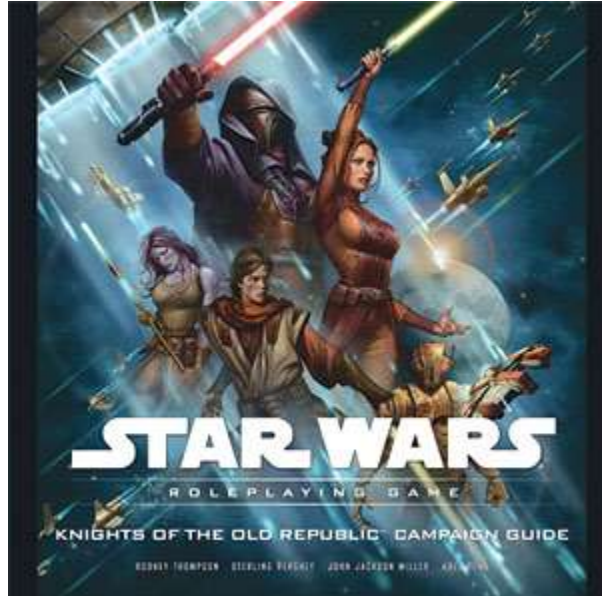


# KOTOR Campaign Guide Web Enhancement 1

## The Sandcrawler

The new [\*Knights of the Old Republic Campaign Guide\*](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements!

Today's installment: the sandcrawler!



## The Sandcrawler

The Czerka Corporation Multi-Environment Tracked Transport (M-ETT) -- colloquially referred to as a "sandcrawler" -- is designed for environments where repulsorcraft are too difficult or expensive to use. The M-ETT functions well in a variety of terrain, but it excels on dry, arid worlds (such as Tatooine) where the tracked vehicle can find purchase on unstable ground. The rolling sand dunes of desert worlds make using walkers or wheeled vehicles difficult, and sandstorms and fine airborne particles can cause malfunctions in repulsorlifts.

One of the most sophisticated ground vehicles on the market, the M-ETT is an extremely large transport capable of hauling enough supplies to sustain its crew for an extended time in the blazing desert. Its extensive cargo space allows it to store resources in such quantities that the vehicle need make only infrequent trips to settlements. The interior of the vehicle is climate controlled, allowing the crew to escape from harsh environmental conditions.



Colossal ground vehicle (tracked)  
**Init** -7; **Senses** Perception +5

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**Defenses** Ref 13 (flat-footed 13), Fort 26; +15 armor  
**hp** 250; **DR** 15; **Threshold** 76

---

**Speed** 4 squares (max. velocity 40 km/h)  
**Fighting Space** 16x16; **Cover** total (crew)  
**Base Atk** +0; **Grp** +36

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**Abilities** Str 43, Dex 6, Con —, Int 10  
**Skills** Initiative -7, Mechanics +5, Perception +5, Pilot -7, Use Computer +5

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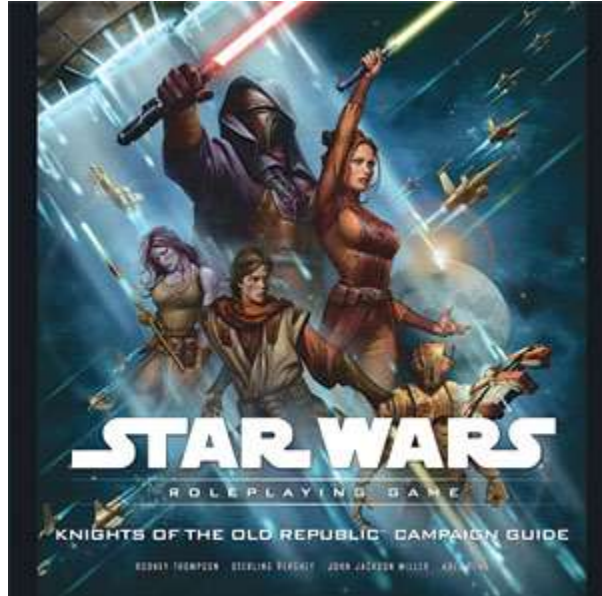
**Crew** 10 (normal); **Passengers** 60  
**Cargo** 3 tons; **Consumables** 2 months; **Carried Craft** 2 landspeeders  
**Availability** Licensed; **Cost** 110,000 (40,000 used)

# KOTOR Campaign Guide Web Enhancement 2

## Captain Dallan Morvis

The new [\*Knights of the Old Republic Campaign Guide\*](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements!

Today's installment: Captain Dallan Morvis of the Mandalorian Wars!



## Captain Dallan Morvis

With a father who founded the Coruscant Financial Exchange and a mother serving as the Senator from Chandrila, Dallan Morvis has been groomed for big things. But unlike the typical upper-cruiser thrust into the Naval Academy at Coruscant, Morvis strives to become an asset to the Admiralty.

Upon graduation, he takes an assignment as a junior liaison between Admiral Sommos's staff and the Vanjervalis design team. That assignment leads to his first bridge posting as a lieutenant on then-Captain Karath's frigate, *Reciprocity*. Seeing in Karath a leader on the rise, Morvis followed him to *Courageous* -- and to war against the Mandalorians.

But on *Courageous*, Morvis finds a rival in the junior officer Carth Onasi. Onasi shares Karath's hardscrabble beginnings and penchant for quick and sometimes reckless decision-making -- neither of which apply to the high-born, calculating Morvis. Morvis delights in making life difficult for Onasi, and when fugitive Padawan Zayne Carrick joins them on their escape from Serroco, Morvis shows no sympathy for Onasi's new friend.

But because of Onasi and Carrick, Morvis barely escapes what might have been a career-ending disaster aboard the *Arkanian Legacy*. There, Morvis urges Karath to bargain for Republic control of the exogorths -- weaponized space slugs capable of decimating star systems -- suggesting the Republic use them to create a firewall of scorched systems between itself and the Mandalorians. Onasi and Carrick bring the affair to a premature end, leaving Morvis to face the music on Coruscant.

This time, Morvis does turn to his political connections, not only escaping punishment but also winning a captaincy aboard Karath's successor vessel, the *Swiftsure*. Morvis, thus, continues to show his talents as a survivor willing to do anything to protect his position -- a hidden element of Karath's character he seeks to imitate and cultivate.

Medium Human noble 7/officer 4

**Force** 2; **Dark Side** 2

**Init** +11; **Senses** Perception +16

**Languages** Arkanian, Basic, Bocce, Bothese, Durese, High Galactic, Ithorian, Khilese, Mon Calamarian, Snivvian, Sullustese, Zabrak

---

**Defenses** Ref 25 (flat-footed 24), Fort 22, Will 27

**hp** 43; **Threshold** 22

---

**Speed** 6 squares

**Melee** unarmed +10 (1d4+6)

**Ranged** blaster pistol +10 (3d6+5)

**Base Atk** +9; **Grp** +10

**Special Actions** Coordinate +3, Shift Defenses I

---

**Abilities** Str 11, Dex 12, Con 11, Int 16, Wis 12, Cha 14

**Special Qualities** command cover +2, share talent (Presence, Shift Defenses I)

**Talents** Coordinate (3), Presence, Shift Defenses I, Wealth

**Feats** Armor Proficiency (light), Improved Defenses, Linguist (2), Melee Defenses, Republic Military Training, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +12, Initiative +11, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Knowledge (technology) +13, Perception +16, Persuasion +12, Pilot +11

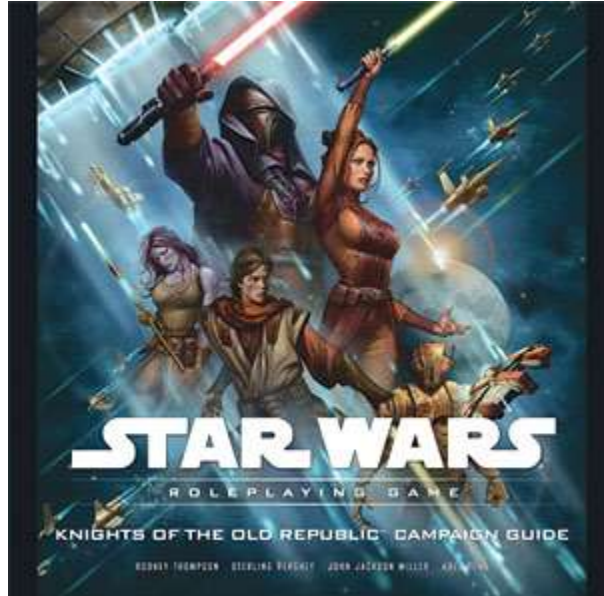
**Possessions** blaster pistol, officer's uniform, comlink (encrypted), code cylinder, credit chip

# ***KOTOR Campaign Guide* Web Enhancement 3**

## **Elbee (T1-LB)**

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The new [\*Knights of the Old Republic Campaign Guide\*](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: T1-LB, a droid with a big secret!



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## **Elbee (T1-LB)**

Elbee, otherwise known as T1-LB, is an old bulk-loading droid with a lot of light-years on it. Like the majority of its line, Elbee labors in obscurity until it witnesses the First WatchCircle plotting to murder their Padawans. Lucien Draay uses the Force to hurl the droid over a cliff, but Elbee survives. After Zayne Carrick recovers the droid, Camper repairs it, upgrading its brain and giving it a speech processor. The droid does not adjust well and often refuses to move, likely in fear of repeating its near destruction at the cliff. Jarel and Zayne have discovered that Elbee is best motivated by reverse psychology and references to Lucien Draay.

T1-LB

CL 2

Large droid (5th-degree) nonheroic 2/scoundrel 2

**Force** 3

**Init** +2; **Senses** Perception +2

**Languages** Basic, Binary

---

**Defenses** Ref 17 (flat-footed 17), Fort 18, Will 11

**hp** 22; **Threshold** 23

**Immune** droid traits

---

**Speed** 8 squares

**Melee** unarmed +9 (1d4+7)

**Base Atk** +2; **Grp** +14

**Atk Options** Bantha Rush, Dastardly Strike

---

**Abilities** Str 24, Dex 10, Con —, Int 7, Wis 11, Cha 8

**Talents** Dastardly Strike

**Feats** Armor Proficiency (light, medium), Bantha Rush, Skill Focus (Endurance), Weapon Proficiency (simple weapons)

**Skills** Endurance +12

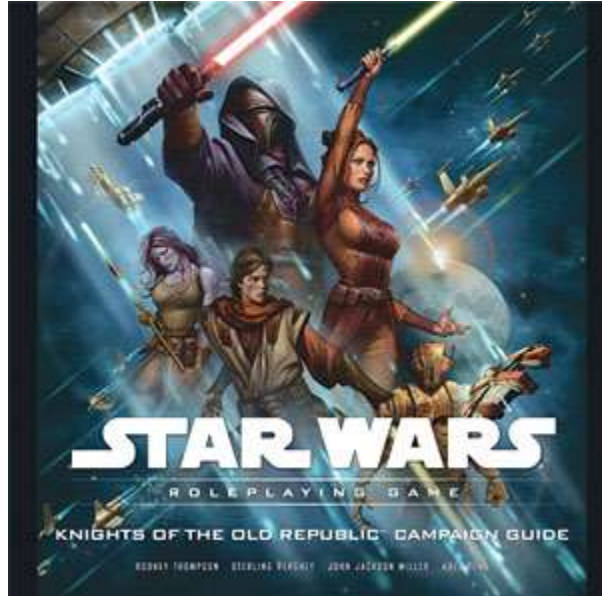
**Systems** walking locomotion, basic processor, 2 hand appendages, internal storage (5 kg)

**Possessions** duranium armor plating

# KOTOR Campaign Guide Web Enhancement 4

## Heirloom Items

The new [Knights of the Old Republic Campaign Guide](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: heirloom items!



## Heirloom Items

Over the course of galactic history, certain items, including weapons and armor, have been made famous by the person they belong to. The personal blaster rifle of a hero of the Mandalorian Wars or a lightsaber wielded by a dreaded Sith Lord is more than just another piece of equipment; it is a piece of history. It has become legendary because it is strongly associated with the power and destiny of its owner and is closely tied to that person's successes; for example, Ulic Qel-Droma's lightsaber and Exar Kun's battle armor were both integral in helping those characters fulfill their destiny. Heirloom items are exceedingly rare, and each is unique. Thus, they are highly sought-after by collectors and heroes alike.

The original owners of heirloom items take exceptional care of those items and might have specific talent or skill in maintaining and upgrading them. An heirloom item carries a benefit that persists until the item's destruction. Such a benefit makes the item special and is the result of the original owner's tinkering or a side effect of being present when a character's destiny is fulfilled. See the section below for several sample heirloom item properties.

## Creating Heirloom Items

In order for an heirloom item to come into being, the item must be present when a character fulfills his or her destiny (as per the Destiny mechanic on page 112 of the *Saga Edition Core Rulebook*). When a character fulfills his or her destiny, instead of gaining the "Destiny Fulfilled" effect of that destiny, he or she can instead choose to create an heirloom item. That character then chooses one of the following effects, which is applied to a particular weapon, suit of armor, or item in the character's possession at the moment the destiny is fulfilled. Typically this item is one of particular significance to the character.

Additionally, when a character with an unfulfilled destiny dies while in pursuit of his or her destiny, instead of the normal effect (Force Spirit, Noble Sacrifice, or Vengeance) that character can choose to create an heirloom item instead.

The possible heirloom item effects are discussed below.

### Extra Modifications

When an item becomes an heirloom item, you can choose to convert one of the item's equipment bonuses into a destiny bonus instead. Additionally, if the equipment bonus converted to a destiny bonus is from a modification made with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*), the bonus is no longer considered



to be the result of a modification -- it has just become an inherent bonus of the item -- and another modification can be made to the item with the Tech Specialist feat. Thus, the old bonus no longer counts toward the one-per-item limit inherent in the feat.

### **Legendary Icon**

When an item becomes an heirloom item, its fame spreads throughout the galaxy. When carrying the heirloom item in plain sight (not concealed), you gain favorable circumstances on all Charisma-based skill checks (except Use the Force) provided that you are dealing with another character or droid at the time.

### **Steeped in the Dark Side**

When an item possessed by an agent of evil becomes an heirloom item, some of that evil becomes a part of the item itself. When carrying or using the heirloom item, once per encounter you can gain a destiny bonus equal to one-half your Dark Side Score to any one attack roll or skill check. Doing so increases your Dark Side Score by 1.

### **Symbol of the Light**

When an item possessed by a scion of good becomes an heirloom item, it becomes a beacon of light that staves off the darkness. When carrying or using the heirloom item, once per encounter, as a reaction, you can impose a destiny penalty to any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This destiny penalty is equal to the target's Dark Side Score.

## **Sample Heirloom Items**

Below are three sample heirloom items, with statistics based on the rules provided above.

**Freedon Nadd's Short Lightsaber:** Legendary icon short lightsaber with a rubat crystal (Small lightsaber, 2d8 damage, legendary icon).

**Ludo Kressh's War Sword:** Sith alchemical war sword, steeped in the dark side (Medium simple weapon, 1d8 damage, can spend a Force Point to gain bonus to damage equal to Dark Side Score, steeped in the dark side).

**Onasi Blaster:** Blaster pistol with improved accuracy and improved damage destiny bonus (Small blaster pistol, 3d6+2 damage, +1 equipment bonus to attack rolls).

### **KOTOR Web Enhancement Archive**

[Web Enhancement 1: The Sandcrawler](#)

[Web Enhancement 2: Captain Dallan Morvis](#)

[Web Enhancement 3: Elbee \(T1-LB\)](#)



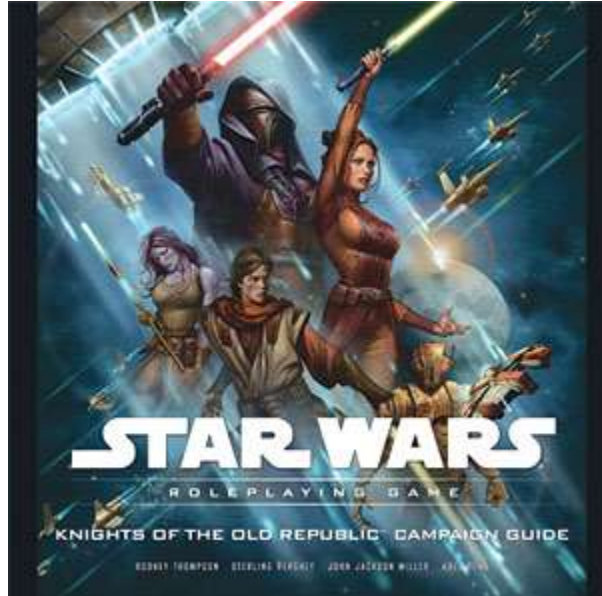
# ***KOTOR Campaign Guide* Web Enhancement 5**

## **Karnak Tetsu, Sorcerer of Tund**

The new [\*Knights of the Old Republic Campaign Guide\*](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: Karnak Tetsu, Sorcerer of Tund!

### **Karnak Tetsu, Sorcerer of Tund**

The secret of the universe -- its professed possession is no small claim. But beyond Republic space, an entire people allege just that. Karnak Tetsu is one of these Sorcerers of Tund, descendants of the Sith race.



Even though the original Sith were steeped in sortilege, sentient sacrifices, and wars, they lived spiritually serene lives, never doubting conflict's integral role to existence. Only with their introduction to methodic Rakatan malice did these Sith truly embrace the dark side. However, Sith priests interpreted the death of their *Sith'ari* in the Rakatan conflict as a sign to reject this concept. These heretics were banished from the Sith homeworld, following their instincts to the Force-soaked world Tund.

This pureblooded Sith society combines science, ontology, and magic. Convinced by their Rakatan interactions that all sentients are Force-sensitive, the Sorcerers of Tund proclaim that the omnipresence of the Force (or "the Unity") illuminates the deception of dualities and multiplicity. Their cosmology views life as perfectly harmonious and the existence of true opposites as an illusion.

The sorcerers have interactions with early Jedi, who view them as merely another Force sect, like the Jal Shey or Zeison Sha. However, following the Restoration -- and Karnak Tetsu's reign of terror -- Jedi label the sorcerers' hermetica as unqualified heresy. Unsurprisingly, the sorcerers are reticent in accepting outlanders, believing that only true Sith can grasp their truth. On one occasion, however, they welcome the few remaining Massassi and Kissai, descended from outcasts much like themselves.

The leader of the Sorcerers of Tund during the years following the Great Sith War is the enigmatic Karnak Tetsu.

Medium Sith noble 7/Force adept 5/Force disciple 3

**Force** 10, Force Boon; **Destiny** 2; **Dark Side** 18

**Init** +11; **Senses** Use the Force +20

**Languages** Basic, High Galactic, Huttese, Sith, Tundan

---

**Defenses** Ref 27 (flat-footed 28), Fort 27, Will 35

**hp** 53; **Threshold** 32

**Immune** fear effects

---

**Speed** 6 squares

**Melee** unarmed +8 (1d4+5)

**Ranged** blaster pistol +9 (3d6+7)

**Base Atk** +10; **Grp** +8

**Atk Options** Channel Aggression, Channel Anger

**Special Actions** Fear, Horror, Illusion, Insanity

**Force Powers Known** (Use the Force +20): *battle strike, dark rage, energy resistance, farseeing, Force disarm, Force grip, Force lightning, Force resistance, Force scream, Force slam, Force stun, Force thrust, Force whirlwind, ionize, kinetic combat, mind trick, move object, negate energy, rebuke (2), sever Force, slow, surge, vital transfer, wound*

**Force Secrets** Distant Power, Multitarget Power

**Force Techniques** Dominate Mind, Force Power Mastery (wound)

---

**Abilities** Str 6, Dex 8, Con 9, Int 16, Wis 18, Cha 16

**Special Qualities** Sith Offshoot, prophet

**Talents** Affliction, Channel Aggression, Fear, Force Perception, Horror, Illusion, Insanity, Power of the Dark Side, Sith Alchemy

**Feats** Force Boon, Force Sensitivity, Force Training (5), Improved Damage Threshold, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Use the Force), Skill Training (Knowledge [technology]), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +20, Gather Information +15, Initiative +11, Knowledge (galactic lore) +16, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Knowledge (social sciences) +16, Knowledge (technology) +16, Perception +20, Persuasion +20, Use Computer +15, Use the Force +20

**Possessions** blaster pistol, Sith talisman, Tundan robes

---

**Sith Offshoot** -- As a descendant of the original Sith people, Karnak Tetsu has access to talents of the Sith tradition in the Force Disciple prestige class.

## KOTOR Web Enhancement Archive

[Web Enhancement 1: The Sandcrawler](#)

[Web Enhancement 2: Captain Dallan Morvis](#)

[Web Enhancement 3: Elbee \(T1-LB\)](#)

[Web Enhancement 4: Heirloom Items](#)

# ***KOTOR Campaign Guide* Web Enhancement 6**

## **Arkanian Legacy**

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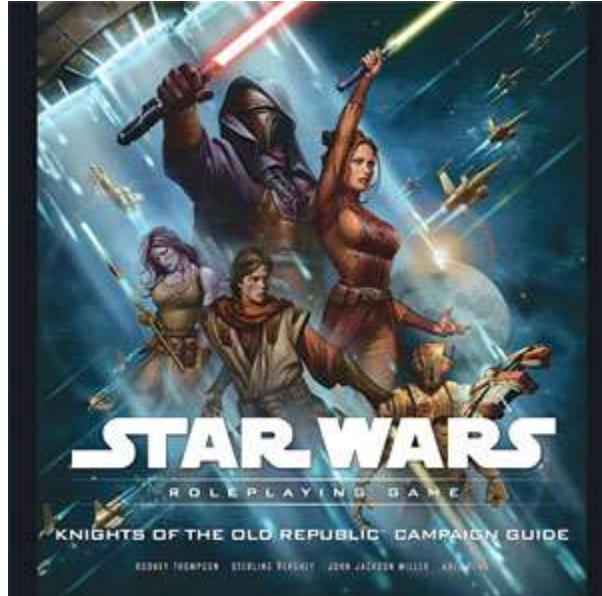
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### ***Arkanian Legacy***

The *Arkanian Legacy* is a massive vessel designed specifically to hold the Adascorp corporate headquarters, as well as many of its most significant research laboratories. Other significant facilities include a major research hospital, an arboretum, a conservatory, and an important art museum. The ship carries as many as 100,000 Adascorp employees and families.

The *Arkanian Legacy* is also directly associated with Lord Arkoh Adasca; the craft was officially launched at a ceremony in which he took control of his inheritance and Adascorp. Ironically, the ship is ravaged at the same moment that Arkoh's grandest scheme disintegrates, when the exogorths of Project Black Harvest feast upon it. The remains of the ship remain derelict in the Omonoth system.



Colossal (cruiser) capital ship  
**Init** -2; **Senses** Perception +6

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**Defenses** Ref 16 (flat-footed 14), Fort 40; +14 armor  
**hp** 1500; **DR** 20; **SR** 100; **Threshold** 240

---

**Speed** fly 2 squares (starship scale)  
**Ranged** 4 light turbolaser cannon batteries\* +11 (see below) and  
 12 medium turbolaser cannon batteries\* +11 (see below)  
**Fighting Space** 2x2 (starship scale); **Cover** total  
**Base Atk** +2; **Grp** +34  
**Atk Options** autofire (light laser cannons, medium laser cannons)

---

**Abilities** Str 90, Dex 14, Con —, Int 16  
**Skills** Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

---

**Crew** 5,000 (skilled); **Passengers** 100,000  
**Cargo** 10,000 tons; **Consumables** 2 years; **Carried Craft** 24 fighters, Lord Adasca's personal shuttle, 8 shuttles;  
 various research, transport, passenger and visitor craft in transit  
**Hyperdrive** x2 (backup x8), navicomputer  
**Availability** Military, rare; **Cost** Not available for sale  
*\* Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

---

**Light turbolaser cannon battery** (4 gunners)  
**Atk** +11 (-9 against ships smaller than Colossal), **Dmg** 3d10x5

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**Medium turbolaser cannon battery** (4 gunners)  
**Atk** +11 (-9 against ships smaller than Colossal), **Dmg** 5d10x5

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## KOTOR Web Enhancement Archive

[Web Enhancement 1: The Sandcrawler](#)  
[Web Enhancement 2: Captain Dallan Morvis](#)  
[Web Enhancement 3: Elbee \(T1-LB\)](#)  
[Web Enhancement 4: Heirloom Items](#)  
[Web Enhancement 5: Karnak Tetsu, Sorcerer of Tund](#)

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# ***KOTOR Campaign Guide* Web Enhancement 7**

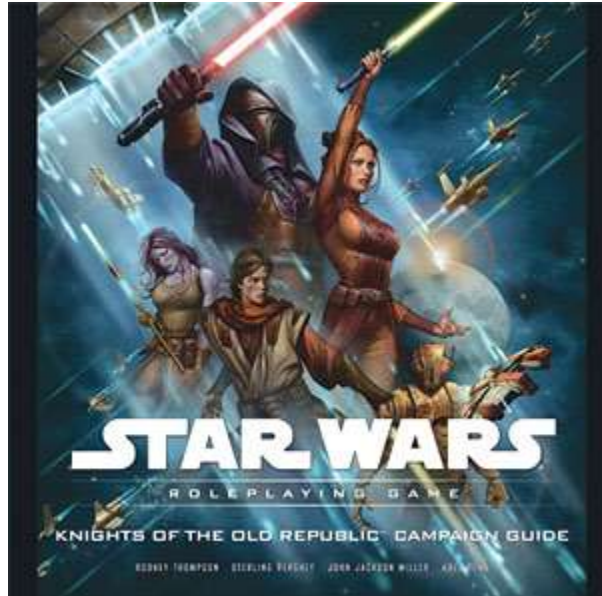
## **Shasa**

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## **Shasa**

The Sith Empire dupe Shasa and other young Selkath as part of an effort to gain control of Manaan during the Jedi Civil War. Fortunately for her, she and the other Selkath youths are rescued by Revan during his efforts to suppress Sith activities on the planet. Having learned a valuable lesson in the ways of the galaxy, and having natural ability with the Force, she dedicates her life to the establishment of an order that will protect Manaan. This new organization quickly becomes known as the Order of Shasa, which trains Force-sensitive Selkath and survives for thousands of years.



Medium Selkath noble 7/Force adept 1

**Force** 4; **Destiny** 1; **Dark Side** 1

**Init** +4; **Senses** Perception +11

**Languages** Basic, Selkath

---

**Defenses** Ref 17 (flat-footed 16), Fort 16, Will 20  
**hp** 44; **Threshold** 16

---

**Speed** 6 squares (walking); 4 squares (swimming)

**Melee** unarmed +5 (1d4+3) or

**Melee** fira sword +5 (1d6+4)

**Ranged** blaster pistol +6 (3d6+4)

**Base Atk** +6; **Grp** +6

**Atk Options** natural weapon poison, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

**Force Powers Known** (Use the Force +16): *farseeing*, *Force grip*, *Force whirlwind*, *mind trick*, *move object*, *surge*

**Force Techniques** Force Point Recovery

---

**Abilities** Str 8, Dex 10, Con 10, Int 13, Wis 15, Cha 15

**Special Qualities** expert swimmer

**Talents** Deception Awareness, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

**Feats** Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Swim), Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +11, Gather Information +10, Knowledge (galactic lore) +10, Perception +11, Persuasion +11, Pilot +9, Swim +8 (can take 10 when distracted; can reroll, must take second result), Use Computer +10, Use the Force +16

**Possessions** fira sword, blaster pistol, datapad, comlink

## KOTOR Web Enhancement Archive

[Web Enhancement 1: The Sandcrawler](#)

[Web Enhancement 2: Captain Dallan Morvis](#)

[Web Enhancement 3: Elbee \(T1-LB\)](#)

[Web Enhancement 4: Heirloom Items](#)

[Web Enhancement 5: Karnak Tetsu, Sorcerer of Tund](#)

[Web Enhancement 6: Arkanian Legacy](#)

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# ***KOTOR Campaign Guide Web Enhancement 8***

## ***The Last Resort and the Moomo Williwaw***

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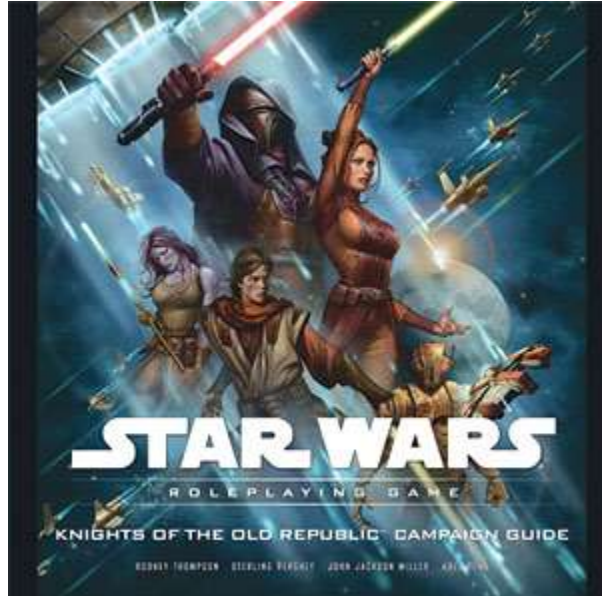
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### ***The Last Resort***

*The Last Resort* is the home, workshop, and laboratory of Gorman Vandrayk, better known as "Camper." Never a first-class ship, even when it was a new Amalgamated Hyperdyne 578-R Space Transport, *The Last Resort* deteriorates even further as it sits idle on the planet Taris. Camper is hiding on Taris from his former employers, and he is willing to let a collection of tents and awnings conceal the ship, obscuring its true form. He tinkers with some systems, such as configuring a powerful cannon at the expense of his hyperdrive and shields, and he neglects others completely. The cargo deck level becomes his workshop, housing several "Camper special" compartments and serving as temporary home to the droid Elbee.

When Camper and fellow Arkanian offshoot Jarael are forced to use the ship for its true function, the poor condition of the life-support systems nearly kills him, thanks to the mold and allergens that had grown within the system over the years. The current location of *The Last Resort* is unknown. It was last seen leading the exogorths into Wild Space, following the failed Project Black Harvest.





Colossal space transport  
**Init** -5; **Senses** Perception +5

---

**Defenses** Ref 12 (flat-footed 12), Fort 24; +12 armor  
**hp** 100; **DR** 15; **SR** 10; **Threshold** 76

---

**Speed** fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)  
**Ranged** heavy laser cannon +1 (see below)  
**Fighting Space** 12x12 or 1 square (starship scale); **Cover** total (crew)  
**Base Atk** +0; **Grp** +34  
**Atk Options** autofire (heavy laser cannon)

---

**Abilities** Str 39, Dex 10, Con —, Int 12  
**Skills** Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5

---

**Crew** 2 (normal); **Passengers** 10  
**Cargo** 40 tons; **Consumables** 4 months; **Carried Craft** none  
**Hyperdrive** x4, navicomputer  
**Availability** Unique; **Cost** Not available for sale; **Emplacement Points** 2

---

**Heavy laser cannon** (gunner)  
**Atk** +1 (-4 autofire), **Dmg** 5d10x2

## ***Moomo Williwaw***

The Moomo Williwaw -- one of the most unusual ships in the galaxy -- is operated by the unusually dense Moomo brothers. Originally a Pelagia Duplex Command Assault Gunship, this craft is crazily modified at the request of Baron Karoll "The Mad" Cilarnus, who is highly impressed by the ship's performance during the Sith War. Due to financial difficulty, the Baron never takes possession of the craft, and no military would purchase a vessel armed with so many weapons that some of its gunners are in danger from its own turrets.

The Moomo brothers save the ship from the scrap heap, agreeing with each other just long enough to purchase the craft. Unbelievably, they add even more weaponry to the ship "just in case" they need it. A few torpedoes are even welded on, just for show (but real nonetheless). Many of the weapons are controlled from the cockpit on their side of the ship, but two turrets are manned. The ship now serves as their base of operation and storehouse for their considerable personal armory. The ship's unique dual cockpits are intended to direct the gunnery turrets on each side of the ship. However, the Moomo Brothers typically take position in each of the cockpits, then fight over helm control as the ship careens through space.

Colossal space transport

**Init** +0; **Senses** Perception +8

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**Defenses** Ref 14 (flat-footed 12), Fort 26; +12 armor  
**hp** 130; **DR** 15; **SR** 20; **Threshold** 76

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**Speed** fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)

**Ranged** 2 heavy laser cannons +8 (see below) and laser cannons +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and light laser cannons +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and medium blaster cannon +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and medium double blaster cannons +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and light blaster cannon +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and proton torpedoes +8 (see below) or

**Ranged** 2 heavy laser cannons +8 (see below) and light concussion missile launchers +8 (see below)

**Fighting Space** 8x8 or 1 square (starship scale); **Cover** total (crew)

**Base Atk** +5; **Grp** +41

**Atk Options** autofire (heavy laser cannons, laser cannons, light laser cannons, medium double blaster cannons)

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**Abilities** Str 43, Dex 14, Con —, Int 16

**Skills** Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

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**Crew** 4 (expert); **Passengers** 6

**Cargo** 5 tons; **Consumables** 1 week; **Carried Craft** none

**Availability** Unique; **Cost** Not available for sale; **Emplacement Points** 1

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**Heavy laser cannons** (gunner)

**Atk** +8 (+3 autofire), **Dmg** 6d10x2

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**Laser cannons** (pilot/copilot)

**Atk** +8 (+3 autofire), **Dmg** 4d10x2

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**Light laser cannons** (pilot/copilot)

**Atk** +8 (+3 autofire), **Dmg** 3d10x2

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**Medium blaster cannon** (pilot/copilot)

**Atk** +8, **Dmg** 4d10x2

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**Medium double blaster cannons** (pilot/copilot)

**Atk** +8 (+3 autofire), **Dmg** 5d10x2

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**Light blaster cannon** (pilot/copilot)

**Atk** +8, **Dmg** 3d10x2

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**Proton torpedoes** (pilot/copilot)

**Atk** +8, **Dmg** 9d10x2, 4-square splash

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**Concussion missiles** (pilot/copilot)

**Atk** +8, **Dmg** 7d10x2, 4-square splash

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## **KOTOR Web Enhancement Archive**

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# ***KOTOR Campaign Guide* Web Enhancement 9**

## **Urban Bombardier Speeder Bike**

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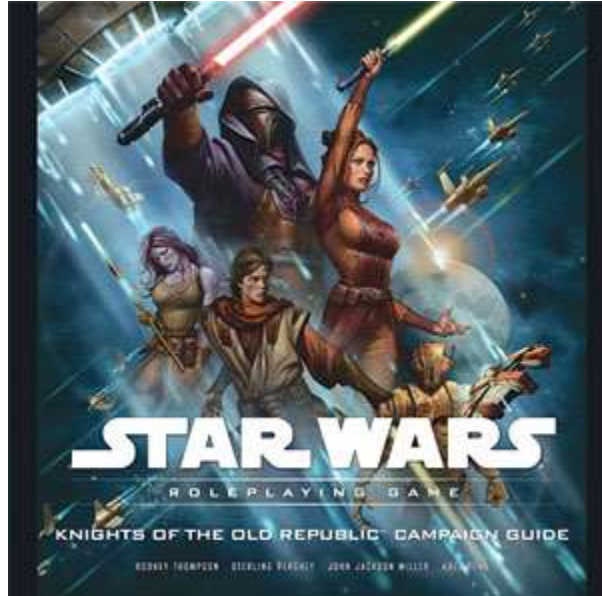
The [\*Knights of the Old Republic Campaign Guide\*](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: a speeder bike built for urban combat in the Mandalorian Wars!

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### **Urban Bombardier Speeder Bike**

A military version of Aratech Corporation's Urban Navigator speeder bike, the Urban Bombardier entered Republic service during the Mandalorian Wars. The Bombardier configuration replaces the original sidecar with a weapons array, capable of firing both lasers and missiles along the forward axis of travel.

During the Mandalorian Wars, Bombardiers saw action on a variety of worlds. Designed with urban combat in mind, they help to equalize Mandalorian jet packs and Basilisks.



## Aratech Urban Bombardier Speeder Bike CL 1

Large air vehicle (speeder)  
**Init** +12; **Senses** Perception +6

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**Defenses** Ref 17 (flat-footed 10), Fort 13; +1 armor  
**hp** 35; **DR** 5; **Threshold** 18

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**Speed** fly 12 squares (max. velocity 500 km/h)  
**Ranged** laser cannon +1 (see below) or  
light concussion missiles +3 (see below)  
**Fighting Space** 2x2; **Cover** +5  
**Atk Options** autofire (laser cannon)  
**Base Atk** +2; **Grp** +14

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**Abilities** Str 17, Dex 24, Con —, Int 14  
**Skills** Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

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**Crew** 1 (skilled)  
**Cargo** 10 kg; **Consumables** 1 day; **Carried Craft** none  
**Payload** 4 light concussion missiles  
**Availability** Restricted; **Cost** 18,000 (8,500 used)

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**Laser cannon** (pilot)  
**Atk** +2 (–3 autofire), **Dmg** 1d8 x 2

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**Light concussion missiles** (pilot)  
**Atk** +3, **Dmg** 1d10 x 2, 1-square splash

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