

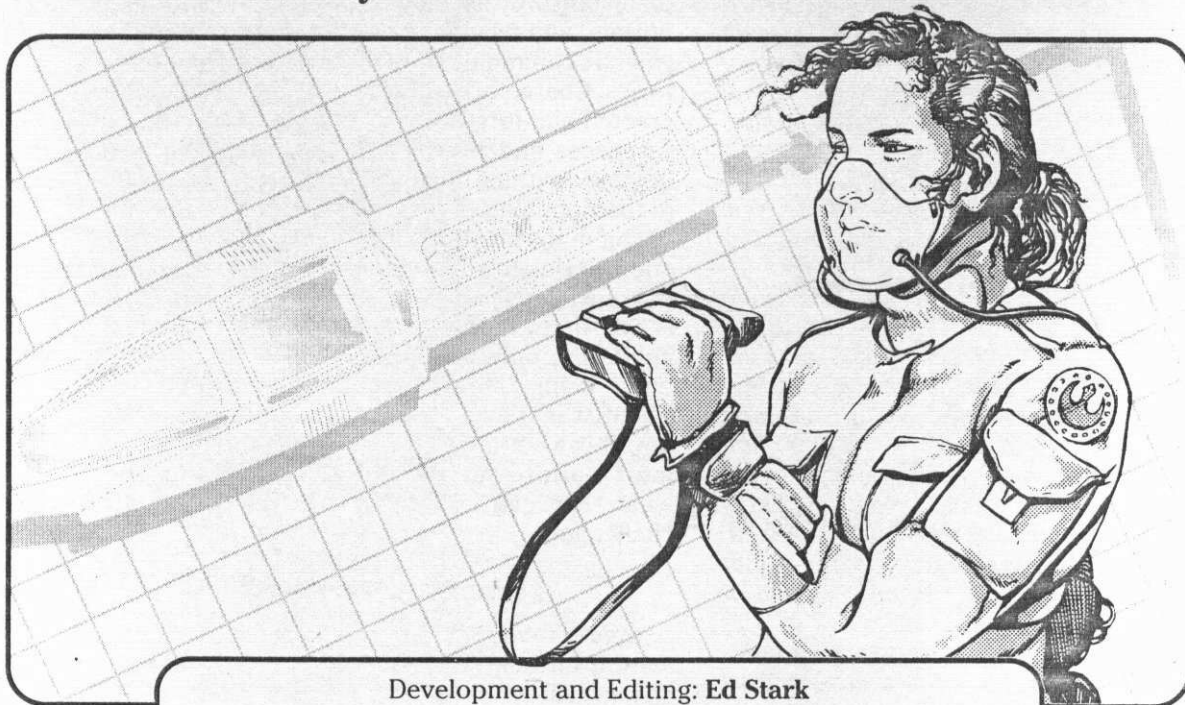
STAR WARS[®]

THE NEW REPUBLIC

G A L A X Y G U I D E 8

SCOUTS

by Bill Olmesdahl & Bill Smith



Development and Editing: **Ed Stark**
Additional Material: **Dr. Michael R. Fortner, Rebecca C. Hall**
Graphics: **John Paul Lona • Cover Art: Lucasfilm Ltd.**
Interior Art: **Mike Vilardi**

Publisher: **Daniel Scott Palter • Associate Publisher/Treasurer: Denise Palter**
Associate Publisher/Sales Manager: **Richard Hawran**
Senior Editor: **Greg Farshtey • Editors: Bill Smith, Ed Stark • Art Director: Stephen Crane**
Graphic Artists: **Cathleen Hunter, John Paul Lona • Sales Assistant: Bill Olmesdahl**
Licensing Manager: **Ron Seiden • Warehouse Manager: Ed Hill**

Published by



RR 3 Box 2345
Honesdale PA 18431

40061

Introduction

"Have you ever dreamed of exploring the paths between stars? Of traveling over routes which might not have been traveled for hundreds or even thousands of years? Do you feel the power of hyperdrives pulsing through your veins? Have you ever thought about those who discover new planets and meet new species?"

"You share these dreams with thousands who came before you. You are the scout of the New Republic and the discovery of the unknown is your domain."

— New Republic Scout Service Spaceguide

"Let me set you straight. Scouting isn't all of the romance and adventure that the datamanuals say it is. Half the time you're bored out of your mind waiting for something to happen — the other half of the time you're running away from some enraged natives ready to put your head on a pike. Sometimes you get more trouble from the 'civilized' ones, like some colonists who are convinced that you'll turn them over to the Empire's Bureau of Revenue."

"Just follow my advice. Look things over carefully before making planetfall. And don't ever trust your Droids when they say there's no advanced technology or weapons on the planet."

"Trust me."

— Glaennor, Eighth Nebulan Scout Corps

The galaxy of the *Star Wars* universe is vast, exciting, and, to scouts, waiting to be explored. Typical *Star Wars* adventures involve the Known Galaxy, and the understood foes are the Empire or bounty hunters. In *Galaxy Guide 8: Scouts*, characters get to tackle the unknown and explore a part of the galaxy where there are no maps, where the villains are unfamiliar or may not be villains at all, and where nothing can be taken for granted. The potential for excitement and adventure is virtually unlimited.

A scout's missions will take him to unknown systems with primitive civilizations, lost colonies that haven't been visited by spacecraft since

before the Clone Wars, ancient temples hidden on distant worlds and forgotten in the antiquity of time, and new alien worlds eager to join the galactic community or fight to defend their territories. Characters will discover ancient temples erected and forgotten, worlds rich with natural resources and bizarre life forms, and entities beyond anything imagined by the xenobiologists of the Republic.

Out in the frontier of the galaxy, in Wild Space and the Unknown Regions, characters will face the most dangerous foe of all — the unknown! It is a setting where sometimes having the fastest gun is the only way to survive, while at other times, being a shrewd negotiator or an informed scientist is the key to living to explore another day. It is a setting for rugged individualists who must learn to survive with only their wits and what they can carry. Are you ready for this challenge?

Using This Book

Galaxy Guide 8: Scouts provides detailed information on many aspects of scout adventures, giving gamemasters and players plenty of information to get started. For players, this book offers an overview of the scout services, discussion of where scouts come from and what they are like, as well as several new templates. There are detailed explanations of the equipment, starships and Droids scouts have at their disposal.

For gamemasters, this book covers the story and practical elements of scouts adventures, including hints on how to design new planets and civilizations, natural hazards, and interesting gamemaster characters suitable for a scout setting. This book also has a detailed alien species generation system so gamemasters can "build" fun and exciting new alien species. Finally, this book offers a mini-campaign for new scouts, with adventure hooks, locations, and gamemaster characters to get things rolling right away.

A Typical Survey

Deeve finally reached the top of the ridge. With a sigh, he looked over the edge — and into the heart of a planet. His aching arms and legs were forgotten in that split second, as he peered down into the swirling mists thousands of meters below. They looked like clouds, but he knew that they were hot enough that taking one breathful of those vapors would kill him instantly.

He tugged at his face breather again, making sure it was snug. He tried to wipe away some of the sweat that had built up near his eyes, but his hand was stopped by a thick piece of transglass.

"Never get used to seeing things like this," he muttered to himself. "What a marvelous view, and I'm the first person to have ever seen it." He searched for a comfortable seat in the loose, rocky soil. He had long ago gotten over his fear of heights as he sat less than a meter from the edge of the cliff. "There are other things *worth* fearing out here." Small chunks of bluish-purple soil tumbled down into the abyss.

He pulled his datapad from its molecular hooks at his waist, flipping the power switch. As he waited for the datapad's basic operating programs to engage, he flicked his tongue over to the monitor pads inside his breather mask. As his breather's internal analysis computer ran a quick diagnostic, it played the results

you wrong —"

CLICK!

"Deeve out," he muttered to himself as he tongue-toggled the comlink off. This was going to be hard enough without a lovesick pile of circuits jabbering at him.

Turning his attention to the datapad, he pulled the backpack off his aching shoulder and opened one of the large pockets. Pulling out a small, roughly rectangular device, he pressed a power stud. Spectrameters, raddetects, mineral spotters, temp monitors and a dozen other gauges and gadgets hummed to life as his enviro-analyzer powered up. Pulling out a complink, he pressed one connector into the enviro-analyzer's port and attached the other end to his datapad. Tongue-toggling his comlink to "Audio Mode" he announced aloud, "Resource remote scan: commence."

Dials, gauges and other monitors warbled as the enviro-analyzer gathered what data it could from this remote locale. He took another look around.

The canyon stretched to the northern and southern horizons, appearing to be roughly crescent shaped from his vantage point. It was probably a good ten kilometers across and who knew how deep. With the side of the

Department of Supply

The Department of Supply is responsible for providing Droids, ships, weapons, survival gear and any other equipment necessary for the scouts to complete their missions. Unfortunately, due to the under-financed nature of the New Republic, the D of S has very little "on hand" equipment to supply its scouts with, beyond what is considered "standard." When a requisition comes through to the D of S, they must first approve the requisition and then turn it over to the New Republic's purchasing agents, who must then prioritize it and find a way to purchase it. As a result, getting something from the D of S when you need it right away is almost impossible.

Department of Information

The Department of Information, or DI, registers all claims by New Republic, corporate and independent scouts. When a world or system is registered, that information is distributed to the general public and corporations for moderate fees, unless the claimant registers and is granted a Request For Privacy (this is normally reserved for systems that will host military research bases or other types of top-secret facilities). The Department of Information is responsible for the Library of Systems, a comprehensive catalogue of all systems and worlds that the New Republic is affiliated with. The Department of Information turns duplicate copies of all information over to

The definition of "facility" varies depending upon the size (and, unofficially) value of the claim. A habitable planet, for example, needs to have a city or collection of towns operating on it to be considered duly claimed and developed. Likewise, a system that is uninhabitable but has tremendous mineral or strategic wealth must have a space station or habitation dome somewhere inside it to be claimed. Small, relatively poor planets and asteroid belts with mineral resources seldom need more than the scout and the scout's associates operating within the claim area to establish the claim.

The New Republic is exempt from this law, and may claim any planet or system in its entirety. Coincidentally, this is why the New Republic maintains the Scout Service: while it is expensive to operate, once newly discovered planets are sold off to corporations, groups and other governments, the profits can be immense.

- The property of a planet or system may be leased or sold at the discretion of the owner. This includes planets that have been developed. For example, if a corporately owned planet has been "developed" for any amount of time — say, fifty standard years — it can still be sold ... even if the population of the planet has grown up into the millions or billions! New Republic laws are being made to protect the inhabitants of "owned" planets from the results of these sales, but the legal process is slow. Under some circumstances, it would be legal for an inhabited planet to be purchased by an individual who then chooses to evict the inhabitants! This happens seldom, as evicting a planetary population almost certainly would result in bloodshed, but, on a smaller scale, there have been many recorded occurrences.
- All New Republic citizens and organizations are required to uphold the general laws of the New Republic. Of course, these laws typically apply to trade and military activities, and thus owners of systems and worlds have

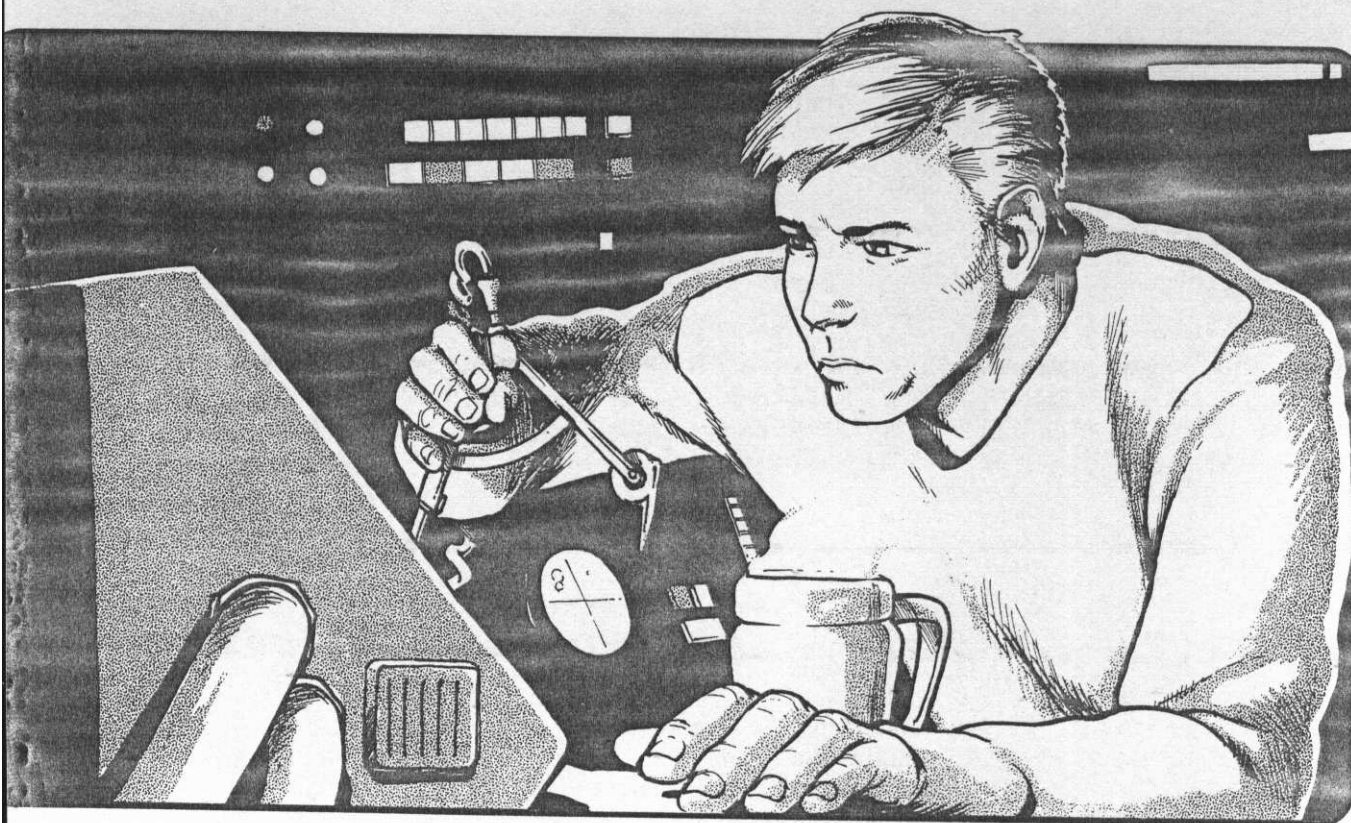
the advantage of being able to conduct their activities as they see fit.

In practice, these legal principles ensure that if someone is going to claim a planet, it will be used. It also gives a tremendous advantage to governments and corporations over independent prospectors.

In addition, any planetary owner or government with a population over ten thousand (less, in some cases, often depending on the species) has a right to independent representation under New Republic laws. But this right is also a responsibility. The owner or government must send a representative to the New Republic and must pay taxes according to its size, income, and other factors. Often, small populations forgo representation to avoid taxation (and notice) by the New Republic.

- Scouts in service to the New Republic are required to uphold the laws of the New Republic. They may not bring harm to sapient beings except in self-defense. They may not deliberately harm, or injure a culture. Scouts are required to report any illegal transgressions by New Republic individuals, groups or companies against members or non-members (thus, if a scout learns that a company has built a factory on a planet with a sapient population without first getting their permission, he is required to report the incident to his superiors). In practice, these laws are difficult to investigate and enforce.

Also, scouts who operate on the frontier of New Republic control — but within the bounds of Empire or Pre-Empire space — often run into trouble *because* of this rule. There are many people in the Known Galaxy who do not welcome the New Republic and their laws, and they are operating outside its legal boundaries for this reason. They see New Republic scouts as threats to their security and anonymity.



the New Republic's Under Minister of Information, which is responsible for tracking ownership of worlds and other valuable data that the government or member worlds might need.

The DI has been manned, since the success of the Rebellion, almost exclusively by intelligence personnel from the Rebel Alliance who served in the intelligence branch during the war and who have tired of military service. This is only logical, as most of the scouts were warriors of the Alliance before becoming scouts. As a result, the DI does have a tendency to follow up "suspicious leads" that do not necessarily fall within their jurisdiction — even when they should be turning over their information to the New Republic's Secretary of Intelligence. They prefer to "handle things" on their own quite often, and this has put them into conflict with the military and the bureaucracy.

Department of Personnel

The Department of Personnel is responsible for keeping track of active and inactive service members, paying employees on time, deciding assignments of exploration for scouts in the field and keeping track and filing all of the miscellaneous data that comes into the Scout Service.

This is the one department of the Scout Service that is run almost exactly like its bureaucratic and military counterparts. It is an established, efficient bureaucracy that is almost impossible to penetrate when it feels like being

obstinate. More than one request for information on an individual, unit, or population has gotten "lost between offices" by the DP. Usually, this is a response to the New Republic bureaucracy losing scout requests for information, equipment, or financial support.

Department of the Military

The Scout Service has a small military arm for contending with small-scale engagements. It has approximately 50,000 soldiers, all of whom receive training with the New Republic military. These individuals are officially attached to the Scout Service, but may be called upon for duty by the New Republic military in times of crisis. The Scout Service must get permission from the Minister of State to send troops to a given world, so sometimes military assistance can take several months to deploy.

In reality, the military arm of the Scout Service serves a "bodyguard" function almost all of the time. The Scout Service will use its military "force" to set up secure areas on frontier worlds, man remote space stations, and safeguard couriers and scouts on dangerous missions. Many of the military personnel assigned to the Scout Service resent their "demotion" from line troops (though most of the line troops actually see less action), while others wouldn't have it any other way. The "Scout Soldiers" are incredibly mobile and active and are beginning to gain a reputation as an "elite service" within the New Republic.

Many military personnel also begin to learn scouting — intentionally or through necessity. A scout crew may be assigned a squad of marines while exploring on the frontier and, unless armed conflict happens with prohibitive frequency, the marines are likely to be bored out of their skulls most of the time. They will probably be taught certain scouting procedures and duties as a cure for boredom — and because scouts love having other people take over the “drudge work” associated with their profession. Many “scout teams” have been formed this way, with one or two “official” scouts sharing their ship with four or five marines, and the entire team sharing the work and the rewards.

Other Support Services

In the interests of the economy, the New Republic has chosen to streamline the Scout Service as much as possible. Many support services are not covered by the four departments, and the Scout Service must “farm out” a lot of those

chores to other government services and even independent contractors.

Some examples of these services include ship building and repair, food service, and communication services. While most scout bases have their own permanent personnel to handle these chores, very few of these people are actually scout personnel. Most often, they are military or bureaucratic personnel assigned on “detached duty” to the scouts, and sometimes, especially on the larger but less centrally located bases, they are independent businesses and contractors that have arranged service agreements with the Scout Service.

The Department of Supply and the Department of Personnel oversee most of these extra services and, in the case of New Republic personnel, the extra services only require a little extra book-keeping. But independent services are obtained almost always on a cash-for-service basis and, in some outlying regions, scout bases have become the basis of some settlements’ economies.

Chapter Two

Inside the Scout Mind

"The Men and Women of the scout branch of the service represent the finest qualities that humanity has to offer. A scout is brave, honest and trustworthy."
—Spaceguide

"It takes a certain mindset to become a scout. You have to love space and the spaceways, solitude and adventure. Just remember when you're running from a pack of savage cannibal headhunters on some backwater planet with no name but the one you've given it, that there's no other job in the world like the one you've got, and you love it."
— Brut Jaxton, Nova scout (retired)

What makes a man want to give up the modern conveniences that we all take for granted to spend his days on the fringe of the known galaxy? The scout is a rare breed. Not many individuals could spend their lives on the edge, with the pressure and the solitude of long periods in hyperspace. There are several traits that most of these remarkable men and women share.

Traits of the scout

Love of the Unknown: This is perhaps the most important trait a scout can possess. A scout has to be dedicated to the pursuit of knowledge. A scout who doesn't have a driving urge to find answers to the unanswered is best suited for another line of work. It is this drive for knowledge that burns in most scouts and drives them on, further and further from the known and into the depths of space.

Need for Adventure: The life of a scout is full of adventure and intrigue. Undiscovered planets and strange new races are the bread and butter of the scout. Who knows what curious creatures lurk in the mysterious primordial seas of a new world? A scout who shrinks from the face of danger won't get very far in the Scout Service.

Self-reliance: A scout has only himself and his ship, and perhaps a small crew to rely on. There is no law or corner market outside the frontier. A scout must be able to make, trade or ... creatively

acquire any supplies that he needs. And if there is justice to be meted out, it is up to the scout to act as judge, jury and jailer. A scout who can't take care of himself won't make it for long.

The Corporate Scout

The many galactic corporations employ a large and active scouting branch. There is a need for the large companies to find worlds that can provide them with the raw materials that they turn into the many modern conveniences that citizens of the galaxy enjoy and take for granted every day of their lives. Planets rich in these materials are of top priority for the corporate scout. Uninhabited planets, mineral-rich asteroids and moons are a treasure trove for the corporate scout.

Of course, many of the richest planets available are already claimed — by their inhabitants. While this is inconvenient to the corporate scout, it is not an insurmountable obstacle. While both the Empire and the Rebel Alliance/New Republic have their own laws and regulations regarding the exploitation of inhabited worlds by outside interests, the corporate scout and his employers have their own ways of dealing with this difficulty. Negotiation is the primary, and recognizably acceptable, means, but there are other ways to work a deal.

Another valuable service of the scout, from the corporate point of view, is the discovery of new species and cultures. Each new species is another potential market for the goods and services that the company provides. Several species that were barely above a prehistoric level soon found themselves rushed to the level of galactic citizen by overzealous company executives. Their new planetary governments were plunged into bankruptcy by the purchase of thousands of previously unknown "necessities" that their population suddenly had to have. It is rumored that more than a few of the most underhanded companies introduced their products to



newfound species in the hopes of turning entire populations into virtual "wage slaves" by building a need for products and then setting up vast factories. Once the factories are established, the population is then put to work, in exchange for credits that the workers can spend in company owned-stores.

Corporate scouts have brought several new and valuable devices into common use in the galaxy. Several advanced civilizations have been discovered and brought into the galactic league by corporate sponsored expeditions. Rumors of espionage and the theft of new technologies by these expeditions is most likely exaggerated by the companies' jealous rivals.

Benefits of being a Corporate Scout

The benefits of becoming a corporate scout are many and varied. The pay scale for a beginning scout is generally very high, the risks are moderate to low and, in many cases, equipment and a ship are provided.

Pay for a corporate scout is, of course, dependent on the company. The average monthly pay is around 1,000 credits per month with bonuses paid for especially valuable discoveries. A discovery bonus can be as high as .01% of the market value of a planet.

The corporate scout can expect the finest in rest and relaxation when off duty. Although off-duty time does not come as often for the busy company employee as for the New Republic scout,

The Karflo Corporation

The Karflo Corporation manufactures hyperdrive engines for a substantial number of ship companies throughout the Known Galaxy. The company maintains a large scouting branch which provides the company with the raw materials and manufacturing sites that the expanding company needs to continue its reign as top producer in the field.

Karflo is also one of the companies rumored to have the most disreputable practices — especially in regards to the discovery of new species. The need for raw materials in their manufacturing plants is great, and rather than hire workers, they actively seek low-tech planets with high mineral content to exploit. Company representatives establish "development colonies" on these new worlds and hire natives to labor in mine facilities for low wages.

This practice was illegal, but mostly ignored, under Imperial law — the right grease in the right palm opens doors. But the New Republic shows no such leniency. However, with the state of the New Republic at present, there is almost no way for the new government to discover these illicit activities. Woe to the independent scout that discovers one of Karflo's colonies, since the company really doesn't want its business practices to be made known to the general public.

he can expect to be given first class accommodations at one of his company's many executive resorts, with all of his creature comforts seen to.

Leave time is accrued according to the number of useful planets or technologies discovered, generally to the order of two weeks per find. The scout may either use his leave as it is accrued or trade it in for a larger credit bonus. The bottom line is, if a scout is successful, the company will do almost anything to ensure that he continues to work for them.

This can become a problem when the retirement question rolls around.

Equipment

The larger companies usually provide their scouts with the finest equipment available. The companies have found, after many years, that if they invest in their employees and equipment, morale is high and subsequently, so is their return. That old adage, "It takes money to make money," is held in high regard by most successful company officials.

But, in a Known Galaxy as large as this one, there are more than a few companies that violate what others take as common sense. In many areas of the universe, scouts are treated as the low end of the corporate ladder. They find credits are cheated out from under them, their equipment is substandard, and their superiors make certain that their only options lie along the corporation's plan. Many of these scouts stay with their companies only out of ignorance or fear ... or because they have nowhere else to go.

Getting Out

The last major benefit of working as a scout for one of the many galactic corps is their liberal retirement benefits. After fifty successful missions (the usual standard), the corporate scout is given full and legal ownership of his scoutship and gains an "associate" status. The scout still receives a small monthly stipend from the company as his retirement pay, but is now free to work on his own; the only stipulation is that the scout may not work for a direct competitor while collecting this stipend. Many scouts continue to do freelance work for their former employers, many years after their formal retirement.

This is the most liberally "interpreted" corporate rule of scouting. Fifty *successful* missions can take a long time to come, and it is quite likely that the ship a scout uses most of his career will not be the one he uses on his corporately-recognized fiftieth mission. Again, most of the larger, more successful corporations muster their scouts out fairly, but there are thousands of examples in the Known Galaxy of "liberal interpretations" of the scout contracts.

Receiving the stipend can also be a problem. Most corporations prefer to turn the credits into trade. This means they are really only paying

about forty percent of the scouts' stipend in credits, the other sixty percent being what they save wholesale. The scouts who retire from large corporations make out best on this deal — they are entitled to their stipend's worth of goods and services from the corporation's company and sub-companies every month. A scout whose MOBs ("mustering-out benefits") come from a company the size of, say, Sienar, doesn't have to worry about expenses for the rest of his life. But scouts who end service in small, two- or three-system corporate services find it difficult to collect their benefits — in cash or trade.

In addition, scout retirement options can be sold from corporation to corporation. One corporation may decide it needs a "freelancer" in its "stable" and will pick up the commitment from another corporation. This means the new corporation is now responsible for the MOB, but the scout is also bound to honor his retirement contract with the new corporation.

New Republic Scouts

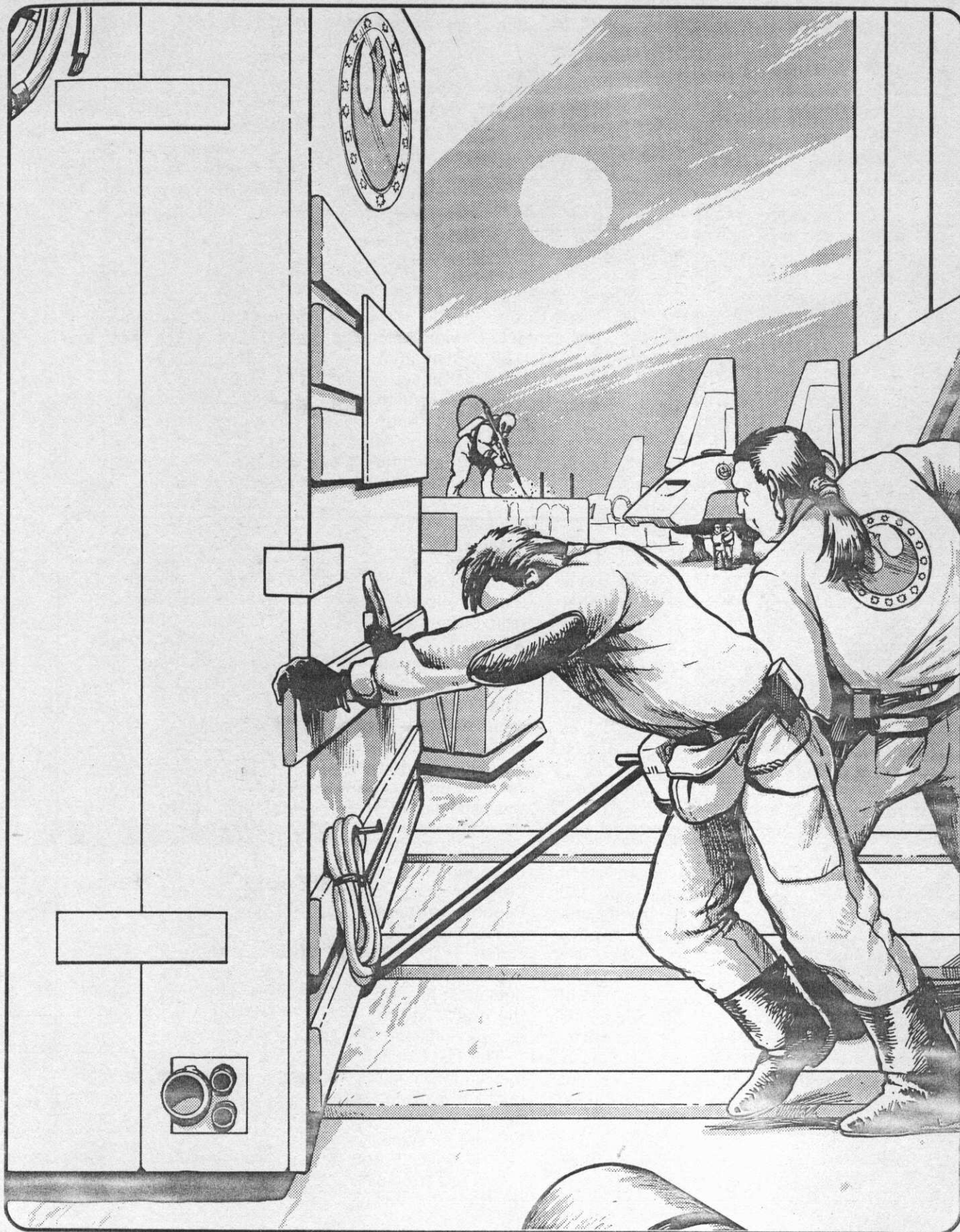
The Scout Service has had a long and complicated history since its founding under the Old Republic. Originally, it was established as a means of stabilizing and charting the expansion of the peoples of the Known Galaxy. During the years of the Emperor Palpatine and the Empire, the service was split between those loyal to the ideals of the service and those loyal to the current government. That split has left scars on the service that are still in the process of healing.

During the reign of Palpatine, the scouts were primarily used to search for Rebel bases, important sources of raw materials for the war effort, and new races that could be used as warriors or slaves at the Emperor's dark whim.

The scouts proved to be a double-edged weapon for the Emperor, because the service was filled with members loyal to the Old Republic (and sympathetic to the Rebel Alliance) and those old spacers that really didn't care for politics, but strove to uphold the basic tenets of the Scout Service. For every victory Palpatine claimed with his scouts, the members cost him two battles elsewhere. They used their freedom of movement to run information to the Rebel cells and became the information net of the Rebellion.

When it became apparent to the Emperor that he couldn't control his exploration arm, he shut it down. Scouting duties were then taken over by his already overtaxed Imperial Fleet. Many of the scouts left to join corporate scout services, the Rebel Alliance, or both.

The destruction of the Scout Service during the Empire caused many of the Service's best and brightest to continue "scouting" on their own — exploring for fun and profit, and as a way to avoid



"Imperial entanglements." These men and women have become the core of the independent scout movement.

This is not to say that the New Republic scout branch is in a decline. The returning scouts have something that they believe in, for the first time in years, and the "newbies" are already the converted. The basic ideals of the New Republic have fired the imaginations of a generation, and these new scouts are some of the most promising the service has ever seen.

The Scout Service is the perfect place for a youngster to earn his wings. The hours are long and often lonely, but a stint in the service will prepare him for anything the galaxy has to throw at him. Skills in communication, first contact, geology, astrogation and piloting are just a few of the skills that a new scout will learn.

Many of the Rebellion's hottest pilots and crews have signed on for scouting as well. While nearly all of them are tired of fighting and watching friends die, very few are tired of the excitement. The Scout Service has plenty of adrenaline

for those hotshots, and it allows them to recover from their years of war.

The service provides a comprehensive training program for the prospective scout. Raw recruits are transformed into self-reliant, skilled pilots or crews in a few short months. After the nine month training, the scout is either sent to one of the many scout bases to serve an apprenticeship, or, if he or she is exceptional, directly assigned as a junior mate on a training ship.

The First Cruise

Training ships are manned by a crew of six scouts, normally four recruits and two veterans. This part of the training period is normally six months long, during which the young scout may visit anywhere from one to ten new worlds. The trainees are left to make all decisions and perform all the actual piloting, sensor readings, and exploration, guided by their older brothers and sisters. After this training period, the scout is graded on his performance and either assigned to a scout ship or base as an apprentice, or sent

The Training Mission

The six-month-long mission is a sham. This fact is carefully guarded by the trainers and every member of the "Scouts' Organization." The entire exercise is carefully constructed to test the young scouts in all aspects of their new environment. Care is taken that no one actually gets hurt, but accidents do happen and a trainee that dies during this mission is given posthumous honors and the cadet's family receives one-half of the cadet's monthly wage over the next twenty years.

The training mission usually contains a first contact mission, to evaluate the cadet's knowledge of contact regulations and practices. This contact mission is considered the most difficult of all the tests. More than one young scout has cracked when face to face with an unknown creature. Luckily for both the aliens and the new scouts, they are not issued genuine weapons for their mission, but their trainers have the real article and occasionally have had to use them.

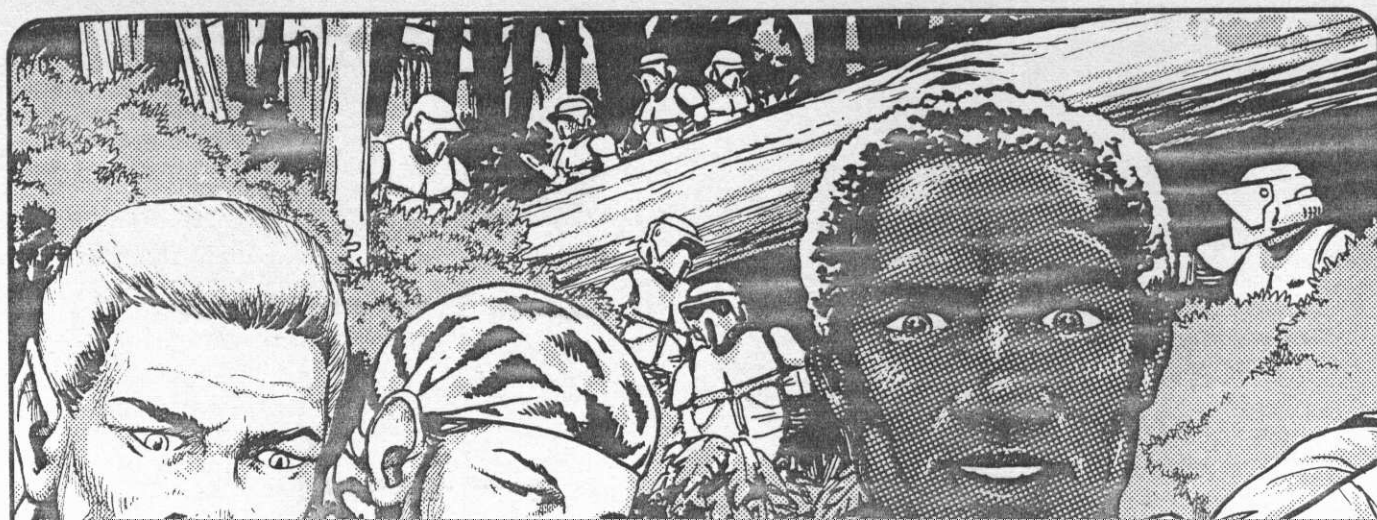
The next standard test mission is the discovery of a mock Imperial Base or "Hostile World." This tests the cadets' stealth and subterfuge skills. The objective in the Imperial mission is to get into the base, download computer information from it and get out and report its location to New Republic authorities. The "Hostile World" test — becoming more and more used with the dissolution of the Empire's remaining bureaucracy — is a little more involved. The scouts have to sneak into a (predetermined) village, gauge the natives' fighting abilities, tech levels, and relative threat to the New Republic, and get out alive.

One of the more famous training mission stories is that a group *did* actually find a *real* Imperial base. The truth became apparent after three of the trainees were wounded by hostile gunfire. Talek Var, the cadet leader, fled the base while his veteran commanders were trying to salvage the wounded crew. But Var returned. Using his small scout vessel as a manned missile, he rammed the base headquarters, killing over eighty percent of the Imperials and causing the rest to scatter. The wounded scout cadets and the veterans were saved hours later when their survival beacon's signal was picked up by a New Republic ship sent to check on the group's success or failure. When the disaster was sorted out, Talek Var became the youngest scout ever to be inducted into the Nova Scout "Hall of Fame." Unfortunately, he was also the first scout of the New Republic to ever be given this honor posthumously.

The final test occurs while in deep space. During the cadets' rest period, the trainers sabotage the ship's hyperdrive, sensors, and communications. The cadets must jury-rig repairs from the odds and ends in the craft's stores, as the veterans have taken the escape pods and fled to a waiting rendezvous.

This last test may be the most vital, as many young men and women have proved to be unable to hold up under the strain. The prospect of years in space at normal speeds and possibly even starving to death before ever seeing another planet has shattered even veteran spacefarers.

It is this training that prepares the young scout for the trials that lie ahead, and it takes a special man to earn his scout stripes.



Astrogation Difficulty Table

Standard journey — Very Easy to Heroic difficulty

Condition	Modifiers to difficulty	Duration
No Navigation computer or astromech Droid	+30	Double
Hasty entry	Double difficulty	Double
Lightly damaged ship	+5	+5 hours
Heavily damaged ship	+10	+10 hours
Each extra hour taken	-1	+1 hour
Each hour saved	+1	-1 hour
Obstacles	+1-30 or more	—

Astrogation Mishap Table

2 — Hyperdrive Cut-out And Damage. The ship's hyperdrive cuts out, avoiding a collision with a stellar body. Unfortunately, the cut-out damaged the hyperdrive engines. A Moderate repair total (*capital ship repair*, *space transports repair* or *starfighter repair*) is necessary to repair the main hyperdrive; otherwise the ship will have to use its backup hyperdrive to limp to a nearby system. This can be a good excuse to introduce the characters to a new system, ship, alien species, or other adventure.

3-4 — Radiation Fluctuations. Radiation surges affect the hyperdrive's performance, randomly increasing or decreasing the journey's duration. Suggested change of +1D or -1D in hours for each point the roll was missed by — if the astrogator missed by 3, the journey might be increased by 3D hours.

5-6 — Hyperdrive Cut-out. The ship's navigation computers detected a mass shadow (a rogue planet, for example), throwing the ship into realspace. The pilot must now calculate a new hyperspace journey from wherever they are in realspace. This is also a good excuse for introducing an adventure.

7-8 — Off Course. The ship is completely off-course. The ship emerges in the wrong system and an entirely new path must be plotted. The system they have arrived in may be settled or unsettled. Yet another good excuse to introduce an adventure.

9 — Mynocks. Mynocks somehow attached themselves to the ship's power cables prior to jumping into hyperspace. The duration of the journey is increased by 1D days.

10 — Close Call. Some other ship's system, such as the sub-light drives, nav computer, escape pods or weapons are damaged due to any number of factors. The ship completes its journey, but the system will have to be fixed upon arrival at their destination.

11-12 — Collision, Heavy Damage. The ship actually collides with an object. The ship drops to realspace, heavily damaged and with a ruptured hull. The ship is no longer spaceworthy, and it must be abandoned.

Scout Ships

There are, literally, thousands of different types of scout ships, and millions of "modified" vessels in the *Star Wars* universe. Following are some of the more common types. They are listed either because they are the most numerous, or because of special features unavailable in standard vessels.

The Ships of the Independent Scouts

Beginning on page 40 are some of the ships used by independent scouts.

Unlike their more prosperous cousins, the independent scouts are not provided with cutting-edge ships and equipment. The independent scout must make due with the hand-me-downs of the brethren that have gone before him. Indeed over 90% of the independent scout ships in service today have been roaming the spaceways for more than 50 years. What this means to the unincorporated scout is a serious technological gap, which while not an insurmountable problem for the free scouts, has given a distinct advantage to their corporate brothers.

Lone Scout

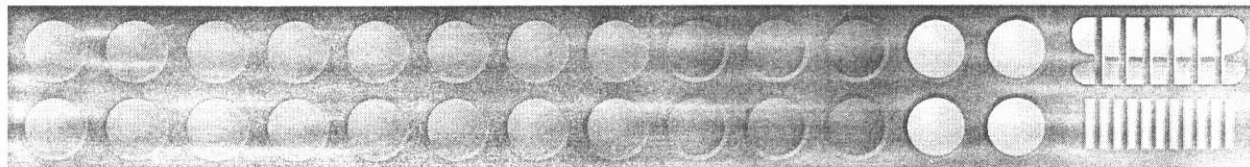
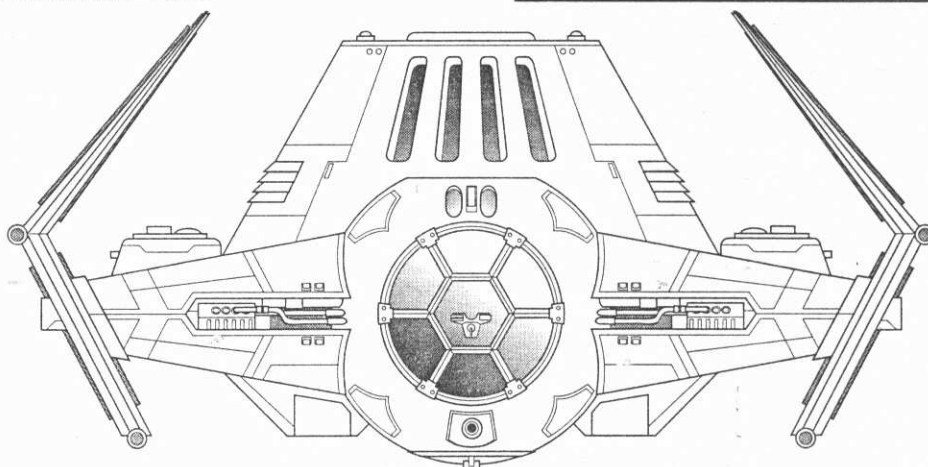
One of the standard scout ships in the Imperial Scout Corps is the Lone Scout by Sienar. The Lone Scout uses many of the basic technologies in Sienar's popular TIE line of starfighter, but adds substantial room for passengers and cargo. The LSA-2 is an advance on the original Lone Scout and features an improved hyperdrive backup and new deep scan sensor array.

The popularity of the Lone Scout has brought it into service in the New Republic Scout Service. The New Republic uses the Lone Scout for many of the standard exploration missions into the Wild Space. In the Scout Service the Lone Scout will usually have a pilot and specialist, but the extra passenger space permits this vessel to perform a wide variety of missions.

■ Lone Scout

Craft: Sienar Fleet Systems LSA-2
Type: Stock scout vessel
Scale: Starfighter
Length: 24 meters
Skill: Space transports: LSA-2
Crew: 1
Passengers: 3
Cargo Capacity: 125 metric tons; 50 cubic meters
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 30 / 0D
Scan: 50 / 2D
Search: 75 / 2D+2
Focus: 5 / 3D+2
Weapons:
One Laser Cannon
Scale: Starfighter
Fire Arc: Front
Crew: Pilot
Skill: Starship gunnery
Fire control: 0D
Space range: 1-3 / 12 / 25
Atmosphere range: 100-300 m / 1.2 km / 2.5 km
Damage: 4D

FORWARD VIEW



Deep-X Explorer

Many ships not originally intended for scout duty have been converted to the Service. One of the most successful conversions is the Deep-X "Explorer." The DP-X is the top of the line small yacht from Uulshos Manufacturing. The original design utilizes a dual-engine configuration for power with a delta-wing body for maneuverability and atmospheric handling.

In the Explorer, the DP-X engine compartments have been fully utilized to give maximum engine performance. The engine truly has two hyperdrives to make it one of the fastest and most reliable deep space vessels in the galaxy. The sub-light engines are also of superior quality for speeds associated with starfighters. Two blaster cannons give the Deep-X limited firepower when a crew is available to operate them.

■ Deep-X Explorer

Craft: Uulshos DPx Yacht

Type: Modified space yacht

Scale: Starfighter

Length: 12 meters

Skill: Space transports: DPx

Crew: 1

Passengers: 5 (including two to operate blaster cannons)

Cargo Capacity: 50 metric tons; 20 cubic meters

Consumables: 6 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1000 kmh

Hull: 2D

Shields: 0D

Sensors:

Passive: 20 / 0D

Scan: 30 / 1D

Search: 50 / 2D

Focus: 3 / 3D

Weapons:

Two Blaster Cannons (fire separately)

Scale: Starfighter

Fire Arc: Front

Crew: 1 per gun

Skill: Starship gunnery

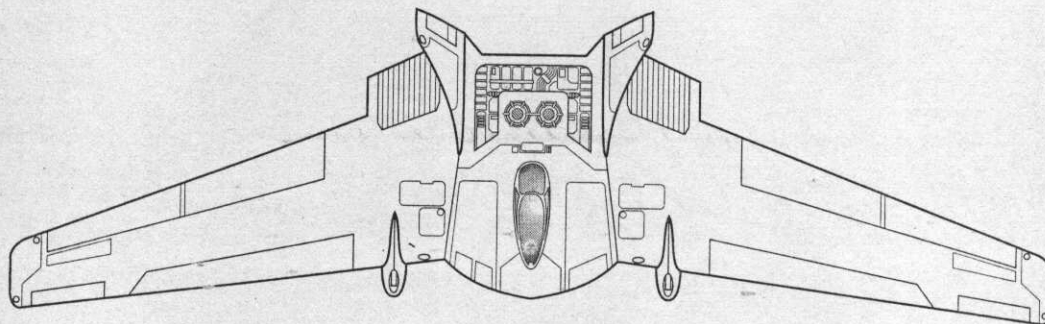
Fire control: 0D

Space range: 1-2 / 8 / 15

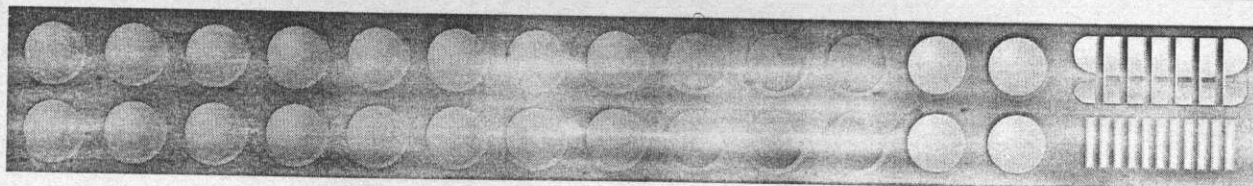
Atmosphere mg: 100-200 m / 800 m / 1.5 km

Damage: 1D

TOP VIEW



FORWARD



Scout Shuttle

Based on the success of the *Lambda*-class shuttle established among Imperial outposts, Sienar Fleet Systems designed the *Mu*-class shuttle for long range applications. The exterior is quite similar to the *Lambda*, using two fold out lower stabilizers for maneuverability, though the single tall central fin has been replaced by two shorter sensor arrays. On the interior, the cockpit has been reduced to two seats and some weaponry has been eliminated to permit expansion of the passenger space and hold.

The *Mu*-class shuttle comes in two models. Model 1 has limited sleeping space, but seats 24 passengers. Model 2 meets the demands of the

comfort-minded long-range traveler by including four small enclosed cabins. The Mu-2 also has a small galley at the rear with plenty of food storage.

Though it was originally designed for Imperial Scout platoons, the Mu-2 is finding wider service with New Republic Scouts. Sienar Fleet Systems is continually improving their line of shuttles, and they are able to customize the Mu-2 by trading cargo space for cabins, or vice-versa. The ability to ferry a large group to distant points makes the Mu-2 the shuttle of choice for outpost resupply.

■ Scout Shuttle

Craft: Sienar Fleet Systems Mu-2 long range shuttle

Type: Mu-class shuttle

Scale: Starfighter

Length: 20 meters

Skill: Space transports: Lambda-C

Crew: 2

Passengers: 14

Cargo Capacity: 100 metric tons; 40 cubic meters

Consumables: 6 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x20

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 25 / 1D

Scan: 50 / 2D

Search: 60 / 2D

Focus: 3 / 3D

Weapons:

Two Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Crew: 1 (copilot)

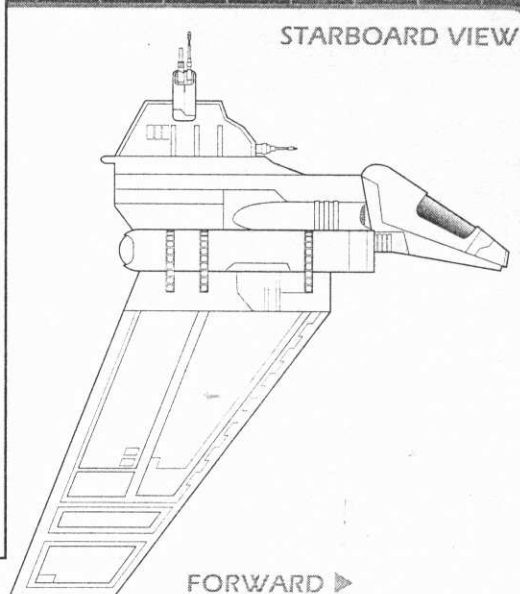
Skill: Starship gunnery

Fire control: 2D

Space range: 1-2 / 12 / 25

Atmosphere rng: 100-300 m / 1.2 km / 2.5 km

Damage: 4D+1



SkyBlind

Reconnaissance is one of the most important tasks for a scout. When dealing with a strange and potentially hostile world, stealth is the best policy. To meet the needs of concealed exploration of planetary systems Loronar has designed the SkyBlind. The SkyBlind has been used successfully for both military and civilian operations.

The secret to the SkyBlind is the round profile it presents to all viewing angles. The SkyBlind uses sensor masks to block active and passive sensors, electromagnetic shields to further deflect sensors and optical shields to distort visual observation. To a ground observer, the SkyBlind will appear as a discoloration in the atmosphere or a shimmering patch, easily confused with natural phenomena.

The small cargo space is enhanced by the inclusion of a small landing sphere. The landing sphere is powered by repulsorlift technology and is air- and watertight, but cannot travel far from a source of gravity such as a planet. If the landing sphere is not carried, the cargo space is doubled.

■ SkyBlind

Craft: Loronar SkyBlind Recon Ship
Type: Reconnaissance scoutship
Scale: Starfighter
Length: 21 meters
Skill: Space transports: SkyBlind
Crew: 1
Passengers: 7
Cargo Capacity: 50 metric tons; 20 cubic meters
Consumables: 6 months
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 6D
Shields: 3D (shields apply to defense against sensors as well)
Sensors:
Passive: 50 / 2D
Scan: 30 / 1D
Search: 50 / 2D
Focus: 3 / 3D

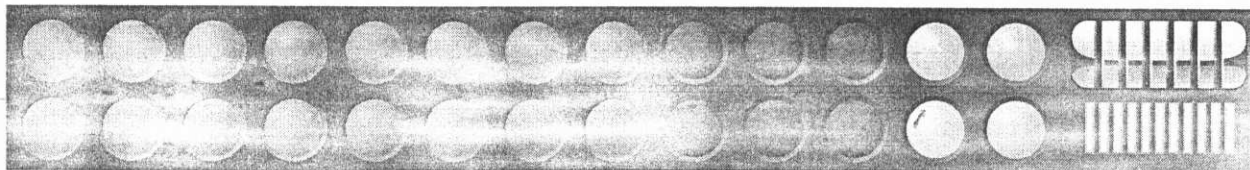
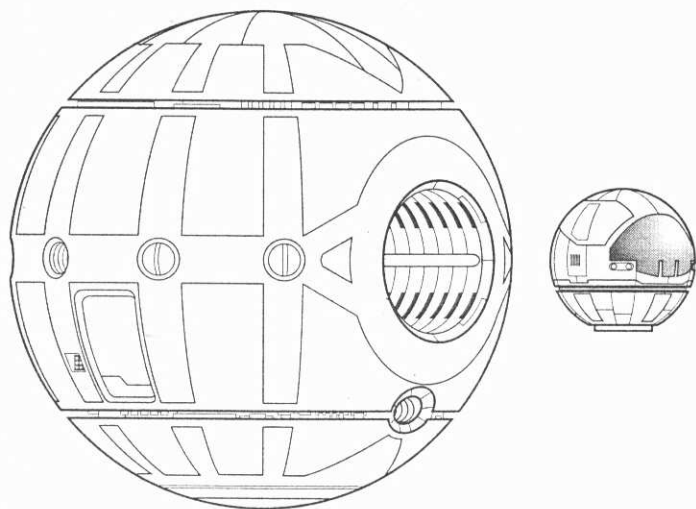
Weapons:

One Proton Torpedo Launcher

Scale: Starfighter
Fire Arc: All
Crew: Pilot
Skill: Starship gunnery
Fire control: 0D
Space range: 1 / 3 / 7
Atmosphere range: 50-100 m / 300 m / 700 m
Damage: 7D

■ Landing Sphere

Craft: Loronar Landing Sphere
Type: Surface to starship transport
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: SkyBlind landing sphere
Crew: 1
Passengers: 7
Cover: Full
Cargo Capacity: 5 metric tons; 2 cubic meters
Consumables: 1 week
Move: 225; 650 kmh
Maneuverability: 0D
Body Strength: 5D
Shields: 1D (shields apply only against sensors)
Sensors:
Passive: 5 / 0D
Scan: 10 / 1D
Search: 15 / 2D
Focus: 1 / 2D
Weapons: none



Star Seeder

Scouts are commonly used to accompany colony ships to new worlds. On these missions, scouts are essential for their knowledge and experience when dealing with new worlds. Scouts may travel in their own ship alongside a colony vessel, or may be employed as part of the colony ship's crew. Any scouts in the crew of a colony ship are treated with great respect by the colonists, since they know that without the scout the colony may be doomed from the start.

The KDY Star Seeder has been a popular choice for groups of between 200 and 800 colonists. The Seeder can run with a small crew for its size and has ample space for cargo. The cargo area has been adapted to the needs of colonists by use of compartmentalized space for plants, livestock, building material, Droids, etc. The hangar bay of the Star Seeder comes complete with a small shuttle, air speeders, underwater speeders and land tractors. Walkers can be added as needed to fit the needs of the colony.

■ Star Seeder

Craft: Kuat Drive Yards Star Seeder

Type: Colony ship

Scale: Capital ship

Length: 250 meters

Skill: Capital ship piloting: KDY Seedship

Crew: Skeleton: 143, with Command 4D+2; Total: 550

Crew Skill: Capital ship piloting 3D+2, starship shields 3D, starship sensors 3D+2, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2

Passengers: 800

Cargo Capacity: 7500 metric tons; 3000 cubic meters

Consumables: 5 years

Hyperdrive Multiplier: x3

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 40 / 0D

Scan: 75 / 1D

Search: 250 / 4D

Focus: 5 / 5D

Weapons:

Six Turbolaser Batteries

Fire Arc: 2 front, 2 back, 1 left, 1 right

Crew: 1 per gun

Skill: Starship gunnery

Fire control: 0D

Space range: 3-15/35/75

Atmosphere range: 6-30/70/150 km

Damage: 3D

Tractor beam projector

Scale: Starfighter

Fire Arc: Front and down

Crew: 2

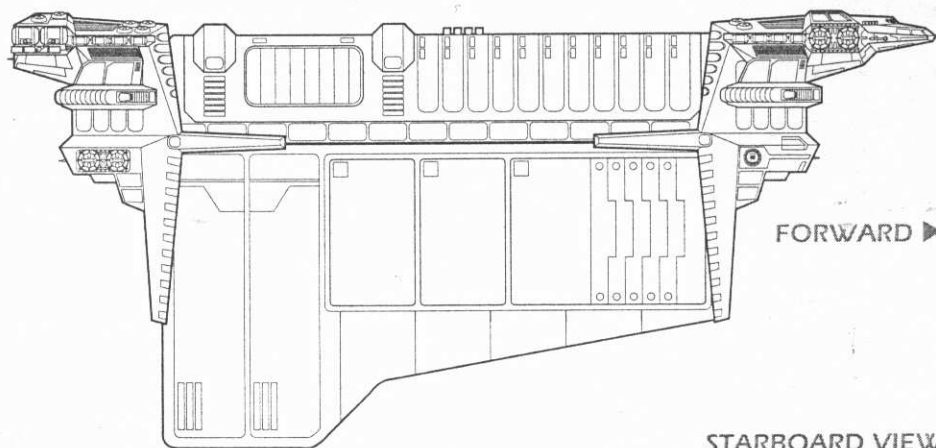
Skill: Capital ship gunnery

Fire control: 1D

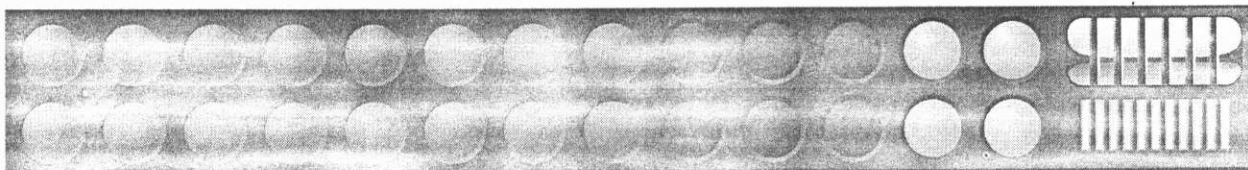
Space range: 1-5/15/30

Atmosphere range: 2-10/30/60 km

Damage: 4D



STARBOARD VIEW



Vangaard Pathfinder

One of the most successful of all the privately owned ships still in service is the Pathfinder, originally designed and produced by Vangaard industries as a cutting edge, one-man scout. Needless to say, since the Pathfinder was introduced 63 years ago, some technological advances have been made. The Pathfinder was one of the first ships of its size to include both a hyperdrive generator and computer-assisted weapons.

The reason that the Vangaard corporation stopped production of the Pathfinder model was that several ships were lost due to explosions in their power supplies caused by shield overloads. The original design idea was to create shields that would absorb damage and channel the energy back into the weapon systems. This worked to a point. If the shields were hit with enough energy, the ship's power system overloads and drops the shields.

Aside from that slight flaw, the Pathfinder is still a top choice for independent scouts. It is a cheap, reliable ship. Easily handled by a crew of one or two. It has ample room for either passengers or cargo.

■ Vangaard Pathfinder

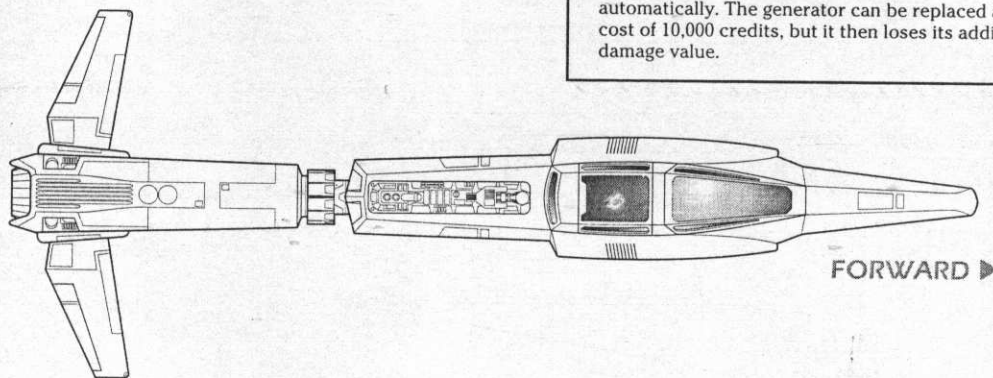
Craft: Vangaard Pathfinder
Type: Small fighter/Scoutship
Scale: Starfighter
Length: 36 meters
Skill: Space transports
Crew: 1
Passengers: 2
Cargo Capacity: 100 metric tons; 40 cubic meters
Consumables: Six months
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 350; 950 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 30/0D
Scan: 45/1D
Search: 60/2D
Focus: 5/3D

Weapons:

One Laser Cannon

Scale: Starfighter
Fire Arc: Turret
Crew: Pilot
Skill: Starship gunnery
Fire Control: 0D
Space Range: 1-5/15/20
Atmosphere Range: 2-10 /30/60 km
Damage: 3D (special)

Notes: The Laser cannon's special damage is that for each shot absorbed by the shields, the damage of the gun goes up by +1. When the shields absorb 3 hits, the generator overloads and shuts down for 3 rounds while it recalibrates. Both the +1 and the overload effect reset to zero after ten rounds automatically. The generator can be replaced at a cost of 10,000 credits, but it then loses its additive damage value.



FORWARD ►

TOP VIEW

Star Cab

The Star Cab is easily *the* oldest ship still in service. It dates back to the time before hyperdrive units were totally reliable. While the vast majority of modern-day scouts employ ships with current hyperdrive units, every so often an old timer will turn up in one of these ships. These ships put across the void between the stars, pausing only to refuel and log another world. While this lifestyle may not be to everyone's liking, there are some out there who know no more of the modern universe than their ships.

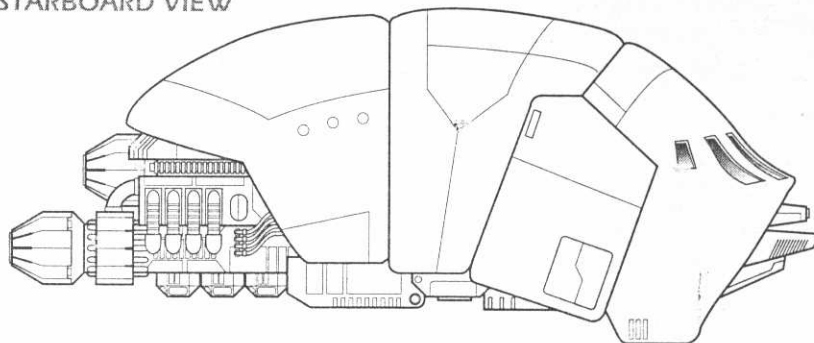
The Star Cabs include a full complement of Droids that handle the day-to-day operation of the ship, including a Droid which may well be the ancient predecessor of the R2 unit that handles all navigation. The Star Cabs are equipped with an enormous complement of weapons. More than may seem necessary in this more enlightened day and age, but we must remember, the galaxy was a much wilder place back in the Star Cab's heyday.

An interesting side note: many of the old-time scouts who man these ships *hate* the Droids often necessary for their continued operation. This "personality conflict" makes for less-than-stellar performance from these Droid crews, and a high rate of Droid turnover should be expected.

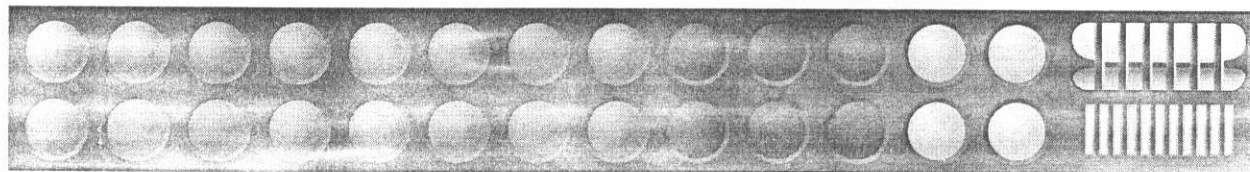
■ Star Cab

Craft: Orlean Star Explorer
Type: Ancient Exploration Vessel
Scale: Starfighter
Length: 70 meters
Skill: Space Transports
Crew: 1 Human, 3 Droid
Passengers: 11
Cargo Capacity: 100 metric tons; 40 cubic meters
Consumables: 5 years
Hyperdrive Multiplier: x10
Hyperdrive Backup: NA
Nav Computer: None (astromech Droid)
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1050 kmh
Hull: 4D
Shields: 0D
Sensors:
Passive: 10 / 1D
Scan: 15 / 2D
Search: 25 / 3D
Focus: 3 / 3D+3
Weapons:
Four Blaster Cannons
Scale: Starfighter
Fire Arc: 2 Front, 2 Rear
Crew: 1 per Gun (usually Droids)
Skill: Starship gunnery
Fire Control: 0D
Space Range: 1-4 / 15 / 20
Atmosphere Range: 100-400 m / 1.5 km / 2 km
Damage: 2D

STARBOARD VIEW



FORWARD ►



MRX-BR Pacifier

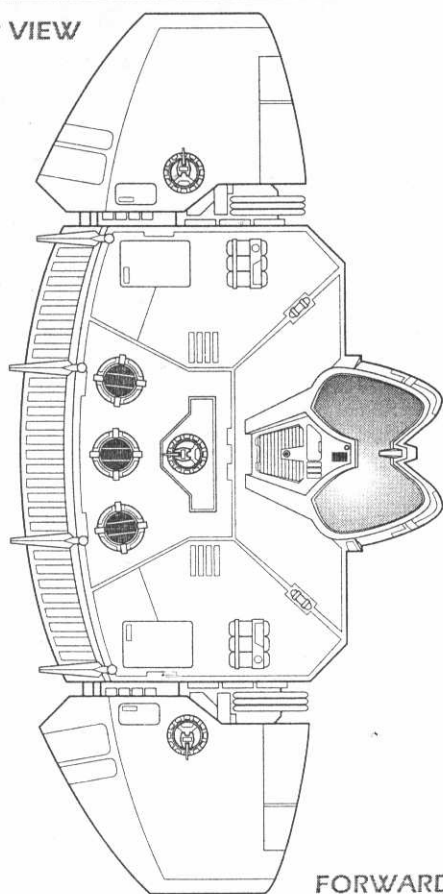
Back before the galaxy reached its current, enlightened state, some members of the Scout Corps had a less politically correct view on contact with new races, this is where the MRX-BR Pacifier comes in. The Pacifier is designed to act as either a high-tech contact vessel or as a powerful assault vessel. It is equally adept at either. Equipped with some of the most powerful sensor arrays built in its time, the Pacifier is able to count the leaves on a particular tree from

orbit. Its powerful weapons are computer controlled to enable maximum carnage with minimal effort.

Due to the recent change in public mood (the New Republic), MRX-BR Pacifiers are seeing less use in recent months and are making their way to used ship lots in droves.

The Pacifier was the scout vessel of choice for the Empire.

TOP VIEW



■ MRX-BR Pacifier

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

Type: Exploration Fighter

Scale: Starfighter

Length: 25 meters

Skill: Space transports

Crew: 1

Passengers: 3

Cargo Capacity: 25 metric tons; 10 cubic meters

Consumables: 1 year

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 600; 1200 kmh

Hull: 2D

Shields: 2D

Sensors:

Passive: 30 / 1D

Scan: 60 / 2D

Search: 120 / 3D

Focus: 10 / 3D+2

Weapons:

Two Proton Torpedo Launchers

Scale: Starfighter

Fire Arc: Front

Crew: 1 (Gunner)

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Three Laser Cannons

Scale: Starfighter

Fire Arc: One Rear, One each side

Crew: One Each (Gunner)

Skill: Starship gunnery

Fire control: 3D

Space Range: 1-3/12/25

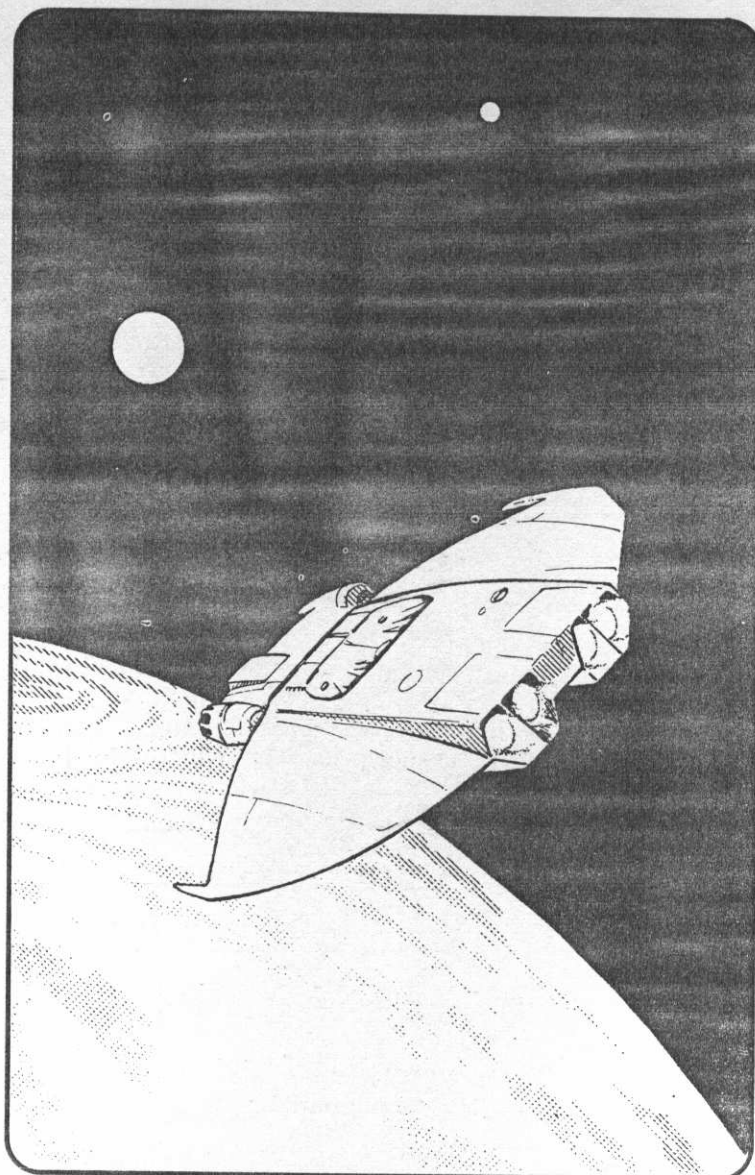
Atmosphere Range: 100-300/1.2km/2.5km

Damage: 3D

settled systems in these areas are directly controlled by the Empire or the Republic, although many of the independent worlds swear allegiance to one of the two. Frontier systems are unlikely to have seen heavy combat between Imperial and Republic forces, although small skirmishes are common as the civil war drags on. Populations tend to be smaller and technology less readily available, and trade is more often conducted by small tramp freighters, such as the *Millennium Falcon*, than by large galactic transports.

Semi-wilderness systems are even more isolated than frontier worlds, and only a small percentage swear allegiance to either the Republic or the Empire. Formal colonies are less likely the further one ventures from the Known Galaxy, but unregistered settlements are more plentiful; those that do exist are likely to have a lower tech level since there is very little trade from the Known Galaxy in this type of area. Scouts are more likely to come across unknown primitive alien cultures that have not yet come into contact with the Known Galaxy. Traders are less frequently encountered, and the scout may find himself isolated from all assistance. Information on systems in these areas is more sketchy, and the scout will find much of it is exaggerated or fabricated.

Wilderness areas are the true unknown sectors of space. Lost colonies, possibly established thousands of years ago, are more common than known colonies and unregistered settlements (even the bravest individuals don't want to venture this far into unknown space). The scout is very likely to come across primitive alien civilizations, and even advanced, starfaring aliens can be encountered (their technology tends to be limited to short range faster-than-light drives, or even sublight drive only). This region of space is so far removed that the scout ship is probably



Government

Roll D6%

11	Alliance/Federation
12	Anarchy
13-16	Competing States
21-22	Corporate Owned (+3 Starport, +2 Tech Level)
23-24	Dictatorship
25	Family
26-31	Feudalism
32	Guild/Professional Organization
33-42	Imperial Governor

Roll D6%

43-45	Military
46-52	Monarchy
53	Organized Crime
54	Rebel Alliance/New Republic
55	Participating Democracy
56	Representative Democracy
61	Ruler By Selection/Rite
62	Theocracy
63-66	Tribal

the first vessel from the Known Galaxy to have visited the area in centuries, if ever. There are many undiscovered life forms and resource worlds waiting to be found and claimed.

For complete explanations of the results, refer to *Planets of the Galaxy, Volume One*. This system appears in abbreviated form due to space considerations — we felt that it was inappropriate to take up over 20 pages reprinting existing material when there were so many other essential topics to discuss in this book.

Some charts have the reference "Roll D6%" in front of them: this means roll six-sided percentile dice, counting one die as the tens die and one die as the ones die, as used in Chapter Seven, "The Frontier."

Planet Type

Roll 2D

2-9	Terrestrial
10	Satellite (Normally Gas Giant)
11	Asteroid Belt (-2 Population; Incompatible: Agriculture, Homeworld Planet Function)
12	Artificial (-2 Population)

Temperature

Roll 2D

2	Searing
3-4	Hot
5-9	Temperate
10-11	Cool
12	Frigid

Gravity

Roll 2D

2-4	Light (+2 Atmosphere)
5-11	Standard
12	Heavy (+2 Atmosphere)

Length of Day

Roll 1D

1-2	Roll 2D +10 hours.
3-4	Roll 1D+20 hours.
5	Roll 1D+25 hours.
6	Roll 1D+30 hours.

Terrain

Roll D6%

11	Barren (Compatible: Arid, Dry Hydrosphere; Incompatible: Moist, Saturated; -2 Population, +3 Atmosphere)
12-13	Cave (+2 Atmosphere, -2 Population)
14	Crater Field (Incompatible: Thick Atmosphere)
15-16	Desert (Compatible: Arid, Dry Hydrosphere; Incompatible: Moist, Saturated Hydrosphere)
21-24	Forest (Compatible: Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature; Incompatible: Arid Hydrosphere; Frigid, Searing Temperature)
25-26	Glacier (Compatible: Moist, Saturated Hydrosphere; Cool, Frigid Temperature; Incompatible: Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature)
31-32	Jungle (Compatible: Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature; Incompatible: Arid, Dry Hydrosphere; Cool, Frigid Temperature)
33-34	Mountain (Incompatible: Saturated Hydrosphere)
35-41	Ocean (Compatible: Moderate, Moist, Saturated Hydrosphere; Incompatible: Arid, Dry Hydrosphere; -1 Population)
42-44	Plain (Compatible: Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature; Incompatible: Arid, Saturated Hydrosphere; Searing, Frigid Temperature)
45-46	Plateau (Incompatible: Saturated Hydrosphere)
51-52	Urban (+1 Population)
53-61	Wetlands (Incompatible: Arid, Dry Hydrosphere; Frigid, Searing Temperature)
62-63	Volcanic (Incompatible: Type I Atmosphere; -2 Population; +3 Atmosphere)
64-66	Special Terrain

Atmosphere

Roll 2D

- | | |
|-----|-------------------------------------|
| 2-9 | Type I (Breathable) |
| 10 | Type II (Breath Mask Suggested) |
| 11 | Type III (Breath Mask Required) |
| 12 | Type IV (Environment Suit Required) |

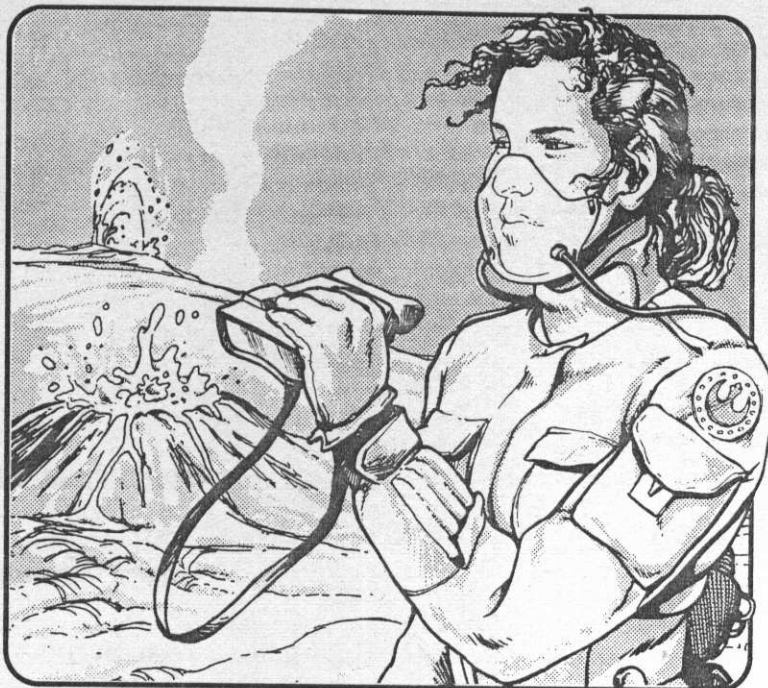
Length of Year

Roll 1D. Multiply roll x15.

Roll 1D

- | | |
|-----|-----------------|
| 1 | 75 local days |
| 2 | 150 local days |
| 3-4 | 225 local days |
| 5 | 300 local days |
| 6 | 375 local days. |

Add both totals.



Starport

Note: Gamemasters are encouraged to add negative modifiers to this roll to reflect the primitive nature of frontier and wilderness worlds. The more isolated the world, the higher the modifier. Suggested modifiers range from -1, for worlds on the edge of the Known Galaxy, to -8, for very isolated worlds in the wilderness.

Roll 2D

- | | |
|------|------------------|
| 2 | Landing Field |
| 3-5 | Limited Services |
| 6-8 | Standard Class |
| 9-11 | Stellar Class |
| 12 | Imperial Class |

Tech Level

Note: Due to the primitive nature of frontier and wilderness regions, gamemasters are encouraged to apply a modifier of -1 to -7 to this roll.

Roll 2D

- | | |
|------|-------------|
| 2 | Stone |
| 3 | Feudal |
| 4 | Industrial |
| 5 | Atomic |
| 6-7 | Information |
| 8-12 | Space |

Population

Note: Populations in frontier and wilderness sections of space tend to be lower. Gamemasters are encouraged to apply a modifier of -1 to the population roll.

Roll 1D.

- | | |
|-----|--------------------------------|
| 1 | Population is 1-999 |
| 2-3 | Population is in the thousands |
| 4-5 | Population is in the millions |
| 6 | Population is in the billions. |

Roll 1D to determine whether in the singles, tens or hundreds of thousands, millions or billions. If the population of a planet is in either the tens or hundreds of billions, the system must either be multi-planetary in its inhabitants or have a sapient population that takes up *very* little space.

1-2: Population is in singles.

3-4: Population is in tens.

5-6: Population is in hundreds.

Roll 1D. Determine population to two significant figures.

1-3: Number is 1-5: roll 1D, ignoring 6.

4-6: Number is 6-9: roll 1D, ignoring 5 and 6, and add five.

Hydrosphere

Roll 2D

- | | |
|-------|-----------|
| 2 | Arid |
| 3-4 | Dry |
| 5-9 | Moderate |
| 10-11 | Moist |
| 12 | Saturated |

Planet Function

Roll D6%

11	Abandoned Colony
12	Academic (+1 Starport, +1 Tech Level)
13	Administrative/Government (+1 Starport, +1 Tech Level)
14-21	Agriculture (Incompatible: Asteroid Belt, Artificial Planet Type, Barren Terrain)
22	Colony
23	Disaster (-3 Spaceport, -2 Tech Level, +3 Atmosphere)
24	Entertainment
25-26	Exploration (-2 Starport, -2 Tech Level)
31	Hidden Base
32-33	Homeworld
34	Luxury Goods
35-41	Manufacturing/Processing: Low Tech, Mid Tech, High Tech (Mid Tech: +2 Starport, +2 Tech Level; High Tech: +3 Starport, +4 Tech Level)
42	Military (+3 Starport, +2 Tech Level)
43-46	Mining (+2 Starport, +1 Tech Level)
51-55	Natural Resources
56	Research
61	Service (+1 Starport, +2 Tech Level)
62-63	Subsistence
64-66	Trade (+3 Starport, +2 Tech Level)

Planet Function

This characteristic explains why the planet is inhabited. Determine the basis of the economy, why people live here, and other things that are essential to understanding the planet.

Please note that many of these planet functions can still be explained with primitive tech levels. In these cases, the planet's entire economy is driven by the industry in question, even if the world has little or no trade with outside planets.

Abandoned Colony: The colony was abandoned by its sponsor, and may have slipped into barbarism. These worlds are common in frontier and wilderness space.

Academic: The planet is a center of learning.

Administrative/Government: The world's prime function is bureaucracy. Usually reserved for capitals of trade empires and governments, and these worlds typically have a high tech level. Low-tech worlds with economies centrally directed by the government also qualify.

Agriculture: The world is dedicated to the production of food.

Colony: This is or was a colony world (it may currently be independent).

Disaster: Disaster planets have been the victims of one of a number of possible cataclysms.

Entertainment: The world specializes in providing entertainment.

Exploration: The planet and system have seldom, if ever, been visited. They often have primitive tech levels.

Hidden Base: There is a secret base on the world, such as a military, corporate or pirate base.

Homeworld: This planet is the homeworld for an alien species.

Luxury Goods: The world produces luxury goods, such as liquor, gems, art or other goods.

Manufacturing/Processing: The planet processes raw materials or manufactures finished goods.

Military: The planet has important military facilities, often Imperial or New Republic bases.

Mining: The world thrives on mining the rich mineral resources.

Natural Resources: The world depends upon naturally occurring resources, like crystals, wood products, pelts, biochemicals and plants.

Research: The planet is home to scientific research facilities.

Service: These planets specialize in advanced services, such as banking, medicine, or financial markets.

Subsistence: Very common in frontier space, these worlds are struggling simply to survive.

Trade: The planet is a center of trade and commerce.

Government

This explains the type of government that the planet has. During the reign of Emperor Palpatine, most planets were under his control, however, this control was normally in the form of a planetary governor and whatever Imperial troops were necessary to keep order: the vast majority of planets, even if controlled by the Empire, retained their native form of government provided it supported the Empire.

Now, only about one-quarter of the Known Galaxy is controlled by the Empire. The rest are non-aligned or part of the New Republic, although most of these, too, retain their native form of government — there is not nearly as great a fear of repression or violent reprisal.

Alliance/Federation: Several different groups have allied together for mutual defense, trade or any number of other reasons.

Anarchy: No central government, or a government whose only concern is preserving individual freedoms.

Competing States: Several competing factions vying for power. The factions can be tribes, nations or companies. The competition may take the form of open warfare.

Corporate Owned: One company owns the entire planet.

Dictatorship: A dictator or absolute ruler has complete control. The planet is probably very

intolerant of individual differences or beliefs.

Family: The family is the most important social organization on the planet, or a group of elite families rules the world.

Feudalism: A multi-level social system in which nobles or royalty are entrusted with territory and required to generate tax revenue for higher-level officials.

Guild/Professional Organization: A particular guild or profession controls the planet. Possibilities include trade or mining guilds.

Imperial Governor: An Imperial official has assumed direct control.

Military: The planet is directly run by the military, possibly the Empire or a local army.

Monarchy: A ruling family, normally led by a king or queen, has complete, or near-complete control.

Organized Crime: Crime gangs own and control this planet.

Participatory Democracy: Citizens vote directly on important issues.

Rebel Alliance/New Republic: This world is run directly by the Republic, or the planet is an open supporter of the new government. Planet may be a protectorate, under the supervision of the Republic.

Representative Democracy: Citizens choose



Abnormal Stars

There are several types of abnormal stars, including red giants, supergiants, novae, supernovas, white dwarfs, neutron stars and black holes.

Giant Stars

Systems may be dominated by a giant star, probably red in color. Giant stars put out much less heat than smaller stars, and a well shielded scout ship might be able to explore the outer atmosphere, possibly investigating unusual energy readings.

A giant star occurs when the hydrogen fuel of a star has been entirely consumed, and the star balloons out to a huge size, possibly enveloping the innermost planets of the system. These stars may have stable terrestrial planets that can be home to advanced or primitive civilizations. As the star ages, it might become variable, changing in size and brightness many times within a few months or years.

As the star continues to burn, it will produce heavier and heavier elements. When the star finally exhausts all of its fuel, the star will collapse into a white dwarf or tiny neutron star. The star might also explode its outer layers in a spectacular supernova. In very rare instances, the core of the star might become a black dwarf.

Dwarf Star

Red and brown dwarf stars began with insufficient fuel to become large. These stars are often the companion of another star. The planets around a red dwarf are also likely to be small, favoring terrestrial worlds with only trace atmospheres, but possibly with valuable mineral deposits or unusual minerals and ores.

White dwarf stars are the remains of stars that have collapsed as they have exhausted all of their fuel. As the white dwarfs cool, they eventually turn yellow, then red, and then finally become black dwarfs. There may be remnant dust clouds in the area of the star with unusual chemical elements. The dust clouds serve as excellent hiding places for pirates and others who desire privacy. Planets around white dwarfs were probably destroyed in the explosion, although if the dwarf is old enough, it may have captured a rogue planet or two, which might have had time to evolve life or be settled.

Neutron Star

A neutron star is what remains of an exploded star. Neutron stars have extremely strong gravitational pulls and are so dense that a spoonful of material from a neutron star weighs tons. The stars are only about ten or twenty kilometers across, and don't produce light like other stars.

However, the gravitational pull of a neutron star is so strong that nearby companion stars and gas clouds may have material drawn to the neutron star. When the particles impact against the surface of the neutron star, they give off blinding bursts of light and intense radiation in a "cosmic fireworks display." Neutron stars can rotate very rapidly, seeming to pulse at a rate of about once a second, leading to the name "pulsar."

Normal ships will avoid these areas due to the difficulty of navigation in the intense gravity. Any planets in the system are very likely to have been blown away when the star exploded.

Planets in close systems (typically, less than a year away) will be subjected to very strong gravity, and thus have astounding tides. The worlds will be constantly bathed in very high levels of x-ray and gamma radiation. Life on the surface of the world would have to be hardy indeed to survive such radiation, but if the world is covered by water, marine life could be plentiful, since water will act as a shield against much of the radiation. Due to the intense radiation, such worlds may be a rich source of unique minerals and crystals with unusual capabilities. The items will have had their structure altered by the radiation, and they might be quite good for retaining or focusing energy, such as the crystals used to fashion lightsabers.

Black Hole

The final collapse of some giant stars form black holes. This is a pocket of gravity so intense that nothing, not even light, can escape the black hole's grip. A ship that is caught in the pull of a black hole faces certain destruction.

Ships stay well away from these objects, and scouts will want to post navigational warning beacons to warn ships away from these areas. The locations of such areas is of prime interest to New Republic Scout Service libraries, so this information can be made available to all ships requesting navigational information on that sector of space.

Black holes cannot be seen, but they can be detected by how they affect items in their environment. Like a neutron star, a black hole can draw gases from nearby stars and release bursts of radiation all across the spectrum, for a light show marking the boundary of the stellar troublemaker.

Black holes will not have "systems" per se, but they may be affecting nearby stars and worlds, slowly drawing systems to their death. Also, it is quite possible that ships with more primitive drives may be caught on the edge of a black hole's grip — close enough to be dangerous, but far enough out that the scout ship could conceivably mount a rescue operation. Likewise, scien-

tific research space stations may be in the same kind of situation.

Nebula

A nebula is an extensive dust cloud that, normally, is in the process of becoming a system. Nebulae can hold one or more proto-stars, or conceivably a star and its companion planets. From a distance, the nebula is almost impenetrable, and the dust obscures and alters sensor readings: the only way to find out what is *really* inside a nebula is to investigate it directly.

Nebulae are unlikely to have habitable worlds, although primitive worlds rich in minerals and with high temperature are quite possible. Such places would be appropriate to self-contained mining cities, such as Lando Calrissian's Nomad City, shown in *Heir to the Empire*.

As shown in the *Star Wars* adventure *Planet of the Mists*, a nebula can hide many things, such as pirate bases, secret weapons facilities and any-

thing else that someone wants hidden from prying eyes.

Nova

A nova is a star that is exploding. Large stars will die this way, giving off a great deal of light and gas. The explosion of a star can take many years, but the high levels of radiation makes the entire area dangerous.

A supernova occurs when the largest giant stars explode. These explosions are only a few days long and can be seen by much of the galaxy (at least eventually; bear in mind that the light might take centuries to cross the galaxy). The explosion will destroy anything in the vicinity of the star.

People on planets around such stars will have to be evacuated or face certain death. Stars that have gone nova or supernova may have dead worlds around them, but some civilizations may have left behind records or artifacts.

Chapter Ten

The Prize: A Scout Adventure

Introduction

Far, far out beyond the fringes of the known universe, there are countless inhabited planets which have either never been discovered or have been found and lost in the relentless passage of eons. These planets can be a bottomless font of exciting adventures. This adventure will take your characters beyond the fringe of the known, to a legendary planet and a fabulous prize waiting for those brave enough to grasp it.

Along the way, they will overcome overwhelming odds and battle against a being of vast, dark power. They will explore new worlds and ancient civilizations. They will expand the *Star Wars* universe in their own unique fashion.

The Setup

The characters are refueling and stocking up for a journey into the fringe on the planet Vengler. Vengler is a quaint, rustic world. Discovered by the Empire only a few years ago, Vengler has only the most primitive of spaceports. The majority of the population of the planet work on small farms, barely existing at subsistence level. More cosmopolitan characters will probably sum up Vengler with one word:

Dirtball.

The Marketplace

The only point of interest on the whole planet is the Varno Market, which surrounds the area of the spaceport. Since alcoholic beverages are illegal on Vengler, nearly all the business on the planet is transacted in this one square kilometer area.

The Varno Market contains treasures and trinkets that find their way there from all sections of the galaxy. Most scouts wandering through the area barter the interesting trash they've picked up on their travels here and there for food and fuel. Nearly anything imaginable can be found in one of the murky booths, if one is lucky and patient.

The feel for the area is similar to that of an exotic open-air marketplace. Beggars swarm af-

ter offworlders, courtesans beckon, pres-tidigitators amaze the tourists with feats of skill and pickpockets lurk in every shadow. The scene opens with the following exchange ...

Adventure Script for "The Prize"

Gamemaster: You've just finished bartering for fuel and supplies in the open-air markets of Vengler. Hundreds of Humans and aliens mill about, each conducting their own business transactions. You gather near the path back to the spaceport, ready to get off this ball of mud and back into open space.

First character: That was strange. I traded a dozen of those old Holoreels we had back on the ship for some food and the proprietor insisted I take this. Some kind of medallion. He seemed like he was glad to get rid of it.

Second character: Let me see it. Hmmm, it feels like it's made of platinum. I wonder what it's worth. Maybe we can hang it over the dash board.

Gamemaster: You notice that when you take the medallion out and hold it up for a better view, a hush falls over the throng of people. A circle begins to form around you. *Hundreds* of the market's patrons and vendors. The silence is deafening. Just when you feel you can stand the silence no longer, a single thin voice rises out from the crowd.

"The Eye!! He has the Eye!"

The crowd scrambles madly away, looks of fear frozen on their faces. As the dust settles, only seven figures remain. Six robed warriors and one other, darkly hooded, with a tiny winged creature on his shoulder.

"Kill them and bring me the Eye." the hooded stranger rumbles as he turns and strides away.

The six warriors begin to advance, unsheathing wicked looking bronze Scitroks.

First character: I have a bad feeling about this...



The Varno Market

Second character: I wish you would stop saying that!

Encounter: Fight or Flight

The Scitrok Warriors will advance with their Scitroks at the ready. The battle should be fast-paced and exciting. If the characters attempt to run, the warriors will break into pursuit teams of two per player character and try to run down the group.

Once the characters have dispatched the warriors, chances are good that they will try to get off the planet and find out more about the strange medallion they have in their possession. If they try to ignore the attack or tarry too long in the marketplace, they will have repeated encounters with the warrior-monks. The rest of the natives won't be very friendly to them either.

What's going on?

The mysterious robed figure is Dhar Bullwin, a student of the Dark Arts. He has searched for over twenty-five years for the Eye of Koda. He was finally able to trace it to the Varno market on Vengler. Dhar Bullwin made his way to the market section and began extracting information from the inhabitants.

The shopkeeper who gave the characters the Amulet is unsure of what it is that he had, but was desperate to get rid of the amulet. He knew that those pursuing the treasure would stop at nothing to get it. When he heard the player characters were heading off planet, that seemed like the best way to steer trouble away from Vengler.

The Scitrok Warriors

DEXTERITY 3D

Dodge 5D, melee parry 5D, melee 6D

KNOWLEDGE 2D

Streetwise 3D, survival 3D, religion 3D

MECHANICAL 1D

PERCEPTION 2D

Hide/sneak 4D, search 5D

STRENGTH 3D

Brawling 7D, stamina 7D

TECHNICAL 1D

Security 5D

The Scitrok Warriors are a strange monastic brotherhood of warrior-monks that live in a monastery far off in the barren hills outside of the city of Vengler.

Life for the monks is made up of equal portions of religious teachings and combat training. They spend an average of ten years mastering the Scitrok, which most closely resembles an eight-foot-long scimitar, with vicious barbed spikes lining the inside cutting edge.

Once the Scitrok Monks have mastered both their religious teachings and weapon studies, they are then sent into the world to sell their services, in exchange for gold to support the monastery. The Monks will accept any commission, and have no loyalties to any, save for their current master and their church.

Scitrok

Scale: Character

Skill: Melee Combat: Scitrok

Difficulty: Difficult

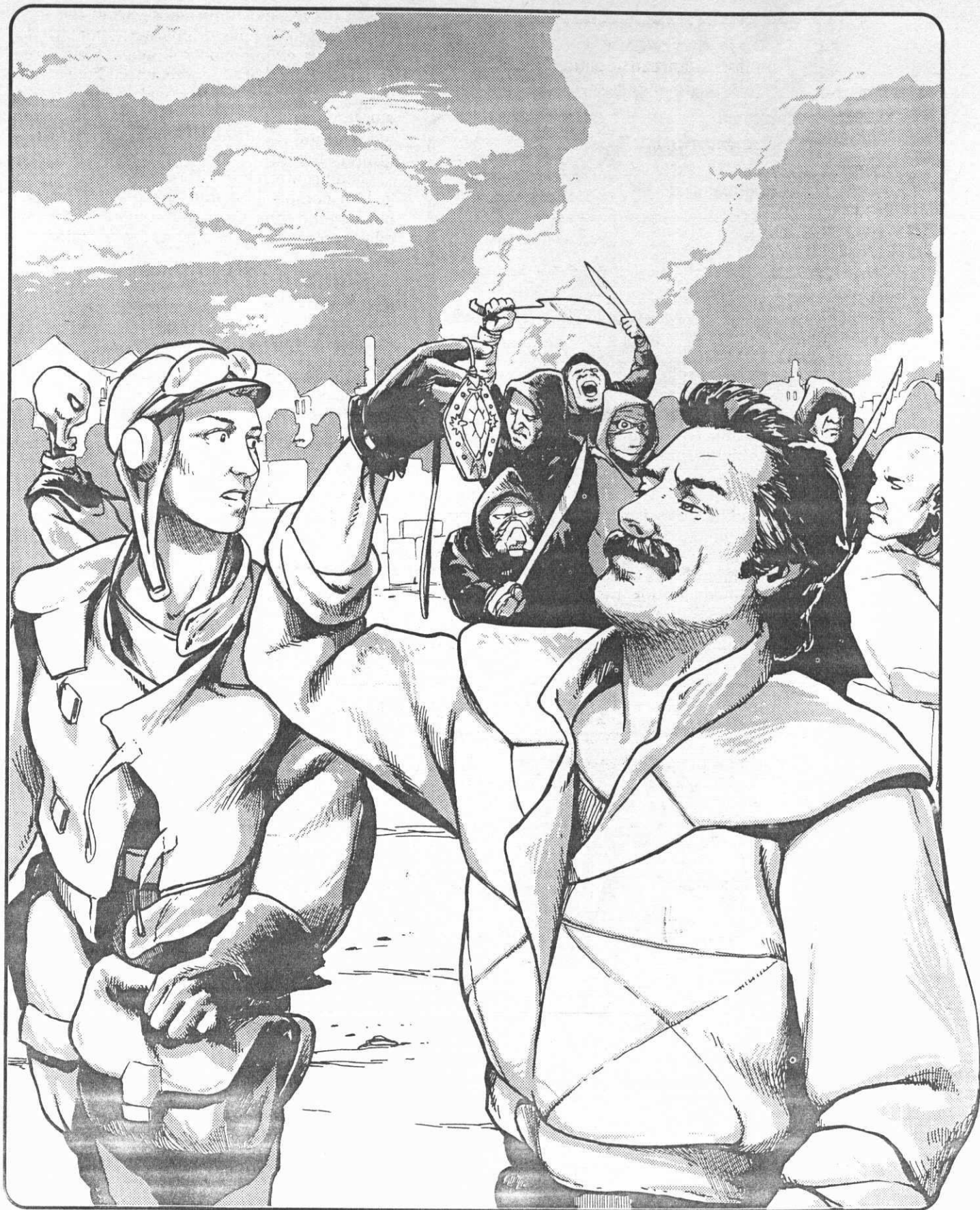
Damage: STR+3D (Max. 6D+2)

Cost: unavailable for purchase

Note: A character who fails a *melee combat* skill total with a Scitrok weapon may injure himself. If he rolls ten or more less than the difficulty number of the weapon (not the defensive skill of the target), then he does the damage to himself.

Dhar Bullwin has spies and hirelings throughout the Varno Market; when the eye was found, he wanted to know immediately. He will spare no expense or effort in gaining the item. Besides his many Human and alien spies, Dhar also has other servants in his thrall.

Once the amulet turns up, Dhar plans to let the characters lead him to the treasure. He orders his servants to harass the characters and keep them busy while he plants another servant on the characters' ship.



So What's So Special About the Amulet?

This information can be gathered through talk with locals in the market or from scanning the

The Homonculous

DEXTERITY 3D+2

Dodge 5D, Melee Combat 4D+1

PERCEPTION 2D**KNOWLEDGE 1D****STRENGTH 2D****MECHANICAL 1D****TECHNICAL 1D**

Description: The Homonculous is a magical construct, the secret of which has been lost by almost everyone in the galaxy. The creature is mottled green and stands 50 centimeters tall, with large bat-like wings growing from its upper shoulders. The Homonculous has wicked claws which secrete a powerful toxin. If the creature hits with a melee attack, roll 2D against the character's *Strength* score. If the player's total is higher, nothing happens and there is no damage from the attack. If the Homonculous' roll is higher, the player temporarily subtracts 1D per each pip difference from each of his stats. If any stat falls to 0D, the player character falls unconscious. The toxin and all its effects lasts for three hours.

The creator of a Homonculous is able to use any of the creature's senses as his own; thus, by concentrating, he can communicate over vast distances through the beast.

ship's data banks. Information from the locals requires that the player character make a *difficult con* or *intimidation* roll against his target. Failure means that the target either knows nothing or is too terrified to speak. After a certain amount of questioning, the villagers will become nervous and ask the player characters to leave—or more monks will show up.

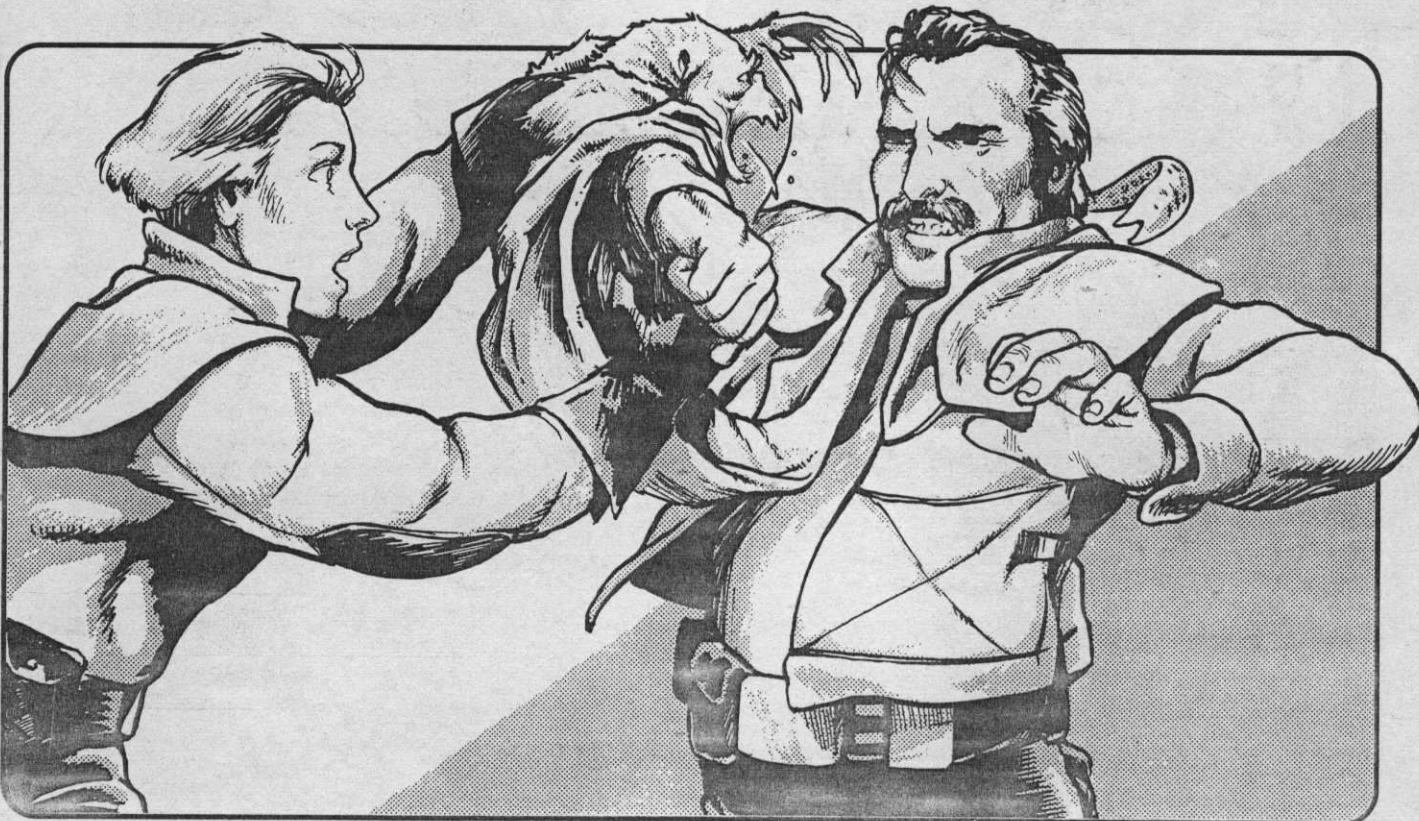
Gaining information from the ship's computer is less complicated, but the player character must spend four hours in pursuit of the knowledge before the tidbits below are revealed:

The Eye of Koda

The amulet is called the Eye of Koda, named after the scout who found it. Krin Koda was a legendary scout who flew the spaceways in the early years of the Empire. He claimed that the Eye was the map to a planet where ultimate power and wealth could be obtained.

Somewhere during that time, however, Koda disappeared. But the Eye has turned up every few years and passed through many hands. It has a history of bringing misfortune and death to those who possess it.

The Eye is a map, and the tiny particles within the gem, when viewed through a magnification device, represent stars and planets. If a character can make his Very Difficult *astrogation* roll, the system represented can be identified. Any scout vessel has the appropriate magnification apparatus in its locker.



A little-known legend says that the Eye leads to a temple, built by an ancient and powerful race as a repository for all their knowledge and might. According to the legend, if a being gains entrance to the temple and stands on the altar within, he will be gifted with mastery over his fellow man and the ability to move among them unseen. There are other legends about the Eye, but this is the most detailed and concrete.

Encounter Two: A Race in Space

In this scene, the characters will make their way to the mysterious planet of Krin Koda — named, appropriately, after the scout who “discovered” it. They will have to survive an unexpected attack from both within and without their ship to continue their quest.

Once the characters make it to their ship, read the following aloud or paraphrase:

You find your ship much as you left it and quickly board and make ready for the journey ahead of you. Glad to be away from the homicidal fanatics, you quickly plot your course outsystem.

Your ships zips out of the atmosphere of the planet Vengler. The serenity of space overtakes you and you set your course for the jump into hyperspace. It is a jump which will lead you to the mysterious planet of Krin Koda. But questions nag at you: Who was that mysterious figure at the market? What is the secret that the planet of Krin Koda holds? You contemplate these mysteries as the stars around you blur and flash. Hyperspace! You are on your way.

Allow the characters time to do more research or prepare for their upcoming adventure in any way that they wish. Occasionally drop hints that they are feeling uncomfortable, like they are being watched.

A few moments after the characters’ ship drops out of hyperspace, read the following aloud or paraphrase:

You drop back into real space and find yourselves in a new and unknown system. According to what you’ve been able to determine from the Eye, you should be in the correct system. The treasure of Krin Koda awaits you!

You are preparing to steer your ship into orbit when a slight movement from a cabinet in the back of the cockpit captures your attention. The door swings open and a small winged creature is revealed. The creature leaps with a piercing screech from the cabinet and launches itself into the air.

Almost directly next to you, another craft comes out of hyperspace. It is a small assault

The Logrus

Craft: ExcelStar “Lone Scout-A”
Type: Modified Scout Vessel
Scale: Starfighter
Length: 24 meters
Skill: Space Transports: scout ship
Crew: 1
Passengers: 3
Cargo Capacity: 150 metric tons; 60 cubic meters
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 5/3D
Weapons:
Four Laser Cannons (fire linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2km/2.5km
Damage: 6D

The *Logrus* would look like a standard Lone Scout ship, save for the added quad turret mounted above the cockpit and some external hull modifications. The ship is flat black, making its shape difficult to discern when moving. Modified engines give the ship added speed and maneuverability. The ship has one emergency escape pod mounted on the vehicles’ bottom. It is enough to get the occupant into a planet in the system if necessary.

ship of unknown design. The assault ship begins an attack pass on your ship as the tiny creature in the cockpit sails at you, clawing and rending at your eyes.

The ship is being piloted by a servant of Dhar Bullwin. The ship, the *Logrus*, is a modified and disguised scout ship. It will use the distraction created by the Homonculous to attack the characters’ ship and attempt to either destroy it outright or force a landing.

When the characters manage to defeat the Homonculous read the following aloud or paraphrase:

The creature hisses and its mottled green skin begins to boil and melt from its bones. A

The Tempestro

The forests of Koda's World hide the planet's only sapient lifeform, the Tempestro. They are the warlike remnants of a once gentle and proud race. Millennia ago, the Tempestro had achieved a great civilization. While they never mastered technology, they had vast control over the spiritual world and were great natural Force users. This emphasis on the spiritual was the cause of their eventual downfall. The planet was struck by a meteor, and because the Tempestro had turned so far within, they were caught unprepared. Most of the population were destroyed in the dust cloud caused by the impact. The survivors of the cataclysm spent years erecting a huge stone edifice, where they stored the collected knowledge of their once-proud civilization.

The Tempestro that survive to this day are pale reflections of their proud ancestors. They are reduced to living in the trees surrounding the great stone edifice their forefathers built. They no longer remember the purpose of the building or its significance. They merely protect it and wait.

The Tempestro are large winged reptiles and are able to glide great distances. Their wings have sharp serrated edges which the Tempestro use in combat to great effect.

Tempestro

Attribute Dice: 12D

Attribute

Minimum/Maximums:

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/3D

PERCEPTION 1D/6D

STRENGTH 3D/5D

TECHNICAL 1D

Height: 1.9-2.5 meters

Move: 8/10 walking or 13/18 gliding

Quote: "You seek entrance to the place of stone, it is forbidden."

Special Skills:

Strength Skills:

Gliding: Tempestro are able to use this skill to move through the great forests of the planet, much like Humans and other characters use running. Their speed is 13/18, or 37/52 kmh.

Special Abilities:

Telepathic Communication: Tempestro characters receive +3D when attempting to communicate with a sentient creature or use *con*, *bargain* or any other communication skills, due to their innate telepathic abilities.

greasy brown mist surrounds it. Within seconds, there is nothing left of the strange entity, other than a fragile framework of bone.

The ghostly skeleton twitches and the empty eye sockets glow with an amber light.

"The prize is mine, turn back and spare your

Koda's World

Planet Type: Jungle

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Ocean, forest, mountain

Length of Day: 14 hours

Length of Year: 502 Local Days

Sapient Races: Tempestro

Starport: none

Population: 100,000

Government: Tribal leaders

Tech level: Primitive

Major Exports: none

Major imports: none

The hot sun Tarin has five planets orbiting around it. Only Koda's World, the fourth planet, supports life. The others have potential for corporate use, as they have abundant natural minerals and other resources.

Koda's World resembles the forest moon of Endor in several ways. Vast forests cover both and the trees that grow on each are very similar. The trees reach several hundred meters into the air and are covered with a shaggy rust colored bark. They rise as straight as columns. The leaves of the trees are wide fronds the shape of a Human hand. Sparse foliage covers the lower portions of the forest.

lives!" croaks the hideous mockery. The framework of bone and sinew collapses and nothing but dust is left.

If the characters manage to defeat the *Logrus*, read the following or paraphrase:

Your last shot seems to have scored on a vital system. The *Logrus* shakes and crackling bits of blue energy run along the ship as it buckles and shakes. The out of control ship hurtles into the atmosphere of the planet, where it begins to breakup. At the last moment, an emergency pod launches from the belly of the black ship, it slips into the atmosphere just as the *Logrus* explodes in a brilliant pyrotechnic display.

It is important to the next scene that Dhar escape. If your characters are the type that will try to control everything, and are unlikely to "let" the escape pod reach the planet, don't tell them about it. When they enter the atmosphere, their sensors tell them that an escape pod has just landed on the surface.

If the characters are defeated, Dhar will not

deal the final death blow, he will allow the characters the chance to escape. He is in much too big a hurry to deal with the likes of them; he has a greater mission! He will assume that the characters will give up now that he has beaten them.

The last thing that the characters will see is the Homonculus melting away, as described above. Allow the characters to form their own plans about how to proceed from here.

Encounter Three: Alliance and Betrayal

In this scene, the characters should come face to face with the villain of the piece. Soon after they land, they will be able to trace Dhar Bullwin to a vast ancient temple complex by either his ship or his escape pod. There they will begin to battle, only to find that their struggles have awakened old horrors. A gigantic guardian beast is awakened, and the two sides have no choice but to stop their struggles in an attempt to overcome the horror.

Read aloud or paraphrase:

You manage to track Dhar Bullwin's ship/escape pod through the heavy moist atmosphere of Krin Koda's planet. As you initiate planetfall, you take in the breathtaking splendor of the planet below.

Koda's planet has a breathable atmosphere and is a warm lush world, filled with gigantic forests and deep green seas. Your sensors indicate that the world is teeming with life, from insects to large mammals and reptiles. You don't detect any signs of civilization, at least nothing modern.

Bullwin's ship/pod has made a landing at the edge of one of the planet's largest forests, and now that you are closer, your sensors do indicate some sort of large stone edifice some 20 kilometers within.

The characters can make an easy landing on the edge of the forest, landing within is not possible due to the size and density of the trees. The remains of an ancient brick pathway lead into the deep wood. From all indications, one lone man made his way down this pathway within the last several minutes, although no one can be seen in the darkness of the forest.

Read aloud or paraphrase:

The trees are ancient and huge, standing thousands of meters tall, like silent guardians. Their thick, heavy fronds blot out most of the available light. Sap runs from many of the trees filling the air with a heady, spicy odor.

It will take anywhere from several hours to several days to reach the dark stone temple, depending upon where the characters land in

Dhar Bullwin

Template Type: Dark Magician

Loyalty: To Himself

Height: 1.8 meters

Species: Human

Homeworld: Unknown

Age: 62 Standard Years

DEXTERITY 3D+2

Dodge 6D+2, melee combat

5D+2, melee parry 6D+2

KNOWLEDGE 4D+1

Alien species 5D+1, cultures

5D+1, intimidation 7D+1, lan-

guages 6D+1, survival 5D+1,

willpower 8D+1

MECHANICAL 2D

Astrogration 3D, beast riding 4D

PERCEPTION 3D

Bargain 5D, command 7D, con 6D, hide 5D, persuasion 7D, search 6D, sneak 5D

STRENGTH 3D

Brawling 4D, climbing/jumping 5D, stamina 6D

TECHNICAL 2D+1

First aid 5D+1, security 5D+1

Special Abilities:

Force skills: Control 5D, Sense 6D, Alter 7D

Force Powers:

Control: Absorb/Dissipate Energy, Control Pain, Reduce Injury, Enhance Attribute

Sense: Danger Sense, Magnify Senses, Receptive Telepathy

Alter: Injure/Kill, Telekinesis

Control and Sense: Projective Telepathy

Control and Alter: Force Lightning, Inflict Pain

Control, Sense and Alter: Affect Mind, Control Mind, Telekinetic Kill

Force sensitive?: Yes

Force Points: 12

Dark Side Points: 10

Character Points: 8

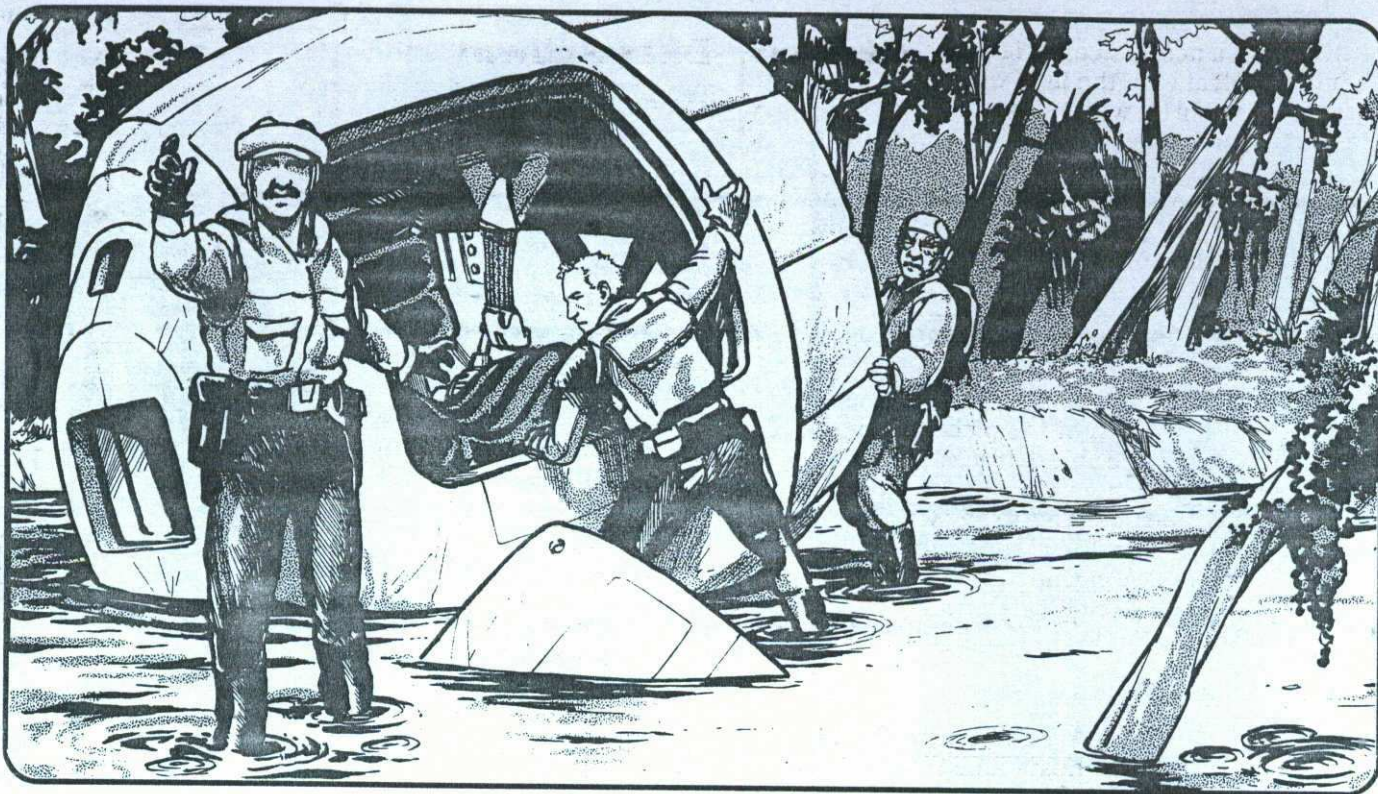
Description: Dhar Bullwin is not a Jedi, nor even a Dark Jedi. He is one of an ancient order of dark magicians who tap into and use the Force without actually understanding what it is.

Dhar studied under a master of these dark arts for nearly thirty years, until he felt he could learn no more. He then tested his powers by betraying and destroying his former master.

Dhar now uses his vast powers in a quest for ultimate power. He believes that with the treasures of Koda's planet, he can begin building a powerbase to achieve domination over the entire Galaxy.

Quote: "You cannot hope to stop me, my powers are beyond your comprehension."





relation to Dhal and how much difficulty they run into. After several hours, the foliage begins to thin and a silence falls over the area. The constant calls and chirping of the local wildlife had been around for hours, but have suddenly become conspicuously absent. Tell the players this and continue reading aloud:

Up ahead in a thinly wooded clearing, you can just make out a solitary figure swathed in dark robes. Almost as though he possesses some sixth sense, the figure turns and, spying you, redoubles his efforts.

Suddenly, the ground begins to shake, dust and rock blast into the air and a fissure begins to open. The fierce cry of a savage guardian shatters the stillness of the day. The ground stops its rumbling, the dust begins to clear, revealing an enormous reptilian creature.

The monster is 20 meters long. It resembles a Star Dragon but looks more fierce, less intelligent. It turns its attention toward the robed figure and breathes a gout of fire at the fleeing man.

The flames lick the dark magician, but seem to do no harm. He responds with a blue ribbon of electricity.

The rear section of the creature pulls free from the ground, revealing ANOTHER HEAD! The newly revealed monster spouts a great rush of flames at you and your group!

The Garagon

DEXTERITY 3D
PERCEPTION 3D
STRENGTH 7D

Stamina 8D

Move: 10

Size: 8 meters tall, 20 meters long

Scale: Creature

Attacks:

Teeth: 8D

Claws: 5D

Special Abilities:

Breath Attack: breathes fire in a 25-meter x 10-meter cone. Does 7D damage and ignites flammable objects. Can breathe fire with a head once every other combat round. The head that is going to breathe the next round can do nothing else during the preparatory round (except dodge).

Dhar will stand his ground and attempt to use his powers to overcome the Garagon. The characters should do their part to help overcome the beast or it may well stop them all.

The magician will use his *control mind* power against the creature to turn it against the player group in order to slow them down, while he escapes into the forest. If the characters try to flee, the Garagon will pursue them (there are more of them, after all).

Encounter Four: A Tempest in a Temple

The characters make their way to the ancient stone fortress only to find that their foe has gotten there before them. He has made contact with the planet's inhabitants and bent them to his dark will. The characters must try to win past the primitive beings and stop the dark mage before he gains the great prize they are competing for.

Read aloud or paraphrase:

You have just defeated the strange draconic creature and head through the forest, trying to make up the time that you have lost. The path becomes harder, less well traveled and dense underbrush clogs the way. Each step becomes a battle as the thorns and brambles clutch at your feet.

After an eternity of this, you can see a great stone building before you. The monolith is made from giant blocks of stones, cut and transported from mountains thousands of kilometers away. Its twisting spires of pale gray stone reach above even the tops of the huge trees. There is no entrance that you can see from your vantage point and neither do you see any signs of the dark mage. As you continue nearer, you spy a movement on the side of the great central tower of the citadel. It is Dhar, climbing lizard-like up the slender spire toward a tiny opening in the wall.

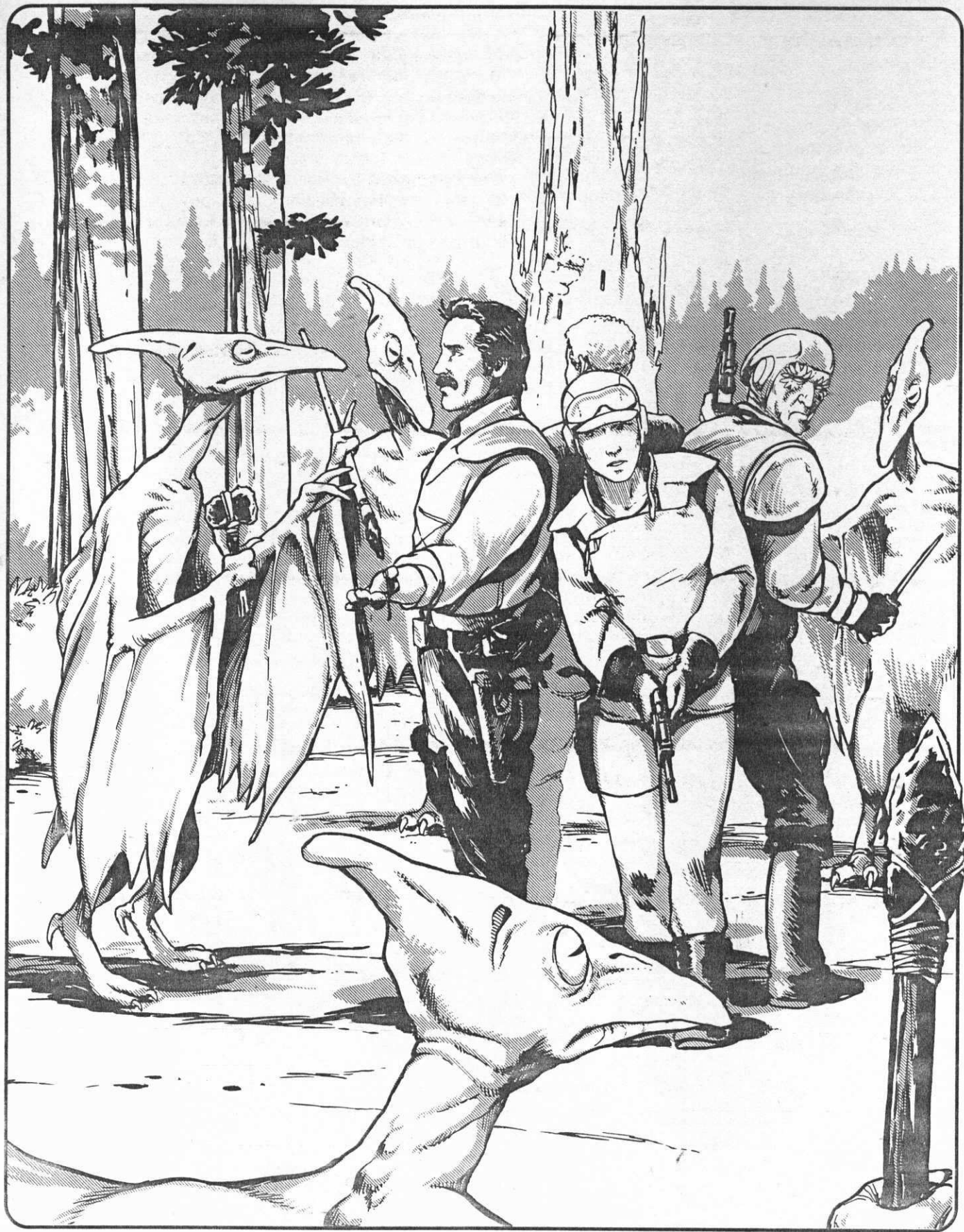
You rush forward in a vain attempt to slow your foe, when the air is alive with hurtling shapes. Strange flying reptiles with stone axes and crude wooden spears surround you. What you assume to be an elder moves toward you. The brute is dressed in a rough loincloth made of uncured skins and wears a headpiece of dried flowers.

The Tempestro have already made contact with Dhar. He has used his dark powers to convince the gentle creatures that he was their friend and protector and warned them of the evil, unscrupulous beings that were chasing him. The Tempestro have promised to try to detain Dhar's enemies while he pushes on.

The characters will have quite a fight on their hands, if this is the course they wish to take. There are ten Tempestro warriors in this small hunting band and they will try to capture and detain the characters, causing them as little damage as possible. They are masters of woodcraft and adept at setting traps and using snares, nets and bolos to bring down prey. If the fight begins to go badly against the Tempestro, or if the characters are bloodthirsty, they will begin to employ their natural and lethal weapons. The Tempestro are naturally peaceful, and, even in their controlled state, do not wish to harm the player characters.

If the characters defeat the hunting party, they will then be able to follow the dark magician unopposed. But if the characters have slaugh-





tered the Tempestros under Dhal's control, they will probably meet with vengeance by the other members of the species soon.

The other option open to the characters is to try to communicate with the natives and convince them of their good intentions. The easiest way for them to do this is to show the Tempestro the Eye of Koda. They were the ones who gave it to Krin Koda when he saved the population of the planet from a ravaging disease. This will shock the Tempestro out of Dhal's control, and the primitive beings will help the player characters any way they can (short of violence).

If the characters don't think to show the warriors the Eye, they must convince the primitives in another way, perhaps through a stirring soliloquy on the beliefs of the New Republic, in any event it will take a Difficult *con* roll to change their minds about the characters. Language shouldn't be a problem (at least on the Tempestro's side).

Once the characters either defeat or befriend the Tempestro, they can continue into the stone castle. The characters may try to climb the outside of the tallest tower and follow Dhar or they can search the base of the structure for another way in.

If the characters try to climb the outside of the tower, read the following aloud or paraphrase:

The outside of the tower has numerous hand and footholds and should prove easy enough to climb. The first several hundred meters are quickly conquered, but as you continue higher,

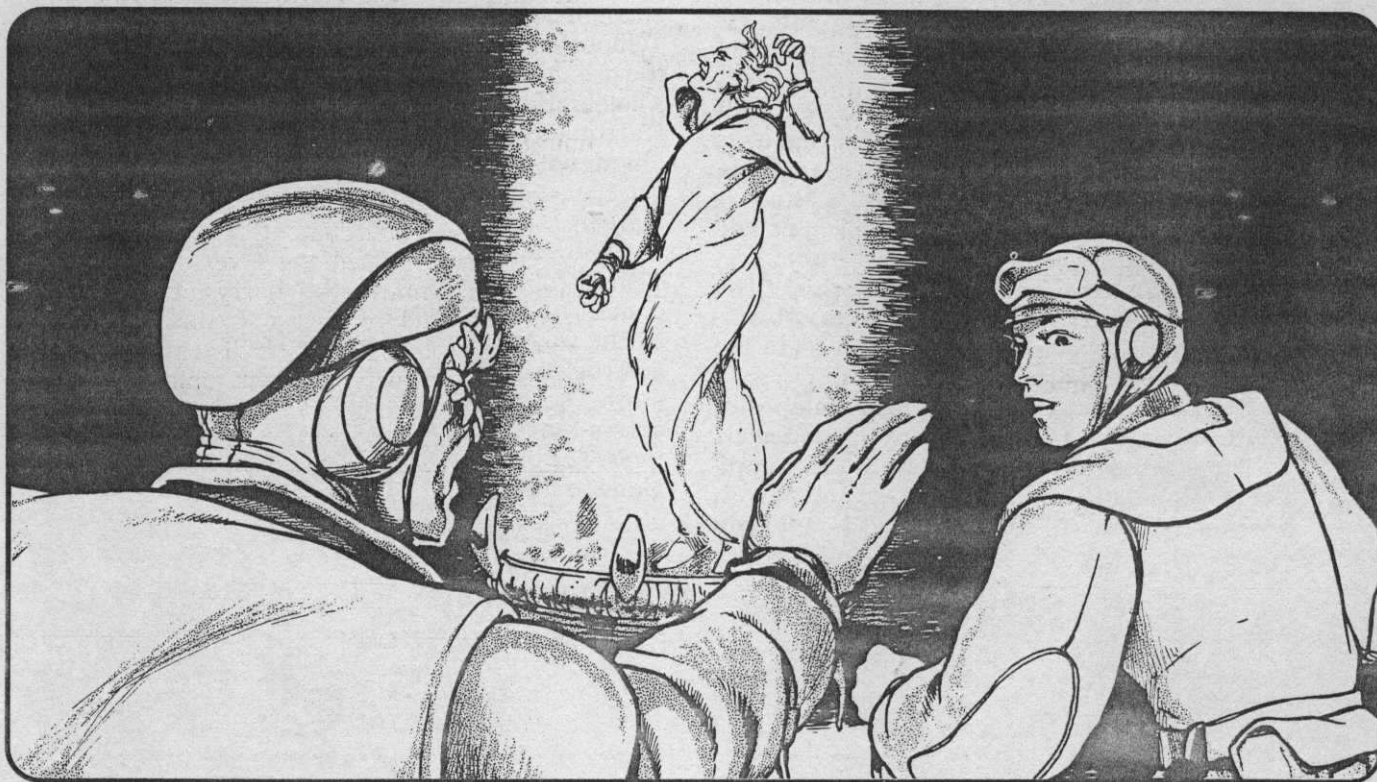
you see that the sections of the wall that extend beyond the tops of the trees have suffered from exposure to the elements and have been worn nearly smooth from a thousand generations of wind and rain. There is no way to continue past this point, you must climb down and look for another means of entry.

When the characters search the base of the structure, read the following aloud:

The stone structure is one hundred meters square and several hundred meters tall. The huge blocks of stone from which it has been constructed have been carved into elaborate patterns and shapes. The only spot on the outside that is remarkable is a section on the north side of the structure. One entire thirty meter wall section has been carved into a representation of the Tarin system.

A character making a *Perception* difficulty of Moderate will notice that this planet, Koda's World, is not represented on the wall. If the Eye is placed in the correct position on the carving (requiring a Moderate *astrogation* roll to place it in the correct position in regards to the other planets), a section of wall will swing open noiselessly. Read aloud or paraphrase:

The area beyond the door is dimly lit by some sort of natural phosphorescent fungus or lichen that grows on the walls. The room beyond is immense, taking up the entire space



within the monolith. In the center of the space is a raised platform with a softly glowing energy nimbus surrounding it. Standing in the center of the swirling maelstrom is your foe, the dark magician, Dhar Bullwin. Flashes of energy strike his body and he reels from the shock.

The dark mage turns and his eyes flash with anger at you. His voice rings out, "The power is amazing! I can feel it flowing through me, coursing through my veins. I am in touch with the whole of the cosmos, and it shall be mine! Now fools, prepare to face the wrath of Dhar Bullwin, prepare to die!"

Before your eyes, the magician seems to fade from view, his outline only barely visible in the swirling energy nimbus.

The dark magician will use his powers against the group; it is vital that they somehow stop the evil here. The energy field that Dhar is standing in is made up of the spiritual energy of the Tempestro that gave up their lives to preserve the knowledge and power of their culture. As long as Dhar stands in the energy field he may add an additional 1D to all rolls that he makes and all difficulties for manipulation of Force powers are reduced by one level.

Because Dhar is invisible, all attacks against him are at minus 1D.

If things go poorly for the characters, you can have the Tempestro come to their aid in an attempt to turn the tide of the battle. When things seem their darkest read the following aloud:

The evil magician seems unstoppable. He hurls bolts of energy with reckless ease, causing frightful destruction at will. The energy field that surrounds him continues to feed raw might to the wizard. Suddenly, Dhar begins to shake, seemingly unable to control his actions. The light from the energy reaches a blinding intensity. The mage screams in torment and then is seemingly devoured from within.

A voice rings out from the energy whirl, "The power devoured him because he was not worthy to receive it. Will you attempt to gain the power for yourselves?"

The shimmering form of an elderly Tempestro begins to manifest at the base of the pedestal.

"I am the last of the Tempestro of old, guardian of this repository of knowledge and power. For your part in the defense of this temple you

shall be rewarded. Step onto the pedestal and receive your reward."

When the characters stand in the energy whirl they will gain an additional 1D in any one of their skills (their choice). If, however, the characters slaughtered the Tempestros under Dhal's control, this bonus will go away after twenty-four hours. Otherwise, it is permanent.

The spectral form speaks again, "You must leave now; we were wrong to attempt to retain our powers and live beyond our allotted time. Our time is past and we must prepare our end. Leave this place, leave before you are destroyed."

The energy pool flares with a new brilliance, shooting forth like a beacon. Cracks appear in the stonework and an ominous rumbling can be heard. Chunks of masonry rain down from the tall spires and within minutes the entire temple collapses in upon itself.

Aftermath

The player characters are able to escape the destruction of the temple if they do not delay. Any character that does not immediately decide to flee the ruin must make an Easy *Dexterity* roll to get out in time or be crushed to death by the falling rubble. For every round the characters delay further, the difficulty number rises by one level.

After escaping the ruin, the characters again encounter the Tempestro. If they convinced the Tempestro that they were friendly before, then the primitives take them back to their village for a celebration — and reward them with artifacts and trinkets as friends of the tribe. Because of the unique nature of the artifacts, the characters can get 10,000 credits for them on any specialized market.

If, however, the characters slaughtered the Tempestros, they will get a very different welcome. The primitives will harry and attack them all the way back to their ship, throwing spears and rocks, but keeping their distance. More and more Tempestros will attack, unless the characters repent and try to reason with the primitives. The best they can hope for here is to be left alone to flee the planet.

Corporate Scout

Character Name: _____



Player: _____
 Species: Human
 Sex: _____ Age: _____
 Height: _____ Weight: _____
 Physical Description: _____

Background: You found a way to the fast track in the Karflo Corporation as a corporate scout. You fly the spaceways searching for readily exploitable worlds. A couple of big discoveries and before you know it, you'll be a junior V.P. in the exploration division.

Personality: You are a little new at this scouting thing, but how hard can it be? You've seen those other scouts and

you know you're smarter and luckier than those losers.

Objectives: Be involved in a big discovery, and get yourself noticed by your bosses.

A Quote: "So there are natives; if they don't want to live next to a Tiroxin processing plant, I guess they'll have to move."

Connection With Other Characters: _____

DEXTERITY	3D	STRENGTH	2D
Blaster	_____	Climbing/Jumping	_____
Dodge	_____	Stamina	_____
Running	_____	Swimming	_____
Melee Parry	_____		_____

PERCEPTION	3D	MECHANICAL	3D+2
Bargain	_____	Astrogation	_____
Con	_____	Sensors	_____
Hide	_____	Space transports	_____
Persuasion	_____	Starship gunnery	_____
Search	_____		_____

KNOWLEDGE	3D+2	TECHNICAL	2D+2
Alien Species	_____	Computer Prog/Rpr	_____
Business	_____	Droid Programming	_____
Languages	_____	First Aid	_____
Planetary Systems	_____	Space Transports Rpr	_____
Survival	_____	Starship/Weapon Rpr	_____

Special Abilities: None.

Move: 10

Force Points:

Force Sensitive: ☐ Yes ☐ No

Dark Side Points:

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Equipment: Karflo Corporate Scoutship (Gamemaster assigns ship similar to Sienar's Lone Scout), comlink, 250 credits, 2000 credits in snappy wardrobe and scout equipment.

Prospector

Character Name: _____



Player: _____
 Species: Near-Human
 Sex: _____ Age: _____
 Height: _____ Weight: _____
 Physical Description: _____

Background: Making a fortune in the human-dominated Known Galaxy has never been easy for an alien, but you've earned and spent more money than most people will ever see. Searching out and finding the claim's the fun; taking the rewards and living high is the gravy.

Personality: You've been called an old coot, a lunatic, and a fool, but you don't value

what "civilized" people think. All you care about is the claim. Just you and your old mule Droid against the galaxy.

Objectives: To live out life searching for that one "big score."

A Quote: "Lotta 'spectors crack up, cain't handle the loneliness. But not me. Heh, heh, heh. Nope, not me. Hee, hee."

Connection With Other Characters: _____

DEXTERITY	2D+2	STRENGTH	2D
Blaster	_____	Brawling	_____
Brawling Parry	_____	Climbing/Jumping	_____
Dodge	_____	Lifting	_____
Pick Pocket	_____		_____

PERCEPTION	3D+1	MECHANICAL	3D+1
Bargain	_____	Astrogation	_____
Con	_____	Powersuit Operation	_____
Hide	_____	Sensors	_____
Investigation	_____	Space Transports	_____
Search	_____	Starship Gunnery	_____

KNOWLEDGE	3D+1	TECHNICAL	3D+1
Alien Species	_____	Demolition	_____
Languages	_____	Droid Programming	_____
Planetary Systems	_____	Droid Repair	_____
Streetwise	_____	Space Transports Rpr	_____
Survival	_____		_____
Value	_____		_____

Special Abilities: None

Move: 10

Force Points:

Force Sensitive: ☐ Yes ☐ No

Dark Side Points:

Character Points: 5

☐ Wounded

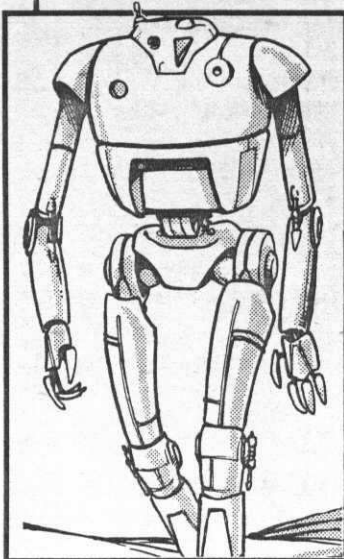
☐ Incapacitated

☐ Mortally Wounded

Equipment: Vangaard Pathfinder (very old); datapad, comlink; prospector equipment; MULE Droid on which you owe 500 credits; 300 credits in negotiable minerals

Scout Droid

Character Name: _____



Player:

Model: Smitroo Industries Explorer Mk. V

Height: 1.8m **Weight:** _____

Physical Description: Bigger and more resilient than other Droids, you have a pacifying effect on those who don't know you. Your master finds this useful; you find it interesting.

Background: Only 500 of your model were created and sent out with scouts to find new worlds for the Smitroo Corporation before it fell into bankruptcy. Since then, you have passed from owner to owner, hoping to find a scout who will help you fulfill your primary mission (the Smitroo Board of Directors *must* be out there).

Personality: You are program-

med for exploration and loyalty — to the Smitroo Corporation.

Objectives: To seek out new worlds and new civilizations ... and find out what rathole your creators ran down..

A Quote: "Greetings primitive organic lifeforms, I contact you as a representative of the... Put down that jawbone!"

Connection With Other Characters: _____

DEXTERITY	1D	STRENGTH	3D
Brawling Parry	_____	Lifting	_____
Dodge	_____	Stamina	_____

PERCEPTION	2D	MECHANICAL	2D
Bargain	_____	Astrogation	_____
Investigation	_____	Communications	_____
Persuasion	_____	Repulsorlift Ops	_____
Search	_____	Sensors	_____
		Starship Shields	_____

KNOWLEDGE	2D	TECHNICAL	2D
Alien Species	_____	Computer Prog/Rpr	_____
Bureaucracy	_____	First aid	_____
Business	_____	Starship repair	_____
Cultures	_____	Security	_____
Languages	_____		_____
Planetary Systems	_____		_____

Special Abilities: Due to the nature of your programming, you have some skills or abilities that you are unaware of and unable to use ... until the proper time.

Skills: You start with 10D to allocate to skills

Story Factors: See section 8.2 in Star Wars 2nd edition.

Equipped With: Chest Storage Case (.5 cu meter), analysis kit (internal; used with storage case — +2D to *investigation* and *value* of minerals only), long-range sensor (+2D to *search* for objects 25–30 meters away), atmosphere sensor determines air content in 1 hr. and type (I, II, III, or IV) in 5 minutes.

Move: 7

Force Points: _____

Force Sensitive: ☐ Yes ☐ No

Dark Side Points: _____

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Ex-Imperial Scout

Character Name: _____



Player:

Species: Human

Sex: _____ **Age:** _____

Height: _____ **Weight:** _____

Physical Description: _____

Background: You were taken from your home and forced into life as an Imperial conscript. Managing your way into scouting, it never satisfied your need for freedom. Now that the Empire has fallen you can do as you wish, and what you want to do now is spend time on the fringe exploring the wonders of nature and making peace with yourself.

Personality: You were forced to work for the wrong side most of your life, but you're too sick of conflict to "atone."

Objectives: Find peace within yourself.

A Quote: "I'll never forget what they did to me, or what they made me do. But I'm sure gonna try."

Connection With Other Characters: _____

DEXTERITY	3D	STRENGTH	2D+1
Blaster	_____	Brawling	_____
Brawling Parry	_____	Climbing/Jumping	_____
Dodge	_____	Swimming	_____
Melee Combat	_____		_____
Vehicle Blaster	_____		_____

PERCEPTION	3D+2	MECHANICAL	3D+1
Command	_____	Astrogation	_____
Hide	_____	Communications	_____
Investigation	_____	Sensors	_____
		Space Transports	_____
		Starship Shields	_____

KNOWLEDGE	3D+1	TECHNICAL	2D+1
Alien Species	_____	Blaster Repair	_____
Bureaucracy	_____	Droid Programming	_____
Intimidation	_____	Droid Repair	_____
Planetary Systems	_____	Space Transports Rpr	_____

Special Abilities: None

Move: 10

Force Points: _____

Force Sensitive: ☐ Yes ☐ No

Dark Side Points: _____

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Equipment: Modified Sienar Lone Scout (LSA-1) — use stats for two, but the LSA-1 is much more recognizable as an Imperial craft; Imperial service uniform (stashed away); heavy blaster pistol