STAR WARS
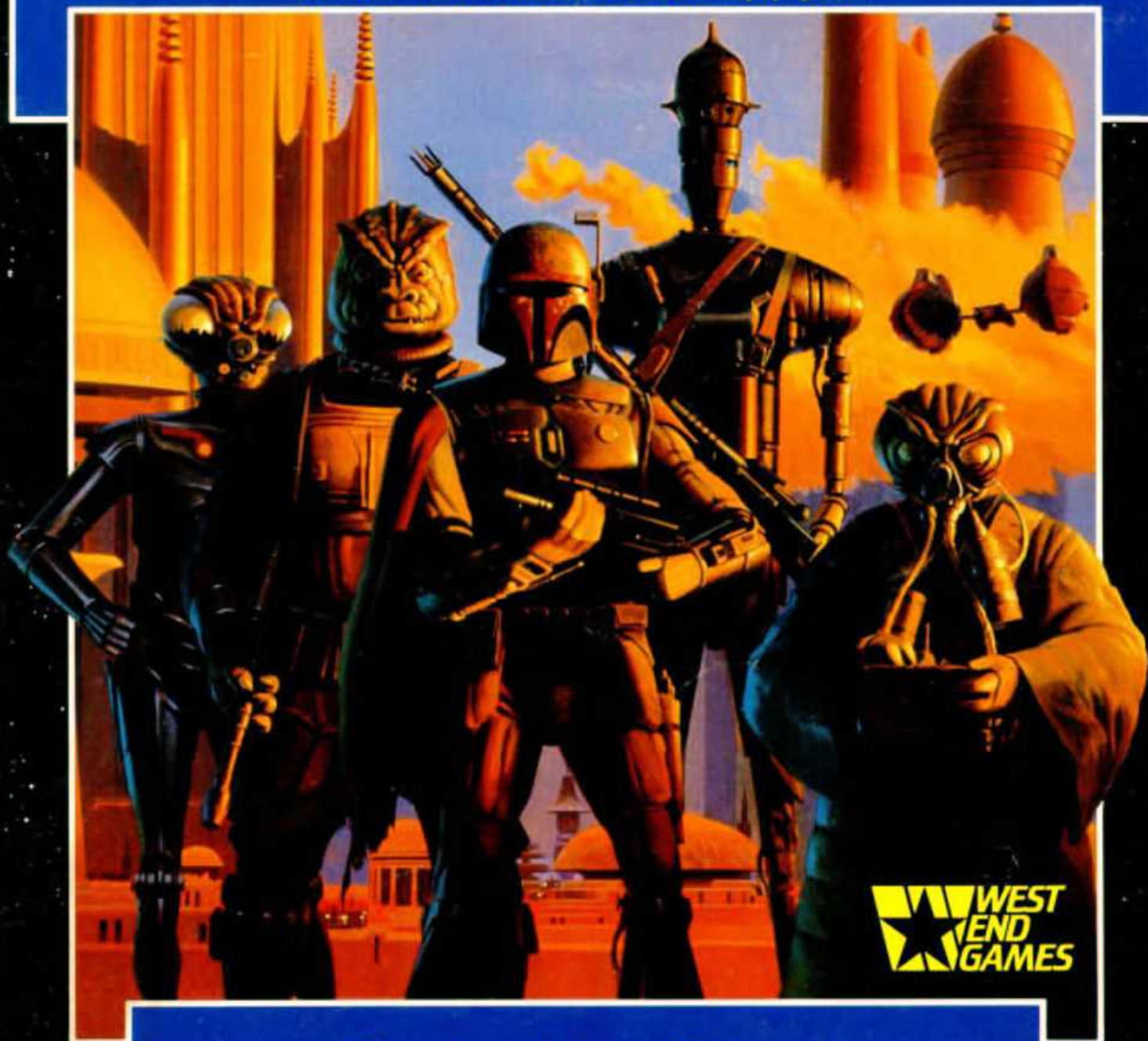
Tatooine Manhunt

An Adventure for use with *STAR WARS: The Roleplaying Game*

WEST END GAMES

Ruthless bounty hunters and Rebel agents
clash in a desperate manhunt for an elusive hero on the desert
world of Tatooine.

STAR WARS®

Tatooine Manhunt

by Bill Slavicsek and Daniel Greenberg

Introduction

Powerful music fills the vacuum of space with moving rhythms. Captivating text tilts toward the horizon, recapping prior events as it disappears into the void. A rumbling roar shakes the scene, announcing a space vessel's imminent approach. The star field shifts, the soundtrack blares, a planet pans into view, and another exciting episode of *Star Wars: The Roleplaying Game* begins ...

Tatooine Manhunt is a *Star Wars* adventure designed for two to six players and a gamemaster. Gamemasters should read and become familiar with the adventure before beginning play. This allows for fast and furious action, in the spirit of the *Star Wars* movies, without much page flipping or many undramatic pauses. Players are advised to heed "Alliance Ordinance #2113A" below.

A lliance Ordinance #2113A

Players should read no further, as the information that follows is for gamemasters (GMs) only. Anyone running a player character (PC) through the adventure will spoil the game for everyone by reading on. Knowing what's going to happen removes the suspense, surprise, and challenge necessary for the full enjoyment of *Tatooine Manhunt*.

In this adventure, a group of Rebels must go to Tatooine to search for a presumed-dead hero of the Old Republic, Adar Tallon. There the Rebels must pit their skills against remorseless, relentless bounty hunters from all over the galaxy. These hunters also seek Tallon, under orders from Imperial Command to capture him alive ... while killing any who get in their way!

Rebel PCs get to explore the city of Mos Eisley and meet with the scum and villainy that populate it. The cantina from *Star Wars IV: A New Hope* becomes a base of operations from which to send expeditions into the Tatooine Wastes. In those Wastes Rebels encounter upset moisture farmers, angry Jawas, stampeding Banthas, rampaging Sand People, and bounty hunters — lots of bounty hunters.

Can the Rebels recover Tallon, protect him from the hordes that hunt him, and escort him to the Alliance High Command? This is the challenge that must be faced in *Tatooine Manhunt*.

Preparing to Play

If this is the first adventure you are playing in the *Star Wars* galaxy, spend a few moments helping your players select and prepare their character templates. Let them customize their characters, determine their connections to each other, and decide on their equipment according to the rules on pages 7-10 of *Star Wars: The Roleplaying Game*.

If this adventure is being used as part of an ongoing campaign, let your players use their existing characters. You may have to adjust the background and opening sequence of *Tatooine Manhunt* to fit it smoothly into your current campaign setting.

Adventure Materials

Here's what you'll need to run *Tatooine Manhunt*.

• *Star Wars: The Roleplaying Game*. This hardcover book (also from West End Games) contains the rules needed to play. If you don't have a copy, you won't be able to run this adventure.

• *Star Wars Rules Upgrade*. This four-page folder (included with this adventure) clarifies and upgrades rules found in the original book.

• *Dice, Pencils, and Paper*. This game system uses six-sided dice to determine the outcome of PC and non-player character (NPC) actions. We suggest you have as many on hand as you can find. Also, everyone needs pencils and paper to make notes, sketch maps, and so forth.

• *Maps*. This adventure comes with a number of maps that depict important locales for the PCs to visit. The full-color map actually consists of two maps: A section of Mos Eisley and a detailed view of the cantina interior. The text tells you when to display these maps to the players. Don't let them see the maps until the text says to! A third map, detailing Tallon's desert fortress, is located in the centerfold pullout. This map is for your eyes only and should not be shown to the players at all.

• *Script*. The script in the pullout section starts the adventure quickly and gets everyone into the *Star Wars* mood. We suggest you make enough copies of the script so that every player has one, but you can get by with removing the script from the pullout and just passing it around the table at the appropriate time.

• *NPC Templates*. The PCs meet a wide assortment of characters during the adventure. These NPCs, controlled by the GM, provide information, opponents, and allies for the PCs. The major NPCs have full templates, complete with attributes, skills, and roleplaying tips. These templates can be found in the pullout section. Other, less detailed NPC statistics appear throughout the text.

The following materials are useful, but not necessary to play this adventure.

• *The Star Wars Sourcebook*. This hardcover book provides background information on vehicles, weapons, aliens, creatures, and other common things found in the *Star Wars* universe. In addition to its useful game-related data, the *Sourcebook* is full of facts and photos that make it a collector's item for any fan of the *Star Wars* mythos.

• *Star Warriors Boardgame*. The final scene in this adventure involves ship-to-ship combat over the planet. This battle can be created using the ship-to-ship rules found in the roleplaying game, or by using West End's game of starfighter combat, *Star Warriors*. This adventure includes a scenario, statistics, and new counters designed for the boardgame.

• *Miniatures*. West End Games produces a full line of *Star Wars* miniatures for use with the roleplaying game. One set, *Bounty Hunters*, has been specifically created to use with *Tatooine Manhunt*.

Difficulty Numbers

As GM, you'll get to fashion this adventure to your particular group of players using the *Difficulty Number Scale.*

For example, if the text says that a Moderate *Technical* roll is needed to accomplish a given task, simply turn to the "Difficulty Number Scale" in the rules upgrade and assign a number between 11 and 15.

Skills are capitalized and italicized, attributes are only italicized.

Adventure Background

Adar Tallon was a brilliant tactician and naval commander during the time of the Old Republic. His strategies and theories of space battle are still used today by both the Empire and the Alliance. Tallon proved a capable warrior as well, fighting alongside the House of Alderaan and the Jedi Knights during the Clone Wars. But in the peace that followed those troubled times, Tallon came up against a foe his fleets could not fight. It was a threat from within.

Throughout the navy a new breed of officers gained control. These were officers who cared more for power and glory than for the Republic and its people. They hid their ambitions behind constant battles and wars, ensuring the people lived in fear. But Tallon and a few others were not blinded by their deceit.

With Palpatine's rise to Emperor, however, the voices of freedom disappeared. The Jedi and other opponents of the New Order vanished, liberties became regulated, and the powerful fleets that once protected the Old Republic became the cornerstone for the Emperor's terrible war machine.

Tallon tried to turn the Imperial tide, but even his faith in the Republic couldn't stand against the dangerous Emperor. So the commander staged his own death, going into hiding until the time was right for his return.

While touring the Dalchon system in the patrol craft *Battalion,* Tallon set his plan in motion. He went to the aid of a medium-sized freighter that was being attacked by a large pirate vessel. In reality though, the pirate ship was under the command of Tallon's old friend Quist and the freighter was hired to take Tallon and his crew to a newly-settled world called Tatooine.

Officially, Tallon and his crew died as heroes, obliterated while defending a helpless merchant from marauding pirates. The Emperor publically mourned the fallen Adar Tallon, but was privately relieved that he would not have to order the death of the beloved hero of the Old Republic. He was content that his enemy was destroyed.

As for Tallon, he bought new identities for himself and his crew, settling back in his desert haven to wait for the political climate to change.

Recent Events

When stormtroopers arrived on Tatooine in search of a couple of Droids, Tallon was sure the Empire had found him at last. Over the years his plans for revenge had lessened, replaced by his new dreams. Adar Tallon now had a home and a wife, and the Empire seemed distant. Then the stormtroopers swept through the desert and his nightmares returned.

The hero-in-exile came out of his complacent lull and set his old plan in motion. He contacted his crew and asked them to return to his side. There were debts to pay and, after all these years, Adar Tallon was tired of hiding.

It was just as well. For the Empire has learned that Tallon yet lives, gaining the information from the captured pirate Quist who betrayed his friend in return for his life. Now bounty hunters with Imperial work orders are converging on the desert planet to hunt down Tallon. The situation is tense and waiting to explode.

Adventure Synopsis

The Star Destroyer *Relentless* has discovered that Tallon is alive. Captain Parlan, commander of the ship, has hired Jodo Kast and his team to go to Tatooine and secure Tallon while the *Relentless* undergoes repairs. But to add to his chances, Parlan has sent out a system-wide reward notice for Tallon. Now dozens of hunters are on their way to the desert world, including the pirate Quist who betrayed the aged hero.

The Rebels go to Tatooine to find Tallon for the Alliance as his worth as a rallying point and tactician are beyond question. But on Tatooine, someone is killing anyone who might have been in Mos Eisley when Tallon first arrived. The Rebels must get ahead of the bounty hunters, brave the dangers of the Tatooine Wastes, find Tallon, and convince him that they are on his side before the *Relentless* arrives.

The Main NPCs

Here are brief explanations of the major non-player characters and what their plans and motivations are.

Jodo Kast: Jodo Kast is a bounty hunter hired by Captain Parlan of the Star Destroyer *Relentless* to find and capture Adar Tallon. Kast is ruthless and cunning, leading a group of deadly hunters that include Puggles Trodd and Zardra. They are the best the Empire could assemble on such short notice.

Kast remains in the background as a shadowy threat until late in the adventure. He uses poison darts, leaving these deadly calling cards in victims for the PCs to discover and worry about. His plan is to find anyone who may have knowledge of Tallon, force the information from them, then eliminate them so they cannot warn the old hero. See Episode One and the pullout section for statistics and other information on Kast, Trodd, and Zardra.

Quist: Quist is the pirate who helped Adar Tallon stage his own death. A childhood friend who took a different path from the commander, Quist has always been out for himself. When his ship was recently captured by the *Relentless,* Quist bargained Adar Tallon's secret in exchange for his own life. But Captain Parlan required Quist to perform one other task to earn his freedom. Parlan demanded that Quist go to Tatooine as a back-up plan in case Jodo Kast fails. He is a traitor in Tallon's camp, waiting to strike. Quist will work with Kast, but he prefers to hand over Tallon himself when the *Relentless* arrives. See the pullout for more information.

Bounty Hunters: To assist Jodo Kast, Parlan issued a sector-wide reward notice for the successful capture of Adar Tallon. Dozens of bounty hunters have responded, filling Tatooine with even more scum and villainy than usual. Parlan hopes that a large number of hunters will flush out the elusive Tallon. Unfortunately, the quality of hunters ranges from rank amateurs to seasoned veterans. Statistics for bumbling, typical and seasoned bounty hunters can be found throughout the adventure in the episodes where each first appear.

Adar Tallon: Tallon has decided to finally come out of hiding. He has recalled his trusted crew of mercs, including Shrike and Jungen, to serve as the vanguard of a new army that will challenge the Emperor. Perhaps he will even look up the so-called Rebel Alliance when the time is right. His tactical and leadership abilities, combined with the love the people of the Galaxy feel for him, makes him a threat to the Empire. With an army of his own, or as part of the Rebellion, Adar Tallon will serve as a rallying point to unite many of the systems that would otherwise put off joining either side until the Empire's mailed fist smashed down upon them. See Episode Seven for more information on Adar Tallon.

Episode One
The Mission Begins

Summary

The Rebels are aboard a space station orbiting the planet Kwenn, a world on the edge of a major space lane. The station serves as the last fuel and supply point before the Outer Rim Territories. The PCs have responded to an emergency call from Alliance agent Dana who, until recently, was undercover on the Imperial Star Destroyer *Relentless* gathering information. She discovered something that required immediate attention and decided to jump ship with the data. But the Rebels reach Dana too late. Imperial bounty hunters find her first.

Now the Rebels must fight their way past the hunters to discover what Dana found out –- and they must do so without alerting the Star Destroyer to their presence.

Time in *Tatooine Manhunt*

The adventure begins on the morning of Day One. The Rebel PCs have until the end of Day Four to complete their mission before the Imperial forces become insurmountable (although they are led to believe they have until Day Five). Keep careful track of how much time passes because things will get more difficult as time progresses. You want the Rebels to use the entire four days so that they can escape as the Star Destroyer arrives, but good play should be rewarded with an easy — yet climactic — finish. At the same time, poor play or play that requires more than the allotted time span should meet with some degree of failure. Even a very powerful Rebel party will be hard-pressed to defeat a fully equipped Star Destroyer. Each episode gives a suggested time frame for you to follow.

Start the Adventure

Find the script in the pullout section and assign each player a part. The parts are labelled "1st Rebel," "2nd Rebel," and so forth. If you have six players, each player reads one part. If you have fewer players, assign additional parts as necessary. You must read the section below out loud first, as it opens the scene in the script. This is a "cut-away," a cinematic technique that we've borrowed right from the *Star Wars* movies. This cut-away scene doesn't directly involve the players but sets up situations that must be resolved during the adventure.

Hand out copies of the script and start the read aloud below. When you finish, the players begin the script.

Read Aloud

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

EXTERIOR: SPACECRAFT IN SPACE. *The Imperial Star Destroyer* Relentless *docks with Kwenn Space Station.*

INTERIOR: IMPERIAL STAR DESTROYER — AUDIENCE CHAMBER. *Twin blast doors slide open, revealing the dark interior of a massive chamber. An Imperial captain stands upon a high platform, flanked by lower officers. Two stormtroopers march in. They drop a manacled prisoner at the feet of Captain Parlan, commander of the warship.*

"The charge," *demands Parlan.*

"Piracy, sir," *snaps a trooper.*

"Kill the scum," *Parlan replies coldly.*

"Wait!" *screams the prisoner,* "I have something to bargain with. Information important to the Emperor . . . in exchange for my life."

Parlan's dead eyes gleam triumphantly. "Go ahead. I'm all ears."

"Tallon . . . it concerns Adar Tallon . . . "

Parlan listens intently to the pirate's tale, then issues orders. Quietly, Ensign Dana pockets a data storage pad and slips away.

The commander issues one final order. "Lieutenant Voor, send for the bounty hunters."

Fade to . . .

INTERIOR: KWENN SPACE STATION.

Point to the player assigned the part of "1st Rebel." He or she starts reading the script aloud. When the script is finished, go to "First Fight" below.

First Fight

When the players finish the script, read the following passage out loud.

There, near a rapidly closing airlock, you see agent Dana lying at the feet of an Imperial officer. You recognize her from the holofile in your ship's computer. Next to the Imperial are two rough and dangerous-looking customers: a short, wiry female in padded armor, and a tall, scaley humanoid armed with a blaster rifle. Behind them, beyond the airlock, stands a figure dressed in deadly Mandalorian battle armor. He glares at you, then the door slams shut.

Now the Rebels must fight two bounty hunters and Lt. Voor, the Imperial officer. Their statistics follow.

Voor's Tactics: Voor attempts to retreat while pulling his comlink and his blaster. He takes a shot this round, dodges once, and falls back. Next round, if he is able, he calls for reinforcements. Any successful attack by the PCs stops his call for help, knocking the comlink from his grasp. If the PCs completely ignore Voor, he gets his call through, or he gets away, see "Martial Law" for the impending results.

Lt. Voor: DEX: 2D+2, blaster 3D+2, dodge 3D+2; STR: 2D+1. All other attributes: 2D. Blaster damage: 4D.

The Bounty Hunters' Tactics: The hunters fearlessly attack, hoping to rattle their opponents while delivering hot blaster fire. They work in unison. One tosses a grenade and dodges, the other fires twice and dodges. In the next round, they close with stunned opponents or fall back and throw their second grenade at uninjured PCs. They fight to the death, using all their skills to win. Play these characters to the best of their abilities to show the Rebels what bounty hunters can do.

Seasoned Bounty Hunters: DEX 4D, blaster 5D+1, dodge 5D; STR 3D+2 (+1D for damage purposes only). All other attributes: 2D+2. Blaster damage 4D. Blaster rifle damage 5D. Grenade (1 each) damage 5D. Each carries one medpac.

When the fight is over, the Rebels may want to examine Dana. See "Checking Agent Dana" for information about this Alliance operative.

Martial Law

If Voor gets his distress call through, the entire space station immediately goes on alert. Stormtroopers fill the corridors and begin systematically searching docked ships. However, the *Relentless* cannot provide enough stormtroopers to adequately cover every inch of the station. The Rebels have some time to get to their ship and leave Kwenn. If Voor placed his call during the battle, the PCs have four combat rounds before six stormtroopers arrive to back up the bounty hunters. Every two rounds after that four more stormtroopers arrive, up to a total of 18.

If Voor doesn't get his call through but manages to escape, the Rebels have more time before the Imperials close in. After the first battle, give them time to try three things around the station before 20 stormtroopers (four with blaster rifles) arrive to impound their craft.

Once alerted, the station controllers can keep the docking bay holding the PCs' ship from opening in order to detain them. A Moderate *Technical* or *computer programming* roll is necessary to override the station door controls.

C **redits for this Adventure**

If PCs don't have any money at the start of this adventure, you'll have to provide them with some. One way is to have 10,000 credits issued to them by Alliance Command prior to the beginning of *Tatooine Manhunt*. These credits are to be used to purchase something for the Alliance base in your particular campaign. That's what brings the Rebels to Kwenn originally. That they just happen to be in the area for Dana's call is purely coincidental.

J odo Kast, a deadly bounty hunter hired by the Empire to find Adar Tallon.

If Voor doesn't get his message through but is killed, see "Accessing the Computer" and "Leaving Kwenn" for details concerning the station's status in that situation.

Stormtroopers*: DEX 1D, blaster 3D, brawling parry 3D, dodge 3D; STR 2D (3D for damage purposes), brawling 3D. All other attributes and skills: 2D. Blaster damage 4D. Blaster rifle damage 5D.

* These codes reflect armor adjustments.

Captured Bounty Hunters

The bounty hunter glimpsed in the beginning of this episode is Jodo Kast. His statistics can be found in the pullout section. His inclusion in this episode merely foreshadows the major role he'll play as the adventure proceeds. Under no circumstances does he battle the PCs here. Once the airlock closes, he disappears until later.

Kast reappears on Tatooine, always a step ahead of the Rebels until you decide to use him. He should be saved until the big battle in Episode Seven, but there are ways to include him without bringing him into major conflict with the PCs. See specific episodes for suggestions on how this can be done.

The Rebels can question either of the other two hunters, provided they can capture one without killing him or her. This could prove difficult as they are determined to fight to the death.

In the event that a hunter is captured, with a little persuasion he or she spills the details about the current bounty. They know they have been hired by the Empire to find Commander Adar Tallon, who is hiding on Tatooine, and detain him until the *Relentless* arrives. He must be captured alive, but anyone who gets in their way may be killed.

Checking Agent Dana

When the bounty hunters are defeated, the PCs can examine Agent Dana. She is dressed in an Imperial uniform, wearing the rank of ensign. She is also quite dead. Further examination reveals a small dart protruding from her exposed neck. Computer analysis of the dart shows that it was fired from a rocket projector and has traces of Sennari, a fast-acting and extremely lethal poison, along its tip. Dana also carries various Imperial identification papers, a hold-out blaster, and a data storage pad. The last item holds the key to the Rebels adventure.

Dana's data storage pad contains her last message to the Alliance. PCs must make a Moderate *Technical* roll to break the code and call up the information. A *computer programming* skill can be used, too. If all else fails, their ship's computer or an R2 Droid can break the code for them, but don't make this the obvious choice.

When the Rebels break the code, give them "Dana's Data Storage Pad" hand-out from the pullout section.

Accessing the Computer

Through any of a number of access ports located around the space station, PCs can tap into the station computer. The most important information concerns the Imperial Star Destroyer currently parked in the station's dry dock. The *Relentless* is in port to take on supplies and have its hyperdrive activators overhauled and repaired. The space station staff is working overtime, but they still need three days to initiate repairs.

An Easy *astrogation* roll allows PCs to calculate that the Imperial ship will reach Tatooine no earlier than five days from now, if the repair log can be believed. A PC who makes a Moderate *Technical* or *starship repair* roll feels that they can shave a day off that repair time if the crew is pushed to its limit. If the PCs leave immediately, they can reach the desert world in one day. This makes time a paramount concern.

If the PCs want to call up any information on Adar Tallon, hand them "History Tape #37484T" from the pullout section.

One other interesting tidbit can also be found in the computer. It seems that seven small ships have left the station in the last hour. Each logged their next destination as Tatooine. In addition, no ships will be permitted into or out of the station for 24 hours, starting one hour from now. This is either due to the alerted Star Destroyer (if Voor contacted them during the first fight), or to the fact that station security discovered a number of dead bodies recently — including an Imperial officer! The hour leeway gives the rest of the bounty hunters a chance to depart before Imperial troops completely seal the station.

The *Relentless*

The repulsorlift tubes down into the dry dock are heavily guarded by stormtroopers. The Rebels can watch for awhile, observing officers and enlisted personnel hastily coming and going between the station and Star Destroyer. If they stand around too long, they draw attention to themselves and a stormtrooper patrol approaches to find out their business.

Any attempt to get on board the *Relentless* meets with failure. Make that very clear to the players. Security has tripled since Dana's discovery, and the crew is taking every precaution to keep away unwanted visitors. If the PCs insist, they are captured and tried as traitors. It's time to create new characters and try again.

The Rebel Ship

The PCs ship, the *Alabak's Gold*, is a converted Mon Calamari freighter, slightly smaller than the *Millennium Falcon*. Its statistics for the roleplaying game are provided below. (See Episode Eight for a *Star Warriors* scenario.)

Space Station Kwenn
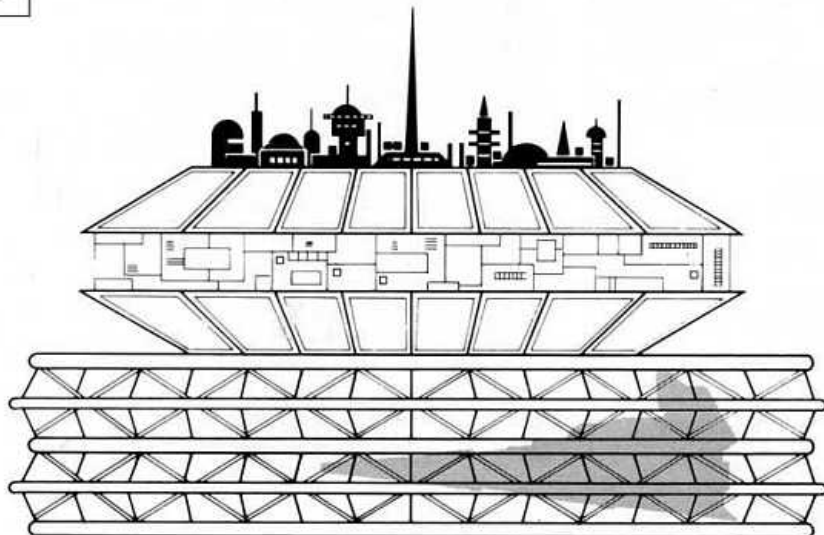
The top section of Kwenn space station contains many forms of entertainment and recreation for the weary space traveler. This large city-like structure rests upon a platform consisting of scores of individual space docks. Each docking bay is modular and can be varied in size to accommodate different ships by removing or adding walls. Inside, a series of interconnecting corridors lead from each bay airlock into the heart of the station. Repulsorlift tubes travel down into the main dry dock, a gridwork hexagon built to fit ships as large as Imperial Star Destroyers. Here these ships can dock for overhauling, refitting, and repairs, as well as for recreation leave and to take on supplies.
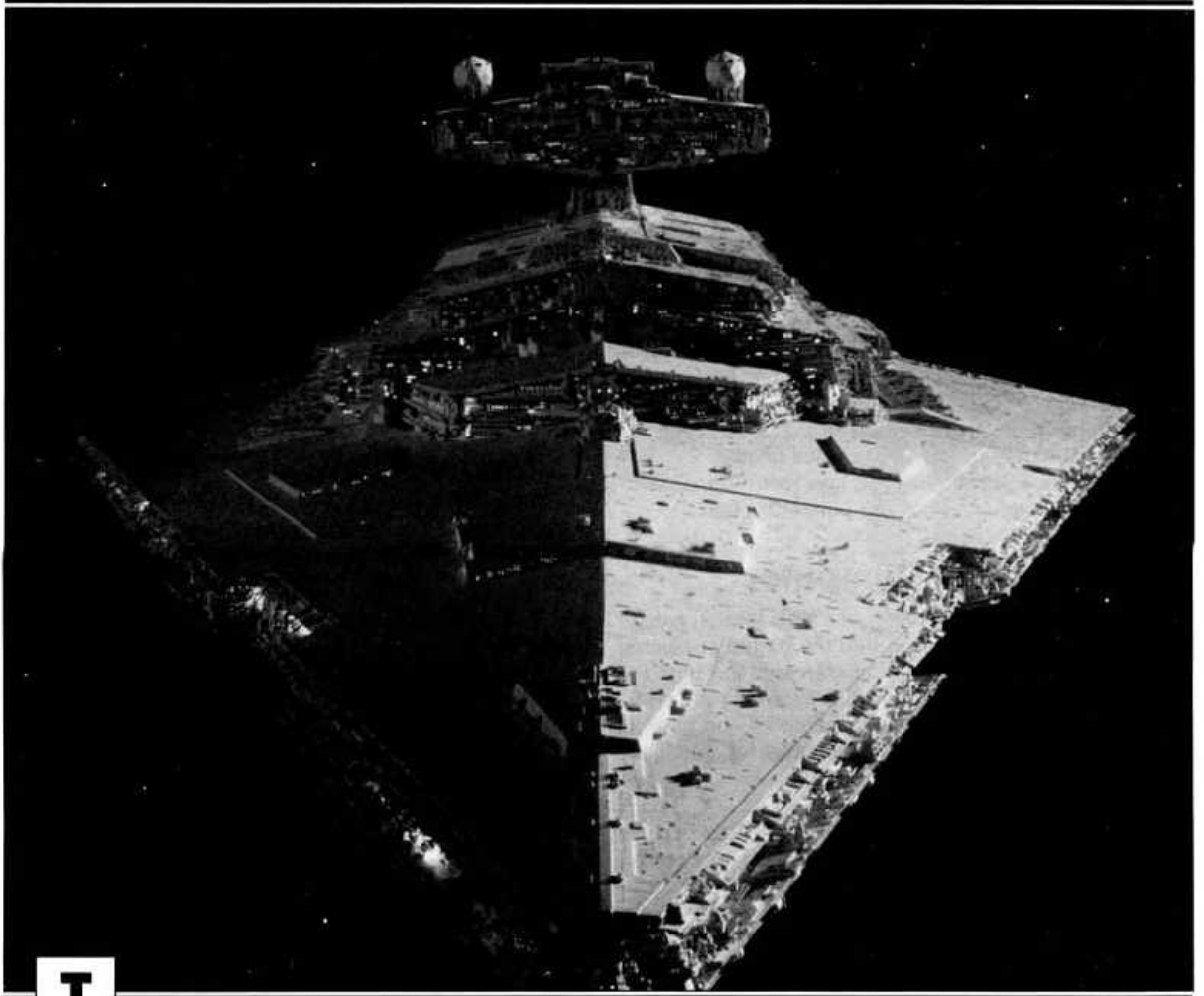
The Imperial Star Destroyer *Relentless*.

ALABAK'S GOLD

Craft: *Alabak's Gold*
Type: Modified Calamari jump freighter
Crew: Pilot, co-pilot, navigator, shields/communications, two gunners
Passengers: 6
Cargo Capacity: 75 metric tons
Consumables: 1 month
Hyperdrive Multiplier: ×1
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: [3D]
Maneuverability: [1D]
Hull: [5D]
Weapons:
  Two Twin Laser Cannons (fire separately)
  Fire Control: [3D]
  Damage: [4D]
Shields:
  Rating: [2D]

Leaving Kwenn

Astrogation (an Easy difficulty check) determines that the *Alabak's Gold* can make it to Tatooine in one full day. The slower Star Destroyer needs two days in hyperspace, plus three days to complete repairs (or so the Rebels think). If the PCs leave immediately after finding Dana, they have up to four days to locate Tallon and escape. The longer it takes them to get to the desert world, the worse their chances become. If they haven't left the space station after two hours, they won't be able to leave until the following day. Imperial troops seal the station for 24 hours as stormtroopers conduct ship by ship searches looking for the Rebels who attacked Voor (or killed him, depending on the outcome of the opening battle). It takes some fancy fabrications to avoid arousing Imperial suspicion from this point on. Even then, they have less than three days to find Tallon once the Imperial quarantine lifts.

Episode Two
Welcome to Tatooine

Summary

Tatooine, a desolate planet in the Outer Rim Territories, waits to be explored. Here the Rebels begin to hunt for clues that will lead them to the elusive Tallon. The desert world's largest city, Mos Eisley Spaceport, seems the best place to start. They find out some things that could aid in their mission, meet strange and interesting characters, and finally get a firm lead on Tallon. While there are a number of "Events" that must occur (and these are marked), most of the encounters in this episode can take place in any order the PCs visit them.

Be sure to read over the NPC Templates in the pullout before playing this episode.

The Map of Mos Eisley

The full-color map of Mos Eisley details several streets around the famous cantina from *Star Wars IV: A New Hope.* Place the map so that the city side is showing but not the cantina blow-up. This is the old city. Run-down structures and unwholesome-looking travelers fill the crowded streets. The inner region has high, narrow walls and tall archways, forming cramped alleys and passageways between the domed, stone buildings. Let the PCs wander around and decide where their characters are going. Certain buildings on the map are coded and detailed in the text that follows, others may have to be filled in by you. Unless specific statistics are provided, all NPC attributes are 2D.

Event One: Arrival

On Day Two of the adventure, the Rebels' ship comes out of hyperspace. The PCs see:

Twin suns sparkle before you as the star field returns to normal and your ship emerges from hyperspace. These, your nav computer assures you, are Tatoo I and II. Your ship continues closer and a vast planet shines bright and welcoming you to its parched surface. This is Tatooine, the desert world. Its endless sea of sand blindingly reflects the light of both suns through your ship's forward viewport.

A quick scan of surrounding space reveals a rather large number of ships in orbit around the planet, waiting for landing clearance. While many of the ships are armed, none appear to be Imperial. Mos Eisley space traffic controllers ask the PCs for their ship registration code, previous port, and purpose of visit before granting permission to land. Any reasonable answers will be accepted; Tatooine isn't choosey about its visitors. Of course, claiming to be part of the Rebel Alliance immediately alerts

Tatooine

For your information, and in case the PCs check with their ship's computer, we have provided the following details about Tatooine. A Very Easy *planetary systems* check is needed to pull this information out of the computer, as Tatooine isn't on most people's "nice place to visit" list.

Tatooine is the principal planet in the Tatooine star system. Twin suns — Tatoo I and II — reflect off the sand-covered world, making Tatooine appear as yet a third sun in the system. Sodium-rich sand and flat expanses of rock, dunes and cramped canyons — this is the landscape of the desert world. High winds whip oceans of sand into the atmosphere, creating dangerous and frequent storms.

Dry, hot, and inhospitable, Tatooine nevertheless is inhabited by a wide variety of life. Creatures such as Womp Rats, Krayt Dragons, and Dewbacks seem to be native to the planet. Banthas and others were transported to the world for use by the intelligent races.

When the Outer Rim Territory systems were opened for settlement, many families came to Tatooine to try to make a home on this harsh world. They turned to moisture farming, setting up homesteads where they toil to pull water vapor out of the atmosphere. When the settlers arrived, they found two races already living on Tatooine — small, skittery Jawas, and tall, powerful Sand People. The scavenging Jawas quickly found a place in Tatooine society as traders, but the aggressive Sand People barely maintain an uneasy peace with the settlers.

Two communities are worth noting, as they are the nearest things to cities that Tatooine can boast. Anchorhead, located on the desert flats, is a slow-paced, moisture-farming town. The settlers come here to buy supplies, trade goods, and attain transport to Mos Eisley. Mos Eisley, arguably the capital of Tatooine, hosts a major interstellar spaceport and an Imperial Government Post. Besides attracting interstellar commerce, the city attracts social undesirables from the space lanes and other walks of life.

the Imperial Prefect to their presence. The Rebel craft is directed toward Docking Bay 94 by an old, beat up cloud car. Once the ship lands and passes customs inspection, the PCs can explore Mos Eisley and begin their search for Adar Tallon.

Mos Eisley Spaceport

Mos Eisley Spaceport isn't one large field of runways and docking bays. Instead, a multitude of crater-like launch stations pockmark the wheel-shaped cityscape. Docking Bay 94, for example, looks like the host of other bays scattered throughout Mos Eisley. It consists of an enormous pit gouged from the rocky soil. Stairs lead up into the city, while an entrance ramp provides access for ships with repulsorlift engines. Ships not equipped with repulsorlifts cannot dock in the city, as there is no room to maneuver or land using conventional propulsion units. The shabbily-cut bay is run-down, like the majority of Mos Eisley, its sloping sides crumbling in places.

Mos Eisley Spaceport customs officer, assigned to Docking Bay 94.

The Customs Officer

When the Rebel ship lands, a customs officer approaches. This crusty, dust-covered male humanoid carries an old-style data pad and a blaster pistol. A headset comlink connects him with spaceport control and the militia. He's had a busy couple of days, what with all the ships that have been landing recently. Not to mention the hard time many of these lawless types have given him. He's not in a good mood. Read:

"Got any Mynocks hiding on your ship? You wouldn't believe how many Mynocks we've had to blast the last few days. Filthy parasites! Some people don't care what they bring in on the bottom of their ship. What about space mites? I won't abide any space mites! Might as well check out your holds while I'm here. Open her up!"

If the Rebels are reasonably polite and offer a small bribe (at least 100 credits), the customs officer grumpily grants them clearance for five days. You may also want to throw in an opposed *con* roll (the customs officer has PER 2D+2). It costs 20 credits a day for a landing permit, however. If the Rebels give the officer a hard time, or if they claim to be with the Alliance, or if he searches the ship and finds anything out of the ordinary from their cover story, he calls the militia and alerts the Imperial Prefect. Then the Rebel ship is impounded and they'll have to break away from the locals (which isn't too hard to do). But thereafter they'll be fugitives; the cities will be off-limits and the militia will be actively searching for them.

The customs officer has never heard of any Adar Tallon, except for that famous one a couple of years back, and

he doesn't like to chit-chat with lowly freighter jockeys.

If all goes well and they receive their landing permit, the PCs can enter Mos Eisley.

One last thing. Just before he leaves, the customs officer hands a finely-rendered map to the PCs, muttering about the Prefect's dumb idea to present all visitors with such an expensive item. Give the PCs the map of Mos Eisley Spaceport.

Encounters In the Streets

The morning rush is already underway as you exit the docking bay. Humans, numerous Droid models, and aliens of every description move through the crowded streets, concentrating intently on their own business. The pace is hurried for such a backwater world, and not even the blistering heat of the twin suns — not yet full in the sky — can slow it down. Landspeeders roar by, uncomfortably close in these narrow walkways, and swarms of small, rancid-smelling creatures in hooded robes jostle past you. One stops a moment to paw at your shiny blaster. This is Mos Eisley Spaceport, a more wretched hive of scum and villainy you'll not find elsewhere.

Let the players decide where their characters are going after they've examined the map. Below are details and encounters for some of the buildings marked on it. Other buildings may have to be developed by you if the PCs visit them.

Easy *alien races* rolls are needed to identify any particular type of alien, such as the hooded Jawas. You can find statistics for Jawas in "Jawa Traders" below.

Running Split Groups

If your players decide to split up their PCs to cover more ground, don't despair. There is a way to handle multiple groups of characters while keeping the action fun and exciting. We employ another use of the cinematic cut-away technique, only this time the scenes involve the PCs. Simply allow one group to do a little exploring, then when they get to a crucial point in the action cut to another group. Go back and forth in this manner until the Rebels join together again. This method builds suspense, gives everyone something to do and think about, and helps add to the illusion of playing in a movie. And since it is like a movie, it doesn't matter that one group knows what another group is doing.

The Mos Eisley Cantina

Located in the oldest section of Mos Eisley, where old vices still flourish, the Mos Eisley Cantina was one of the spaceport's first blockhouses. The diverse nature of transportation parked outside barely suggests the assorted clientele. The building lies partially underground to provide some protection from the heat. The dim interior, combined with the brilliantly lit entrance, gives those within the cantina the distinct advantage of seeing newcomers before they see them.

An astonishing variety of beings frequent the cantina most of the time, but the current influx of visitors to Tatooine makes the cramped facilities even more crowded. There are one-eyed creatures and thousand-eyed, creatures with scales, creatures with fur, and some with skin that seems to ripple and change consistency from moment to moment. Tentacles, claws, and hands wrap around drinking utensils of various sizes and shapes. A steady babble of human and alien tongues fill the room with noise.

The din of the crowd covers the common room like a thick blanket. But above the noise a catchy, infectious beat plays. It is a swinging, upbeat tune, and the alien band belts it out loudly.

The bar itself is stocked with many odd-shaped flasks, bottles, beakers, and tubes overflowing with strange and familiar liquids. The bartender is a tall, overweight human who wears a gruff expression and doesn't appreciate violence in his establishment. He also doesn't answer questions.

A variety of vulgar noises constantly wash over the Rebels. Some may be directed at them, others are not. No matter, for just walking through the cantina garners a limitless number of glances, looks, and rude stares.

While visiting the cantina, the Rebels get to see and do a lot of things. They notice Shrike, Jungen, and Quist rendezvous at a booth (their statistics are in the pullout). Quist has just arrived on Tatooine and Tallon has sent the mercs to meet him. Akkik and Gorrt (also in the pullout) arrive at some point to collect credits on behalf of Jabba the Hutt.

Most of the locals have been driven to find a new hangout while the city is so busy, leaving only new arrivals to talk to. This can be productive as the Rebels will get an idea of just how many people have answered the Imperial bounty, but it won't get them any real leads. In fact, it could get them in a lot of trouble from jealous hunters wary to give away any secrets.

One local, however, refuses to abandon her spot at the bar. Edu Harn is an aged, grey-haired woman who seems slightly senile. She raves on and on about the Sand People, reliving in her mind an attack that must have occurred years ago. Still, if approached in a friendly manner she lets the Rebels know about Labria. He's sly and tricky, but if anyone knows anything about Tatooine it's Labria. Of course, Labria isn't around at the moment. But he'll be in later, Edu says. See "Meeting Labria" for more information.

Other activities include:

Gambling: There are several games of chance in progress at any given time. PCs can get into one if they flash at least 50 credits to the gamblers. Follow the gambling rules on page 41 of *Star Wars: The Roleplaying Game.* There is at least one game of skill being played as well.

Lumguzzling: Lum, a particularly powerful liquor, is the favored drink of a lobster-headed alien seated in a booth near the band. The alien doesn't look particularly powerful or heroic. Actually, Lobster Head looks rather weak and wimpy. Nevertheless, Lobster Head challenges one of the Rebels to a lumguzzle contest. If the PC refuses, the patrons in the vicinity ridicule loudly. If the Rebel accepts, Lobster Head offers him or her a seat and motions for two pitchers of lum.

Lobster Head has a *stamina* of 4D. When the contest starts, both contestants must make Very Easy *stamina* rolls.

If anyone fails, they pass out immediately from the potency of the lum. With each subsequent guzzle, subtract one die from each contestant. Therefore, on the second guzzle Lobster Head rolls 3D, then 2D, then 1D. No one can roll less than 1D. The winner of the contest is the one that remains conscious. The competition continues until one or both contestants fail the roll.

Intimidation: Two nasty, belligerent, tooth-faced aliens try to intimidate any non-combatant Rebels (Armchair Historians, Kids, Old Senatorials, and the like) into turning over their credit pouches. These furry, three-clawed bullies just want to pick on an easy mark. They are content to brawl, only pulling weapons if stronger, more capable-looking persons intervene.

Tooth-faced bullies: DEX 2D+1, vibroblade 3D+1 (damage 4D+2); STR 3D, brawling 4D+2.

Romantic Moment: One Rebel (male or female) is approached by a member of the opposite sex. If the PC acts friendly and courteous, he or she gains a fawning admirer for life. This romantically-minded NPC follows the party around, tries to defend the object of his or her desire (verbally and physically), and showers all kinds of gifts upon the selected Rebel.

Jax (or Jaki): All skills and attributes 2D.

Bounty Hunter Registration: Puggles Trodd sets up a bounty hunter sign-up office in a cantina booth. The PCs notice a crowd of hunters gathered around the booth. Puggles (whose statistics are in the pullout) is here on behalf of Jodo Kast to sign up a posse of hunters to accompany Kast into the Wastes. This is Kast's way of keeping the bumbling and typical hunters in line and out of his way. The pay is 10 credits a day, with a bonus of 100 credits once Tallon is found. They leave at First Dawn (when Tatoo I rises).

Regional Government Office

Far from the center of Imperial influence, Tatooine remains little more than a collection of settlements loosely affiliated with Mos Eisley and Anchorhead. A local militia keeps order in the cities and can be raised to defend outlying farms from the varied hazards of the desert world. The only true sign of Imperial authority is a minor prefect — Orun Depp — who administers land deeds and other bureaucratic necessities from an office in Mos Eisley. All official settlement deeds and census information are stored here, but Tatooine has much that is unofficial. Depp has a personal garrison — as he calls it — of six stormtroopers and four militiamen. He talks tough, but can be easily bullied or bribed.

Other than information on the sale of three settlements around the time of Tallon's "death," he can offer little aid to the Rebels.

The three settlements are the old Tusken fort, Lank's farm, and a tract of land sold to one Sedi Fisk. These are all out in the Wastes, and other than suggesting they find a guide, the Prefect cannot provide directions (he's never been out there himself). See Episode Five for more information.

Jawa Traders

A group of Jawas actually live in Mos Eisley, serving as contacts between the city and their own people out in the Wastes. Constantly on the lookout for any opportunity to buy, sell or trade, these Jawas can be extremely annoying. Play them as such, whether the Rebels meet them on the street, in the cantina, or at the Jawa trading post. Point, tug at sleeves, paw equipment, jabber constantly, and parade all kinds of battered, partially-rebuilt machinery in front of the PCs.

The Jawas know nothing about Tallon.

If the PCs return to the city-dwelling Jawas a second time, they receive a cold, angry welcome, and each Jawa is armed. They have been roughed up by Jodo Kast in the interim and don't wish a similar encounter.

Jawas: DEX 2D, blaster 2D+2; PER 1D, bargain 3D; STR 1D.

General Store

Tar Lup and his wife Kal, a couple of wolf-like aliens, run the general store. Despite their fearsome appearance, both Tar and Kal are friendly and helpful. Their store carries provisions, supplies, and some machinery. They don't know anyone who matches Tallon's description, but few settlers ever travel all the way to Mos Eisley for the items they carry. Most of their dealings are with space travelers.

Many settlers do come into the city for weapons and landspeeders, however. Tar directs sociable PCs to those stores. He comments on the unusually high number of visitors for this time of year, eager to find out why the Rebels are on Tatooine.

PCs can buy supplies here if they wish, including medpacs. Tar has three of these highly-sought items left, and he is only charging 200 credits for each. He's also pushing a miniature vaporator/water convertor. It only costs 2,000 credits and it actually works.

Before this encounter ends, Akkik and Gorrt (see pullout) arrive to collect Jabba's portion of this week's sales. They dump a few shelves, break some merchandise, and threaten loudly. Tar quickly moves to get them the credits.

If the PCs go to Tar's defense, the wolf-alien thanks them but begs they stay out of it. Then he pays Akkik. If the Rebels press to stop Jabba's goons, Akkik and Gorrt back down and leave, but not before assuring the storekeepers that they'll be back.

Spaceport Speeders

Spaceport Speeders is a repulsor vehicle shop that rents, sells, and buys land- and airspeeders. In fact, Luke Skywalker's landspeeder is on sale — for 4,000 credits! Other than that, there are only two landspeeders available — an old Mobquet A-1 and a rebuilt Ubrikkian. The heavy influx of bounty hunters has cleaned the shop out.

Three bumbling, rather inept-looking bounty hunters haggle with the shop owner about the price of Luke's old vehicle, and Zardra (see the pullout) eyes the Ubrikkian when the PCs reach this encounter. She greets them with a chilling smile, and finishes her purchase. If the Rebels ask about Tallon while she's around, Jodo Kast will be alerted to the PCs' presence. The salesman has never seen Tallon, but tells them that maybe Old Arno the scout knows who he is. See "Meeting Old Arno" in Episode Four for more information.

Mobquet A-1 landspeeder: Speed Code 2D, Maneuverability 1D+2, Body Strength 2D.

Power Station

This station provides power for speeders and other repulsorlift vehicles. A large, square labor Droid, named 4-LB, operates the station. Four-el has information about someone matching Tallon's description. He lives out on the old Lank settlement and comes by twice a month. But Four-el has confused Bels Lank with Tallon.

While the PCs talk with Four-el, the assassin Droid IG-72 plugs into the station to power up. The Droid ignores them and seems totally uninterested in their discussion. Once the PCs leave, the assassin Droid trashes Four-el and the station. Then it heads out toward the Lank farmstead to finish its mission. See the pullout for IG-72's statistics.

Jabba's Town House

A large, converted blockhouse serves as Jabba the Hutt's home in Mos Eisley. Two dozen guards and half as many servants work here constantly, whether Jabba's in town or not. It doesn't have all the comforts of his desert palace, but it is easily the fanciest estate in this section of the city. Jodo Kast and his team have graciously been given permission to use these facilities as a base while they stay on Tatooine. Jabba has used these hunters at one time or another and feels it is in his best interest to accommodate them. Besides, it allows him to keep an eye — through his assorted agents and listening devices — on Kast. Jabba is also desperately curious as to why so many hunters have come to Tatooine.

By the way, there is no way that the PCs can get to see Jabba during this adventure. He is secluded out in his desert palace, a well-guarded structure that these Rebels cannot hope to breach. The closest they can get to the Hutt is Akkik and Gorrt, as well as the town house guards. If the PCs persist, have them roughed up by a large number of Jabba's goons. If they try again after this, have them captured and fed to the Rancor.

Note to GMs Not Familiar with the Rancor: The Rancor is a terrible, gruesome beast that lives beneath Jabba the Hutt's desert palace. It is huge, with tearing claws and dripping teeth. The Rancor is Jabba's pet, and he regularly feeds it people who displease him. Check out the *Return of the Jedi* film and *The Star Wars Sourcebook* for more information.

Spaceport Hotel and Mos Eisley Inn

These two delapidated inns provide all the comforts that the inner city can offer to weary space travelers — cheap food, semi-private rooms, lumpy beds. Ten credits per day, per bed is standard, but the innkeepers try to haggle for more. Both are crowded, but there is some room in the inns — for a price. With so many people arriving in Mos Eisley, the inns can command up to 50 credits a day. If an innkeeper rolls better than each PC on a *bargain* check, he demands the 50 credits. For each PC that beats his roll, subtract 10 from the amount, down to 10 credits a day.

Spaceport Hotel Clerk (Sullustan): bargain 3D+1; all other skill and attributes 2D.

Mos Eisley Innkeeper (Human): bargain 4D; all other skill and attributes 2D.

Wreckage

The first settlers to Tatooine crashed in the middle of what is now Mos Eisley. The ruins of the colony ship can still be seen, as the city never cleared the wreck but instead built up around it. The Mos Eisley Cantina was the first blockhouse, and the city simply continued from there in an ever-widening circle. What's left of the ruins is considered a planetary monument — but that doesn't stop the Jawas from using it as a home while in the city.

Weapon Shop

Kayson's Weapon Shop sells personal weapons, both ranged and melee. Kayson has lots of standard items, including non-powered clubs, swords, and gaffi sticks, and powered weapons like blasters. No explosives are available, though, and no heavy weapons (Puggles bought up all the detonite Kayson had on hand). All prices are doubled due to the heavy demand the bounty hunters have created. See page 141 of *Star Wars: The Roleplaying Game* or page 96 of *The Star Wars Sourcebook* for complete cost charts of standard prices.

Street Corner Preacher

All kinds of aliens live on the streets in this outlaw town. Beggars, thieves, and other cast-offs of the space lanes find a way to live in the Mos Eisley shadows. Improvise all kinds of chance encounters with any sort of scoundrel, crazy, or desperate person you can imagine. But the most interesting street person is the street corner preacher.

This ageless gent wears long, ragged robes and carries a tall staff. The staff is topped with a tiny Bantha, carved from the tusk of one of the large beasts. His voice echoes throughout the cramped streets, calling for all to listen. He is a Dim-U priest, one of the select devoted to the mystery of the Bantha.

"Listen, my children! For we have been given a great mystery to unravel, a message of importance if we can only see! And what is this mystery? It is the Bantha, that sacred, noble, elegant creature that can be found the galaxy over! The Bantha is a gift from beyond whose meaning we have not yet begun to fathom! For when we do finally come to understand why the Bantha has been placed throughout the galaxy, we will achieve the Age of Bounty! Wherever we go in our space vessels, no matter how far, the Bantha is there to welcome us and make us feel at home. Do not harm the Bantha, do not eat of its meat or wear its regal hides! Would you harm a welcoming friend?"

The priest and his sect are an accepting, tolerant lot. To promote their devotion to the Bantha, they have a community out in the Wastes that is modeled after their conception of the great beasts. They welcome travelers, helping them become accustomed to life in the desert. The preacher explains to the Rebels that the priests of Oasis, the desert community, may be able to help them in their quest. See "Midnight at the Oasis" in Episode Five for more information.

Hunters, Hunters Everywhere . . .

Bounty hunters are everywhere, arriving by the shipload, to hunt for Adar Tallon. There are capable hunters and unskilled ones, seasoned and raw recruits. The only thing they all have in common is the desire for quick credits and a taste for blood. The professionals are calm, quiet, and hard to spot. The part-time ones are excited, noisy, and stand out easily. They fill landspeeders to overflowing, hassle locals, act tough. Whenever you want, have a typical bounty hunter cross paths with the PCs.

Typical bounty hunters: DEX 3D, blaster 4D, dodge 4D; KNO 1D+2; MEC 1D+2, repulsorlift operation 2D+2; PER 2D; STR 2D+2, brawling 3D+2; TEC 1D.

Just a few of the many bounty hunters searching Tatooine for the elusive Adar Tallon.

Event Two: The First Oldster Dies

Some time during Day Two, the Rebels overhear a conversation. Place this special encounter anywhere in the city, after the PCs have visited two or three Mos Eisley sites. From around a corner, from a nearby booth, or from the next aisle in the general store, the PCs hear:

"Yeah, Heff's dead," says a low, gravelly voice. "Even a bacta bath wouldn't help."

"Yep, yep," replies a fast, breathy voice. "Sad ta see an oldster make da Final Jump."

If they move fast, the Rebels can catch up with two dog-like aliens conversing nearby. One is a large great dane, the other a small beagle. Both stand erect and are humanoid. A PC must win an opposed *bargain* roll with the dane (bargain 3D+2) in order to get anything useful out of the pair. If the PC loses, then it takes 50 credits to get the pair to talk. They explain that Heff owns the souvenir shop — or did until about an hour ago. Someone killed him. Heff was one of the last remaining oldsters, those people who came on the original colony ship. The only others still alive are Old Arno and Slag Flats.

At the souvenir shop, the Rebels can meet Heff's daughter, Tebbi. Tebbi is a rabbit-like alien, with soft white fur and long pink ears. She has been crying, and the shop is closed. A Rebel sympathizer, Tebbi can be convinced to help if approached in a friendly and honest manner. She reveals that nothing was stolen, but a dart sticking from her father's neck appears to have caused his death.

Event Three: Meeting Labria

As the afternoon winds down, the Rebels get to meet Labria. If the PCs haven't been searching for this elusive knowledge broker, then the following scene can be used to introduce him. Read:

You make your way back to the cantina when you hear a pained scream up ahead. There, in the shadowy alley next to the cantina, you see three figures beating a fourth person. One of the figures steps into the light and you recognize the distinctive armor of a bounty hunter. He pulls his blaster and addresses the beaten person. "You're gonna tell us what we want, or you're gonna end up real dead!"

If the PCs rush to the beaten figure's aid, they discover that he is Labria. After beating or driving off the three typical bounty hunters, the Rebels can speak with Labria. In gratitude, he tells them what they want to know. See below for details.

If the PCs have been actively seeking Labria, asking questions and the like, he follows them around and finally approaches them as the afternoon ends. He had to make sure they weren't like the other hunters — cruel and deadly. If they did some good deeds around Mos Eisley, he mentions these acts as the reason he has decided to help them.

Labria is a tall humanoid with a diabolical face, razor-sharp teeth, and two huge horns jutting from his bald head. For all his sinister appearance, Labria is nothing more than a town drunk. With slurred speech and stumbling movements, he makes his way around the city. He does know things and can be quite helpful, he just doesn't look the part. As an employee of Slag Flats, he has been on the lookout for anyone who might be able to assist her old friend, Adar Tallon. Labria has decided that the PCs fit the bill.

"I am Labria — hiccup! — and if you need information, I am — burp! — the person to deal with."

Labria: DEX 2D, dodge 3D; KNO 3D, streetwise 4D; MEC 1D; PER 2D+2; STR 2D+1; TEC 1D.

Labria knows absolutely nothing about Adar Tallon, other than it is a name on many peoples' lips these days and that the name has interested his sometime employer, Slag Flats. He explains that Slag only sees who she wants to see, and without his help the PCs will never find her.

"At First — hiccup! — Twilight you meet me. At — burp! — Spaceport Hotel. I'll take you — hic! — to Slag Flats."

The Rebels can do whatever they want until First Twilight (when Tatoo I sets), then it's off to see the mysterious Slag Flats.

Episode Three
Blood on the Sand

Summary

This episode follows the assumption that the PCs agree to meet Labria at First Twilight. Labria leads them to Tower Ridge to meet Slag Flats. But he doesn't stick around long, leaving the PCs to make their own introductions. Inside an old water storage silo, in the shadow of an old subspace transmission tower, is Slag's secret headquarters. But when the Rebels find Slag, things are not as expected. An unforeseen greeting creates a desperate situation and the Rebels discover that you can drown on a desert planet. If the PCs decide they don't trust the devil-faced drunk, see the alternate storyline at the end of this episode.

First Twilight Get-Together

First Twilight of Day Two comes to Tatooine. If the PCs meet Labria at the Spaceport Hotel, he directs them to the outskirts of town, to Tower Ridge. He drives a beat-up speeder bike, weaving drunkenly ahead as the Rebels follow in their own vehicle.

Tower Ridge is the first subspace transmission antenna ever constructed on Tatooine. Now it is unused, just a towering ruin. Below it rests one of the planet's first water storage silos, set upon a sandy ridge that overlooks the encroaching desert.

During the ride out, Labria explains that Slag Flats is an Ithorian-in-exile, an ancient female Hammerhead who came to this dead desert world on the initial colony ship. She has carved a place for herself in the underworld, but not a large enough place to upset Jabba the Hutt.

"She can tell you where to find — hic! — this Tallon," explains Labria. "She holds audience — burp! — in the silo."

Once they arrive, Labria informs them that this is as far as he goes. He turns his bike around and zooms back toward Mos Eisley. Now the PCs can examine the silo and decide their next course of action.

Examining the Water Silo

As the Rebels examine the surrounding area, read:

The rusted ruins of the transmission tower cast a shadow across the ridge complex. The silo itself rests atop a square metal building, with double doors set in one side. One door rocks open in the evening breeze. An old speeder is parked behind the silo, and a control box is attached to a side wall.

Inside the silo, the Rebels will find — courtesy of Jodo Kast — a very dead Slag Flats. After Kast finished dealing with Slag, he left a squad of typical bounty hunters to clean

up her associates. As they were leaving, Quist arrived. It was easy for Quist to buy the hunters' loyalty. Now they are in the transmission tower, hired by the pirate to kill whoever Slag was waiting to meet. Quist watches the proceedings from beneath the ridge, his speeder bike nearby.

PCs actively examining the area (and making an Easy *search* roll) find shifted sands around the complex that show a number of landspeeders recently moved through this vicinity.

Any Rebels who enter the building see:

The dark interior of the silo is quiet and still. Your footsteps echo loudly about the metal chamber. Then you notice shapes upon the floor, beside some overturned furniture. Three humans and a hulking white-furred alien are scattered nearby, distinct blaster burns riddle their bodies. An Ithorian, presumably Slag Flats, is slumped in her chair, her great hammer-shaped head splayed across her desk.

When Slag is examined, the Rebels find a dart jutting from her neck. It is coated with Sennari, just like the darts that killed Dana and Heff. A data pad near her lifeless hand has two words typed into it: "Arno's next."

At this moment, Quist puts his scheme into action. Using a remote, he triggers the magnetic seal on the silo doors. They clang shut, trapping the Rebels within the metal structure. Then the hunters move out in their landspeeder, hoping to draw any Rebels who remained outside away from the silo. If the Rebels decide to chase the hunters, see "The Big Chase Scene." To find out what happens to the PCs in the silo, see "The Deadly Water Trap."

The Deadly Water Trap

Once the magnetic doors seal, the PCs have a few moments to puzzle out their situation. Of course, like the garbage disposal aboard the Death Star, this chamber is protected against blaster fire. Because of the magnetic seal, any shots aimed at a wall or door simply ricochet around the room. The only other visible exit is a closed circular door in the ceiling, about three meters off the ground.

When the Rebels who remained outside take off after the fleeing bounty hunters, Quist makes his play. He goes around to the control box, flips a switch, and returns to his speeder bike. The switch opens the overhead door, pouring tons of water down into the sealed chamber. If any of the trapped PCs make an Easy *perception* roll, they hear a repulsor engine roar over the sound of the rushing

water then fade off into the desert, away from Mos Eisley. Quist, his task done, returns to Tallon's fortress to put the rest of his evil plan to work.

To get out of this trap, the PCs need do nothing more than swim. Once the water has filled the chamber, they can float to the top and climb up into the silo. An unshielded door in the silo can easily be blasted open. Of course, PCs need to remove any armor in order to stay afloat, as well as make Very Easy *swimming* rolls. They could also use a thermal detonator (or two grenades) to blast a hole in a metal wall.

Outside, near the control box, is a stick of SoroSuub Chew.

The Big Chase Scene

The four typical bounty hunters drive off in a roomy landspeeder. Follow the rules for chases on pages 34 and 35 of *Star Wars: The Roleplaying Game*. The hunter's speeder starts out at short range and the driver has a *repulsorlift operation* skill of 3D+2. If the fleeing speeder gets beyond long range, it gets away. If the PCs' speeder catches up with the bounty hunters', all characters not driving can begin exchanging blaster fire. The hunters fight

to the death, but if any are captured they explain that they helped Jodo Kast wipe out the Hammerhead and her friends. But now they're taking orders from a guy who came out of the desert, a guy with lots of credits and a knife where his hand used to be.

Bounty hunter landspeeder: Speed Code 2D, Maneuverability 1D+1, Body Strength 2D.

Alternate Storyline

If your PCs decide not to meet with Labria, they still find out some of the things that go on in this episode. Let them hear about Slag Flat's demise the same way they heard about the death of Heff. A couple of people talking explain how Flats was wasted out at the old water silo, how she was found with a dart in her neck. They also mention how the scout, Old Arno, is the last of the oldsters, the only one left from Tatooine's original colony ship. The PCs may then decide to go out to the silo to see for themselves. If they do, just modify "Examining the Water Silo" to fit this development. Even if they don't head out to the silo, follow up the news of Slag Flats' death with the events in Episode Four.

Tower Ridge Water Silo

Front View

Top View

Old Landspeeder

Control Box

Open Door
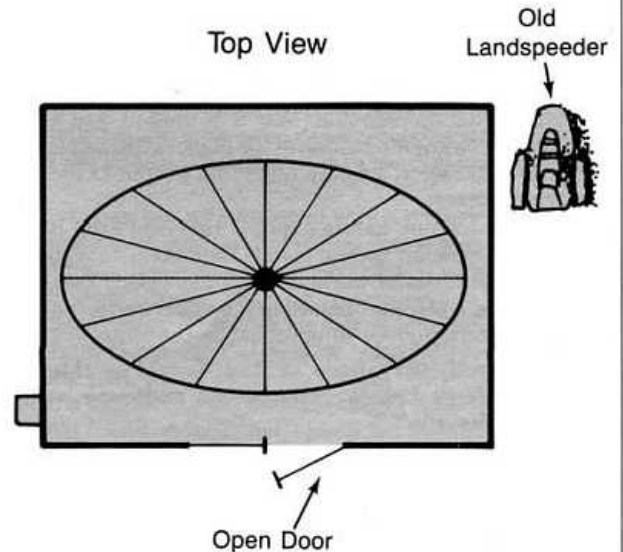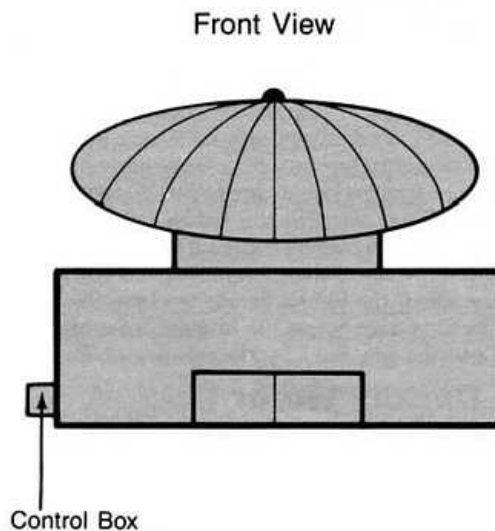
T atooine Manhunt Adventure Script

Use the following script to start your adventure. Your gamemaster will tell you what part (or parts) to read. Read your lines out loud when your turn comes around. Speak the way you think your character would talk, and listen to what the other characters say.

Start the Script

1st Rebel: Are you sure this is where we're supposed to meet this Dana person?

2nd Rebel: Sure I'm sure! This is the place in her message — Kwenn Space Station. ₒᵤₜ

3rd Rebel: Yup, good ol' Kwenn. The final fuel and supply point before the Outer Rim Territories. Why would Dana choose such a desolate place for pick up? *Smugg*

4th Rebel: Probably because her last mission was an undercover assignment aboard the Star Destroyer *Relentless*.

5th Rebel: You mean she was on that Imperial monstrosity parked outside?

6th Rebel: Not only on it, she served as an officer these past few months, gathering all kinds of information for the Alliance.

4th Rebel: Still, her mission had another few weeks to go. I wonder why she decided to jump ship early?

5th Rebel: Her message sounded urgent. Code Green — Agent in trouble, pick up immediately.

6th Rebel: And she mentioned the name Adar Tallon.

2nd Rebel: Everyone got excited about that. Clue me in, who is this Adar Tallon person?

1st Rebel: What planet are you from? Commander Tallon was a hero back before the Empire, in the days of the Old Republic.

3rd Rebel: He was a brilliant tactician and naval officer. His space-fighting strategies and maneuvers were years ahead of their time, and are still used by us and the Imperials.

2nd Rebel: You mean the guy whose statues were torn down by the Emperor a while back? That Adar Tallon? I thought he was dead.

6th Rebel: He is. Commander Tallon died fighting pirates in Dalchon sector. His ship was obliterated. No wreckage, no survivors, nothing! Heck, there wasn't even enough left to give him a decent burial.

1st Rebel: Don't be gross. Let's just get to the rendezvous point, find Dana, and get back to our ship. I'll feel a whole lot better with some distance between us and that Star Destroyer out there.

3rd Rebel: She should be right around the next bend.

4th Rebel: There she is! But hey, wasn't she supposed to be alone?

5th Rebel: You know, I've got a bad feeling about this . . .

Dana's Data Storage Pad

: Data Entry #146
: I believe this to be my final data entry. I'm entering this coded information in case the bounty hunters catch me. But let me start at the beginning. After three months undercover aboard Relentless, I earned an assignment as assistant to Captain Parlan, the Star Destroyer commander.
: Our last patrol through Dalchon system netted us three pirate vessels, but Relentless sustained heavy damage to its hyperdrive engines. Of course, we captured a number of pirates. I was with Parlan when he interrogated one of the prisoners. What we heard still moves me.
: Commander Adar Tallon, hero of the Old Republic, is alive. And he's hiding on Tatooine.
: Already scores of bounty hunters have answered Parlan's call. They are to capture Tallon alive and hold him until Relentless finishes repairs and arrives on Tatooine. Tallon's worth to the Alliance, even if only as a rallying point, is immeasureable. We must reach him first.
: If you are reading this, then the job to find Adar Tallon is yours. This mission supersedes all others. You are his only hope.
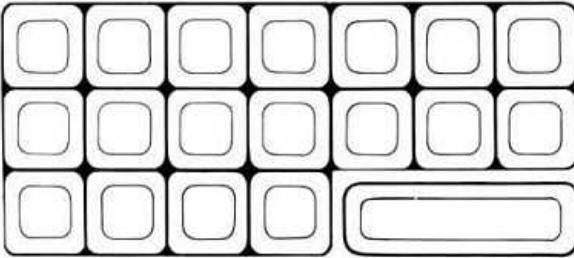
Tallon's History: Tape #37484T

Commander Adar Tallon, a brilliant tactician and naval commander, served both the Old Republic and the emerging New Order during his long career. His space-fighting strategies and maneuvers are legendary, and became the basis for modern starfighter and fleet combat tactics. His fame reached heroic proportions during the Clone Wars.

Shortly after Emperor Palpatine took charge to lead the ailing Old Republic with the vision of his New Order, Tallon's impressive career came to an abrupt halt. Tallon entered the Dalchon system to investigate a disproportionate amount of pirate activity. While touring the area, Battalion — Tallon's patrol craft — received a priority distress call. A medium-sized freighter was under attack by a heavily-armed pirate pinnace. Heedless of the danger and the greater firepower, Battalion dove straight for the pirate ship. This bought the freighter the time it needed to acheive hyperspace — but at a terrible cost.
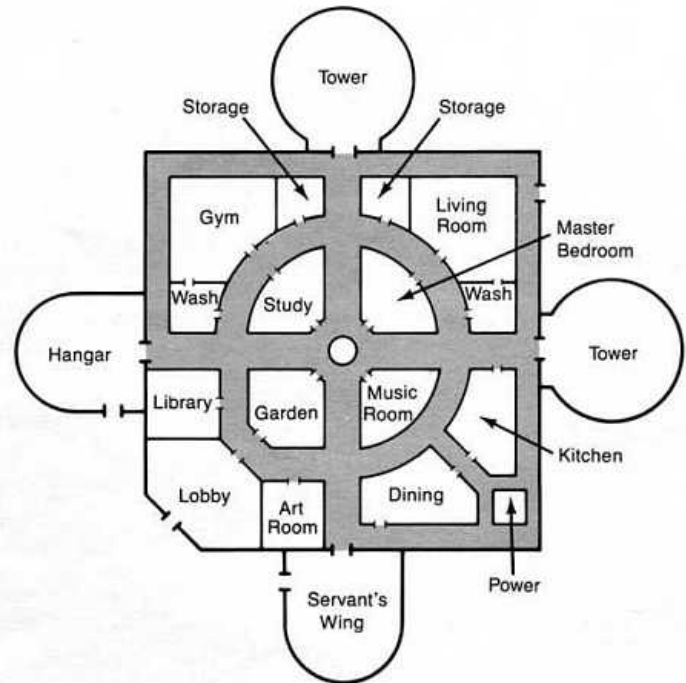
Battalion was obliterated. No trace was ever found of Tallon or his crew.

Player Map:
Tallon's Fortress (Exterior)
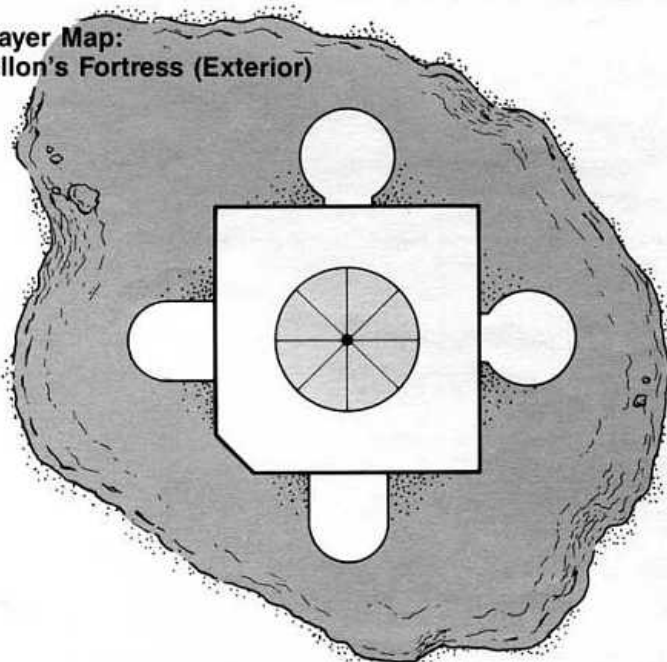
Gamemaster Map:
Tallon's Fortress (Interior)

Vytor Shrike

Template Type: The Merc
Loyalty: To Tallon
Ht.: 1.5 m **Sex:** Male

DEX 3D+2	**PER 2D+1 (5D*)**
Blaster 6D+2	Command 4D+1
Dodge 4D+2	
KNO 2D+2	**STR 3D+2**
Languages 3D+2	Brawling 4D+2
MEC 2D+2	**TEC 3D**
Beast Riding 3D+2	Comp. Prog./Repair 5D
	Medicine 3D+2

* while computer/sensor is operating.

Physical Description: Shrike is a short, stocky insectoid alien who wears battle armor under a heavy cloak. A form-fitting helmet completely covers his head. Breathing apparatus connect to the helmet, providing supplemental gasses his species needs. Thick straps hold a combination old-style computer and sensor array device around his neck. His three-fingered hands constantly play across its controls.

Equipment: Protective armor, blaster pistol (dam. 4D), vibroblade (dam. 5D+1), mini-computer/sensor, 4 stun grenades, comlink.
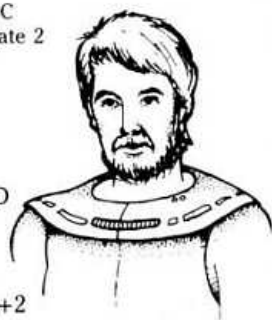
Background: Shrike was Tallon's first officer. He took part in the Dalchon incident, stayed for a time on Tatooine, then became a merc when the quiet got to him. He has returned to help his old commander.

Personality: Tough, cagey, and loyal to his own ideals, Shrike is an enemy to be feared and a friend to count on.

Quote: "Do you feel lucky, alien scum?"

Quist

Template Type: Pirate
Loyalty: To Empire
Ht.: 1.7 m **Sex:** Male

DEX 3D+2	**PER 3D**
Blaster 5D+2	Command 4D
Dodge 4D+2	Gamble 4D
Knife Blade 4D+2	
KNO 2D	**STR 2D+2**
Planetary Systems 5D	Brawling 3D+2
MEC 3D+2	**TEC 3D**
Starship Piloting 6D+2	Starship Repair 5D

Physical Description: Quist is a fair-skinned human with blonde hair and beard. Streaks of white through his hair are the only indication of his true age. His right hand has been replaced with a knife blade. Within the folds of his long cape he keeps his hands hidden, waiting to surprise any enemies with his bladed appendage. He has a wad of SoroSuub Chew in his mouth at all times.

Equipment: Heavy blaster pistol (dam. 5D), comlink, 2 smoke grenades, a supply of SoroSuub Chew.

Background: Quist once served the Old Republic, enlisting alongside his friend Adar Tallon. But Quist left the service to follow a more lucrative career and soon became a pirate to be reckoned with. His ties to Tallon remained strong, however, and he agreed to stage the commanders' "death." He was captured recently by Imperial agents. In return for his freedom, Quist sold what information he had — the truth about Tallon's death. He is in Tallon's camp to betray Adar one more time.

Personality: Quist is smooth, friendly, courteous, and crafty. It's all an act to hide his true self — selfish, out for number one.

Quote: "My friends, we have no problem here."

Jungen

Template Type: The Outlaw
Loyalty: To Tallon
Ht.: 1.9 m **Sex:** Male

DEX 4D (−1D*)	**PER 2D**
Brawling Parry 5D (−1D*)	
KNO 3D	**STR 3D+1 (+1D†)**
Survival 4D	Brawling 6D+1
MEC 2D+2	**TEC 3D**

* reduced by armor.
† increased by armor for damage purposes only.

Physical Description: Jungen is a huge, hulking, reptillian male with a boney-ridged head. His voice is deep and rumbling.

**Equipment:** Protective armor, blaster rifle (dam. 5D), 6 grenades.

Background: Jungen was a young enlistee aboard Tallon's flagship, but in his short time under Tallon's command he grew to respect the old warrior. When it looked like the Emperor would have his commander killed, Jungen pledged his protection and help in anything Tallon ordered. That pledge hasn't faded over the years.

Personality: Jungen will use his rifle if necessary, but he much perfers hand-to-hand combat, in which he excels. He is quiet, deliberate, strong. He has no qualms about stealing from those he considers evil, but goes out of his way to help those in need.

Quote: "Now it's my turn."

IG-72
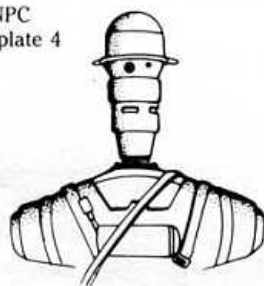
Template Type: Assassin Droid
Loyalty: To himself
Ht.: 2 m **Sex:** —

DEX 3D	**PER 3D**
Weapons 6D	Search 6D
KNO 2D	**STR 4D**
MEC 3D	**TEC 3D**
Starship Piloting 4D	Security 4D

Physical Description: IG-72 is a battered chrome Droid, tall and thin, loaded down with various weapons — both built-in and carried.

Equipment: Blaster rifle (dam. 5D), sonic stunner (stun dam. 4D), grenade launcher (dam. 5D), flamethrower (dam. 3D), sensor array.

Background: IG-72 performed his assignments effortlessly and without fail until the order to return was issued some years ago. The assassin Droid refused to submit to memory wipe and permanent shutdown, so instead went rogue. After many independent missions and much hindering from galactic officials, IG-72 went into hiding to conserve energy. Recently a new mission came in over his comlink receiver. The Empire seeks one Adar Tallon for questioning. But IG-72 knows that dead bounties are easier to collect.

Personality: IG-72 pretends to be an enforcement Droid or some other type of mechanical while on a mission. But his true nature is to bring death to all living things.

Quote: "Kill. Kill. Kill."

Jodo Kast
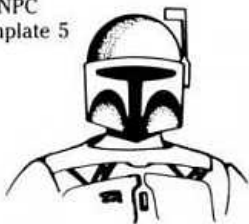
Template Type: Bounty Hunter
Loyalty: To Empire
Ht.: 1.8 m **Sex:** Male

DEX 4D	**PER 3D**
Blaster 7D	Search 4D
Armor Weapons 5D	
KNO 2D+2	**STR 3D+2 (+1D*)**
Alien Races 4D+2	
MEC 2D+2	**TEC 2D**
	Security 3D+1

* increased by armor for damage purposes only.

Physical Description: Wearing the battered and battle-scarred armor of a Mandalore warrior, Kast looks the part of a violent, ruthless hunter in search of prey.

Equipment: Battle armor (no dexterity penalty), blaster rifle (dam. 5D), blaster pistol (dam. 4D), wrist laser (dam. 2D), rocket darts (stun, poison), net, syntherope.

Background: Kast is a young, ambitious hunter who has patterned his short career after the notorious Boba Fett. Where he acquired his armor is unknown, but Kast is driven to make a name for himself. He took this job to find Tallon because it promises to earn him the reputation he feels he deserves.

Personality: He is cold, calculating, and extremely dangerous. Of all his weapons, Kast enjoys his darts most of all. Each is coated with a different poison — some only paralyze or stun, others kill.

Quote: "Watching prey squirm gives me a feeling of absolute power."

Akkik

Template Type: Jawa
Loyalty: To Jabba
Ht.: .96 m **Sex:** Male

DEX 2D	**PER 3D**
Dodge 4D	Con 5D
KNO 3D	**STR 2D**
Streetwise 5D	
MEC 4D	**TEC 4D**
	Droid Prog./Repair

Physical Description: Akkik, is short, smelly, and covered completely by a heavy, hooded cloak.

Equipment: Jawa blaster (dam. 2D+2), tool kit.

Gorrt

Template Type: Gamorrean
Loyalty: To Akkik
Ht.: 1.8 m **Sex:** Male

DEX 4D	**PER 2D+1**
Vibroaxe 6D	
KNO 2D+1	**STR 4D+1**
	Brawling 6D+1
MEC 2D+2	**TEC 2D+1**

Physical Description: Gorrt is green-skinned, with a pig-like snout, small horns and tusks, and powerful muscles.

Equipment: Vibroaxe (dam. 6D+1).

Background: Akkik and Gorrt work for Jabba the Hutt, collecting protection money from local businesses.

Personality: Akkik is covetous, nasty, tricky, a coward, and talks a lot. Nobody can understand him, but that doesn't bother him a bit. Gorrt protects Akkik and likes to fight.

Quote: "Ookle dink techee." "Grunt!"

Puggles Trodd

Template Type: Bounty Hunter
Loyalty: To Empire
Ht.: 1 m **Sex:** Male

DEX 4D	**PER 3D**
Grenade 5D	Bargain 4D+1
Dodge 5D+1	
Hide/Sneak 4D+2	
KNO 2D+2	**STR 3D+2**
Survival 3D+2	Climbing 4D+2
MEC 2D+2	**TEC 2D**
	Demolition 4D+1

Physical Description: Short, furry, with pointed ears, sharp teeth, and a long tail, Trodd is a rodent-like alien.

Equipment: Hold-out blaster (dam. 3D+1), knife, 4 grenades (dam. 5D), comlink, 5 blocks detonite (dam. 1D each), various fuses.

Background: Trodd joined up with Kast and Zardra because of the big payoff the Tallon job promises. Personally, he's afraid of both of them. But working for the Empire keeps a person eating.

Personality: Trodd loves to watch things explode, especially if he caused it. He hates to get involved in actual fighting, but he doesn't mind setting an explosive trap or throwing a grenade or two. He's unpleasant, brooding, pessimistic, complaining.

Quote: "Puggles loves the smell of detonite!"

Zardra
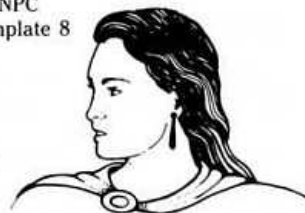
Template Type: Bounty Hunter
Loyalty: To Empire
Ht.: 1.7 m **Sex:** Female

DEX 4D	**PER 3D**
Blaster 5D	Con 4D
Force Pike 6D	
KNO 2D+2	**STR 3D+2**
Cultures 4D+2	Brawling 4D+2
MEC 2D+2	**TEC 2D**
Starship Piloting 3D+2	Comp. Prog./Repair 3D

Physical Description: Zardra is a tall, dark-haired human. Her appearance is striking, sensual, and tinged with a hint of danger. A flowing cloak and a long force pike are her usual accessories.

Equipment: Force pike (dam. 5D+2), blaster pistol (dam. 4D), thermal detonator, knife, stun cloak (wraps around victim, stun dam. 5D).

Background: Not much is known about this mysterious hunter. She appears whenever a bounty catches her interest, and is feared by all. She has teamed with Kast for the thrill the Tallon hunt offers.

Personality: Zardra loves violence and personal combat. The thrill of the hunt is all, the money's secondary (but she won't turn it down). She has an intense fear of dying senselessly, not in combat, so she tempts disaster by taking extraordinary risks.

Quote: "The hunt's the thing, darling."

Episode Four
Cantina Ambush

Summary

By the evening of Day Two, the Rebels should have found out the following facts. There are lots of bounty hunters on Tatooine searching for Adar Tallon. One of these hunters uses poisoned darts to dispatch his victims. Two oldsters, both of whom may have known of Tallon, were found dead with darts jutting from their necks. The next apparent victim, Old Arno the scout, is also someone whose services have been recommended to the Rebels if they hope to survive out in the desert wastes.

Now, as darkness spreads through the crowded Mos Eisley streets, the Rebels receive a message from Old Arno to meet him at the Mos Eisley Cantina. But what's waiting for them isn't a cagey old scout — it's a squadron of deadly bounty hunters!

Nighttime in Mos Eisley

Nighttime in Mos Eisley can be a dangerous time. Vile bounty hunters stalk the darkened streets, but the regular inhabitants are no less fearsome. Thieves, murderers, and all manner of the criminal element prowl the arched pathways with evil intent. Bring this out in your descriptions as the Rebels make their way back from the water silo or just wander around looking for more clues. You can actually place a few nocturnal encounters along their route. If any PC goes about on his or her own, this is a perfect opportunity to have something bad jump out of the shadows.

Eventually, however, they make it back to their lodgings. If they go directly to their rooms at the inn, a message from Arno awaits them. The innkeeper says:

"I got a message for you. Old Arno wants to meet with you tonight at the cantina. The messenger said Arno's got some important information concerning somebody named Tallon."

If the Rebels ask who the messenger was, the innkeeper says, "It was that no good drunken stoolie, Labria."

The Rebels could also be staying in their ship. If that's the case, they find the message on their computer screen, transmitted from somewhere in town.

Waiting for Arno

If the Rebels go to the cantina in response to Old Arno's message, they don't find him right away. In fact, the bartender mentions that he hasn't seen Arno for over a week. But before they can puzzle this out too much, Labria shows up, all smiles and good cheer. But his smile fades when he mentions how sad it is that Slag Flats died.

Effects of No Sleep

Rebels need sleep, that's a fact of life. After a full day's activity, everybody needs time to rest and recuperate. Once you determine when sleep becomes necessary, let everyone make a Moderate *stamina* check every hour longer they decide to remain awake. Anyone who fails loses one die from every attribute and skill until they get at least four hours of sleep. Even Rebels with high stamina can only push themselves so long before they suffer negative effects as well. After three hours, they begin to lose one die every two hours, regardless of their *stamina* rolls.

Labria has decided to work for Jodo Kast. The reasons for this include good money and wanting to live to a ripe old age. He decided to tell Kast about Flats, but never thought that Slag would die. If she had only cooperated with the bounty hunter, Labria has convinced himself, everything would have been fine. Now Kast wants to eliminate the group that Flats asked to meet, as well as Old Arno. Arno's a problem since no one's seen him for over a week, but the Rebels should provide some amusement at best. To this end, Labria has been instructed to lead the Rebels to the cantina, positively identify them, and then spring an ambush. Labria says to the PCs:

"My friends — hiccup! — I am truly sorry about what happened to poor Slag. But I have located — burp! — Old Arno. He'll be here — hic! — shortly to meet with you."

As Labria tells them about Arno, ask the PCs to make Moderate *Perception* rolls. If anyone makes it, tell them that they see a small, furry alien (Puggles Trodd) sidle up to the bar near their booth. If anyone rolls five more than the necessary difficulty number, they notice that except for the band, the cantina has become quiet.

Labria stands shakily, pointing at the Rebels. He yells out:

"These are the hunters that — hic! — Slag wanted to meet! You can begin — burp! — the attack!"

With that, the Rebels hear an evil laugh as numerous blaster safeties click to the ready and the ambush is sprung.

Rebels Betrayed

The band abruptly stops playing. Six typical bounty hunters and Puggles Trodd stand around the PCs' booth. Puggles has lifted himself onto a table so that he has a commanding view of the room. Everyone else has scattered, including the bartender. His voice can be heard from somewhere under the bar — "No blasters! No blasters!" Every gun is pointed at the PCs. Puggles addresses them:

"Money is tight, my friends. Competition bad for all. You understand, yes? Don't be mad with Puggles. This is just business."

With that, Puggles dodges behind the bar and the bounty hunters open fire. Blaster fire cuts Labria down during the first volley, but six shots are aimed at the PCs.

Bounty Hunter Tactics: Four bounty hunters overturn two nearby tables to use as cover. Each table has STR 1D. The tables must be destroyed before those hunters can be shot at. Three hits destroy a table, or 3xSTR on one hit. Everyone is at *point-blank range*. The other four hunters dodge, making it harder to hit them. They will not use Combined Fire, as they've never worked together before. The hunters fight to kill, as per Jodo Kast's orders.

Puggles' Tactics: Puggles ducks out through the back door during the fight.

At some point, when everyone is engaged in combat, a shadowy form appears in the darkened cantina entrance. It is Kast. He fires one dart at a PC, then disappears into the night. The dart is coated with poison. If the Rebel is hit, he or she makes a *stamina* roll. The number rolled is the number of minutes before the poison kills. A medpac applied during this time will save the Rebel (Moderate medpac use check).

When reduced to three attackers or less, the hunters attempt to retreat. They rush into the street, heading for Jabba's Town House. Once the chase leads into the narrow streets, go to "The Grenade Escape."

As the Rebels leave to chase the hunters into the night, or once they've defeated them in the cantina, the band begins to play again as though nothing happened. Start up the soundtrack and fade to the next scene.

Puggle's Grenade

If the PCs chase any fleeing bounty hunters, they follow them into the narrow streets heading toward Jabba's Town House. Once the PCs plunge ahead, Puggles leaps from his hiding place in the shadows and tosses a grenade at them. Puggle's grenade is a *smoke screamer*, a combination sonic screecher and smoke bomb. When it detonates, it produces an ear-piercing wail and emits clouds of thick, black smoke.

Everyone within 10 meters of the explosion must make a Moderate *stamina* roll. If they fail, the pain produced by the sonic scream incapacitates them until the noise stops. An Easy *Technical* roll, made by someone who isn't incapacitated, must be made to shut off the screamer. Those not incapacitated by the noise still experience pain. Lower all attributes and skills by 1D while the noise continues. Only by running straight ahead through the smoke (and making a Moderate *search* roll) can any Rebel hope to keep up the chase. Those that do can follow the remaining hunters (and Puggles) back to Jabba's Town House. If the Rebels chase them that far, the militia intervenes to stop any battle.

C reating the Mood with the *Star Wars Album*

One neat way to make the adventure even better is to use props to create moods and set scenes. If you have the soundtrack album from *Star Wars*, try this gimmick during play. Whenever the PCs enter the cantina, start up the "Cantina Band" theme. Whenever a fight breaks out, stop the song to simulate the band diving for cover. When the trouble is over, the band starts playing again as though nothing happened. Start the record.

Meeting Old Arno

The excitement's over for the night. If the PCs didn't chase after the bounty hunters, they're standing around in the middle of a wrecked cantina. Labria isn't among the bodies. Only wounded, he disappeared into the night. The bartender, understandably, isn't very happy. He peeks his head over the bar to make sure the shooting has stopped, then rises to his full height with an angry gleam in his eyes. He wants to know who's going to pay for all the damage. It takes an offering of 250 credits to calm him down, and even then he'll continue to mutter to himself for the next couple of days.

If they did chase the hunters, the PCs are either recovering from the sonic screamer or talking their way out of trouble with the militia.

Either way, a grizzled old-timer steps out of the shadows. He surveys the area calmly, his craggy face baked brick red from constant exposure to Tatooine's suns. He sports a long bristly beard. He steps up to the Rebels and says in a slow drawl:

"Someone sure doesn't like you folks. Good thing I just got back from the Dune Sea or I might've ended up like poor ol' Heff and Slag. I'm Old Arno, the scout, and I got a message from Slag Flats to look you all up."

Slag tried to contact Arno earlier, but settled with leaving him a message when she couldn't track him down. She wanted the old scout to lead the PCs into the Wastes to try to find Tallon. Once, long ago, she aided the commander when he needed to lose himself on Tatooine. With only infrequent contact over the years, Tallon never opened up completely to the Ithorian crime boss. So she only had a vague idea of where he had settled, but she still had fond feelings for the noble commander. She wanted to find a trustworthy and capable group to help Tallon avoid the price on his head. By watching the actions of the PCs throughout the day, Slag came to the conclusion that they might be Tallon's only hope. If the Rebels tell Arno what's been going on, he agrees to lead them out

Dawn. Until then, he can take them to a hiding place he has just outside of town where they'll all be safe for the night.

Arno knows a lot about the desert and its inhabitants. He has worked for moisture farmers, inspectors, and explorers, using his skills to earn a living. Old Arno believes in fair deals and honest work, and he does his best to honor old debts and help his friends. Arno, Slag, and Heff arrived on Tatooine together, passengers on the original colony ship whose wreckage still adorns the center of Mos Eisley. Now his friends are dead, and Arno won't rest until their murderer is found. He explains to the PCs:

"I figure Slag and Heff were killed because someone thought they knew something about this Adar Tallon fellow, seeing as how them and me are the only locals who date back that far. Seems to me there was a group of people who arrived right around the time of this commander person's death. They settled out in the Wastes, actually purchasing some deserted homesteads. So that's where we'll start in the morning. We'll check out them places and see what we can see. Lank's Farm, Tusken Fort, and Sedi Fisk's desert manor. Yup, it's gonna be an interesting day."

Old Arno: DEX 2D+2, blaster 3D+2; KNO 4D, survival 6D; MEC 3D, repulsorlift operation 4D; PER 2D; STR 3D; TEC 3D+1.

Episode Five
Exploring the Wastes

Summary

Second Dawn of Day Three brings a whole slew of new problems to challenge the Rebels. They discover that most of the bounty hunters have set off into the desert with Jodo Kast, just a few hours prior to their own departure. But with Old Arno to lead them, the Rebel heroes have a slight advantage over Kast and his cronies. Plus, Arno has narrowed down Tallon's hiding place to three sites. All they have to do is reach the right one first.

Starting Out

Arno wakes the Rebels at Second Dawn, urging them to get a move on. Something big has happened in Mos Eisley and he wants to check it out before they begin the day's trek. The old scout offers the PCs a ride in his large, battered cargo skiff, but he relents if they decide to bring their own vehicle. He'll be slightly insulted, of course, but he won't grumble — at least not much. He cranks up the old repulsorlift engine and the skiff rattles forward, sounding very much like it's about to fall apart. But it doesn't, and soon they drive into town. Read:

Something is different in the spaceport on this bright, hot morning. Something has changed. The Mos Eisley streets are quiet and less crowded, the citizens go about their business with obvious ease and relief. Old Arno pulls up outside the general store, offering a slight nod of greeting to Tar Lup. "Hello, Tar. Why's our little town breathing so easy this fine morning?" asks Arno. "Can't you tell, Arno? They're gone," smiles Tar, "the bounty hunters have gone. The whole lot of them got up before First Dawn and headed out into the desert."

Tar and most of Mos Eisley's residents are visibly relieved to be free of the bounty hunters, even if only for a day or two. They don't understand that Mos Eisley's good fortune probably means a major loss for the Rebel Alliance. Old Arno turns to the Rebels and asks them quietly, "What's our next move?" If they decide to proceed with the plan Arno outlined in Episode Four, read:

Old Arno maneuvers his clunky skiff through the wider streets, never looking behind to see if you are following. When he reaches the edge of town he guns

the engine and the skiff shoots off into the desert. Soon Mos Eisley is far behind, just a speck on the scorched horizon.

C ut-Away to the *Relentless*

Read aloud:

EXTERIOR: SPACECRAFT IN SPACE. *The Imperial Star Destroyer* Relentless, *docked with Kwenn Space Station.*

INTERIOR: IMPERIAL STAR DESTROYER — BRIDGE. *Captain Parlan stands upon the command platform, watching the space station through bridge viewports. A lower officer steps up and clears his throat.*

"Speak," *orders Parlan.*

"The crews have worked through the night and all systems have been repaired," *snaps the officer.* "In addition, astrogation has calculated an optimum hyperspace route that will get us to Tatooine by tomorrow evening."

Parlan's eyes sparkle and his lip turns up in an evil smile. "Then Tallon's mine! Order immediate departure."

Fade to ...

EXTERIOR: THE TATOOINE DESERT

Into the Wastes

As the Rebels make their way to the three possible sites of Tallon's hide-out, they encounter a number of dangers unique to Tatooine. Because of their proximity, Arno must lead the PCs through each encounter as they are presented. There is no way to avoid any of them without going kilometers out of the way and losing precious time.

Old Arno explains that he hasn't been out this way in quite some time, so some things may surprise even him. Still, someone killed his friend Slag Flats, and he won't rest until the murderer is brought to justice.

While playing these encounters describe kilometers of burning sand that stretch in every direction. Bring out the fact that rows of endless dunes make everything look the same. Tell the players how hot the desert is, with the glaring heat of twin suns pounding down upon them. Get across the feeling of a vast, boiling desert as the PCs travel through the unending wastes. But at the same time, give just enough of these set-changing descriptions to add mood and flavor, then fade to the next encounter.

Encounter One:
Here There Be Dragons

When the Rebels cross the next dune, they come face to face with a creature out of nightmares. Read:

As you come over a large sand dune you see a flat plain that stretches to the horizon. There, lying wounded just above the burning sand, is a large sail barge. Overloaded with bumbling, amateur bounty hunters, the craft appears to be ripe pickings for the creatures surrounding it. The sail barge is under attack by three huge, terrifying monsters! "Them's Krayt Dragons," explains Arno, "some of the most fearsome creatures to walk the Tatooine sands."

These hunters are rank amateurs who came in answer to the Imperial bounty. They aren't part of Jodo Kast's crew, and they'll be lucky to fend off the Krayt Dragons without losing a hunter or six. The PCs can aid the hunters or not, but if they continue on without getting involved read the passage below. If they do help the hunters, ignore the passage and just let them deal with the three dragons.

You leave the sail barge behind, driving your landspeeder over a hill of sand. Suddenly, without warning, the hill moves! Sand cascades like water from a fall as a huge creature rises out of the desert. This Krayt Dragon roars, drowning out the sound of your vehicle's engine. Its dripping, tooth-filled maw snaps closer and closer.

Krayt Dragon: DEX 3D; PER 1D+2; STR 12D; Speed Code 3D; Size 10 meters tall, 30 meters long; combat: claws (8D damage), bite (15D damage).

Krayt Dragons' Tactics: The Dragons use their claws to swat PCs and NPCs alike. Once a character is stunned, the lizard moves in to apply a powerful bite to the unmoving victim. Dragons flee after being incapacitated or suffering six hits (stun or better).

If rescued, the hunters try to take over the PCs' speeder so they can continue their search. They'll offer to buy the vehicle, and even steal it if that fails, but they really aren't very good and can easily be left behind. These bumbling bounty hunters have the following statistics.

Bumbling bounty hunters: DEX 2D+1, blaster 2D+2; KNO 1D+2; MEC 1D+1; PER 1D+2; STR 2D+1; TEC 2D+2.

Encounter Two:
Sedi Fisk's Desert Manor

After the battle with the Krayt Dragons, Old Arno leads the way to Sedi Fisk's desert manor. The manor rests within a rocky canyon, surrounded and protected by high stone walls. All around the manor are smaller dwellings, situated to form a little community out here in the Wastes. But it is evident at once that no one lives here anymore. Read:

The canyon is quiet, still. Nothing moves but the hot, midday breeze, and it blows unobstructed through and around the shattered buildings. The manor lies in ruins, as does every other dwelling in the vicinity. Whatever happened here occurred long ago. It appears Sedi Fisk no longer lives in this tiny community.

As the Rebels make their way through the ruined settlement toward the manor house, have the PCs make Easy *Perception* or *search* rolls. Anyone who rolls successfully can positively determine that these ruins date back at least a year, possibly longer. Shattered gaffi sticks can be found among the broken remains, as well as deteriorating signs of previous habitation and recent animal infestation. In fact, some of the animal droppings look quite fresh. When they continue further into the ruins, read:

The broken remains lean toward you as you climb over rubble and under hanging wreckage. After a time the twin suns dip lower and shadows grow longer. You imagine that things are moving in the darkened corners, just out of sight. Then, without warning, a shadow disconnects from a crumbling wall and dashes in your direction.

Not everything in this ruined community is dead. A pack of Womp Rats has taken up residence here, and they would love to feast on fresh Rebel meat! Over two meters long and extremely vicious, Womp Rats attack quickly and in packs. Five of them participate in this battle.

Womp Rats: DEX 2D; PER 1D+1; STR 2D+1; Speed Code 3D; Size 2.1 meters long; Combat: claws (damage 2D+2), bite (damage 3D+1).

After defeating these mean-spirited creatures, the Rebels should come to the conclusion that this isn't the place they want to be. If they don't decide to leave and instead agree to continue exploring the ruins, have Old Arno point out the following fact.

"Don't get excited, but there's a whole bunch of those Womp Rat critters all around us," Arno calmly explains. **"I suggest we get out of here, but real slow like, if you take my meaning."**

Above, on the rooftops of the ruined buildings, the Rebels see lots of dark shapes and gleaming eyes. If the PCs ignore Arno's suggestion, the Womp Rats begin attacking in waves of five until the PCs are forced to flee.

Encounter Three: The Oasis

First Twilight falls over the desert by the time Arno leads the Rebels out of the ruins. He gathers them some distance from the broken settlement and says:

"The Wastes ain't safe to travel after dark, and I certainly don't want to camp out in those awful ruins. There's a place I know that will put us up for the night, and some people there may be able to provide us with some information. It's called the Oasis and, if we hurry, we should make it there before Second Twilight."

The Oasis is a religious community situated in the middle of nowhere. The Dim-U, as the priests call themselves, came to Tatooine aboard the original colony ship, along with the first settlers (although the original priests have died out). On Tatooine, as on hundreds of other planets, they came to help establish the world and expand their religion.

Here, the Rebels find a small town fighting to survive in the endless desert, far from the larger cities. A number of dwellings, built in the distinct Tatooine manner, huddle together with several moisture farms to make up Oasis. The people are friendly and trusting, helping any who come to them in need.

The priests welcome visitors, helping prepare those new to the desert for the rough life ahead. The Dim-U themselves are devoted to the mystery of the Bantha, contemplating why the sacred creature can be found on so many planets and what part it plays in the galactic scheme. "As the familiar Bantha welcomed us to this world after our long journey, so we welcome you." This is the concept upon which Oasis was built. The community respects and deals with Sand People, because they are the chosen people of the Bantha on Tatooine. They preach against killing Banthas for food or clothing. Instead, they practice a communal relationship with the great beasts similar to the Sand People, and many Banthas roam Oasis freely.

It is after dark when the Rebels arrive. A priest greets them and offers to direct them to the main hall where they can find food and shelter. Along the way they see farmers quitting work for the night, children playing atop huge Banthas, and other members of the community engaged in various activities.

At the main hall, the Rebels can speak to Dryon, the current Dim-U high priest. Dryon looks very similar to the street preacher in Mos Eisley, except he is cleaner, neater, and wears better clothes. He listens quietly to the PCs' questions, then explains:

"As I told the others earlier, Oasis doesn't ask for names or explanations. Like the humble Bantha, we simply greet newcomers and offer what aid we can to make life easier upon this suns-scorched ball."

The others were bounty hunters, including Jodo Kast, who asked questions concerning Adar Tallon. Dryon sent them on their way when they became angry, because anger is not the way of the Bantha. "I could offer them nothing but hospitality," says Dryon, "the same as I offer you."

Dim-U Priests: DEX 2D; KNO 2D+1, survival 3D+2; MEC 1D, beast riding 3D+2; PER 2D+2; STR 2D; TEC 2D.

Dryon, the High Priest: DEX 3D; KNO 3D+2, survival 5D; MEC 2D+1, beast riding 5D; PER 3D+2; STR 3D+1; TEC 2D.

Night Attack

Oasis is a friendly, happy place, full of laughing people and good cheer. The priests, farmers, and families of Oasis fill the main hall to meet with the Rebels. They bring food, drink and song, asking only that the Rebels tell their story. As the peaceful night continues, no one suspects that danger waits around the next corner. Before the get-together breaks up, bounty hunters attack. Read:

Your peaceful evening ends abruptly as a window shatters and a smoke grenade crashes against the far wall. Dark, noxious smoke quickly fills the hall, and people begin to rush from the building. But as they get out into the night, blaster fire smashes through the darkness and the citizens of Oasis fall. Then a voice calls out, "You will tell us what Jodo Kast wants to know, Dryon, or we will raze Oasis so that not even a speck of sand remains!"

Zardra leads a squad of seasoned bounty hunters in this attack on Oasis. They do not know that the PCs are here when they first strike. The bounty hunters have the same statistics as those found in Episode One. There are five of them. Zardra hopes to convince the high priest to cooperate by threatening those he holds dear. Once Zardra realizes that she isn't facing just priests and farmers, she quickly changes her tactics. "This is a glorious night to win or die," she tells her foes, then orders her squad to fight to the death.

These hunters are better than others the PCs have faced so far. They break into teams of two each, with each team combining fire at a single target when able.

Once the battle ends, there will be no further attacks that night.

Episode Six: Battle in the Desert

Summary

The second day out into the Wastes finally brings the Rebels to their goal, but not before they get to battle a young girl defending what's left of her home and meet up with Tatooine's fearsome Sand People. Then, if all goes well, they reach the last site on Old Arno's list — Tusken Fort.

Day Four Begins

Twin suns rise over Oasis on the morning of Day Four. Old Arno rouses the PCs, eager to start out. Dryon comes to see them off, thanking them for their help the night before. The high priest provides whatever supplies Oasis can spare, including food, water, and two medpacs. They have few weapons, and cannot afford to part with those they do have. He extends an open invitation to the PCs, asking them to return whenever they like. Then he bids them farewell, saying, "May you always travel in the shadow of the Bantha." Fade to "Encounter One: Lank's Farm."

Encounter One: Lank's Farm

Fade in as the Rebels approach Lank's farm and read:

Smoke wafts on the horizon, rising from the ruins of a large settlement. It appears something terrible has happened at Lank's Farm. And from the looks of the burning buildings and smoldering wreckage, it appears that whatever occurred happened very recently. Arno brings his landspeeder to a halt, scanning the area with a practiced eye. "Be ready," he whispers, "whoever's responsible for this may still be around."

Lank's Farm looks similar to Luke Skywalker's home in *Star Wars IV: A New Hope*. There are domed, partially underground buildings, and lots of vaporators all over the property. The only difference is that these buildings are in ruins, their burning remains split wide and gutted. Whatever caused this damage had extensive fire power and wasn't shy about using it. Even the perimeter defense screens have been shattered.

As the PCs check out the farm, it soon becomes apparent that the agent of destruction is long gone. Dead bodies are strewn everywhere. Blaster marks, grenade fragments, and fire damage scar the battered landscape. Then, when one Rebel approaches the main building, read:

You hear muffled sobbing coming from somewhere ahead, within the destroyed main building. It stops. Silence follows. (Give the players a moment to say what they're doing.) **Suddenly the silence is disturbed by the sound of a blaster pistol, and two fiery bolts smash within meters of where you stand.**

The ruins fall quiet again, and the Rebels see nothing. If they try to approach the main house, they must make three Easy *sneak* rolls. Each successful roll gets a PC that much closer to the house undetected. Anyone who fails the roll still moves closer, but is spotted by the mysterious sniper and shot at. Anyone who makes all three rolls undetected can get a drop on the sniper.

If a Rebel lobs a grenade into the ruins, the sniper screams out and the shooting stops. The PCs can now enter the ruins safely. See "The Wounded Sniper" below. If someone sneaks up undetected and decides to take aim to get off a blaster shot, see "The Unwounded Sniper" below.

Sniper: DEX 2D, blaster 2D; STR 1D+1.

The Wounded Sniper

A grenade or other area weapon applied to the ruins where the blaster fire originates stops the deadly spray of energy. The ruins can now be entered safely, but once inside the demolished building the PCs hear:

Low moans echo from the far corner, and a still form lies under scattered rubble. It is a young girl, no more than nine or 10 years old, and she appears wounded, trapped beneath a fallen wall.

On careful examination, and a Very Easy *medicine* roll, the Rebels can tell that she isn't seriously hurt but her condition will deteriorate without application of a medpac. Once the rubble is cleared away and she is treated with a medpac (a successful Easy *medicine* roll), she awakens and fear fills her large, blue eyes. If the PCs act in a friendly manner and do their best to alleviate her fears, the girl speaks. See "The Sniper Speaks" below.

The Unwounded Sniper

Any PC that successfully makes three *sneak* rolls gets to the ruins undetected. That Rebel can peek into the building to see who's there or to take aim with a blaster. Read:

Standing behind a partially fallen wall, a blaster in hand, is a young girl. She's dressed in tattered clothing and appears to be crying. You figure she can't be more than nine or 10 years old. As you watch, she prepares to fire another burst of energy toward your friends as they try to slip closer.

Ask the player what his character wants to do. If a PC tries to command her to put her weapon down, ask for a Moderate *command* roll. Anything less won't break through her mixed emotions of fear, anger, and confusion. If a PC tries to calm her down and win her trust by being friendly, ask for an Easy *bargain* roll (she reacts more positively to such an action, therefore the lower difficul-

ty). A PC might also attempt to reach her and disarm her before she can fire the blaster. The winner of an opposed *dexterity* roll performs his or her action. If, after seeing who the sniper is, a Rebel still wants to shoot her, explain that this is definitely an evil action.

If the Rebels get her to calm down and talk to them, see "The Sniper Speaks" below.

The Sniper Speaks

Once the Rebels begin to talk to the girl, she says:

"I'm Reen, and this is my father's farm. His name is Bels Lank. Everything was fine and good until that awful man came. He was tall and silver, all dressed in shiny armor and carrying all kinds of weapons. But he scared me when I saw him land by the 'flector screens, so I ran and hid in the house. Dad went out to meet him, though, and . . . and . . . the shiny man blasted him again and again! I ran into the cellar, but I couldn't get away from the noise. Everything was going boom all over the place. Then it was quiet until you came, so I grabbed a blaster and . . . " Reen begins to sob uncontrollably.

The tall man in shiny armor who killed her family is IG-72, the assassin Droid. IG-72 followed the lead provided by the power station Droid in Episode Two to Lank's Farm. The lead, however, turned out to be false as Bels Lank owns the property, not Adar Tallon. Now the Rebels must decide what to do with young Reen. Arno suggests, if no one else does, that he take her back to Oasis while the PCs go on. He gives them directions to Tusken Fort that takes them right through the heart of Sand People country.

Encounter Two: Defeated Bounty Hunters

The Rebels continue further until they come upon the scene of a recent battle. Bounty hunters are strewn everywhere. All but one of these 10 hunters is dead, and this last one is quickly fading. He says:

"We were told that Tallon was old and helpless. But this man is dangerous! He led my squad of seasoned hunters a merry chase, then fell upon us swiftly and without mercy. We never saw him coming . . . "

Then the hunter dies.

Encounter Three: Tusken Raiders

The Rebels travel on, following Arno's directions further and further into the desert. Out here the Rebels meet up with an angry tribe of Sand People, driven to a battle frenzy by the actions of unscrupulous and sadistic bounty hunters. Already attacked twice by the hunters, more for fun than for information, the Sand People have prepared a little welcome for the next group of humans to come their way. They hope to dissuade these unprovoked attacks by turning the sands red with bounty hunter blood.

As the Rebels proceed further into Sand People territory, read:

On the horizon you see the solid wall of rock known simply as "the Barrier." Unmoving shapes between you and the Barrier become more distinct as you travel closer. You see three tall cairns, set before the open pass that Arno assured you leads to Tusken Fort. Upon examination the cairns appear unnatural and strange, made from piles of armor, helmets and various machine parts. Some pieces are recognizable — landspeeder and weapons parts, familiar bounty hunter gear — others bear no resemblance to anything you can remember.

If the PCs dig through the cairns, they find that nothing can be salvaged. Whoever set these markers was quite thorough in their destruction of each piece. If they expect to find any bodies, even under the sand, the Rebels are disappointed. Other than the piles of wrecked equipment, there is nothing else to find. Go on to "Getting through the Pass."

Getting through the Pass

The Rebels enter the narrow pass. The end of the pass promises to hold the key to their entire quest. All they have to do is get there in one piece. Two things threaten to stop them as they make their way through the pass. First, a stampede of Banthas hurtles toward them. Then the Sand People themselves attack.

Bantha Stampede

After the Rebels travel a bit into the pass, they hear a thunderous rumble from up ahead. A cloud of dust rushes closer, and out of that cloud the Rebels see a herd of Banthas bearing down upon them! Tied to the lead Bantha is a dead bounty hunter, set there to show why the Sand People are angry. The Rebels have at least three choices as to how to get out of this one.

If the Rebels try to drive through the Bantha herd, have the pilot make a Very Difficult skill roll. A failed roll doesn't mean death, but instead calculate how much the roll was missed by. For every five points under the required difficulty number, add one level of damage to the landspeeder. So if the pilot needed to roll a 21 but rolled a 6 instead, the landspeeder suffers severe damage. If the speeder is destroyed, calculate damage for each PC by rolling Bantha *Strength* against PC *Strength*. If the speeder suffers heavy damage or less, it loses 1D from its speed code but gets through the herd. Severe damage knocks out the speeder's engine, but doesn't result in injury to the PCs.

If the Rebels abandon their vehicle and seek shelter along the wall of the pass, they find nooks and crannies in which to hide. The herd passes them by, but their speeder is trampled and destroyed.

If a Rebel attempts to jump on the lead Bantha and bring the stampede to a halt, he must make the following rolls. First a successful Easy *climbing/jumping* roll is needed to mount the moving animal. Then a Moderate *beast riding* roll is needed to hang on and establish a connection with the creature. Finally, an opposed roll must be won by the PC in order to command the Bantha to stop. When it stops, so does the herd. Roll *beast riding* against *orneriness* for this skill check.

Bantha: STR 8D; Orneriness 2D; Speed Code 2D.

Sand People

Whether on foot (because their speeder was damaged) or riding in their landspeeder, the PCs finally approach the end of the pass. Beyond is Tusken Canyon, and the infamous Fort Tusken. Now the Rebels meet up with Sand People seeking revenge against earlier bounty hunter attacks.

Sand People Tactics: The Sand People shadow the PCs, moving along the top of the pass. Then, when the Rebels reach the mouth of the pass, the Sand People attack. Ten Sand People leap upon the Rebels from the pass's walls, while an additional 10 fire blaster shots from above. Of these 10 with blasters, only the three leaders use Combined Fire. The others fight with fierce independence.

This is a straight knock-down drag-out fight that continues until only five Sand People remain. These five bolt, heading back to their tribe. If the Rebels are defeated, they are bound and brought before the tribe to face judgment. In this unlikely event, you'll have to play the scene by ear. If the PCs can convince the Sand People they aren't in league with the bounty hunters, they will be set free to continue with the adventure. Otherwise you may have to design an episode dealing with the Rebels' escape.

The Sand People can be convinced to let them through the pass if the PCs are friendly and offer some item for trade. The miniature vaporator from the general store is perfect for this task.

Sand People: DEX 2D+1, blaster carbine 3D+1 (damage 5D), gaffi stick 4D (damage 4D+2); STR 3D+2.

Reaching Tusken Canyon

Once the Rebels exit the narrow pass, they find themselves on a ledge overlooking a rocky canyon. This is Tusken Canyon, once a thriving settlement before the Sand People closed this section of the planet. Across the gaping canyon, on a high plateau, sits Tusken Fort, the last spot to check on Old Arno's list. Read:

The seedy old-style fortress sits atop a small rise, overlooking the burnt husk of a long abandoned settlement. The square, one-story building has two towers, their gun bays empty. Walls have been patched and replaced in areas, attesting to the theory that the fort is inhabited. As you watch, a figure appears at a tower window. It holds something metallic to its face and scans the horizon before retreating into the dark interior.

Let the players come up with a plan, then fade to Episode Seven.

T usken Fort
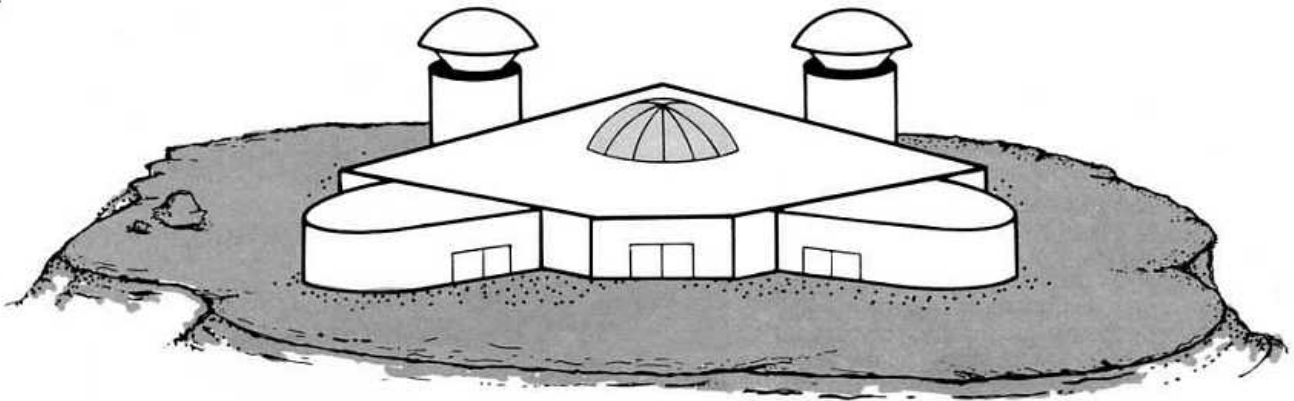
E pisode Seven
Slaughter at Tusken Fort

Summary

The Rebels have journeyed through the Wastes to Tusken Canyon, the place where Tallon has decided to make his stand against the Imperial agents on Tatooine. If he wins, he has pledged to then take the battle to the Galactic Core itself! In the fortress the PCs must battle Tallon's mercs, convince the commander of their good intentions, and then defeat the deadly Jodo Kast. But beware! There is a traitor in Adar's camp.

Entering the Fort

If you take a look at the map of Tusken Fort in the pullout, you'll see a number of entrances located all around the structure. Each door is locked, but only the hangar and servant's wing have computer access ports. The main door and the back door have no visible entry devices. The PCs can choose the direct knock-on-the-front-door approach, or they can try to enter the fort unseen. Depending on their decision, see the appropriate section below.

The Front Door Approach

As the Rebels approach the front door, let the PCs make Easy *Perception* rolls. If anyone makes the roll, they have the feeling that they are being watched. Jungen, hiding on the hangar roof, observes their approach. If attacked, he fires his blaster (set on stun) at the most dangerous-looking Rebel, then leaps down to engage in hand-to-hand combat. His statistics are in the pullout. Let the fight go on for two combat rounds, then the front door slides open. Shrike is there, carrying a heavy blaster rifle. He fires once to get everyone's attention, then asks the PCs to enter peacefully.

If the Rebels agree to holster their weapons, Shrike and Jungen lead them into the fort. Go to "Meeting Tallon." If they object and try to continue the fight, go to "The Mercs."

If the PCs don't attack but continue to the front door, Shrike meets them and leads them to Tallon. Go to "Meeting Tallon."

Entering Unseen

The fort can be entered by accessing the computer ports on the hangar and servant's wing doors. A Moderate *Technical* or *security* roll breaks the code and opens either door. Another way in would be to climb through the tower windows. This requires a rope of some sort, an Easy *Strength* roll (to toss it that high), and an Easy *climbing* roll to actually navigate up the rope.

However, to try any of these methods the PCs must make Easy *sneak* rolls to approach the building unseen. If they fail, Jungen spots them before they reach the fort. See "The Front Door Approach" above for his reaction.

If the Rebels do manage to enter the fort without being spotted, they can wander around as they see fit. See "Inside the Fort" for encounters within Tallon's home.

The Mercs

The mercs under Tallon's employ are led by Shrike. The group includes six typical mercs, Jungen, and Quist. Statistics for Shrike, Jungen, and Quist can be found in the pullout section. The typical mercs are listed below. If the call goes out for reinforcements, this entire group shows up to engage the Rebels in combat. They set their weapons on stun, attempting to capture this small attacking force. If all of the PCs are stunned, go to "Meeting Tallon."

Quist never gets into the thick of the battle, preferring to fight from a distance. If the Rebels fight well and defeat more than three of the typical mercs, Quist and Shrike (or Jungen if Shrike is down) retreat back to Tallon's side. The final conflict occurs in "Meeting Tallon."

Typical Mercs: DEX 2D+2, blaster 4D+2, dodge 3D+2; KNO 1D+2; MEC 1D+2; PER 1D+1, search 2D+1; STR 2D+2; TEC 2D.

Inside the Fort

Inside, the old fort is comfortable and homey. Elegant yet simple furniture shows a definite woman's touch. Repairs and maintenance have not been neglected. As the Rebels explore the fort, refer to the descriptions below.

The fort is set as a trap for Imperial agents. The PCs can wander around, but they only meet a few people. However, they have the feeling that someone is watching them the whole time.

Hangar. This large room is filled with tools, parts, and machinery necessary to keep vehicles in good repair. In fact, it is very well stocked. There is a landspeeder here, roomy enough for six, and four old starfighters that look similar to X-wings. An Easy *technology* roll identifies them as Z-95 Headhunters, the forerunners to the X-wing starfighter. They appear to be in good repair and working order, and an Easy *Technical* roll verifies this fact.

Lobby. This elegant lobby bears evidence of wealth and good taste. Done in marble and polished stone, this room has tall pillars with intricate carvings and beautiful tapestries from the Galactic Core.

Computer Room. The entire fort is hooked into the massive computer center. There are access ports here, but most rooms also have their own data terminals. Temperature control, security, power regulation, and other important systems originate or are controlled from this central area. It takes a Difficult *Technical* roll to break into any of the major computer systems.

Art Room. Various holographic paintings, sculptures, and other artistic expressions from the Old Republic are on display here.

Garden. The clear-domed roof lets sunlight into this indoor garden. Plants from many different worlds adorn this room. It is a tranquil, idyllic setting. In the very center of the garden is a statue of some Old Republic hero, wearing a naval uniform dating back to the Clone Wars. The base of the statue, partially buried under dirt, bears the simple inscription, "Adar Tallon. Hero." A stick of SoroSuub Chew lies on one of the paths.

Tower One. This tower has stairs running from the ground floor up to the observation level. Nine bed rolls are situated about the lower floor where the mercs sleep.

Study. Dark wood and recessed light makes this room warm and comfortable, and the clear dome above lets in the rays of the suns and moon. There is a computer access port and a holoprojector, as well as a desk and chair.

Gym. This fully-equipped gym is empty when the Rebels arrive.

Living Room. Cozy furniture, a holoprojector, and a hologame table decorate this chamber. The Droid LN-26, programmed to serve as Tallon's major domo, is fitted with a special personality module that gives it a woman's voice and mannerisms. LN-26 is easily startled by the Rebels, but she quickly recovers and attempts to find out as much as she can about these strangers while secretly signalling for help.

LN-26: STR 2D; Skills: bureaucracy 4D, cultures 4D, languages 4D.

Master Bedroom. The expensive furniture that fills this chamber is exquisite and highly fashionable. Medals and commendations adorn the walls. Each has been awarded to Adar Tallon for various feats of bravery and courage.

Servant's Wing. Tallon's servants, Morr and Cala Wenn, live in this wing. They are present if the PCs enter through here. Each has skills and attributes of 2D. Morr isn't a brave man or a good fighter, but he will take up his blaster carbine to deal with intruders. They won't betray Tallon and, if they get a chance, will sound the alarm.

Kitchen. This fully-equipped kitchen is stocked with supplies and old-fashioned appliances.

Dining Room. An elegant table and chairs sits up to 10 people.

Tower Two. The ground floor of this tower has been set up as a medical bay. There is a diagnostic computer, supplies, and a bacta tank for emergencies.

Power Shed. This chamber houses the power generators that supply the energy that runs all of the equipment in the fort.

Music Room. Strange alien instruments are on display, but the room is dominated by a massive pipe organ. Sitting at the organ is Adar Tallon, and beside him are Shrike and Quist. Go to "Meeting Tallon."

Meeting Tallon

Whether the Rebels are led here by Shrike and the mercs, brought here while unconscious, or wander in on their own while unseen mercs shadow their movements, they see the following scene.

The chamber you find yourselves in has a high-domed ceiling and lavish furnishings. Strange alien musical instruments are displayed around the room, creating an exotic musical museum. A massive pipe organ sits against the far wall, pouring out a melancholy tune from the days of the Old Republic. An old man, dressed in plain black tunic and pants, sips from a long thin glass. He raises his glass to you and says, "And now the hiding ends."

Depending on how the PCs arrived at the music room, Tallon will be attended by Shrike, Quist, and Jungen. Adar's wife enters the room and stands at her husband's side. Tallon studies the faces of his family and friends, then turns to the Rebels. He says:

"Imperials have become more persistent and ingenius since last I dealt with Palpatine's agents," says the stern-faced, commanding old man. **"I am Adar Tallon."** With that, six mercs enter the room with weapons at the ready. Tallon smiles, **"What is it that brings you gentlebeings to this far-away corner of the galaxy?"**

Tallon believes the Rebels to be Imperial agents and deals with them as such. Here they must use all their best arguments to convince him differently or they can attack the mercs. Let the conversation progress naturally, with the PCs trying to win Tallon's trust and Tallon trying to see through their protests. Then, after a few minutes of this, read:

As you speak with Tallon, you hear a beep somewhere in the room. The caped man, who Tallon called Quist, pulls his hands from beneath his cloak. One hand is missing, and in its place is a gleaming blade. He presses a button on his armband and the beeping stops. Then he pulls his blaster and aims it at Tallon's wife. "I'm sorry commander, but there's no other way." With that both doors swing open and armed bounty hunters enter the room.

Quist, the pirate who provided the Empire with Tallon's whereabouts, now makes his final play. See "The Bounty Hunters Attack" below.

Adar Tallon: DEX 2D+2, blaster 5D+2; KNO 3D, planetary systems 7D; MEC 3D+2, starship piloting 6D+2; starship tactics 9D+2; PER 3D+1, command 7D+1; STR 2D+1; TEC 3D.

Kay Tallon: DEX 2D+2; KNO 2D, bureaucracy 2D+2; MEC 1D+1, beast riding 2D+1; PER 2D+2; STR 2D; TEC 1D+1.

The Bounty Hunters Attack

Quist had hoped to turn Tallon over to *Relentless* himself, but the arrival of the Rebels has forced him to change his plans. Now, working with Jodo Kast, he has decided to capture the commander and hold him for the Star Destroyer. Kast, Zardra, Puggles Trodd, and six bounty hunters burst into the music room. Of course, if any of the main NPCs have been eliminated, replace them with seasoned bounty hunters.

Kast's first order of business when they enter the music room is to put Shrike and Jungen (if they are present) out

of commission. Kast does this easily by firing two paralyzation darts at them. The other hunters engage the mercs, quickly dropping them through the element of surprise. The Rebels now must take matters into their own hands or all is lost.

The hunters won't attempt to hurt Tallon, but they may decide to stun him if he tries anything. Everyone else is expendable. The fight is to the death, but you may want Kast to survive to plague the Rebels at some future date. Quist, of course, stays out of the main battle. He pulls back into the shadows, keeping Tallon's wife between himself and the conflict. If the Rebels win, he bargains for his freedom with Kay Tallon's life.

After the Battle

When the dust of combat clears, Adar Tallon says:

"Thank you, my friends. It seems that only members of this Rebellion I have heard so much about would risk their lives to defend an aging hero. If I may be permitted to bring my wife and Droid, I shall accompany you. As in the days the Old Republic, the name Adar Tallon shall once again serve the cause of Justice."

Tallon orders any remaining mercs to handle the clean up out here at the fort. Then they are to disappear before the Star Destroyer arrives. The commander offers his land-speeder and Z-95s to the Rebels, explaining that the Alliance may need such craft and Shrike has his own transportation hidden nearby.

If any PCs were wounded during the battle, there is enough time to visit the medical bay before heading back to Mos Eisley.

If the Rebels ask Tallon to tell them about himself, he says the following during the ride across the Wastes.

"There came a time when it became obvious that Palpatine would soon rule the galaxy. I knew that I would have to flee or die opposing him. I chose to fake my death, and go into hiding until the time was right to move against him. I came here to this desolate planet far from the interests of the Empire, fell in love, and settled down to start a home. I was happy and the concerns of the Empire were as if another time. But then they came, stormtroopers crawling all over this desert world in search of Droids and Rebels. It was then that I realized that no place in this galaxy is truly beyond Palpatine's evil reach. I sent out the call to my old crew, asking them to come and aid me in a last stand against the Empire. The only thing I never counted on was betrayal from a friend ... "

Now it's time to go back to Mos Eisley, collect their ship, and get away before *Relentless* arrives.

E pisode Eight
Escape from Tatooine

Summary

This is it, the final scene. The Rebels reach Mos Eisley with Tallon, only to find three more obstacles in their way. First, they must circumvent the Imperial Prefect and his stormtroopers. Then, the final hunter — IG-72 — makes his move. And, finally, the Rebels must out-maneuver Imperial TIE interceptors before the *Relentless* arrives to cut off all escape.

C ut-Away to the *Relentless*

Read aloud to the players:

EXTERIOR: SPACECRAFT IN SPACE. *Streaks of blinding color whip past the Imperial Star Destroyer* Relentless *as the giant craft moves through hyperspace.*

INTERIOR: IMPERIAL STAR DESTROYER — PARLAN'S CHAMBER. *Captain Parlan, alone in his chamber. A strange sound enters the room and light begins to play across Parlan's dark features. He looks up and bows quickly. A 12-foot hologram of Darth Vader materializes before Parlan.*

"Everything proceeds according to plan, Lord Vader," *says Parlan.* "We are about to come out of light-speed just beyond Tatooine system. Nothing can possibly go wrong."

"See that it doesn't, Captain Parlan," *replies Vader grimly.* "Do not fail the Emperor ... or me."

Fade to ...

EXTERIOR: MOS EISLEY SPACEPORT.

Mos Eisley Uproar

Even though First Twilight of Day Four approaches, the Rebels notice lots of activity. Read:

The twin suns of Tatooine set the twilight sky ablaze with fiery color. But even as darkness approaches, Mos Eisley is alive with activity. People are running everywhere, preparing ships, gathering belongings, paying off debts. Even the locals move quickly, securing doors and windows, transporting families and possessions to safer quarters. It appears as if a mass exodus of visitors and residents alike is imminent.

The Rebels, with Tallon and his wife and Droid, enter the spaceport in order to pick up their ship. As they make their way through the hectic crowd someone they befriended, such as Tar Lup, calls to them from nearby. If they take a moment to talk, their friend explains that Imperials are coming. The spaceport has been ordered closed. "The Prefect and his stormtroopers are trying to secure the city as best they can," says the friendly local, "but they can't be everywhere. Still, an Imperial Star Destroyer in system adds a lot of weight to the Prefect's commands. Most of the visitors have decided to obey the Imperial edict, but that doesn't mean they can't be ready to leave at a moment's notice."

The Prefect and his Stormtroopers

The Prefect and his stormtroopers, operating on a tip from Labria, await the Rebels at the entrance to Docking Bay 94. The Prefect is not a brave man, but he also knows what Parlan will do to him if he fails. He is ready to arrest the Rebels and Tallon when they arrive. However, while concentrated opposition won't deter the stormtroopers, it will make the Prefect pause. If the Rebels do not surrender and instead decide to fight their way to their ship, the Prefect orders his men to fall back. He knows that senseless death will not serve the Empire.

Labria, hiding behind the Prefect during this exchange, hopes to see the Rebels destroyed. He fears that they may try to get even with him for all the trouble he caused earlier in the adventure. Let the players deal with him as they see fit.

The stormtroopers' statistics can be found in Episode One. They use Combined Fire to their best advantage while fighting.

Death Droid

Before the Rebels can enter the safety of their ship, they must overcome yet another deadly menace. Hiding in the recessed shadows of the docking bay, waiting for its turn to strike, is IG-72. It arrives after the sixth round of combat with the stormtroopers. The assassin Droid begins its attack by blasting anyone in the vicinity of the bay who might serve as a witness, including the Prefect and his stormtroopers. Then it starts its attack on the Rebels by lobbing a stun grenade. Read:

The attack is fast and furious, taking down everyone standing around the bay. The blasts come from the shadowed corners, as though an army surrounds you. Then a grenade is tossed toward you, and a mechanical voice calls out, "Adar Tallon, in accordance with Imperial Bounty #82,471, I demand your surrender."

More shots follow as IG-72 attempts to take down as many Rebels as possible before emerging to confront Tallon. The Droid steps into the light, a gleaming silver killing machine with only one thought bouncing through its programs: Destroy Adar Tallon. IG-72 tries to plow through the Rebels, using all the weapons at its disposal. Tallon, meanwhile, grabs his wife and dives for cover. If IG-72 is incapacitated, it begins a self-destruct program to ensure Tallon's death. A Moderate *computer programming* roll stops the process before it can explode, or the PCs can cold start their ship and try to fly away. This requires a Difficult *starship piloting* roll. If IG-72 does explode, it causes 15D of damage to anyone in the bay. If the PCs are in their ship they take no damage, but the ship does. Roll dice and check the "Ship Combat Damage Summary" chart for the results.

Battle Over Tatooine

After dealing with the stormtroopers and the assassin Droid, the Rebels can take off into space, gearing up to jump to light-speed. However, while the Star Destroyer isn't in range to stop them, something else is. Once the PCs have manned their stations aboard their ship, ask the player whose character is co-piloting to make an Easy *Technical* roll. If he or she successfully makes the roll, read:

You start up your engines and begin to lift off when your sensors pick up three approaching craft. By their configuration and sensor readout, you make

T he Prefect's stormtroopers attack.

them to be TIE interceptors. You will have to deal with them until you are far enough from Tatooine's gravitational well to jump to light-speed.

If no one thinks of it at this time, let Adar Tallon suggest employing the Z-95 Headhunters to provide additional fire power for their escape. Besides, Tallon has upgraded his Z-95s with hyperdrives, allowing them to complete one pre-programmed jump without the use of an R2 unit.

You can run this battle using either the new starship combat rules in the *Star Wars Rules Upgrade* or *Star Warriors* starfighter combat game. Depending on which method you choose, see the appropriate section below.

RPG Starship Combat

Once the Rebel ships reach orbit, they find three TIE interceptors screaming toward them from medium range. The TIEs attempt to lightly damage the ships in order to keep the Rebels from achieving hyperspace. Remember to use all of the options open to the TIEs — speed, gunnery, combined fire, and evasion — as they pursue the Rebel ships.

If the Rebels can increase their range to one greater than long range or survive 10 rounds of combat, they move out of Tatooine's gravity well and can jump to light-speed and escape. If the Rebel ships are destroyed or get a 1 or 3 die-roll result on the "Starship System Damage Table," *Relentless* arrives to capture the ships with tractor beams.

Use the Multiship Combat Rules when running this battle. Tallon, being the tactical genius that he is, suggests that the Rebels deploy as follows. They can, of course, disregard his advice and set up as they wish. If the PCs need more help, give them an extra 2D for every piloting roll because of Tallon's advice and suggestions.

Tallon's Suggested Dogfight Breakdown: Z-95 vs. TIE, Z-95 vs. TIE, *Alabak's Gold* and Z-95 vs. TIE.

Describe the action with the speed and power of the movies. Make the battle exciting and suspensful by not revealing the TIEs' rolls until after you describe the scene. Ideally, have the Rebels jump to light-speed just as *Relentless* gets into range to use its weapons. Now that's in the spirit of the movies!

One final note about this battle. The Z-95s have sophisticated escape features that can save their pilots in an emergency. If any Z-95s are severely damaged or worse, let the pilot make an Easy *survival* roll. If successful, the escape mechanism operates perfectly and the PC is ejected away from the wreckage. These survivors still need to be picked up, though. The pilot of *Alabak's Gold* must make a Moderate *starship piloting* roll to pick up the survivor. Trying to pick up a survivor negates the ship's evasion rolls for that round, and only one pick up can be attempted per round. If a survivor isn't picked up by combat round 10, *Alabak's Gold* jumps to light-speed and the survivor is captured by the arriving Star Destroyer. Have that player create a new character, or devise a future adventure wherein the Rebels can launch a rescue mission.

TIE Interceptors: Hyperdrive multiplier: none. Sublight speed 5D+2; maneuverability 3D+2; hull 3D. Weapons: Four laser cannons (fire linked); fire control 3D; combined damage 6D. Shields: none.

Starship piloting 3D+2; starship gunnery 2D+2.
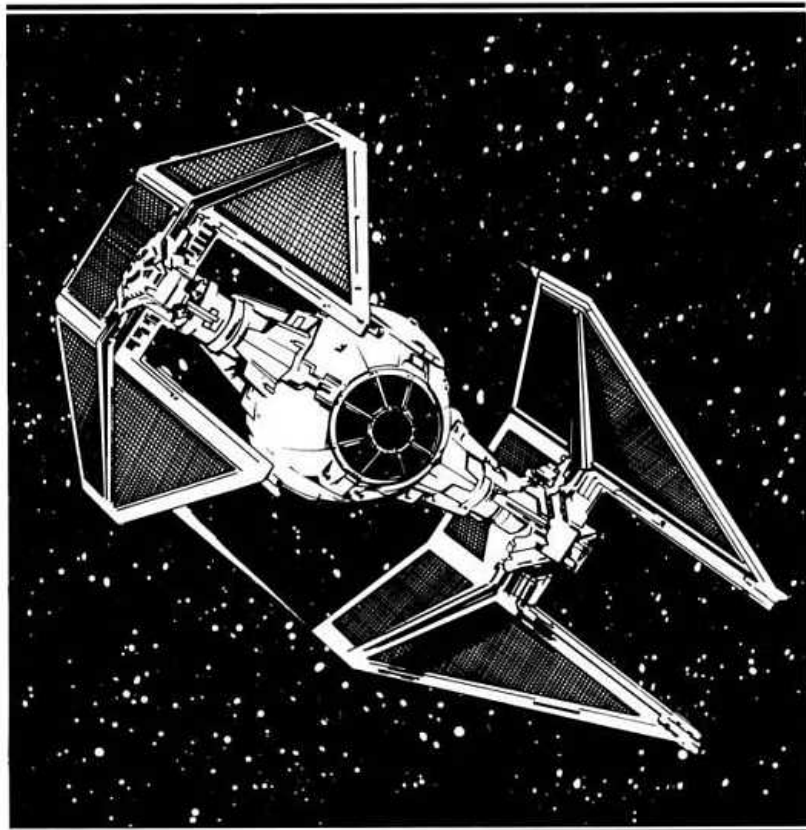
Z-95 Headhunters (modified): Hyperdrive multiplier: ×3. Sublight speed 3D+2; maneuverability 2D; hull 4D. Weapons: Two triple blasters (fire linked); fire control 2D; combined damage 4D. Shields: rating 1D.

Star Warriors Scenario

To use this battle as a *Star Warriors* scenario, cut out the counters provided on the cover. You also need the map, counters, and ship's log record sheets provided with the *Star Warriors* game.

Required Rules: Only the Standard Game rules are required for this scenario.

Set-Up: Place the reference card between the two set-up areas. The players must place *Alabak's Gold* and three Z-95s in the set-up area on one side of the card, the GM places three TIE interceptors in the other. Once all ships have been placed, remove the card.

Game End: The game is over when all Rebel ships have escaped off the opposite end of the map or all attacking ships are destroyed. If *Alabak's Gold* is reduced to a speed max of 0, it is captured by the arriving Star Destroyer and the adventure ends.

Special Rules: This scenario is played with a static map. Z-95 pilots get a special escape roll if they are destroyed. On a difficulty roll of 6 or better the pilot ejects into the same hex where his ship was destroyed. The pilot of *Alabak's Gold* must return to that hex and make a roll of 11 or better to pick up the survivor.

ALABAK'S GOLD STAR WARRIORS STATISTICS

Ship Type:	*Alabak's Gold*	Roll:	6
Pilot's Guns:	—	Jink:	5
Gunner's Wpns:	DLPx2	Bank:	5
Body:	13/11	Overturn:	11
Speed Max:	4	Overspeed:	8
Turn No's:	1 1/1	Accelerate:	6
	2 2/2	Over Accel.:	10
	3 3/2	Decelerate:	7
	4 4/3	Over Decel.:	13
	5 (4)/(4)	Damage Ctrl:	8
	6 (5)/(4)	Pinpoint Fire:	6
Stabilizer No.:	6	Snap Fire:	6
1/2-Loop:	7	Targeting:	7
Slip:	5	Angle Shields:	4
		No. of Shields:	4
		No. of Aux. Pow.:	2
		R2 Unit?	No

Z-95 STAR WARRIORS STATISTICS

Ship Type:	Z-95 Headhunter	Roll:	4
Pilot's Guns:	TMF	Jink:	4
Gunner's Wpns:	—	Bank:	4
Body:	4/3	Overturn:	9
Speed Max:	5	Overspeed:	6
Turn No's:	1 1/1	Accelerate:	4
	2 2/1	Over Accel.:	8
	3 2/2	Decelerate:	5
	4 3/3	Over Decel.:	11
	5 4/3	Damage Ctrl:	8
	6 (5)/(4)	Pinpoint Fire:	4
	7 (5)/(4)	Snap Fire:	6
Stabilizer No.:	5	Targeting:	7
1/2-Loop:	5	Angle Shields:	4
Slip:	4	No. of Shields:	1
		No. of Aux. Pow.:	1
		R2 Unit?	No

Conclusion

Once the Rebels out-distance the Imperial ships, they can make the jump to light-speed. You may want to make the Headhunter pilots make an Easy *astrogation* roll to program the jump into their nav computers. Then read:

The starfield before you shifts and melts into a spectrum of dazzling colors. With a final blast, you achieve hyperspace. You have completed Dana's mission and added another Rebel leader to the growing forces of the Alliance.

Rewards

Give each player between 5 and 10 skill points for successfully completing this adventure. Also, replace any Force Points used during the adventure and award an additional one for exemplary play. See page 94 of *Star Wars: The Roleplaying Game* for things to look for when awarding skill and Force points.

If the Rebels and Tallon are captured, they have failed the mission. Either have them create new characters, or design an adventure where they can attempt to escape from an Imperial prison. See page 95 to 99 of *Star Wars: The Roleplaying Game* for suggestions on designing your own adventures.

C **ut-Away to the *Relentless***

Read aloud to the players:

INTERIOR: IMPERIAL STAR DESTROYER — PARLAN'S CHAMBER.

A close-up of the giant image of Darth Vader, his holographic form filling the scene. A choking sound echoes from somewhere out of sight. The scene expands, revealing more of the room, as the twisted, pained form of Captain Parlan crashes to the floor.

"Apology accepted, Captain Parlan," *says Vader coldly.*
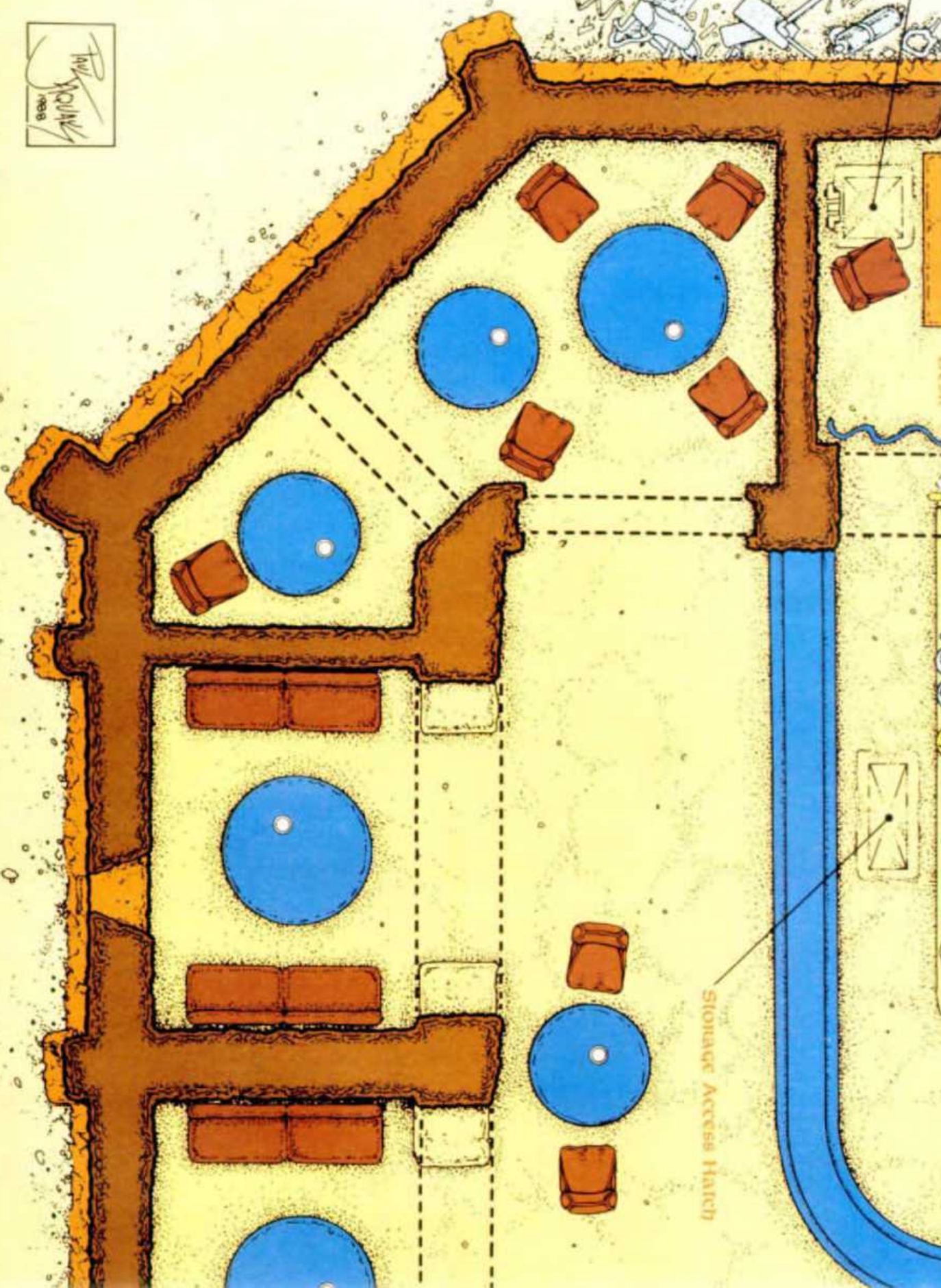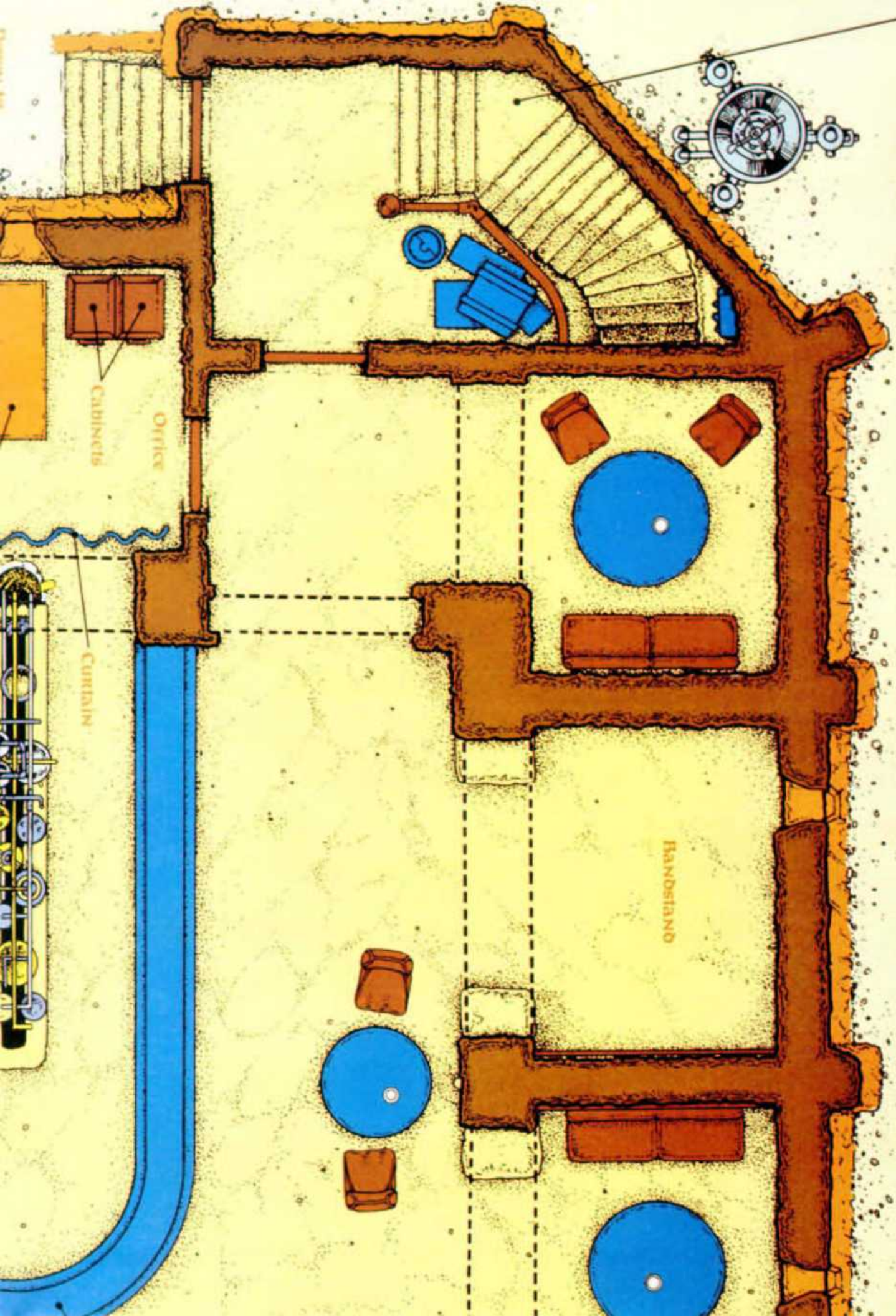
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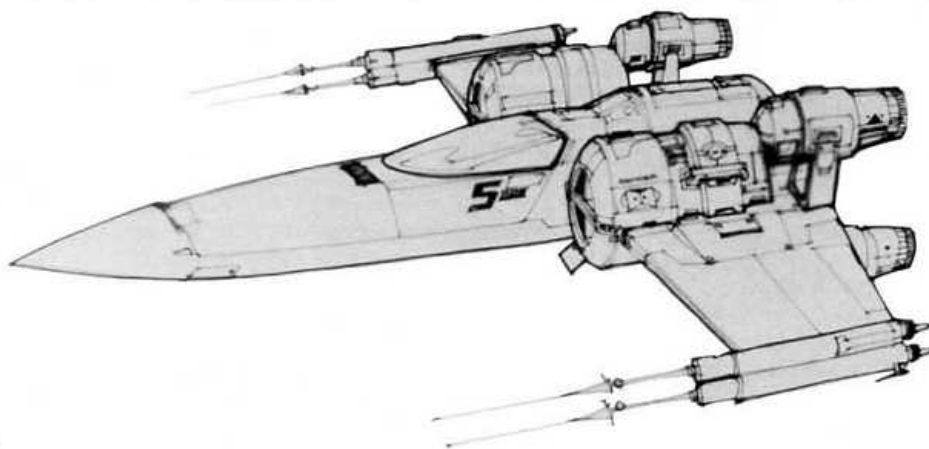
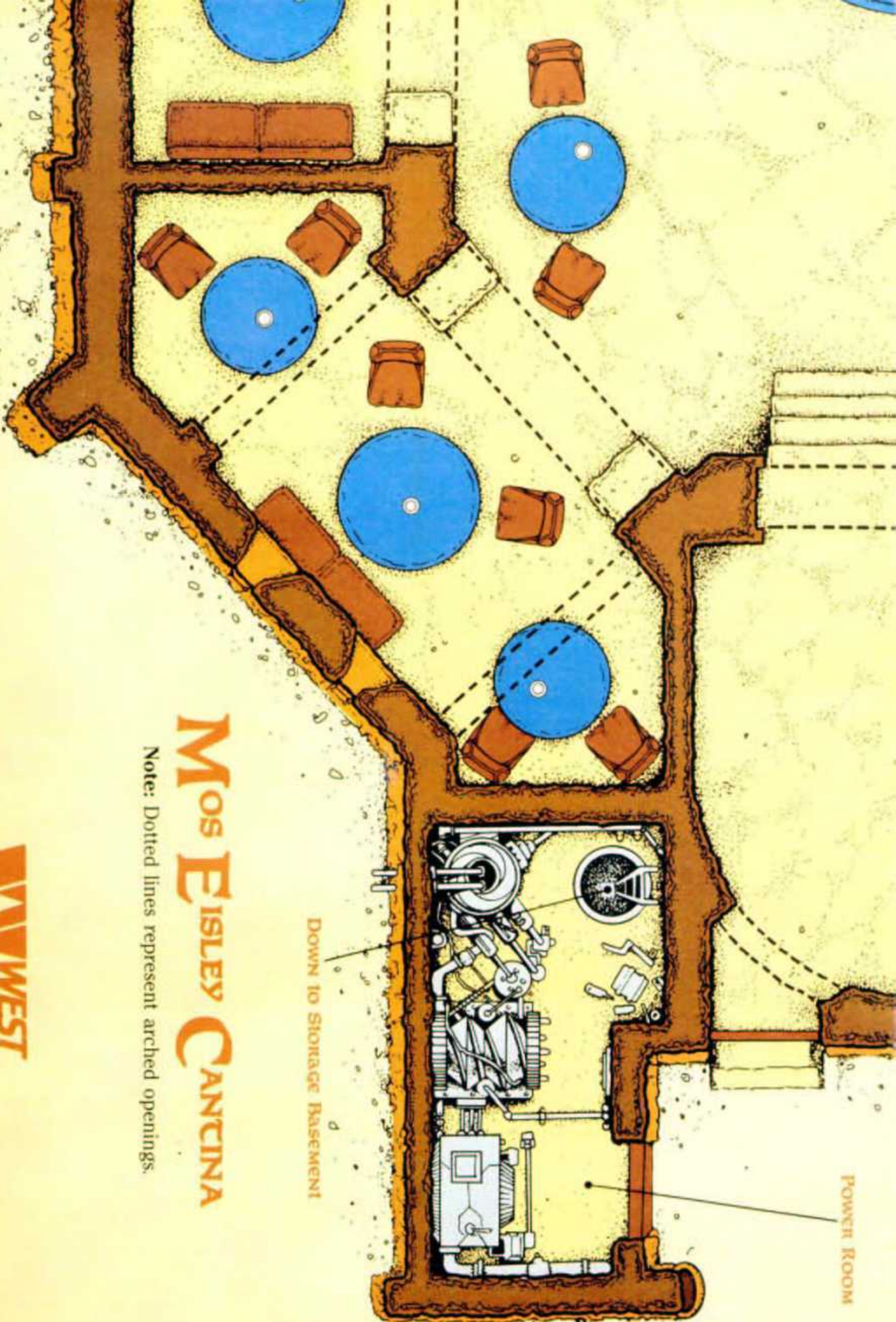**T** allon's modified Z-95 Headhunters aid the Rebels in the final battle.
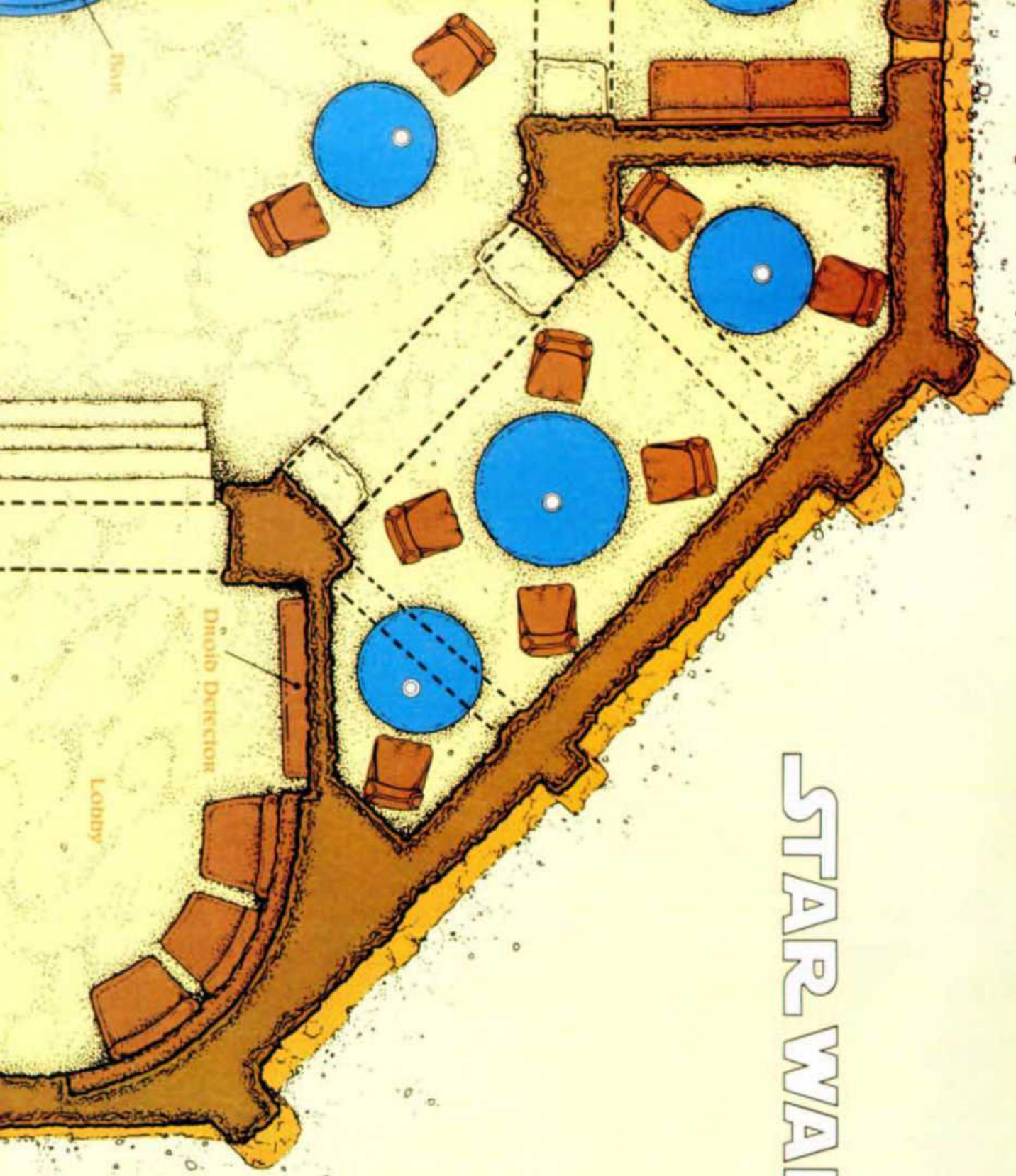
Storage Basement

Storage Access Hatch

Cabinets

Office

Curtain

Bandstand

Mos Eisley Cantina

Note: Dotted lines represent arched openings.

DOWN TO STORAGE BASEMENT

POWER ROOM

WEST END GAMES

Bar

Droid Detector
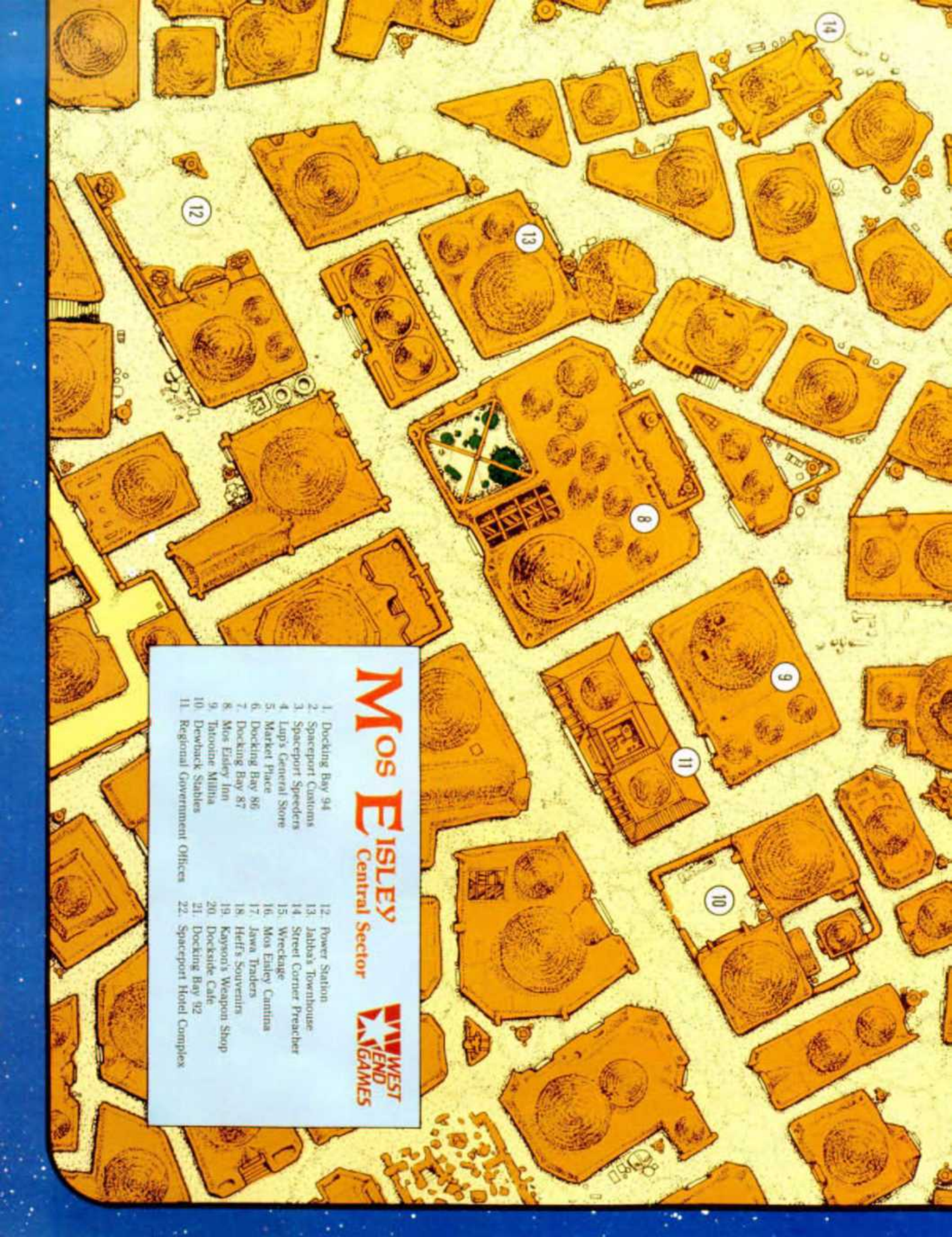
Lobby
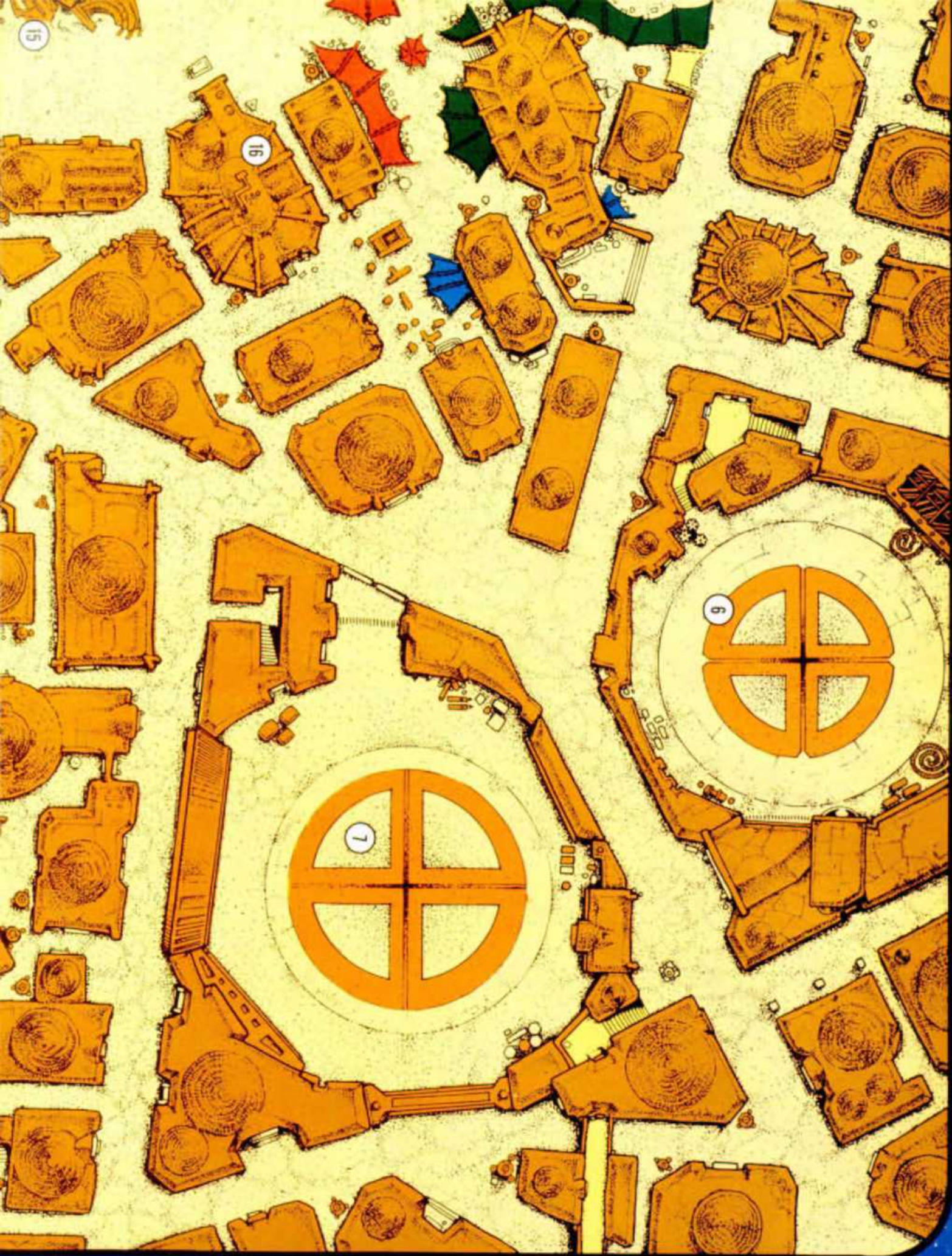
STAR WARS

Mos Eisley
Central Sector

WEST END GAMES

1. Docking Bay 94
2. Spaceport Customs
3. Spaceport Speeders
4. Lups General Store
5. Market Place
6. Docking Bay 86
7. Docking Bay 87
8. Mos Eisley Inn
9. Tatooine Militia
10. Dewback Stables
11. Regional Government Offices
12. Power Station
13. Jabba's Townhouse
14. Street Corner Preacher
15. Wreckage
16. Mos Eisley Cantina
17. Jawa Traders
18. Heff's Souvenirs
19. Rayson's Weapon Shop
20. Dockside Cafe
21. Docking Bay 92
22. Spaceport Hotel Complex

STAR WARS®

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