

Troop Movements

By Morrie Mullins, Living Force Plot Director

The standard mode of operation for the Thaereian military has focused on their stated mission: "To protect the citizens of Cularin from domestic disturbances localized in the asteroid belt." In recent weeks, though, the military has begun running extensive exercises beyond the orbit of Morjakar, just inside the comet cloud. Incoming transports have reported definite "flight wings" of fighters going through maneuvers, and unconfirmed reports put a red-on-black fighter as the lead in the tightest, most precise wings present.

From a distance, no identifying markings were visible. However, it is well known in most any spaceport in the Mid-Rim that red-on-black is the base scheme for the heavily-modified Z-95 Headhunter *Dicer*, piloted by Eelo Begraas. Begraas, of course, is the ranking pilot, chief flight instructor, and overall tactical advisor to the Thaereian military.



From the time of his birth on Bothawui, Begraas wanted something more than the Bothan lifestyle offered. While he was gifted at the arts for which his species is known, he also possessed a flair for the dramatic -- and an addiction to adrenaline. He began Podracing at an early age, and as soon as he reached adulthood, joined one system's military after the next, searching for a place he would fit in. Ultimately, he wound up with the Thaereian military, and has been there for the last seven years. His actual presence with the Thaereian command, even for maneuvers, is surprising, as the Thaereians have found that it can be quite profitable to "rent" Begraas's services to those with the financial means to afford them. He doesn't come cheap, but he is capable of such remarkable stealth and precision in his ship that many systems - and more than a few Hutts - have found his services more than worth the price.

His quick temper and short attention span are such that the Thaereian military recognizes the necessity of keeping him "entertained" by loaning him out. If they can fund further trade and better protect the Cularin system in the process, all the better.

His ship, the *Dicer*, is a custom Z-95 Headhunter Begraas began working on soon after joining the military. The ship itself is black, designed to blend in with the starfield when he attacks, and highlighted in blood red. His personal insignia, a clenched fist, is found on either side of the cockpit. The ship is incredibly maneuverable and is said to possess prototype technology Begraas earned on one of his "jobs" out in Hutt space.

Few things are more terrifying than Begraas in his ship. It is said that frequently, the mere sight of his vessel sends opposing pilots into hysterics as they hurry to jump to hyperspace. It is also said that they only make that jump if Begraas allows it.

Outside of his ship, Begraas is at best unimposing and at worst near comical. He is one of the scrawniest Bothans in the galaxy, all bones and sinew with hardly a muscle on him. He has a constant sniffle, which has led to an absent habit of wiping his nose as he sits in whatever cantina is handy that day, and he dresses in faded fatigues rather than any kind of meaningful uniform.

Unless you plan never to leave the ground again, though, it's bad to pick a fight with Begraas. He frequently travels with a very well-armed astromech (designation R6-S1), which he refers to as "Shootfirst." He uses the droid to cover his escape when necessary, and once he's to his ship, he rarely has any trouble retrieving his property. After the second time he did a strafing run over an unfriendly city, people began to catch on.

Why he and the *Dicer* are leading wings of troops on the outskirts of Cularin is a mystery. One thing is certain, though - it can't be good news that Begraas is here.

Eelo Begraas: Male Bothan Scout 2/Soldier 5/Starfighter Ace 9; IM.+9; Def 27; Spd 10 m; VP/WP 63/15; Atk +11/+6/+1 melee (1d3-1, fist), +17/+12/+7 (3d6, blaster pistol) or +21/+16/+11 (by ship's weapons) ranged; SQ Starfighter Defense (may add defense bonus from Starfighter Ace levels to ship's defense [+6]), Familiarity +4 (Dicer; adds +4 to Pilot and Repair checks on his own ship, gets +4 to hit when using his ship's weapons), Improved Starfighter Evasion (may attempt a Pilot check opposed by any attack roll on him as he's flying; exceeding the attack roll with his Pilot check negates all damage suffered by the attack), Frightful Presence (may use while in visual range in ship-to-ship combat); SV Fort +13, Ref +14, Will +7; SZ M; FP 3; DSP 3; Rep 5; Str 8, Dex 20, Con 8, Int 14, Wis 10, Cha 15.

Equipment: Blaster pistol, flight gear, holorecorder/projector helmet, Z-95 Headhunter Dicer.

Skills: Astrogate +23 (+29 with nav computer), Pilot +29 (+33 in Dicer), Computer Use +7, Craft (Starships) +7, Repair +8 (+14 on Dicer, +16 on Dicer's electronic components), Knowledge (shipyards) +5, Knowledge (weapon systems) +5, Listen +7, Spot +15, Survival +5, Search +7, Intimidate +9, Speak Bothan, Speak Basic, Speak Caarite, Speak Huttese.

Feats: Weapons (simple, blaster pistols, blaster rifles, heavy weapons, vibro-weapons), Armor (light, medium, heavy), Starship Operations (Starfighter), Spacer, Skill Emphasis (Pilot), Improved Initiative, Starship Dodge, Toughness, Frightful Presence, Great Fortitude, Alertness.



Dicer: Customized Incom/Subpro Z-95 Headhunter; **Class:** Starfighter; **Cost:** not for sale; **Size:** Tiny (11.8 m long); **Crew:** 1 (Eelo Begraas); **Passengers:** Astromech R6-S1; **Cargo Capacity:** 90 kg; **Consumables:** 5 days; **Hyperdrive:** unknown (rumored to be x 1/2); **Maximum Speed:** Ramming; **Defense:** 26 (+2 size, +14 armor) or 32 (when piloted by Begraas); **Shield Points:** 60; **Hull Points:** 150; **DR:** 10.

Weapon: Blaster Cannons (2 fire-linked pairs); **Fire Arc:** Turret; **Attack Bonus:** +25/+20/+15 (+2 size, +2 fire control, +21 Begraas); **Damage:** 5d10x2; **Range Modifiers:** PB -2, S -4, M/L n/a.

Weapon: Proton torpedo magazine (10 torpedoes); **Fire Arc:** Front; **Attack Bonus:** +25 (as above); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S/M/L n/a.



R6-A1: Tracked Astromech Droid Expert 3/Soldier 5; Init +6; Defense 18 (+2 Dex, +6 armor); Spd 8 m; WP 40/17; Atk +4/+4/-1 ranged with multifire or +8/+3 ranged without multifire (3d6, mounted blaster pistols), +6/+1 melee (2d6, arc welder); SV Fort +5, Ref +3, Will +3; SZ M; Rep 0; Str 10, Dex 14, Con 13, Int 18, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), weapons mount x 2, recording unit (audio), holorecorder, arc welder.

Skills: Computer Use +11, Knowledge (Security Codes) +11, Astrogate +13, Computer Use +12, Disable Device +10, Repair +12, Knowledge (Outer Rim) +10, Knowledge (Hutts) +10, Craft (hyperdrive components) +10, Demolitions +11, Repair +9, Intimidate +6, Speak Basic, Speak Tarasinese, Speak Caarite, Speak Sullustan, Speak Bothan.

Feats: Weapons (simple, blaster pistol & rifle, heavy, vibro), Armor (light, medium, heavy), Skill Emphasis (Astrogate), Gearhead, Heroic Surge, Toughness, Improved Initiative.

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