegia take them! For Anemcoro and every other world they touch, Dinegia take them all!"

• • •

"Sub-Commander Brojtal," Lieutenant Reiss said, crisply raising his arm in salute. Jared Brojtal looked up from his reports. The day had gone well, starting with a tip that led to the capture of seven Rebels and a ship full of stolen medical supplies. Brojtal's career needed a boost; there wasn't much action out here on the Rim, making promotions rarer than corusca stones.

"What is it, Lieutenant?" Brojtal replied as he returned the salute.

Lieutenant Reiss wore a sympathetic expression. "It's a message from the Syndaar Military Academy, Sir ... it's about your son," he stammered.

"Don't tell me my only son has failed a class. He knows he has to do his best to get into the Imperial Academy ..." Brojtal saw no mirth on the Lieutenant's face; something serious had happened.

"There was another attack this morning, Sir. Your son was near the blast." The Lieutenant faltered, caught himself and then continued, "It was Hoogra-D'En. Forty-five fatalities in all. Moff Ghundrak posted the bounty upgrade personally ... 50,000 credits. The Moff wants him alive."

Lieutenant Reiss continued, but Brojtal wasn't listening. He wanted to sink into numbness, but his heart demanded something more. Brojtal wasn't going to let Hoogra-D'En get off so easily — but he wasn't high enough in the Imperial command structure to openly engage in a personal vendetta. His hands were tied, unless ...

The lieutenant waited for a few anxious moments and turned to leave, saying, "I'm sorry, Sir."

Brojtal stopped him. "I think it's time I personally went on patrol. All of these Rebels and terrorists frightening the citizens. Something must be done." Brojtal began.

"Sir?" Understanding came into the Lieutenant's eyes.

"I want a list of all ships in-system. *Now.*"

## EPISODE ONE: HOOGRA-D'EN STRIKES

This adventure involves the capture of Ort Hoogra-D'En, an elusive terrorist whose bombs

have claimed the lives of hundreds of Imperial citizens. Hoogra-D'En attacks with spore bombs, biochemical weapons of his own design. Hoogra-D'En has repeatedly proven his uncanny ability to bypass security measures; he eludes Imperial forces at every turn and is considered extremely dangerous.

This adventure takes place in the Outer Rim Territories, although the adventure may take place in any cluster of systems where there isn't a lot of Rebel activity. Citizens in these systems have heard of the Rebellion, but for the most part their lives have not been affected by the Galactic Civil War.

**Celanon.** The adventure begins on the planet Celanon, in the Outer Rim Territories. The planet is in a sector adjacent to Thrasybule sector, where many of Hoogra-D'En's attacks have occurred. Celanon is an Imperial-allied agriworld and trading center ruled by the Nalroni, the native species. Celanon City, with a population of over 50 million, is the only true city complex on the planet, everything else being lush forest or fertile farmland. The Nalroni regulate all trade through the Celanon Starport, deriving tremendous profit from tariffs (and bribes). For more information on Celanon, see *The Star Wars Planets Collection*, pages 35-40.

### GETTING STARTED

The characters visit the Imperial Office of Criminal Investigations (IOCI) in Celanon Starport to look for bounty prospects when they come across the posting on Hoogra-D'En.

**Note:** This beginning encounter assumes the characters have followed a bounty here, but the hunt ended unsuccessfully. By now, the characters should be running low on credits. You can set up a prelude adventure to lead into this situation or revise the read aloud as needed to suit the current circumstances of your characters. This part of the adventure can be set on any world, but the IOCI office must be near a starport.

Read aloud:

**You thought that coming out to the Rim would solve some of your financial problems and make life just a little bit sweeter. Your last job involved tracking down an embezzler from Ribba the Hutt's "legitimate" textile operation. With the promise of steady, rewarding work if you brought the target back, you followed him to the Celanon system and were just closing in when he got himself killed in a bar fight. Ribba's terms were simple: the target was to be captured alive, no exceptions.**

**Now, virtually broke and out of work, you are checking postings at the IOCI when you notice a bounty upgrade on a terrorist named Hoogra-**



Joe Corroney



D'En. The 50,000 credit reward is tempting but what really piques your interest is the Imperial HoloVision report suggesting that Hoogra-D'En was last seen in this sector of space.

The desk sergeant who gives you the posting is clearly bored and more interested in chatting about his early days in law enforcement than helping you out. Maybe he has some interesting stories, but your minds are light-years away, dreaming of what you might do with all those credits. Perhaps the easy life is within your grasp after all ...

Show the players the bounty posting for Hoogra-D'En on page 6.

**Sergeant Mulvek Gra.** All stats are 2D except: *blaster 3D, grenade 3D, dodge 2D+1, bureaucracy 4D, law enforcement: Empire 4D, investigation 3D, computer programming/repair 3D.* Move: 8. Character Points: 2. Blaster pistol (4D), comlink.

Mulvek Gra is far from being a doddering old man; he served with System Sub-Commander Jared Brojtal for many years and the two are good friends. Mulvek was like an uncle to Brojtal's son and was quite shaken by the news of his death.

Mulvek is too old for field duty, but he wants to help Brojtal get revenge and promised to keep an eye out for any useful information. After the characters leave the IOCI, he informs Brojtal of their interest in the Hoogra-D'En posting. Brojtal asks Mulvek to have the characters followed, and to contact him immediately if they manage to track Hoogra-D'En down.

Celanon has tightened its security following a private announcement by Imperial officials to be on the lookout for more attacks. Planetary and Imperial security forces make their presence known to all travellers.

The characters are probably considering their next step when alarms sound and emergency vehicles deploy to the starport landing field.

## CRASH ON CELANON

Babel Senjorg, a Bith merchant and suspected associate of Hoogra-D'En, booked passage aboard the freighter *Chalcedony*, outbound from Pallaxides. A fellow passenger — a self-styled Rodian private detective seeking evidence to connect Babel with a smuggling operation — accidentally set off the spore bomb Babel was carrying.

Babel did not recognize the symptoms of spore exposure until it was too late. He was trying to erase his datapad when he and most of the other passengers succumbed to the bomb's effects. The pilot barely managed to get the ship to Celanon space and broadcast a distress signal. Clearance was granted for an emergency landing,

and Imperial security dispatched two system patrol craft to bring the *Chalcedony* in. If the characters are not in the immediate vicinity of the starport, they may overhear messages on police comlinks or scanners regarding the incoming freighter.

If the characters ignore the alarms and do not investigate, cut to "Another Day at the Office."

If the characters rush to the scene, read aloud:

**Two system patrol craft escort an erratically flying YT-1300 freighter as it approaches the landing field. Suddenly the freighter lurches as if struck by an invisible blast. It rolls over several times and veers away from the starport. You can only watch as the ship plunges into a row of warehouses adjacent to the docking bay. A spectacular explosion follows seconds later ...**

## THE CRASH SITE

Twisted, burning debris and sparking power conduits litter the crash site. The *Chalcedony* lies partly buried in rubble at the end of a 300-meter-long swath of destruction. Due to the extensive ground damage, an Imperial officer is organizing crews of rescue volunteers. Nalroni and Imperial crews work to remove debris and reach the hatches of the *Chalcedony*. Characters joining the effort are issued sealing, fire-retardant suits and dispatched to a row of warehouses right next to the wrecked ship.

When crews open the *Chalcedony's* main ramp, a security team rushes aboard to scan the ship, while emergency teams transfer the wounded to the medical facility. With a good background story (*Moderate con*) or good stealth (*Difficult sneak totals*) the characters should be able to get aboard the ship to snoop around.

The *Chalcedony* is a modified YT-1300 freighter converted for passenger transport; five of the six people aboard are dead. The pilot, a human, is in a coma and clearly suffering from an aggressive disease: rescue workers pull him from the ship as quickly as possible and load him aboard a speeder ambulance. He's taken to the Celanon Merchant Guild Medical Facility for treatment. See "Quarantine" for more information.

Characters searching through the ship's passenger manifest or checking through the luggage find the name "Babel Senjorg," known to be one of Hoogra-D'En's frequent contacts. Babel, a Bith merchant, is among the dead.

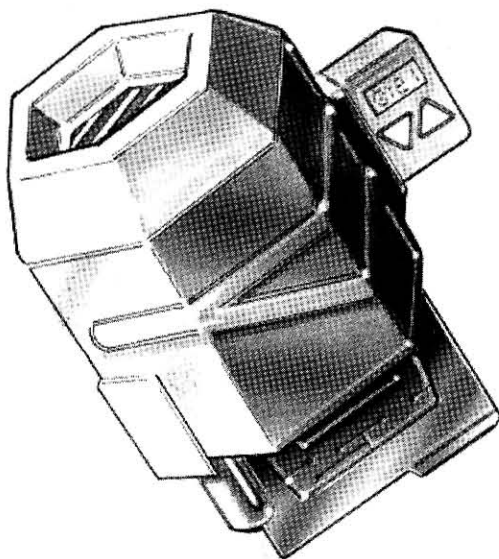
The characters may access the ship's logs and copy them onto their datapads, but they must be careful or else they are spotted by suspicious rescue team members.

If the characters check Babel's passenger compartment, an *Easy search* roll uncovers Babel's datapad — it was hidden under his mattress —

but a Difficult *hide* roll is needed to palm the datapad without the rescue teams noticing. (Modify this difficulty if the players come up with a good plan to sneak the datapad past the rescue workers.)

Next to the Rodian's body, an Easy *search* roll uncovers what appears to be a universal power adaptor. If the characters make a Moderate *demolitions* or *Technical* roll, they find that the adaptor is a fake; inside it is an empty spore bomb canister. The characters must make a Very Difficult *hide* roll or the rescue teams spot the bomb and confiscate it as part of the crash investigation.

Christina Wald



While the investigation is winding down, the characters overhear workers discussing the possibility that the *Chalcedony's* crash was caused by a spore bomb. Every rescue worker who was aboard the ship must report to decontamination chambers (set up immediately outside the *Chalcedony*); due to the possibility of contamination, anyone whose skin was exposed to the spores is transported via a sealed medical speeder to the Celanon Merchant Guild Medical Facility for bacta treatment.

The workers also mention that the one survivor aboard the ship has been transported to the Medical Center, as well. Finally, the characters hear that all evidence relating to the crash has been taken directly to the IOCI office.

If any of the characters require bacta treatments, cut to "Quarantine." If they try to read Babel's datapad or see the *Chalcedony's* logs, cut to "What's on the Datapad?" If they head to the IOCI office, cut to "Another Day at the Office."

### QUARANTINE

Characters brought to the Celanon Merchant Guild Medical Facility face a full 48 hours of bacta treatment.

If the characters inquire about the crash victims at the medical facility, a Difficult *persuasion* or *con* gains the knowledge that they died of spore infection. The bodies of the deceased were disintegrated to prevent spore contamination. The pilot is in a bacta tank, but he's not expected to survive.

If the characters go to the IOCI, cut to "Another Day at the Office." If they plan to leave the spaceport, cut to "Lockdown."

### WHAT'S ON THE DATAPAD?

It is plain to anyone studying the datapad that someone was trying to erase its files, but enough data remains to reconstruct Babel's trade runs for the past three months. The Bith ventured to over three dozen worlds, but he only stopped on one planet — Pallaxides — more than once.

The ship's logs show that the *Chalcedony* made a special stop at Pallaxides at Babel's request just prior to its arrival on Celanon. The logs also contain coordinates for a landing site on Pallaxides.

### ANOTHER DAY AT THE OFFICE

If the characters did not venture to the crash site, Imperial HoloVision reports that Imperial officials suspect that a spore bomb led to the *Chalcedony's* crash. All evidence is being held by the IOCI.

If the characters go to the IOCI, Sergeant Mulvek

### HOW THE SPORES WORK

Hoogra-D'En's spore bombs contain infectious tamack spores. Symptoms of the spore disease — shortness of breath, high temperature — are subtle but appear almost immediately; death occurs within a few hours.

Only full bacta immersion can save someone who's been infected, and even then there's no guarantee of survival. (An Easy (A) *medicine* total is needed in the first hour of infection; add one difficulty level for each additional hour the target has been infected.)

The spores are active for three hours without a living host. The spores can infect someone by contact with the skin or by being inhaled. Someone infected by the spores is contagious — anyone within a dozen meters may possibly be infected: in an environment where local health officials are unaware or unprepared for an outbreak, the spore disease may spread like wildfire through the population.



Gra is still on duty. Prior to the characters' arrival, Mulvek transmitted information about the situation to Brojtal.

During normal business hours, an Imperial investigation team is plowing through the evidence in search of clues. Sergeant Gra won't let the characters into the room, although he suggests that if they come back at night — with 500 credits — they might be able to get inside.

If the characters take Gra up on his offer and pay the 500 credit bribe, he allows them into the evidence room. Babel's datapad and the spore bomb casing are in plain sight.

The *Chalcedony's* logs and the data from Babel's datapad have been uploaded onto the room's computer: any character making an Easy *computer programming/repair* roll learns the information in "What's on the Datapad?"

While the characters are searching the room, Mulvek monitors them. He deduces — either from the character's discussion or from personal study of the evidence — that the planet Pallaxides is an important link in the search for Hoogra-D'En.

After informing Brojtal of his suspicions, Mulvek assigns an agent to discreetly follow the characters and make frequent reports on their whereabouts. This agent can show up at any time during the rest of the adventure; all of her stats are 2D except *blaster 4D*, *dodge 4D* and *search 5D*. She carries a blaster pistol (4D).

Sub-Commander Brojtal orders his fleet to head to Pallaxides.

## LOCKDOWN

When Nalroni Merchant Council Executive Sykar learns from the preliminary report that a spore bomb was the cause of the crash, he orders the starport closed. Nalroni security guards, decontamination teams, and Imperial troops begin making exhaustive sweeps of the starport; no ships may land or depart without agreeing to a search.

When the characters try to leave for Pallaxides, they cannot avoid the search, although a Difficult *con* or a hefty bribe resolves any "misunderstandings" about illegal items that they may be carrying. If their bounty hunting licenses are in order, they are allowed to depart.

## EPISODE TWO: JOURNEY TO PALLAXIDES

Pallaxides is a "corporate world," wholly owned by the Tagge Company (TaggeCo.). Considered a private system, ships are not supposed to come here without an express invitation, although security is tight only around the TaggeCo. starport. The planet is approximately 12 hours from Celanon (at hyperdrive x1).

## PALLAXIDES

The Tagge Company operates Pallaxides as a resort world. The corporate starport is in the highlands of one of the northern continents. The base includes formidable defenses to ward off pirates; TaggeCo. takes its privacy seriously, even to the extent of ignoring distress calls.

Babel's coordinates are for an area in the highlands. This area has lofty plateaus separated by deep, narrow, red rock canyons. Icy rivers flow through the canyons and their green waters teem with gigantic fish. Lush bluish-green vegetation carpets the plateaus and lines the riverbanks. Fog wells up in the canyons at night, creating the illusion that the plateaus are islands adrift at sea. By mid-morning the fog lifts, replaced by intermittent rains that create delicate waterfalls along the cliffs. The pink sky, combined with these other features, makes for an area of startling beauty.

The lowlands contrast sharply with the higher elevations. Rivers wind their way down through hills to luxurious, fertile floodplains and deltas that spill into the seas. These soils support abundant plant and animal species. Coniferous rain forests sweep across the lowland hills, concealing lakes and shallow, swamp-like ponds.

An Imperial research facility and starport is in a lowland area near the equator. Three Imperial system patrol craft keep all civilian ships at least 500 kilometers from the lab's perimeter, escorting "off-course" ships north to the TaggeCo. starport.

While the planet has a number of large predators, none of the indigenous life-forms catalogued by preliminary surveys are considered a threat to travelers. However, certain dangerous off-world animals, such as shredder bats and zuxu (see pages 64-65 and 93-94 of *Creatures of the Galaxy*), have been imported for the sporting interests of the Tagge Company execs. The long-term ecological effects of the new introductions have not yet been determined.

The largest animal native to Pallaxides is the rormaroo, a docile giant that flies above the plateaus.

### ■ PALLAXIDES

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (breathable, but high oxygen content)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Scenic canyon vistas (highlands), temperate rain forests (lowlands)

**Length of Day:** 25 hours

**Length of Year:** 380 local days

**Sapient Species:** Human, others

**Starport:** 1 limited services (restricted to Imperial vessels), 1 standard class (restricted to corporate vessels)

**Population:** Less than 10,000  
**Planet Function:** Research, recreation (corporate), zoological/botanical research (Imperial)  
**Government:** Imperial military, corporate managed  
**Tech Level:** Space (near starports)  
**Major Exports:** None  
**Major Imports:** Foodstuffs, finished goods, high tech

### ARRIVAL

Upon arriving in-system, the characters see an Imperial Carrack light cruiser (the *Marduk*, Brojtal's ship) hanging in low orbit near the equator. Brojtal's scan for Hoogra-D'En's camp has so far proven fruitless, but he believes it is here somewhere. Hoogra-D'En's base will be quite difficult to find: he does not permit many high-tech items on his base — and thus no power signatures for Imperial sensors to pick up on — and his use of a specially bred sensor-dampening water plant called “fahla” allows him to hide his ships and his power generator in a nearby lake. (These sensor-dampening plants would be of great use to the Rebellion.)

The *Marduk* ignores the characters' ship, but monitors it in case the characters stumble upon the hidden base.

The characters may hail the TaggeCo. starport control tower, which rudely demands to know exactly what they are doing in a private system. If the characters land at the TaggeCo. starport, cut to “A Quick Vacation.”

Babel's landing coordinates are over 2,600 kilometers west of the corporate starport, atop one of the plateaus. If the characters decide to check out the landing site, continue with “Eye in the Sky.”

If they do not visit the Tagge starport or the landing site, proceed with Episode Three, “Brojtal's Revenge.”

### A QUICK VACATION

The TaggeCo. starport is a bustling vacation center, with dozens of landing pads (most of them filled by luxury space yachts), as well as a hotel, several restaurants, and countless recreation and sporting facilities.

The starport offers uninvited ships and their crews limited access to essential services. Ships are required to pay a docking fee of 100 credits per day; standard maintenance and restocking base fees are a hefty 40 credits. (See *Galaxy Guide 6: Tramp Freighters*, pp. 30–31 for information on restocking fees.) Ships can get repairs at 20% above the standard cost.

Unless the characters have ties to TaggeCo. or know an executive who happens to be vacationing there, they are told that they cannot leave Spacers' Town, which consists of a cheap hotel and restaurant and not much else. The only

people here are freighter crews on layover while waiting for their cargoes to be unloaded.

If the characters sneak into the resort area, they can learn a great deal of information from the Imperial officers and TaggeCo. execs vacationing here. Several Navy officers, on a brief leave from the *Marduk*, can be overheard discussing the so-far fruitless search for Hoogra-D'En's terrorist camp.

If the characters interact with any of the servants or hunting expedition group leaders, they'll overhear rumors about a small para-military camp out in the western plateaus. (This is the camp described in “Eye in the Sky.”) They can learn this information without leaving Spacers' Town.

Cut to “Eye in the Sky” if they investigate these rumors or head to Babel's landing coordinates.

If they stay at the starport, cut to Episode Three, “Brojtal's Revenge.”

### EYE IN THE SKY

As the characters approach a two-kilometer long plateau, a small green tent becomes discernable near one cliff. A scan of the substrata indicates that the plateau is sturdy enough to support their ship's weight.

Characters stepping out onto the plateau without breath masks notice a strong sweetness of the air. Even at this great altitude, the atmosphere is easy to breathe.

The plateau teems with dense, waist-high bushes; some are topped with three-lobed flowers that exude a rich fragrance reminiscent of mulled jaffa cider.

There are tamack plants scattered across the plateau, but there is no danger of spore contamination until the next harvest cycle in 30 days. Swarms of harmless but irritating biting insects rise up out of the bushes when disturbed.

The tent is empty. Its door flaps sway in the gentle breeze and a nearby solar power converter is folded up for storage. Boot tracks are discernable around the tent, and the imprints from a freighter's landing gear can still be seen in the rapidly regenerating plant cover.

There is no one at the landing site when the characters arrive, although one squad of eight Aqualish mercenaries (employed by Hoogra-D'En) is watching this area from hiding. They are riding a young rormaroo (*Strength 2D*, walker-scale) that appears to be feeding with others of its kind several kilometers away.

The squad's mission is to watch over the tamack plants until Hoogra-D'En arrives to harvest the spore pods. The Aqualish are alarmed by the appearance of a ship, as they did not expect anyone; vacationing corporate parties never venture out this far.



If the characters land in an Imperial ship, scout the area on foot without giving Hoogra-D'En's prearranged signal (there's no way they would know about the signal), or otherwise linger in the area, the squad assumes that Imperial agents or bounty hunters have stumbled onto Hoogra-D'En's hiding spot.

The squad reports via a boosted comlink to Hoogra-D'En, who orders them to attack. Meanwhile, Hoogra-D'En orders the evacuation of his main base, which is several hundred kilometers away (in the lowlands).

When the mercenaries call, Brojtal's ship picks up the signal and pinpoints the receiving station (Hoogra-D'En's main base). Brojtal orders an immediate attack, triggering Episode Three, "Brojtal's Revenge." Characters monitoring for transmissions pick up the comlink transmission with a Moderate *sensors* roll; a Very Difficult total is needed to locate the receiving station (Hoogra-D'En's main base).

**Aqualish (Quara) Mercenaries.** All stats are 2D except: *Dexterity* 3D, *blaster* 5D, *dodge* 4D, *running* 3D+2, *survival: forest* 3D, *beast riding* 4D, *repulsorlift operation* 3D+2, *Perception* 3D, *con* 3D+2, *persuasion* 4D+1, *search* 3D+1. Move: 10. Blaster rifle (5D), blast vest (+1 energy, +1D physical), comlink, datapad, macrobinoculars, breath

mask, sealed protective suit.

For complete information on the Aqualish, see pages 13–14 of *Galaxy Guide 4: Alien Races, Second Edition*.

■ RORMAROO

Type: Gentle grazer

DEXTERITY 3D

Dodge 4D

PERCEPTION 3D

Search 5D

STRENGTH 2D-8D

Special Abilities:

*Camouflage:* Rormaroo carry abundant living vegetation on their backs. If next to a plateau, such as when drinking from a waterfall, they are indistinguishable from the plateau surface until they fly away.

*Armored head:* Their heads are heavily armored (+3D physical, +2D energy) and do STR+1D ramming damage.

Move: 18

Size: (Adults) 200-300 meters long; 60-100 meter wide heads; 40-80 meter wingspan, when completely unfurled.

Scale: Walker

Orneriness: 1D

**Capsule:** The rormaroo are large, dorsoventrally flattened animals. Their armored heads are split by wide mouths. Chambered, gas-filled wings run the length of their limbless bodies, which taper from head to tail. Two relatively small eyes sit on the sides of their heads.

Viewed from below, rormaroo resemble tan,



leathery snakes, but soil and vegetation accumulate on their backs as they grow, giving them the appearance of flying islands from above. They spend their days grazing on airborne pollen and insects, drinking from cliffside waterfalls, and lazily drifting about. Rormaroo feed in herds, but otherwise spend their time alone.

They are powerful creatures, able to carry many tons on their backs. The build-up of plants and soil helps protect them in their youth during winter mating battles. In old age, the decades of soil accumulation prevent them from climbing high enough to graze, and they slowly starve to death, sinking into the canyons far below.

Except for the occasional corporate hunting party, the docile rormaroo have no known predators. They make excellent riding beasts, as they are loyal and affectionate; some vacationing families have spent weeks camped on their backs, simply allowing themselves to be carried along for the ride. Rormaroo are immune to the effects of tamack spores.

### BATTLE TACTICS

The Aqualish mercenaries steer the rormaroo towards the characters. They open fire when in range, and then try to get the beast to sweep in low and force the characters off the cliff edge. If the characters incapacitate or kill any mercenaries, one falls from the back of the rormaroo onto the plateau and may be searched. An *Easy search* roll uncovers a datapad containing coordinates for a training camp in the lowlands. This is, in actuality, Hoogra-D'En's main base.

If the rormaroo is seriously injured, or if four or more mercenaries are incapacitated or killed, the squad disengages and flies away. They do not return to the main base, but instead travel to their field headquarters (a cave 12 kilometers away) and tend to their wounds. Overtaking them by ship is quite easy, and in their condition they will surrender if faced with starship weapons. A *Moderate intimidation* gets them to reveal the coordinates of the base or an *Easy search* of their equipment allows the characters to find a flimsiplast sheet with the base coordinates.

By the time the characters arrive at the main base to search for Hoogra-D'En, Brojtal's assault has already begun; see Episode Three, "Brojtal's Revenge."

## EPISODE THREE: BROJTAL'S REVENGE

If the characters captured any of the mercenaries, they know the location of Hoogra-D'En's main base and presumably head there.

If the characters do not visit Babel's landing site — meaning that Brojtal hasn't picked up the mercenaries' comlink call and he doesn't know

where Hoogra-D'En's base is — Hoogra-D'En eventually becomes nervous under the scrutiny of the orbiting Imperial ship and starts his evacuation. Brojtal's ship detects this activity and the Imperial attack begins.

If the characters are at the TaggeCo. starport, they hear reports that an Imperial ship is attacking a large paramilitary terrorist base located deep in the lowland rain forests.

If the characters are in their starship, they may spot the *Marduk* — Brojtal's Carrack cruiser — firing upon the planet, blasting the rain forest into bits.

A *sensor* scan of the area reveals no power sources, but the characters may intercept a comlink call from one of Hoogra-D'En's mercenaries which names the Ho'Din terrorist.

**The *Marduk*.** Capital-scale, *capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D*. Maneuverability 2D, space 8, hull 5D, shields 2D+2. Weapons: 10 heavy turbolasers (fire control 1D, damage 7D), 20 laser cannons (fire control 3D, damage 5D), 5 tractor beam projectors (fire control 2D, damage 4D).

For complete information on Carrack light cruisers, see pages 57-58 of *Imperial Sourcebook, Second Edition*.

The *Marduk's* ships include a drop-ship, a TIE/rc recon starfighter and two TIE/ln starfighters on its external docking racks; all of these ships are involved in the assault.

**Drop-ship.** Starfighter-scale, *space transports 4D+2, starship gunnery 4D+1, starship shields 3D+2*. Space 10 (during drop); 2 (on return flight), atmosphere 415; 1,200 kmh (during drop); 225; 650 kmh (on return flight), hull 4D, shields 1D. Weapons: 1 light laser cannon (not available during drop, fire control 1D, damage 1D).

**TIE/rc Recon Starfighter.** Starfighter-scale, *starfighter piloting 4D+1, starship gunnery 4D*. Maneuverability 2D, space 8, atmosphere 365; 1,050 kmh, hull 1D. Weapons: 1 laser cannon (fire control 2D, damage 4D).

**TIE/ln Starfighter.** Starfighter-scale, *starfighter piloting 4D+1, starship gunnery 4D*. Maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).

## THE BATTLE

The climactic scene uses the "Roleplaying Battles" rules on pages 130-135 of *Star Wars, Revised and Expanded*. Show the players the diagram of Hoogra-D'En's base when they arrive. The base, laid out in a rough triangle 400 meters on a side, consists of large camouflaged survival



tents (which serve as barracks), greenhouses, and bomb assembly and training areas. The only signs of high technology are three normally camouflaged heavy laser cannons.

**The Set-Up:** Hoogra-D'En orders an evacuation. There are 200 Aqualish mercenaries in his camp. Several things are happening as the characters arrive.

- The TIE fighters head in to attack the camp's defenses, while the drop-ship comes in to land and unload its troops.
- Hoogra-D'En begins heading for his escape ship, a freighter hidden in a shielded underground hangar just north of the camp. He has 10 mercenaries carry tamack plants and processed spore packets to the ship.
- Tergeth begins placing spore bombs around the base as booby-traps (Very Difficult *search* roll to detect without tripping them accidentally). Tergeth plans to join Hoogra-D'En on his ship after the booby-traps have been set up.
- Fifty of the mercenaries scramble for hidden tunnels which lead to the freighters hidden in the lake near the camp.
- The remaining mercenaries keep watch at the base's perimeter and power-up the heavy laser cannons.

Sub-Commander Brojtal directs the battle from the bridge of the *Marduk*.

**ENCOUNTERS**

Depending upon how the characters proceed, there are any number of encounters which they can participate in.

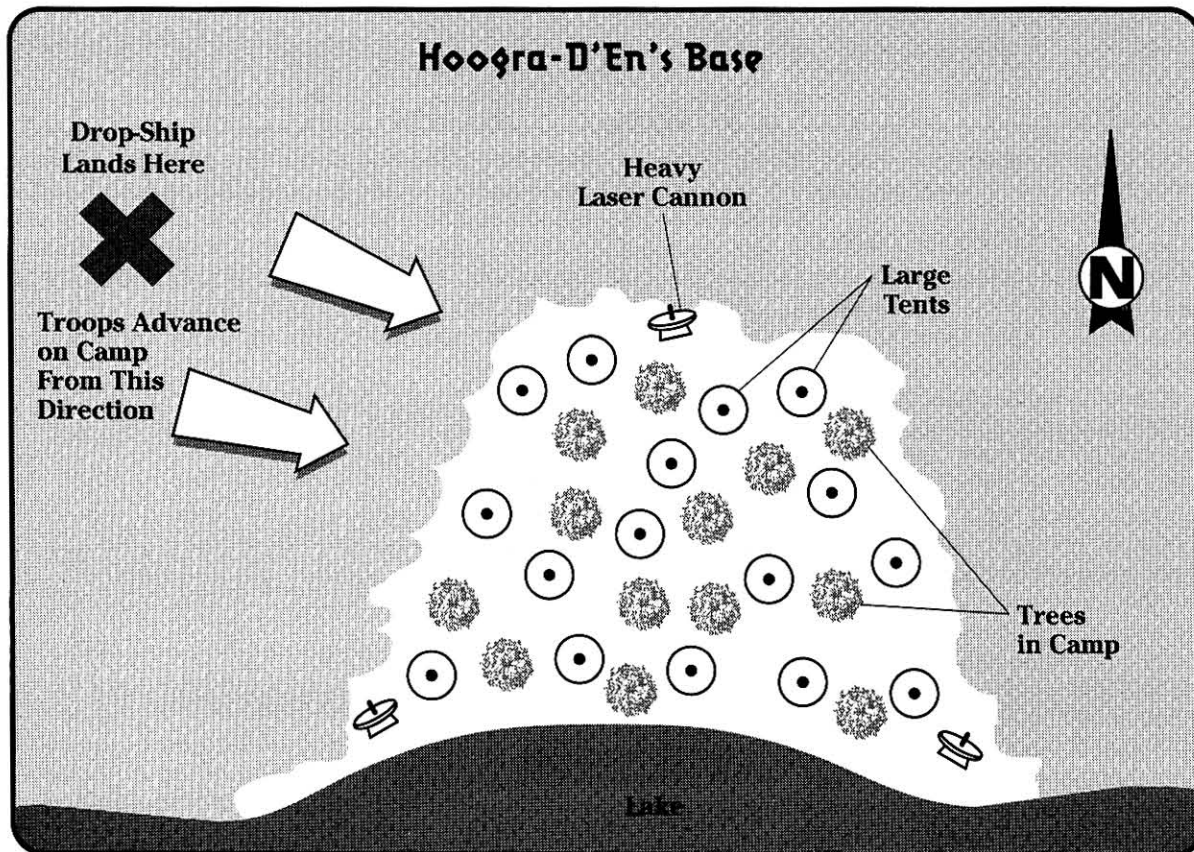
**TIE FIGHTER ATTACK**

The three TIE fighters sweep ahead to neutralize the defense lasers. The heavy laser cannons destroy the TIE/rc recon starfighter, but all three heavy laser cannons are taken out. The TIE/lns make three passes, strafing ground targets to soften the resistance before the drop-ship lands.

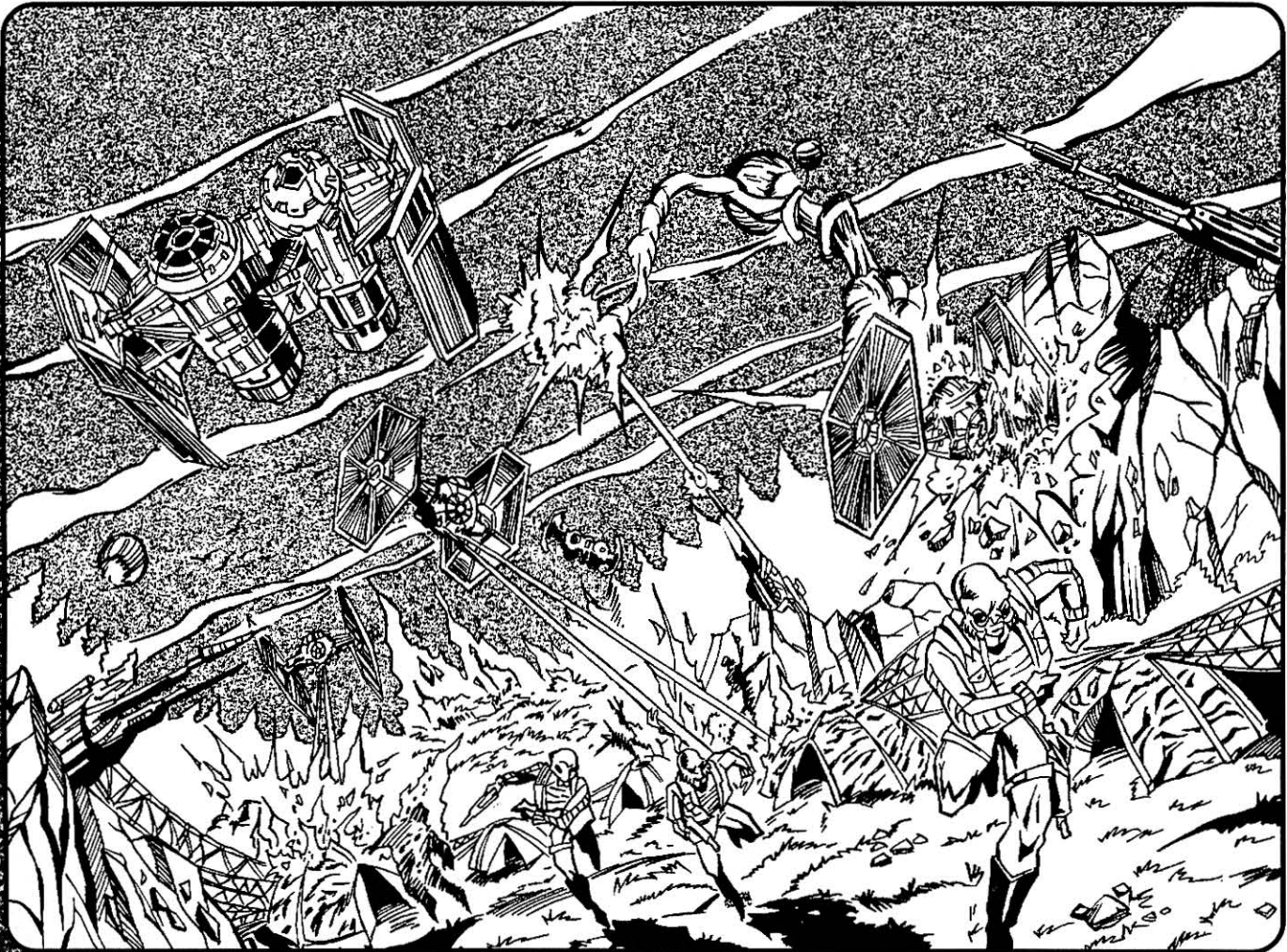
The characters may approach the TIE fighters; the TIEs do not attack unless fired upon by the characters. However, the characters are ordered away from the battle site and warned that they face arrest.

If the characters attack either the TIEs or the mercenary camp from their ship, the TIE/lns engage them and fight until destroyed. If the characters destroy any TIE fighters, the *Marduk* opens fire on their ship.

If the characters identify themselves as bounty hunters, Sub-Commander Brojtal orders them



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away from the scene, stating that they are “interfering in an Imperial military matter.”

**DROP-SHIP LANDING**

The drop-ship lands 200 meters out in the forest, disgorges the drop company, and blasts off for orbit. The Imperial troops advance on the camp and engage the mercenaries.

If the characters land a good distance from the battle and approach the base on foot, they are engaged by either two squads of Hoogra-D’En’s Aqualish mercenaries (16 mercenaries), or two squads of Imperial troops (16 troops), depending upon the route of their approach: check their route against the diagram of Hoogra-D’En’s base and the planned drop company advance during the attack. Note that the characters may come under fire from both sides if they wind up between the drop troops and the mercenaries.

The Imperial drop company has been briefed on Hoogra-D’En’s spore bombs. The troops are wearing sealed exposure suits and breath masks.

Unless the characters identify themselves immediately and follow the troops’ orders to

surrender and lay down their arms, the Imperials assume they are Hoogra-D’En’s mercenaries and open fire on them.

If the characters do bother to identify themselves, the Imperial troops comlink in to the *Marduk*; the troops are told to order the characters away from the battle scene and arrest them if they resist.

**Imperial Drop Troops.** All stats are 2D+1 except: *Dexterity 3D*, *blaster 4D+1*, *dodge 4D+1*, *grenade 3D+2*, *vehicle blasters 3D+2*, *survival 3D+2*, *repulsorlift operation 3D+2*, *Perception 3D*, *Strength 3D+1*, *brawling 4D+1*. Move: 10. Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), 3 grenades (5D), helmet comlink, survival gear, breath mask, sealed exposure suit, utility belt, Imperial medpac.

**MERCENARY ATTACK**

The mercenaries fall back, attempting to lure the Imperial forces into tamack spore boobytraps. If encountered, the mercenaries attack without warning and are unwilling to negotiate;



their orders are simply to eliminate all opposition.

If the characters land near the lake shore, they may encounter groups of mercenaries falling back to the escape tunnels.

If the characters capture a mercenary's comlink, they can listen in and find that Hoogra-D'En is loading up his hidden escape ship. If the characters decide to pursue the terrorist, cut to "Capturing Hoogra-D'En."

**Aqualish Mercenaries.** All stats are 2D except: *Dexterity 3D, blaster 5D, dodge 4D, running 3D+2, survival: forest 3D, beast riding 4D, repulsorlift operation 3D+2, Perception 3D, con 3D+2, persuasion 4D+1, search 3D+1.* Move: 10. Blaster rifle (5D), blast vest (+1 energy, +1D physical), comlink, datapad, macrobinoculars, breath mask, sealed protective suit.

### TERGETH'S BOOBY-TRAPS

Troops investigating the structures set off several spore bomb booby-traps, infecting anyone within 40 meters who doesn't have complete protection, such as a sealed suit and breath mask: any of Hoogra-D'En's mercenaries ... and possibly the player characters.

The characters may also set off a spore bomb if they're not careful.

**Spore Bomb.** Hoogra-D'En's spore bombs are built in a smooth cylinder, 25 centimeters in diameter and eight centimeters high, with three access panels. A timer may delay release up to 48 hours, or the bomb may be set to go off if disturbed or a trip wire is triggered. A *Difficult demolitions* roll is needed to deactivate the bomb.

The spore bomb is named after the microscopic spores of a fungi called tamack. This fungi is quite rare, having previously grown only on the colony world of Anemcoro; Hoogra-D'En transported this fungi to Pallaxides. Its spores infect through inhalation or absorption through the skin, and are often lethal.

The spore bomb has a blast radius of 40 meters, doing 6D damage. The blast radius represents the maximum outdoor dispersion if the bomb goes off in an open area. Beings without breath masks and sealed suits are affected by the spores for up to three hours after the bomb's detonation. Anyone suffering a wound or worse from the spores is infected and dies in 2D hours unless bacta treatment is initiated.

If the characters move quickly, they may have a chance to encounter Tergeth while he's setting up the last of the spore bombs or while he's running for Hoogra-D'En's escape ship. See the sidebar, "The Opposition" for information and game stats on Tergeth.

### CAPTURING HOOGRA-D'EN

If the characters head north of the camp or overhear about Hoogra-D'En's movements, they may have a chance to confront him before he reaches his escape ship.

Hoogra-D'En is laden with several spore bombs. He's willing to set one off, since he's immune to the spores but they're fatal to the characters.

Hoogra-D'En has 10 mercenaries with him. They are also carrying spore bombs and tamack plants, but they can drop them and pull their blasters quite quickly. Hoogra-D'En either tries to distract the characters, or he orders his mercenaries to attack so he has a chance to get to this escape ship. Hoogra-D'En may also use the comlink to summon more mercenaries to defend him.

Depending upon how you want to stage things, Tergeth may already be in the group, may show up at a pivotal moment (perhaps creating enough of a distraction to allow Hoogra-D'En to escape), or he may not show up at all.

You may also want to have an Imperial squad or two show up during the commotion. The Imperials' orders are simple: capture Hoogra-D'En alive and don't let anything stop them. However, Brojtal is willing to negotiate with the characters.

For Hoogra-D'En's stats, see the sidebar, "The Opposition."

### DEVELOPMENTS

Part of Hoogra-D'En's escape plan is to use two fleeing freighters as decoys. Two freighters lift off out of the lake, drawing fire from the TIE/Ins (if they're still flying), and from the *Marduk*. The characters have to decide what to do about the fleeing ships, as one may be carrying Hoogra-D'En (assuming they don't know about his escape plan).

The lift-off of the freighters creates huge clouds of scalding steam and large waves. Anyone within 150 meters of the lake's shore takes 4D damage from exposure to the super-heated water and steam. However, the steam clears the air of spores, so no more infections occur in this area unless another spore bomb trap is triggered.

The area is now *Difficult* terrain because the spongy ground becomes slick and soft. The water puts out any fires burning inside the camp.

If the *Marduk* hasn't already engaged in battle, it now opens fire on all enemy vessels.

According to the escape plan, Hoogra-D'En's ship, the *Batattis* (a modified Corellispace Gymsnor-3 freighter), blasts off from its hidden hangar north of the camp and makes a run for freedom, using the other two freighters as decoys. Hoogra-D'En flies along the tree tops for

### FAHLA PLANTS

Hoogra-D'En uses specially engineered *fahla* plants to confuse sensors and hide his freighters and power generators. There must be enough *fahla* plants to cover double the area of the object to be hidden: for example, disguising a five-meter-by-five-meter power generator (25 square meters) requires a 50-square-meter cluster of plants. *Fahla* plants add +1D to *sensors* difficulties for any sensors more than 20 kilometers away.

The *fahla* plants work by disguising tell-tale indicators that allow sensors to detect large quantities of metal and energy signatures indicative of power generators. *Fahla* plants require large quantities of water, so they are only effective in lakes, oceans, large pools and so forth.

several dozen kilometers before trying to climb up out of the atmosphere.

The *Marduk* fires upon the *Batattis* if not otherwise engaged. Unless the characters intervene, the *Marduk* destroys the *Batattis*.

**Batattis.** Starfighter-scale, *space transports* 5D, *starship gunnery* 4D. Maneuverability 2D, space 8, atmosphere 450; 1,300 kmh, hull 6D, shields 2D. Weapons: 2 heavy blaster cannons (fire-linked, fire control 2D, damage 6D), 2 laser cannon (fire-linked, fire control 3D, damage 4D).

However, Hoogra-D'En, Tergeth, and the tamack plants slip away in an escape pod under cover of the explosion; the pod drops into the middle of the rain forest. A search of the *Batattis*'s wreckage reveals that an escape pod is missing.

The characters can try to force the *Batattis* down or somehow disable the ship and board it. In addition to Hoogra-D'En and Tergeth, there are 10 other mercenaries aboard.

If the characters succeed in capturing Hoogra-D'En, Brojtal will negotiate, offering the characters the full bounty payment if they turn the Ho'Din terrorist over to him. Brojtal's offer is legitimate.

If the characters don't capture Hoogra-D'En and Tergeth within a few hours, they disappear into the forest. They make their way to the Tagge Company starport and secretly buy passage off-planet from an independent freighter captain.

### ADVENTURE REWARDS

In addition to any bounty reward, the characters should receive three to five Character Points for successfully completing the adventure; they

### ORT HOOGRA-D'EN

Twenty years ago, the Ho'Din colony world of Anemcoro was caught up in a vicious civil war between neighboring systems. Even though Anemcoro remained neutral in the conflict, it was the unfortunate site of many battles. In what was officially termed an "accident," several cities were hit by an Imperial barrage. The resulting wildfires swept through the colonies, destroying the layered forest-cities of the Ho'Din. The Ho'Din who escaped the firestorm will long remember the sight of their beautiful garden terraces going up in flames.

Hoogra-D'En's pet project on Anemcoro had been the cultivation of extremely rare plants in the hopes of reintroducing them into the wild on their native worlds. He had carefully spread out the farm plots to prevent natural disasters from ruining the project, but he did not foresee the destruction caused by the Imperial bombardment. Many of the plants he had been trying to save were lost to extinction in the firestorm. Hoogra-D'En collected the pitiful handful of plants that survived the fire and fled the colony. He found Pallaxides' atmosphere and climate to be suitable for his renewed work.

For a time, Hoogra-D'En was content to grow his plants, but he was haunted by the fires in his dreams. Hoogra-D'En held the Empire responsible for the extinction of uncounted plant species. When he discovered that tamack spores were lethal, he decided the time to take revenge had arrived. In their natural state, the spores are infectious for only thirty minutes while airborne. If they do not find an organic source by that time, they die. Hoogra-D'En developed a process to keep the spores lethal for three hours after their release into the air.

Hoogra-D'En was able to barter his medicinal knowledge for ships and supplies, eventually assembling a small army of spies and mercenaries to assist in his plans. Babel Senjorg, a prominent merchant with connections in low places, had been suffering from a fatal disease when Hoogra-D'En developed a treatment for him. He was forever grateful to the Ho'Din miracle worker and was a courier for several of Hoogra-D'En's bombs.



THE OPPOSITION

■ ORT HOOGRA-D'EN

Type: Ho'Din Terrorist

DEXTERITY 2D

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

KNOWLEDGE 3D

Alien species 5D+2, intimidation 5D+1, scholar: botany 9D, streetwise 7D+1, survival: rain forest 8D, value 6D+2, will-power 6D

MECHANICAL 2D

Beast riding 6D+2, repulsorlift operation 3D+1, sensors 4D+2, space transports 5D, starship gunnery 4D

PERCEPTION 4D

Bargain 7D, command 8D, con 5D+1, forgery 5D, hide 6D+2, persuasion 8D+1, search 6D+1, sneak 10D

STRENGTH 2D+2

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

TECHNICAL 3D

Armor repair 5D, blaster repair 4D+2, computer programming/repair 6D+2, demolition: mine 8D+1, droid repair 4D+1, first aid 5D, first aid: Ho'Din herbal medicines 6D, repulsorlift repair 3D+2, security 8D

Special Skills:

Knowledge skills:

Ecology: *Moltok*. Time to use: at least one hour. The ability to recognize and identify the countless plants on Moltok.

Scholar: *Botany*. Time to use: at least one hour. Hoogra-D'En can work wonders in botanical science, creating new medicines from common plants, saving plants on the verge of extinction, and cross-breeding plant species to achieve new and fantastic characteristics, often within one or two generations. Unknown plant species may be quickly identified as to their qualities and research value.

Technical skills:

First Aid: *Ho'Din Herbal Medicines*. Time to use: at least one hour. The ability to use Moltok's various medicinal plants for healing and disease control.

Force Points: 1

Character Points: 8

Move: 13

Equipment: Heavy blaster pistol (5D), sword (STR+1D), utility belt with botanical sampling and scanning devices, comlink, three customized spore bombs, camouflage jumpsuit.

TERGETH DILORR

Tergeth Dilorr was an Imperial military conscript who became disenchanted with life in the Navy and eventually jumped ship, drifting from planet to planet. After years of moving from place to place, Tergeth signed on with Hoogra-D'En's group for the pay and soon came around to the Ho'Din's point of view concerning the Empire.

Tergeth believes that he should be working with the Rebellion though he doubts he can convince the Ho'Din to use his talents to aid the Alliance.

**Tergeth Dilorr.** All stats are 2D except: *blaster 4D, streetwise 4D, survival 3D+2, space transports 6D+2, starship gunnery 4D, bargain 3D, Technical 4D, capital ship repair 7D+2, demolitions: mine 7D, droid programming 5D+1, droid repair 6D+1, security 5D, space transport repair 7D+2, starship weapon repair 7D.* Move: 10. Heavy blaster pistol (5D), tool kit, comlink.



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should only receive one or two Character Points if they didn't capture Hoogra-D'En.

The characters may be able to sell the sensor-deflecting fahla plants to the Rebellion or a private company. This could be worth almost as much as the bounty on Hoogra-D'En, although if the Empire learns of this, it confiscates the plants, offering a minimal "finders' fee" of about 5,000 credits.

### EPILOGUE

Sub-Commander Brojtal receives a promotion if he captures Hoogra-D'En and his mercs. Later,

news reports indicate that the "infamous terrorist Ort Hoogra-D'En died while in Imperial custody, apparently due to injuries suffered during his capture."

If Hoogra-D'En escaped during the battle, the bounty is still good on him and he's more determined than ever to put a stop to the Empire's actions. He continues his attacks throughout the Outer Rim Territories.

Perhaps someone else learns of the tamack spores and starts using these bombs. The characters may be called to capture this new terrorist because of their experience with these dangerous devices.



# ABREGADO-RAE INTRIGUE

The characters have come to Le Yer, a small resort town on the planet Abregado-rae. There, they are hired to rescue Brinaloy N'Vaari, the fiancée of Provincial Governor A'jidre Skrigatov (better known as "Skrig"). Brinaloy has gone into hiding because she is facing threats and attacks from a Rodian gangster named Malkoi, who wants to unseat Skrig in upcoming local elections. However, it soon becomes clear that there's much, much more to Skrig than meets the eye ...

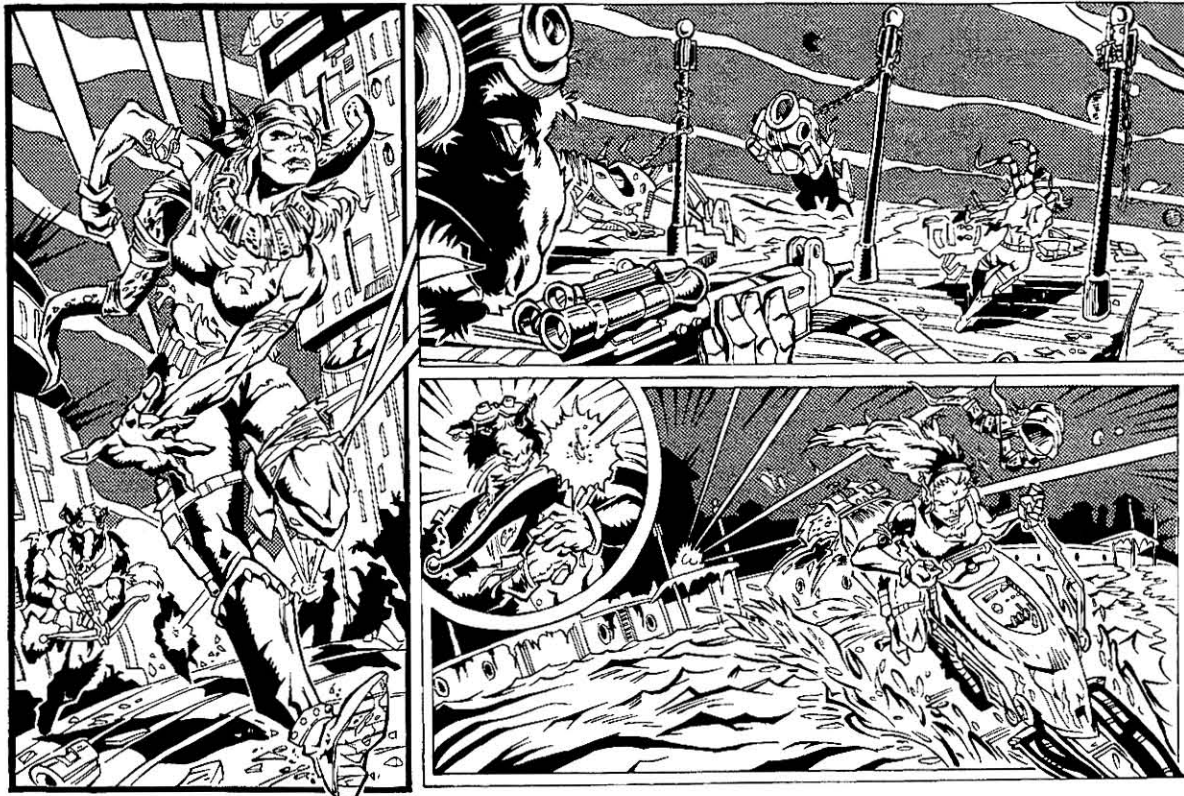
**Abregado-rae.** A shabby manufacturing world in the Core, Abregado-rae is lightly populated (40 million residents) and fairly unremarkable; it seems more like a remote Outer Rim planet. It's known for an active smuggler community, but in outlying places like Le Yer, there's not much

profit in the business. For more information on Abregado-rae, see *The Thrawn Trilogy Sourcebook*, page 108.

## EPISODE ONE: IN TROUBLE ALREADY

**Staging Tips:** The characters are in the resort town of Le Yer, presumably tracking down some other bounty ... perhaps an errant smuggler wanted for dumping a cargo of spice. It's up to you whether or not this preliminary bounty hunt is successful.

Le Yer is a beautifully manicured coastal resort town. The vegetation is vibrant and the pace of life is slow: people are given to mid-afternoon



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# WANTED

## ALIVE

**Name:** Brinaloy N'Vaari

**Species:** Devaronian  
**Sex:** Female      **Age:** 26  
**Homeworld:** Abregado-rae

**Bounty:** 6,000 credits

### Known Associates

Provincial Governor A'jidre Skrigatov (fiancé), Chelah Voh (resident of Le Yer)

### Classification

Local

### Application Conditions

Alive and uninjured, within five days of initial posting.

### Determent

Injury to bounty shall result in severe deductions from bounty reward.

### Crimes

None.

### Originator

Provincial Governor Skrigatov

### Receiver(s)

Provincial Governor Skrigatov's offices

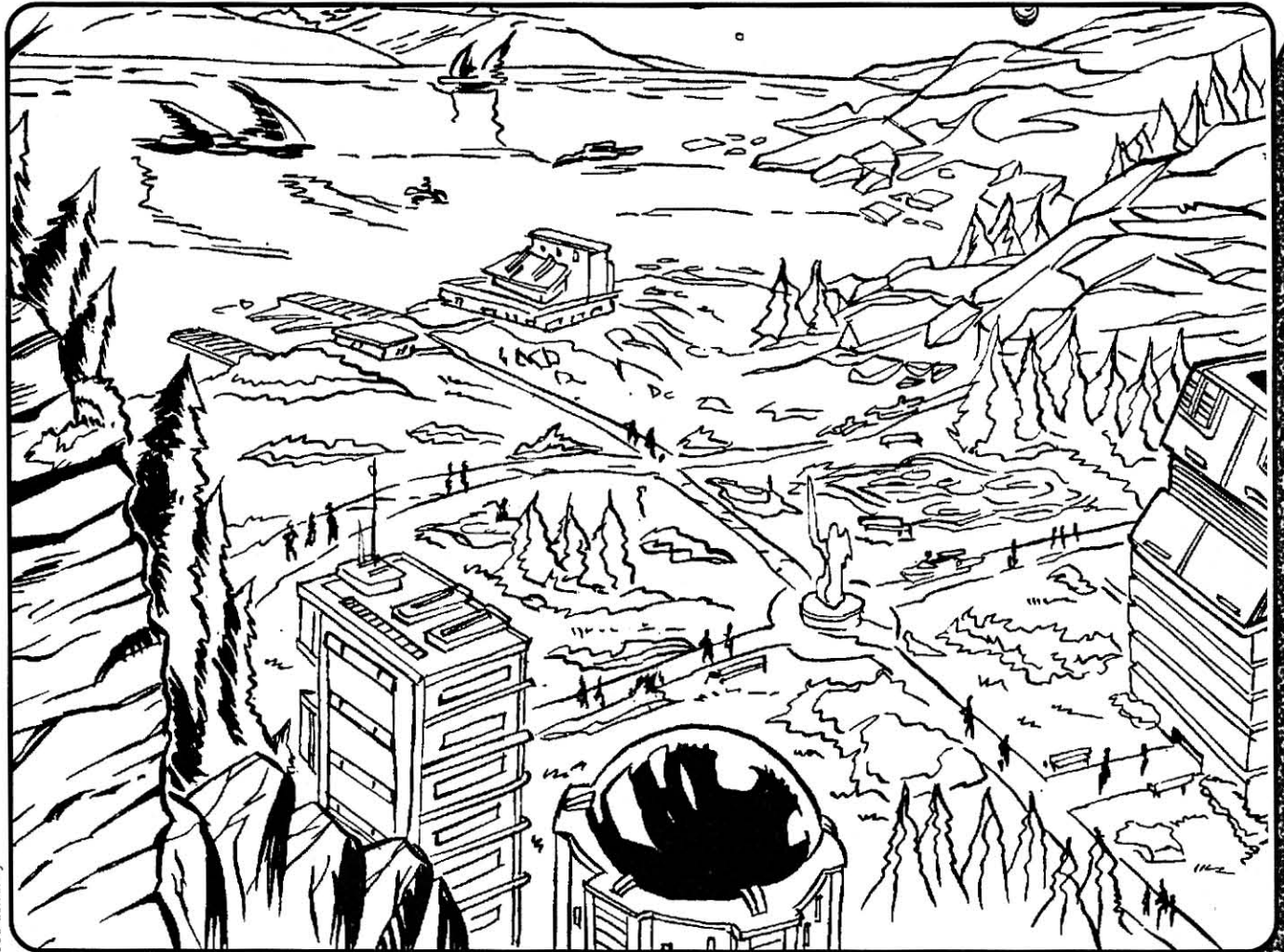


### Brief

Brinaloy N'Vaari has gone into hiding because of threats from criminal gangsters intent on removing Provincial Governor Skrigatov from office. She must be returned safely to the Governor.







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naps and leisurely walks along the old boardwalk. People calmly wander around town, relaxed and apparently unarmed. At the center of town is a very large plaza with a few vendors and plenty of benches scattered about the beautiful gardens.

While going about their business, the characters are interrupted by an earnest young police officer; they are in a very public spot, with plenty of onlookers.

"Excuse me," the officer begins, "but I have an outstanding warrant for your arrest. I suggest you come along quietly." The characters may protest, but a quick look around reveals that there are several other armed officers within earshot. If asked what the charges are, the officer notes, "Several violations of Le Yer's ordinances, including Sections 40251A and 40257C: 'operation of an illegally modified starship' and 'possession of illegal or unregistered weaponry and equipment.' Because of the severity of these offenses, the combined penalty is seven years indentured servitude in a mining colony."

**Police Officers.** All stats are 2D except: *brawling parry 4D, melee combat 3D, melee parry 3D, brawling 4D.* Move: 10. Stun baton (5D stun or STR+1D), stun blaster (0-5/10/20, 4D stun), comlink, padded vest (+1D physical, +1 energy).

If the characters choose to resist, the guards open up with their blasters (set on stun), probably downing the characters in a matter of seconds.

The characters are escorted to the local constabulary, where their weapons are confiscated. Rather than being tossed in a cell, they are left alone in a small office.

Eventually, a rather robust Devaronian, draped in the finest attire, calmly walks in and seats himself. Self-assured and confident, he begins. Read aloud:

**"Gentlebeings, I have a proposition for you. I have a problem and I believe you may be part of the solution.**

**"My name is A'jidre Skrigatov. I'm a person of some importance, with many connections in**

the community. I am running for reelection as Provincial Governor of Le Yer and the election is only a few weeks away. I had arranged a marriage between myself and the granddaughter of the previous Governor. She is the last of a well-respected and popular family; I felt certain that the marriage would guarantee me victory in the election.

"Yesterday, my bride-to-be disappeared. The wedding is in five days. The local police have been unable to find her. My own associates, while skilled in many areas, are not well-suited to tracking down missing persons. I suspect foul play on the part of my rivals and I worry about my beloved's safety.

"Fortuitously, you are here ... but you have your own dire predicament. Coincidentally, I can help. I am willing to pay you 6,000 credits to return my bride-to-be — intact and healthy — within five days. If you are interested in my offer, I'm certain I can arrange for your current situation to fade away. I do sincerely hope you find this acceptable, otherwise I might have to use my influence with the local officials to speed you towards a short, efficient trial and a lengthy sentence."

It is up to the characters to either accept the deal or plan their own jailbreak and escape.

The characters may try to bargain the bounty payment higher. Because time is short, Skrig is willing to increase the payment; have the characters make an opposed *bargain* roll. If they beat Skrig by one to three points, he offers 6,500 credits. If they beat Skrig by four to six points, he ups the total to 7,000 credits, while beating him by seven or more points means he offers 8,500 credits.

If the characters refuse Skrig's offer, he simply shrugs and has the police throw them in a cell. As he departs, he offers, "Should you change your minds, let one of the guards know and we shall speak again."

Particularly stubborn characters may flatly refuse the offer and plan a jailbreak. At your discretion, the characters may be able to pull this off ... or, more likely, Skrig "allows" them to escape as part of a set-up. While the characters are incarcerated, the police drain the power packs on their weapons and affix homing beacons to their equipment. Their ship (if docked at the spaceport) is impounded and heavily guarded. Just as the characters think they've escaped, they're soon surrounded by police officers. Skrig arrives and reissues his offer, pointing out that "it would be a shame if you were killed while resisting arrest."

■ **A'JIDRE SKRIGATOU**

Type: Crime Lord  
DEXTERITY 3D  
Blaster 5D, dodge 5D+1

**KNOWLEDGE 3D+2**

Alien species 4D+2, bureaucracy 5D, business 4D+2, cultures 4D, intimidation 5D, streetwise 5D+2, survival 4D

**MECHANICAL 2D**

Repulsorlift operation 4D+1

**PERCEPTION 3D+1**

Bargain 4D+2, command 5D, con 4D+2, persuasion 5D+1, sneak 5D+1

**STRENGTH 3D**

Stamina 4D+1

**TECHNICAL 3D**

Computer programming/repair 4D+1, security 5D

Force Points: 2

Dark Side Points: 2

Character Points: 8

Move: 10

Equipment: Fine clothes, blast vest (+1D physical, +1 energy), heavy blaster pistol (5D)

**Capsule:** A tall, powerfully built Devaronian with long, slightly curving horns, A'jidre Skrigatov is a memorable figure. He has ruled Le Yer's underworld for many years. Five years ago, he engineered the assassination of Provincial Governor N'Vaari and managed to get himself elected to the position. Given this legitimate front, he rapidly expanded his underworld operations until he controlled the town and the police force. Skrig moves slowly and carefully, with every action planned in advance. He manages his criminal empire by favors and coercion. He enjoys manipulating others into doing his work for him.

His sole redeeming feature is his sense of honor. Skrig does not cheat those in his employ and he keeps his bargains. However, those who cross him are quickly and ruthlessly eliminated; he holds grudges forever. While he speaks politely, A'jidre Skrigatov is a cold-hearted criminal. He just as calmly orders murder, arson, and torture as he does a fine meal.

**THE DEAL IS STRUCK**

Once the characters have accepted his offer, Skrig gives them the following information. Read aloud:

**"My fiancée is named Brinaloy N'Vaari. She may have been kidnapped by my rivals or be in hiding, fearing for her life. Politics in Le Yer often has an unpleasant side to it and I fear she may have been startled by the lengths some will go to in order to prevent my victory. Whatever has occurred, she is to be returned to me unharmed. If she ends up requiring medical attention, all costs will be deducted from your reward — and I will be most unhappy.**

**"I expect professionals such as yourselves to handle whatever matters arise without endangering my fiancée. Brinaloy can be very feisty — as are most Devaronian women — so guard well how you handle her. Is there anything else you need to know?"**

This is an opportunity for the characters to question Skrig. He will answer any reasonable questions. If asked about matters not mentioned



in the adventure or not useful for finding Brinaloy, he will either claim not to know the answer or say the matter is none of the characters' business.

If asked about his rivals, he reveals:

**"There are several smaller concerns that would like to see me lose the election, but my major opponent is Malkoi. He's an overweight Rodian with a lot of trigger-happy friends. He and his cronies settled here a couple of years ago and have been making life miserable for everyone. He's finally making his move; he and his Rodian thugs are causing a lot of tension behind the scenes, while his puppet candidate lies to the people. Sooner or later, it's going to come down to Malkoi or me — and I don't plan on going away.**

**"The last thing Malkoi wants is for Brinaloy to come back; his gangsters will probably shoot her on sight. I'd be extremely wary of any Rodians if I were you."**

If asked about Brinaloy's friends or contacts, he reveals:

**"Brinaloy's closest friend was a Ho'Din named Chelah Voh. They have been friends since childhood. My men have already spoken with Chelah and she has provided no useful information, but you are welcome to question her yourself."**

If asked about Brinaloy's interests or places she frequented, he says:

**"She loved her repulsorlift sled. An Aratech Swift 3 in flaming crimson with black racing stripes — it was her pride and joy. I had paid a considerable sum to have it updated and outfitted with all of the latest modifications.**

**"Brinaloy also had an apartment; it is nearby. My associates have already looked it over, but you are welcome to see for yourself."**

Once the characters are done asking questions, or if they probe into an area not outlined above, Skrig cuts off the conversation with a wave. He offers them a datapad:

**"This datapad contains what information I have — so far it has proven useless — but I expect you will bring a fresh insight to the hunt.**

**"Friizt, one of my good friends, runs the Triple Nova Casino; he will be your contact in this matter. I expect you to keep him posted as to your whereabouts. Should you need anything or have more questions, Friizt will deal with it. I must return to the campaign trail. I expect my fiancée returned to me safely within five days. You are dismissed."**

Skrigatov hands one of the characters the datapad and they are escorted to the street by two guards. The datapad contains the bounty posting for the return of Brinaloy (show the play-

ers the bounty posting). Separate files include the addresses of the Triple Nova Casino, Brinaloy's residence, and the home of Chelah Voh.

If the characters decide at this point to leave Le Yer, they find that Skrig has arranged for any attempt to leave to be foiled. Their ship has been quarantined pending inspection for hostile microbes, or impounded for lack of duty-payment. Booking passage on outbound ships is denied since they are listed as suspects in a pending criminal investigation. They are trapped until Skrig has his bride back.

## THE TRIPLE NOVA CASINO

The Triple Nova Casino is a loud, gaudy place. Gamblers and revelers of all species crowd around the dozens of flashy game tables. Guarding the casino are a dozen tough-looking Devaronians in expensive clothes. An *Easy search* or *Perception* roll means characters spot the blasters concealed beneath their clothes. This is obviously not a place to make trouble.

**Devaronian Bouncers.** *Dexterity 3D+1, blaster 4D+2, dodge 5D, melee combat 4D+1, Knowledge 3D, Mechanical 2D+2, Perception 3D+1, Strength 3D+2, brawling 4D+1, Technical 2D.* Move:10. Blaster carbines (5D).

As the characters enter, the doorman directs them to Friizt, the Herglic in charge of casino operations. Friizt guides the characters to a back table and offers to buy them a drink.

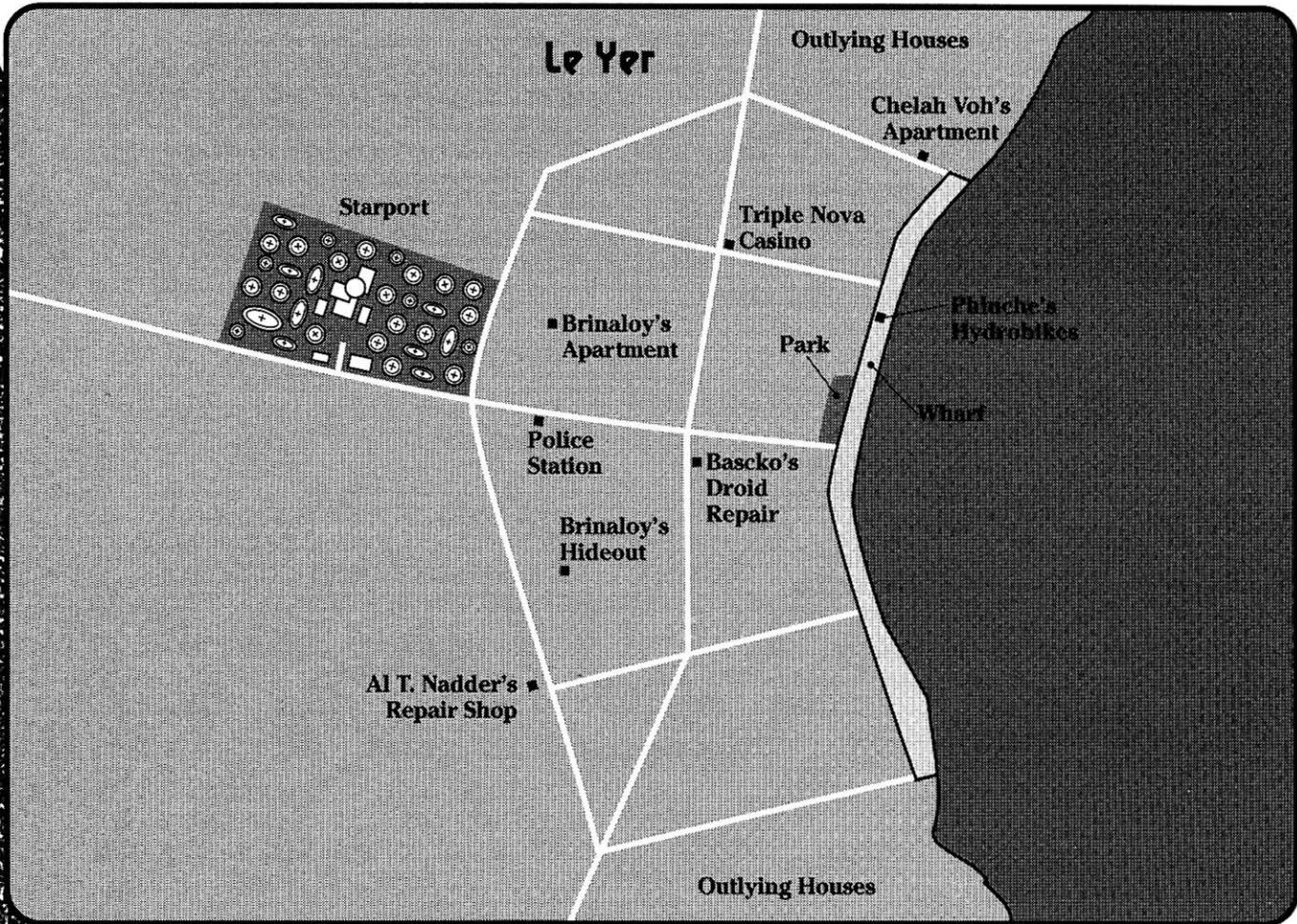
Friizt is a huge Herglic with shifty eyes and a nervous twitch. He is very loyal to Skrig. He has no leads that Skrig has not already provided.

If the characters need or desire equipment, Friizt provides up to 500 credits worth of standard equipment — anything off the weapons or equipment list in *Star Wars, Revised and Expanded* — provided the characters can justify why they need the items.

If the characters ask for information, Friizt is closed-mouthed and unhelpful unless the characters can convince him that they are wholeheartedly in favor of Skrig winning the election. Once cajoled properly, he reveals the following:

**"Skrig's got himself in a bind. Elections are coming up again, and he's not too keen on losing his seat as Provincial Governor. The Malkoi Gang is coming on strong this time, and it's looking like one of Malkoi's Rodian stooges stands a good chance of winning. I tell you, the voters around here are a bunch of easily led nerfs ... they'll believe any lies you feed them.**

**"To rally support, Skrig was going to marry Brinaloy N'Vaari, granddaughter of the late Governor N'Vaari. Skrig's marriage would have**



Stephen Crane

locked in popular support since the old boy and his family are still well-liked. But just yesterday she ups and vanishes. She must be frightened out of her wits by those green-skinned bullies.

"We've got to get her back for the wedding, plain and simple. You think Skrig is bad now, you should see what he's like when he loses. I don't think Malkoi's got her — he's got too big an ego to keep that under wraps. I think she's hiding somewhere until Skrig and Malkoi are done fighting it out. Then, she'll show up and take over the whole works herself. That'd be my bet."

If the characters ask for help, Friizt explains:

"All of our people are busy working on the election. Do you know how much effort it takes to 'handle' something like this? That's why Skrig was so set on getting bounty hunters. I mean, this sort of thing is what you people are good at, isn't it?"

Once the characters are done dealing with him, Friizt leans forward:

"Skrig doesn't take to losing well, if you get my drift. On the other hand, he pays generously and

has a lot of people who owe him favors. Good things could come your way if you pull this off. Skrig's got the police on his side, but don't get too loud or flashy with those blasters or even he won't be able get you out of trouble. Bear in mind that this is a business we run here; a lot of dead people and blown-up buildings won't go over too well at the polls. Skrig wants Brinaloy back, alive, and in good shape, as soon as possible. Let me know how things are going. If you need any more information, contact me here."

Friizt finishes his drink, pays the tab, and encourages the characters to get moving.

**Friizt.** *Dexterity 2D+1, blaster 4D+2, brawling parry 5D, dodge 5D, Knowledge 2D+2, Mechanical 3D, Perception 3D+1, con 4D+1, Strength 4D+2, brawling 4D+1, Technical 2D.* Move: 6. Special Abilities: Natural armor (+1D to resist physical attacks). Heavy blaster pistol (5D).

## EPISODE TWO: ON THE TRAIL

The characters have two options for investigation: Brinaloy's apartment, or meeting Brinaloy's



friend, Chelah Voh. Through careful investigation, they discover Brinaloy's trail.

### BRINALOY'S APARTMENT

A large, clean building sports three huge apartments, one to each floor. There is no security in the building; the characters may walk right into the lobby. A glance at the directory shows that Brinaloy has the topmost apartment.

Upon reaching the top floor — either by stairs or turbolift — the characters see a hallway and a single locked door. If the characters listen at the door, a Moderate *search* or *Perception* roll means they hear the sounds of movement from inside the apartment. A Moderate *security* roll is required to open the lock; if a character makes the roll by more than eight points, he or she notices that it seems that someone has already tried to pry open the lock. The characters can also try the outside fire escape, climbing up to the bedroom windows.

If the characters are quiet — make Very Easy *sneak* rolls while trying to open the door — inside the plush living quarters are two startled Rodians in the process of ransacking the place. The Rodians do not hesitate, drawing their blasters and attacking at once. At the sounds of combat, two more Rodians step out from the bedroom and join the fight. If the characters were quiet while using the fire escape, they see the two Rodians in the bedroom, but cannot see into the living room from outside.

If the characters make a significant amount of noise — failed their *sneak* rolls — the Rodians already have blasters aimed when the door is opened.

(The Rodians aren't being too cautious since they don't expect anyone else to show up here, but they're also being reasonably careful since they are trespassing.)

**Rodian Thugs.** *Dexterity* 3D+2, *blaster* 5D, *dodge* 5D, *melee combat* 4D+1, *Knowledge* 2D+2, *Mechanical* 2D+2, *Perception* 3D+1, *Strength* 3D+2, *brawling* 4D+1, *Technical* 2D. Move:10. Blaster pistol (4D).

As long as two or more Rodians are standing, they continue the fight; once only one is left, he tries to make his escape or give up if the characters demand surrender. If questioned, the Rodians do not betray Malkoi, but a Moderate *intimidation* roll gets them to tell what little they know: Malkoi does not have Brinaloy, but has his thugs looking all over town for her. If she is found, the Rodians have orders to kill her quietly. Malkoi wants his candidate to become Provincial Governor and he does not need Brinaloy complicating things.

After questioning a Rodian, the characters can

turn him over to Skrig or the police, or let him go. The Rodian is quick to point out that he'll probably "disappear" while in police custody.

Of course, the Rodian shows no gratitude or loyalty if set free — he tries to race back to Malkoi to give him a description of the characters and tell him that they're working for Skrig.

Once the characters get an opportunity to look the place over, it becomes apparent that the apartment has been trashed. A Moderate *search* roll reveals that it has been torn apart more than once. There are no clues here.

### CHELAH VOH'S HOME

Chelah Voh lives in a well-kept apartment surrounded by large flowering bushes and shrubs. She is a tall, slim Ho'Din with a shy, withdrawn manner. If the characters come to her door toting guns and in heavy armor, she reacts harshly, thinking (correctly) that they are more of Skrig's thugs hunting for her friend.

**"I can see Skrig doesn't listen too well. You can go back to your boss and tell him he doesn't run the whole town yet. I don't know where Brin is, but I'm glad she got away and I hope you goons and your slimy boss never find her!"**

With this, she slams the door.

If the characters approach her home in a low-key manner, she will be willing to listen while they state their business. If they mention they are working for Skrig or are hunting for Brinaloy, she reacts as before.

If the characters break into her home and threaten her, Chelah does not talk. Friizt and some his thugs have already pressured her and she told them nothing. A Heroic *intimidation* roll is needed to break Chelah.

However, if the characters present some credible story — smugglers trying to help Brin escape, or off-planet friends trying to bail her out of trouble — they may get further. A Moderate *persuasion* or a Difficult *con* roll convinces Chelah that the characters are trying to help Brinaloy (assuming the characters *aren't* dressed as bounty hunters; if they're toting weapons and armor, they get no help no matter what they say).

Once convinced, Chelah admits to having no idea where Brinaloy is hiding, but she does offer the following. Read aloud:

**"I'm so glad you're here to help. After Skrig killed her grandfather and took over, Brin was afraid she'd be the next to die — but now Skrig is forcing her to marry him! She hates him and now she has nowhere to turn at all! The police are all in Skrig's pocket and that nasty Malkoi and his Rodian killers will do anything to take power. I'm glad Brin managed to get away from Skrig, and I'll bet she's in hiding somewhere.**

“Brin spent years studying to be an actress; she got to be pretty good at impersonations. Her family all thought that was beneath her station, so she kept it quiet. She had her own little apartment somewhere in town ... called it ‘her hideout.’ She’d keep her

makeup and props there; she’d use the place to change before going home from whatever show she was in. I don’t know where the place is but—oh! Brin gave me a claim ticket for her droid and asked me to pick it up after it was fixed! Here you go, the droid might know things I wouldn’t!”

If the characters don’t earn Chelah’s trust but somehow get inside her apartment—or use macrobinoculars to peer inside the apartment—a character making a Moderate *search* roll (if inside the apartment) or a Difficult *search* roll (if using macrobinoculars) spots the claim ticket.

The ticket is a small dataplaque labeled “Bascko’s Droid Repair,” with an address and a claim number. If the characters grab the ticket or memorize the claim number, they can retrieve Brinaloy’s droid.

While she cares about her friend deeply, Chelah knows she is of little use in a fight and so will not go with the

characters or offer them any more help.

**Chelah Voh.** All stats 2D except: *Knowledge* 3D, *business* 4D+2, *Perception* 3D+1. Move: 10.

### BASCKO’S DROID REPAIR

A bustling business on the main street of Le Yer, Bascko’s can be easily recognized by the six deactivated droids standing outside. Entering the shop, the characters must wind their way through a maze of disassembled and semi-functional droids to get to the counter, behind which is Bascko, a hyperactive and always fussing Verpine. He’s busy soldering away at a rusty verbobrain. As the characters approach, he looks up with a chirped, “What is I do for you?”

If the character’s present the claim ticket or number, Bascko asks for 150 credits for repairing the droid. He lists the repairs — “burned-out metatarsal actuator, wear on gyro-stabilizer balance points, and one oil bath” — without even looking at the bill.

Once the fee is paid, the Verpine points them to a silvery attendant droid standing quietly in one corner; he hands them the controller for the droid’s restraining bolt. If the characters ask who dropped the droid off, the Verpine looks up for a moment and waves his antennae. “A very rude Twi’lek. Pulled up in green sled. Dropped droid off, left some credits, and vanished. Very hasty. Very impatient.”

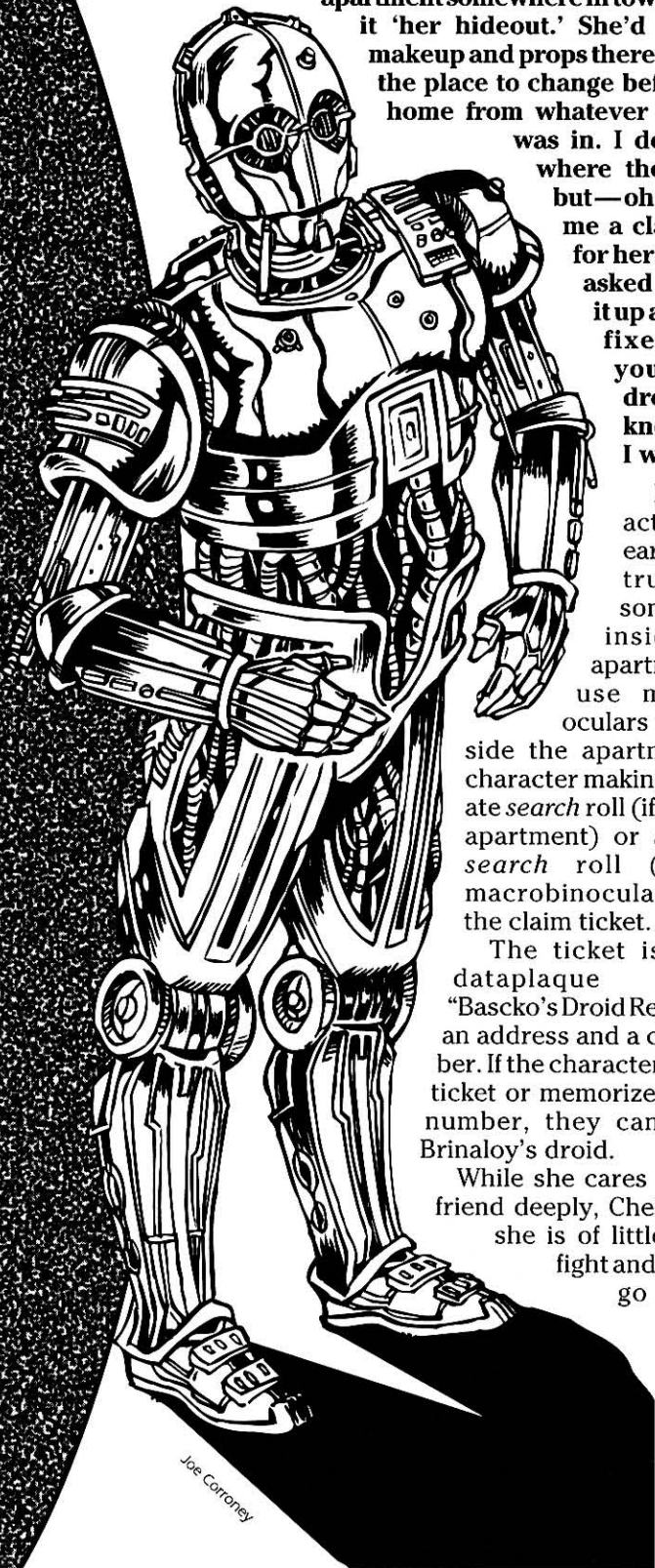
The silver attendant droid is similar to a 3P0 protocol droid, only shorter and a little more stocky. Right now it leans forward, obviously deactivated. When turned on with the control unit, the droid springs to life, straightening out and standing up sharply. “Miss Brinaloy, I must say ... oh, oh my! Where is Miss Brinaloy?”

If the characters introduce themselves, or explain the situation, the droid looks them over quickly. Read aloud:

**“I am MK221, Miss Brinaloy’s attendant droid. I have served the N’Vaari family for five generations, and am programmed to provide all the necessities and companionship a growing child needs.”**

MK221 does not know where Brinaloy is, but it knows from its internal clock that it was dropped off yesterday. If questioned about Brinaloy, the droid does not answer, nor can it be compelled to. “I could not divulge that information. My mistress’s privacy is her greatest concern.”

No matter what tack the characters take, the droid will not talk. However, a Moderate *droid programming* roll allows the characters to overcome MK221’s implanted conditioning and have the droid regard them as fellow “wards.” It may occur to the characters to have Bascko perform





this act; if they ask him, he wants to see a copy of the ownership datadocuments and 1,000 credits. (The documents are at Brinaloy's apartment, but several hours of *searching* are needed to find them in the mess.)

The reprogrammed MK221 reveals the following:

- Brinaloy maintains a small apartment in town. MK221 can easily guide the characters there.
- Yesterday, when MK221 was dropped off at the droid repair shop, Brinaloy dressed up as a Twi'lek. She took MK221 to a garage and picked up her repulsorlift sled, drove the droid to the shop, and deactivated it.
- The garage was Al T. Nadder's Repair Shop, and the repulsorlift sled was green, not her usual red one.
- MK221 has no idea where Brinaloy is, but wants to find her right away.
- The droid knows nothing about Skrig or Malkoi, and does not involve itself in its wards' personal

lives, although it does know that Brinaloy has been very depressed recently.

The characters can have the droid take them to Brinaloy's hideout or to the garage. The droid insists on accompanying them in the search for Brinaloy because the characters "look like rough playmates. Miss Brinaloy may need someone to watch out for her."

Along the way, MK221 treats the characters like children under its charge. It insists they refer to it as "Emmy-Kaye" and lectures them on manners and good etiquette as they go. Imagine C-3P0 as a nanny and you'll get the picture.

Some examples:

- "Sit up straight."
- "That's hardly polite."
- "There's no excuse for a fight. Apologize and shake hands."
- "Mind your manners."
- "You're slouching again."



Joe Corroney

- “Don’t be so negative.”
- “It’s much too late for you to be out. I insist we head home immediately.”

The only way to stop Emmy-Kaye from mothering the characters is to deactivate it.

**MK221 (Emmy-Kaye).** *Dexterity 2D, running 2D+1, Knowledge 2D+2, alien species 3D, cultures 3D, languages 3D+1, Mechanical 1D+1, communications 4D, Perception 1D+1, injury/ailment diagnostics 2D, Strength 1D+1, Technical 2D, first aid 6D.* Move: 8.

### AL T. NADDER’S REPAIR SHOP

This is a large garage and repair facility on the outskirts of Le Yer. Nadder is a talented Devaronian mechanic. He is currently working outside his shop on a speeder bike’s repulsor drive, with his back to the street; he mutters to himself as he works. When the characters approach him, he jumps up, startled, but quickly recovers and says, “How can I help you?”

If questioned about a Devaronian female, Nadder says he hasn’t done business with anyone matching that description. If asked about a sled — or if the players seem to be floundering — he mentions that his only customer in the past few days was a slim male Twi’lek. He dropped by the shop and paid him for a rush paint job on a repulsorlift sled. Read aloud:

**“Just yesterday, this Twi’lek roars up on an Aratech Swift 3 — nice piece of work — and has a rush job to paint the thing. He wants whatever color I got so long as it’s quick. Hands me a big stack of credit chips and rushes off. Comes back a coupla’ hours later, grabs the sled and zooms off without a word. Hey, I don’t ask questions, I just take the money.”**

If the characters ask about the Twi’lek, Nadder shrugs and describes him as, “Average height, thin, head-tails ... he looked like any other Twi’lek to me.”

The characters may be puzzled by this since Brinaloy is female, but Nadder is insistent, “I may be old, but I’m not blind. He was male all right.”

If the droid is with them, Al T. Nadder recognizes it as the droid that was with the Twi’lek. If the characters ask about Brinaloy’s impersonations, the droid says, “I was always amused by Mistress Brinaloy’s having fun with costumes. She was always so happy when we played dress-up.”

If the characters ask about the sled, Nadder wipes his brow and reveals that the Swift 3 was highly customized and was bright red with black racing stripes. The only paint he had lying around was iridescent green. Since he was paid so well, Nadder added purple racing stripes.

Once the characters are done, Nadder says,

“You bunch are the third group today to snoop around. Sounds like this Twi’lek is in a lot of trouble.”

If questioned, Nadder smiles and says, “The first bunch were some Rodian crooks with a lot of credits to flash. I never liked those slimy thugs, so I told ’em I didn’t know anything. The next guy was a huge ZeHethbra with a Wookiee bowcaster. I was going to shoo him off, but one look into his wild eyes convinced me otherwise. Once I told him what I just told you, he lit off as fast as could be. I don’t want to be in the middle of whatever’s attracting killers like him, so I ain’t keeping no secrets anymore. Anyone else comes along, I’ll tell them too.”

Nadder knows nothing else.

### BRIN’S HIDEOUT

A small hovel in the worst section of Le Yer, this tiny apartment has only a single room. While untidy, it has not yet been searched. MK221 clucks unhappily that “Mistress Brinaloy always leaves a mess, never picks up after herself. Oh well, come on now, let’s all pitch in.”

In the center of the room is a stack of holovid disks and a player/recorder. Most of the disks have footage of famous performers from the past, but a few of them near the bottom of the stack are labeled “Brinaloy.”

If a character decides to play these disks, they see Brinaloy performing a variety of dancing and singing routines, as well as doing some stand-up comedy. In these routines, she appears disguised as a member of several different species, but her most common impersonations are a Twi’lek, an Elomin, and a human (with a complex hairdo; remember that female Devaronians *don’t* have horns). Brinaloy seems to be able to play males and females of these species with equal ease.

An *Easy search* or *Perception* roll turns up a dozen rolled-up posters for shows and theaters, all on Phyrstal Island. A *Moderate search* roll reveals a half-dozen ticket stubs from the Starlight Theater, also on Phyrstal Island.

It will likely take two hours to search the whole room, which turns up little else of use. No clothes, costumes, or makeup kits are present — Brinaloy must have taken everything with her.

If the characters ask Friizt (or anyone else), they learn that Phyrstal Island is 40 to 50 kilometers away. It was once a popular resort/amusement park area, with a variety of shows, rides and thrills, but it’s since fallen on hard times. There’s a repulsor ferry headed for Phyrstal every morning, or the characters can rent hydrobikes down at the docks.

### THE DOCKS

Along wooden boardwalk borders a turquoise



expanse of beautiful beach front. Several shacks cater to aquatic activities: rental hydrobikes, solar-shades, lake tours, and shuttles to Phyrstal Island. Characters making an Easy *streetwise* roll may notice any one of a dozen beach combers who seem to do nothing save laze about the area all day. For 10 credits, any of them recalls seeing a Twi'lek on an iridescent green repulsorlift sled zooming by yesterday afternoon; they direct the hunters to Phluche's Hydrobike Rentals.

**PHLUCHE'S HYDROBIKE RENTALS**

Phluche Maltrid is a stooped Herglic with an eerie wandering glance. He makes a modest income renting hydrobikes to tourists. His shed is made of nailed-together driftwood, and a dozen hydrobikes are moored nearby: they're all functional but well-used.

Phluche easily remembers a young Twi'lek who showed up yesterday and offered to trade a repulsorlift sled for a hydrobike. The young Twi'lek also paid Phluche an additional 100 credits not to sell the sled for six days. If asked,

Phluche takes the characters behind his shed, where the iridescent green Swift 3 repulsorlift sled is hidden under tarps. Phluche informs the characters that he thinks the Twi'lek took his hydrobike over to Phyrstal Island.

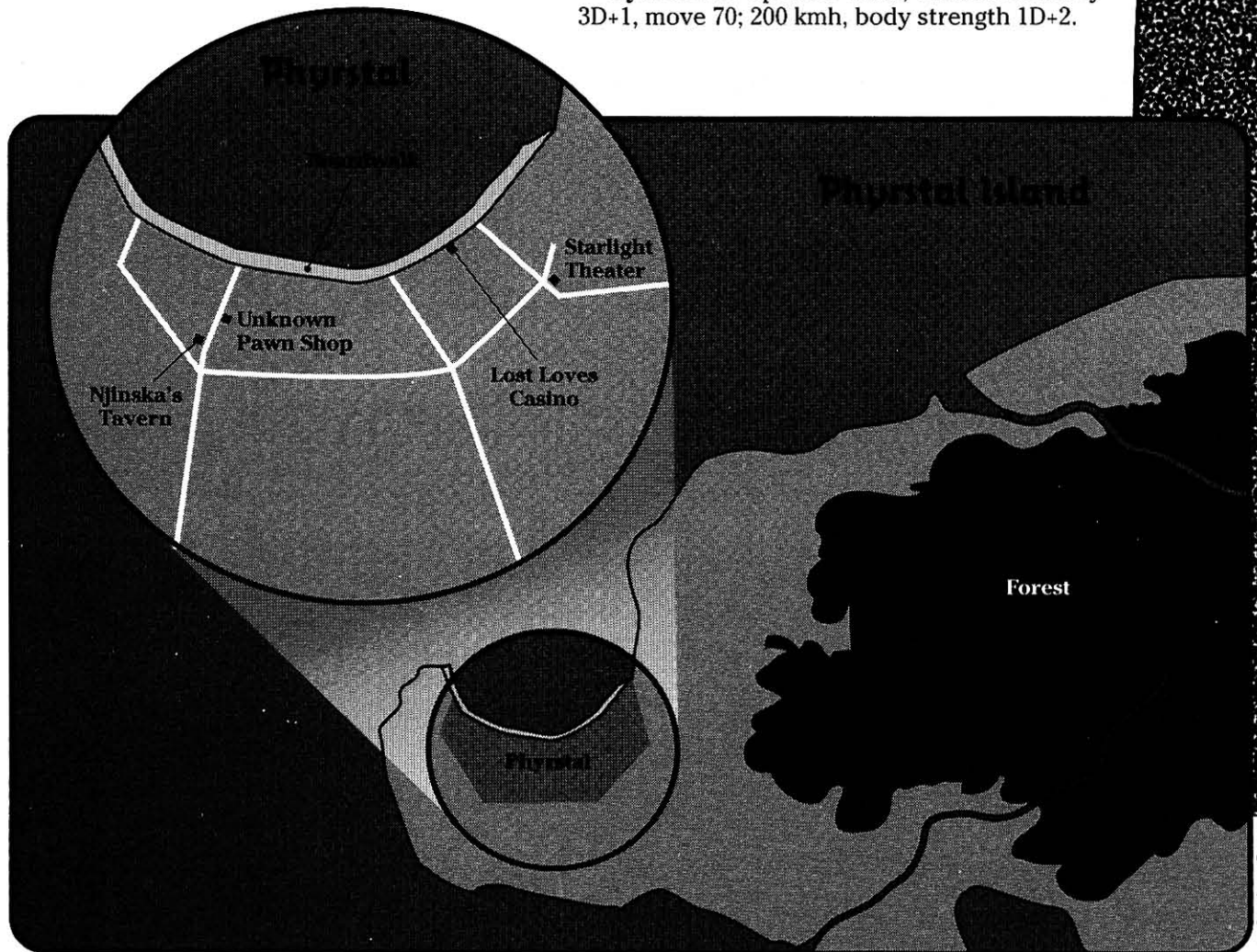
Phluche happily rents hydrobikes for 100 credits each, per day. He warns the characters about venturing too far from shore — there's a group of pirates who've been raiding boats recently. While the police claim they're trying to stop the attacks, most tourists opt for the ferry, which is a lot safer.

He's also willing to sell them the Swift 3 for 7,000 credits. A Difficult *bargain* roll knocks 1,000 credits off the price. A Very Difficult *bargain* roll brings him down to 5,000. He won't go lower.

**Phluche.** All stats 2D except: *Knowledge* 3D, *business* 3D+2, *Perception* 3D+1, *bargain* 4D+2. Move: 10. Mechanic's tools.

**Modified Swift 3 Repulsorlift Sled.** Speeder-scale, maneuverability 1D+2, move 280; 800 kmh, body strength 1D+2.

**Hydrobike.** Speeder-scale, maneuverability 3D+1, move 70; 200 kmh, body strength 1D+2.



Stephen Crane

## EPISODE THREE: PHYRSTAL ISLAND

While riding the hydrobikes to the island, the characters spot a small repulsor yacht; three speeder bikes are moored to the yacht. No one is on the deck.

Any character making a Moderate *search* or *Perception* check sees several flashes of light coming from one of the yacht's windows. If the characters are careful — making a Difficult *search* or *Perception* check — they hear the sound of a blaster being fired from within the yacht.

**What's Going On?** The yacht has been attacked and captured by the pirates, who are operating out of a cove about 15 kilometers away. They've got the three passengers below deck — one of the passengers was flashing sunlight off a mirror to get the characters' attention.

The pirates are searching to see if there's anything worth stealing. Once the pirates are done searching for valuables, they plan to tie up the passengers and destroy the yacht.

If the characters approach to within 10 meters of the yacht, two pirates — posing as the yacht's

owners — come up on deck and try to politely move them along. Failing that, the pirates open fire on the characters. (Any character stunned or worse must make a Moderate *Strength* roll to avoid falling off his or her hydrobike.)

There are six pirates in all — the pair up on the deck and the four guarding the passengers. If the characters start a battle aboard the yacht, anyone that's stunned or worse must make an Easy *Strength* roll to avoid falling overboard. The yacht — which is only about nine meters long — is speeder-scale with a body strength of 2D.

If the characters create enough of a distraction, the captives attack the pirates guarding them.

**Pirates.** All stats are 2D except: *blaster* 3D, *dodge* 3D, *streetwise* 3D, *search* 3D, *brawling* 3D. Move: 10.

Four of the pirates have vibroblades (STR+1D), while the final two have vibroblades (STR+1D) and a blaster pistol (4D).

**Pirate Speeder Bikes.** Speeder-scale, maneuverability 1D, move 210; 600 kmh, body strength 1D+2.

**Captives.** All stats are 2D. Move: 10.



Joe Corroney



## PHYRSTAL

Arriving at the main dock for Phyrstal Island, they find a haven of eccentric entertainers and amusements. Phyrstal is a small resort town with perhaps 3,000 residents. The dock's public map indicates many of the local businesses, including the Starlight Theater, Njinska's Tavern, the Lost Loves Casino, the Unknown Pawn Shop, as well as many gift shops and restaurants. While the characters walk up the pier, a shabbily dressed beachcomber approaches the group and talks to a random character. Read aloud:

**"Welcome to Phyrstal Island, a place of beauty, interesting people, and sights of wonder. Enjoy your stay here, and make certain that you attend the show of the Twi'lek, Yorl Niba at the Starlight Theater. His is one show you will not forget. For a modest gratuity I can direct you to any of the finest shows and entertainments on the island ..."**

If the characters inquire about any of the featured locations, they can get directions and advice for a credit or two. They learn that the Starlight Theater is the place to go to see up-and-coming talent. Njinska's Tavern features a quiet bar and entertainment. The Unknown Pawn Shop has a wide variety of merchandise. The Lost Loves Casino is "absolutely honest" and offers fine food at very good prices.

### THE UNKNOWN PAWN SHOP

The Unknown Pawn Shop is located near Njinska's Tavern. Outside the shop, several hydrobikes are propped up with price tags.

Inside the shop, characters can find musical instruments, jewelry, datapads, furniture, and nicknacks. A display of weapons fills the back wall.

The characters can find any item listed under equipment in *Star Wars, Revised and Expanded* (save heavy weaponry) here, all at only 80% of the standard list price. However, these goods are not in the best condition; a roll of "1" on the wild die means an item shorts out, breaks or is otherwise rendered unusable.

The proprietor of the Unknown Pawn Shop is a sleazy-looking Quarren named Vikas Sleer. He sits behind a counter near the front door, peering at the characters through a mesh grille. As they look around the shop, he leans forward and says, "Let me know if you like what you see. If you're looking for something in particular, I might be able to help you."

**Vikas Sleer.** All stats 2D except: *Knowledge* 3D, *value* 6D *Perception* 4D, *bargain* 5D. Move: 10.

Vikas can come up with any item of normal equipment fairly quickly — a day for common

items, a week for weapons or unusual equipment, and a month for something truly outrageous. He does not deal in vehicles, starships or droids. He loves to bargain and is willing to spend hours haggling over some obscure piece of bric-a-brac.

If the characters speak with Vikas or think to question him about Brinaloy, he listens to them attentively. Then, he suddenly starts back, eyes going wide as he stares behind the characters. Making a startled noise, he suddenly dives under the counter.

Behind the characters stands an enormous, muscular ZeHethbra leaning



Joe Corroney

against the doorframe and brandishing a bowcaster. He looks the characters over and then lowers the weapon. The wild light of madness dances in his dark eyes and the bowcaster shakes, so tight is his grip on the weapon.

His lips draw back in a sneer as he eyes the characters and he says, "I don't like competition. I don't like you. The Devaronian girl is mine. The bounty is mine. Stay out of my way. If I see any of you again, I shoot you on sight!"

With that, he quickly slips out the door. By the time the characters get out into the street, he's vanished. If any of the characters think to ask Vikas about the ZeHethbra, the quaking store owner says in a terrified voice, "I don't who that was and I don't want to know! I recognize trouble when I see it!"

He knows nothing of Brinaloy or where she is hiding.

■ **RAIJE**

**Type:** Bounty Hunter

**DEXTERITY 3D+2**

Blaster 6D+2, blaster: blaster rifle 7D+1, brawling parry 5D, dodge 6D+2, grenade 5D, melee combat 4D+2, melee parry 5D, missile weapons 5D+2

**KNOWLEDGE 3D**

Alien species 4D+2, intimidation 7D, streetwise 5D+2, survival 5D, value 4D+1

**MECHANICAL 2D**

Powersuit operation 5D+2, repulsorlift operation 5D+1

**PERCEPTION 3D+1**

Bargain 4D+1, con 4D, investigation 5D, search 5D+1

**STRENGTH 4D**

Brawling 6D+1, Climbing/jumping 4D+2, stamina 5D

**TECHNICAL 2D**

Computer programming/repair 3D+1, demolitions 4D, security 4D+2

**Force Points:** 4

**Dark Side Points:** 4

**Character Points:** 7

**Move:** 10

**Special Abilities:**

**Spray:** All within a 3 meter radius must make a Difficult *willpower* roll or take 5D stun damage. If the result is wounded or worse, the character is overcome and collapses to the ground for one minute.

**Equipment:** Armored vest (+1D physical, +2 energy), heavy blaster pistol (5D), modified bowcaster with blaster rifle attachment (4D, rifle: 5D), 6 grenades (5D), 2 medpacs

**Capsule:** This hugely muscled, hulking ZeHethbra is never seen without his bowcaster, a weapon he claims to have taken from his first target. His jet-black fur is broken only by the white of his teeth as he snarls with rage. Raije is rapidly developing a reputation as a crazed hunter. Relentless once he has accepts a commission, Raije cares little what stands in his way as long as he can shoot at it. Other bounty hunters are only competition to be eliminated. More than the hunt or the money, Raije loves the thrill of battle. Even at his calmest moments, Raije seems barely under control; when presented with an opportunity to fight, his insane glee unnerves all around him. He has taken a contract from

a gangster rival of both Malkoi and Skrig to find and kill Brinaloy.

**LOST LOVES CASINO**

The Lost Loves Casino was a once-classy gambling hall that's now on hard times. The games and amusements are run-down though still functional; the clientele here is a down-on-their-luck lot.

Here and there, a few Rodians mingle around the other customers. A Moderate *search* or *Perception* roll reveals that none of the Rodians are gambling, but are instead watching the room and slowly moving about.

Behind a worn and dented wooden bar sits a squat human with receding hair; he's polishing glasses. If the characters approach he says, "Help you folks with anything?"

Malric Blaene is a font of gossip and information. As long as the characters keep buying drinks, he keeps talking. He knows all about the local election, Skrig, and Malkoi, and he feels Skrig's chances of winning hinge on his marrying Brinaloy. If asked about the Devaronian girl, Malric shrugs. Read aloud:

**"Wish I knew something. That'd be worth money. I bet Malkoi and his cronies would pay big to know. There are a few others who'd pay, too. Sorry, but I can't help you there."**

If asked about the huge ZeHethbra encountered in the Unknown Pawn Shop, Malric whistles. Read aloud:

**"Now there's someone I wouldn't want to meet twice. Crazy as a dinko and twice as mean. His name is Raije and he's some kind of rogue ZeHethbra. A big-time bounty hunter from what I hear, though I never expected to see him in this system. He wandered in earlier, all mean and eager for a fight. They say he's uncontrollable. I believe it. If he's looking for Skrig's missing bride, it'll be a miracle if she gets back alive."**

If the Rodians wandering around the place are mentioned, read aloud:

**"Yeah, they filtered in a couple of hours ago, but faded out really quickly when Raije wandered in. Came back after he left. I think they're hoping Skrig's bride will try to make some sort of connection here. A lot of deals go down in this place that people on the mainland wouldn't approve of."**

The Rodians do nothing while the characters are in the casino and avoid confrontation. If the characters try to start a fight, half a dozen Barabel bouncers wade in with stun batons to break things up.



**Rodian Gangsters.** *Dexterity 3D+2, blaster 5D, dodge 5D, melee combat 4D+1, Knowledge 2D+2, Mechanical 2D+2, Perception 3D+1, Strength 3D+2, brawling 4D+1, Technical 2D.* Move:10. Blaster pistols (4D).

**Barabel Bouncers.** All stats 2D except: *melee combat 5D, melee parry 5D, Strength 4D+2, brawling 5D+2.* Move: 10. Stun batons (STR+1D or 5D stun).

### STARLIGHT THEATER

At the Starlight Theater, the sign out front reads, "All new talent welcome. Our stage is your starting point." Next to this is a bright yellow poster advertising "The Golden Tones of Yorl Niba" and his "Medley of Classic Hits."

The interior of the theater is a wide semi-circle descending to a small stage. A variety of beings are quietly watching the act on stage. The dim lighting is cut only by the brilliant spotlight that focuses on the singer: a suave-looking male Twi'lek is doing a medley of hits from the past few years. The crowd seems to be enjoying the show and does not notice the characters' entrance.

If the characters do anything to disrupt the show, four security guards attempt to stop the disruption. They use their blaster pistols — set for stun — if necessary. At the first sign of trouble, the performer disappears from view.

**Security Guards.** All stats 2D except: *blaster 4D, dodge 4D, Strength 3D+1.* Move: 10. Blaster pistols (4D).

If the characters stay and watch the show, after a rousing rendition of "Those Ole Spacer's Blues," the Twi'lek bows and walks behind the curtain to a hearty round of applause.

The characters can find the Twi'lek backstage in his dressing room. It takes a Moderate *con* or an Easy *intimidation* to get past the security guard stationed backstage.

If a character follows the Twi'lek into the dressing rooms and accuses him of being Brinaloy, he rattles out the following. Read aloud:

**"You think I'm a Devaronian in disguise? Look, you've got to believe me ... I'm really a Twi'lek. Here, pull my head-tail!"**

Once the characters are convinced Yorl Niba is who he claims to be, he reveals the following:

**"That newcomer stole my act! I've had to bribe the locals to pitch my gig so I could draw in tourists! I don't know of any Devaronians, but there's another Twi'lek in town. She's stealing my business! She works over at Njinska's Tavern."**

### NJINSKA'S TAVERN

A small wooden building with large ornate glass windows, Njinska's uses quality acts to attract a well-heeled clientele. Inside the tavern, tight booths and small tables flank a long T-shaped stage; a wide bar runs along one wall.

A diverse crowd of aliens is sitting throughout the tavern, most watching an attractive female Twi'lek crooning a love song. Three bartender droids roll through the crowd, serving drinks. Two burly humans — obviously bouncers — sit near the door.

If the characters watched the holodisks at Brinaloy's hideout, it takes an Easy *Perception* roll to recognize that this is her disguised as a female Twi'lek; if they haven't watched the holos, the *Perception* difficulty is Difficult.

If the characters approach the stage immediately to capture Brinaloy, they are interrupted as five Rodians noisily break through a back entrance and charge the stage with the same idea. If the characters wait for the act to end, the Rodians break onto the scene before Brinaloy finishes her song.

In either event, the minute Brinaloy detects trouble, she does a quick pirouette and a cloud of mist surges up from the stage. Characters making an Moderate *search* or *Perception* roll see her plummet through a trap door in the stage and vanish; otherwise she seems to just fade into smoke and dissipate.

Before the characters can investigate her disappearance, they must deal with the Rodians, who will do everything in their power to stop the characters. The Rodians fire at the first opportunity.

One round after combat starts, a huge explosion blows the tavern's front door off its hinges and Raije walks in over the unconscious forms of the bouncers. "I told you what I'd do!" he roars, "Time to party!"

Smiling and laughing, Raije wades into the fight, shooting at both the characters and the Rodians. The Rodians are just as interested in stopping Raije as they are the characters; the tavern quickly becomes the scene of a three-way battle. Neither Raije nor the Rodians are interested in aiding the characters or teaming up with anyone.

**Rodian Gangsters.** *Dexterity 3D+2, blaster 5D, dodge 5D, melee combat 4D+1, Knowledge 2D+2, Mechanical 2D+2, Perception 3D+1, Strength 3D+2, brawling 4D+1, Technical 2D.* Move: 10. Blaster pistol (4D+1).

Clever characters can use the opportunity to leave Raije and the Rodians fighting and get to the

trap door. Up close to the stage, an Easy *search* roll locates the trap door, and an Easy *security* roll opens it. The door opens into blackness: it's a shaft that goes several meters down at a sharp angle.

With blaster fire raging around them, it's likely the characters will simply jump in. It takes an Easy *Dexterity* roll to avoid a bad tumble down the shaft. A failed roll indicates that the character has twisted an ankle, meaning that the character can only move at cautious speed (1/2 Move) for the rest of the day.

At the bottom of the shaft is a dim hallway that leads under the stage, past the lighting and smoke equipment, to a small stairway. At the top of the stairway is the back door of the tavern, which is open. It leads to a dirty alleyway.

At the head of the alleyway, a few patrons are watching the ruckus inside. If asked, they say that a Twi'lek ran headlong into them and took off towards the docks.

## EPISODE FOUR: THE CAPTURE

At the docks, the characters see Brinaloy — still in her Twi'lek costume — angrily discussing with the Mon Calamari proprietor of a rental shop for the return of her hydrobike. If the characters somehow announce their presence, Brinaloy runs off as fast as she can. If they're quiet — making an Easy *sneak* roll — they can sneak and stun or tackle her; she does not notice them until it is too late.

### ■ BRINALOY N'VAARI

**Type:** Flamboyant Entertainer

**DEXTERITY 3D+1**

Dance 7D, dodge 6D, running 4D+2

**KNOWLEDGE 3D+2**

Artist 6D+2, languages 5D, streetwise 4D+1

**MECHANICAL 2D+2**

Repulsorlift operation 4D+1

**PERCEPTION 3D+2**

Hide 4D+1, persuasion 6D, sneak 5D

**STRENGTH 2D+2**

Climbing/jumping 5D+1, stamina 4D+2

**TECHNICAL 2D**

First aid 3D+1, repulsorlift repair 3D+2

**Character Points:** 6

**Move:** 11

**Equipment:** Dancer's costume, make-up kit, personal jewelry

**Capsule:** A tall, lithe Devaronian with a dancer's grace, Brinaloy N'Vaari uses performing as an escape from the stresses of being in the public spotlight. When her grandfather was ruthlessly murdered by Skrig — leaving her the last living member of the family — she was not able to avoid the gangster's grasp. With Skrig's goons stretched thin trying to influence the voters, Brin found a way to "vanish."

## CLAIMING THE BOUNTY

The characters can use their hydrobikes or rent a larger skimmer from the Mon Cal for 350 credits.

While the characters return to the mainland, Brinaloy returns to consciousness. She launches into a tearful story about the terrible history between her family and Skrig. Everything unpleasant the characters have heard about Skrig is true. He controls a large criminal organization and had the previous Governor — her grandfather — assassinated. Skrig then got himself elected to the Provincial Governor position and is now seeking to cement his control of Le Yer by forcing Brinaloy to marry him. Eyes tear-streaked, the young Devaronian looks up at the characters. Read aloud:

**"He's run off or killed all of my family. He controls the police. There was no place for me to turn. He's ruined the town and now he wants to use me so he can make things even worse. I would rather die than be married to that monster. You can't take me to him! You can't! I'd rather not go on than live as Skrig's wife. If I could just get off the planet I'd be safe, and Skrig could never find me."**

The characters have a choice. They can:

- **Return Brinaloy.** Skrigatov thanks the party for the prompt return and after examining his bride, pays up the bounty. Friizt invites the characters to the wedding. If you want to spice things up, Raije could show up to stop the characters before they get to the Triple Nova Casino with Brinaloy, or the Rodians could show up at the wedding in a last ditch attempt to bump off Skrig.

For returning his bride and ensuring his victory, Skrig will be grateful. They will have made a strong underworld contact, but at the cost of destroying the life of an innocent woman.

- **Rescue Brinaloy.** It will not take long for Skrig and his gang to hear of the events on Phyrstal, but the characters do have a few hours to act. When the characters fail to show up with his bride-to-be, Skrig suspects something is amiss and rushes to stop the group from leaving the planet. The characters have to sneak by the local police to get to their ship, or they may have to confront an angry Skrig and his thugs in the docking bay before regaining their ship and blasting off planet. This leaves the characters with several enemies and no credits, but with their honor intact.

Alternately, the characters could fake Brinaloy's death, giving her time to get off the planet ... although they'll be in hot water with Skrig.



• **Playing Politics.** Brinaloy is quite popular with the people, and she secretly harbors political aspirations. Brinaloy may try to hire the characters to act as bodyguards and even campaign organizers, staging a write-in vote to defeat both Skrig and Malkoi's puppet.

### **ADVENTURE REWARDS**

The characters should receive three to five Character Points for completing the adventure, with a bonus of three Character Points if they help Brinaloy either escape or win control of Le Yer in the election.

### **EPILOGUE**

No matter what the characters do, Malkoi and his Rodians bear them a grudge. Although a small-time operator, Malkoi has enough clout to cause the characters some difficulties. They

would do well to be wary of strange Rodians for a time.

Raije marks the characters down as targets. He does not actively hunt them, but if he ever runs across them again, he plans to attack without warning.

If the group betrays Skrigatov, he bears them a deep and lasting hatred. It's quite likely that he sends his own men or hires bounty hunters (possibly including Raije) to even the score. Skrig may well become a lasting thorn in the characters' sides.

If the characters ally with Brinaloy, you may want to spin this scenario into a mini-campaign, with the hunters being put on retainer. Their mission is to put both Skrig and Malkoi out of business; along the way, they could become local celebrities. The characters may also be recruited to round up the sea pirates they encountered at the beginning Episode Three.

# SEREGAR TURNABOUT

“Seregar Turnabout” works best if one of the characters — preferably a bounty hunter — is wanted by Imperial authorities, charged with any number of crimes. (Alternately, one or more of the characters has angered a crime lord, who has placed a private bounty on the whole group.) Obviously, the characters’ activities have not gone unnoticed by the Empire, or the galactic underworld.

## EPISODE ONE: AN EXCLUSIVE HUNT

The characters are aboard Kwenn Space Station, either between missions, preparing for a new bounty hunt, or on layover during a trip either out to the Outer Rim Territories or in towards the Mid-Rim, Inner Rim and the Core Worlds.

pair facility located there, a surprising amount of black market activity takes place on the station’s lower levels.

The Tallifax Inn is one of many locations where bargains are sealed and deals are made over steaming, sparking and smoking drinks. Dimly lit and crowded, with aliens of a dozen species speaking in hushed tones over small tables and silent fans stirring the murky air, it is the perfect spot to unwind from the last harrowing adventure while waiting for new business to come along ...

While the bounty hunters drink and relax, one character — the one wanted for the bounty — spots an old acquaintance making his way across the main room. Jerik Snivas is a



Kwenn Space Station serves as a gateway to the Outer Rim Territories, and a great deal of business travels through it. Despite the Imperial Navy base and re-



Marshall Andrews III



# WANTED

## BY TAGGECO.

**Name:** Tern Ashandrik

**Species:** Human  
**Sex:** Male      **Age:** 35 (Estimated)  
**Homeworld:** Unknown

**Bounty:** 28,000 credits

### Known Associates

Unknown

### Classification

Corporate (TaggeCo.)

### Application Conditions

Alive

### Bonus

### Determent

### Crimes

Theft, trespassing on corporate property, murder

### Originator

TaggeCo.

### Receiver(s)

TaggeCo.



### Brief

Tern Ashandrik must be returned alive to the TaggeCo. for appropriate rehabilitation.



small, stoop-shouldered man with greasy, receding hair and shifty eyes. His mood changes when he sees the character; by the time he reaches the table, he beams a brilliant smile. He speaks with a manic intensity, calling the character by name, "... it's great to see you again! I've been hoping for an opportunity like this and here you are — it's the answer I've been hoping for. Come sit down, let me buy you and your friends a drink!"

■ **JERIK SNIVAS**

Type: Unemployed Imperial Bureaucrat

**DEXTERITY 3D**

Blaster 3D+2, dodge 5D

**KNOWLEDGE 4D**

Alien species 5D, bureaucracy 6D+1, business 5D, law enforcement 6D, planetary systems 5D+2, streetwise 6D

**MECHANICAL 2D**

Repulsorlift operation 3D+2

**PERCEPTION 4D**

Bargain 7D, con 6D+1, forgery 4D+2, investigation 5D+1

**STRENGTH 3D**

Brawling 3D+2

**TECHNICAL 2D**

Computer programming/repair 3D+1, security 3D+2

**Character Points:** 2

**Move:** 10

**Equipment:** Datapad, holdout blaster (3D+2), comlink

**Capsule:** Jerik doesn't seem at all interesting until he turns on the charm. His intense personality coupled with his nonstop chatter often clinches a deal where a more subtle approach would bog down. Born on Lianna, Jerik joined the Imperial Office of Criminal Investigations (IOCI), where he worked as an investigator for many years. Success in several smaller matters brought him an important posting at here Kwenn Space Station, where his ability to make deals and gain contacts soon made him a major player in the local IOCI office.

After years of conniving and dealing, Jerik was caught in a few shady matters. Rather than be investigated, he left the IOCI to become a licensed expeditor, where his underworld connections and ability to make lucrative trades would benefit him more. Jerik is out solely for himself. All information has value, and he is a master at trading it. He's only interested in you if you can make him money or become a contact who can feed him information. He manages to cover his utter selfishness and lack of loyalty with some charm and a fervent intensity, but at heart he'd do anything for a fast credit.

**DOES HE HAVE A DEAL FOR YOU!**

As a licensed expeditor, Snivas matches bounty hunters with posted bounties, saving the hunter the task of taking care of all the datawork. He's a good person for a hunter to know, since he has contacts all through the underworld and the IOCI; he's quite a wheeler-dealer on Kwenn Space Station.

He deals mainly in what the big hunters would call "pin-money" (small bounties), but recently he caught word of something big. Read aloud:

"A couple'a weeks back, a known killer — Tern Ashandrik — pulled a big raid on a TaggeCo. mining facility. He killed a bunch of workers and made off with a fortune in ore and crystals. Ashandrik's been a big noise around the Outer Rim for years now, making hit-and-run raids, sometimes doing bounty hunting to get by. Anyway, TaggeCo. has just posted a 28,000 credit bounty on him. This wouldn't mean much, 'cept that I got word a day or so ago that his ship, the *Arbalest*, was spotted on a planet out in the Rim! My source tells me for sure Ashandrik's there and holed up until the noise blows over from this — and I'm the only one who knows, I made sure'a that. Look, I can use my pull at IOCI to get Tagge's bounty posting delayed in processing for a few days — that'll give you guys the exclusive opportunity to go out there and bag him! When you get back here, I'll have the posting pushed through and you can walk in and collect the money before anyone else even knows they're offering! Whaddaya think?"

Snivas asks for a 1,000 credit advance for his fee of 15% of the bounty. He can readily be bargained down to 500 credits and a 10% fee, but the characters' *bargain* roll must beat Snivas by 20 points to get him to settle for 200 credits and 8%. If the characters want him to take a lower percentage, he says he can find someone else willing to take his offer. "This is a big score in anyone's book. Bringing him in could put you up there with Fett and Skorr. And I'm due my share. If this comes off, a lotta business could come my way. Come on, whaddaya say?"

Once a deal has been reached, Snivas gives the characters the following information:

"Ashandrik's on Seregar, a jungle world out on the Rim. Real bush territory. Used to be big mining there — before the litrium and tolium ran out — but now the place is folded up, a ghost town. There's a few people left — some small businesses and a few smugglers hiding out from the Impies — but it's mostly backwater stuff. A lotta abandoned mining stations overgrown with jungle. It's the perfect place to hide; it's just dumb luck that Ashandrik got spotted. The only place you can land a ship there is a hole in the wall they call Storrd Township. They've got a landing field and a sort of spaceport, if you're not too picky. I'll give you the coordinates for the system or you can book passage out there."

Snivas has no idea where on Seregar Ashandrik is hiding, but he sees no reason for the criminal to go far from the Township. In a mostly abandoned jungle world, there should be plenty of places to hide near enough to civilization to make life comfortable. He has faith in the group to track



Ashandrik down and bring him back alive. If pressed for more information on Ashandrik — where he is, how to find him — Snivas shrugs. “That’s why I need you. If I knew how to do this, I’d get him myself.”

**Staging Tips.** Booking passage on an independent freighter is relatively expensive — at least 3,000 credits — and there’s no guarantee that the captain is reliable or honest. Snivas can suggest a couple of ships currently in space dock, but it’s up to the characters to arrange transportation if they don’t have their own ship.

The characters have time to wander the station and stock up on equipment. There are plenty of merchants on the station and the characters should be able to find most common goods (classification “1” or “2”) at normal prices. They can purchase any restricted goods (“R” classification) or those requiring a fee (“F” classification) if they have their Imperial Peace-Keeping Certificate (IPKC, commonly known as a “bounty hunting license”).

If the characters are foolish enough to discuss this bounty in front of anyone — merchant, Kwenn Space Station maintenance workers or even a wandering droid — they’ll soon find that a group of rival bounty hunters is following them and trying to encroach upon their bounty. The size of the rival group is up to you; you may adjust the hunters’ stats as needed, depending upon whether you want these hunters to be comic relief, minor nuisances, or a legitimate threat during this hunt.

**Bounty Hunters.** All stats are 2D except: *blaster* 5D, *dodge* 4D+2, *melee combat* 4D, *melee parry* 4D, *streetwise* 5D. Move: 10. Blaster rifle (5D), stun baton (4D stun, *Easy melee combat*), blast vest (+1D physical, +2 energy).

## EPISODE TWO: SEARCHING SEREGAR

Seen from space, Seregar appears to be a serene world, covered with blue seas and turquoise land masses. As the ship descends into the atmosphere, the vast jungle can be seen: a tangled maze of green and blue vegetation spreads out over the surface. A beeping transponder signals the location of the starport, but there’s no messaging system to give landing information or instructions.

As the ship veers over the tops of the trees, a small community comes into view, settled in a large clearing — the first break seen in the ever-present foliage. Storrd Township’s landing field is just a large flat area: seven or eight small freighters can be seen next to a large building that seems to serve as a combination control tower and repair

facility. Several other buildings are located farther off, probably residences and stores.

A kindly older man named Ordrin Masst runs the landing field and maintains the beacon that gives navigational information. His two sons — Burdek and Nofft — run the repair facility. While they’re not capable of providing improvements or nonstandard starship parts, they can repair any starfighter or space transport at the usual rates (although repairs take three times as long as normal).

Landing fees at Storrd Township are 100 credits for the first week and 25 credits for every additional week. If questioned, Ordrin says that over the past year Seregar has seen a lot more traffic than it has in a long time — since back before the mining conglomerates pulled out. Mostly, the new traffic has been small traders and the like, but to Ordrin, any business is good business.

The *Arbalest* has not been at Storrd Township for months, but it’s possible that any ship could be brought in to a cleared area out in the jungle without Ordrin ever knowing it.

If questioned about Storrd Township, Ordrin mentions that pretty much anybody who’s in town makes an appearance at the CrossWind Saloon. If the characters are looking for information, that’s a good place to start.

## STORRD TOWNSHIP

The township itself seems once to have actually been a small city, but now many buildings are boarded up and vacant. The area near the landing field shows signs of repair and growth, with new structures standing cleanly amidst the decay and older ones being rebuilt.

The further away from the landing field the party gets, the more deserted and run-down the buildings (and inhabitants) look. In the heart of the township, the streets are filled with prosperous-looking merchants and spacers, most of whom seem to carry weapons. The characters will likely soon discover that there is no law on Seregar but the locals are well-armed and capable of taking care of themselves. The center of town is dominated by a few large buildings, notably the CrossWind Saloon and Cather Taan’s Gun Shop.

## THE CROSSWIND SALOON

This is a large two-story wooden building, the outside of which is blazoned with a large red sign reading “The CrossWind Saloon.” Open at any time of day or night, the Saloon always seems to do a thriving business.

Inside is a huge main room, brightly lit. Two curving staircases lead up to a balcony which



Illustration by Marshall Andrews III



rings the room. Several doors lead to private rooms.

The main floor is filled with a long bar which runs the length of one wall. There are many tables. Several patrons are drinking or quietly talking, and a large game of sabacc is taking place at a huge round table in one corner. Aside from the usual gathering of human spacers, there's a wide variety of species here, including a friendly but annoying Jawa: he's actually a thief with a *pick pocket* skill of 5D; everyone here knows about the Jawa's habit, but newcomers — like the characters — are likely marks.

The heavily-muscled forms of four Klatooian bouncers slowly wander about the floor. A few serving droids bring drinks to thirsty customers. Overall, this is a fairly calm bar, despite the rough clientele.

A large sign near the door, with three blaster burn holes in it, says in several languages, "Patrons drawing guns will be shot on sight. Patrons starting fights will be forcibly ejected. Order will be maintained at all times. — The Management."

### GATHERING INFORMATION

Lorek, the bartender, is a hard-looking man with graying hair and tattoos on both arms. He looks up as the characters approach and asks, "You're new in town. What's your pleasure?"

**Lorek.** *Dexterity 3D+1, blaster 4D+2, dodge 6D, Knowledge 3D, Mechanical 2D+1, Perception 4D, con 5D+1, Strength 3D+1, brawling 4D+1, Technical 2D.* Move: 10. Blaster carbine (5D, under the bar).

If they buy a few drinks, Lorek will be more than willing to talk. He knows little about affairs around town — "Not worth my time, and risky to boot," he says. However, he points out a well-dressed man playing sabacc in the far corner of the room.

"That's Tandler Vek. He's big into the cards. If you're looking for news on current events, he's likely your man."

As soon as the hunters walk away from the bar, Lorek speaks into a concealed comlink. Characters looking over their shoulders automatically spot this; a character making a *Difficult Perception* roll spots Lorek's sudden movement and has a chance to turn and see Lorek grabbing for the comlink. Lorek is reporting to Daralla, the Saloon owner, who's upstairs.

### TANDLER VEK

Tandler Vek is a slim, handsome man who moves with an easy grace. Tall, dark, suave, and puffing on a thin cigarra, he has an impressive pile of winnings in front of him. Characters ap-

proaching the sabacc game to speak with him are chided.

"No time for idle chit-chat while money is on the table," he says. Should the characters persist, they draw dark looks from the other players, and a large Kerestian snarls, "Bother the dealer another time! We're busy."

If the characters continue to annoy the sabacc players, one of the bouncers politely asks them to move along. Refusal results in the characters being escorted out. If the characters ask to join the game, Vek indicates that the table is full and perhaps they should wait for a bit until one of the other players drops out.

After the next few hands, Vek calmly rakes in his winnings and leaves the table, stopping by where the characters are seated. "You wanted to ask me a few questions?" he begins.

### ■ TANDLER VEK

**Type:** Gambler  
**DEXTERITY 3D+1**  
 Blaster 4D+2, dodge 5D+2  
**KNOWLEDGE 3D**  
 Bureaucracy 5D+1, streetwise 6D+2, value 5D  
**MECHANICAL 2D+1**  
 Repulsorlift operation 4D+1, swoop operation 5D+1  
**PERCEPTION 4D**  
 Bargain 5D, con 6D, gambling 6D+2, hide 4D+2, sneak 5D+1  
**STRENGTH 3D+1**  
 Brawling 4D, climbing/jumping 5D+1  
**TECHNICAL 2D**  
 Computer programming/repair 4D, droid programming 4D, first aid 4D, security 4D  
**Force Points:** 1  
**Character Points:** 10  
**Move:** 10  
**Equipment:** Datapad, sabacc deck, hold-out blaster (3D+2), heavy blaster pistol (5D)

**Capsule:** Tandler Vek is as smooth as they come. Clean-shaven and always well-dressed, he prefers fine fashions, excellent wines, and the best in cigarras. He speaks calmly and slowly, with a friendly grin at all times. Born on the Outer Rim, Tandler Vek started out gambling after his family was bankrupted in a series of bad land deals. Finding he had a knack for games of chance, Vek seized upon this as a means to regain his former wealth. Traveling through the Core Worlds, he amassed quite a fortune before suspicious nobles began investigating him. Using most of his wealth to fund his quick exit, Tandler is now wandering the Outer Rim, seeking to rebuild his fortunes while avoiding the nobles, whom he collectively refers to as "those sore-losers."

Tandler Vek is always friendly and maintains a positive outlook even in the most dire of situations. He sees all of life as a gamble, and a lucky turn could happen at any moment. He prefers to speak softly and avoid violence if possible. He long ago learned that the more you know, the better off you are, so he makes certain to be aware of all the local goings on before he settles in for a run of high-stakes gaming.

**PAYING FOR  
INFORMATION**

When the characters make known their interest in Tern Ashandrik, Vek smiles. "You seek dangerous prey. Still ..."

He offers to tell the player characters all he knows, but they must win it from him. His proposal is simple. They put 500 credits on the table, he offers his information; the pot goes to the best three out of five hands of sabacc. If the hunters win three or more hands, they get all he knows; otherwise, he gets the 500 credits.

You can actually play out five rounds of sabacc (using the cards from *Crisis on Cloud City*) or simply have the best gambler roll against Vek's gambling skill.

This must be done until one side wins three hands.

If the characters lose, Vek sweeps the 500 credits over to his side of the table and asks them if they care to try again. If they do, they must put down another 500 credits.

If the characters lose two consecutive pots and remain polite, Vek smiles and leans back, "You've been good sports, so I'll let you in on what I can."

If the characters win, he smiles, says, "Everyone gets lucky once in a while ... and to the lucky go the spoils. Here's what I know."

Read aloud:

**"Ashandrik came in some time ago with his Whiphid and Rodian cronies, whooping it up and buying drinks for the house like he'd just**



Illustration by Marshall Andrews III

**hit it big. After a few days, they all seemed to disappear. He's been to Storrd a few times before. Always seemed to come and go from the Callamvor Hotel, although he never keeps a room there. He was very friendly with the local swoop gang, the Marauders. For a killer and gunman he never really threw his weight around, though he's arrogant and too smug for my taste. What I think will really catch your interest, though, is that man sitting at the end of the bar drinking the blue brew — don't look right now — that man is one of Ashandrik's gang. Came through here with him the past, oh, four or five times he was in-system. If anyone'd know where Ashandrik was, it'd be him."**

With a smile, Vek departs.



**ASHANDRIK'S GOON**

If the characters approach the man seated at the bar, he ignores them. If they attempt to speak with him, he says, "Look pal, I'm trying to relax here. Go talk to someone who's interested."

If pressed, or if Ashandrik is mentioned, the thug — named Cheln Arroway — looks the characters up and down and replies, "I have nothing to say to you — back off ... *now*."

**Cheln Arroway.** *Dexterity 3D+2, blaster 5D, dodge 4D, vehicle blasters 4D+2 Knowledge 2D, Mechanical 4D, repulsorlift operation 5D+2, Perception 2D+2, con 4D+1, search 4D, sneak 4D+2, Strength 3D+2, Technical 2D, repulsorlift repair 4D+1.* Move: 10. Blaster carbine (5D).

If the characters threaten or continue to pester him, Lorek or one of the bouncers comes forward and says, "Look friends, let the man drink in peace. This is a saloon, not a shock-boxing ring."

If the characters continue to press the situation, the bouncers step in and Cheln makes a break for the door. If the hunters force their way past the bouncers and out the door, cut to Episode Three, "The Chase."

**DARALLA ENTERS**

If the characters simply sit and watch the man — waiting for him to leave in order to follow him — they will be waiting for about 10 before a sultry voice interrupts their reverie by asking, "Can I help you with something?"

A tall, attractive, and stylishly dressed woman with a fine mane of chestnut hair seats herself at the party's table. This is Daralla Errine, the owner of the CrossWind Saloon.

The Saloon is an up-and-coming center of activity for the growing smuggling trade on Seregar. She is well aware of most local events, and has a firm finger on the pulse of underworld activity on Seregar.

If asked, Daralla mentions that trade on Seregar is growing because it's "close enough for business ... but far enough away that the Empire's leeches don't show up to spoil business. We don't like troublemakers around here."

With nothing in the way of local laws, but a great deal of equipment and facilities abandoned by the mining concerns, Seregar has become a convenient stop for smugglers. Daralla hopes to see Seregar grow to become something more, especially since her CrossWind Saloon is perfectly situated to meet the needs of travelers.

■ **DARALLA ERRINE**

**Type:** Saloon Owner  
**DEXTERITY 3D+1**  
Blaster 4D+1, dodge 5D

**KNOWLEDGE 3D+1**

Alien species 5D, business 5D+2, streetwise 7D, value 5D+2, willpower 5D

**MECHANICAL 2D+1**

Repulsorlift operation 4D, space transports 4D+2

**PERCEPTION 4D**

Bargain 7D+1, con 6D+2, gambling 5D, persuasion 6D+1

**STRENGTH 3D**

Brawling 4D+2

**TECHNICAL 2D**

Computer programming/repair 4D, first aid 4D+1

**Force Points: 2**

**Character Points: 10**

**Move: 10**

**Equipment:** Datapad, BlasTech riot gun (5D), hold-out blaster (3D+2)

**Capsule:** Daralla Errine is the owner of the CrossWind Saloon. She is tall and attractive, but maintains a no-nonsense, business-like manner. After a brief and very lucrative smuggling career, Daralla gathered a few of her associates and sunk her earnings into the CrossWind Saloon on Seregar. Since then, she's tripled her money, partially through the saloon's business, but also through back-room deals and trades. She sees the CrossWind as becoming the center of a vast smuggling network, and intends to be on top and running things in the next few years. Daralla deals honestly, believing that a relationship firmly grounded in trust results in great returns. She is an impeccable judge of character — "I may know someone who can arrange what you need, but you'll have to convince me of your discretion before I mention any names." She remembers favors and returns them; likewise, she holds grudges forever.

**WHAT DARALLA CAN OFFER**

If Tern Ashandrik is mentioned, Daralla makes a slight frown. "That's one I wouldn't mind seeing leave — too violent to do this little community any good." Daralla is willing to trade what she knows of Ashandrik for 700 credits. Daralla might come down to as little as 500 if she is favorably impressed with the characters, or might go as high as 1,000 if they come across as blaster-wielding thugs. Roleplay this situation, as Daralla is trying to judge the characters' reliability and experience, not make a fast credit. She believes more in solidly established long-term business relationships than in price gouging.

Daralla knows that Tern Ashandrik is on-planet, having landed his ship — a heavily customized MBR-RX Pacifier named the *Arbalest* — out in the jungle somewhere west of town. He came in to town a couple of times to purchase supplies and equipment and then left again. She has no idea where he is staying, or how to find him, but offers the following suggestions:

- Ashandrik often frequented Cather Taan's Gun Shop. Certainly a gunman of his caliber would strike up an acquaintance with the only decent weapons dealer on the planet.

• Daralla points out a shifty-looking Devaronian in dark robes sitting alone at a far table. His name's Shesstellek and he's a no-good spice merchant. He had some dealings with Ashandrik a few months ago and might know something.

**SHESTELLEK**

Shesstellek is somewhat thin, even for a Devaronian, and seems nervous and edgy. "Troubles with former customers," he says if the characters point out his wariness. "My friends ran out of money. Without fresh credits, I cannot help them."

Shesstellek is talkative and tends to nervously blurt out information. However, if Ashandrik is mentioned, a wary look comes into the Devaronian's eyes and he leans away from the table. "There's no way. No way. I don't care how tough or mean you are, or how many credits you have, Ashandrik would eat me alive and spit me out if he knew I'd sold him out. In fact, I shouldn't even be talking to you."

The Devaronian gets up from the table. Should the characters do anything to halt him, he screams, whereupon two of the bouncers close in. The bouncers say, "It looks as if the gentleman wishes to leave. Be good enough to let him by."

Shesstellek takes the opportunity to bolt across the Saloon and out the door. If the characters try to go after him, the bouncers grab them.

About this time, the thug at the end of bar — Cheln Arroway, the one Tandler Vek pointed out — finishes his drink, gets up and leaves. If the characters follow him quietly, have them make *sneak* rolls and allow Cheln to make a *search* or *Perception* check to see if he notices their presence. If Cheln doesn't spot them, he leads them to his hideout across town, in a deserted neighborhood filled with abandoned buildings and derelict stores. Cut to, "Getting Closer."

If the characters try to accost him or Cheln notices them, he takes off. Cut to Episode Three, "The Chase."

**BRAWLING INSIDE THE CROSSWIND**

If the characters act rowdy, bother customers, or otherwise cause a fuss inside the saloon, the four Klatooian bouncers step in. If the characters resist, a fight starts. If the fight persists for more than two rounds, five or six patrons step in to lend the Klatooians a hand. If after six rounds (total) the fight is continuing, a blaster bolt smashes into the ceiling and the fight ceases. Daralla, the CrossWind's owner, is standing at the foot of the stairs with a short-barreled BlasTech riot gun in her hands. She's flanked by two men with blaster carbines. The bartender, Lorek, reaches under the bar and pulls out a carbine of his own.

Daralla firmly orders the characters out of the establishment, promising them that if they ever set foot inside again she'll "blast them down without a second thought." Any refusal to leave draws gunfire.

Should the characters fire a weapon inside the CrossWind, several of the patrons draw their own weapons and Daralla responds as above. Her saloon is one of the few places on Seregar where there is order, and she intends to keep it that way.

**Klatooian Bouncers.** *Dexterity 4D, blaster 4D+1, melee combat 5D, melee parry 5D+1, Knowledge 2D, Mechanical 2D+2, Perception 3D+1 Strength 4D, brawling 5D, stamina 4D+2, Technical 2D.* Move: 10. Heavy blaster pistols (5D), stun batons (STR+2D+2 stun).

The Klatooians prefer using their stun batons, pulling out their blasters only if things get dangerous.

**Daralla's Enforcers.** *Dexterity 4D, blaster 5D+1, dodge 5D, melee combat 4D+2, Knowledge 3D, Mechanical 2D, Perception 3D+1, Strength 3D+2, brawling 4D+2, Technical 2D.* Move:10. Blaster carbines (5D).

**Angry Patrons.** All stats are 2D except: *Dexterity 3D+1, blaster 4D+2, brawling parry 4D+1, dodge 5D, Strength 3D+2, brawling 4D+2.* Heavy blaster pistols or carbines (5D).

Patrons fight with fists unless shot at, whereupon their blasters are used.

**CATHER TAAN'S GUN SHOP**

This is a small, stucco-walled building with no windows, a large neon sign, and a single heavy door. Pressing the signaler gains the characters entry to a well-lit store, which is crowded with close-packed shelves bristling with weaponry. An amazing variety of weapons is packed in here, and the characters can purchase most common weapons at a 20% mark-up.

Cather Taan is a stocky, heavy-set man with graying hair and a lantern jaw. He is behind a counter filled with hand weapons. The store has only a single customer, an athletic-appearing man in partial armor with a shock of white hair. As the characters enter, the customer is carefully searching the racks for explosives.

Cather Taan does not bargain or trade: his prices are firm and his merchandise is first-rate. He can repair just about anything at the standard time; he charges two and a half times the standard cost (see the *blaster repair* skill on pages 60–62 of *Star Wars, Revised and Expanded*).

**Cather Taan.** *Dexterity 2D+1, blaster 5D, dodge 5D, Knowledge 3D+2, alien species 6D, value 6D, Mechanical 2D+2, Perception 3D, bargain 5D, search*



5D, Strength 3D, brawling 4D+2, Technical 3D+1, blaster repair 7D. Move:10. Heavy blaster pistol (5D+1).

If Tern Ashandrik is mentioned, Cather says that he does know him and that Ashandrik has been a good customer. (Cather has dealt with Ashandrik on numerous occasions, and will not deliberately sell him out.)

If the hunters let on that they are after Ashandrik and try to pump Cather for information or bribe him, he snarls, "Buy something or get out! I'm a respectable merchant, not some sand-rat who'd sell out his customers!"

The characters stand to be more successful with a good back story to establish a reasonable excuse for seeking Ashandrik. Some possibilities include suggesting that the characters are fences or smugglers looking to cut a deal on some of Ashandrik's stolen loot, or they're gunslingers wanting to join his gang.

If the characters convince Cather to talk, he reveals that Ashandrik carries a BlasTech DL-44 with a SoroSuub True-Sight, and that he favors a pulse rifle. Cather has several packs of the pulse rifle's conducting filaments, which must be replaced frequently. He hasn't seen Ashandrik in weeks, but the last time the gunman came in, he loaded up on blaster packs and equipment and joked about, "holing up where no one could ever find me."

On previous visits to Seregar, Ashandrik made his home in a series of buildings at the edge of the jungle. Cather is willing to give directions for some reasonable-sounding purpose (this might require another *con* roll), but he doubts that Ashandrik's there now. A failed *con* roll at this stage means Cather gives the characters wrong directions so they stumble into the territory of the Marauders, a local swoop gang.

The man in the back of the shop, if approached, introduces himself as Zurric Que'stiil. Up close, he radiates a dangerous air; his dark eyes never seem to blink. Que'stiil claims he is stocking up on detonite and explosives for some mining of his own, but in reality he is a saboteur working for the Rebel Alliance. He plans on blowing up an Imperial base in a distant system and came here because it's easy to get powerful explosives no questions asked.

If asked about Tern Ashandrik, Que'stiil admits that he's heard of the man — a ruthless gunman and bounty hunter — but has never met him. He does know that Ashandrik is a dangerous quarry, and he has two Whiphid enforcers on his payroll. If the characters indicate that they are hunting Ashandrik, Que'stiil shrugs and says with a predatory smile, "That's not my line of work, but after you get him, look me up. I can always use people with your particular ... talents."

■ **ZURRIC QUE'STIIL**

**Type:** Rebel Saboteur

**DEXTERITY 3D+1**

Blaster 5D+1, dodge 6D+1, grenade 5D, melee combat 4D, missile weapons 4D+2

**KNOWLEDGE 2D+1**

Streetwise 5D+2, survival 4D

**MECHANICAL 2D+2**

Powersuit operation 4D, repulsorlift operation 4D+1

**PERCEPTION 3D**

Con 4D+2, hide 5D, sneak 5D+1

**STRENGTH 3D**

Climbing/jumping 4D+1, stamina 4D+2

**TECHNICAL 3D+2**

Computer programming/repair 5D+1, demolitions 7D, droid programming 4D+2, first aid 4D+1, security 6D+2

**Force Points:** 2

**Character Points:** 8

**Move:** 11

**Equipment:** Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), fake Imperial ID, 12 explosive devices (5D), 20 cubes of detonite, comlink

**Capsule:** Tall, pale and stern-faced, Zurric Que'stiil seems a grim, uncaring man. His shock of pure-white hair makes him look older than he is, and his cold eyes cast a chill wherever they gaze. He favors clothes of white and dark blue, and has a dark, sinister aura. Working as an industrial engineer on a remote deep space facility, Zurric Que'stiil had no interest in politics or the Rebellion until the Empire seized the facility and interrogated the workers about their knowledge of industrial secrets. Zurric watched as his wife was slain as she tried to run from the Imperial soldiers; he never saw most of his friends again. Using his knowledge of the facility's layout and floor plans, Zurric was eventually able to escape. He joined the Rebellion to use his skills against those who had destroyed his life. He seems to smile only when something the Empire owns is enveloped in flames. ("If I were you, I'd use the thorium instead of the baradium — the blast will be just as big, but the fires will burn a lot longer.")

**GETTING CLOSER**

Cather Taan's directions lead to a run-down, mostly abandoned section of Storrd Township. Long-forgotten stores and broken-down buildings stand silently. The area has a haunted aura.

One seemingly intact structure has its doors and windows boarded up, but an *Easy search* or *Perception* roll spots one door whose boards do not impede its opening and closing. An *Easy security* roll springs the lock, allowing entrance.

Inside is a single room, lit by a small console set against one wall. Contained here is a ramshackle desk, a few rations bars and an old comm unit. Fiddling with the comm unit turns it on, but a frequency must be entered (there are thousands of possible frequencies) — this device is useless for finding Ashandrik. This room once might have been some sort of hideout, but it hasn't been used for some time.

If the characters have somehow missed Cheln at the CrossWind, he's seated at the desk speak-

ing into the com unit. Upon seeing the characters, he switches off the unit and dives through one of the windows. Cut to Episode Three, "The Chase."

If the characters come here after confronting Cheln, this area has nothing of importance; the com unit is gone and the room is cleared out.

### EPISODE THREE: THE CHASE

Cheln abruptly dashes down a crowded alley, dodging scattered trash and vaulting a dumpster. Each character must make a Difficult *running* roll, or a Moderate *running* and an Easy *climbing/jumping* roll, to keep pace. Failure means Cheln pulls ahead.

Once Cheln gets down the alley, he jumps onto a hidden speeder bike and takes off, leaving the characters on foot.

**Ikas-Adno 22-B Nightfalcon Speeder Bike.** Speeder-scale, cover 1/4, maneuverability 3D+1, move 160; 400 kmh, body strength 1D+2.

Then, they notice a landspeeder parked across the street or a couple landing an airspeeder nearby. Either by making a Moderate *security* roll and taking the landspeeder, or by hijacking the airspeeder, the characters can gain transport and take off after Cheln.

(Flashing their bounty hunting licenses and claiming to be in pursuit of a criminal does little good since no one has any use for the Empire's laws here. In fact, if the characters take the airspeeder from the couple, word of their deed has spread throughout town by the time they return and they have some explaining to do ...)

**Landspeeder.** Speeder-scale, crew 1, passengers 3, cover: half, maneuverability 2D+1, move 105; 300 kmh, body strength 1D+2.

**Airspeeder.** Speeder-scale, crew 1, passengers 3, cover: full, maneuverability 3D, move 225; 650 kmh, body strength 2D.

Once he sees that the group is still after him, Cheln accelerates and heads straight into an abandoned construction site, swooping through



Illustration by Marshall Andrews III



the raised girders holding up the structure. A Difficult *repulsorlift operation* roll is required to follow him without striking a support. (3D speeder-scale body strength.)

If the characters make it through this, Cheln races his speeder bike up a loading ramp to the second floor of the site. He jumps the bike to an adjacent rooftop and then follows a ramp down to the street below. To follow, the character piloting the speeder must go at all-out speed and make two Moderate *repulsorlift operation* rolls in succession.

If the first roll fails, the characters' vehicle crashes, missing the rooftop. If the second rolls fails, the vehicle hits the rooftop, but fishtails, striking the street below at an odd angle. The vehicle automatically suffers a -1 Move result. (See *Star Wars, Revised and Expanded*, page 112).

Seeing the characters still on his tail, Cheln high-tails it towards the old rock quarry on the edge of town. The characters are first aware of his destination when they turn a sharp corner and find themselves in a huge, stone-walled enclosure boasting a few rusting hulks — old quarry equipment — and enormous stone blocks tumbled like child's toys.

There are a dozen thugs on swoops waiting; their blasters are drawn. They are the Marauders — local swoop gang members loyal to Ashandrik — and they've been waiting for the group. They zoom to the attack at once.

**The Marauders.** *Dexterity 3D, blaster 4D+1, brawling pary 5D, Knowledge 2D+1, Mechanical 3D+2, swoop operation 5D, Perception 3D, Strength 3D+1, brawling 4D+2, Technical 2D+2.* Move:10. Heavy blaster pistol (5D), Skybird swoop (speeder-scale, crew 1, cover 1/4, maneuverability 4D, move 210; 600 kmh, body strength 1D).

Cheln draws his own blaster and swings around to join in the attack. While outnumbered at first, should the characters manage to take down three or more of the Marauders, the rest flee. They're not willing to fight to the death ... certainly not for what Ashandrik is paying them.

At least one Marauder is downed without being killed and he can be made to talk with a Moderate *intimidation* roll (or other appropriate skill). The Marauders don't know much: Ashandrik disappeared a while ago.

The Marauders were paid off by a Rodian gunrunner named Neechak who works with Ashandrik. They were supposed to hole up and ambush the hunters when Cheln led them here. If given any opportunity to escape with their lives, the gang members say that Neechak stays at the Callamvor Hotel near the landing strip.

## THE BOUNTY HUNTER

As the characters return to the center of town after the speeder chase, a well-curved shape moves out a nearby alley and a high-pitched voice says, "Well, it's about time you got back. I was about to give up on ever getting in touch with you!"

A tall female Twi'lek wearing tight-fitting black silks under a blast vest saunters out from the alley. The twin heavy blaster pistols strapped to her hips suggest she knows how to take care of herself.

"If you're looking for Tern Ashandrik," she states, "I want in." If questioned, Lliandri reveals that she's a bounty hunter who works the Outer Rim Territories. Over a year ago, Ashandrik stole a lucrative bounty from her — at gunpoint — and laughed at her. It's taken her some time between jobs to track down his lair, but now that's she's here she wants a piece of him. For an even cut of the reward money, she'll pool the knowledge she's been able to dig up and add her marksmanship skills to the party's.

Lliandri knows that Ashandrik was seen frequently with a Devaronian spice merchant named Shesstellek, but he's recently gone into hiding. If the characters had a previous encounter with the Devaronian and mention it, Lliandri is quite scornful, "Might as well hang up a sign, 'Ashandrik, please shoot us!'"

Lliandri is also aware that all of Ashandrik's recent dealings have been with a Rodian gunrunner named Neechak, but she hasn't had the chance to track him down. When she learns that the characters know where Neechak is, she'll be ecstatic and insist that they go to the Callamvor Hotel at once.

### ■ LLIANDRI

**Type:** Twi'lek Bounty Hunter

#### DEXTERITY 3D

Blaster 7D+1, dodge 5D+1, melee combat 4D

#### KNOWLEDGE 3D+1

Cultures 4D, streetwise 4D+2, survival 3D+2

#### MECHANICAL 2D

Repulsorlift operation 3D

#### PERCEPTION 4D+1

Con 5D+1, investigation 4D+2, persuasion 5D+1, sneak 5D+1

#### STRENGTH 3D

Brawling 4D+1

#### TECHNICAL 2D+1

Computer programming/repair 3D+1, security 3D+2

#### Special Abilities:

*Head-Tails:* Twi'leks can communicate in secret with their head-tails.

#### Force Points: 2

#### Dark Side Points: 1

#### Character Points: 12

#### Move: 10

**Equipment:** Blaster carbine (5D), heavy blaster pistol (5D), hold-out blaster (3D+2), vibroblade (STR+2D+1), Castaan Staad armor (+1D physical and energy, torso), syntherope, comlink

**Capsule:** Captured on Ryloth and sold into slavery at an early age, Lliandri managed to escape and eke out a living on the dangerous streets of Ord Mantell. She found her calling when she was forced to defend herself with a blaster. While she regretted killing her attacker, she liked the 2,000 credit reward the local authorities handed out.

Lliandri is a tall, attractive green-skinned Twi'lek with dark eyes. She favors a heavy armored vest and wears twin heavy blaster pistols in quick-draw hip holsters. Lliandri tends to dress revealingly, to accentuate her attractiveness, and her head-tails are constantly in motion — both traits seem to distract the undisciplined riffraff she has to deal with.

Driven to prove herself and survive in a hostile galaxy, Lliandri often resorts to unneeded violence to intimidate her opponents. (“This warrant says your head is worth 12,000 credits. Shut up or I’ll take it in without the rest of you.”) She is quick to take insult and tends to work alone. She refuses to take Imperial contracts because the Empire allows slavery.

### THE CALLAMVOR HOTEL

The Callamvor Hotel is a slim building only a short distance from the landing field. Wide glass doors open into the lobby, and narrow stairs and two turbolifts give access to the upper floors.

If questioned about Tern Ashandrik, the clerk behind the desk replies, “No one by that name here.” The clerk is aware that Ashandrik is a criminal who has spent some time on the planet over the past year, but he knows little else. If Ashandrik is described, the clerk shrugs and says, “I’ve seen lots of guys like that. They all blend together.”

If Neechak is mentioned, the clerk thinks for a moment and says, “Oh, the Rodian — yeah, room 3-12.” If questioned more, he states that people seem to come by at all times of the day or night to speak with him. About what, the clerk doesn’t know — he doesn’t get involved with his customers’ business.

Room 3-12 is locked; no one answers the door. An Easy *security* roll is required to pry open the lock; if this roll fails, an impatient Lliandri snarls, shoots the lock, and kicks the door in.

Inside is a small hotel room with all of the common conveniences — and a dead Rodian laying on the bed. There is a large blaster burn in the center of his back. The open and empty suitcases attest that his belongings are missing. The window on the far side of the room is open, with the curtains fluttering in the breeze.



Illustration by Marshall Andrews III



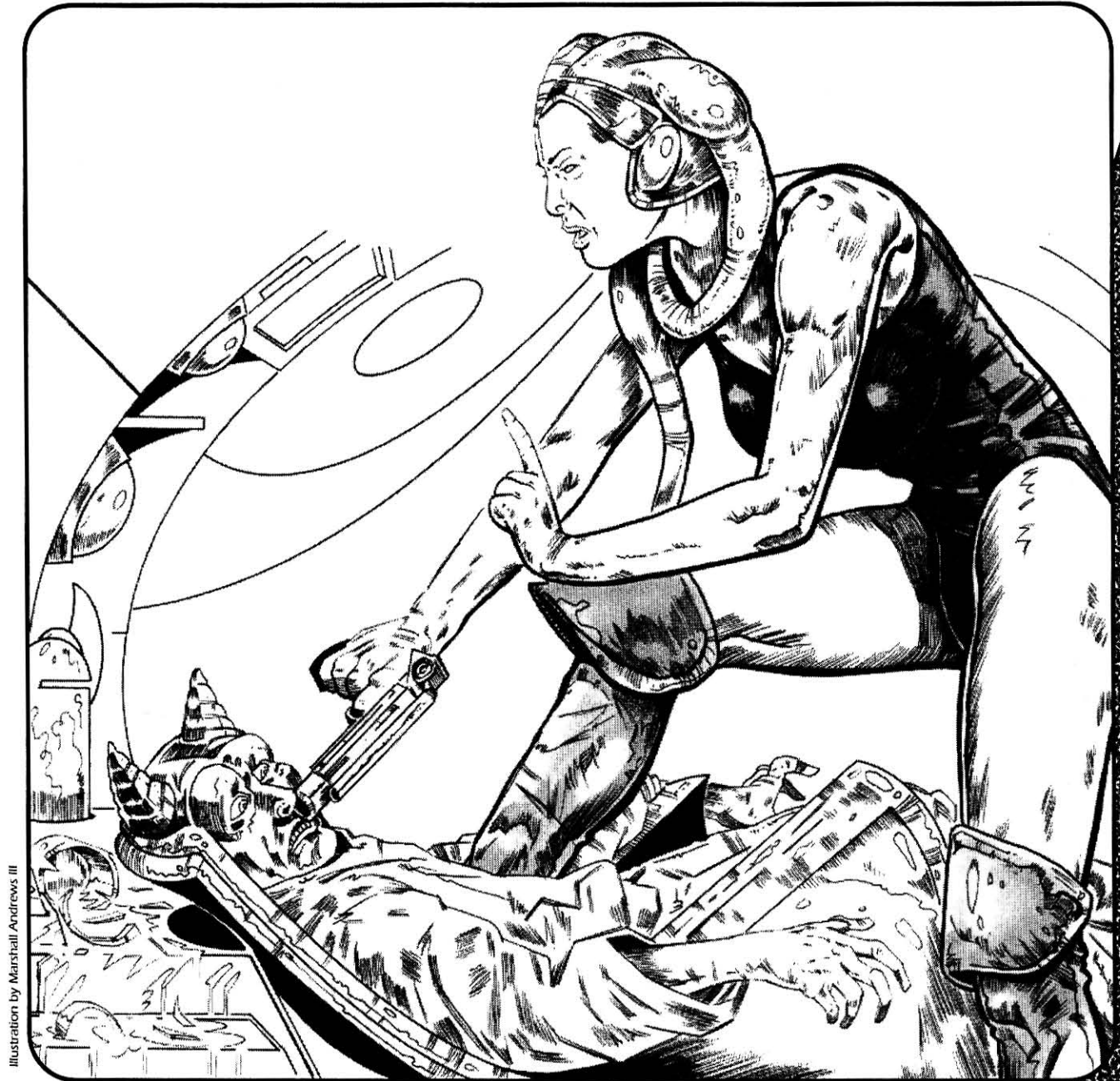


Illustration by Marshall Andrews III

The window opens into a back alleyway, which is empty. There are no obvious clues here. A search of the room turns up 300 credits stuffed under the mattress, a hold-out blaster (3D+1), and a half empty bottle of Corellian whiskey. If a Moderate *search* roll is made, a bent piece of iridium bearing a large triangular design and the words "Trigdale Metallurgy" can be found under the dresser.

Any of the locals can identify Trigdale Metallurgy as one of the major mining consortiums that used to work on the planet. They had a tolium refinery a few kilometers out in the jungle.

Abandoned years ago, the plant is now in all likelihood overgrown and empty.

### EPISODE FOUR: THE REFINERY

Getting to the Trigdale refinery requires a trip through the jungle. Even a brief look at the tangled undergrowth reveals that this is quite an endeavor, requiring the characters to chop their way through the dense foliage.

None of the locals recall if there is anywhere to land a repulsorlift vehicle at the refinery and no one's willing to loan one to the player characters, especially if they stole a vehicle earlier to chase

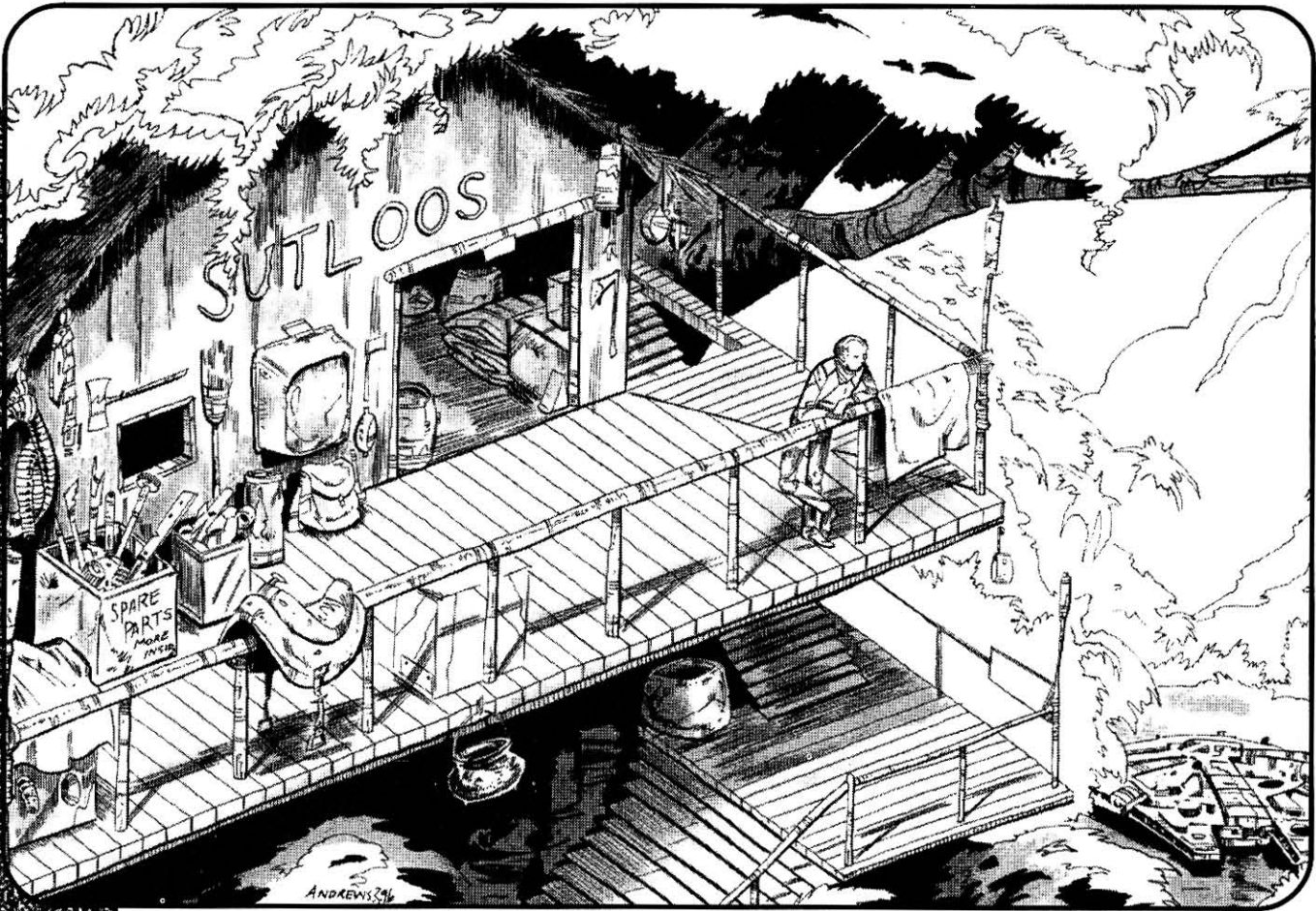


Illustration by Marshall Andrews III

down Cheln. The location of the old refinery, however, can be obtained from any of the residents discussed earlier.

The jungle is hot, humid, and treacherous. Bulky armor and excessive clothing must be removed or else a Moderate *stamina* roll is necessary for every hour spent traveling. Failure to make this roll results in -1D to all skills for 24 hours for each failed roll. (Should the character have a penalty higher than his or her *Strength* attribute, the character passes out from the heat and must rest for a day.)

A Difficult *survival* roll enables the group to make it to the refinery after two hours effort without incident. A Moderate *survival* roll means that characters make it to the refinery after four hours, having the first encounter listed below. An Easy *survival* roll means it takes the character eight hours to find the refinery and they have both encounters listed below. Any lower roll means that characters have both encounters and fail to locate the refinery at all, requiring them to return to town after eight hours of fruitless wandering; they'll need better directions.

**Encounter One: Ravenbeast Attack.** As the characters cut their way through the underbrush,

a large growl is heard. An enormous bipedal beast with violet fur, horns, large clear fangs, and curving claws hurls itself at the party from the treetops. The dreaded Seregan ravenbeast attacks, sensing the hunters could be an easy meal; this animal doesn't know about the dangers of blasters. It flees if wounded or attacks until it drops one character, dragging him or her off into the brush.

**Ravenbeast.** *Dexterity 4D, brawling parry 5D+2, Perception 4D, search 6D, sneak 6D, Strength 6D, brawling 8D.* Claws (STR+1D+2), poison (affects any victim stunned or worse by claw attack; causes 5D stun damage for 1D rounds). Move: 15.

If slain, a complete set of the ravenbeast's claws and fangs are worth 1,000 credits back in Storrd Township, and earns the characters the respect of many of the locals — few return from a ravenbeast's surprise attack! However, it is likely that the characters only find this out *after* returning from the jungle with tales of the creature. Should they return later, the carcass is long gone.

**Encounter Two: The Pit.** Have every character make a *survival* roll; anyone rolling less than a 10 slips into the effluvium pit. A large patch of



thick bluish goo, overgrown with vines and creepers, this pool of sticky liquid is actually a trap created by a large plant to catch prey.

The pit is perhaps three meters deep; characters who have walked into it slowly sink at about 30 centimeters per round. At the bottom of the pit lies the plant itself, which feeds off the remains of any creatures captured. A Difficult *lifting* or *Strength* roll is needed to free a character stuck in the pit; unless rope or some similar method is used, the character trying to save the victim must make an Easy *Dexterity* roll to avoid getting stuck as well.

Anyone going under begins to suffocate, and must make a *stamina* roll every round to avoid going unconscious. The difficulty is Very Easy the first round, and increases one difficulty level each additional round until the character passes out.

### THE REFINERY

The refinery itself is a massive maze of piping and steel. The tubing and metal are still the crimson color of Trigidale Metallurgy, although rust and corrosion mar much of the visible surface. Here and there, vines and creepers have overgrown the pipes and tubing; the site looks empty and abandoned.

The processing plant seems vast enough to hide an army, and the characters should realize that they could spend days wandering through the place without ever finding a fugitive.

Should they make the attempt, there are doorways and ladders to higher catwalks everywhere. Describe dark, narrow corridors leading off into blackness (the hunters will need a light source), vast echoing processing rooms, endless winding stairways and catwalks. If they check, the group finds a variety of landing bays for repulsorlift vehicles, some of which are still clear enough to land vehicles on. None of the bays show any signs of recent use, however. After some time spent searching, it should dawn on the characters (and have Lliandri abrasively tell them if they don't get it after a while) that they'll need to find out exactly where Ashandrik is in this labyrinth ... if he's there at all. Someone in town must know how to contact him — he needs food and information. The group should head back to Storrd Township.

### EPISODE FIVE: THE FINAL LEAD

After the characters return to town and are settling in for the night (whether at the CrossWind Saloon, the Callamvor Hotel or at their ship), they get a frantic visit from Shesstellek. After being allowed admittance, the nervous Devaronian sits himself down, fidgeting and looking around wildly.

Read aloud:

**“I can help you find Ashandrik. But I need money. You help me, I'll help you. I'll tell you how to find him, and you give me 1,000 credits so I can get off the planet before Tussee Mendl and his gang find me.”**

Shesstellek will not settle for less no matter what the characters do. Lliandri would rather “force the details out of him,” but if threatened, Shesstellek simply shrugs and says, “Nothing you can do to me would be worse than what they have in mind for me. I'm dead either way. Help me, I'll help you. It's a big refinery; you could be lost for days — if the ravenbeasts don't get you.”

Once paid, Shesstellek tells all. Ashandrik had the Devaronian set up an open account at Sutloo's Trading Post to get supplies and equipment. Once a week, someone from Ashandrik's hideout in the refinery goes there to pick up food and power cells. Shesstellek doesn't know just when this happens, but Sutloo debits the account on a weekly basis. He's certain that if the characters keep an eye on Sutloo's place, they can spot Ashandrik's man and follow him back to the refinery.

Given the money, Shesstellek vanishes into the night, headed straight for the landing field. He will not be seen again on Seregar.

Sutloo's Trading Post is in the jungle, about three kilometers away from town. Any of the characters' local contacts can give directions, but all warn them that venturing into the jungle at night is foolish — waiting until morning would be wiser.

If the characters have an airspeeder or a ship, they can easily find Sutloo's. If hiking on foot, an Easy *survival* roll gets the party to Sutloo's in under an hour; a failed roll means it takes three hours. Remember to make *stamina* rolls for any heavily burdened characters. If the characters had both jungle encounters earlier, they should get to the Post without mishaps, but any encounters not used previously can be sprung on the characters now.

### SUTLOO'S TRADING POST

Sutloo's Trading Post is a large wooden edifice, built high above the ground around the bole of a vast blue tree. A large area of the jungle has been cleared away from the base of the tree as a crude landing strip. A circuitous staircase winds its way up the trunk and ends in a wide porch filled with seats, tables, and a shelf filled with small carvings.

A large, open doorway leads into the interior of the shop, where food and basic necessities can be purchased. Sacks of grain, bottled liquids, camping equipment, and the like are scattered

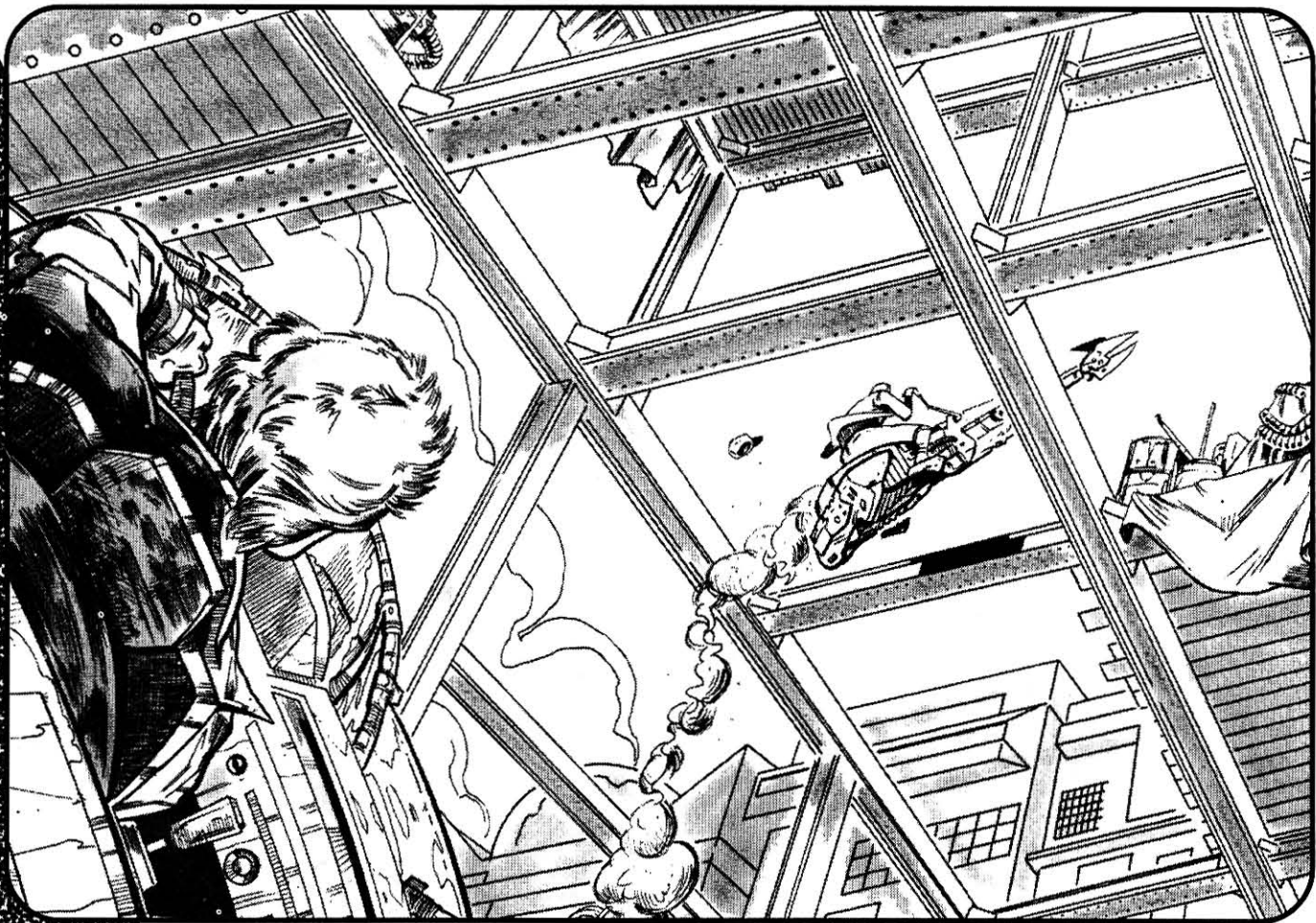


Illustration by Marshall Andrews III

about. Sitting in a battered wooden chair is a potbellied, older man; he rises with a friendly wave and makes his way over to the group.

Sutloo is one of the original settlers on Seregar and he's seen prosperity come and go. He makes his living by trading with the few settlers and smugglers who maintain camps or small bases in the jungle. His store stocks only basic survival gear, but it allows people to obtain goods without a high-profile visit into town.

Sutloo does not see customers all that often, but when he does they tend to buy in bulk. His own personal needs are modest and he makes a meager living; he's happy simply to meet and chat with new people.

If asked about someone buying supplies in bulk on a weekly basis, or about the open account with Shesstellek, Sutloo thinks for a moment and says, "Oh yes, some hard-looking fella or another drops by regularly once a week, loads up with food, and then goes off back into the jungle. Don't say much — just in, grab stuff, and out with a 'It's on the bill' shouted over the shoulder. Not a very friendly bunch. One of 'em should be by here tomorrow morning if my chronometer hasn't stopped again ..."

The characters may camp out nearby — Sutloo is more than happy to sell them the equipment — or go back to town and come back tomorrow morning. Sutloo, if asked, lets them stay the night in a spare room, but he assures them he wants no trouble in the store. "You look like some tough customers. Place might burn down if you got to shooting indoors ..."

Sutloo gets up with the sun and will have finished breakfast and be bustling about the store when the hum of a repulsorcraft can be heard. A small repulsor skiff settles in the cleared area at the base of the tree. The pilot, Gorrul Wyke, is a hard-looking man wearing a blast vest and a heavy blaster pistol. He gets off and walks towards the tree; the characters can ambush him as he leaves the skiff or as he returns from the store.

**Gorrul Wyke.** *Dexterity 3D+2, blaster 5D, dodge 5D, Knowledge 2D+1, Mechanical 3D+1, Strength 3D+1, Perception 3D, Technical 2D+1.* Move: 10. Comlink, blast vest (+1D physical, +1 energy), heavy blaster pistol (5D).

**Cargo Skiff.** Speeder-scale, cover 1/4, cargo 25 tons, maneuverability 1D, move 30; 90 kmh, body strength 1D.



If threatened, Wyke goes for his blaster, but he surrenders if stunned or wounded. It takes a Moderate *intimidation* or Difficult *command, con* or *persuasion* roll to get him to talk.

He says that Ashandrik has been holed up on one of the main levels of the refinery for weeks. He has three other men with him, along with the loot from his last robbery. Feeling secure in the fortress-like refinery, Ashandrik's confident that no one can ferret him out. The refinery is a dark and twisting maze, but Wyke has directions to get in and out of the lair — he explains, "Enter through the doorway marked Bay 45-A15, 70 meters forward, then turn left. Go for another 15 meters until you come to a stairway marked 'Tolium Siphon Access,' two levels up turn right and go for 50 meters ..." and so on.

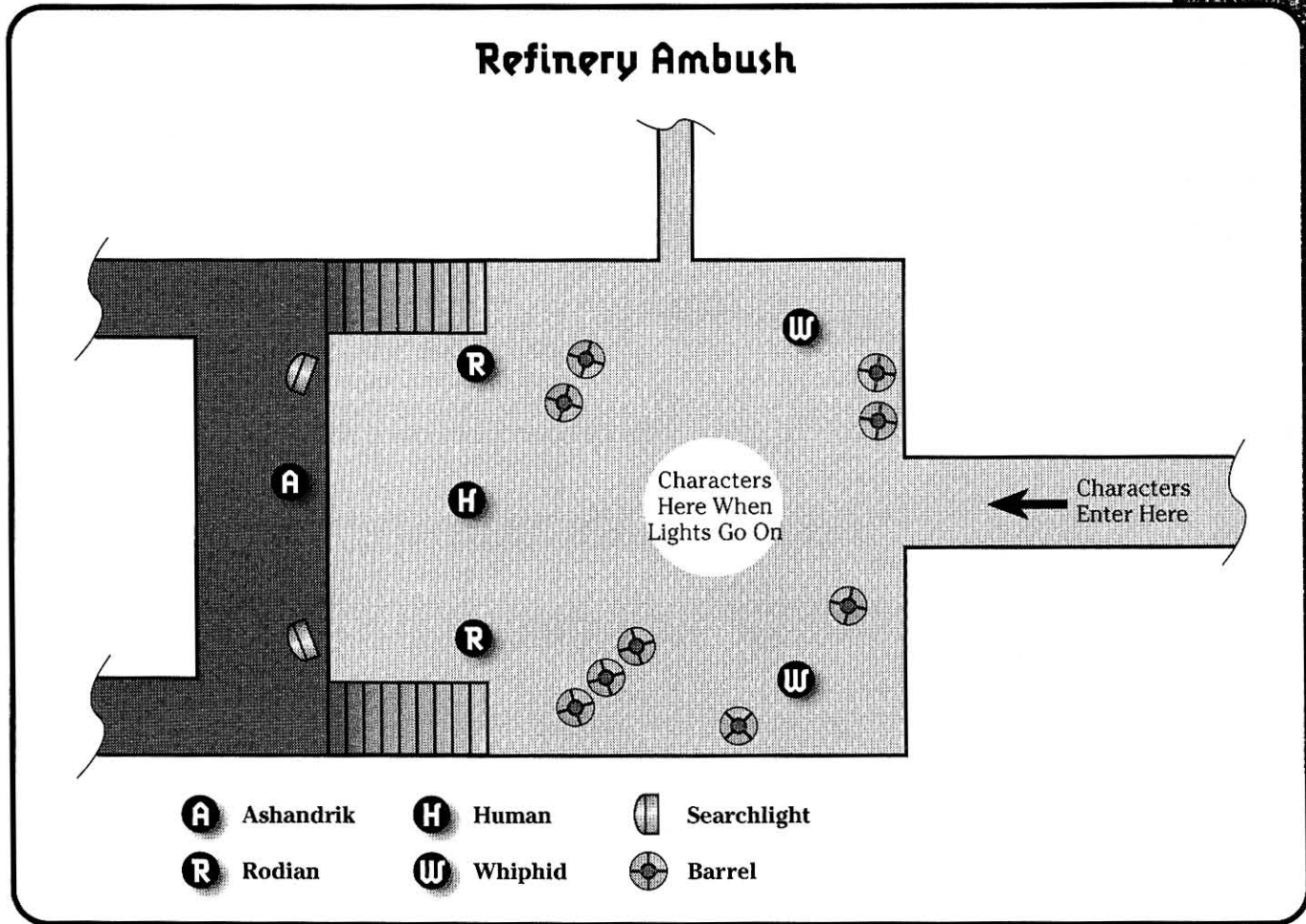
**RETURN TO THE REFINERY**

Viewed from the air, the refinery seems, if anything, larger and more sprawling than before. Several landing platforms can be seen, their markings visible from above; Bay 45-A15 seems no different from the rest.

Upon landing their vehicle in the bay, the group can see a single entrance. The doorway is open, and a wide dark corridor trails off into the black echoing interior of the refinery.

Once the group begins to move into the refinery, it is up to the gamemaster to make the trip seem tense and suspenseful. Mention the occasional echoing sound of dripping water off in the distance; the close, confined feel of the corridors; the vast open darkness of the occasional bays; the thick, turgid blackness that seems to swallow the party's glow rods; the endless twisting stairs and passages that snake through the enormous refinery.

After what seems like an eternity stalking through the inky darkness, the hunters are close; a long hallway leads to two short turns before Ashandrik's lair. This is time to make certain of the group's final preparations — what weapons are out, the group's marching order, who is carrying glow rods, and so forth. Once the group is ready, a Moderate *sneak* roll enables a character to move down the hallway without making undue noise.



Stephen Crane

Halfway down the hallway — and long before the directions say to turn — bright lights snap on, and a loud voice barks out the name of whichever character was approached by Jerik Snivas in Episode One. Read aloud:

**“You are hereby informed that you are wanted for crimes against the Empire, and that I am authorized by Imperial Remandation Order 421BX72 to take any and all actions necessary to bring you to justice. I advise you and your companions to surrender at once or I will be required to use deadly force against you.”**

In the harsh glare of the searchlights, Tern Ashandrik can be standing on a raised platform, his pulse rifle pointing at the group. A human and two Rodians stand opposite the characters, and from the shadows step two Whiphids bearing vibro-axes. Lliandri turns towards the group, gun in hand, and sneers, “This was almost too easy...”

The entire hunt has been a trap to lure the characters into Tern’s ambush. Lliandri and Tern worked out a way to get her into the group as a safety measure to insure that they made their way to his hideout. At this point, the characters have three basic options: surrender, run, or fight.

■ **TERN ASHANDRIK**

**Type:** Bounty Hunter

**DEXTERITY 3D+2**

Blaster 7D+1, brawling parry 5D, dodge 7D, missile weapons 5D

**KNOWLEDGE 3D**

Alien species 4D, bureaucracy 4D+1, intimidation 5D+2, planetary systems 4D, streetwise 6D, survival 5D

**MECHANICAL 2D+2**

Repulsorlift operation 3D+2, space transports 5D+2, starship gunnery 5D

**PERCEPTION 3D**

Bargain 4D, command 4D+2, hide 4D+2, investigation 5D, search 5D+1, sneak 4D+2

**STRENGTH 3D+2**

Brawling 5D+2, stamina 4D+1

**TECHNICAL 2D**

Security 5D+2

**Force Points:** 3

**Dark Side Points:** 2

**Character Points:** 15

**Move:** 10

**Equipment:** Pulse rifle (range 10/20/30, blast radius 1/4/8, damage 6D/5D/3D), BlasTech DL-44 with SoroSuub True-Site (5D, +1D to *blaster* for site), smasher armor (+1D energy and physical attacks, +2D to *brawling*, *melee combat*, *Strength*, *climbing/jumping* and *lifting*).

**Capsule:** A tall, muscular man with dark hair, a well-trimmed goatee, and dark eyes, Tern Ashandrik favors black and crimson colors when he isn’t wearing his personal armor. He seems smug and self-satisfied, and speaks in a loud and very deep voice. Tern goes by the theory that you only get out of life what you take from it at gunpoint. A long-established bounty hunter — and a ruthless criminal — Tern attracts many talented gunmen and fighters to his side. Arrogant and overconfident,

Ashandrik’s positive that in a few years he’ll have a better record than Boba Fett himself. He tends to be overbearing and dismissive of anyone whom he considers “not in his league.”

■ **THE ARBALEST**

**Craft:** Modified Sydon Vehicle Works MRX-BR Pacifier combat/contact vessel

**Type:** Exploration fighter

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports: Pacifier

**Crew:** 1, gunners: 3

**Passengers:** 3

**Cargo Capacity:** 25 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 450; 1,200 kmh

**Hull:** 2D+2

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 10/3D+2

**Weapons:**

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship Gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

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

*Damage:* 9D

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

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship Gunnery

*Fire Control:* 3D

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

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

*Damage:* 5D

• **Surrender.** If the group drops their weapons and gives up, Ashandrik has his lackeys search them, remove all weapons, armor and valuables, and then truss them up and march them off to where his ship is concealed. The characters have several days to look forward to being hauled before an Imperial court. You can determine appropriate spots for the characters to turn the tables on their captor and escape.

• **Run.** At any time during this encounter, the group may attempt to flee, either back the way they came or through another of the hallways in the hopes of finding an escape route. If they take off the way they came, they have to evade Lliandri; as they flee, they encounter two more of Ashandrik’s henchmen who were coming up behind them. A chase through the dark halls of the refinery ensues until either the characters lose Ashandrik’s men or are caught. If the characters make it out of the refinery and back into the



jungle, they must find their way back to town and to their ship, dodging the hunters along the way. By the time they reach their ship, Ashandrik is already in orbit, waiting with the *Arbalest* to attack them as they attempt to leave planet.

- **Fight.** If being surrounded by hostiles, caught off-guard, and having a traitor in their midst is not enough to cow the characters (and it probably isn't), a grand firefight likely erupts. Ashandrik is not stupid; at the first sign of conflict, he and his thugs shoot to kill. He also has two additional goons (one human and one Rodian) coming up behind the group (just in case they decide to run). It takes quite a battle to subdue him and his band; Ashandrik will not surrender unless he has no other option.

If it looks as if the characters are somehow going to triumph and she is still standing, Lliandri takes off down one of the hallways and vanishes, leaving Ashandrik to his fate. Should Ashandrik and Lliandri be out of the action, his men either give up or flee, depending on circumstances.

**Staging Tips.** If the group has been having a tough time of it and they aren't up for the final battle, you have several options:

- Lliandri isn't a spy and her grudge against

Ashandrik is real. This gives them another gun against Ashandrik's mob. Of course, after seeing the characters suckered by someone they thought they were hunting, Lliandri will be scathingly insulting after the fight is done.

- Have Zurric Que'stiil show up. This Rebel saboteur — first encountered in Cather Taan's Gun Shop — might arrive and lend the group a hand, catching Ashandrik completely off-guard. A few well-thrown grenades could easily turn the tide of battle — and leave the characters in Que'stiil's debt.

- Those rival hunters from Kwenn Space Station — if so far unnoticed — could make an appearance now. While they certainly won't want to save the characters, they'll add considerable confusion to the situation, perhaps giving the characters a chance to escape.

- Let them face the music. The party could slug it out with Ashandrik and lose, waking up wounded and incarcerated aboard the *Arbalest* and on their way to the nearest Imperial facility. This could lead to a number of other adventures.

**Rodian Gunmen.** *Dexterity 3D+2, blaster 5D, dodge 4D-1, grenade 4D, Knowledge 3D, Mechani-*

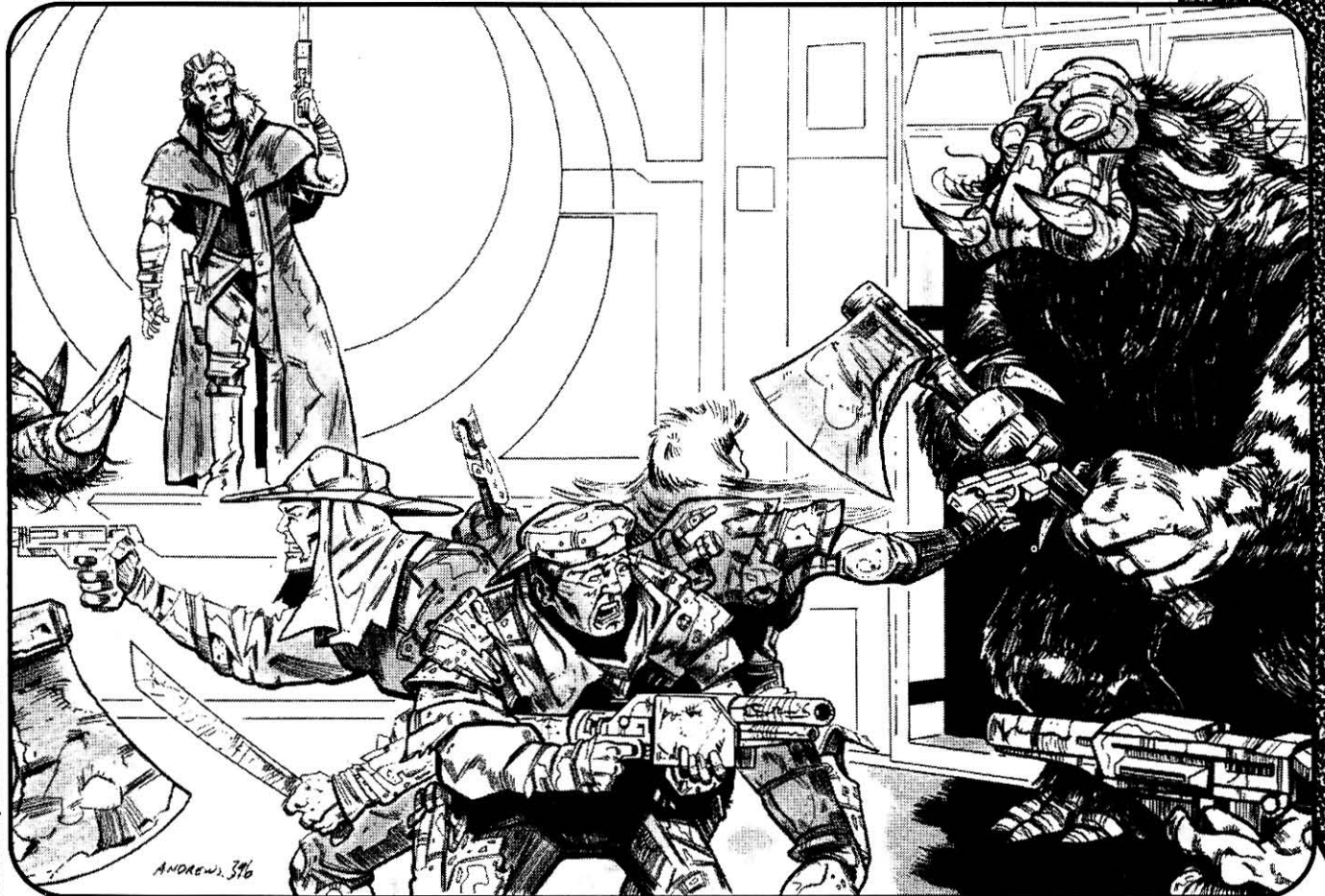


Illustration by Marshall Andrews III

*cal 2D, Perception 3D+1, Strength 3D+2, Technical 2D+1. Move: 10. Blaster carbine (5D), blast vest (+1 energy, +1D physical).*

**Human Gunmen.** *Dexterity 3D+1, blaster 5D, dodge 5D, melee combat 4D+2, Knowledge 3D, Mechanical 2D+1, Perception 3D+1, Strength 4D, Technical 2D. Move: 10. Blaster rifle (5D+1), vibroblade (STR+3D), blast vest (+1 energy, +1D physical).*

**Whiphid Warriors.** *Dexterity 3D+1, melee combat 5D+2, melee parry 5D, Knowledge 2D, Mechanical 2D, Perception 3D, Strength 4D+2, brawling 5D+1, Technical 2D. Move: 11. Vibro-axes (STR+3D+1).*

## ADVENTURE REWARDS

The characters should receive three to five Character Points for completing this adventure. Award them a bonus of two to three Character Points if they manage to escape Ashandrik or subdue him. Needless to say, they have no money to show for their efforts.

## EPILOGUE

Depending on how things go, the group could wind up on the run from Ashandrik and his goons or on their way to prison.

If they take the bounty hunter and his associates on and triumph, they learn that there is no bounty on Ashandrik and that he has no stolen

fortune — all of this information was a lie to lure them in.

Ashandrik, if taken alive, will not reveal the location of his ship; he *will* be nasty, cross and obnoxious, making every possible attempt to escape and get in the way of the group. None of his thugs know where he's hidden the *Arbalest* or where he keeps his money and equipment.

After the debacle is over, there are several threads for the gamemaster to spin out into continuing adventures:

- **Getting Even with Snivas.** The character's old friend Jerik Snivas has obviously set him up for the slaughter. A trip back to Kwenn Space Station for a chat may be in order.

- **Que'stiil's Raid.** Zurric Que'stiil is about to embark on a mission against a major Imperial repair base. If he was favorably impressed with the group, he may make them an offer to come along — or if he bailed them out when things got tough, he may ask them to accompany him as a return favor.

Seregar itself may be used by the characters as a hideout or base. With its growing smuggling community, a good saloon, a well-stocked gun shop, and endless jungles to hide in, it makes the perfect place for shady characters to interact. Any of the major gamemaster characters might be aware of some lucrative business offers for people with quick blasters ...



# THE BLACK SPHERE

In this adventure, the characters are hired to retrieve a fabled artifact believed to be in the possession of a prominent businessman and suspected crime kingpin.

## EPISODE ONE: THE DESTROYER

While in the city of Iritsa on the planet Chazwa, the characters can take on a bounty for the return of a lost artifact. Although this adventure is set on Chazwa, it can easily be converted to virtually any world with a spaceport city.

**Chazwa.** Chazwa is a medium-sized trading world in the heart of the Empire. It has a breathable atmosphere and mild climate, with three and a half billion residents, most of whom are human. The planet has a bustling shipping industry because of its prime location on star routes, while a combination of manufacturing and agriculture brings plenty of income into the localeconomy. For more information on Chazwa, see *The Thrawn Trilogy Sourcebook*, p. 112.

### PROLOGUE

The adventure begins when the characters learn of the bounty posting. Why the characters are on Chazwa is up to the gamemaster — perhaps they are delivering a bounty, or they just stop here as a lay-over while journeying to another world. Some possible ways to lead into the story:

- While in Iritsa, the characters hear about Hahz Fallon's reputation as a shrewd businessman. He is well-respected by his

fellow merchants. He owns several warehouses not far from the starport and seems to have an interest in many of the city's other prominent businesses.

- The characters may overhear — from spacers and common laborers — that Fallon is a crook. The characters may also have a run-in with some of Fallon's goons or security guards while conducting business, suggesting that there's some truth to rumors that he's a crime boss.

- One of the characters' contacts makes them aware of a bounty. "A crazy old woman is offering a fortune in gems to anyone who can recover some trinket." The contact says the item is called "The Black Sphere." It is supposed to be some kind of cultural artifact from a primitive civilization. The woman says she knows where



Illustrations by Storn A. Cook



# WANTED

## THE BLACK SPHERE

### Item: The Black Sphere

**Species:** NA  
**Sex:** NA  
**Age:** NA  
**Homeworld:** NA  
**Bounty:** Gems and precious metals

### Known Associates

### Classification

Local

### Application Conditions

NA

### Bonus

Bounty doubled if Fallone is captured.

### Determent

None

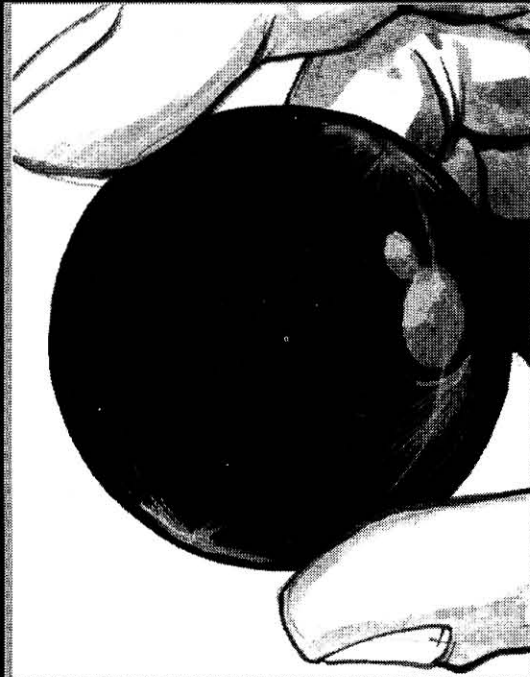
### Crimes

### Originator

Planetary Council of Eckless

### Receiver(s)

Rusha, Diplomatic Ambassador of Eckless.



### Brief

The Black Sphere is believed to be in the possession of Hahz Fallone (a human male, between 35–45 standard years old). Fallone is a business owner with strong ties in the merchant community in city of Iritsa, planet Chazwa and is the suspected leader of criminal organization. Fallone is responsible for the decimation of a planetary population and is wanted for the theft of The Black Sphere.



the sphere is — someone in the city is holding it — and she's willing to pay a fortune for its return. If the characters show any interest, the contact gives them a comm number for the local communications grid. When they buzz the comm number, a female voice instructs them to proceed to Landing Bay 29; no other information is offered.

- The characters may overhear cargo shippers and freighter captains grumbling about how they're being forced to pay inflated rates for local laborers. It seems that a local gangster, Jorga Sune, is orchestrating this ploy and using threats to get all the local workers to fall into line.
- Freighter captains are complaining that they're being gouged by Hahz Fallone. Fallone is deducting money from cargo payments, claiming that goods are being damaged in transit. The freighter captains maintain that they personally inspected the cargoes and know that they weren't damaged.

### LANDING BAY 29

Landing Bay 29 is an unremarkable freighter landing bay. There is no guard at the blast doors, nor is the lock activated. As soon as the characters approach the bay, the blast doors slide open to admit them.

When the characters step into Landing Bay 29, read aloud:

**Landing Bay 29 of Iritsa Spaceport is a long-term docking facility normally reserved for starships in need of extensive repairs. It's a spartan and uninviting pit carved out of bedrock and covered by a retractable roof. There is a small sleeping cubicle on the north edge of the bay, providing sparse living facilities for anyone unlucky enough to be stranded here. A single power cable hangs beneath the roof. It is not someplace where you would expect to find a contract, especially not a high-credit contract like the one that's supposed to be up for grabs.**

There is a starship docked in the bay. It's of an unrecognizable design. Close inspection or an *Easy space transports* roll reveals that it is the product of a combination of ancient and modern starship technologies.

After a few moments, a woman's voice emerges from the small speakers around the bay. The characters are asked if they are here for the job, and they're instructed to keep their hands in plain sight. (Rusha, ever the suspicious type, is in an adjacent bay and observing with a small holocam hidden behind an access panel.) If the characters cooperate, read aloud:

**An old but physically fit human female, with short, white hair and reddish skin emerges through a small door near the housing cubicle. She approaches slowly, holding only a datapad in her hands.**

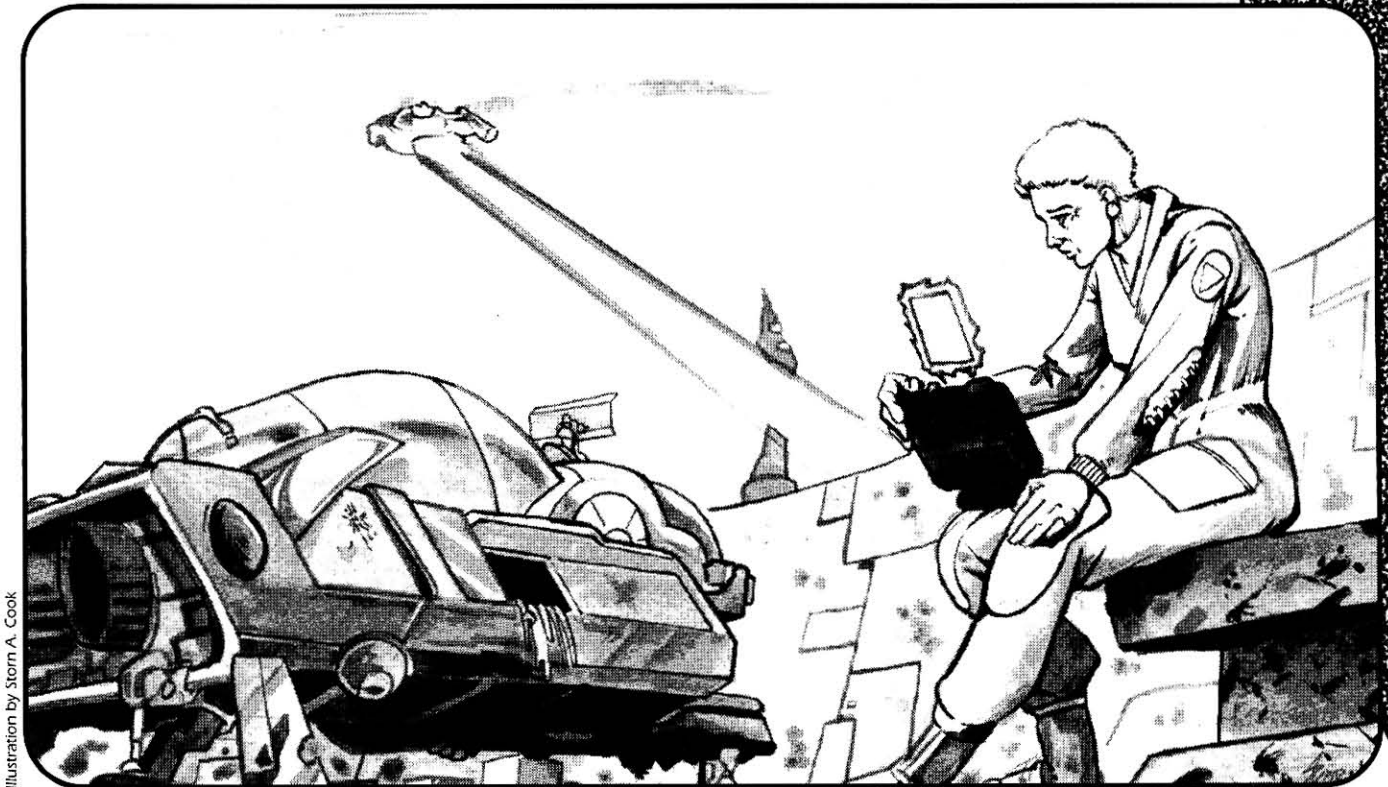


Illustration by Storm A. Cook

The old woman is Rusha. She is polite and appears to be honest, but she is extremely suspicious. She exchanges pleasantries with the characters for a few minutes, attempting to gauge their intelligence and trustworthiness, before she even begins to hint at her true interest. Only after the characters prove their sincerity does she discuss the specifics of the contract. Read aloud:

**"My name is Rusha, and I am the sole ambassador of my homeworld, Eckless. Twenty years ago, when we had no knowledge of the civilizations beyond our skies, our world was invaded by Hahz Fallone.**

**"Fallone the Destroyer used his weapons to enslave us. He forced us to mine our lands, drawing from our planet minerals which were of no use to us but were apparently of great importance to him.**

**"Fallone brought with him tens of thousands of giant starships and machines that worked without tiring. We soon began to fear that he would destroy our entire world.**

**"We stole weapons and began to fight. We used the strength of our numbers to force Fallone and his starships to leave before their holds were even half full. But, when he left, Fallone stole something very precious: The Black Sphere.**

**"The Black Sphere holds in it the secret of our existence. It shines with the light of our people; it is a part of us. Without it, we are lost forever; if he possesses it, Fallone the Destroyer can return at will to further despoil our home. His touch still poisons our world ... the famines linger even though Fallone left over 20 seasons ago.**

**"We built this starship from equipment left behind by the Destroyer. I was selected to seek out Fallone and retrieve The Black Sphere.**

**"I have been searching for 10 years and have finally found him. I lack the skills to capture him ... but I can pay those who do."**

**Rusha.** *Dexterity 2D+2, Knowledge 3D+2, languages 4D+2, willpower 6D, Mechanical 3D, astrogation 5D, communications 4D, space transports 4D+2, Perception 3D+1, investigation 4D+2, persuasion 4D, Strength 2D, stamina 4D, Technical 3D+1, space transports repair 5D.* Force Points: 1, Character Points: 10, Move: 7. Equipment: Datapad, archaic starship.

Rusha may appear to be a frail, old woman, but she is strong, regal, and retains much of the vitality of her youth. Before the coming of Fallone, she had been a woman of great importance on her world; had Fallone never arrived, one day she would have probably been elected President of the Council of Eckless.

Rusha led the effort to construct the starship, and was chosen as the person most qualified to fly the ship and conduct the search for Fallone

and The Black Sphere. This task consumes her and she thinks of nothing save returning the sphere to Eckless.

### THE REWARD

Rusha offers payment in the form of jewels and precious metals. She doesn't know their exact value and will not allow close inspection, but she assures the characters that the reward is substantial. (Any character making a Difficult *value* roll — or anyone with knowledge of precious gems making an Easy *value* roll — can determine that these gems are probably worth at least 5,000 credits.)

Rusha promises payment if the characters retrieve The Black Sphere (which Fallone wears on a gold chain around his neck). Fallone can be taken either dead or alive, but if he lives, she wants him delivered to her so she can bring him before the Council of Eckless for punishment. She offers a matching pile of gems for his delivery.

Show the players the bounty posting on page 60.

### BEGINNING THE HUNT

If the characters accept the contract, Rusha tells them all that she knows about Fallone:

- He is one of the small number of individuals who own and control most of the warehouses just south of the spaceport.
- He lives in a large compound in the southeast section of the city. She can give directions, but she doesn't know anything about the compound's security.
- His guards wear black and red uniforms.
- She points out that Fallone's crime — no matter how despicable — is not the concern of the local Imperial governor. In addition, Fallone is a very powerful man in the city. Therefore, the characters would be well-advised to keep this mission quiet.

### IRITSA

Iritsa is a minor spaceport city with roughly one million residents. Architecturally, Iritsa has much in common with Mos Eisley, but green trees and flowering shrubs are abundant, and the air is filled with colorful birds and insects.

There is a small but highly visible Imperial presence in Iritsa, primarily in the form of Customs agents and the stormtrooper squads that enforce their decisions.

Local police officers — the Iritsa Civil Guard — are much more common, although they generally stick to patrolling in airspeeders and speeder bikes; foot patrols are rare. Normally, the only time the police show up is to investigate a crime. The Civil Guard officers have green uniforms and carry comlinks, blaster pistols and stun clubs.



**Iritsa Civil Guard.** All stats are 2D except: *blaster 4D, streetwise 4D, investigation 4D*. Move: 10. Blaster pistol (4D), stun club (4D stun, Easy *melee combat* difficulty).

The town is pretty quiet and generally respectful of Imperial law, although The Clog — a very poor part of the city — has plenty of street crime.

**INVESTIGATIONS**

If the characters snoop around, they'll learn that Fallone owns many businesses, including numerous warehouses and docking bays, as well as spaceport bars, restaurants, and shops.

If the characters go to any of these establishments, Fallone is nowhere to be seen; he almost never visits the businesses. However, if the characters aren't careful, the manager at the business reports the characters' inquiries and their descriptions to Fallone, who is on his estate.

**THE SPACEPORT**

The spaceport is filled with starship pilots and crew, but most of them are too busy to talk with the characters or, if they are willing to talk, know little about local affairs.

An exception to this is Old Oglaw, a grizzled freighter captain. Old Og has been living in Iritsa for several months — grounded due to contractual obligations that require his ship to stay docked in Iritsa while his cargo is in storage in the warehouses.

Og talks quickly and asks the characters questions about themselves, the state of the galaxy, and news of the war with the Rebels. (His allegiance is firmly with the Empire.) If the characters chat with Og for a few moments and then ask him about Fallone, they learn the following facts:

- Fallone is now one of the richest men in Iritsa. The local legend is that, many years ago, Fallone stole his wealth from a primitive planet.
- Fallone's best guards spend their evenings in the North Market, drinking with the starship pilots. Og points out a group of Fallone's guards as they pass.
- There's some tension between Fallone and Jorga Sune, a "troublemaker" in The Clog. He cautions them not to get in the middle of the struggle.

**Old Oglaw.** All stats are 2D except: *astrogation 5D, space transports 4D, space transports repair 4D*. Move 10.

**FALAD PROK**

After the characters have met Og or while they're searching the city, they are approached by Falad Prok, a young man dressed in dusty, black clothing.

**Falad Prok.** *Dexterity 4D, blaster 5D, melee combat 6D, Knowledge 3D, intimidation 5D+2, streetwise 6D, value 5D, Mechanical 2D, Perception 3D, con 5D, persuasion 4D+2, sneak 4D+1, Strength 3D, Technical 2D*. Character Points: 15, Move: 10. Equipment: Blaster pistol (4D), vibroblade (STR+3D).

Barely out of his teens, Falad Prok has worked for Jorga Sune—a local crime boss— since he was a child. Prok has been an errand boy, a thief and a spy, but he currently acts as a special messenger, delivering sensitive information about a variety of Sune's "concerns." (After he meets the characters, he reports their descriptions to Sune.)

Read aloud:

"I work for Jorga Sune," he says. "Him an' Fallone, they have some, uh, disagreements, y'know, an' we'd like to solve 'em. But there's a cease-fire on, y'see, and we can't do this ourselves. But we know the old lady wants Fallone dead, an' now we know she's willin' to pay ya. So we figure, since it's in all our best interests, that we might, y'know, give ya a hand."

He gives you a data chip. "Maps, y'know? Fresh intel. Hit at night; the quality help gets the day shift, y'know?"

He steps away, "Just remember your buddy, Falad, if you find you've got too much wealth to carry." He grins, then disappears into a crowd of laborers.

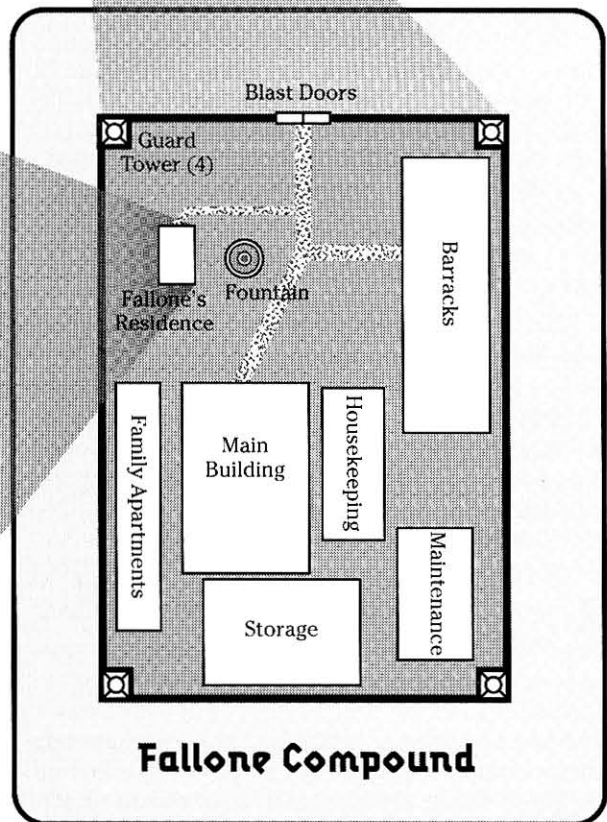
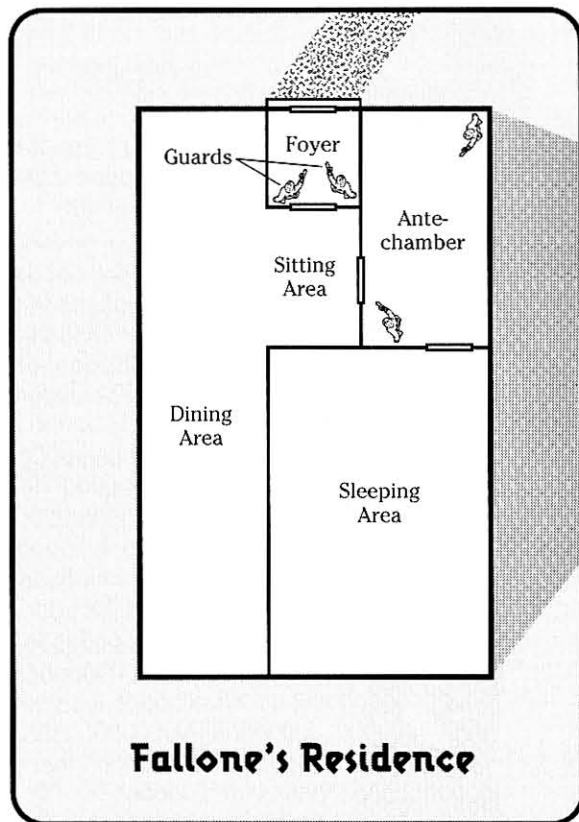
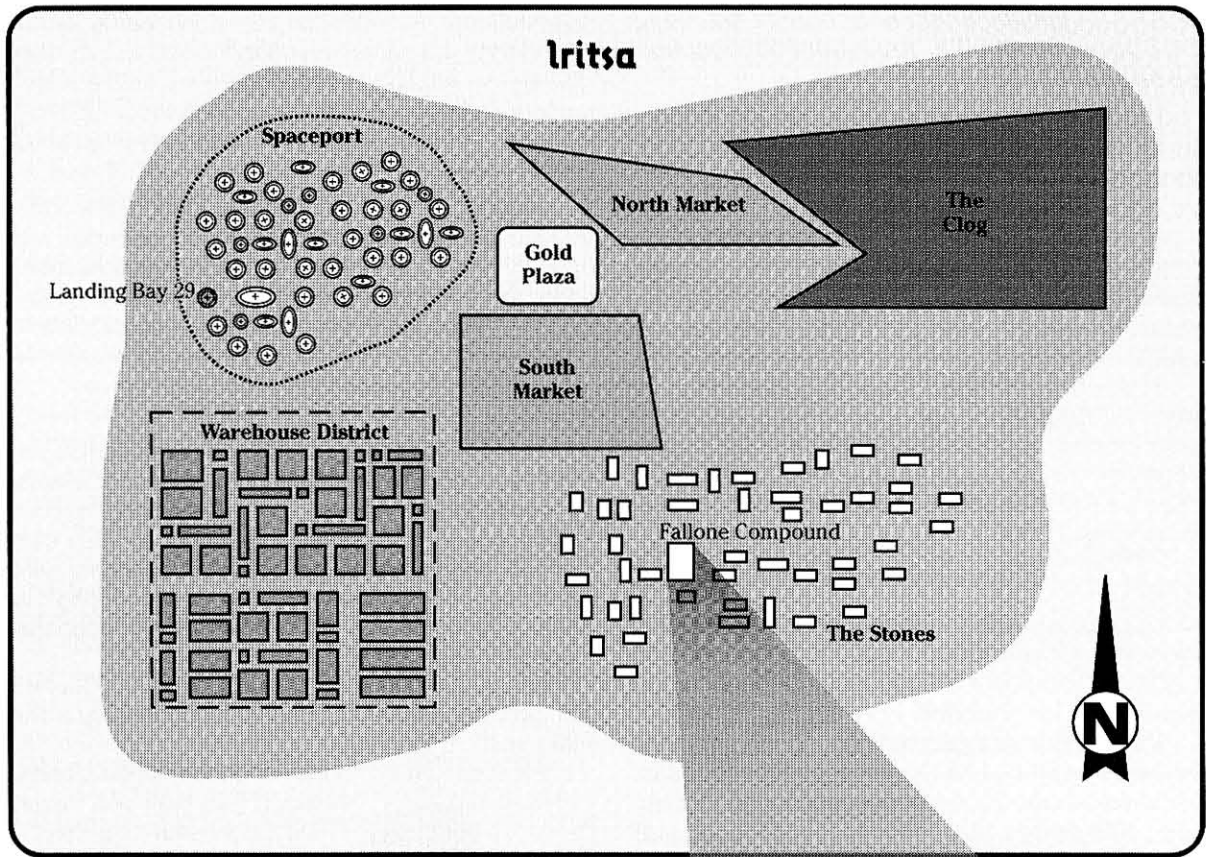


Illustration by Storm A. Cook

**THE CHIP**

The chip contains three maps. Give the players copies of the maps on page 64:

- **Iritsa.** A general map of the spaceport city. Prok has highlighted the location of Fallone's compound and Landing Bay 29.
- **Fallone Compound.** This is a map of the Fallone compound, indicating guard towers and buildings inside the formidable walls.
- **Fallone's Residence.** The interior of Fallone's personal residence, showing the layout of the building and the most likely posts for guards.



Stephen Crane



### THE WAREHOUSE DISTRICT

Iritsa's warehouse district is used as a short-term storage site for cargoes which cannot be immediately delivered to their destination worlds. Traffic is normally congested as large skiffs ferry cargoes from the spaceport.

The task of loading and unloading the freighters and skiffs is primarily performed by the humans who make up the lower class of Iritsa. These humans live in a densely populated area of the city known as The Clog.

If the characters nose around any of Fallon's warehouses, they get very little information. Within a few minutes, some of Fallon's guards — summoned by one of the warehouse workers — arrive and encourage the characters to move along. The guards make it clear that they think the characters are working for Jorga Sune and warn them that if they come back, they won't be walking away the next time.

### THE CLOG

The Clog is a collection of structures made of available materials — primarily packing crates — and furnished with goods stolen from starship cargoes. Despite their flimsy appearances, the buildings of The Clog are actually quite sturdy. Since the Clog-dwellers distrust the Stones-dwellers, the buildings of the perimeter form a solid wall against intrusions. There are only six entrances into The Clog; each is guarded by eight strong men. They do not allow the characters to enter.

**Clog Guards.** All stats are 2D except: *blaster 6D, melee combat: club 5D, Strength 4D, brawling 6D*. Move: 10. Heavy blaster pistol (5D), metal club (STR+1D).

Residents of The Clog can be encountered in other parts of the city, particularly the Warehouse District and the North Market. The average Clog-dweller is physically strong, but has few skills. Clog-dwellers wear loose, dusty clothing made of dark fabrics. They tend to be interested in the characters (and any other "wealthy" or "exotic" visitors), but they try to hide this.

**Clog-Dweller.** All stats are 2D except: *Strength 3D, lifting 4D*. Move: 9.

### THE NORTH MARKET

The North Market is filled with Clog-dwellers and contains a large number of dining and drinking establishments. Most of the Clog-dwellers in the Market are too nervous to speak with the characters, especially if the characters mention Fallon.

Many of Fallon's guards can be found here while off-duty. None of the guards are willing to

talk without a bribe of at least 100 credits. If bribed, one of the guards reveals that Fallon has been hiring a lot of new security personnel recently; most of the guards think that he's worried about attacks from Jorga Sune's thugs.

There are two individuals who are willing to offer information — Rab Telk and Dorri Canas.

Rab Telk is a big, well-muscled human male who wears the dark clothes of a Clog-dweller. When he first hears the characters say Fallon's name, he spits and curses. Rab claims to hate Fallon because he, even more than the other Stones-dwellers, flaunts his wealth by constantly appearing in public wearing a black sphere — obviously a gem of great value — on a gold chain around his neck.

**Rab Telk.** All stats are 2D except: *Strength 3D+2, lifting 4D+1*. Move: 9.

Dorri Canas is a middle-aged woman who wears the long robes common among diplomats. She was born in The Stones, but she has made it her mission to forge a peace between the Stones-dwellers and the Clog-dwellers. She discusses this problem with the characters for as long as they will listen, focusing on the problems of unequal distribution of wealth and the concentration of political power in the hands of a small group. She refuses to discuss Fallon, choosing instead to complain about the actions of Jorga Sune, a minor crime lord, who offers favors — such as protection from the Imperial government, and easy access to contraband goods — to the Clog-dwellers who support him.

**Dorri Canas.** All stats are 2D except: *Knowledge 4D, cultures: Iritsa 6D*. Move: 9.

### THE SOUTH MARKET

The South Market consists mainly of stores catering to the exotic tastes of the Stones-dwellers (see "The Stones" on page 66). The area is much less crowded than the North Market, and almost everyone here is dressed in the bright clothes of the Stones-dwellers.

Most of the Stones-dwellers ignore the characters. The only exception is a group of five inebriated young men who are returning from a festive meal. They approach the characters and begin insulting them. At first, the insults are meant as jokes, directed at trivial matters such as the characters' dress and their grooming habits, but things soon turn ugly, particularly if any of the characters are aliens.

If the characters mention Fallon in a negative way, the quintet of young Stones-dwellers become even more belligerent. They tell the characters that Hahz Fallon is a great businessman and leader, and they explain that things will be

different when Hahz Fallone drives Jorga Sune out of the system. Riffraff such as the characters and the Clog-dwellers will no longer be allowed to roam freely through the streets of Iritsa — “low-class scum” will soon know their proper place.

**Young Stones-dwellers.** All stats are 2D except: *Knowledge* 4D. Move: 10. Sporting blasters (3D+1), garishly colored clothes.

Before this disagreement leads into combat, Iritsa Civil Guard Officer Zyru Tokkip arrives. Zyru Tokkip is a tall, dark-haired man. He yells at the young Stones-dwellers as if they were children, ordering them to return to their homes.

After they leave, Tokkip turns his attention to the characters. The characters’ inquiries have brought them to the attention of the local law, so Zyru has heard the characters’ descriptions. He stares at them for a few moments, studying their faces and clothes, before he shakes his head and tells them that bounty hunting is illegal in Iritsa. He warns them to stay away from Fallone; he’s done nothing wrong.

**Zyru Tokkip.** All stats are 2D except: *blaster* 4D, *streetwise: Chazwa system* 6D, *investigation* 5D. Move: 10. Blaster pistol (4D), stun club (4D stun).

### THE STONES

South of The Clog is a small cluster of permanent homes known as The Stones. These homes — low and usually windowless buildings constructed from slabs of red and gray stone — are owned by the elite of Iritsa, including the merchants who own the warehouses.

The Stones-dwellers are weaker than the Clog-dwellers, but are generally better educated and considerably wealthier. They wear clothing made of brightly colored fabrics and usually walk through the Markets in clusters of five to seven individuals. Most are exceptionally arrogant, condescending and judgmental; they show no interest in the characters.

**Stones-dwellers.** All stats are 2D except: *Knowledge* 3D, with two *Knowledge* skills at 4D+1. Move: 10. Sporting blaster (3D+1).

Compared to the crowded conditions in The Clog and the Markets, the well-maintained pathways of the Stones are almost deserted. The characters catch brief glimpses of well-dressed Stones-dwellers disappearing around corners and into doorways, but they are unable to find anyone who will speak with them.

In truth, the Stones-dwellers are very class-conscious and the characters obviously do not “fit in” here. From behind the safety of their stone walls, many residents keep a suspicious eye on the characters, while their presence — as people



Illustration by Storm A. Cook



who don't belong in that neighborhood — has been reported to the Civil Guard.

## EPISODE TWO: THE HIT

The Fallon compound is the only building in the Stones with obvious defenses: Fallon has quite a few enemies. The outer walls are 10 meters high and the main entrance is secured by a set of thick blast doors (8D body strength).

Four guard towers, one on each corner, are set atop the walls. If the characters observe the towers for an entire day, they find that the towers are manned by one guard during the day and two at night. They may also realize (on a Moderate *search* roll) that the line-of-sight for the southwest tower is blocked by the family apartments building.

As the characters approach the compound, they must make *sneak* rolls versus the *search* rolls of the guards. If it is day, the guards get a +5 bonus added to their rolls; if it is night, the characters get a +5 bonus. Once the characters are within two meters of the compound walls, they can no longer be seen or fired at by the guards.

**Fallone's Guards.** All stats are 2D except: *blaster 4D, dodge 3D.* Move: 10. Heavy blaster pistol (5D).

### ENTERING THE COMPOUND

The walls can be scaled (Difficult *climbing/jumping* roll), cut through (walls' body strength is 6D), or the characters can deactivate the lock on the main blast doors with a Moderate *security* roll.

If the characters climb the walls, they must make opposed *sneak* rolls to determine if they get over the wall without being seen. (Add a +10 bonus if they are climbing over the west wall and using the family apartments as cover.)

If they are seen, the tower guards fire at them and sound the alarm; 12 rounds later, at least six more guards emerge from the barracks.

If the characters cut through the wall or scale it without being seen, then they do not encounter the barracks guards until after they leave Fallon's residence.

If the characters enter through the blast doors, they have six rounds before the barracks guards notice their presence.

The number of guards that the characters encounter depends on the time of day.

	Daylight	Evening	Night
<b>Tower Guards</b>	4	8	8
<b>Barracks Guards</b>	12	4	16

## FALLONE'S RESIDENCE

The door to the residence is unlocked, but two guards are stationed in the foyer.

After the characters enter the residence, they are not attacked by any of the barracks or tower guards: Fallon is observing the characters' actions and orders all the guards — except for the ones inside the residence — to hold their fire. The guards posted in the residence are less skilled than the other guards, since it is part of Fallon's plan for the characters to succeed.

**Residence Guards.** All stats are 2D except: *blaster 3D.* Move: 8. Blaster pistol (4D).

The single door leading from the foyer into the interior of the house is locked. Characters need an Easy *security* roll to deactivate it. However, a character making a Difficult *security* roll discovers that the lock has been altered to allow for easy deactivation.

### SITTING AREA

The sitting area of the Fallon residence is lavishly appointed. The walls are paneled with woods imported from other systems; it is furnished with a number of metal chairs covered by pillows made from exotic fabrics.

### DINING AREA

The dining area has a long, wooden table surrounded by armless metal chairs. Along the east wall of the room is a large mural depicting a battle between a group of humans and a group of insectoid aliens, painted in an ancient, almost monochromatic style.

### ANTECHAMBER

The antechamber is a small conference room where Fallon meets with his closest associates. It is furnished with chairs carved from large blocks of wood. The long table's top is made of a single smooth slab of black, volcanic rock.

Falad Prok's map is wrong: there are no guards in this room.

### SLEEPING AREA

The sleeping area is less exotically decorated than the other areas of the residence. The bedcoverings are gray and red, and the walls are decorated with simple geometric designs.

When the characters enter the room, they see two guards protecting a man with short, black hair and a muscular build. He is presumably Hahz Fallon.

**Personal Guards.** All stats are 2D except: *blaster 3D.* Move: 8. Blaster pistol (4D).

The man is *not* Fallone, but the guards inside the building — having been newly hired from off-planet — do not know this. Instead, the man is Gil Kogan, a petty crook who's been hired to pose as Fallone.

**Gil Kogan.** *Dexterity 3D, melee combat 4D, Knowledge 3D, streetwise 4D+2, value 4D, Mechanical 2D, Perception 2D+1, search 4D, sneak 3D+2, Strength 3D+1, climbing/jumping 5D, Technical 2D, security 4D.* Move: 10.

Gil Kogan is a local criminal with a grudge against Jorga Sune and a passing resemblance to Hahz Fallone. He has been trying to ally himself with Fallone for several years ... but posing as him only to be kidnapped isn't really what he had in mind.

He is under orders to pretend that he is Fallone for as long as possible; he's been promised a large fee for his services. Kogan is wearing a black sphere on a chain around his neck. It's not the real one, but Kogan thinks that it's real.

## ESCAPE

The characters find their escape to be easy. When they exit the residence, Fallone's guards attempt to block their progress, but they do not fire. Instead, there are loud cries of, "Don't shoot, they've got Fallone!" The characters are not followed after they leave the Fallone compound.

## EPISODE THREE: THE SPHERE

After the characters have gone some distance from the compound, they are accosted by a group of men in dusty, black clothing; the characters are forced into a dark alley. (If the characters are alert, the group may ambush them with stun nets.)

The characters should recognize the group's leader, Falad Prok. He demands The Black Sphere; he says they will be let go if they surrender the sphere.

If the characters do not give it to him, he and his thugs — all of whom work for Sune — try to take it by force. Prok orders his men to kill Kogan.

**Thugs (5).** All stats are 2D except: *blaster 3D, Strength 3D, brawling 4D.* Move: 10. Blaster pistol (4D), knife (STR+2).

While the characters battle Prok's men, Kogan tries to slip away; Prok also tries to get away with the sphere. If the battle goes poorly, Falad Prok disappears into the crowd or a darkened alleyway.

Iritsa Civil Guards show up within a few moments to sort out what's going on; the characters shouldn't stay around or else they'll be arrested.

## DELIVERY

When the characters deliver the sphere to Rusha, she instantly realizes that it is a fake. She demands that they return to the Fallone compound and search for the real artifact; she offers no payment without the real Black Sphere.

## UNDER SUSPICION

Whether the characters decide to return to the Fallone compound or cut their losses and leave the planet, before they are far from Landing Bay 29 they overhear other citizens discussing a big battle between Jorga Sune's men and a bunch of "despicable bounty hunters from off-world." The characters overhear that a man named Gil Kogan — an employee of Hahz Fallone's — was killed in the battle and the Iritsa Civil Guard plans on arresting the hunters for murder.

## TAG RAYOR

Soon thereafter, the characters are approached by a young human male wearing the dusty clothes of a Clog-dweller. Read aloud:

**He looks up at you nervously. "You don't have the real Black Sphere," he says, quietly. "I do. My father stole it from Fallone years ago, but he was afraid to use it. Now I'm afraid to keep it."**

His name is Tag Rayor and he offers to sell the sphere to the characters for 2,000 credits. After an agreement is made, he arranges to meet them in the Gold Plaza early the next morning to exchange the Sphere for the money.

**Tag Rayor.** *Dexterity 3D, melee combat 4D, Knowledge 3D, streetwise 4D+2, Mechanical 2D, Perception 2D+1, sneak 3D+2, Strength 3D, Technical 2D, security 4D.* Character Points: 5, Move: 10. Equipment: Sporting blaster (3D+1), knife (STR+2).

Tag Rayor is working for Fallone. This is another fake; it holds a datachip. Fallone wants Jorga Sune to end up with this fake sphere and believe that it is the real one.

## JORGA SUNE

Later that day, the characters are again approached by Falad Prok, who is wearing a black suit and is so clean and well-groomed that the characters probably do not recognize him at first. He bows, then hands them a small datapad. The screen's blur is quickly replaced by an image of a old man. As the message begins to play, Falad Prok again slips into the crowd. Read aloud:

**"Greetings," says the image. "I am Jorga Sune. Many years ago, an incompetent fool named Hahz Fallone discovered the coordinates for a**



lost colony world. His explorations proved that the planet contained great wealth, but Fallone did not have the resources to fully exploit it. So he came to me and proposed an alliance.

"I provided the equipment; Fallone provided the coordinates. I was a fool. Several of my ships were destroyed in a native uprising, yet Fallone made a fortune by making sure that none of his ships were damaged.

"As part of an agreement between myself and Fallone, all records of the planet's coordinates were to be erased. Fallone was the only one with the coordinates — my ships' nav computers were slaved to his vessels. I believed that he would try to trick me — that he would retain at least one copy of the coordinates, somewhere — but I also believed that I had the resources to find them.

"Unfortunately, despite the fact that my slicers have gotten into every one of Fallone's computer systems, I have been unable to find those coordinates. Now I know where they are. They are kept with The Black Sphere.

"That old woman who paid you to attack Fallone's residence is no longer a factor. But you must still get The Sphere. If you deliver it to me, I can make sure that you aren't convicted of the murder of Gil Kogan. It would be a shame if you spent the rest of your lives rotting away in a mining camp. You have until tomorrow evening."

#### HOW DO WE GET OUT OF THIS MESS?

If the characters check back at Landing Bay 29, they find Rusha's ship has been destroyed. Civil Guards are investigating the discovery of a dead body — Rusha's.

If the characters try to escape the city, they'll find that the Iritsa Civil Guard is staging a full-scale manhunt for them. Guards are at every landing bay and checkpoint verifying identity cards. Patrols fill the public plazas and holos showing the faces of the characters are everywhere.

The characters must find a way to sneak around the city without getting caught. Escape from the city seems impossible. (As gamemaster, you can use several near-misses and close encounters to make it clear that there's no way they can escape from the city.)

#### THE GOLD PLAZA

Despite a name suggesting opulent riches, the Gold Plaza is a bare, open-air square paved with small, white tiles. Early every morning, crowds of laborers from The Clog gather around the small number of Stones-dwellers who recruit for the warehouses. The Stones-dwellers are calling out daily labor rates and duties, trying to outbid each

other for the most skilled laborers while still making an acceptable profit; the Clog-dwellers are jockeying for position to ensure that they will be able to pledge their labor when the best rates are announced.

While there are quite a few Civil Guard officers prowling the Plaza, there's more than enough people here to provide the characters adequate cover. It takes several minutes for the characters to find Tag Rayor amid the crowd of laborers. Read aloud:

**Tag approaches you through the crowd. He looks at you — once — then his eyes start to dance nervously across the mob of mumbling laborers and screaming recruiters. "You got the creds?" he asks, his eyes never meeting yours.**

Tag soon sees Falad Prok in the crowd and has realized that he is involved in a very dangerous situation; Fallone never mentioned that one of Sune's chief thugs would get involved in this.

Tag appears quite agitated and if the characters delay in any way (such as by bargaining), he forces the false sphere into a character's hands, as if he doesn't expect the character to take it.

"I don't care," he says. "Just take it." His voice drops to a whisper. "Take it and run."

Tag turns and starts to push through the crowd. Before he has taken three steps, he doubles over, lets out a quiet scream and falls to the ground. Falad Prok appears, a small dart pistol in his hand.

"Poison. Quite deadly. Now, there will be no more delays. I'll take that," he says, reaching for the false sphere.

Then the sounds of blaster fire begin to ring through the air, and the crowd explodes into a panic. The blaster fire is courtesy of Fallone's men. They have orders to make it *look* as if they are trying to recover The Black Sphere, but they have orders to allow Sune's men to get the object. This is simply another action designed to make Sune think that this sphere is real is the real one.

If the characters hold this sphere, they will end up fighting with Sune's thugs (there are ten of them) *and* Fallone's five guards. If they give this sphere to Sune's men — or simply toss it into the crowd — then Fallone's and Sune's men begin shooting at each other and ignore the characters. During the battle, the Plaza is filled with many innocent bystanders, and it's almost impossible to get a clear shot — but this doesn't bother either Fallone's or Sune's men.

**Sune's Thugs.** All stats are 2D except: *blaster 3D, Strength 3D, brawling 4D*. Move: 10. Blaster pistol (4D), knife (STR+1D).

**Fallone's Guards.** All stats are 2D except: *blaster 4D*. Move: 10. Heavy blaster pistol (5D).

The Civil Guard officers do a good job of evacuating the crowd and stunning the combatants, but one of Sune's thugs probably gets away with the false sphere. The officers try to detain as many people as possible for questioning; again, the characters should try to escape as quickly as possible.

**ESCAPE**

If the characters still have the false sphere and use the disturbance in the Gold Plaza to escape, they are followed by five of Sune's men. After they escape these men, the characters have a brief moment of respite before they encounter Hahz Fallone himself.

Fallone is well-dressed and well-armed; four guards, also well-armed, are standing next to him. In the shadows lurk an additional 20 guards, but the characters must make *search* or *Perception* checks — ranging from Easy to Difficult — to spot them.

Fallone is wearing a black sphere on a gold chain around his neck. He asks the characters, "Do Sune's men have the sphere?"

If so, then he is very, very pleased with them. He tosses them a credit chip worth 25,000 credits and says to them, "It's been nice doing business with you. I can clear you of all charges. Keep quiet

about this and I might be in touch. Good help is hard to find."

He says that he can make sure the characters can get to their ship safely; if they have no ship, he arranges for passage to any nearby system. He warns the characters not to come back to Iritsa unless he summons them personally.

If the characters still have the sphere in their possession, then Fallone offers them a bribe of 5,000 credits to turn it over to Sune's men. "This fake sphere has information I want Sune to have ... but I need Sune to believe that he has the real one. Make sure his men get this sphere, but make it look convincing — make them work for it."

If the characters refuse to participate, Fallone sighs. "We can always do it the hard way. Give 'em a bellyache, boys." Fallone drops back as all of his thugs approach, brandishing clubs. Fallone's plan is knock the characters unconscious and conveniently leave the fake sphere by their bodies, where it can be found by Sune's men; Sune's men will no doubt kill the characters if given the chance.

■ **Hahz Fallone**

Type: Minor Crimelord  
**DEXTERITY 3D**  
Blaster 5D, brawling parry 4D  
**KNOWLEDGE 3D+2**



Illustration by Storm A. Cook



Bureaucracy 5D, business 5D+1, intimidation 6D, law enforcement 4D+2, streetwise 5D, value 5D+2

**MECHANICAL 2D**

Astrogation 4D, communications 3D+2

**PERCEPTION 2D+2**

Bargain 4D, command 4D+1, con 5D, investigation 4D, persuasion 5D

**STRENGTH 4D**

Brawling 5D, stamina 5D+2

**TECHNICAL 2D+2**

Computer programming/repair 4D

**Dark Side Points:** 1

**Character Points:** 15

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), well-tailored suit, The Black Sphere.

**Capsule:** Hahz Fallone is a fit, middle-aged man with closely cut black hair, pale skin, and wide, gray eyes.

He isn't nearly as stupid as Jorga Sune believes he is. While it is true that his fortune began with the wealth that he stole from Eckless, its growth has been due solely to Fallone's businesses — legal and otherwise. He has not returned to Eckless since his expedition with Sune and does not, in fact, have any record of the coordinates. He does, however, possess The Black Sphere and has worn it around his neck for 20 years. In truth, it is nothing more than a sphere of naturally occurring carbonite which is marked with tiny white impurities that give the impression of stars shining from within.

He was quite surprised to hear of Rusha's arrival in Iritsa — and of her goal — but he soon devised this plan to use her to rid himself of Jorga Sune.

**CONCLUSIONS**

The characters can simply accept Fallone's money and offer of transport, turn the false sphere over to Sune, and be done with this matter. They encounter no resistance as they leave Iritsa.

If the characters refuse to cooperate, it's presumed that Fallone's dozens of guards manage to knock the characters unconscious. Sune's men arrive soon after Fallone's thugs depart. They grab the false sphere, but Iritsa Civil Guards arrive before Sune's thugs can kill the characters. However, the characters are arrested for the murders of Gil Kogan and Rusha. The characters are at first used as scapegoats by the local Magistrate, but they're freed when evidence clearing them of all wrongdoing is anonymously delivered to the proper authorities. Within minutes of their release, they receive a package holding vouchers for a passenger liner headed off-planet. Unfortunately, they are now beholden to their benefactor: Fallone. The liner's destination is up

to you, but this is a good way to bring the characters to their next adventure.

**ADVENTURE REWARDS**

The character should receive three to five Character Points, with a bonus of three Points if they figure out that this is merely a ploy by Fallone.

**EPILOGUE**

Some time after they leave Iritsa, the characters receive a small package with a holochip. A recorded newscast on the holochip describes recent events surrounding Jorga Sune, who was killed when he led a fleet of ships into a system occupied by a top-secret Imperial base. Surviving members of the fleet claimed that Sune had hoped to find the fabled planet of Eckless, an almost mythical world rumored to hold a fortune in gems and metals. The report ends with an image of Hahz Fallone — "BUSINESSMAN AND FORMER SCOUT" — who laughs and says to the unseen reporter, "Eckless, that's only a myth. There's no such place ..."

**FURTHER ADVENTURES**

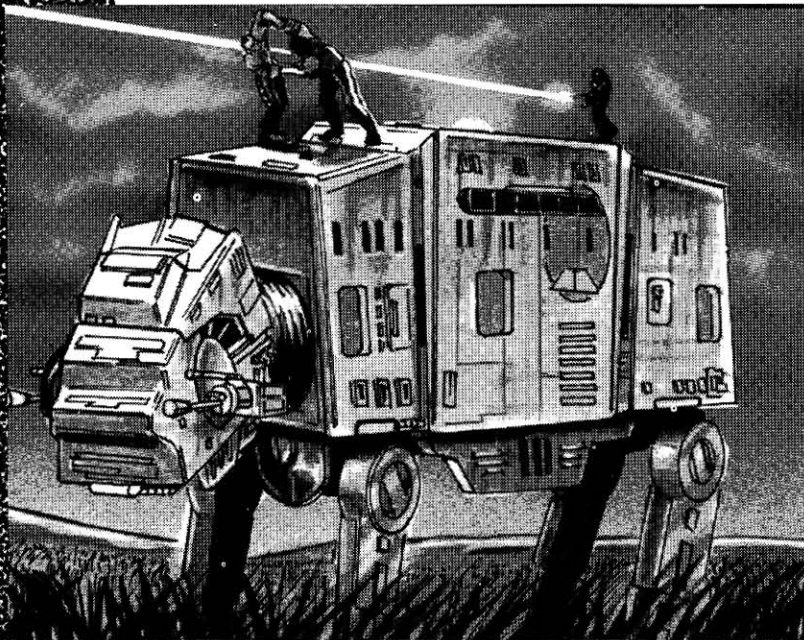
The characters may have earned a potential ally in Hahz Fallone. While dangerously unpredictable, he also has extensive contacts across Chazwa. If the characters ever stop on this world again and haven't crossed Fallone, they may be able to call in a favor.

If the characters check Rusha's navigation computer (it survived the fire in decent shape), they find an encrypted datafile; with a Very Difficult *computer programming/repair* roll and at least 50 hours of work, the file can be decrypted: it holds the navigation coordinates for Eckless, which is far out in unexplored space.

The Empire would offer a tidy sum (10,000-20,000 credits) for astrogation coordinates to this world because of its resources.

The characters could return The Black Sphere and possibly drag Fallone there for judgement: the Council of Eckless would make good on Rusha's offered reward. If the characters have a knack for business, they could make a hefty profit by trading advanced goods to the technologically backward world. Of course, the people of Eckless might not welcome visitors from the stars, but that's another adventure ...

# ELUSIVE



In "Elusive," the characters are hired to track down a prominent gambler. Rather than rely on battle armor or combat ability, the characters must use cunning and investigative skills to succeed in this mission.

Instead of a linear plot, "Elusive's" episodes are used as a convenient means of organization.

Episode One, "I Have My Sources ..." outlines the set-up and possible avenues of investigation. The target is Narloch of Giju, a Herglic gambler and entrepreneur.

Episode Two, "Time and Space," helps the gamemaster track the characters' movements through the adventure by means of a timeline and astrogation chart. This section also presents a "floater," a bounty hunter opponent who can be used at any point in the adventure.

Episode Three, "The Wheel" Episode Four,



Illustration by Christina Waid

"Trophy Chase on Dalos IV" and Episode Five, "The Law on Emmer," describe the three primary locations where Narloch may be found.

Episode Six, "Moving in for the Kill," provides suggestions on how to can stage an exciting climax no matter how or where the target is confronted.



# WANTED

## DEAD OR ALIVE

**Name:** Narloch of Giju

**Species:** Herglic  
**Sex:** Male    **Age:** 113 standard years  
**Homeworld:** Giju

**Bounty:** 10,000 credits

### Known Associates

Lira Rimrunner (Governor-General of Dalos IV)

### Classification

Not applicable

### Application Conditions

Dead or Alive

### Bonus

5,000 credits for return of stolen Sunburst pendant.

### Determent

### Crimes

Theft, fraud

### Originator

Anonymous

### Receiver(s)

Vox, Vandalar City, Reaper's World, Nilgaard sector



### Brief

Gambler and entrepreneur wanted by anonymous client for theft and fraud. Narloch travels unarmed, but normally has several bodyguards with him at all times. He is known to own a casino on the planet Emmer and is rumored to have an interest in casinos on several other worlds. Narloch operates mostly in Nilgaard sector and travels frequently. His ship is named the *Elusive*.

Narloch is a very visible public figure. Hunters are advised to use extreme discretion in apprehending him.



Finally, since the target maintains a legitimate facade (and the bounty is a private — and therefore illegal — posting), the hunters must either operate “above the law” or out-smart the target at his own game. See Episode Six for possible legal technicalities that hunters can use against their target.

## BACKGROUND

A few months ago, Lord Haakon, a minor but very wealthy noble, became involved in a high-stakes game of sabacc with Narloch of Giju, a Herglic gambler. Haakon expected to clean out the Herglic, but before he knew it, Haakon had gambled away most of his fortune, including a family heirloom. At first, he refused to pay; the game was rigged, he claimed.

Ever the practical business man, Narloch filed a lawsuit against the indignant noble. The Imperial Courts ruled that Haakon had to pay up. To cover the debt, Haakon sold his planetary holdings and space yachts, and is now virtually destitute. Bitter and desperate because of his financial ruin, Haakon has vowed to get revenge against the Herglic who “robbed” him.

Haakon reasoned that if Imperial law would not protect him, then he would resort to less savory means. He has placed an illegal bounty on Narloch of Giju; dead or alive, either result would suit him.

Lord Haakon works through an intermediary — a Defel informant named Vox. The bounty listing for Narloch is actually an illegal posting, but it has been made to resemble an Imperial Bounty Registration form so as to fool someone making a casual scan. Only by comparing the bounty to the *Imperial Enforcement DataCore* (an Easy computer programming/repairroll) does this forgery become apparent.

## EPISODE ONE: “I HAVE MY SOURCES...”

The characters are concluding a hunt when they receive a message about a tantalizing new target. This first episode sets up this hunt and outlines a few of avenues of investigation.

The characters are moving in to capture members of the Hurt Vectors, a swoop gang that has been rampaging through the lowest levels of Vandalar City for months.

In true cinematic fashion, this action sequence is intended to get the players involved right away. Refuse to answer any questions; the characters are only concerned with capturing the Hurt Vectors so they can collect their bounty.

Read aloud:

**This hunt shouldn't take too much of your time. At 100 credits per head, the Hurt Vectors swoop gangers are small marks, but even the small hunts pay the bills. Besides, knowing how things are around here in Vandalar City — indeed, across all of Reaper's World — you know that something else will pop up soon. But, now it's time to get to work ...**

**As your chrono beeps precisely 2710:00, you blast through the back door of the Hurt Vectors' hideout.**

**The swoop gangers look up from their stolen loot, expressions of surprise on their ugly faces. Crazy Van Kyle flicks two vibroshivs from concealed wrist-sheaths. Somehow you knew these grubbers wouldn't come peacefully ...**

There are as many gang members as there are characters. The room is a five-meter by five-meter square, with only the single door and a window; street level is seven stories below. The Vectors keep their swoops in a small, locked garage one level down. The Vectors posted no guards (they believed no one would dare attack them), but they're cowards at heart and surrender as soon as half their number are killed, wounded, or knocked unconscious.

Just remember that this scene is intended as an exciting start to the adventure, not a serious threat.

**The Hurt Vectors.** All stats are 2D, except: *blaster 3D, melee combat 3D, intimidation 3D, streetwise 3D, repulsorlift operation 3D, brawling 3D.* Move: 10. Hold-out blaster (3D) or vibroshiv (STR+1D).

After the Vectors are rounded up, they can be turned in to a local police station three blocks away; the bounty is paid promptly.

Read aloud:

**The Hurt Vectors are petty criminals, but it was an easy job and you had time to kill while waiting for your next big hunt. Credits are credits, you think, as you collect your reward from the police station.**

**Afterwards, as you're traveling back through the frigid transways towards your rented crashpad, a comm call comes through:**

**“Good work with the Hurt Vectors. Now... are you looking for more of a challenge?”**

**You recognize the husky voice as that of Vox, a well-known informant in Vandalar City. While you've never worked with her before — and rumor has it that no one has ever seen Vox in person — she is considered trustworthy by the local bounty hunters. She communicates only by comlink or datalink messages, but her information is reliable so long as she gets her 10% commission forwarded to her account number.**



Vox is a Defel (see *Galaxy Guide 4: Aliens Races*, pages 33-34); she is nowhere nearby if the hunters look for her. She tells the hunters she has a bounty worth 10,000 credits ... if they're up to it.

If the characters accept her offer of information, she instructs them to take a walk around Vandalar City. "Enjoy the sights. When you get back to your room, you'll find a datafile holding a bounty listing. From there it's up to you."

The datafile contains the bounty listing for Narloch of Giju; show the players the bounty listing on page 73.

**UOX**

Vox is a well-known informant, contact, and go-between. Her specialty is buying and selling information. She has been known to deal with law enforcement personnel, bounty hunters, and even criminals. Though she lacks loyalty, she protects her sources and swears by the accuracy of her information.

Vox has value as a recurring gamemaster character. She can be the source of any information obtained with a *streetwise* roll. She charges 10 credits for Very Easy information, 100 credits for Easy, 1,000 credits for Moderate, 5,000 credits for Difficult, 10,000 credits for Very Difficult, and 50,000+ credits for Heroic information. When she provides a Bounty Listing, she demands a 10% fee.

■ **UOX**

**Type:** Defel Informant

**DEXTERITY 3D**

Dodge 4D+2, running 4D

**KNOWLEDGE 3D**

Languages 5D, planetary systems 4D, streetwise 7D+1, willpower 4D

**MECHANICAL 2D+2**

Communications 3D+2

**PERCEPTION 4D**

Bargain 4D+2, con 5D, investigation 6D, sneak 5D+1

**STRENGTH 3D**

**TECHNICAL 2D+2**

Security 4D

**Special Abilities:**

*Invisibility:* Defels get +3D to *sneak*.

*Claws:* A Defel's claws cause STR+2D damage.

*Light Blind:* Defels see by ultraviolet light. Other wavelengths effectively blind them. Unless they wear special light-filtering goggles, increase sight-related difficulties by one level. Also note that most artificial illumination does not produce ultraviolet light — when indoors, underground, or within the bowels of a spaceship, Defels are effectively blind.

**Character Points:** 3

**Move:** 12

**Equipment:** Goggles, personal comlink.

**INVESTIGATING NARLOCH**

The hunters can begin their investigation. They are already in Vandalar City on Reaper's World, but Narloch could be anywhere.

**FINDING NARLOCH**

One would think that Narloch, as a Herglic, would be pretty easy to locate. Unfortunately, a few things work against the hunters. The first difficulty involves the sheer scale of the search. For example, learning that Narloch is on a particular planet is one thing; organizing a manhunt to cover an entire planet — or even just a major city — is quite another.

Second, the average galactic citizen may be able to identify perhaps a few dozen alien species. The most common reply to "Have you seen any Herglics lately?" is, "What's a Herglic?" Even specifying "a hulking, gray-skinned alien" doesn't necessarily help.

Narloch's planet-of-residence, Emmer, does have a significant Herglic population, so most people there know what a Herglic looks like ... but there are several million Herglics that can be mistaken for Narloch.

**KNOW YOUR ENEMY**

Those who make an *Easy alien species* roll or do some research have some information about Narloch's species: Herglics are huge bipeds — only two meters tall but equally wide — who evolved from water-dwelling mammals on the planet Giju.

After a brief struggle against the Empire, Giju willingly submitted to Imperial rule. Besides being considered traitorous by Rebel-sympathetic individuals, Herglics are renowned for their love of gambling and sensitivity about their size.

For more on Herglics, refer to the *The Thrawn Trilogy Sourcebook*, pages 145-146.

**REAPER'S WORLD**

When Reaper's World was colonized 5,000 years ago, the planet boasted beautiful blue mountains, sparkling green oceans, and a wide variety of flora and fauna. Nilgaard Bioprocessing established a major plant here, and the colony's population soon swelled to several million residents.

Now, Reaper's World is, to be blunt, "used up." Nilgaard has transferred its interests to the Corporate Sector, but only after mass-harvesting the world's resources. Due to climate shifts, the planet is caught in the grip of an Ice Age. Now the surface of Reaper's World's features only glaciers and sprawling, drab, cityplexes.

This planet remains the capital of Nilgaard sector due to its age, vast population, and many established institutions. Though nominally a democracy, the planetary government is truly beholden to Imperial interest groups and corporations, such as the Bank of Coruscant, the Mining Guild, and so forth.

■ **REAPER'S WORLD**

**Type:** Terrestrial  
**Temperature:** Cool  
**Atmosphere:** Type I (breathable) to Type III (breath mask required), depending on altitude, latitude, and time of day.  
**Hydrosphere:** Dry (most moisture frozen at poles)  
**Gravity:** Standard  
**Terrain:** Tundra, taiga, mountains, glaciers, plateaus, urban  
**Length of Day:** 28 hours  
**Length of Year:** 382.5 local days  
**Sapient Species:** Humans, others  
**Starports:** 5 stellar class  
**Population:** 10.2 billion (humans), 1 billion (various aliens)  
**Planet Function:** Administrative/government, financial services (Bank of Coruscant), academic (numerous technical and trade schools)  
**Government:** Representative democracy with Imperial governor overseer  
**Tech Level:** Space  
**Major Exports:** Financial services, technicians and other skilled laborers  
**Major Imports:** Foodstuffs, fuel cells, high-tech

**VANDALAR CITY**

Vandalar City is a durasteel-and-formex mesa cut through by jagged canyons hundreds of meters deep. Cloud cars, airspeeders, swoops, and other medium-altitude repulsorcraft fly through the rifts. The habitation zoning is verti-

cal, with the upper levels reserved for the most wealthy and influential citizens. The standard of living drops as one heads further towards ground level. The lowest levels — buried in layers of frozen trash and sewage — are home to millions who must live in abject poverty.

While the characters are traveling around the city, you can use any of the encounters below.

**REDBEASTS**

Redbeasts are omnivorous scavengers and hunters who travel the city's lowest levels in packs of two to 12 creatures. These sinuous quadrupeds stand one meter tall (at the shoulder); their bodies are two meters long, with a bushy 1.5-meter-long tail. Their thick, coarse fur is gray with black spots. The name "redbeast" refers to the creature's crimson eyes and vicious nature.

These vermin are remarkably enduring and adaptive, more resistant to poison and extreme cold than humans. Their strong jaws and chisel-like teeth allow them to gnaw through anything short of durasteel given enough time.

The bounty hunters may encounter redbeasts if they make a wrong turn while on their way to meet an underworld informant in the lower levels of Vandalar City. Anyone who makes a Moderate



Illustration by Christina Wald



*beast riding* roll realizes that redbeasts can be frightened off by fire, blaster shots or explosions.

**Redbeasts.** *Dexterity 2D, Perception 2D, search 4D, sneak 3D, Strength 2D, brawling 3D, climbing/jumping 4D, stamina 6D.* Bite (STR+1D). Move 18.

### THE ENERGY POOR

On this frigid world, food and heat are the two most precious resources. The poor who live in the lowest levels of Vandalar City often acquire food by trapping redbeasts or rummaging through waste bins, but energy for heat is a real problem.

The bounty hunters happen upon a family whose energy rations have been cut off. By giving the family a power pack or two — from a blaster or glow rod, for example — the characters have the opportunity to show that not all bounty hunters are cold-hearted mercenaries.

### INCOMPETENT BUREAUCRAT

In visiting some official department (the local IOCI branch, planetary datalibraries, and so forth), the bounty hunters are served by an incompetent bureaucrat. This individual knows almost nothing about his or her department, but still has a great deal to say. Any information provided to the characters is superficial, misleading, or just plain wrong. Like many bureaucrats, this clerk becomes even less useful when presented with an unusual request.

The bureaucrat cannot suggest anyone else who can help them unless seriously harassed (requiring an *intimidation* roll versus the bureaucrat's *willpower 4D*).

### INVESTIGATION RESULTS

After suitable investigation, you can determine what level of information the characters uncover based on their roleplaying or have the players make *investigation* rolls.

The chart below summarizes what information is found, the sources of the information, and approximately how long it might take to find this information:

- **Very Easy; Newscasts, public datalibraries; One hour.** Narloch is rumored to have interests in several local casinos here on Reaper's World.
- **Easy; Public datalibraries, public records, law enforcement records; Six hours.** Public records show that Narloch has a controlling interest in the Lucky Hand Casino and the Balance Casino, both of which are here in Vandalar City. Narloch lives on Emmer (another world in Nilgaard sector) and owns a casino there as well. He has no criminal record: the bounty is an illegal posting and capturing him could prove to be difficult.

- **Moderate; Newscasts; One day.** A disreputable tabloid reports that "successful and handsome" Narloch of Giju is rumored to be headed to The Wheel, a famous space station and casino, for a high-stakes sabacc tournament. At a similar tournament several months ago, Narloch won nearly two million credits. An accompanying digital image shows the Herglic smiling over a huge pile of credits, jewelry and gems; a sunburst pendant is prominently displayed near the top of the pile.

- **Difficult; Accessing starport computers (through bribery or deception); One day.** After a day's search through the starport computers on Reaper's World, characters can find Narloch's flight plan, indicating he was headed to Emmer (he left yesterday). He planned to travel to The Wheel (aboard his ship, the *Elusive*) immediately thereafter. See Episode Two, "Time and Space," for Narloch's schedule.

- **Very Difficult to Heroic; Public datafiles; One day.** If the characters check records regarding the high-stakes sabacc tournament Narloch won, they learn that Lord Haakon of Spira lost nearly five million credits. They should be able to surmise that Haakon is sponsoring the bounty.

The same information can be gained by interrogating Vox, though catching her is the hard part.

### FOLLOW-UP

If the characters go to either of Narloch's casinos, he is nowhere to be found. If they walk in and begin using threats or intimidation, they are rudely ejected; if the characters are subtle, they may be able to learn that Narloch visited both casinos yesterday, but he is presently at his residence on Emmer. Narloch is expected to stop in again about 30 days from now.

### WORD ON THE STREET

Those who make an *Easy streetwise* roll (or roleplay the scene) pick up rumors about Narloch having ties to Jabba the Hutt. If the characters begin asking any local casino workers or gamblers about Narloch, they also hear this rumor.

A second, *Moderate streetwise* roll (or suitable roleplaying scene) confirms that Narloch is in charge of Jabba's gambling operations in Nilgaard sector. Unfortunately, there's no known hard evidence linking Narloch to Jabba; this is something that "everybody knows," but nobody can prove it.

### A TRAITOR APPROACHES

If the characters snoop around Narloch's casinos, they are approached by a young courier named Fellan. He says that if he's paid 2,000

credits, he can provide proof that Narloch is working for Jabba.

If the characters come up with the credits, he provides the following:

- Two sets of records from Narloch's casinos here on Reaper's World. One copy is shown to the local government for taxation; the other set of records shows that Narloch engages in massive profit-skimming
- Copies of recorded conversations where Narloch threatens other casino operators with violence and bombings if they don't "turn over the cut my boss wants."
- Records of meetings between Bib Fortuna and Narloch. Narloch admits that his effort "to force other casinos to join us" is working.

Fellan says that he knows two other couriers who will testify against Narloch if they're paid.

**Why is Fellan Turning Traitor?** While Fellan's story is true, he is not acting out of respect for the law. He has been offered a tremendous bribe by Kendamari Casinos if he helps them topple Narloch so they can control gambling on Reaper's World. Kendamari is as crooked as Jabba is, but they're paying Fellan a lot more for his loyalty.

## EPISODE TWO: TIME AND SPACE

This episode provides a timeline for the movements of Narloch (the target) and Boushh (a rival hunter). The accompanying astrogation chart for Nilgaard sector allows characters to plan their own movements.

The timeline is a bit vague, rounding out to the nearest day. This provides you with some latitude in how to stage any encounter between hunters and hunted. For instance, say the hunters catch up with Narloch on day three: they might spot his ship waiting for docking clearance, or spot him across a crowded casino room — it's your choice for what makes the most dramatic adventure. Perhaps the characters have a couple of near-captures but Narloch manages to get away, or the characters may simply keep on arriving a day late and a credit short and have to find a way to pick up Narloch's trail again.

However and wherever the final encounter occurs, refer to Episode Six for details on how to stage the scene. There, you will also find stats for Narloch and his cronies. In case the characters catch Narloch between systems, Episode Six includes stats for Narloch's ship, the *Elusive*.

### TIMELINE

- **Day 1:** Narloch is at his residence/casino on Emmer.  
The characters receive the bounty on Reaper's

World. The day is almost over, so unless the hunters are extremely quick or lucky, they have almost no chance of catching Narloch on Emmer; they just miss him.

- **Day 2:** Narloch's ship, the *Elusive*, is speeding through the Reaper's World system en route to The Wheel (this route is faster than a direct hyperspace jump between Emmer and The Wheel).

Boushh is on Reaper's World, investigating Narloch; he learns Narloch's itinerary and heads to The Wheel.

- **Day 3:** Narloch conducts business on The Wheel. Boushh lays a careful ambush at the hotel where Narloch usually stays. Boushh neutralizes Narloch's bodyguards and corners him; the Herglic offers his captor 20,000 credits to release him and, furthermore, a promise of many contracts in Jabba's organization. Boushh accepts the bribe and joins Narloch's retinue while he considers the offer of employment.

- **Day 4:** Narloch's and Boushh's ships are speeding through the Reaper's World system en route to Dalos IV.

- **Day 5:** Narloch conducts business on Dalos IV with Lira Rimrunner. Boushh is with him.

- **Day 6:** Narloch and Boushh travel from Dalos IV to Emmer.

- **Day 7-on:** Narloch resides at his residence/casino on Emmer. By day 10, Boushh decides he is not ready for a cushy job, and parts company with Narloch. In exchange for the previous bribe, he vows not to hunt Narloch unless another bounty is posted.

### ASTROGATION CHART

The Wheel is in the Mid-Rim, on the Perlemian Trade Route. The rest are in Nilgaard sector, in the Outer Rim Territories. Reaper's World, just off the Perlemian Trade Route, is capital of Nilgaard sector.

You may change the planets in this adventure to locations the characters are familiar with — for example, substituting Bospin for The Wheel, Celanon for Emmer, Gamorr for Dalos IV. However, if you choose this option, you will have to modify the timeline and astrogation charts, but the bulk of this adventure can be modified for other settings.

### BOLSHH

Like many Ubese, Boushh is a bounty hunter by trade. He roams the Outer Rim Territories, picking up jobs here and there, and rarely working more than several months for any employer.

Boushh is shifty and clever, and is normally



	Reaper's World	Emmer	The Wheel	Dalos IV
Reaper's World	—	4h	2h	10h
Emmer	4h	—	9d1h	17h
The Wheel	2h	9d1h	—	9d5h
Dalos IV	10h	17h	9d5h	—

capable of outsmarting his prey. This hunter is also known for his interest in technology and his greed.

Boushh should be used as a mysterious and deadly foe; rather than confronting the characters directly, he relies on traps and explosives. He may hire additional thugs to waylay the characters or create a situation — such as faking a starship accident — so the characters are held up while Narloch escapes.

In any event, Boushh must emerge from this adventure unscathed so he can be around for the events in *Shadows of the Empire*. If the characters do kill or capture “Boushh,” upon being unmasked, it turns out that the hunter is not Boushh at all, but someone posing as the fearsome Ubese

hunter. (For more on Boushh, refer to the *Shadows of the Empire Sourcebook*, pp. 64-65.)

**BOUSHH**

**Type:** Ubese Bounty Hunter  
**DEXTERITY 4D+2**  
 Archaic guns 6D, blaster 7D+2, brawling parry 5D, dodge 6D, grenades 8D, melee combat 7D+1, melee parry 7D

**KNOWLEDGE 2D**  
 Alien species 4D, business 5D, cultures 3D, intimidation 6D, languages 4D, law enforcement 5D, planetary systems 4D, streetwise 5D+2, survival 4D, value 3D+2

**MECHANICAL 2D**  
 Astrogation 3D+2, repulsorlift operation 4D, space transports 4D, starship gunnery 4D, starship shields 3D+1

**PERCEPTION 4D+1**  
 Bargain 5D, investigation 7D, persuasion 5D, search 6D, sneak 6D+2

**STRENGTH 2D+1**  
 Brawling 5D, climbing/jumping 3D+2

**TECHNICAL 2D+2**  
 Armor repair 4D+2, blaster repair 4D, computer programming/repair 3D+2, demolition 7D, droid programming 3D+2, first aid 4D, security 5D+1



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**Special Abilities:**

*Survival:* "True Ubese" get a +2D bonus to their *survival* skill due to the harsh conditions they are forced to endure on their homeworld.

*Type II Atmosphere Breathing:* "True Ubese" require adjusted breath masks to filter and breathe Type I atmospheres. Without the masks, Ubese suffer a -1D penalty to all skills and attributes.

**Force Points:** 1

**Dark Side Points:** 4

**Character Points:** 4

**Move:** 10

**Equipment:** Bounty hunter armor (see below), energy pike (STR+2D+2), flash canister (4D stun damage), 2 grenades (5D), heavy blaster pistol (5D), timer detonator with 1 block of detonite, "acquired" Sienar "Lone Scout-A" scout ship.

■ **BOUSHH'S ARMOR**

**Model:** Modified Ubese Raider Armor

**Type:** Modified battle armor

**Cost:** Not for sale

**Availability:** Unique

**Game Effect:**

*Basic Suit:* Provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers torso and head only. No *Dexterity* penalties.

*Sealed Enviro Filter:* Filter system maintains Type II atmosphere within helmet, and filters out harmful molecules and odors.

*Flash Guard Visor:* Nullifies all stun damage from visual sources (for instance, flash canisters or grenades).

*Infrared Sensors:* Adds +1D to *Perception* in darkness.

*Macrobinoculars:* Adds +3D to *Perception* or *search* for objects 100-500 meters away.

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

*Spiked Knuckle Guards:* STR+1 damage when brawling.

**WHAT IF THE CHARACTERS  
DON'T GO TO THE WHEEL**

Players being players, some will want to go to Dalos IV or Emmer, rather than head to The Wheel. Let them.

While they're waiting for Narloch to show up, you can use plenty of complications to keep them on their toes. First, the characters need to set an ambush or devise a plan for capturing Narloch; unless they're very careful, local residents may overhear and possibly report the characters to the local law enforcement officials or Narloch's thugs.

The characters may face competition in the form of rival hunters also trailing Narloch. Boushh may show up ahead of Narloch (to scout around) and set booby-traps for the characters to stumble into. Likewise, Narloch has a large, well-trained security force to protect him.

All of these rivals can push the characters along and lead them into scenes such as the trophy chase on Dalos IV and the walker battle on Emmer.

**EPISODE THREE: THE WHEEL**

On days two and three, Narloch is on The Wheel, a space station and gambling haven in the otherwise-uninhabited Besh Gorgon system. This system has no planetary bodies of note — only a few rogue asteroids and comets. The Wheel is within an Imperial "immunity sphere," meaning that Imperial soldiers and ships do not come here, allowing the galaxy's citizens to gamble in peace. However, a large percentage of the profits are turned over to the Imperial Treasury, so the situation is more than fair from the Empire's perspective.

Ships coming out of hyperspace into the Besh Gorgon system are greeted by an amazing sight. A lone star shines brightly behind a huge space station, vaguely reminiscent of a silver-gilded chariot wheel like those favored by the primitives of Kamar. Around the station float thousands of docking buoys, where visiting spacecraft are stationed while shuttles ferry passengers to the station.

Thousands of ships come to The Wheel every day and the system's space is crowded with shuttles, yachts and passenger liners. The Wheel has its own security forces, with 10 Guardian light cruisers performing traffic control.

**Guardian Light Cruiser.** Starfighter-scale, *space transports* 5D, *starship gunnery* 5D+2, *starship shields* 5D+1. Maneuverability 1D, space 9, atmosphere 400; 1,150 kmh, hull 5D, shields 2D. Weapons: 4 laser cannons (fire control 2D+2, damage 5D).

On the edge of the immunity sphere, the Empire has two system patrol craft and a space landing platform. The platform is often used as a staging area for military convoys heading out into the Outer Rim.

**ADMITTANCE**

Upon arriving in-system (well beyond the docking buoys), motion-sensitive satellites transmit the following greeting.

**"Welcome to The Wheel. Please wait until your transponder code and credit information has been confirmed before proceeding."**

Characters must give their name (and show identification upon docking). Potential customers are assessed for the "financial worth" before being allowed to land at The Wheel.

The characters are allowed to land if at least one character aboard the ship has accounts totalling at least 10,000 credits in Imperial-recognized banking institutions. The Wheel also accepts anyone with 10,000 credits on hand. If none





Illustration by Christina Wald

of the characters has that much money, the captain must put the ship up as collateral before being allowed to land.

This credit check can take upwards of 12 hours. Characters can try to speed things up by making an opposed *bureaucracy* or *business roll* against The Wheel's accounting department (roll 5D). Characters add +1 for every 10,000 credits in the bank or on their person. Add a +5 if the character is famous and reputable. Known criminals or Rebels are flatly refused admittance. The Wheel's accounting department gets a +5 bonus if the character is an alien since the Empire has a clear anti-alien bias.

Characters may put belongings up as collateral, but The Wheel tends to dramatically undervalue goods. These goods all held until the character leaves and pays off all debts.

## THE WHEEL

The Wheel provides a wide range of attractions in a clean and law-abiding environment. The station has rigid restrictions about who is permitted on board. Most patrons are wealthy humans and near-humans who have no problem with the Empire's anti-alien doctrine; aliens are presumed "guilty until proven innocent" and closely watched while aboard the station.

Since The Wheel is an artificial environment, it has no flora or fauna (except perhaps mynocks and other vermin inhabiting the deepest bowels of the station), no day and night cycle (everything is open "around the chronometer"), and no true geosphere (temperature, gravity, and atmosphere can be regulated in each room to suit the needs of the customers).

■ **THE WHEEL**

**Type:** Artificial  
**Temperature:** Temperate  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** None  
**Gravity:** Standard (can be regulated)  
**Terrain:** Casinos, holo-theaters, restaurants, shopping malls  
**Length of Day:** Infinite  
**Length of Year:** Infinite  
**Sapient Species:** Humans  
**Starports:** Imperial class  
**Population:** 300,000 (permanent), 200 million (tourists)  
**Planet Function:** Entertainment  
**Government:** Privately owned  
**Tech Level:** Space  
**Major Exports:** Taxes  
**Major Imports:** Foodstuffs, luxury goods, high technology parts

**DOCKING**

Once approved, characters are given permission to dock at a buoy. Green-uniformed Wheel Security guards give them a visual once-over; the guards point out that a certain level of fashion must be maintained. Those without suitable dress are told, "I'm afraid our services are somewhat beyond your means."

Armor and weapons are not permitted aboard the station. To smuggle something past the security guards requires an opposed *hide* roll against the officer's *search* or a bribe of at least 1,000 credits (*bargain* vs. officer's *willpower*). If the group includes one or more aliens — especially "violent" species such as Wookiees, Rodians, or Aqualish — the characters are constantly under close scrutiny while aboard The Wheel.

Aboard the station, all *streetwise* rolls are at +10 to the difficulty due to strict law enforcement.

**Security Guards.** All stats are 2D except: *blaster* 3D, *brawling parry* 4D, *dodge* 3D, *investigation* 3D, *streetwise* 4D, *brawling* 4D, *search* 4D, *security* 3D. Move: 10. Comlink, hand-scanner (+2D to *search*), stun blaster (4D stun), blast helmet (+1D physical, +2 energy), blast vest (+1D physical, +2 energy).

**SIDELINES**

While searching for Narloch, the hunters may be distracted by all sorts of amusements — shops, restaurants, holoshows, and most notably casinos. Prices are quite high: at least 15% above normal costs. Merchants have *bargain* skills of 4D and higher.

The characters may choose to become involved in various games of chance. The simplest method of resolution is to have players declare their stakes and then make opposed *gambling* rolls against the house's *gambling* skill of 5D.

**GAMBLING RESULTS**

**Character beats the house by:**

21+	Character triples wager
16–20	Character doubles wager
11–15	Character wins 150% of wager
6–10	Character wins 125% of wager
3–5	Character wins 110% of wager
0–2	Character wins 105% of wager

If the house beats the character, all money is lost.

Refer to the "Gambling Results" chart to see how much of a return they get.

**GLADIATORIAL COMBAT**

Some gambling houses also feature gladiatorial games between droids (and sometimes even animals or sentients). A Moderate *value* roll allows bettors to evaluate the combatants' capabilities, so that they can bet appropriately.

**Sample Bout.** The droids below are pretty evenly matched. Roll 1D, with 1-3 indicating the first droid wins and 4-6 indicating the second droid wins. Another option is to fight this battle out with miniatures as a table-top battle; let the two play the droids and "fight it out" themselves. Winning bets are worth 125% of the original stake.

**Custom-Made Gladiator Droid.** All stats are 1D except: *Dexterity* 3D, *dodge* 6D, *melee combat* 5D, *melee parry* 6D, *Strength* 2D, *brawling* 4D. Four arms: two harpoons (Very Easy *melee combat*, 3D damage, one used every round as a free action), circular saw (Moderate *melee combat*, 4D damage), tentacle (Very Easy *brawling*, success binds opponent so that all actions are at -1D). Move: 5.

**Modified Protocol Droid.** All stats are 1D except: *Dexterity* 2D, *blaster* 5D, *brawling parry* 6D, *Strength* 2D, *brawling* 5D. Wrist-blades (Very Easy *brawling*, 3D damage), palm laser (3-4/8/12, 3D damage), armor (+2D *Strength* to resist damage). Move: 8.

**BET IT ALL!**

The characters run short of money — or are even framed by Wheel Security so that they have to pay massive fines. They have the choice of entering the Gladiators' Open. This is an open-competition gladiatorial combat for any and all challengers.

Combatants are ranked by strength and speed, so theoretically all bouts are fair, but it's not unknown for The Wheel to put challengers in rounds that are well above their skills.



The Gladiators' Open has a series of rounds, where up to a dozen gladiators are forced to fight until only one remains. Combat arenas can include standard duel arenas, jungle or urban terrain areas, or the bettors' favorite, the Zero-Gee Hall. In this scenario, the artificial gravity is deactivated and the lights are deactivated, giving the arena the appearance of deep space. The false "planetoids" in the arena are actually mines that go off, either on contact or when someone drifts within a specified range. Weapons for these rounds range from simple vibro-axes to beam pistols.

Victorious characters can retire after winning a round. The prize is 5,000 credits for winning Round One; 10,000 for Round Two; 20,000 for Round Three, and so forth. Characters who actually survive Round Three should be strongly encouraged to retire from the competition since much tougher opponents are grouped together for later rounds.

### POSSIBLE ENCOUNTERS

While the characters search for Narloch, feel free to introduce a few colorful scenes. Here are a few possibilities:

- If one of the hunters is a Gotal or manages to smuggle some exotic device (magnacuffs, a holoprojector, or a repulse-zone cybernetic hand) past security, Wheel Security soon discovers that emissions from his head-cones (if he's a Gotal) or from the smuggled device play havoc with circuits inside the automated gambling machines.

At first, the hunter might find some amusement in the string of "luck" that comes to those playing near him. Eventually, however, casino officials realize that the machines are malfunctioning and naturally see the character as a cheat.

- An attractive socialite introduces himself or herself to the most charismatic, well-known, or wealthy hunter. This person seems genuinely interested in getting to know the hunter better but, in truth, is merely interested in living the high-life of gambling, free drinks, and attention, all on someone else's tab. Still, having an attractive and well-connected (*Perception 4D*) escort could help the hunter get into some very exclusive places ...

- An arrogant human noble insults one of the hunters — preferably an alien — in a very public place. Though this noble is hardly a threat, he or she is accompanied by a retinue of bodyguards (equal in number to the hunters), hangers-on, and lackeys. Besides, The Wheel has strict regulations against violence. To regain his honor, the hunter must match insult with eloquent, witty insult.

### FINDING NARLOCH

The characters learn that Narloch dropped out of the sabacc tournament early on, but if they're here on day two or three, Narloch may still be present on the station. By asking around (particularly by talking to any security guards who were at the tournament) or by making Moderate *search* or *investigation* rolls, the characters can locate him. He may be enjoying himself in a casino, or meeting with one of the current administrators, Wevat Midian, to gather information. Boushh is with Narloch at all times; if Narloch is meeting Midian, there are also six Wheel Security guards watching the private chamber.

## EPISODE FOUR: TROPHY-CHASE ON DALOS IV

On days four and five, Narloch is on Dalos IV. He leaves this planet during day six to head to his home on Emmer.

### ARRIVAL AT DALOS IV

From space, Dalos IV appears to be a turquoise sphere. The dark green splotch of a continent and a mottling of islands mar its surface. A gauze-like layer of clouds dim the twinkling lights of the planet's only city, Kavila.

#### DALOS IV

Dalos IV is a hot, wet planet with one continent and many small islands. This small planet — only 7,000 kilometers in diameter — has a high enough density to retain a thin but breathable atmosphere; the world also has light gravity.

Centuries ago, Dalos IV was established as a penal colony. Denied any means of leaving the planet, the convicts were forced to fend for themselves. The survivors eventually created a civilization of sorts. During the early years of the Empire, many worlds were subjected to systematic purges of non-human "troublemakers." Whole families whose only "crime" was their species were forced to relocate: Dalos IV received many thousands of immigrants during this time.

Together, rugged convicts and "civilized" immigrants forged a unique culture. The government is rather frontier-like, but still a democracy of sorts. Having quietly acquired space-level technology, Dalos IV has recently re-entered the galactic community. Space-level technology is available, though sub-standard and expensive. The economy is self-sufficient, but there's little excess wealth. The trophy chases have gained some popularity and attracts large crowds of tourists (mostly aliens) each year.

**Note:** Because of Dalos IV's light gravity, all movement rolls are one difficulty lower, add +1D to all *Strength* actions (except resisting damage), and reduce falling and collision damage by -1D.

■ **DALOS IV**

**Type:** Satellite  
**Temperature:** Hot  
**Atmosphere:** Type II (breath mask suggested; thin but breathable atmosphere)  
**Hydrosphere:** Moist  
**Gravity:** Light  
**Terrain:** Jungle, savanna, wetlands  
**Length of Day:** 59 standard hours  
**Length of Year:** 3,211 local days  
**Sapient Species:** Barabels, Gamorreans, Ithorians, Rodians  
**Starports:** 2 standard class  
**Population:** 700,000  
**Planet Function:** Ex-penal colony, entertainment  
**Government:** Representative Democracy, Anarchy  
**Tech Level:** Information  
**Major Exports:** None  
**Major Imports:** Refugees

**KAVILA**

Cut into the jungle, Kavila is Dalos IV's capital city. The town is a flat sprawl of paved plazas and roads, squarish or pyramidal structures built in stone and formex, carefully maintained parks, and fantastic statuary inspired from Gamorrean myth. A sluggish river winds its way through the city's center.

Architecturally, the city is a mixture of styles from many species. For some reason, the juxtaposition of old-style architecture and modern conveniences (vehicles, streetlights, comm antenna and so forth) makes Kavila seem "historical, quaint, and touristy" rather than "backward or colonial."

Kavila is an "alien-friendly" city; humans are in the minority. Law-enforcement is firm and justice tends to be swift and harsh.

**THE TROPHY CHASE**

A unique Dalosian past-time is the trophy chase. This team sport is played from the backs of immature nephs — flying creatures. Players use repulsor-sticks to knock an anti-grav ball into the opposing team's target-ring. These target-rings hang beneath two relatively stable nephs, where referees are stationed. Other than the goal-judges, there are few rules to this violent sport.

Masses of spectators watch from the ground, using macrobinoculars. Announcers, media reps, and wealthy spectators watch from private gondolas strapped beneath mature nephs. These seats are much closer to the action, and can change position to get a better view.

Betting is allowed on these games. If the hunters decide to bet, use these rules: both teams are equally matched, so simply make an opposed roll

between two different colored dice to generate the final score. Winning bets are worth 125% of the original stake and five times the wager for correctly betting on a tie.

**NEPHS**

Nephs are huge, docile flying beasts. They keep aloft by generating hydrogen from water vapor and storing it in internal sacs; by venting this gas, they can drop in altitude. Maneuvering is accomplished via flat rubbery wings and a long rudder-like tail.

Nephs feed on the insects and pollen that permeate Dalos IV's atmosphere. Juvenile nephs make perfect one-person riding beasts. Mature creatures are capable of carrying up to 20 people (usually carried in gondolas strapped beneath them). Directing these beasts normally requires a Very Easy *beast riding* roll; the difficulty rises to Easy during the confusion of a game.

**Nephs.** *Dexterity 1D-2D, Perception 2D, Strength 3D-5D.* Special Abilities: Tail-lash (STR damage). Move: 2 (walking), 14 (flying). Size: 2-8 meters thick, 6-24 meters long, 12-48 meter wingspan. Scale: Speeder. Orneriness 1D.

**FINDING NARLOCH**

If Narloch is present at the same time as the hunters, a Moderate *investigation* roll reveals one location where he was spotted in the past 12 hours. (Gamemaster's discretion as to how "hot" Narloch's trail is.) Remember that Boushh is with Narloch to slow the characters should they find him.

Every month he stays at same inn, the Voyager's Rest. During the day, he meets with the elected Governor-General of Dalos IV, Lira Rimrunner, aboard her private gondola. During this trip, the pair are enjoying the trophy chase semi-finals while discussing Jabba's take. Lira has nearly a dozen guards protecting her at all times, although the characters may be able to intercept Narloch while he's traveling back to his hotel room.

**Lira's Guards.** *All stats are 2D except: blaster 4D, dodge 4D, search 4D+1.* Move: 10. Blaster pistol (4D), comlink, blast vest (+1D physical, +2 energy).

■ **LIRA RIMRUNNER**

**Type:** Politician  
**DEXTERITY 3D**  
 Blaster 5D, dodge 5D+1, pick pocket 4D  
**KNOWLEDGE 2D**  
 Alien species 4D+2, languages 5D, streetwise 4D  
**MECHANICAL 4D**  
 Astrogation 6D, repulsorlift operation 5D+2, space transports 6D+1, starship gunnery 6D+1, starship shields 5D+2  
**PERCEPTION 3D+1**  
 Bargain 5D, command 4D+2, con 5D+1, gambling 7D, per-



suasion 5D+2

**STRENGTH 3D+2**

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

**TECHNICAL 2D**

Droid programming 4D, droid repair 4D+2, space transports repair 4D

**Force Points:** 1

**Character Points:** 15

**Move:** 10

**Equipment:** Governor-General's cloak, heavy blaster pistol (5D), scrambled comlink, macrobinoculars

**Capsule:** On most worlds, being a convicted criminal would hamper your pursuit of political office; not on Dalos IV. In fact, the fact that she served time for smuggling actually inspired her campaign slogan — “At least I’m honest about being a crook” — and helped Lira win the post of Governor-General. While Dalos IV has only a small human population,

Lira’s sharp wit and vibrant personality have endeared her to the population, and no one seems to care that she runs an openly corrupt government. The economy is good, tourism money flows freely, and Lira turned the trophy chase into a huge source of revenue for the planet.

Of course, as a former smuggler, Lira knows how to take care of herself. She’s deadly with a blaster and she’s in good enough shape to beat most of her bodyguards. While she hasn’t actually engaged in smuggling for several years, she maintains her old freighter — “just in case something tempting comes up” — and her tourism director is trying to line up a stop at Dalos IV for next year’s Star Rally circuit; Lira’s dying to challenge the best in the galaxy. (For more information Star Rally races, see *Cracken’s Rebel Operatives*, pages 91-92).



Illustration by Christina Wald

While searching for Narloch, the characters may run into all sorts of trouble. Dalos IV can be rough sometimes ... and the tougher you appear, the more the natives will try to break you. The hunters may be set-upon by muggers, pick-pockets, or con-men. And if they are still on-planet when the trophy chase is over, they may get caught up in the post-game "celebrations," which are uncontrolled street parties and riots.

## EPISODE FIVE: THE LAW ON EMMER

On day six, Narloch leaves Dalos IV to return to his home on Emmer. The Emmer system contains a gas giant with six moons, a significant asteroid belt, and one large terrestrial planet (Emmer). Besides these natural bodies, many artificial objects populate the void: Guardian light cruisers patrol the outer system, while a steady stream of star galleons transports goods to and from gas-mining platforms within the gas giant's atmosphere. Mole-miners and ore haulers ply the asteroid belt. Several Golan Defense Stations and a manufacturing station orbit Emmer.

Emmer is a planet of deep blue seas and shimmering land masses — its continents are silver-, gold- and brass-colored. Upon entering the planet's powerful gravity well, a ship's engines begin to whine in objection.

### EMMER

Emmer was colonized millennia ago by humans, who have since evolved into the stout near-human race living there today. (Their tough skin gives them +1D to resist damage.)

Other hardy species live here as well, such as Herglics, Ugors, and — unknown to many natives — an underground community of Defels. The latter have been hired as mining specialists and intelligence operatives. Though Emmer is ruled by an Imperial governor, its location in the Outer Rim Territories means that its pro-Imperial stance is not quite so hard-lined. Alien discrimination is almost non-existent. The local lawkeepers are quite strict, tolerating no hooliganism.

Emmer has no trees. Instead, the predominant flora consists of thousands of different genera of grass. The tallest grasses grow to six meters in height. From the side, this grass is tinted green (like thick glass); from above, however, each stalk radiates polychromatic light, like an organic fiber-optic cable. The grass, rich with nutrients, is a staple in the local diet.

Because this grass is very flexible — bouncing up after being trampled — and fast-growing, road building on Emmer is impractical. At the same

time, the planet's high gravity makes repulsorlift vehicles expensive to operate. Instead, the Emmerians rely on walkers and many of their innovations have been incorporated into Imperial military walkers. The Empire maintains a walker manufacturing plant in orbit around this world.

Besides walker production, Emmer has a large tourism industry because of its beautiful scenery and other attractions, such as Narloch's Casino. The bi-annual Walker Festival is a local favorite, with a full month of celebrations, parades, feasts, and, of course, walker races across the open fields.

**Note:** High gravity penalizes all *Dexterity* and *Strength* tests (except resisting damage) by -1D and adds +1D to damage from collisions and falls. After every minute of heavy exertion, a character must make a Moderate *stamina* roll or have to rest for twice as long as the activity lasted, or else suffer a -3D penalty to all actions (except resisting damage).

### ■ EMMER

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Heavy  
**Terrain:** Plains, urban  
**Length of Day:** 36 standard hours  
**Length of Year:** 465 local days  
**Sapient Species:** Emmerians (near-human race), Herglics, Ugors  
**Starports:** Stellar class (planet), standard class (space station)  
**Population:** 14 million (planet), 290,000 (orbiting stations), 30,000 (asteroids)  
**Planet Function:** Agriculture, tourism, walker manufacturing  
**Government:** Imperial Governor  
**Tech Level:** Space  
**Major Exports:** Walkers, foodstuffs  
**Major Imports:** Machinery, metals, minerals, luxury, medicinal goods (in small quantities)

### LANDING

Only upon landing do visitors understand the nature of Emmer's radiant surface. Much of the planet's surface is covered with rolling plains of "fiber-optic" grass. The cities are beautiful sculptures in white-washed formex and polished durasteel.

Because of the planet's heavy gravity, inhabitants use slide-walks, sleek groundcars, or even civilian-model walkers to travel back and forth. Ramps largely replace turbolifts.

Out in the fields, walkers are all-pervasive. Some models resemble stripped-down All Terrain Armored Transports (AT-ATs), brightly painted and sporting banks of windows along each flank; these are used for tourism and mass



transit through the high grass. Other models are used as harvesters. Finally, civilian variants of All Terrain Scout Transports (AT-STs) are family-owned and used for overland travel.

**Passenger Walker.** Walker-scale, crew 2, passengers 40, cargo: 1 metric ton, maneuverability 0D, move 21; 60 kmh, body strength 2D.

**Harvester Walker.** Walker-scale, crew 2, cargo: 4 metric tons, maneuverability 0D, move 21; 60 kmh, body strength 2D. Weapons: 1 thresher (fire control 0D, 0-3/6/9, damage 3D).

**Family Walker.** Walker-scale, crew 1, passengers 1, cargo: 200 kg (can be used for additional passengers), maneuverability 1D, move 30; 90 kmh, body strength 1D.

**Civilian Walker.** Walker-scale, crew 1, cargo: 25 kg, maneuverability 2D, move 21; 60 kmh,

body strength 1D.

**Groundcar.** Speeder-scale, crew 1, passengers 3, cargo: 100 kg, maneuverability 2D, move 70; 200 kmh, body strength 2D.

**FINDING NARLOCH**

Locating Narloch's Casino is easy if one asks a resident or consults a business directory datafile. However, collecting the bounty is not as easy as simply going out to Narloch's Casino, beating up his thugs, and stunning the Herglic into submission.

As a Moderate *law enforcement* or *planetary systems* roll will attest, Emmer has strict laws. *Streetwise* rolls are at +10 difficulty. Personal weapons, armor, security droids, and armed starships are all legal, but require a license to own or operate. (For anything in the rulebook



Illustration by Christina Wald

with a choice of availability ratings, assume that the rating is “R.”)

Such licenses are readily available with a Moderate *bureaucracy* roll and a fee of 10% of the item’s cost. These licenses are waived for those holding an Imperial Peace-Keeping Certificate (IPKC).

It should be noted, however, that just because dangerous items are legal, this does not mean that the user can get away with murder. All sidearms must be worn in plain view and used only for hunting or in self-defense. Bounty hunters are held liable for property damage and injury or death of innocents. Assault on a private citizen — even “suspected” criminals — is a serious crime.

Any interaction with the Emmer police should be roleplayed through Lawkeeper Uurk.

■ **LAWKEEPER UURK**

**Type:** Gamorrean Lawkeeper

**DEXTERITY 4D**

Firearms 5D+2, melee combat 6D, melee parry 4D+1

**KNOWLEDGE 2D**

Intimidation 4D+2, law enforcement 4D, streetwise 2D+2

**MECHANICAL 1D+2**

Walker operation 3D, walker operation: police transport 4D

**PERCEPTION 3D**

Investigation 4D

**STRENGTH 5D**

**TECHNICAL 1D+1**

**Special Abilities:**

*Stamina:* Gamorreans are allowed two chances on any *stamina* roll.

*Voice Box:* Gamorreans are unable to speak Basic, though they can understand this language.

**Character Points:** 3

**Move:** 7

**Equipment:** Slug-thrower (3D), stun baton (Moderate difficulty, STR+1D or 3D stun), blast helmet and vest (+1D physical, +1 energy), glowrod, recording rod, police transport with vehicle comlink (Move 30; 90 kmh), medpac, datapad with criminal database.

**Capsule:** A proud Gamorrean, Uurk is far from the stereotype of a mindless brute. He’s a proud and successful lawkeeper, with a perceptive (if beady) eye and a keen (if somewhat slow) wit. His sense of honor and justice approaches that of a Wookiee. If he ever returned to Gamorr, he would probably be ostracized or even beaten up for his “gnorn.” (“Cowardice”: the word closest to “cunning, knowledge” in the Gamorrean language.)

Lawkeeper Uurk knows that Narloch is corrupt, but is trapped by the laws he has sworn to uphold. Depending on the bounty hunters’ approach, he may oppose them (if they blatantly disregard Emmerian law) or secretly aid them (if they try to work within the law). Uurk’s partner is a battered security droid named “Kay” — the only droid Uurk respects (but that doesn’t stop him from clobbering Kay occasionally).

**K4-06B, “KAY”**

Kay is humanoid, his battered form painted a dull blue. He juggles the specialties of translating for Uurk (who can only speak Gamorrean), defusing bombs, dealing with terrorists and kidnapers, and filing reports.

**K4-06B.** All stats are 1D except: *Dexterity 2D, missile weapons 4D, Knowledge 2D, languages 4D, law enforcement 4D, bureaucracy 4D, persuasion 4D, demolitions 5D+2, security 4D.* Body armor (+2D to all locations), micro-grenade launcher (damage varies by grenade, ranges: 5-25/100/200, ammo 25), movement sensors (+2D search). Move: 9. 25 stun grenades (blast radius 0-2/4/6, stun damage 4D/3D/2D).

If Uurk is told of Narloch’s ties to Jabba — or better yet, is shown the proof — he allows the characters to pursue Narloch. He also insists on being part of the capture; the characters may have to distract the Gamorrean so he doesn’t mess up the mission.

**NARLOCH’S CASINO**

Narloch’s Casino stands amid a sea of rippling, shimmering grass. The structure looks much like an Imperial landing platform, except that it has four legs and a number of dome-like structures (some transparisteel) on top. Passenger walkers are parked at some of the eight boarding corridors. One is Narloch’s personal walker.

Besides one large casino, Narloch’s establishment has a hotel, dining lounge, and a holothater.

**EPISODE SIX: MOVING IN FOR THE KILL**

To catch Narloch, the hunters must either work outside the law (since Narloch has no criminal record) or have the evidence of Narloch’s ties to Jabba (from Fellan). The final confrontation with Narloch should be exciting, preferably a combination chase and combat. Depending on when and where this scene occurs, you have many options for staging. Here are a few suggestions:

**ABOARD THE WHEEL**

This setting has a number of features that can help in staging an exciting finale. The characters may have to fight through crowds, requiring Moderate *running* rolls. Security guards and witnesses will hamper any blatantly hostile act.

If Narloch spots the hunters, he flees; Boushh is with him to delay the characters, although Boushh *must* get away.



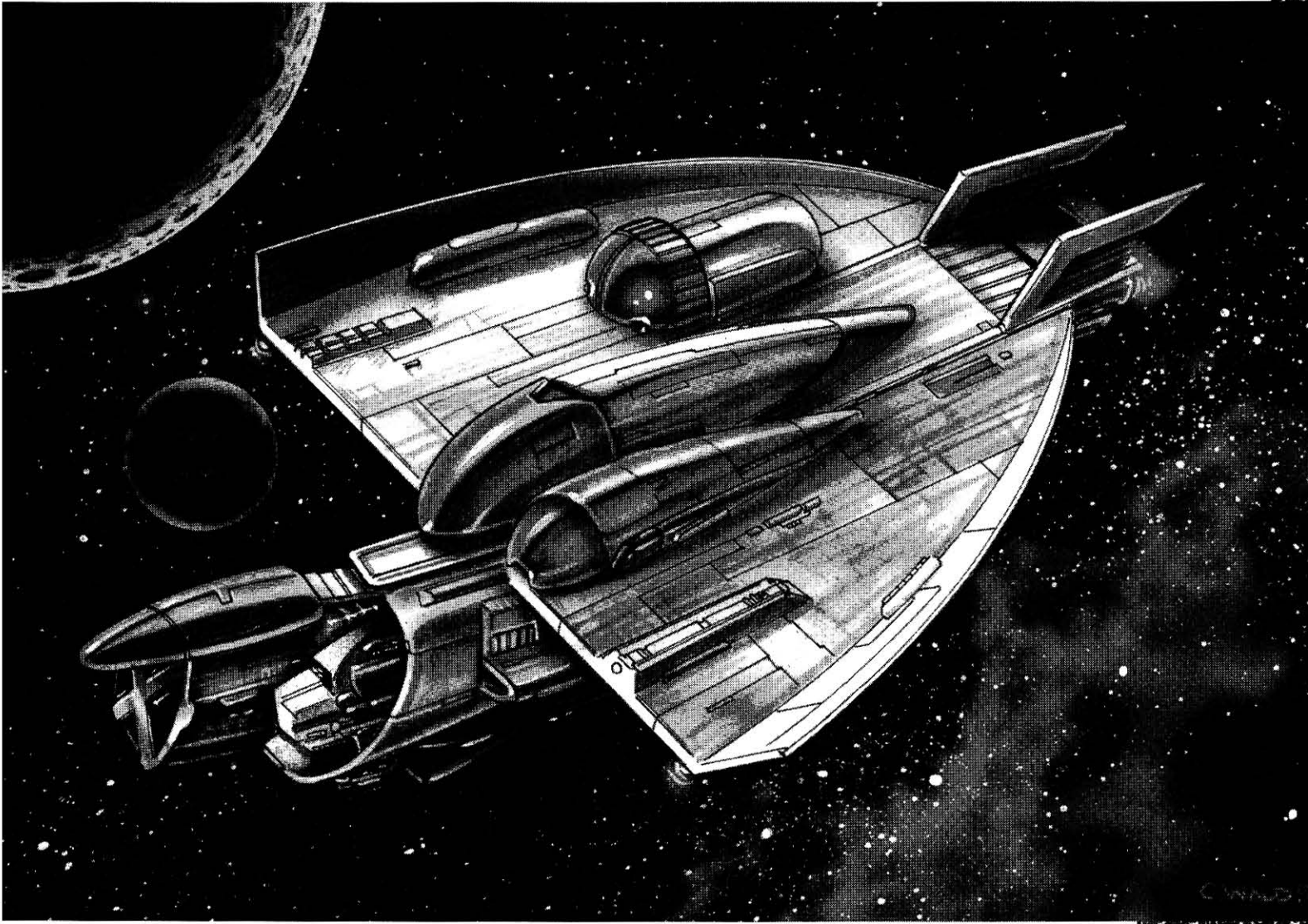


Illustration by Christina Wald

Perhaps Narloch steps into a downward-bound turbolift and the hunters have to either jump down the turboshaft or rocket off the balcony to a lower concourse. Or maybe he rushes down a ramp and through a dark tunnel. The hunters follow, only to find that the tunnel leads to a gladiatorial pit. Narloch disappears through another tunnel, but both tunnels are then sealed by blast doors. A third blast door opens and from this tunnels steps a fully armed gladiator droid!

### ON DALOS IV

Narloch spends most of his time with Lira Rimrunner in a gondola strapped beneath a soaring neph. For the hunters to get close, they must use rocket packs or commandeer riding nephs. The ensuing airborne chase and blaster-fight hundreds of meters above the ground can be extremely exciting.

### ON EMMER

The hunters probably raid Narloch's casino. While his thugs engage the characters, Narloch and a few key lieutenants jump into his personal walker and flee. The characters must give chase in a commandeered passenger walker. Imagine a fight between bounty hunters and Narloch's goons atop a lurching walker!

**Narloch's Thugs.** Narloch's thugs are from a wide variety of species. They carry either unregulated hand weapons or licensed, unconcealed sporting blasters.

**Thug.** All stats are 2D except: *blaster 3D, melee combat 3D, intimidation 3D, search 3D, brawling 3D, walker operation 3D*. Move: 10. Sporting blaster (3D+1) or hand weapon (sword or knife, STR+1D).

**CAUGHT IN SPACE**

If the hunters catch up to Narloch as he travels from system to system, they have to disable his ship, the *Elusive*, and board. If this dogfight occurs in civilized space, Narloch attempts to call for help (in the eyes of the law, he's done nothing wrong). Unless his communications are jammed, system patrol craft soon arrive.

■ **NARLOCH OF GIJU**

**Type:** Herglic Gambler  
**DEXTERITY 3D**  
 Pick pocket 4D  
**KNOWLEDGE 3D**  
 Business 8D+1, intimidation 5D, law enforcement 6D, streetwise 4D  
**MECHANICAL 1D+2**  
 Walker operation 3D  
**PERCEPTION 3D+2**  
 Gambling 9D, persuasion 5D+1  
**STRENGTH 5D**  
**TECHNICAL 1D+2**  
 Computer programming/repair 2D+2  
**Special Abilities:**  
*Natural Armor:* Herglics get +1D to resist damage from physical attacks.  
**Force Points:** 1  
**Character Points:** 8  
**Move:** 6  
**Equipment:** Personal comlink, datapad, cred stick (Difficult *security* roll to decrypt; holds 50,000 credits)

**Capsule:** This Herglic is a gambler and entrepreneur. Careful to maintain a legitimate facade (even his thugs have licenses for their weapons), Narloch is actually in charge of Jabba the Hutt's gambling operations in Nilgaard sector. Those who hunt him must work outside the law or out-smart him at his own game. He wears a sun-burst amulet, the heirloom of Lord Haakon.

■ **THE ELLUSIVE**

**Craft:** DuroTech *Mneffe*-class Superluminal  
**Type:** Modified rapid passenger shuttle  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: DuroTech Superluminal  
**Crew:** 2, skeleton: 1/+10, gunners: 1  
**Crew Skill:** All applicable skills at 3D  
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Cost:** 200,000 (new), 100,000 (used)  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Shields:** 4D

**Sensors:**

*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/3D  
*Focus:* 3/4D

**Weapons:**

**One Double Laser Cannon**

*Fire Arc:* Turret  
*Crew:* 1 (can be fired from the cockpit at fire control 0D)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**DELIVERY**

Should Narloch fall into the characters' hands, the Herglic gambler offers his captors a bribe of 20,000 credits to let him go. If the characters mention Lord Haakon, Narloch ups the offer to 25,000 credits.

If the characters threaten to turn over their evidence to the local authorities — meaning that Narloch faces a long prison term — he increases the bribe to 30,000 credits. In desperation, Narloch may even offer to sign over the deed to one of Lord Haakon's former estates on Chandrila (it is worth nearly half a million credits), but only if they let him go.

If the hunters go through with delivering Narloch, they are promised their 10,000 credits (plus 5,000 credits if they returned the "stolen" sun-burst amulet) ... once the Imperial Courts return Lord Haakon's lands and wealth. Unfortunately, this could take up to three years to get through Imperial courts. The characters have no recourse since the bounty on Narloch was illegal to begin with.

**ADVENTURE REWARDS**

Aside from the bounty, each character should receive five to seven Character Points if they capture Narloch and provide proof of his criminal ties.

If they capture him but don't prove his criminal affiliations, each character receives three to five Character Points, but they're now wanted by the Empire for kidnapping.

If Narloch gets away, each character receives only one to two Character Points.

Unless the characters have been very secretive in their hunt, they will attract the notice of an angered Jabba the Hutt. They may very soon have other hunters chasing after *them* ...



# WANTED

## ALIVE

**Name:** Timma Briss

**Species:** Human  
**Sex:** Female **Age:** 23 standard years  
**Homeworld:** Corulag

**Bounty:** 5,000 credits

### Known Associates

Bolabo Hujaan (Suspected)

### Classification

Regional: Outer Rim Territories and Hutt Space

### Application Conditions

Alive, lacking serious injury

### Bonus

5,000 credits for return of data

### Determent

### Crimes

Theft, data theft, unauthorized intrusion into corporate data networks

### Originator

Pok Nar-Ten

### Receiver(s)

Pok Nar-Ten, Boztrok starport



### Brief

A young and talented data-slicer, Timma Briss is as alluring as she is deceptive. While her credentials appear impeccable, she is simply a crafty and petty thief. While in the employ of Pok Nar-Ten, a very reputable landing bay owner in Boztrok, she stole several datafiles containing confidential information on Nar-Ten's businesses. The capture of Briss and the return of these files is essential.

**Gamemaster Note:** While Pok Nar-Ten maintains the facade of a legitimate business owner, he works for the corrupt Klatooinan Trade Guild. Briss stole some of Nar-Ten's files, hoping to sell the data to a local merchant who intended to blackmail Nar-Ten. When the merchant mysteriously died, Briss fled and eventually found work with Bolabo Hujaan, a Sullustan starship mechanic on the starport world of Byblos.



# WANTED

## DEAD OR ALIVE

**Name:** Kn'ik Th'ronik

**Species:** Fnessian  
**Sex:** Thos    **Age:** 35 standard years  
**Homeworld:** Fnessal

**Bounty:** 4,000 credits

### Known Associates

Timma Briss, Bolabo Hujaan

### Classification

Corporate

### Application Conditions

Dead or Alive

### Bonus

Gems worth 10,000 credits for return of the *Morgannier* in good condition.

### Determent

### Crimes

Starship theft, illegal operation of a starship, smuggling

### Originator

SoroSuub Corporation

### Receiver(s)

Any SoroSuub Corporation office



### Brief

Kn'ik Th'ronik is a known weapons and droid smuggler with suspected ties to the Rebel Alliance. This is the only known recorded image of this criminal, although genetic samples held on file by SoroSuub can be used to verify Kn'ik's identity.

Kn'ik stole the freighter *Morgannier* while it was docked on Ord Mantell. Kn'ik has no known crew members and is likely to be traveling alone, but it's rumored that this alien has installed an advanced security system aboard the *Morgannier* to prevent unauthorized entry by intruders.

This alien seems to have an aversion to violence and has never been known to engage in battle; however, Kn'ik is quite crafty and has eluded several bounty hunters through deception.

Upon receiving proof of a confirmed sighting, Imperial officials are likely to lend assistance during the apprehension of this individual.





# WANTED

## ALIVE

**Name:** Theol Dunoche

**Species:** Human  
**Sex:** Male    **Age:** 34 standard years  
**Homeworld:** Bespin

**Bounty:** 6,500 credits

### Known Associates

Etsero (casino owner on Adner), Coelle (Togorian partner)

### Classification

System: Ryloth system

### Application Conditions

Alive

### Bonus

3,000 credits for the return of 25 kilograms of ryll and two Twi'lek women.

### Determent

### Crimes

Theft (of ryll and Twi'lek women), fraud

### Originator

Koh'shak, Starport Master of Kala'uun

### Receiver(s)

Koh'shak, Starport Master of Kala'uun, Ryloth



### Brief

Once thought to be “kocceille Twi'lek” (a “friend of the Twi'leks”), Theol proved to be much more than the charming freighter captain and gambler he appeared to be. After earning the confidence of one of Kala'uun's clan leaders, he betrayed the trust of the Twi'leks by stealing 25 kilograms of ryll spice and kidnapping two young Twi'lek women. No doubt he intends to sell these women into slavery. This treacherous man must be brought to justice!

**Gamemaster Note:** Theol actually rescued the young Twi'leks, who were supposed to be sold into slavery by Voorg the Thandicant. He maintains a close friendship with the women, who now work as dealers in Etsero's casino on the pleasure planet of Adner.

(See *Platt's Starport Guide*, pp. 135–160 and *Wanted by Cracken*, p. 52.)









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