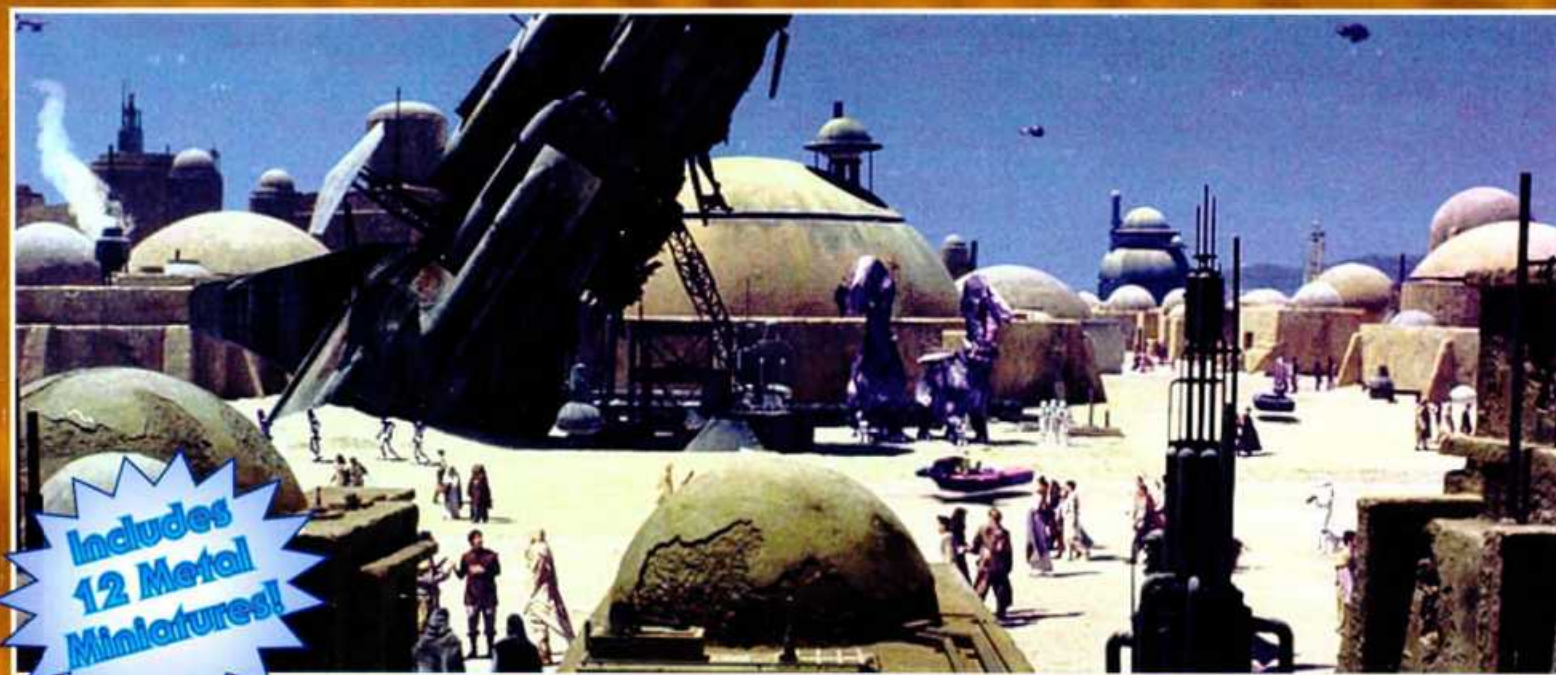


STAR WARS

MOS EISLEY

Adventure Set



Includes
12 Metal
Miniatures!



STAR WARS®

MOS EISLEY Adventure Set

CONTENTS

Introduction	3
Vested Interest	10
There's Many A Slip Betwixt Cup and Lip	13
Harvest Day	18
The Passage from Perdition	21
A Line in the Sand	25
New Republic Adventure Hooks	31

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The speeder stops on a bluff overlooking the spaceport at Mos Eisley. It is a haphazard array of low, grey, concrete structures and semi-domes. A harsh gale blows across the stark canyon floor. Luke walks to the edge of the craggy bluff where Ben is standing.

"Mos Eisley Spaceport. You will never find a more wretched hive of scum and villainy. We must be cautious."

—Ben Kenobi





Introduction

It's a desert spaceport teeming with Jawas, strange aliens, and dangerous criminals. Welcome to Mos Eisley, a city of mystery, intrigue ... and adventure!

Every *Star Wars* gaming group shares the desire to *experience* this exotic location. This boxed set helps you do just that with adventures, characters and locations for your players to explore.

This box contains:

- This adventure book. The adventures in this booklet are designed two to six characters, preferably those with strong Rebel Alliance sympathies. Players may use smugglers or other independent characters, although you may have to adjust the motivation for each adventure to get the characters involved.

While most of these adventures are set shortly after the events of *Star Wars: A New Hope*, they can be customized to suit other eras, depending upon when your game campaign is set.

- *Galaxy Guide 7: Mos Eisley* provides a detailed look at some of the personalities and locations to be found in the spaceport city. While not exhaustive, this book provides plenty of starting points for adventures. *Galaxy Guide 7* is set a few months after the events of *Star Wars: A New Hope*.

- A 17" x 22" two-sided, color map featuring downtown Mos Eisley and the infamous cantina.

The cantina map is scaled roughly to match the scale of the metal miniatures: 1 inch represents two meters. By using the map, miniatures and counters, players and gamemasters can indicate exactly where their characters are at critical points during adventures.

The other side of the map shows part of Mos Eisley's crowded downtown spaceport, including the Mos Eisley Cantina, Docking Bay 94, Jabba the Hutt's Townhouse and a number of business and shops characters may need to visit. The rough scale is 1 inch represents 18 meters (one inch on this map is equivalent to nine inches in standard miniatures battles scale).

- A set of 12 *Star Wars* miniatures. Each miniature figure represents a specific individual from the *Star Wars* movies. These miniatures can be used for other characters, as well. For example, altering the paint scheme of the Greedo figure allows it to represent any Rodian.

Aside from painting and collecting, miniatures have practical value in both roleplaying and miniatures games, as they are used to show the actual locations of

characters during battles and other intense scenes. Use of miniatures allows players and the gamemaster to better visualize these situations. Miniatures also add a lot more fun to most game sessions, since players tend to get into the spirit of the game and move their figures around on the map.

The Miniatures

Below is a description of each miniature included in this set, with game stats as of the events shown in *Star Wars: A New Hope*. Each entry also includes hints for using the miniature in other roles.



Han Solo

An infamous Corellian smuggler, Solo is the captain of the *Millennium Falcon*. He is known for his piloting skills and bravado. While the *Falcon* looks less than spaceworthy, it's one of the fastest ships in the space lanes. Unfortunately, Solo can't

outrun the trouble he inherited when he was forced to dump a shipment of Jabba the Hutt's spice. Jabba has since posted a huge bounty on Solo's head!

Painting Tips. Solo's vest is black; his pants are dark blue with a red Corellian Bloodstripe. His shirt is white.

■ Han Solo

Type: Smuggler

DEXTERITY 3D+1

Blaster 6D+2, blaster: heavy blaster pistol 9D+1, blaster: blaster rifle 5D+1, blaster artillery 6D+1, brawling parry 6D, dodge 8D, grenade 5D+1, melee combat 6D+1, melee parry 5D, missile weapons 4D, pick pocket 4D+1, running 3D+2, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 6D, bureaucracy 5D, business 4D, business: smugglers 5D, cultures 4D, intimidation 5D+1, languages 5D, law enforcement 5D, planetary systems 7D, streetwise 7D, streetwise: Jabba the Hutt's organization 8D+2, survival 6D, value 5D, will-power 3D

MECHANICAL 3D+2

Astrogation 8D, beast riding 5D+2, capital ship gunnery 5D+1, capital ship piloting 7D, capital ship shields 4D+1, communications 4D, ground vehicle operation 4D+2, repulsorlift operation 7D, sensors 4D+2, space transports 6D+2, space transports: YT-1300 transports 10D, starfighter piloting 5D+1, starship gunnery 9D, starship shields 6D+2, swoop operation 6D+2

PERCEPTION 3D

Bargain 8D, command 6D, con 8D, forgery 5D, forgery: ship IDs 7D, gambling 8D, hide 7D+1, persuasion 5D, search 5D+2, sneak 4D+1

STRENGTH 3D

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

**TECHNICAL 2D+2**

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

Force Points: 2

Character Points: 22

Move: 10

Equipment: Heavy blaster pistol (5D), comlink

Other Personas. This figure can be used for any civilian, including a smuggler, a thug, a mercenary or a security officer. Any color combinations are suitable.

Predne Balu. One of Mos Eisley's Assistant Security Officers, Balu can often be seen scouring the city streets. (Balu appears in several of the adventures in this booklet as well as the story "Nightlily" in the *Tales from the Mos Eisley Cantina* anthology.) Predne Balu has dark blue pants and vest, a gray shirt, and a tan holster and belts. He has black hair and eyes, with a gray beard.

**Chewbacca**

This towering Wookiee is the partner of Han Solo and first mate aboard the *Millennium Falcon*. While speculation runs rampant about how he and Solo teamed-up, no one disputes their loyalty to each other. Chewbacca is an out-

standing starship mechanic, but he's more widely known for his short temper and his considerable combat abilities. He carries a bowcaster.

Painting Tips. Chewbacca has dark brown fur and blue eyes. His bandolier and bowcaster are black; the bowcaster ammunition packs (on the bandolier) are silver.

■ Chewbacca

Type: Wookiee

DEXTERITY 2D+2

Blaster 5D+2, bowcaster 9D, brawling parry 7D, dodge 6D, grenade 5D, melee combat 8D, melee parry 8D, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 6D+2, bureaucracy 4D, business 4D, cultures 3D+1, intimidation 8D+2, languages 5D+2, planetary systems 7D, streetwise 6D+1, survival 7D, value 7D+1

MECHANICAL 3D

Astrogation 8D, beast riding 4D, communications 3D+1, repulsorlift operation 7D, sensors 5D, space transports 6D+1, space transports: YT-1300 transports 8D, starship gunnery 7D, starship shields 6D

PERCEPTION 2D

Bargain 5D, command 4D+2, gambling 4D+1, hide 3D, search 3D, sneak 3D

STRENGTH 5D

Brawling 10D, climbing/jumping 7D, lifting 9D, stamina 10D, swimming 7D

TECHNICAL 3D+1

Blaster repair 5D+1, bowcaster repair 5D+2, computer programming/repair 8D, demolition 5D+2, droid programming 7D, droid repair 6D, first aid 5D, repulsorlift repair 6D, security 6D+1, space transports repair 6D+2, space transports repair: YT-1300 transports 10D+2

Special Abilities:

Berserker Rage: Chewbacca gains +2D *Strength* when brawling in berserker rage. See page 218 of *Star Wars, Revised and Expanded*.
Climbing Claws: +2D to climbing.

Force Points: 1

Character Points: 16

Move: 13

Equipment: Bowcaster (4D), ammo bandoleer, droid tool kit, starship tool kit, waist pouch

Other Personas. This figure can represent any Wookiee character. Wookiee fur can be tan, black, gray or even white, although brown is the most common color. Wookiees often have blue, black or gold eyes.

Chalmun. The charismatic Wookiee who owns the Mos Eisley Cantina has beige and gray fur.

**Greedo**

An ambitious but naive Rodian bounty hunter, Greedo has his sights on bringing in Han Solo. Greedo recently joined Jabba the Hutt's organization, but many of Mos Eisley's seasoned observers believe that his ego far out-

strips his abilities; the young hunter may not be around long enough to collect that precious bounty.

Painting Tips. Green skin, deep purple eyes, brown vest. Shirt and pants are green with yellow piping. Boots are green.

Greedo. *Dexterity 4D, blaster 6D, dodge 5D, grenade 6D, Knowledge 2D+2, intimidation 5D, languages 3D, streetwise 4D+2, Mechanical 2D+2, space transports 4D+2, starship gunnery 4D+2, Perception 3D, bargain 4D, investigation 4D, search 5D, Strength 3D+2, brawling 4D+2, Technical 2D, demolition 4D, space transports repair 3D.* Character Points: 2, Move: 10. Equipment: Blaster pistol (4D), grenades (5D).

Other Personas. The Greedo figure can represent any Rodian. You may change the shade of green for skin color and paint clothing as desired.

**Jawas**

Jawas are intelligent, rodent-like scavengers native to Tatooine. They are obsessed with collecting outmoded and abandoned hardware and selling the refurbished goods to moisture farmers and other locals. Roughly one meter tall,

Jawas wear coarse, homespun cloaks and hoods to shield them from the hostile rays of Tatooine's twin suns.

Painting Tips. Most Jawas have a simple brown cloak. Gloves and ionization blasters are black, while the ammo bandoliers may be black or tan. The "face" area should be painted black, with the exception of two brilliant orange eyes.

Typical Jawa. *Dexterity 2D, blaster 2D+2, dodge 3D,*

Knowledge 2D, streetwise 4D, survival: desert 4D+2, value 3D+1, Mechanical 3D, ground vehicle operation: sandcrawler 3D+1, Perception 1D, bargain 4D, con 3D+1, Strength 1D, climbing/jumping 2D+2, Technical 3D, computer programming/repair 4D, repulsorlift repair 4D+2. Move: 8. Equipment: Jawa ionization gun (+1D to blaster, 3D ionization damage which affects droids only), tool kit, brown robes.

Other Personas. One Jawa looks much like any other, so individual variations are minimal.

Het Nkik. Het appears to be an ordinary Jawa, but he believes in fighting those who would hurt his people, namely the Empire and Tatooine's dangerous Tusken Raiders.

Wrex. A Jawa "mercenary" working for Big Bunji. Wrex wears dark blue robes with gray highlighting.



Imperial Sandtroopers

Imperial stormtroopers trained for desert survival, sandtroopers are equipped with special equipment to enable them to operate in this harsh environment. Sandtroopers often prefer to use

local beasts of burden instead of repulsorlift vehicles, which are often damaged by the harsh desert sands.

Painting Tips. Standard white uniform, with black body glove visible between armor plates. Shoulder pauldrons may be black, white or orange. Backpacks should be black.

Typical Sandtrooper. All stats 2D except: *blaster 4D, brawling parry 4D, dodge 4D, vehicle blasters 4D, survival 4D, beast riding 4D+1, search 3D+2, brawling 3D. Move: 10. Equipment: Heavy blast armor (+1D to Strength to resist damage, -1D to Dexterity and all related actions), blaster pistol (4D), heavy blaster rifle (6D), long-range comlink, food/water pack*

Other Personas. This figure could be painted with various colors to represent a rouge bounty hunter with stolen stormtrooper armor.



Labria

Labria is a Devaronian who's one of Mos Eisley's biggest drunks ... and one of its biggest squealers. While he's quite cunning, there's no such thing as secrecy to him; he's willing to sell information to anyone who has credits. He is known

as Jabba the Hutt's "least favorite spy" and often trades information with "Long Snoot" (Garindan) and other spies.

Painting Tips. Labria has light red-brown skin and brown horns. He wears red robes.

Labria. *Dexterity 2D, dodge 3D, Knowledge 3D, streetwise 4D, Mechanical 1D, astrogation 3D+1, Perception 2D+2, con 3D+2, hide 3D, investigation 4D+1, sneak 3D+2, Strength 2D+1, Technical 1D, computer programming/repair 3D. Character Points: 3. Move: 10. Equipment: Half-empty bottle of Jawa beer.*

Other Personas. Devaronians are fairly common aliens. Any other Devaronian character can be represented by simply changing the color of the clothing or altering skin tone.

Oxbel. This Devaronian, also a frequent customer in the Mos Eisley Cantina, claims to be Labria's brother. In truth, the two are no relation but they have used this scam for their own mutual benefit. Oxbel has very light brown skin and dresses in rustic, tan robes.



Garindan (Long Snoot)

Garindan is the premiere spy of Mos Eisley. It is often said that his "Long Snoot" sniffs out his targets for him. He works for the Imperial Prefect, a position currently held by Orun Depp. (It should be noted that Depp dies in the adventure

Tatooine Manhunt; by the time of *Galaxy Guide 7: Mos Eisley*, Mos Eisley's new ruler is Prefect Talmont.)

Jabba finds Garindan to be a particularly bothersome thorn in his side and he must spend a great deal of effort distracting the spy so that he can complete his business without Imperial interference. Not many people in Mos Eisley know this, but Garindan is a member of the Kubaz species.

Painting Tips. Garindan keeps himself well hidden under his black robes and gloves. He wears a gray shirt and gray pants. His snout is dark gray. He wears black goggles.

Garindan. *Dexterity 2D+2, blaster 3D+2, dodge 4D+2, Knowledge 3D, alien species 4D, languages 4D, streetwise 4D+2, Mechanical 2D+2, Perception 4D, con 5D, hide 6D, investigation 6D+1, search: tracking 5D, sneak 7D, Strength 2D+2, Technical 3D, computer programming/repair 3D+2, security 4D. Character Points: 3. Move: 9. Equipment: Comlink, blaster pistol (4D), hold-out blaster pistol (3D+1), 250 credits (for bribes).*

Other Personas. This figure could be used for any other Kubaz or a character wearing some sort of bizarre armor.



Lak Sivrak

This Shistavanen Wolfman is a recent arrival in Mos Eisley and not much is known about him. The notched blaster rifle he carries suggests he is a being not to be trifled with. He spends much of his time in the Cantina, but often keeps to himself; he has struck up a sort of friendship with the



Ithorian named Momaw Nadon. Unknown to most, Sivrak is a former scout who's now a Rebel spy; he, Nadon and Unut Poll (owner of Spaceport Speeders) work together to secretly advance the interests of the Rebel Alliance.

Painting Tips. Lak Sivrak has brown fur and black eyes. He wears a white shirt, brown pants and a worn red tunic.

Lak Sivrak. *Dexterity 2D+2, blaster 5D+2, dodge 4D+2, Knowledge 4D, alien species 6D, planetary systems 6D, survival 6D, Mechanical 3D, astrogation 5D, space transports 4D, starfighter piloting 4D, starship gunnery 5D+2, starship shields 4D+1, Perception 2D, hide 4D, search 5D, search: tracking 7D, sneak 4D, Strength 3D, climbing/jumping 4D, stamina 4D+1, Technical 3D+1, first aid 4D+1, space transports repair 4D+1, starfighter repair 4D+1.* Force Points: 3. Character Points: 9. Move: 11. Equipment: Blaster pistol (4D), blaster rifle (5D), vibroblade (STR+2D), survival gear.

Other Personas: Shistavanen Wolfmen are known for their scouting and piloting prowess, and may be encountered in many locations. Their fur tends toward black and brown, although other color variations — brownish-red, tan, gray or white — are possible. Many Shistavanen have black eyes, but others have red or gold eyes.

Tar and Kal Lup. This Shistavanen couple own Lup's General Store, which is in the same square as the Cantina. They both wear gray and yellow clothing.



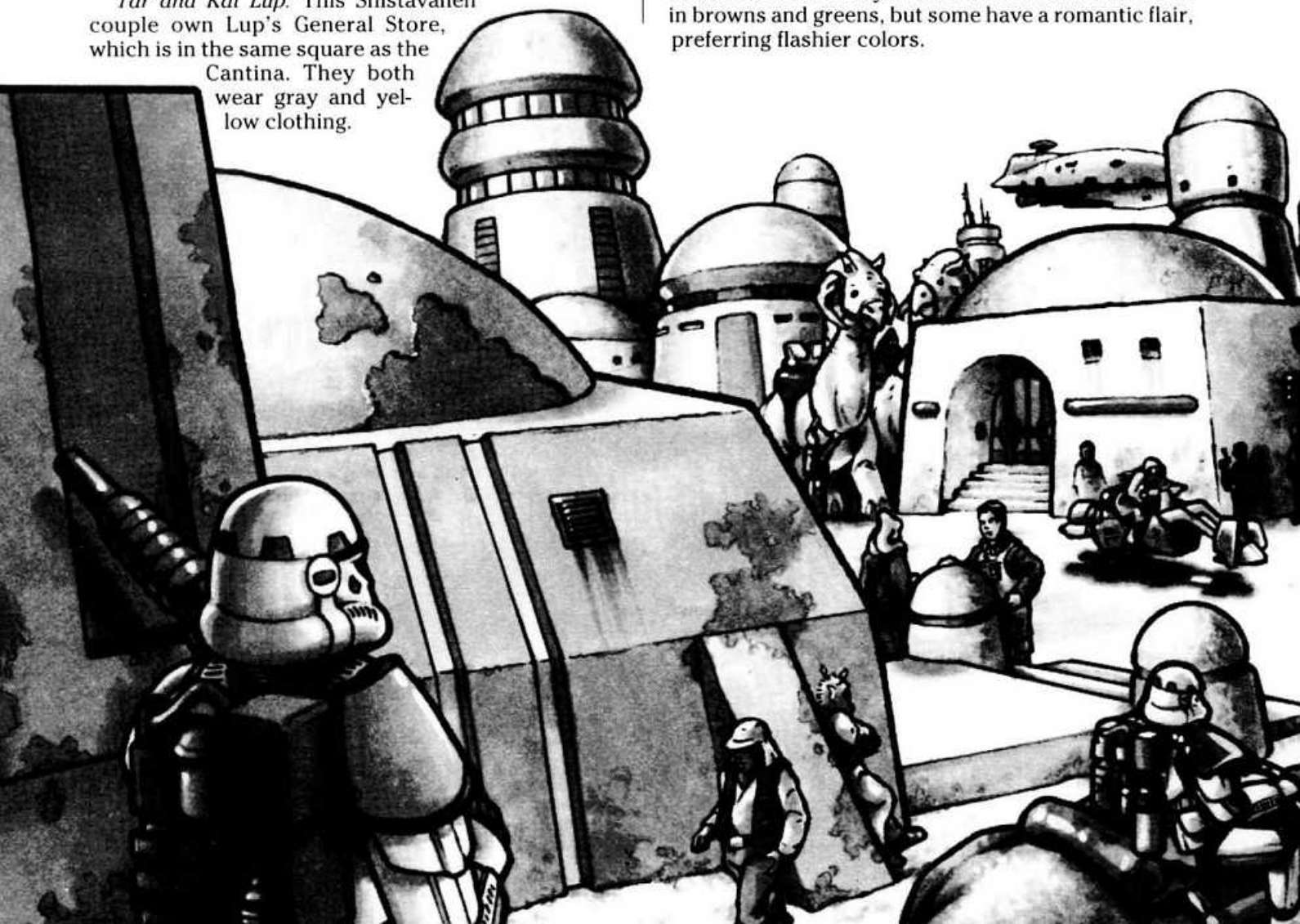
Momaw Nadon

Momaw Nadon is a peaceful Ithorian (or "Hammerhead") who now lives quietly in a small house on the outskirts of the city. His house contains an impressive greenhouse, with a multitude of plants from many worlds, including his homeworld of Ithor. Nadon is secretly a Rebel operative.

Painting Tips. Momaw Nadon has brown skin and wears shabby red clothing. His powerstaff is brown with silver trim.

Momaw Nadon. *Dexterity 3D, dodge 4D, melee combat: powerstaff 4D, Knowledge 3D+2, agriculture 5D, bureaucracy: Tafanda Bay 7D, cultures 4D+2, ecology 6D, survival: jungle 5D, Mechanical 2D+1, repulsorlift operation 4D+1, Perception 3D+1, bargain 4D+1, Strength 3D, lifting 4D, Technical 2D+2, first aid 4D+2.* Force Points: 1, Character Points: 7, Move: 9. Agri-kit (+1D to survival), powerstaff (STR+2D).

Other Personas. Ithorians are a peaceful and gentle people known across the galaxy for their specially engineered plants. They are wandering traders and encountered on many worlds. Ithorians tend to dress in browns and greens, but some have a romantic flair, preferring flashier colors.





Kabe

Kabe is a young Chadra-Fan and she's become an excellent pick-pocket and petty thief through years of living on Mos Eisley's streets. Her guardian and protector is Muftak.

Painting Tips. Kabe has brown fur with a gray snout and ears. Her robes are red and she wears a white vest.

Kabe. *Dexterity 3D+2, dodge 5D+2, pick pocket 6D, Knowledge 2D+2, streetwise 4D+2, value 3D+2, Mechanical 3D, repulsorlift operation 4D, Perception 3D+2, con 4D, gambling 4D+1, hide 5D, sneak 5D+2, Strength 2D+1, Technical 2D+2, security 4D+2.* Move: 6. Security systems tool kit (+1D to *security*), knife (STR+1).

Other Personae. Kabe can represent any Chadra-Fan. These playful aliens are known for their curiosity and their tendency to pull apart machinery (putting the item back together is someone else's problem).



Muftak

Muftak is a hulking Talz who knows little about his people or his homeworld; for as long as he can remember, he has been an orphan living in the alleys of Mos Eisley. He tries to keep Kabe under control, but his young friend

seems to constantly drag him into trouble. Muftak is also friends with Momaw Nadon.

Painting Tips. Muftak's fur is gray. His eyes are black and the exposed skin on his hands and feet is brown.

Muftak. *Dexterity 2D+2, brawling parry 3D+2, Knowledge 2D+1, streetwise 4D+1, Mechanical 3D, beast riding 4D, Perception 2D+1, Strength 4D+1, brawling 6D, lifting 5D+1, Technical 3D.* Move: 9. Beat-up hold-out blaster (2D+1).

Other Personae. Talz are seldom encountered off their home world; those who can be found in spaceports are often slaves.



Feltipern Trevagg

Feltipern is a very corrupt official who works for the Mos Eisley city government. He delights in overcharging or conning the city's poorer citizens so he can claim their houses and resell them for a substantial fee. He is a Gotal.

Painting Tips. Feltipern wears a dull brown cloak. His skin is brown with gray highlights.

Feltipern Trevagg. *Dexterity 2D, dodge 3D+1, Knowledge 2D, intimidation 4D, law enforcement: Mos Eisley 6D, streetwise 4D+2, Mechanical 1D, Perception 2D+2, bargain 5D, con 4D+2, forgery 4D+2, investigation*





4D+2, search 4D+2, sneak 4D+1, Strength 2D+2, Technical 1D+2, computer programming/repair 3D. Energy sensitivity (+3D to search in open areas; +1D in crowded areas, but -1D in areas of intense radiation), mood detection (may get bonus or penalty with Perception skills due to ability to detect intentions of others), fast initiative (+1D to initiative roll against non-Gotals). Move: 10. Datapad, comlink, hold-out blaster (3D+1). (See *Galaxy Guide 4: Alien Races*, pages 46–48.)

Other Personas. This figure can be used for any Gotal in Mos Eisley. Gotals can be independent spacers or hired muscle, but they are well suited to be traders and con artists.

The Counters

Pages 30 and 32 of this booklet contain counters which may be photocopied, mounted on sturdy cardboard, colored and used in conjunction with the miniatures. While counters serve as an inexpensive way to fill out your miniatures armies, you should glue them to a washer or other weight to keep them stable during play.

A Line in the Sand

The counters for the scenario “A Line in the Sand” (on page 30) are as follows. Making three photocopies should provide plenty of soldiers if used with the miniatures and the counters on page 32.

Sandtroopers (10). There are three squads of sandtroopers in this battle.

Militia Members (3). Typical Mos Eisley Militia members, these troops wear tan clothing. The Mos Eisley symbol (on the chest) is light blue. Boots and blaster are black.

Women Militia Members (3). These counters represents ordinary citizens who have taken up arms to oust Prefect Talmont. Clothing may be of any color.

Militia Members with Vibro-Axes (3). These Mos Eisley Militia members also wear tan clothing with a light blue Mos Eisley symbol on the chest. The vibro-ax has a black handle with a silver or gray blade.

Swoop Gang Leader. This counter can be used for Swang, leader of the swoopers. Swang wears a red tunic and black pants. During the battle, any swooper gangers who abandon their vehicles can also be represented by this counter, or alternately, players could use a number of counters on page 32 to represent swoop gangers.

Prefect Talmont. Imperial Prefect Talmont dresses in solid black.

Diew Rejeff. This wealthy merchant dresses in tans and browns.

Swoops (3). The swoops should be gray and black, although swoop members may paint the cowlings and bodywork with any colors. They may also adorn their

swoops with personalized images, such as twin suns, krayt dragons or other symbols.

Counter Sheet

The counters on page 32 can be used in any number of adventures. They are as follows.

Top Row

Ponda Baba. Ponda Baba is a typical Aqualish thug. Ponda is currently working with Dr. Evazan and enjoys tormenting those who appear to be weaker than him.

Aqualish have green-brown skin. Ponda Baba wears an orange jacket, a blue shirt and pants, and black boots.

Dr. Evazan. A self-proclaimed “surgeon,” Dr. Evazan is an insane butcher who’s killed nearly two dozen patients in his gruesome experiments. He’s wanted in more than 30 systems; a dozen have standing execution orders. Evazan, who also goes by the aliases Dr. Cornelius and Roofoo, is hiding out since there’s a bounty on his head worth one million credits.

This counter can be used for any thug. Dr. Evazan has white skin and brown hair. He wears a white shirt, with brown vest and pants.

Myo the Abyssin. This violent Abyssin thug is known to frequent the Cantina. Myo is a mercenary with experience in desert survival; he’ll hire himself out as a desert guide, although he’s not to be trusted.

Myo has brown skin, with white fur. He has a single large, white eye with a black slit pupil. His shirt and pants are tan.

This counter can be used for any Abyssin.

Snaggletooth. “Snaggletooth” is a superb bounty hunter who specializes in capturing Thalassian slavers. He is a member of the Snivvian species. He has light brown-gray skin and black eyes, with brown and gray hair. He wears a red jumpsuit with dark blue trim.

Snivvians are a compulsive bunch, given to throwing themselves wholly into their tasks to better savor the experience. While most Snivvians are gentle and kind-hearted, those in violent professions — such as bounty hunters and smugglers — are quite dangerous.

Zogrov. A Snivvian dock worker, Zogrov wears dark green outfits with white highlights.

Takeel. This burnt-out Snivvian mercenary is often found in the Cantina looking for work. His mangy appearance hints at his down-trodden condition. He wears a ragged red shirt with black pants and boots.

Bom Vimdin. A dour and cynical mercenary, Bom Vimdin is a member of an alien species known as the Advozsec (singular: Advozse). Vimdin is a smuggler with few scruples, caring little about the motives of those who hire him or what his cargo may be. He has extraordinary contacts in the galactic underworld; his presence in the Mos Eisley Cantina indicates he may now be working for Jabba the Hutt.

Vimdin has tan skin and black eyes. His horn is brown. His shirt is black with white sleeves; his vest is brown with silver buttons. He wears brown gloves and red-brown pants.

This counter can represent any Advosze. These aliens are known for their piloting skills and cynical natures. Several Advoszec smugglers frequently dock in Mos Eisley.

Kollan Xa. This operative represents the little-known Ccalras Corporation and spends much of his time seeking out influential individuals who might help him with trade negotiations. Xa favors bright red clothing.

Duro. Duros are aliens known for their piloting and mechanical skills. They can be encountered on almost any civilized world. Some of the characters the Duro counter can be used for include:

Baniss Keeg. Keeg hires himself out as a flight instructor. Considering the lucrative profits to be made in Jabba's smuggling syndicate, many of Tatooine's farm-boys seek out Keeg's expertise — although Keeg insists on full payment in advance since many of the new pilots fall victim to Imperial patrols and the ire of Jabba the Hutt. Baniss Keeg has blue-gray skin and red eyes. He wears brown coveralls.

Kov Du Derra. Kov is a fierce bodyguard and has the scars to prove it. He works for Kollan Xa. He wears white overalls with black boots and highlights.

Chachi and Ohwun De Maal. This Duros couple own and operate Docking Bays 27, 43, 67, 71, 86 and 94. Chachi and her husband are forced to pay protection money to Jabba the Hutt. They wear matching green and blue workers' suits.

Mos Eisley Militia, Mos Eisley Militia with Vibro-ax. See the description for these counters under "A Line in the Sand."

Mace Windu. Mace Windu is a hyperactive Squib who is co-owner of Jawa Traders, a droid lot in downtown Mos Eisley. He has gray fur. This counter can be used to represent any Squib.

Beeyon Nace. Beeyon Nace is a Spaceport Control worker who spends most of his free time in the Mos Eisley Cantina. He wears a black cloak with a gray shirt and brown pants.

Jawa. A typical Jawa, with brown robes and orange eyes.

Tusken Raider. A typical Tusken Raider figure.

Whiphid. Whiphids are massive aliens known for their short tempers. They greatly prize the art of hunting. Whiphids have yellow-white or golden fur.

Arcona. Arcona generally have gray to mahogany colored skin. Arcona have glittering, sparkling green eyes; those with gold eyes are addicted to salt.

Mos Eisley has at least two well-known Arcona:

Unut Poll owns Spaceport Speeders, while Hem Dazon is a salt-addicted scout who's been spotted in the Cantina.

Bottom Row

Arakyd BT-16 Security Droid. The BT-16 security droid has six legs (for greater mobility) and a powerful repeating blaster. The droid is black with silver trim.

Landspeeder. A typical landspeeder. It may be almost any color.

Swoop. See the description for this counters under "A Line in the Sand."

Gotak. Gotaks tend to have gray and brown skin.

Gran Thug. Gran have pale skin with black eyes. Those Gran working as thugs tend to dress in black and other dark colors.

Rodian Thug. Rodians are found throughout Mos Eisley; many of them are on Jabba the Hutt's payroll. They have green skin and black eyes.

Kayven Whistler. Jabba the Hutt keeps several of these creatures as pets in his townhouse. They are quite useful for disposing of meddlesome competitors. They are black and brown with green eyes.

Twilek Woman. In the adventure "Vested Interest," a Twilek woman poses as a slave to lure Beeyon Nace into working for Jabba the Hutt. Twileks may have pale brown, pink or green skin.

Assembling Your Counters

To assemble your counters, cut along the solid lines and fold along the dotted lines (see Figure 1 below). To make the stand, interlock the tabs on their bases (see Figure 2).

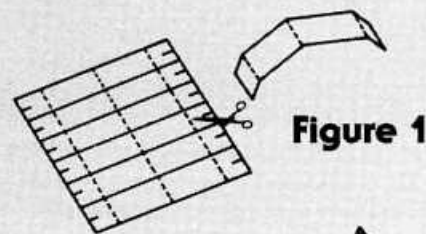


Figure 1

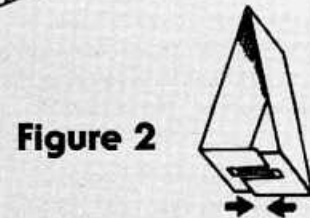


Figure 2



Vested Interest

Zogrov, a Snivvian dock worker and an associate of the characters, approaches them with a request for help. His friend, Beeyon Nace, has been particularly sour of mood. Zogrov found out that Nace is being forced to spy for Ccalras Corporation, a company with a reputation for violence and ruthlessness.

Zogrov. All stats 2D except: *blaster 4D+1, dodge 5D, Knowledge 3D+1, language 4D, business 3D, streetwise 4D, Mechanical 2D+1, repulsorlift operation 4D, space transports 3D, starship gunnery 3D, Perception 4D, bargain 6D, investigation 6D, search 6D, Strength 3D, brawling 3D, Technical 3D, first aid 4D.* Special Abilities: adaptive skin (Snivvians can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without protective gear, +1D against physical damage). Character Points: 4. Move: 11. Equipment: Comlink, blaster pistol (4D), 250 credits.

Knowing that his friend is scheduled to meet with Ccalras this coming evening — it's now midafternoon — Zogrov begs the characters to investigate the situation and see if they can help Nace. Perhaps they can find what Ccalras is holding over him and somehow stop him from signing with the company. Zogrov knows only that Ccalras's representative is Kollan Xa.

It's for Your Own Good

Zogrov suggests to the characters that they should "kidnap" Nace to protect him from Ccalras. He's currently on duty at the Mos Eisley Spaceport Control Tower (see page 64 of *Galaxy Guide 7*) — it would be tricky to kidnap him with so many starport security officers in the building — but the characters could also confront him after work. He normally heads straight for the Cantina after finishing a work shift. When the characters have Nace, they are to go to the Cantina to get Zogrov.

Beeyon Nace. All stats 2D except: *Dexterity 3D+1, blaster 4D+2, dodge 3D+2, Knowledge 3D, bureaucracy 5D+2, languages 4D, streetwise 3D+2, Mechanical 3D, astrogation 4D, repulsorlift operation 3D, Perception 3D+1, bargain 3D, gambling 4D+1, Technical 3D, computer programming/repair 5D.* Character Points: 4. Move: 10.

Starport Security Officers. All stats 2D except: *blaster 3D, brawling parry 3D, dodge 4D, vehicle blasters 4D, intimidation 3D, survival 3D, beast riding 3D+1, command 3D, search 3D+2, brawling 3D.* Move: 10. Equipment: Blast vest (+1D physical, +1 energy), blaster pistol (4D), comlink, IDs.

When the characters confront Nace though, he is anything but helpful. He screams for help and tries to get away from them. Once they calm him down, he becomes sullen and refuses to talk, saying only, "There's no way out of this mess. I'm going to do what I have to do!"

Searching Nace's person reveals a datachip; if the characters don't search him, it slides out of his pocket in front of them. When the chip is read in a datapad, the characters find the name Kollan Xa, with a note that he has a room at the Lucky Despot Hotel. There is a prerecorded message which shows a dangerous-looking Advoszec; Nace admits this is Kollan Xa. In the message, the alien says, "Nace, you be at the Lucky Despot's lounge by nightfall or else. No tricks, no trouble, and she lives. If you try to double-cross me, I'll let them sell her to the slavers."

Zogrov's Aid

When the characters contact Zogrov after capturing Nace, the Snivvian offers to hold Nace in his small apartment, which is two blocks from the Mos Eisley Cantina. Nace calms down slightly when Zogrov arrives and appears to be somewhat cooperative. Zogrov sends the characters to the Lucky Despot with orders to spy on Kollan Xa.

The Lucky Despot Hotel

At the Lucky Despot, the characters spot the Advoszec talking to a Duro. They overhear that the Duro's name is Kov Du Derra. Xa tells him, "Go to the guest house and make sure Nace's lady love is comfortable. We need to keep her under wraps until our business is done."

Kollan Xa. All stats 2D except: *dodge 5D, melee combat 3D+2, melee parry 3D+1, Knowledge 3D, alien species 4D, bureaucracy 4D, law enforcement 4D, streetwise 5D, value 4D, Mechanical 3D, repulsorlift operation 4D, Perception 3D+2, bargain 7D, con 5D+2, gambling 4D+1, hide 4D, investigation 5D+2, Strength 3D, brawling 3D+1, Technical 2D+2, computer programming/repair 3D, demolitions 3D+1, repulsorlift repair 3D+2, security 3D+1.* Character Points: 2. Move: 9. Equipment: Hold-out blaster (3D+2), 500 credits, comlink.

Kov Du Derra. *Dexterity 4D, blaster 6D, dodge 5D, Knowledge 2D+2, intimidation 5D, languages 3D, streetwise 4D+2, Mechanical 3D+1, space transports*



4D+2, starship gunnery 4D+2, Perception 3D, command 4D, investigation 4D, search 5D, Strength 3D, brawling 4D+2, Technical 2D, demolition 4D, space transports repair 3D. Character Points: 3. Move: 10. Equipment: Blaster pistol (4D), comlink.

Following the Duro

The characters quickly discover that following Kov Du Derra through the crowded and twisted streets of Mos Eisley is anything but easy. During their journey, the characters are spotted by some thugs they annoyed during an earlier misadventure. The thugs — one for every character — pursue the characters and attack; Du Derra slips away.

Thugs. All stats 2D except: *blaster 3D, dodge 2D+1, melee combat 2D+1, melee parry 2D+1, streetwise 3D+2, brawling 4D*. Move: 10. Equipment: Comlink, vibroblade (STR+1D), blaster pistol (4D).

Staging Tips. This chase and battle — and the continuing pursuit of Du Derra — can involve a number of incidental encounters. For example, the characters may stumble upon a droid who's looking for its master (perhaps one of the characters bears a passing resemblance to this person), a pick-pocket who tries to rip off one of the characters, or a traffic jam caused by a minor landspeeder accident.

During the chase, a pair of Jawas on a ronto cross

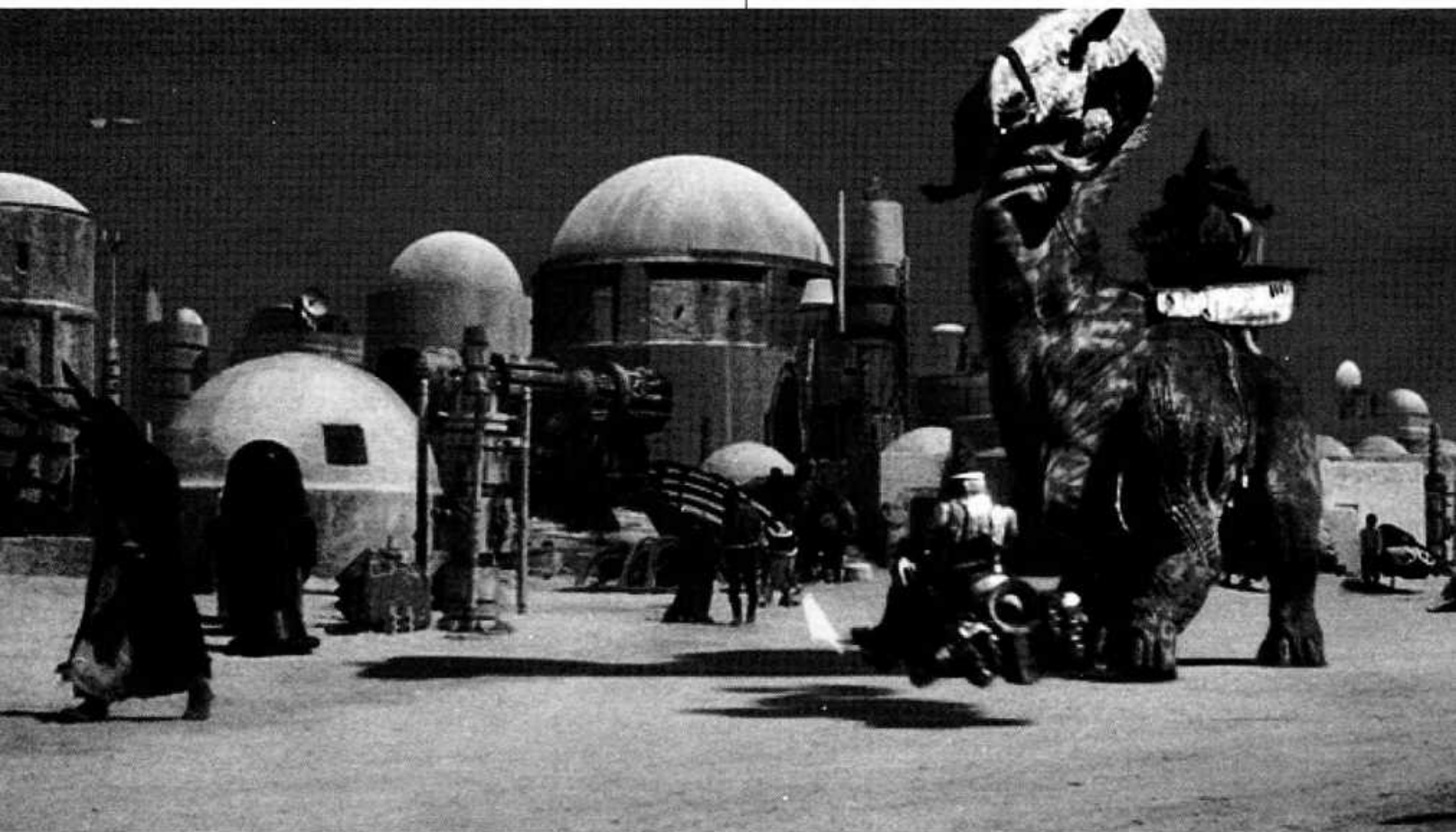
between the two groups, giving the characters a chance to get away from the thugs.

Ronto. *Dexterity 2D, running 3D, Perception 3D, Strength 5D, stamina 6D*. Special abilities: Heat endurance (rontos are extremely adaptable to desert conditions), sense of smell (rontos have keen senses of smell and get +1D to any *Perception* roll involving smell), skittish (rontos are easily upset by any machines that move quickly; add +3D to their orneriness when around fast-moving vehicles). Move: 10. Orneriness: 1D

During the battle, several of Mos Eisley's militia soldiers arrive. Assistant Security Officer Predne Balu questions the characters while the other militia troops round up the thugs. If the characters claim that they're just victims, Balu lets them go; witnesses already reported that the characters were attacked without provocation.

Mos Eisley Militia Officer. All stats are 2D except: *blaster 3D+2, dodge 4D, melee combat 3D+1, law enforcement 3D+2, streetwise 3D, con 2D+2, command 2D, brawling 3D*. Move: 10. Blaster pistol (4D, normally set on stun), comlink, three sets of binders, stun baton (Moderate difficulty, STR+1D stun), blast vest (+1D physical, +1 energy).

Staging Tips. A positive encounter with Balu and the militia troops gives the characters a chance to





establish a contact that leads into the adventure "Harvest Day."

Picking Up the Trail

After the characters evade their pursuers, a Dim-U priest approaches the characters and asks them if they were "following someone." He knows they were, and for a small donation of 10 credits to the "Adopt A Bantha Foundation," he will gladly point them in the right direction!

After adopting a bantha (they get holos and monthly updates), the Dim-U priest gladly points them in the right direction. They quickly pick up the trail of the Duro.

A Helpless Captive

They follow the Duro to a house on the edge of the city. He goes in for a few minutes, then leaves, heading back into the center of the city.

If the characters observe the house's occupants, they see a slim and very attractive Twi'lek woman and a hovering security droid (as well as Du Derra if he's still there).

If the characters enter the house, the droid tries to stop them, while the woman ducks for cover.

Security Droid. All stats are 2D except: *blaster 4D, dodge 4D, Strength 3D*. Armor plate (+1D), blaster pistol (4D). Move: 12.

The woman acts very sweet and innocent, but volunteers as little information as possible. Eventually she offers that her name is Eila. If the characters mention Nace, she claims that she's Nace's sweetheart. She says that she's going to be sold into slavery and Nace is joining Ccalras to try to save her. She begs the characters to help her!

Eila. All stats 2D except: *streetwise 5D, bargain 4D+2, con 6D, search 4D+2, sneak 5D+1*. Move: 10. Hold-out blaster (hidden, 3D+2).

Staging Tips. Play Eila as charming and seemingly naive, but she's not that good an actress. At times, her true personality — snide, manipulative and cruel — slips through, although she normally catches herself and corrects her behavior.

The Reunion

Returning with Eila brings Nace out of his depression. Nace seems quite content.

Zogrov thinks he can help — he digs out a pair of Dim-U priest robes, and explains that he's on good terms with Abbot Drayk, who runs the Dim-U Monastery. He says that he can arrange for the couple to be

hidden at the Monastery. He hurries the group along, asking the characters to scout ahead and make sure the path is clear for Nace and Eila.

As the characters sneak through the city, Zogrov keeps contact with his comlink. Eventually, the comlink broadcasts the sounds of a scuffle and a couple of blaster shots. When the characters make their way back to Zogrov, they find Eila is holding a hold-out blaster on both Nace and Zogrov. Kollan Xa, Du Derra and several Klatooinan thugs have joined the woman.

Just as the characters come upon the scene, Eila says that she wants double the money she was promised for this con. Now that Nace realizes that he's been made out to be a fool, he turns into a blithering idiot, continually muttering about how unfair his life is.

Kollan Xa's Thugs. All stats 2D except: *blaster 2D+1, brawling parry 3D+2, dodge 2D+2, melee combat 3D, melee parry 2D+2, intimidation 3D+2, streetwise 3D+2, brawling 4D, lifting 3D, stamina 2D+2*. Move: 10. Equipment: Comlink, vibroblade (STR+1D), blast vest (+1D physical, +1 energy), blaster pistol (4D).

If the characters act quickly, they should be able to duck out of sight before Xa and his thugs spot them. If they linger, Xa orders his men to attack while he, Eila and Du Derra try to drag Nace and Zogrov away.

This scene can lead to an exciting chase, but the characters should eventually come up with a plan to drive off Kollan Xa and rescue Nace and Zogrov. When the dust settles, Zogrov insists that they all head to the Dim-U Monastery for shelter. Upon arrival there, Zogrov and Abbot Drayk greet each other as old friends. Nace explains to Drayk that Ccalras Corporation is blackmailing him: Xa and Eila used the ruse of a romance. Nace knows Xa will now just threaten him unless he cooperates: Ccalras wants him to report on security and customs patrols.

Drayk smiles, explaining that Ccalras is a front company for Jabba the Hutt. Because of several recent incidents, particularly that one with Solo, Mos Eisley Customs has been much more strict in inspections. Jabba is looking for ways to get his cargoes in and out of Mos Eisley without any hassle.

Jabba can be quite persistent, but Drayk can offer some sort of protection: the Dim-U Monastery hides a computer slicing and forging operation. If Nace is willing to provide the occasional false transponder code, Drayk promises that he can use his contacts in the city to keep Jabba's minions quite distracted ... distracted enough that they'll forget all about Nace!

There's Many a Slip Betwixt Cup and Lip

The characters are contacted by Labria, who has a valuable cargo he's willing to part with. If they bring plenty of credits to the Mos Eisley Cantina, perhaps a deal can be arranged.

Upon meeting Labria at the Cantina, he explains that he knows how to get a cargo of espionage matrixes for use in protocol and servant droids. These valuable droid parts could be very helpful to any number of beings, including Jabba the Hutt or perhaps the Rebellion. Labria wants 10,000 credits for the cargo of 50 matrixes; any character making a Moderate *value* or Difficult *streetwise* or *droid programming* roll realizes the cargo is worth 50,000 credits on the black market.

With prodding, Labria reveals that this cargo belonged to a careless spacer who was arrested by Mos Eisley Customs for smuggling. The spacer is now sitting in the Mos Eisley Police Station. The police don't have enough officers to guard the cargo, so it's still in a docking bay behind locked doors, undelivered and unclaimed. If the cargo is "taken care of" before the smuggler is released, there are plenty of profits to be made.

While Labria is wrapping up his explanation, he is interrupted by a menacing-looking Rodian, who is accompanied by a Jawa in blue robes and a young Chadra-Fan. The Rodian snarls at Labria, pulling him away from the table. The Rodian tersely tells the characters (in Basic) that Labria has a very important meeting *now*.

The trio forces Labria out the back door. If the characters try to protect Labria, the Jawa and the Chadra-Fan distract them by kicking them in the shins and trying to scuttle away and hide in the crowd. Meanwhile, the Rodian continues to drag Labria, who is screaming for help. No one in the Cantina acts to protect the Devaronian.

Rait the Chadra-Fan. All stats 2D except: *blaster* 2D+1, *dodge* 3D, *pick pocket* 4D, *languages* 3D+2, *streetwise* 3D, *con* 3D+1, *search* 3D+2, *Strength* 1D+2, *climbing/jumping* 3D. Move: 8. Equipment: Stun pistol

(4D stun), 5 credits, miscellaneous useless trinkets.

Rait is a nervous, chittering Chadra-Fan. He acts as a spy and look-out for Voushon. While nervous around strangers, once he gets used to someone he becomes quite curious, incessantly poking and prodding his new friends. While he doesn't speak Basic, Rait understands the language.

Wrex the Jawa. All stats 2D except: *blaster* 2D+2, *dodge* 3D, *streetwise* 4D, *survival: desert* 4D+2, *value* 3D+1, *Mechanical* 3D, *ground vehicle operation: sandcrawler* 3D+1, *Perception* 1D, *bargain* 4D, *con* 3D+1, *Strength* 1D, *climbing/jumping* 2D+2, *Technical* 3D, *computer programming/repair* 4D, *repulsorlift repair* 4D+2. Move: 8. Equipment: Jawa ionization gun (+1D to *blaster* skill, 3D ionization damage affects droids only), tool kit, worn blue robes, bandoleers with pouches.

Wrex is a typical Jawa, although he prefers blue robes to the traditional brown. Wrex acts as a liaison between Big Bunji and the various Jawa tribes that trade in Mos Eisley. Wrex is also a good spy since few people bother to notice the tiny Jawa lurking in the background.

Voushon the Rodian. *Dexterity* 4D, *dodge* 5D, *melee combat* 6D, *melee parry* 5D, *Knowledge* 2D, *intimidation* 4D, *survival: desert* 5D, *streetwise* 4D, *Mechanical* 3D, *beast riding* 5D, *Perception* 3D, *search* 5D, *Strength* 4D, *brawling* 5D+1, *climbing/jumping* 5D, *lifting* 5D, *stamina* 6D, *Technical* 1D+2, *first aid* 3D. Character Points: 5. Move 11. Equipment: Blaster pistol (4D), vibroblade (STR+1D).

Voushon has worked for Big Bunji for a couple of years and is now trying to mastermind a rescue mission. He speaks Basic fluently, although his voice has a nasal, squeaky tone. While Voushon tries to come across as a stereotypical heartless thug, he's actually a lot more moral than he lets on. Voushon likes smuggling because no one gets hurt. The Rodian plays tough, but is extremely reluctant to use physical vio-



lence — although he's enjoying terrifying Labria since the Devaronian spy has been a thorn in his side for a long time.

When the characters catch up with the group, the Rodian and his two companions are threatening Labria. Labria is trying to talk his way out of trouble:

"It's not my fault. Big Bunji and I have done business for years. I wouldn't want to see him hauled off to an Imperial prison facility. I didn't do it ... someone else must've tipped the Customs crews off. Maybe it was Garindan? I didn't do it — I swear!"

If Labria sees the characters, he begs for help. He makes sure not to mention the droid matrixes. If the characters rescue Labria, he tells them that those "dangerous thugs" work for Big Bunji, the smuggler who got arrested for having the droid matrixes. He says they blame him for Bunji's arrest, but he had nothing to do with it; someone else must have told the Customs department about the droid matrixes!

Labria then slyly explains that Bunji's impounded ship is in Docking Bay 86: if the characters hurry, they should be able to steal the cargo before Bunji's associates get back to the bay. Cut to "Docking Bay 86."

If the characters mention the droid matrixes in front of Bunji's associates, Voushon the Rodian gets quite angry but lets Labria go. He then recruits the characters; cut to "The Deal."

Docking Bay 86

If the characters try to break into Docking Bay 86, they must first make a Moderate *security* roll to get through the locked doors without setting off the alarm. Failing the roll by three or more points means the characters activate the alarm system: Mos Eisley Spaceport Security guards arrive 10 minutes later to investigate.

Inside the bay, the characters see a nondescript Corellian YT-1300 freighter. No one is inside the bay.

The freighter also has a lock system — the characters must make a Difficult *security* roll to pry open the locks. Failing the roll simply means that the ship remains locked; there is no alarm.

Once aboard the ship, a thorough search reveals that there is no cargo aboard. While the characters are conducting their search, Voushon, Wrex, and Rait return to the docking bay. They soon confront the characters, but rather than fight, they offer to make a deal. When the characters ask about the cargo, Voushon laughs. "Labria's sources were wrong again. But if we work together, we can all get rich ..."

Cut to "The Deal."

The Deal

Voushon is trying to recruit the characters to help him. He explains the situation:

"My boss is Big Bunji, one of the big smuggling brokers here in Mos Eisley. Although he's quite wealthy, he still likes to roll up his sleeves and go out on a run now and again just to keep the reflexes

sharp. This time, though, he got himself into a lot of trouble.

"He was hauling a cargo of espionage droid matrixes. Big credits in the right place, and Mos Eisley's the right place. It was too tempting for Bunji to pass up.

"Too bad there are some jealous types around here. Someone told Customs what was going on and Bunji got himself arrested.

"The Customs officials arrested him on minor stuff ... paperwork out of order, that sort of thing ... because Bunji hid the cargo. Unfortunately, Bunji's been in trouble on a bunch of worlds and most of them want his skin. The Imperials are supposed to arrive soon and take him off-planet to stand trial.

"Then there's the cargo. We don't know where it is, the Customs goons don't know where it is ... even the mighty Jabba would have a tough time tracking this cargo down. And it's worth a lot.

"Here's the deal. You help us rescue Bunji, we'll give you 10 of those matrixes on the condition you sell them off world. They're worth 10,000 to the right people."

Voushon isn't willing to budge: he's offering a fortune. And, as he's quick to point out, how hard can it be to bust someone out of Mos Eisley's police station?

Once the characters accept, Voushon sends the characters and Wrex on several errands, while he and Rait go to study the Mos Eisley Police Station. The characters must do the following:

- Find out when the Imperial prison shuttle is arriving. If the characters have no idea where to begin, Voushon suggests they contact Abbot Drayk at the Dim-U Monastery or they should find someone at the Spaceport Control Tower. Cut to "The Prison Shuttle."
- Arrange for a get-away speeder. Wrex says he knows just the place. Cut to "A Not-So-Quick Get-Away."
- Find an escape ship. If the characters don't have any contacts in the smuggler community, Voushon suggests they seek out Bom Vimdin, an Advoszec smuggler who frequents the Mos Eisley Cantina. Cut to "Transportation Off This Rock."

Spies in the Shadows

While the characters are completing these errands, they have another encounter with Labria. They spot him while he's obviously trailing them; if confronted, he sincerely apologizes for the earlier misunderstanding. He explains that he was working with incomplete information before, but he'd love to help the characters earn a fortune. He proposes joining forces, offering to split the take. He even says that he can get additional guards to overpower Bunji and his companions, so he and the characters can have the whole cargo to themselves.

However, this is all a ruse by Labria. He truly ex-

pects the characters to chase him away, but his main objective is to distract the characters for a few minutes. Lurking in the background is Garindan ("Long Snoot"), who's trying to discover where the cargo is. Garindan has hired several people to "jostle" the characters as they walk by; one of these citizens has a micro-comlink, which is supposed to be inconspicuously slapped on a character's shirt. Garindan plans to listen in on the comlink and follow its homing beacon to learn the characters' plans.

The citizen attaches the comlink; unless the character makes a point of thoroughly searching his person for the comlink, a Very Difficult *hide* roll is needed to spot the comlink, which is barely a centimeter across.

The Prison Shuttle

To learn when the prison shuttle is going to show up, the characters can go to Abbot Drayk at the Dim-U Monastery or Beeyon Nace at the Spaceport Control Tower. If things went well in "Vested Interest," both should be willing to help out for a modest fee.

Wrex — via a droid on hand that interprets for him — promises 1,000 credits. Nace accepts this fee. Drayk demands no less than 5,000; Wrex eventually agrees.

Nace simply has to look at the incoming ship schedule. In Drayk's case, once the characters have left, he calls Nace to get this information. In both cases, the characters are assured that they'll be called via comlink once the information is found.

A Not-So-Quick Get-Away

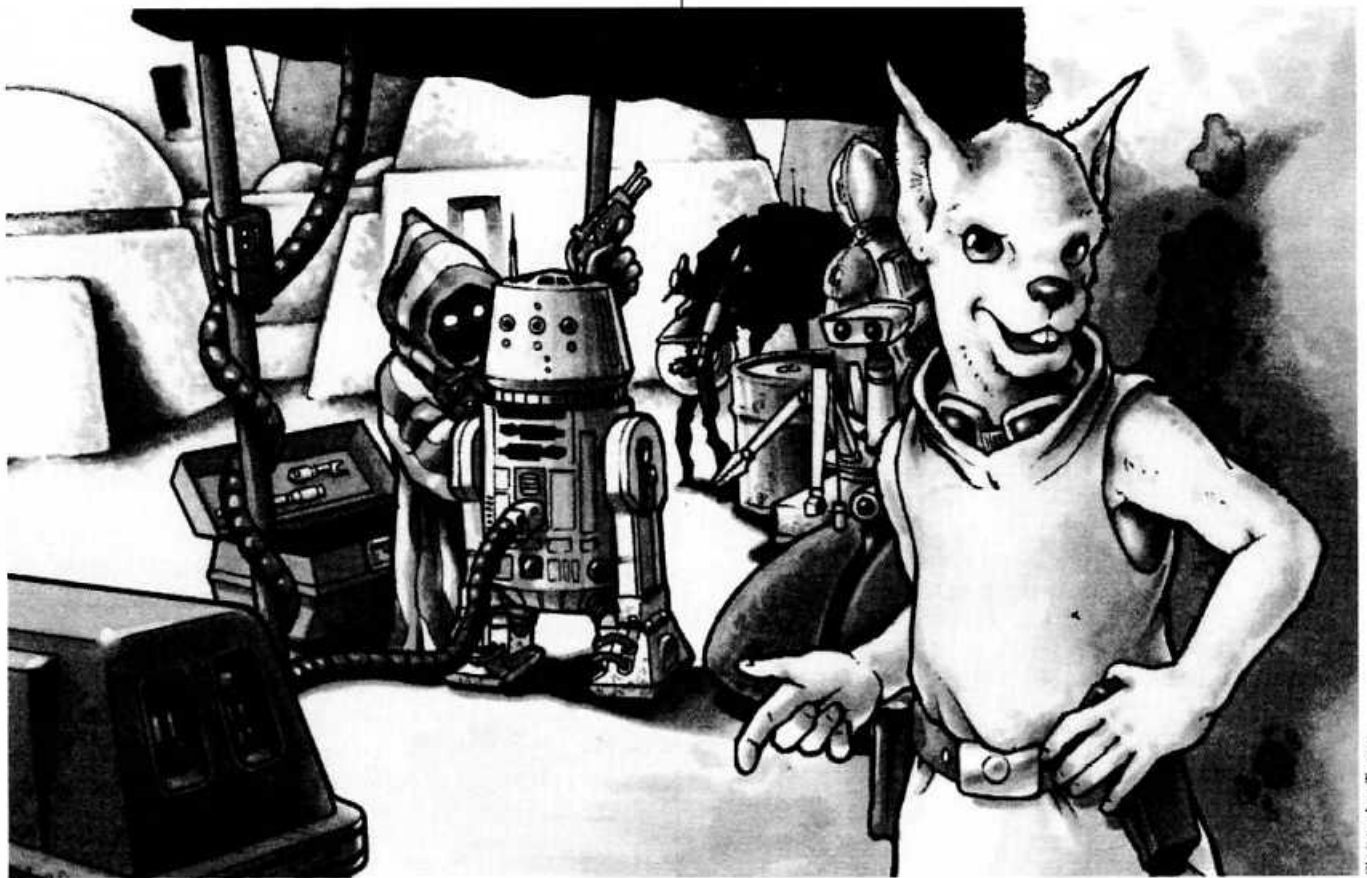
For a get-away vehicle, Wrex drags the characters to Jawa Traders. He says that he's on good terms with Aguilae, the Jawa co-owner, and they should be able to get a great deal.

Upon entering the droid lot, they are greeted by Mace Windu, a Squib and the lot's other co-owner. Mace says that Aguilae isn't in today, but he promises to make a "good, good, best" deal. After Wrex jabbars for a few minutes, Mace admits that he does have a landspeeder out back, but it's "valuable much. Need plenty of good stuff to let it go."

While the negotiations initially involve only Mace and Wrex, Mace quickly drags the characters into the middle of the deal by demanding some of their possessions.

Staging Tip. This scene should be a humorous and incredibly intricate negotiation scene. As Mace makes the deal more complex, the characters should start to feel that "no reward is worth this."

While Mace and Wrex prattle on, a trio of mean-looking "customers" come onto the lot. They interrupt Mace and soon begin bullying him; the characters overhear that they are actually some of Jabba's thugs and they're looking for the protection money they're owed. While Mace tries to stand up to them, the thugs soon start knocking over the droids and threatening him.



Christopher Trevas



Wrex tries to get out of the way, but trips over one of the thugs. In some way or another, the characters should become involved in this confrontation — if nothing else, the thugs start hassling them as well.

The thugs flee once the characters stand up to them. In gratitude, Mace promises to loan Wrex and the characters the landspeeder out back, but they have to promise to bring it back in good shape.

The landspeeder seats eight beings and appears to be in good shape; it has a brilliant blue paint scheme and silver trim. However, once the repulsorlift drive is started up, smoke begins belching from the back. (Mace assures the characters that there's nothing wrong. "The smoke will stop right away ... faster than that, even.") Eventually, the smoke stops, and while the speeder does run reliably, it's hard to get over the smell of burning circuitry that fills the passenger compartment.

Landspeeder. Speeder-scale, maneuverability 1D, move 115; 300 kmh, body strength 2D.

Transportation Off This Rock

The characters can find Bom Vimdin in the Cantina. At the gamemaster's discretion, the characters can also hire a smuggler they might have encountered in a previous adventure.

Vimdin is a cold, calculating individual who works for anyone with the credits. He seems disinterested unless the characters explain that Big Bunji is involved, in which case Vimdin will take the job for either 10,000 credits or four future unspecified smuggling cargoes. Wrex quickly agrees. Vimdin says that his ship, the *Blood Freeze*, is in Docking Bay 65; he tells them that he'll be ready to go as soon as they show up.

Bom Vimdin. *Dexterity 2D+1, blaster 3D+1, dodge 4D+1, melee combat 3D+2, melee parry 3D+1, pick pocket 4D, Knowledge 2D+1, alien species 3D, bureaucracy 3D+1, law enforcement 7D+1, streetwise 5D+1, value 4D, Mechanical 3D+2, astrogation 4D+2, repulsorlift operation 4D, space transports 4D, starship gunnery 5D, starship shields 3D+1, Perception 3D, bargain 7D, con 7D+2, gambling 3D+1, hide 4D, investigation 5D+2, search 3D+1, sneak 3D+2, Strength 3D, brawling 3D+1, climbing/jumping 3D+2, Technical 2D+2, computer programming/repair 3D, demolition 3D+1, repulsorlift repair 3D+2, security 8D+1, space transport repair 4D.* Force Points: 1. Character Points: 9. Move: 9. Equipment: blaster pistol (4D)

Blood Freeze. Ghtroc freighter, starfighter-scale, hyperdrive multiplier x2, maneuverability 1D, space 3, atmosphere 260; 750 kmh, hull 3D+2, shields 1D. Weapons: One double laser cannon (fire control 1D+2, damage 4D).

Planning the Rescue

The next morning, the characters are comlinked by Drayk or Nace and told that Bunji is being transported

in a hover-truck to Docking Bay 94 at 1000 hours. With the route and time in hand, the characters can set up their ambush.

Drayk also offers the characters Ccalras Corporation IDs, which they are supposed to drop at the scene. This will implicate Ccalras in this incident and prevent the characters from being identified (as long as they get away, that is). Drayk slyly comments, "This will keep Jabba busy!"

If they are under-powered, then Voushon suggests that the characters contact Kayson at his weapon shop; Kayson gives them a fair price if they mention they are helping Big Bunji.

The Ambush

This mission seems to be simple at first; the hover-truck appears to have no escort. However, things go horribly wrong once the rescue attempt begins: the hover-truck's doors open and 10 sandtroopers pour out of the vehicle, while two dozen security officers block the streets. The characters are informed that they're under arrest! (Needless to say, Garindan used his comlink or found other ways of spying on the characters, and reported their plans to Prefect Talmont.)

Just as things are beginning to look desperate, dozens of droids wander into the area, blocking the line of fire for the security guards and creating a lot of confusion. This gives the characters the opportunity to escape; while fleeing, they see Mace Windu and Aguilae in the alleys, chuckling to themselves as they observe the confusion their droids have created. (Windu is returning the favor for his previous rescue!)

One Last Chance

The characters are comlinked again and told that the prison shuttle is actually landing in Docking Bay 87 — and Bunji is already there! They have to hurry to rescue Bunji!

At the Docking Bay, the characters face very little opposition: there are only half a dozen guards and another four stormtroopers protecting Bunji.

Mos Eisley Security Officers. All stats 2D except: *blaster 3D, brawling parry 3D, dodge 4D, vehicle blasters 4D, intimidation 3D, survival 3D, beast riding 3D+1, command 3D, search 3D+2, brawling 3D.* Move: 10. Equipment: Blast vest (+1D physical, +1 energy), blaster pistol (4D), comlink, IDs

If the characters act quickly, they rescue Bunji and escape into the crowded alleys; if the characters are too slow or leave a trail, they are pursued through the city and a wild chase begins.

Getting the Cargo

Once free of the pursuing guards, Voushon explains to Big Bunji that the characters orchestrated his rescue — although they were working for Labria at first! Bunji sticks to the agreement Voushon made and offers to lead everyone to the cargo.



Christopher Trevas

Bunji leads the characters to a small antique shop, which has a hidden entrance to Mos Eisley's network of underground caverns.

Staging Tip. Depending upon the pacing wanted for this adventure, you can make picking up the cargo a simple matter ... or make finding the cargo just the beginning of the adventure!

You can have any number of encounters in the caverns. Perhaps someone has absconded with the cargo. The Mos Eisley Militia is now out in full force to find Bunji and may send an expedition down into the

caves. There may be any number of dangerous creatures and individuals hiding down here — Ranats, scurriers, womp rats, gangsters, rogue droids and so forth.

With the cargo in hand, the characters and Bunji race to Docking Bay 65, while trying to avoid security patrols and Garindan's agents. As he heads up the *Blood Freeze's* boarding ramp, Bunji offers the characters the espionage matrixes ... and promises to look them up again next time he's on-planet.

Harvest Day

Harvest Day is one of Mos Eisley's biggest times of celebration. Thousands of moisture farmers converge on the desert spaceport, their skiffs and landspeeders burdened with water canisters, homemade wares, and fruits and vegetables fresh from underground hydroponics stations. In this time of hectic negotiating and celebration, Mos Eisley's citizens and the visiting farmers congregate in every shop, market and pub. The streets are filled with vendors and peddlers; spacers, aliens, droids and every being imaginable look for deals on precious goods and gaudy trinkets.

However, with all the excitement comes trouble. Petty crime skyrockets as unscrupulous hoodlums engage in theft, vandalism and robbery. Tensions between moisture farmers and rowdy spacers, fueled by free-flowing spirits and the excitement in the air, erupt into brawls and blaster-duels.

With Harvest Day being tomorrow, the characters are approached by Mos Eisley Assistant Security Officer Predne Balu. Because of a shortage of officers — and knowing the kind of chaos that tends to erupt

during Harvest Day — he offers the characters 200 credits each if they'll serve as temporary militia and help maintain order. If the characters bargain, he offers a bonus of 25 credits per criminal who's rounded up for any serious offenses.

Staging Tips. Balu chooses the characters because it's assumed they've established their basic credibility and morality to him in previous adventures. For example, in "Vested Interest" they try to save Beeyon Nace from slavery. Even though they might have worked against Balu in the past, perhaps he likes the way they do things — and besides, everyone else has already turned Balu down and they're the only ones left who he'd trust with a badge!

A good motivation to get the characters involved is to have them being pursued by some of Mos Eisley's villainous thugs — Jabba's men, swoop gangers, or pirates will do. With the power of the law supporting them, the characters will have plenty of protection ... and they may even be able to bring these foes to justice.



Christopher Trevas

Training

Once the characters agree to the job, Balu takes them to the Mos Eisley Police Station for training. He goes through a quick review of Mos Eisley's laws. (See pages 21-22 of *Galaxy Guide 7*.)

Balu warns the characters to be cautious. Their job is to protect the citizens from harm; minor crimes are to be overlooked. He orders them to patrol the city — particularly the rough-and-tumble downtown starport area — and address situations as they encounter them. They can call for backup on their comlinks, but Balu makes it clear that he expects the characters to handle situations on their own. They have the authority to arrest anyone who's committed a serious offense, but for minor incidents their objective should be to calm everyone down and convince people to peacefully go about their business.

He issues each character a stun pistol (4D stun damage, 5/10/25), identification badges, a comlink secured to the police comm frequency, and a blast vest (tan with blue lettering indicating "Mos Eisley Militia"; the twin suns design of Mos Eisley is also in blue).

Balu warns the characters about the stormtroopers. He says that they're a nuisance because they can issue orders to just about everyone — including the characters. "They get their noses into the middle of every problem and just make things worse."

The Harvest Arrives

Harvest Day is a wild, city-wide event and things tend to get rather boisterous and rowdy. This adventure isn't about combat — although there are a lot of physical obstacles. Rather, communication and roleplaying are the best methods for resolving these situations. As representatives of the law, the characters are duty-bound to be good role models!

The key to making this an entertaining adventure is to keep the characters constantly moving. Characters have to deal with everything from mundane encounters — angry cantina patrons and petty thieves — to extremely dangerous situations. Perhaps the characters have to defuse a bomb, protect a smuggler from Imperial stormtroopers (Balu explains, "I don't want to know. If I don't know about it, I don't have to file a report on it."), or rescue a cargo of captured slaves from the clutches of Kollen Xa. Plot threads and subplots should continuously overlap: just as the characters are resolving one problem, another demands their attention. Never let them rest because there is so much going on!

This adventure is also a great chance to reintroduce old friends and enemies, or introduce new

characters who will be playing a role in future adventures. For example, the characters may meet Diew Rejeff, a fair-minded and wealthy merchant who figures prominently in the adventure "The Passage from Perdition." This adventure is also a great chance to introduce famous personalities, perhaps including cameos by Jabba the Hutt, Bib Fortuna and even Boba Fett.

Below is a list of several events that can happen during the day.

Bank Robbery

Three droids attempt to rob Zygian's Banking Concern, believing that the bank "robbed" their master of his land. The misguided machines are trying to help him, but Zygian's manager refuses to negotiate. One of the droids is obviously unstable and his "temper" is rising!

The characters have a number of options. They may have to find the owner, who can talk the droids into cooperating... but first the owner has to be convinced that he won't be carted off to jail due to the actions of his droids. Perhaps the characters can infiltrate the bank and find a way to slap restraining bolts onto the machines; or maybe some Jawas are willing to help deactivate the droids if they're allowed to keep them!

Running the Gauntlet Swoop Race

The characters are called in to stop two swoop gangs from "Running the Gauntlet." This "game" involves racing through Mos Eisley's crowded main streets as quickly as possible. Each swooper must dodge, ram and blast anything that gets in his way in an attempt to be the first one to the eastern edge of town. Of course, the swoopers aren't going to appreciate the characters stopping their fun!

Spooked Rontos

When a pair of rontos are spooked during the swoop race, it's up to the characters to stop them from stampeding into the main square! Can the characters and the rontos' Jawa owners calm down the massive creatures?

Lost Child

When a moisture farmer's small son is reported missing, it's up to the characters to find him. The true story can range from relatively innocent — he got lost and is now following a bunch of Jawas around — to much more sinister: perhaps slavers are trying to increase their stock!

Cantina Clamor

A fight erupts at the Cantina (or a similar spacer bar) and the aliens, swoopers and thugs are prepared to settle things with blasters. Just as the



Christopher Trevas



characters think they have things under control, stormtroopers arrive to help ... and cause even more trouble.

Berserkers ...

A large alien has had a little too much lum and he's spoiling for a fight; a swoop gang is willing to oblige. Unfortunately, the alien has some very equally large and angry friends lurking about ... and stun settings don't seem to be affecting them! Can the characters resolve this situation peacefully?

Domestic Dispute at the Inn

When a Rodian couple have a domestic dispute (about who gets to hunt a specific bounty), their tussle spills into the street. While civilians flee the trouble, the characters get to mediate the situation ... only to have the bounty in question wander by!

Out of Season

The characters are making a call when a bounty hunter tries to capture one of them. Imagine the hunter's surprise when he discovers that he just tried to capture a law officer!



The Passage From Perdition

Setting: The time is shortly after the death of Jabba the Hutt. While the Rebel fleet prepares for its assault on the Second Death Star, Mos Eisley is thrown into chaos in the aftermath of Jabba the Hutt's death.

Mos Eisley is in turmoil. The countless criminal gangs and flunkies, once held in check by the fear of Jabba's wrath, have turned upon each other, waging an open gang war for control of the city. Meanwhile, Imperial Prefect Talmont struggles to protect the citizens: stormtrooper patrols comb the streets trying to round up troublemakers, while Mos Eisley's unarmed citizens hide behind barricaded doors and windows, hoping for an end to the conflict.

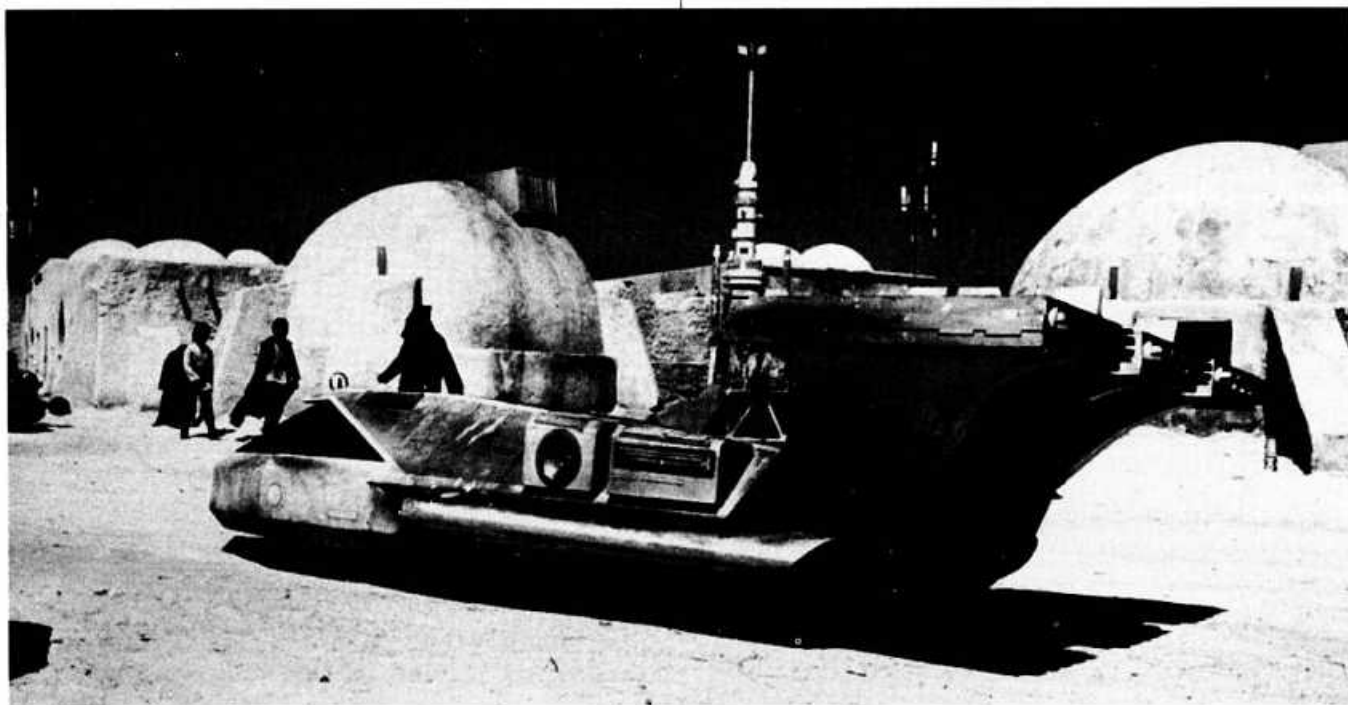
This adventure is designed for characters who have reputations as upstanding, law-abiding citizens. Characters who did a good job during the adventure "Harvest Day" are particularly good for this adventure. The characters are contacted and asked to come to the Cantina.

At the Cantina

The characters are in the Cantina, which Chalmun is rebuilding after a recent firebombing attack by swoop gangers. Chalmun directs the remodelers, including several droids, much to the Wookiee's displeasure. With Wuher the bartender translating, Chalmun explains that Diew Rejeff, a merchant and a good friend of his, disappeared three days ago. Diew is a prominent citizen with wealth and a strong desire to drive the Empire from Tatooine: he could rally the citizens to drive out the gangsters and depose Prefect Talmont, allowing Tatooine to be a free world. Diew's off-world trading contacts would bring in enough business to keep Mos Eisley's economy stable.

As Chalmun and Wuher conclude, the characters hear the sound of swoops racing by. A small firebomb bounces into the doorway, but two Artoo droids put the fires out quickly with their extinguishers.

Chalmun, enraged by this attack, races out into the street and pulls one of the taunting swoopers from his vehicle. Five more swoop gangers close in on Chalmun,





intending to kill the enraged Wookiee. (Chalmun's stats are on page 54 of *Galaxy Guide 7*.)

Typical Swoop Trooper. All stats 2D except: *blaster 4D+2, dodge 3D, melee combat 4D, intimidation 3D, streetwise 2D+2, swoop operation 5D, brawling 4D+2*. Move: 10. Equipment: Blaster pistol (4D), various melee weapons (STR+2 to STR+3D), swoop.

The characters (or other concerned citizens) move to save the Wookiee. As the swoops depart, one ganger identifies himself as "Mossol the Menace." He throws down a small tube and races away.

The tube contains a flimsiplast sheet which says, "We are holding Rejeff. We want 50,000 credits by sun-up tomorrow or we kill him. Meet us outside the Lucky Despot. Don't try anything foolish — it would be a waste to have to kill your friend!"

Chalmun is quite concerned and asks the characters to see if they can find out where the swoopers are holding Rejeff and rescue him. Chalmun and the others will try to get the Imperials to investigate and gather the ransom money, although Chalmun is extremely upset at the prospect of paying ransom money to a bunch of thugs.

Chalmun directs the characters to Abbot Drayk of the Dim-U Monastery and Valarian, the Whipid who owns the Lucky Despot. Both of them might have information.

On the Street

Mos Eisley is under siege. Citizens shuffle along fearfully, ever wary of the whine of swoop motors. Stormtroopers check everyone's identity card and give the locals a hard time about the slightest infractions. When stormtroopers aren't around, the gangsters and swoopers emerge from the shadows, continuing their turf war.

Abbot Drayk. Having been under constant attack since the fighting began, Abbot Drayk and his "monks" know very little about Rejeff. However, he says that he and his monks will be alert for information; he gives them a comlink (if they don't already have one) so he can contact them if something pops up.

Lady Valarian. The Whipid crime lord is uncooperative at first, but if the characters are persistent she helps them out. Valarian reveals that she established a treaty with Swang, leader of one of the more dangerous swoop gangs. Valarian says the deal was simple — she stays out of his business, and he and his thugs don't bother her operations. However, Swang has already proven far too greedy, attacking several stores that were under her protection. Valarian says she'd much rather see his reign come to an abrupt end.

She tells them that some of her "eyes" saw Swang himself come into the city on the day Rejeff disappeared; he headed to Jabba's townhouse, which the gang appeared to have claimed. She knows the swoopers took at least one prisoner to the townhouse. By the next morning, all the swoopers were gone,

having left sometime during the night. Since then, Swang hasn't been seen or heard from, but his men continue their raids.

Jabba's Townhouse

The characters must again negotiate the dangerous streets of Mos Eisley to get to Jabba's townhouse. While a few sturdy swoop gang members guard the place, their security is far from perfect; quick-thinking characters should be able to use grapples to get onto the roof or climb up to a window. If the characters take the direct approach, these guards put up a good fight but they flee if two or more are wounded.

Once inside the townhouse, the characters find that the building has been cleaned out. All computers and records are gone. All furnishings have been removed. There are many blaster holes in the walls and floors — there was a savage battle for control of the townhouse. (For the layout of the townhouse, see pages 45–50 of *Galaxy Guide 7*.)

The characters are attacked by a dozen kayven whistlers. These creatures, set free during the battle, hid when they heard the characters enter the townhouse. Once the whistlers realized that only a few people were in the building, their great appetites took control.

If the characters search the nests of these voracious beasts (near the ceiling of the audience chamber), the characters spot Rejeff's comlink and identity card.

Kayven Whistlers. *Dexterity 4D, brawling parry 6D, Perception 2D, Strength 4D, brawling 6D*. Move: 15. Razed teeth (STR+2D damage).

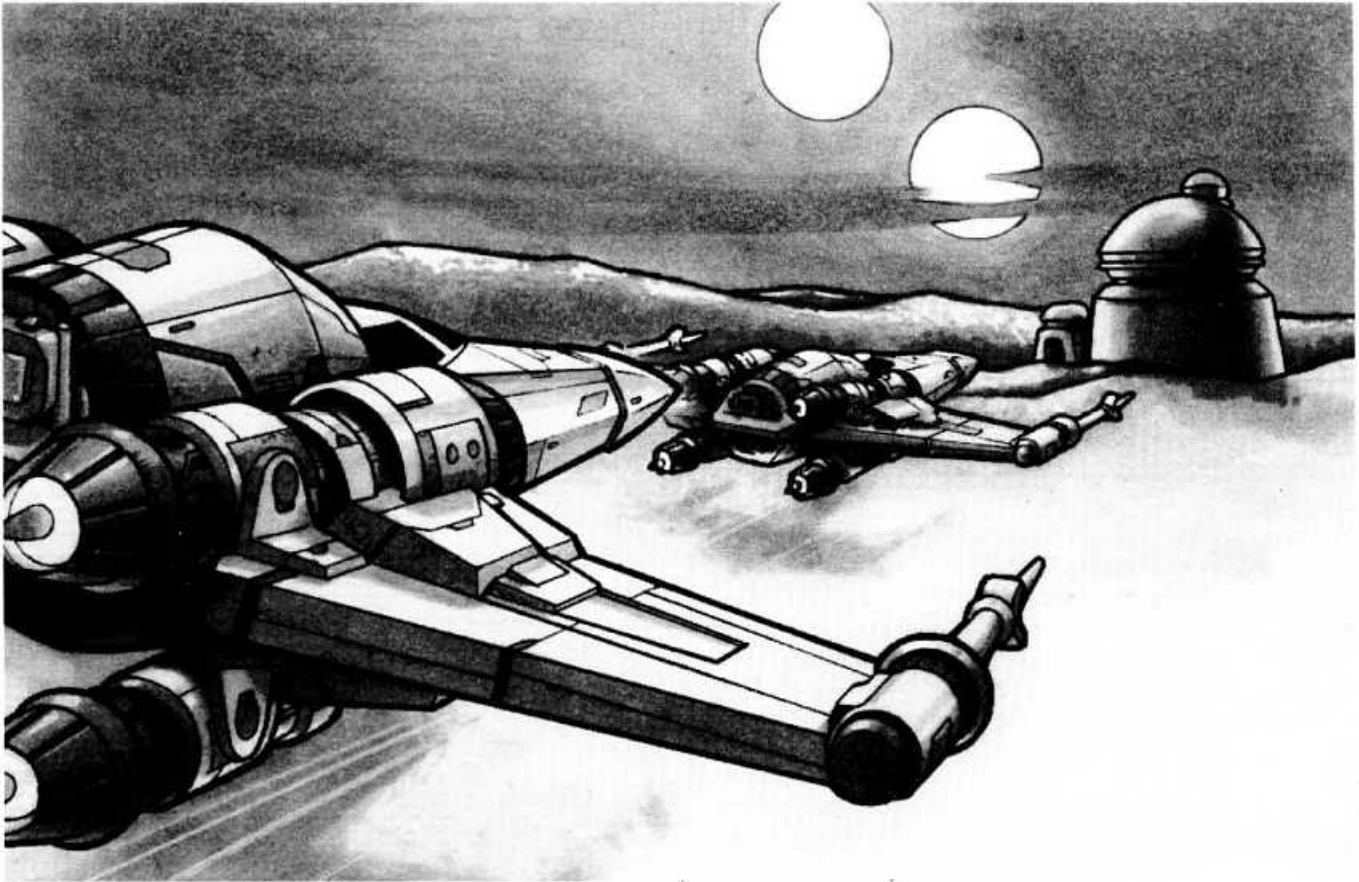
There is a blasted servant droid in the last guest room. If they power up the droid (Very Easy *droid repair* roll), the droid begins reciting the last few seconds before it was blasted. The droid has an abrasive, haughty and quite evil personality. Read aloud:

"The master will be very upset that you stole the maps to his bunkers in the Swallowing Wastes. And holding Merchant Rejeff for ransom — he's been paying Master Jabba protection money for years. Jabba will feed you to the rancor for this!"

Very soon the droid comes to its senses and demands to know who the characters are and what they're doing here. The droid is quite dismayed if it learns that Jabba is dead, although it mutters to itself that it should be able to make a fortune off the gullible citizens of the city. The droid refuses to cooperate further; if the characters decide to bring it along with them, it causes no end of trouble.

Staging Tips. This droid — which refuses to divulge its name — is exceptionally obnoxious and mean-spirited. It seems to have greatly enjoyed serving Jabba. Play this droid so that the characters will want to blast it just to get it to shut up.

Within moments, Abbot Drayk calls them on the comlink. He explains that he just intercepted a sub-



Christopher Trevas

space conversation between Prefect Talmont and an Imperial Customs corvette which appeared in-system a few moments ago.

Drayk plays the conversation aloud: the Customs corvette explains that no reinforcements are available as Imperial forces are otherwise occupied. Talmont sounds desperate, explaining that he can't keep the gang war going forever; he needs more forces to impose martial law on the city or else the citizens will rise up and cast him out of power when they find out about what happened at Endor.

Drayk points out that if the city's residents found out that Drayk was encouraging the gang war, he'd have a revolution on his hands. When the characters mention Jabba's bunker in the Swallowing Wastes, Drayk summons them back to the Dim-U Monastery, where he outfits them with a landspeeder and a portable scanner.

Out in the Wastes

The characters must search the Swallowing Wastes for the bunker. The barren area, far to the east of Mos Eisley, is considered as dangerous as the Jundland Wastes. It's rumored that the area is populated by Tusken Raiders.

Staging Tips. You can allow the characters to find the bunker with relatively few complications, or you may have them encounter Sand People, a starship

wreck, moisture farmers, and perhaps even a swoop gang patrol headed to the bunker.

The scanner detects Jabba's bunker from two kilometers away. The mountains offer the characters plenty of cover to sneak up on the complex, which consists of an egg-shaped building. The scanner detects massive power readings, suggesting that much of the bunker is underground. Guards roam the perimeter in pairs.

While the characters are checking out the bunker, they hear the roar of starship engines. Within moments, six Z-95 Headhunter starfighters zoom overhead, heading towards the bunker. The mountainside suddenly parts to reveal a perfectly camouflaged hangar bay.

Staging Tips. Hopefully, the characters hid their landspeeder before the Z-95s arrived. While the Z-95s weren't scanning for vehicles, if the speeder was out in the open, you could decide that one of the Z-95 pilots spotted the speeder and reported it to Swang. In this case, a patrol of five swoops comes out to investigate — although this may give the characters a chance to subdue the none-too-bright swoop riders.

Swoops. Speeder-scale, maneuverability 4D, move 210; 610 kmh, body strength 1D.

Z-95 Headhunters. Starfighter-scale, maneuverability 1D, space 6, atmosphere 330; 950 kmh, hull 4D, shields 1D. Weapons: 2 triple blasters (fire control 1D,



damage 3D), concussion missiles (fire control 1D, damage 7D).

The characters have many ways of getting inside the bunker. They might try to slip through security, or they might be able to disguise themselves as swoopers and race right inside.

Inside the Bunker

The bunker extends far underground. There are numerous patrols, but most of the guards are lazy and poorly-trained: unless the characters draw attention to themselves, none of the guards suspect that the characters don't belong there.

When one of the guard patrols passes by, the characters overhear the guards talking amongst themselves. One mentions Swang taking a "rich Mos Eisley merchant" for ransom; he's being held down in the prisoner cells on the bottom level.

The other guard laughs and says he wonders what Swang will do with the ransom money — and with the merchant's body. "There's no way he's going to let Rejeff live. He's too dangerous for Swang to let him go."

A third guard jokes that it won't matter much, since Swang is going to use the Z-95 fighters to bomb Mos Eisley and wipe out the Imperials and gangsters who are fighting him. "And he'll bomb anyone else who stands up to him! Swang's going to rule Mos Eisley or he's going to burn the place down!"

Completing the Rescue

Rather than dictate a specific course of action, this section outlines a few of the players' options, along with guidelines for the final situation at the end of the battle.

If the characters try to rescue Rejeff, they must skirt numerous patrols and incapacitate Rejeff's guards

before they sound the alarm. The characters may escape using their landspeeder, swoops or even the Z-95s; most likely, Swang's men follow, leading to a rousing chase across the desert.

The characters can use their comlink to call Drayk for assistance. While several smuggler ships soon arrive to destroy the bunker and the hangar bay, the characters are discovered by Swang's men and must somehow escape from the bunker before it is destroyed.

Conclusion. The conclusion of this adventure should set up the following situations:

- Diew Rejeff should arrive in Mos Eisley, safe and unharmed.
- Swang should still be alive — with much of his organization intact — but his Z-95s are destroyed or otherwise prevented from bombing Mos Eisley.

During the brief celebration after Rejeff's return, a human claiming to be a member of the Rebel Alliance arrives. He introduces himself as Voren Na'al, Rebel Alliance Historian, and announces that the Emperor was killed in a battle in the remote Endor system. The Rebel Alliance has won the war against the Empire!

Soon thereafter, Abbot Drayk plays the conversation he recorded earlier between Prefect Talmont and the Imperial Customs corvette. Almost immediately, an attack plan is drawn up by Chalmun, Rejeff and Assistant Security Officer Predne Balu (who announces that he's tired of Talmont's corruption and is joining with the citizens). The citizens of Mos Eisley must defeat the Empire and the swoop gangers!

Cut to the *Star Wars Miniatures Battles* scenario "A Line in the Sand."



A Line in the Sand...

A Star Wars Miniatures Battles Scenario

The Alliance has recently won the Battle of Endor and the Emperor is dead. The residents of Mos Eisley rally to the Alliance's cause in celebration ... and decide to end the Empire's rule on their world!

The Situation

This is a miniatures battles scenario for three players: one player controls the Imperial forces, the second controls the Mos Eisley Militia forces, and the final player controls Swang's swoop gangs.

With angry citizens on the march, Prefect Talmont has decided that discretion is the better part of valor ... and probably a good way to stay alive. He and his bodyguards have fled to Docking Bay 87 to await the arrival of their escape shuttle. Unfortunately for Talmont, Mos Eisley's residents know where he is and have decided to attack the bay in hopes of capturing him. Meanwhile, a group of swoopers have decided that they shouldn't be left out of the fun and decide to join the battle!

Imperial Forces

The Imperials consist of three squads of sandtroopers, Prefect Talmont, and his personal bodyguard droid, an Arakyd BT-16 attack unit.

■ Guardian Squad

■ Sentinel Squad

■ Protector Squad

- 10 Average Sandtroopers
- DEX (1), *blaster* (3), *grenade* (2), *melee combat* (2); KNO 2; MEC 2; PER 2; STR 2 (3), *brawling* 4; TEC 2; Move: 10.
- **Walk Rate:** 6"; **Run Rate:** 11".
- **Weapons:** blaster rifle.
- **Specialist:** blaster (4).
- **Weapon:** repeating blaster (non-tripod).
- **Squad Generation Points:** 534.

■ Arakyd BT-16 Attack Droid

- **Type:** Modified Attack Droid
- DEX 4, *blaster* 6; KNO 1; MEC 1; PER 1; STR 5 (6); TEC 1; Move: 14.
- **Walk Rate:** 11"; **Run Rate:** 18".
- **Weapons:** Taim & Bak repeating blaster (360° turret).
- **Squad Generation Points:** 97.

The droid is programmed to protect Talmont and may not move more than 4" away from him.

■ Prefect Talmont

- Imperial Prefect
- DEX 3, *dodge* 5; KNO 4; MEC 2, *beast riding* 5; PER 3, *command* 5; STR 2; TEC 3; Move: 10.
- **Walk Rate:** 8"; **Run Rate:** 13".
- **Weapons:** None
- **Squad Generation Points:** 68

Prefect Talmont is a coward; consequently, he may not defend himself or otherwise battle anyone. If any enemy figures (militia troops or swoop gangers) come within 1" of him, he is *automatically* captured. Otherwise, all normal rules for capturing and guarding prisoners apply, as per page 41 of the *Star Wars Miniatures Battles Companion*.

Mos Eisley Militia

The militia group is determined to capture Prefect Talmont and put him on trial for his crimes against the people of Mos Eisley.

There are three squads and three heroes. At the beginning of the battle, Chalmun commands the Cantina Commandos, Predne Balu commands the Mos Eisley Security Squad, and Diew Rejeff commands the Rejeff's Legion squad. However, command may be delegated to soldiers within the squads so the three heroes can act on their own.

■ Chalmun the Wookiee

- Mos Eisley Hero
- DEX 2, *bowcaster* 6, *dodge* 3, *grenade* 3, *melee combat* 3; KNO 2; MEC 2, *beast riding* 4; PER 2, *command* 5; STR 4, *brawling* 6; TEC 2; Move: 10.
- **Walk Rate:** 7"; **Run Rate:** 12".
- **Weapons:** Bowcaster, 2 grenades.
- **Squad Generation Points:** 93.

■ Predne Balu

- Mos Eisley Hero
- DEX 4, *blaster* 6, *dodge* 5, *melee combat* 5; KNO 3, *streetwise* 4; MEC 3; PER 4, *command* 5; STR 2, *brawling* 4; TEC 2; Move: 10.
- **Walk Rate:** 9"; **Run Rate:** 14".
- **Weapons:** Blaster rifle, 2 grenades, vibroblade
- **Squad Generation Points:** 100

■ Diew Rejeff

- Mos Eisley Hero
- DEX 3, *blaster* 5, *dodge* 5; KNO 2; MEC 3; PER 4, *command* 5; STR 3; TEC 3; Move: 10.



- **Walk Rate:** 8"; **Run Rate:** 13".
- **Weapons:** Blaster rifle, 2 grenades, vibroblade.
- **Squad Generation Points:** 90.

■ Cantina Commandos

■ Mos Eisley Security

■ Rejeff's Legion

- 10 Average Troopers
- DEX 3, *blaster* 5; KNO 2; MEC 2; PER 2, *command* 3; STR 2, *brawling* 3; TEC 2; Move: 10.
- **Walk Rate:** 8"; **Run Rate:** 13".
- **Weapons:** blaster pistol.
- **Squad Generation Points:** 340.

Swang's Swoop Gang

Swang's swoop gang, led by Mossol the Menace, simply wants to cause as much trouble as possible. In addition to Mossol, there are seven other swoops and their riders. They've set their sights on capturing Prefect Talmont ... and if they can get their hands on any of the Militia heroes as well, that would make the battle even sweeter.

■ Mossol the Menace

- Swoop Thug
- DEX 3, *blaster* 5, *dodge* 5, *grenade* 5; KNO 2; MEC 3, *repulsorlift operation* 6; PER 4, *command* 5; STR 3; TEC 3; Move: 10.
- **Walk Rate:** 8"; **Run Rate:** 13".
- **Weapons:** Blaster rifle, 4 grenades, vibroblade.
- **Squad Generation Points:** 114.

■ Swoop Gangers

- 7 Veteran Swoopers
- DEX 3, *blaster* 5; KNO 2; MEC 2, *repulsorlift operation* 5; PER 2, *command* 4; STR 3, *brawling* 4; TEC 2; Move: 10.
- **Walk Rate:** 8"; **Run Rate:** 13".
- **Weapons:** Blaster rifle.
- **Commander:** *command* 5.
- **Squad Generation Points:** 343.

■ Swoops (8)

- **Drive System:** Repulsorlift
- **Crew:** 1.
- **Passengers:** 1.
- **# Turns:** 3.
- **Turn Distance:** 2.
- **Move:** 140.
- **Cautious Speed:** 14.
- **Cruise Speed:** 42.
- **Top Speed:** 140.
- **Accel/Decel:** 14/14.
- **Flight Ceiling:** 10 meters.
- **Body Strength:** 1.
- **Body Points:** 10.
- **Cover:** 4.
- **Squad Generation Points:** 824

The Battlefield

The map printed here is one-quarter actual miniatures battle scale. (One inch on this map represents eight meters.)

The battle takes place inside Docking Bay 87. The walls of the bay are sheer, smooth surfaced plascrete that cannot be climbed. The walls are one level tall; the swoops can get into the bay by flying over the walls.

The bay's floor is clear terrain, except for the cargo

containers strewn all over the bay floor. The crates are waist-high, so they provide medium cover; for figures trying to climb over the crates, the crates count as difficult barriers. These crates may be moved; the figure must be in base-to-base contact with the crate and cannot attack that round. One figure can move a crate at one-half his or her walk rate. Two figures working together can move a crate their full walk rate (if the walk rates are different, use the lower of the two numbers).

Cargo Doors

Docking Bay 87 has a Primary Cargo Door (on the west) and three Secondary Cargo Doors (on the north, east, and south). Each has large, sliding doors. Each door has controls panels on both the outside and the inside of the docking bay (control panels are indicated on the map).

A figure must be in base-to-base contact with a control panel for a full turn to activate a cargo door; the panel controls the nearest door. Once a panel is activated, the door must completely open or close before the panel can be activated again.

The Primary Cargo Door opens at the end of the turn when its control panel is activated. The three Secondary Cargo Doors open at the end of the *next* turn after the control panel is activated.

Terrain Features

There are a number of doors which enter into Docking Bay 87. Entry Door 1 leads to Entry Door 2 and Entry Door 3, both of which are on the bay's floor level. Stairwell 1 leads to Entry Door 4, which emerges on the bay's floor level. Stairwell 2 leads to the Balcony, which provides medium cover. (Remember that stairs are considered rough terrain.)

Because of the cramped corridors, a maximum of three figures may pass through a door in one round.

The Set-Up

The Imperial player places his forces first; all figures must be inside Docking Bay 87. (They may not be on the balcony or inside the doors; they must be out in the open, on the docking bay floor.)

The Imperial player must place all crate counters within the outer landing circle. The Imperial player secretly marks two crates with an "X"; these crates contain grenades.

The grenades are inactive until an Imperial figure arms them by spending a full turn adjacent to a crate; the character may take no other action in the turn.

The bomb is now active. When the bombs are active, any figure that comes within 1" of the crate activates the bomb, which explodes with a Damage Strength of 7 and affects everything within 2.5". (Use the "Grenade Burst Area of Effect Template: 2.5" Radius" to determine which figures are affected by the blast.)

The Rebel forces set up second. Rebel units may be set up anywhere outside Docking Bay 87.

Swang's Swoop Gang sets up last. All swoop gangers must be within the Swoop Gang Set-Up Area.



Orders of the Day Mos Eisley Militia

Commander. Imperial Prefect Talmont is on the run from your forces. Intelligence reports that he and several squads of stormtroopers are hiding in Docking Bay 87 while awaiting a rescue shuttle.

You have three squads and three heroes. Set up each squad on the street outside Docking Bay 87. You have several means of entry into the Docking Bay, including stairs, sliding cargo doors and a balcony overlooking the bay.

Victory. Capture Prefect Talmont so he may be put on trial. (Talmont is automatically captured if any of your soldiers approach within 1" of him.)



Orders of the Day Imperial Commander 669.462/S2

Commander. You have been ordered to protect and escort Prefect Talmont during the evacuation of Mos Eisley.

Your men may not leave the Docking Bay, although they may move crates to set up cover. You may open and close the cargo doors using the control panels indicated on the map.

The Arakyd security droid must remain within 4" of Prefect Talmont at all times. Talmont is automatically captured if any enemy soldiers approach within 1" of him.

The rescue shuttle cannot land unless all crates are moved outside the Outer Landing Circle.

Victory. Get Prefect Talmont to the rescue shuttle when it lands.



Orders of the Day Swang's Swoopers

Mossol the Menace. Today is a good day to burn Mos Eisley down to the ground! Swang and the gang are busy looting other parts of the city, so it's up to you to make your mark by taking out Prefect Talmont and those do-gooder militia heroes.

Victory. You achieve a complete victory if you capture or kill **both** Prefect Talmont and one of the Militia heroes: Chalmun, Predne Balu or Diew Rejeff.

You achieve a minor victory if you capture or kill one of these individuals.

Complications

At the beginning of the game, roll two dice and add five to the result. This gives you a total between seven and 17 — this is the number of rounds until the rescue shuttle arrives.

If all crates are outside the Outer Landing Circle, the shuttle lands in Docking Bay 86. If Prefect Talmont is uninjured and not captured by the enemy, the Imperial player wins the game.

However, if any crates are still within the Outer Landing Circle, the shuttle *diverts* to Docking Bay 86 (across the street). In this case, give the Imperial player the following orders of the day.



Orders of the Day Imperial Commander 669.462/S2

Read Aloud to All Other Players. In the heat of battle, you overhear a stormtrooper squad leader shout, "The rescue shuttle has diverted to Docking Bay 86! We have to get the Prefect out of here!"

Your troops may now leave the docking bay.

Victory. You must get Prefect Talmont to the entrance to Docking Bay 86, where he boards his rescue shuttle.



Swoop
Gang Set-
up Area

Docking Bay 86
Entry Door

Control
Panel

Control
Panel

Primary Cargo
Door

Control
Panel

Entry
Door 3

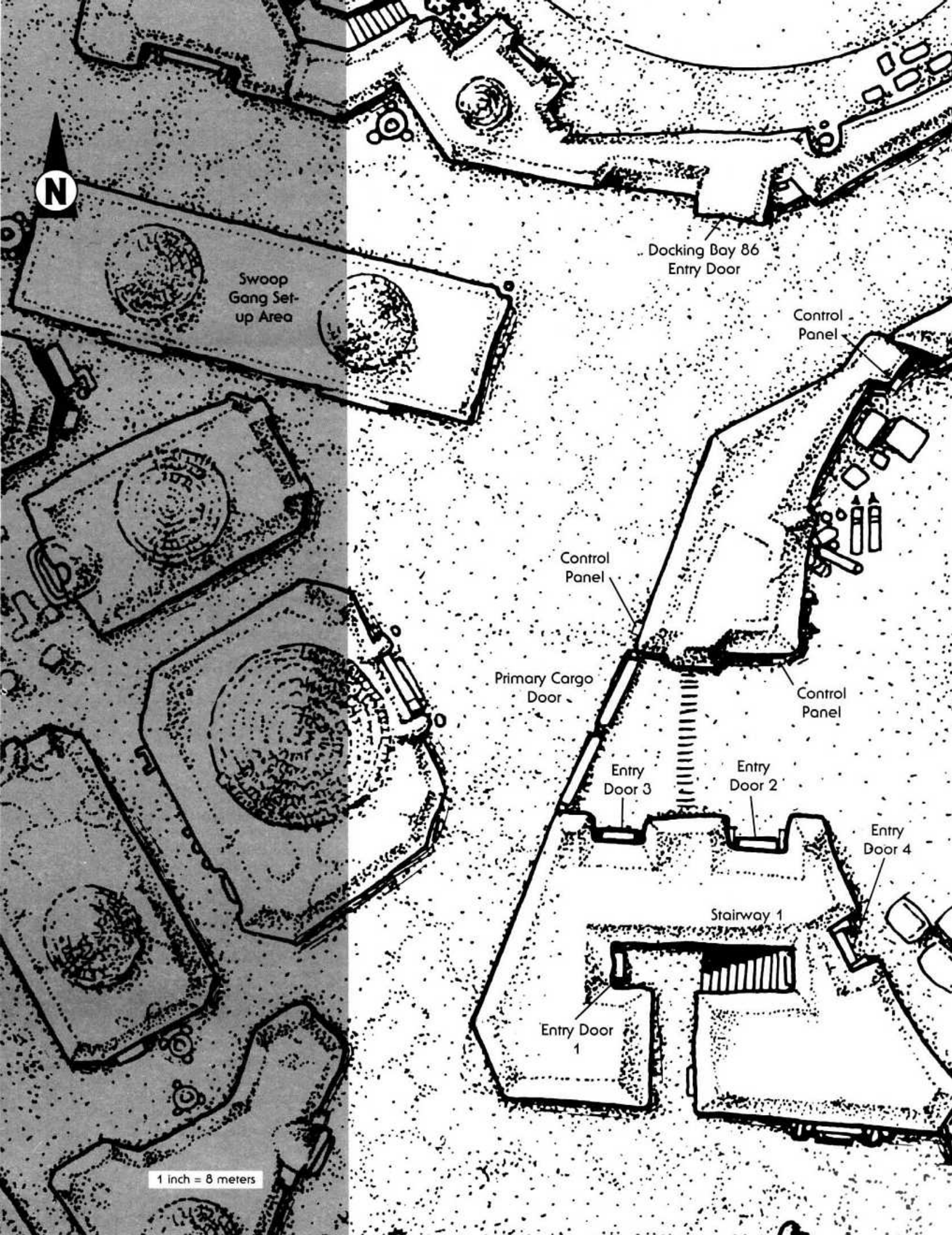
Entry
Door 2

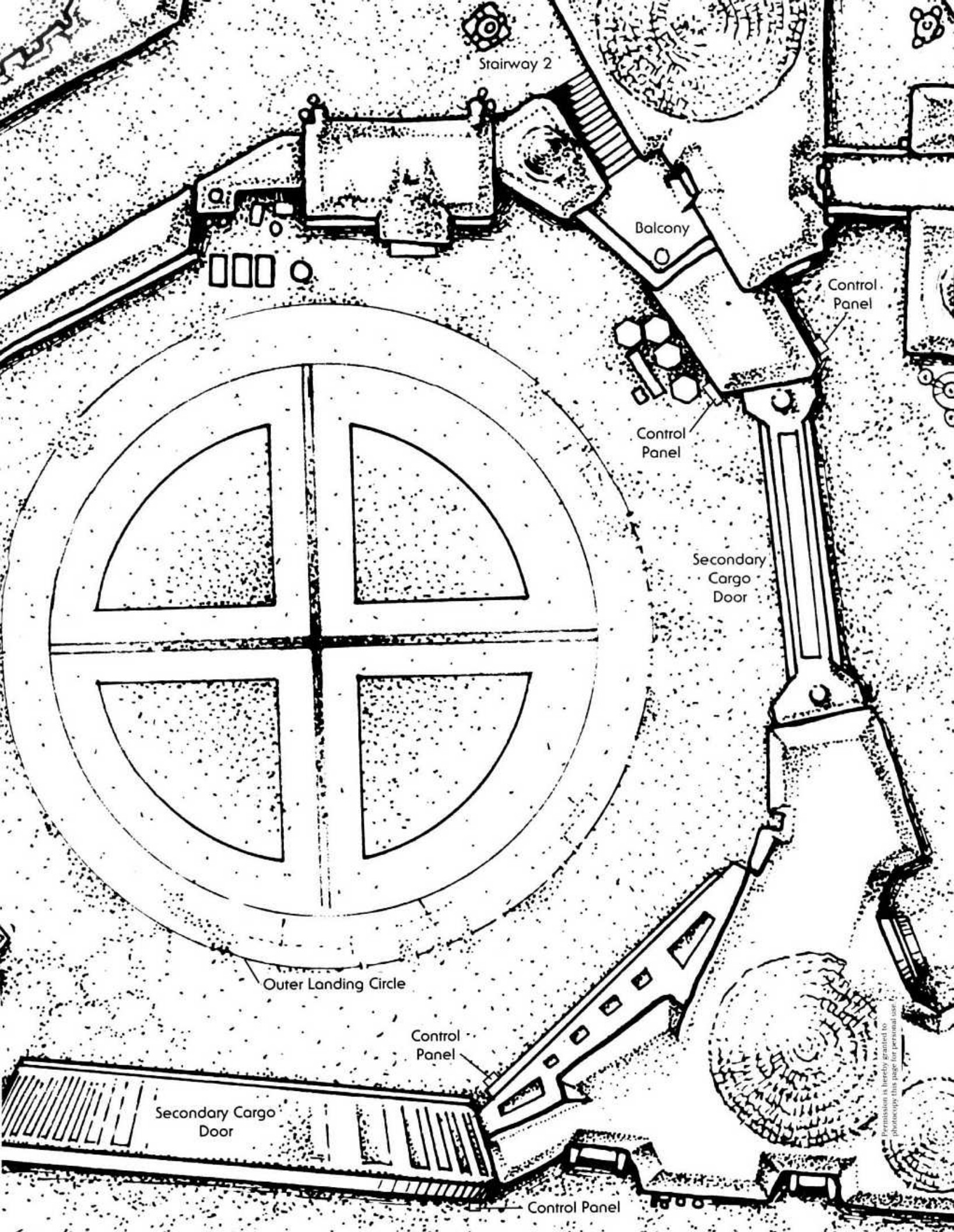
Entry
Door 4

Stairway 1

Entry Door
1

1 inch = 8 meters





Stairway 2

Balcony

Control Panel

Control Panel

Secondary Cargo Door






Outer Landing Circle

Control Panel

Secondary Cargo Door

Control Panel

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Adventure Hooks

These adventure hooks are set after *Return of the Jedi*; the specific timing of these adventures is dependent upon the needs of your campaign.

As shown in “The Passage from Perdition” and “A Line in the Sand,” after Jabba’s death, Mos Eisley is the site of a horrible gang war. However, the people soon unite, driving both the gangsters and the Empire out of their city. An era of peace arrives, as celebrations are held across the city.

However, the future is perilous for this desert spaceport. After the declaration of the New Republic, Tatooine is still in a period of upheaval. The planet’s new government is tenuously allied with the New Republic, but criminal interests still play a strong role in day-to-day life on the desert world. While Jabba’s empire is shattered, many newcomers are eager to carve out their own niche. The Empire no longer rules this planet, but a number of Imperial weapons caches are hidden deep in the desert ... and Imperial sympathizers are numerous. The limited series *X-Wing Rogue Squadron: Battleground: Tatooine* from Dark Horse Comics provides excellent background information on Tatooine during this time period.

Trouble in the Desert

The characters are in a small moisture farming village when they hear stories of recent Tusken Raider attacks on outlying farms. They are befriended by one of the local families and asked (or hired) to defend their farm.

During the night, the farm is attacked and many of the moisture vaporators are destroyed. The family faces financial ruin.

The next morning, another farmer — Walt Brennorn — comes around to explain that he’s forming a town militia. Everyone who pays dues of 400 credits per month will be protected; everyone who declines is on their own.

The Real Story. Some of the recent raider attacks are real ... but other attacks are being staged by thugs hired by Brennorn. Walt is allied with one of the new crime lords in Mos Eisley and he plans to stir up trouble and extort money from his neighbors.

If the farmers won’t pay for protection, Brennorn’s thugs stage “Tusken Raider” attacks and destroy as much machinery as possible. Brennorn reasons that most of the farms will have to declare bankruptcy, so he will be able to buy up the land for a pittance.

Brennorn has also riled up the local Tusken population by attacking them. Just as the characters begin to figure out who’s really causing trouble, the real Tusken Raiders decide to get vengeance and attack some of the local moisture farms. Can the characters protect the farms and expose Brennorn as the cause of the trouble?

Tusken Raiders. All stats 2D except: *Dexterity* 2D+1, *blaster*: blaster carbine 3D+1, *brawling parry* 4D+1, *dodge* 4D+1, *melee combat*: gaffi stick 4D, *survival* 4D, *survival: desert* 5D+2, *Mechanical* 1D, *beast riding* 3D, *beast riding*:

bantha 4D+2, *hide* 2D+1, *search* 2D+2, *sneak* 3D+1, *Strength* 3D+2, *brawling* 4D+2, *lifting* 4D+2, *stamina* 4D, *Technical* 1D. Move: 10. Equipment: blaster carbine (5D), gaffi stick (STR+2D), breath mask.

Murder by Droid

Mace Windu’s droids are killing their owners. The Mos Eisley Police throw the poor Squib droid broker in prison, assuming that he is responsible for the attacks.

The characters just bought a new droid from Mace, and when they go to check the programming they find more than they bargained for ...

The Real Story. Upon checking their droid’s programming, the characters discover that one of the “junk-droids” Windu bought from the Jawas was once a interpreter droid of Jabba the Hutt’s. However, the droid was tortured for Jabba’s pleasure! Now the droid sees every being except Mace (who helped repair him) as a minion of Jabba the Hutt. And all of Jabba’s allies must die!

For Your Visual Organs Only...

New Republic Intelligence (NRI) sends the characters to investigate the possibility of an unknown alien ship crashing on Tatooine! This is a top-secret mission — rumors suggest that the ship may belong to a strange alien species named the “Ssi-ruuk”!

(Since the “Bakura Incident” is considered classified by the New Republic, the characters will probably need a briefing. See the Bantam novel *The Truce at Bakura* as well as *The Truce at Bakura Sourcebook* for more information.)

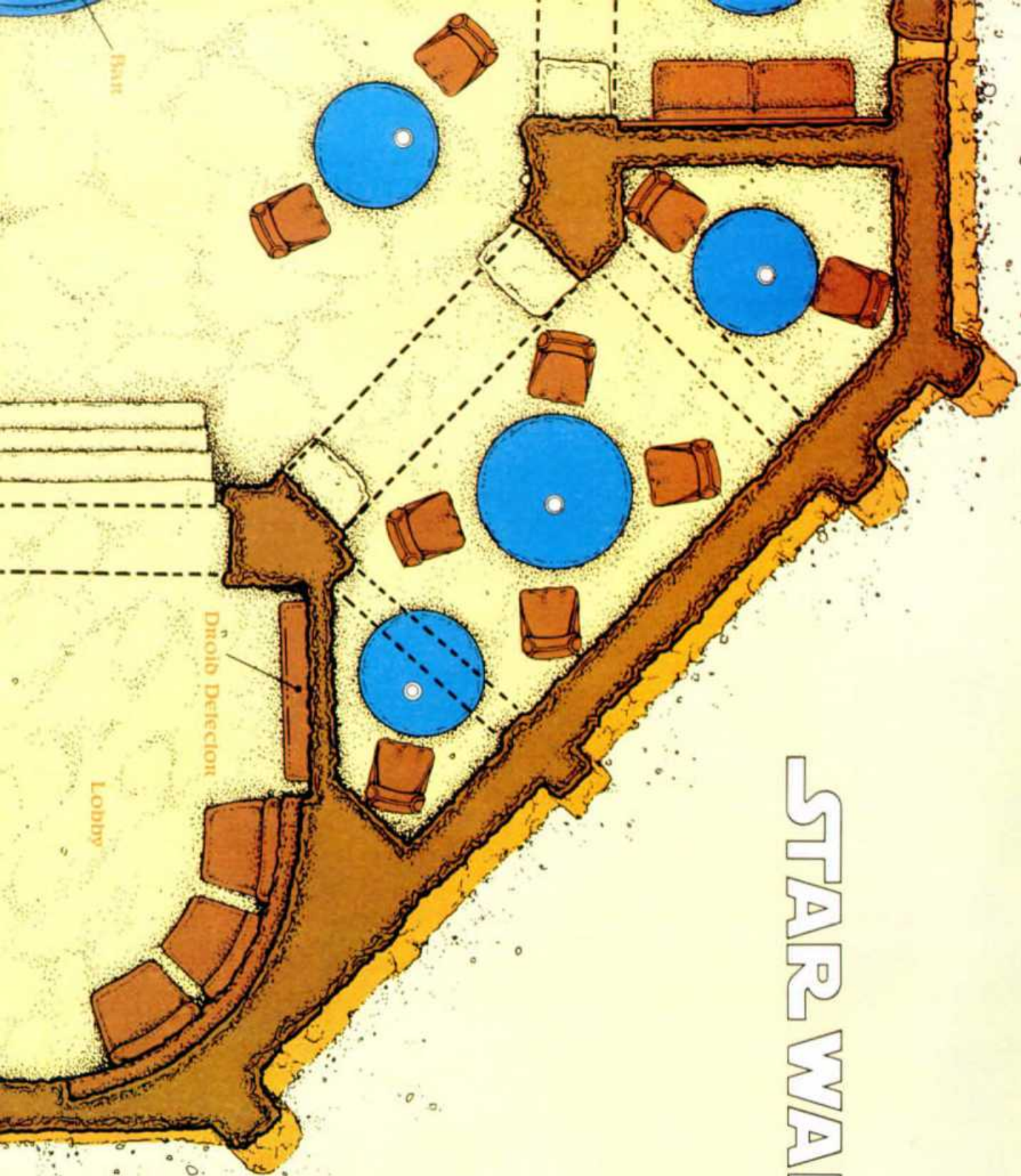
The Real Story. It wasn’t a Ssi-ruuvi ship that crashed in the Jundland Wastes ... but a Charon Death Cult scout ship! The ship is badly damaged and many of the Charon aboard were killed. Jawa sandcrawler tracks lead away from the wreck.

Unknown to the characters, the Jawas took in several injured Charon warriors; when the warriors returned to consciousness, they overpowered and killed the Jawas. After destroying the sandcrawler, the Charon warriors set out on foot for the nearby town of Bestine. Can the heroes defeat the insectoids before they have a chance to spread their “news” by killing all the inhabitants of Bestine?

Charon Warriors. All stats 2D except: *Dexterity* 4D, *blaster* 4D, *dodge* 5D, *survival* 3D, *Perception* 4D, *search* 4D+2, *sneak* 6D, *Strength* 4D, *brawling* 4D+1. Special Attacks: Poison claw attack (STR+1D, victim must make a Moderate *stamina* roll, failure results in an additional wound; Charon must spend one round secreting poison.). Equipment: Web spinneret (traps victim, body strength 3D+1), plasma blaster (4D).

For more information on the Charon, see *Galaxy Guide 4: Alien Races*, *Otherspace* and *Otherspace II: Invasion*.

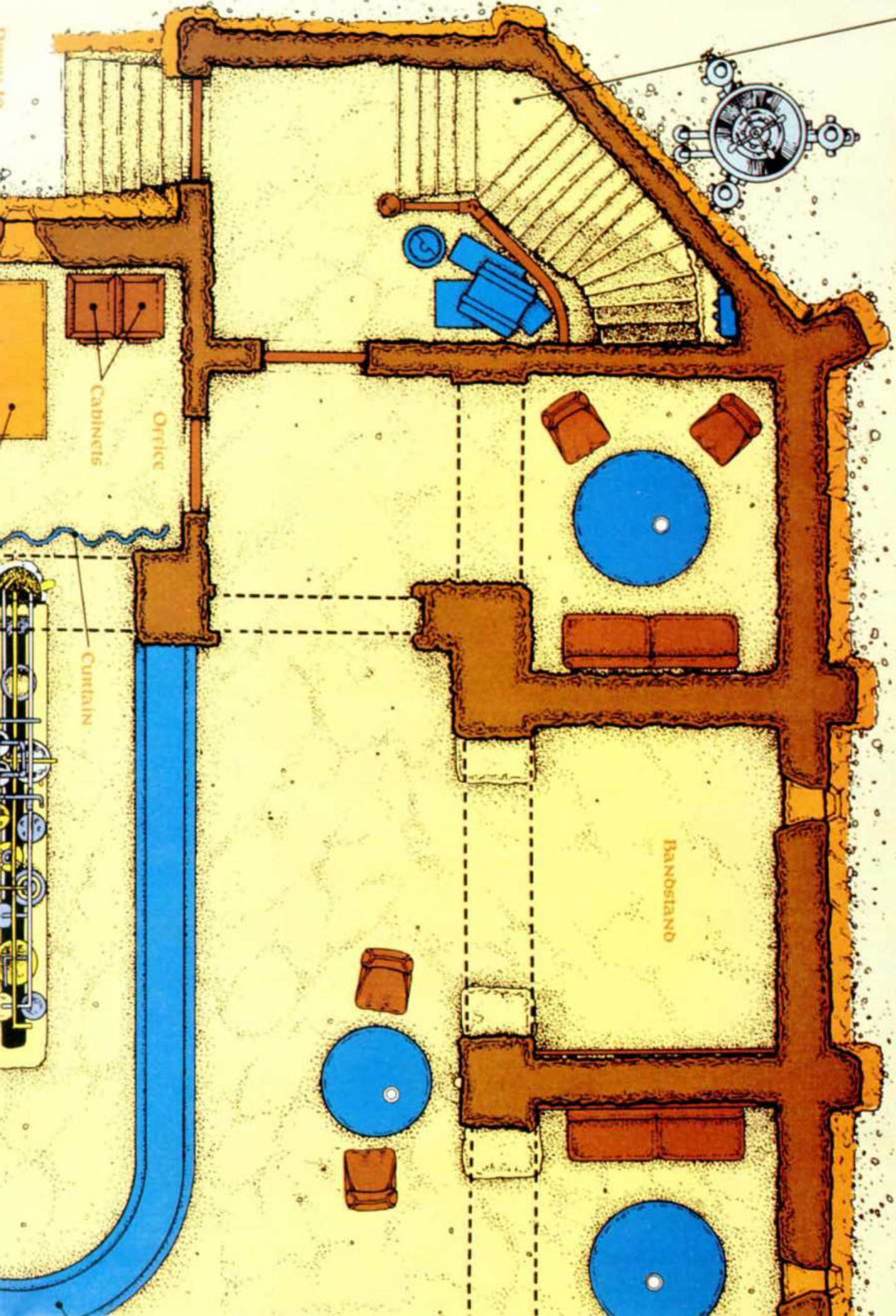
STAR WARS

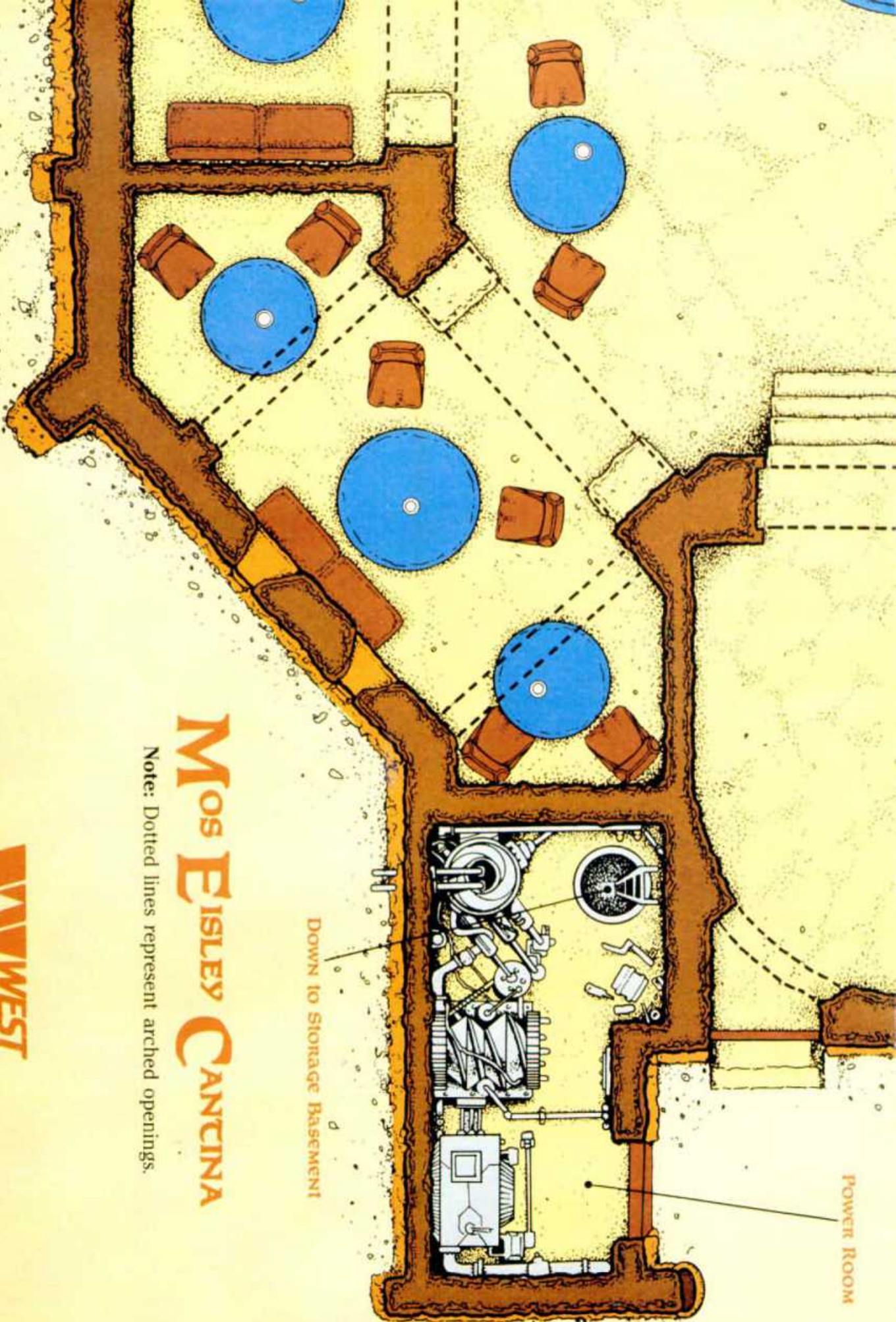


Bar

Droid Detector

Lobby





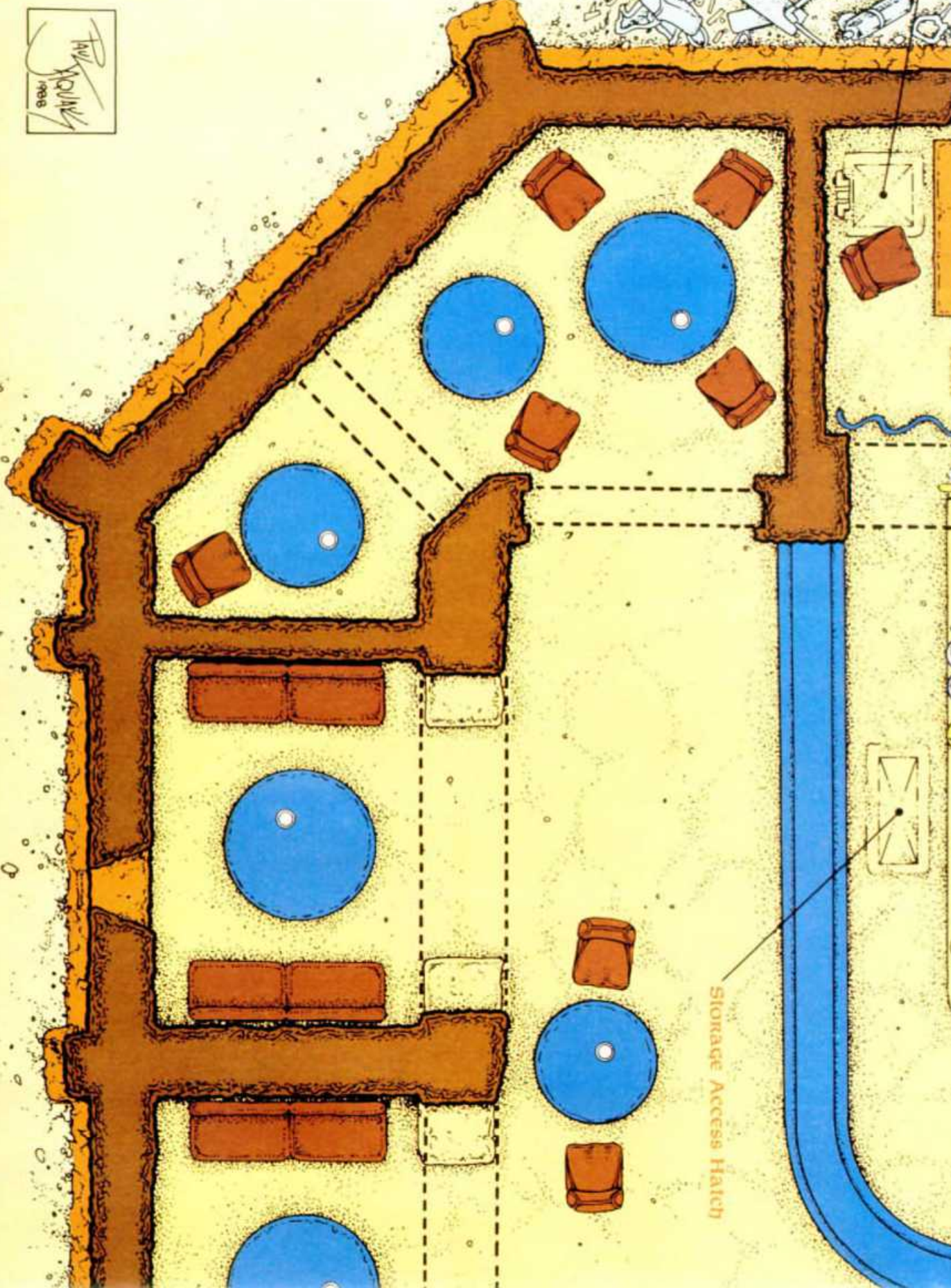
POWER ROOM

DOWN TO STORAGE BASEMENT

MOS EISLEY CANTINA

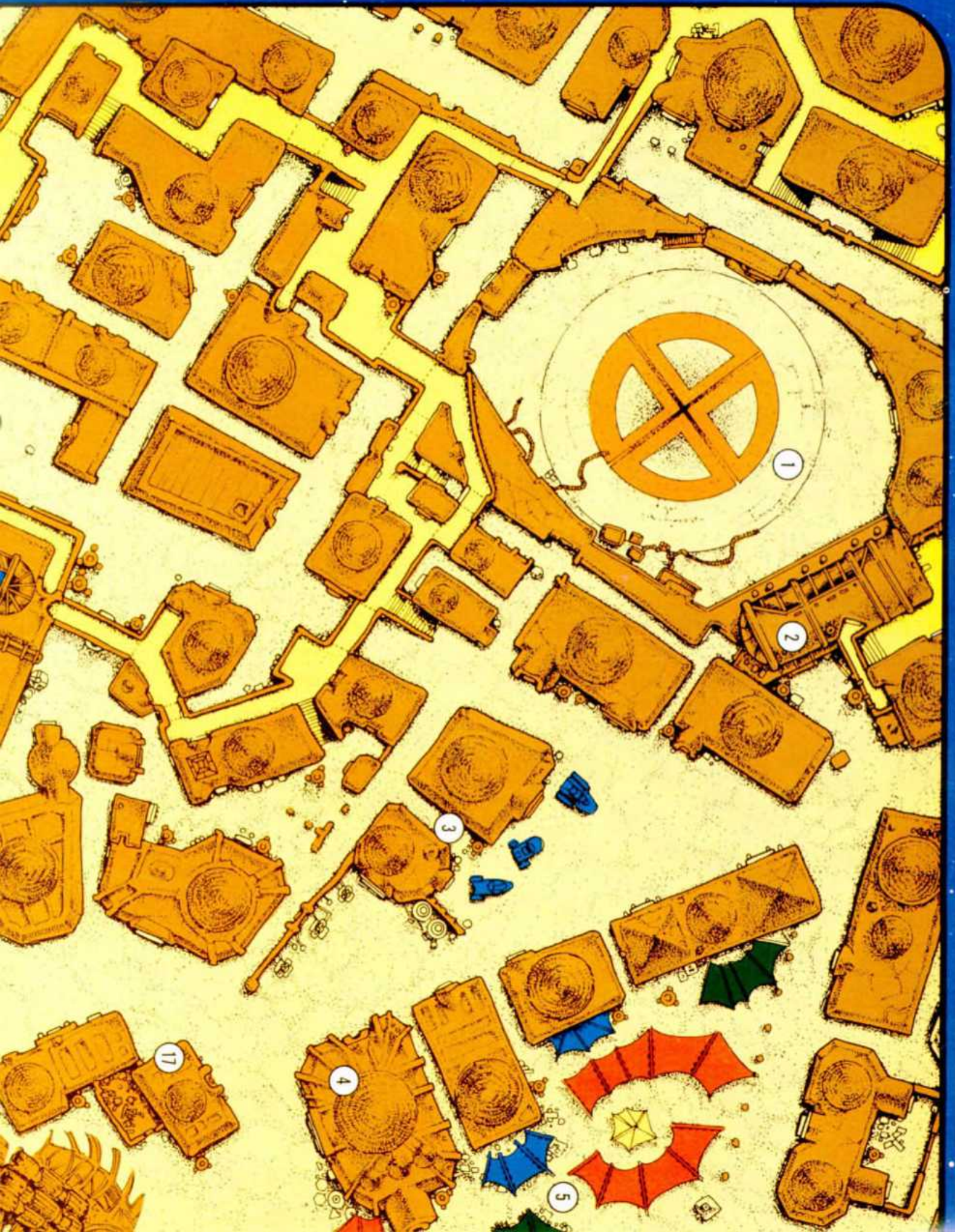
Note: Dotted lines represent arched openings.





JAV MOUNTAIN
1998



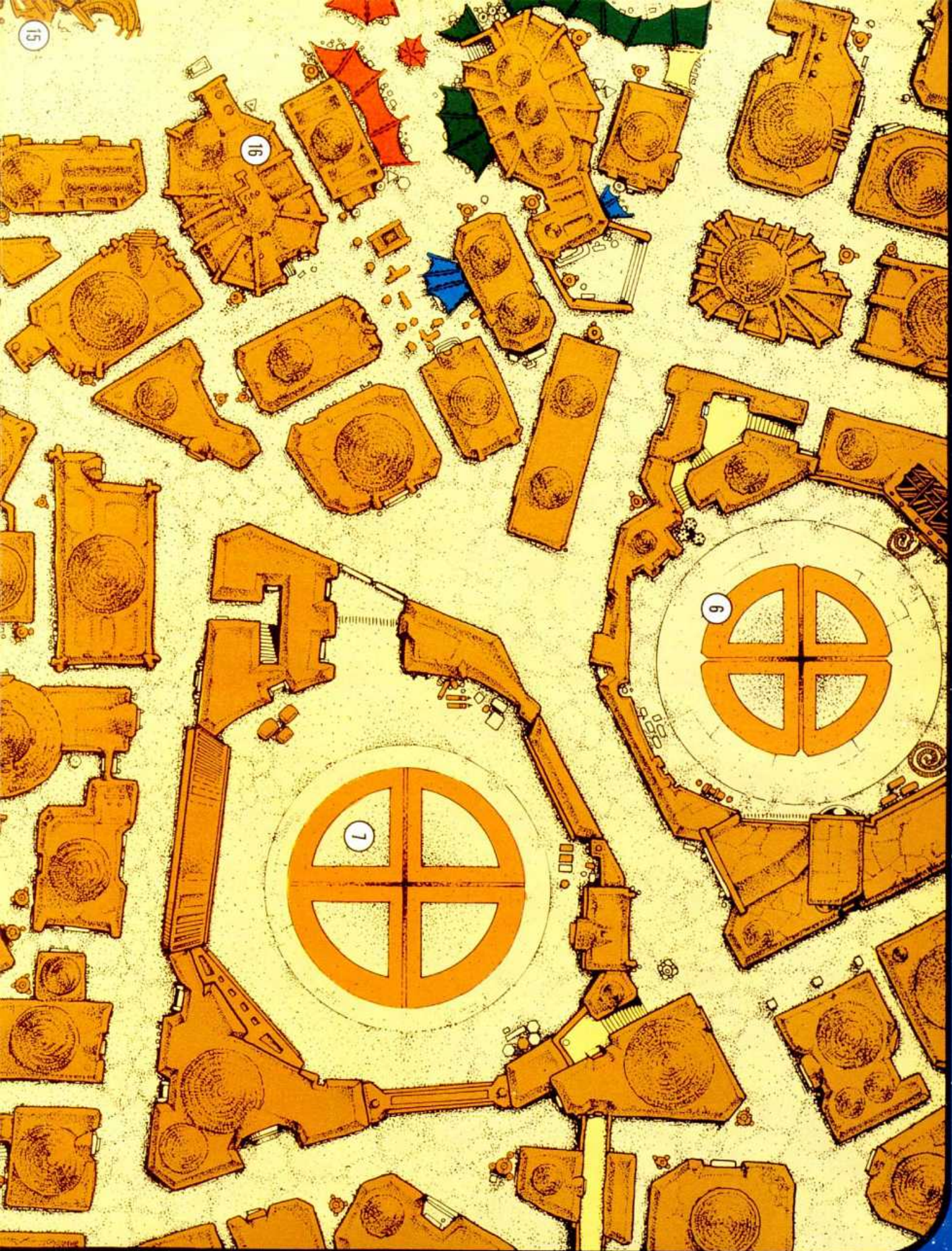


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1. Docking Bay 94
 2. Spaceport Customs
 3. Spaceport Speeders
 4. Lups's General Store
 5. Market Place
 6. Docking Bay 86
 7. Docking Bay 87
 8. Mos Eisley Inn
 9. Tatooine Militia
 10. Dewback Stables
 11. Regional Government Offices
 12. Power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

Mos Eisley

Central Sector





16

9

7

STAR WARS[™]

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