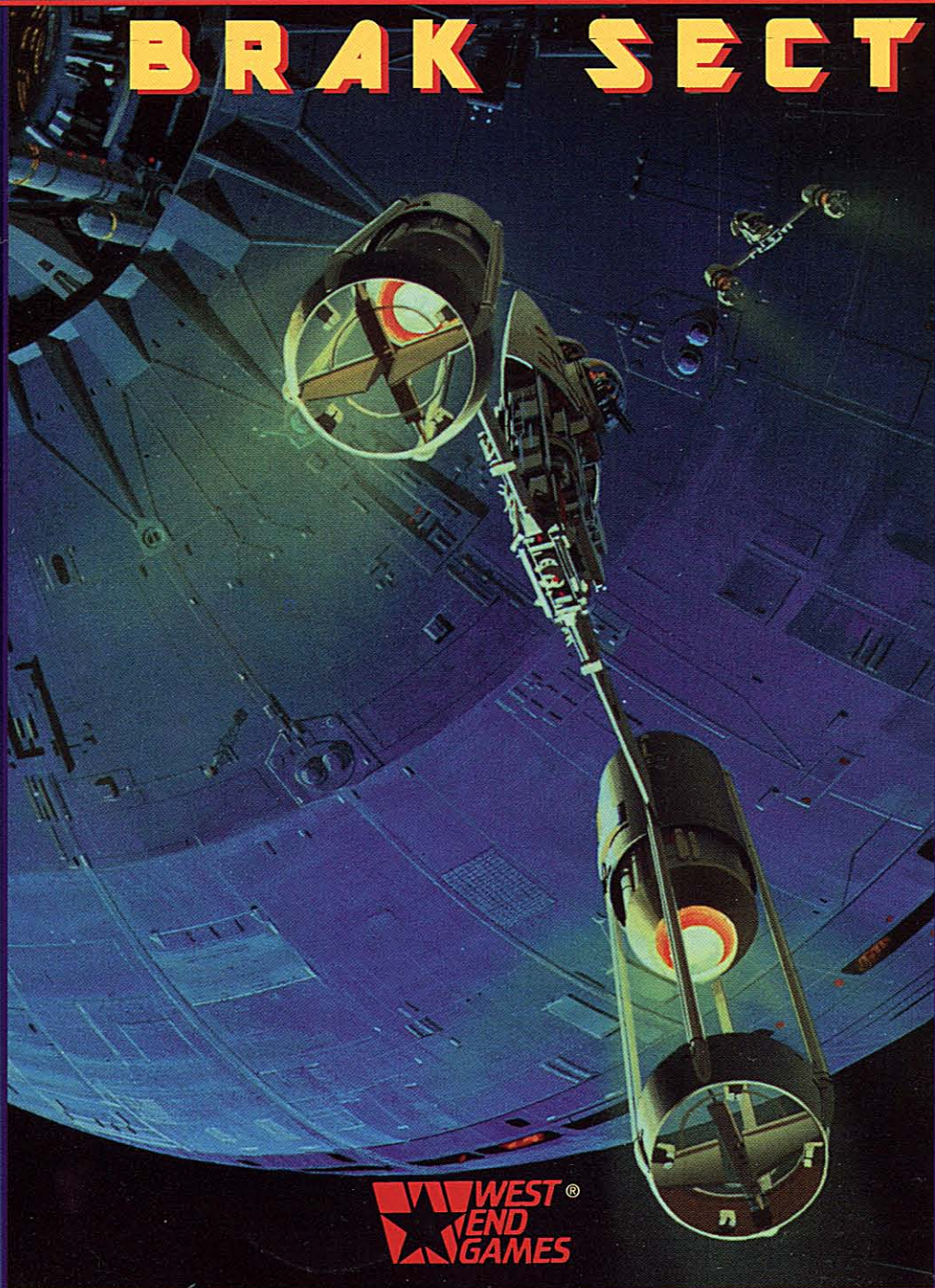


**STAR WARS®**

# FLASHPOINT!

**BRACK SECTOR**



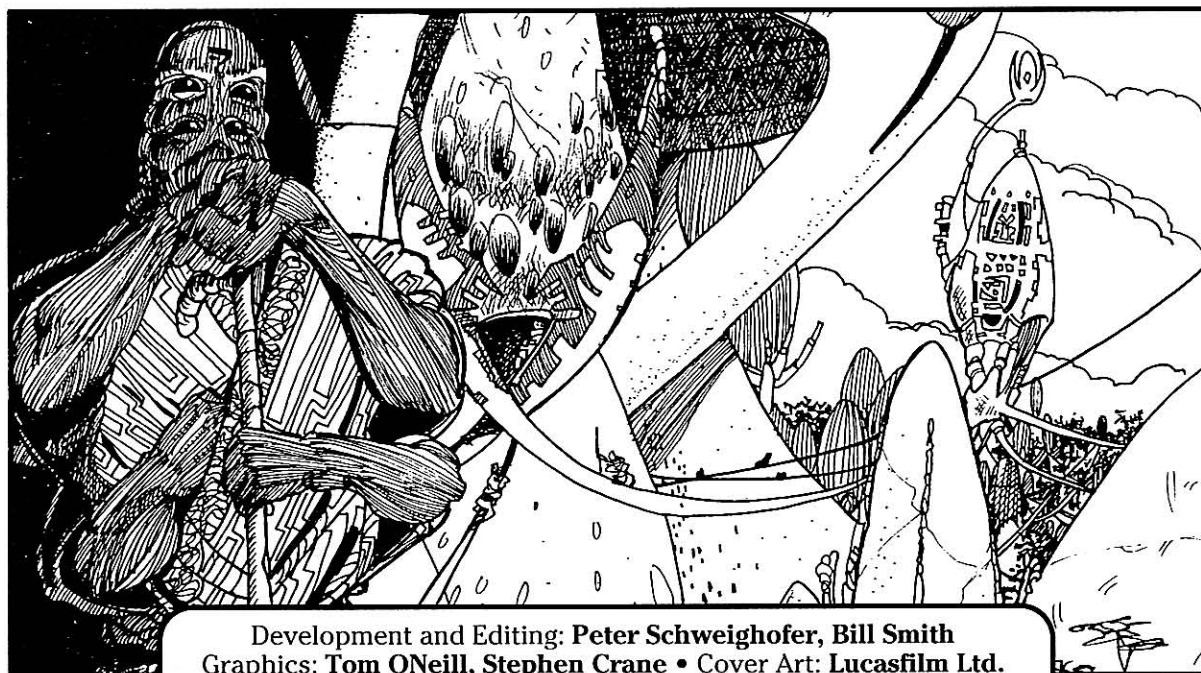
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# STAR WARS®

## FLASHPOINT! BRAK SECTOR

by Sterling Hershey



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# Welcome to Brak Sector

Commander Dara Gion entered the crowded Oracle Base common room. No one looked up from their meals to see who had entered: the soldiers looked weary and tired and weren't about to let anyone interfere with their chance to eat or swap stories. An SE4 servant droid vainly tried to clean up around the Rebel veterans at the battered dining tables. Near the center of the room, several Sullustan troopers lounged about on the ragged ship's couches in the slightly more comfortable "living area." A few others passed the time at an ancient sabacc table in the dimly lit back corner.

*Better enjoy the quiet while they can,* Dara thought.

Looking around the room, she easily picked out some of the others. In one corner, most of the new recruits sat in rapt attention as Mission Group operatives gestured wildly and strained to be heard above the clamor.

*No doubt bragging about themselves. Show offs,* Dara thought. Then she glanced down the line of people. *Most of them are Humans this time.*

Near the main entry, the Ithorian, or "Hammerhead," techs from the Lesser Plooriod Cluster were still fiddling with an R5 droid they had brought along with them. Occasional squawks and squeals from the droid cut through the room.

*Sounds like they have more than a "couple" of bugs left in that thing,* she observed.

The commander carefully made her way to the center of the room, stepping through the crowd. Once in the middle of the buzzing room, Dara whistled for attention. After a minute, only the hum of the room's struggling air recycler could be heard as everyone turned to face the Commander.

"Hello and welcome to Brak sector. I am Commander Dara Gion, Personnel Officer of this base. In light of the number of new personnel in the sector, we decided to hold these informal briefing sessions to give you some quick information about your surroundings. You will receive more detailed data as is necessary for your missions. Of course, you are encouraged to learn as much as you can about the local area and population."

Dara looked around the room. "First, a few facts. Brak sector is located on the outer edge of the Expansion Region, about 20 light years away from the Corellian Run

Trade Route on The Slice. We're a sidestep, astrographically speaking, from important Imperial military and trade lanes. The sector officially contains 67 inhabited and over 350 uninhabited star systems, but we figure small colonies and other unofficial operations bring the number of inhabited systems to around 90."

"The majority of beings within the sector are Humans, although there are significant alien populations on some planets. Brak sector is also home to the Aramandi, the only 'local' sapient species. Unless you are stationed in the Aramand Cluster you probably won't see them very often. Those you do see are usually outcasts; the Aramandi are mostly isolationists.

"Now, something about the local Alliance sector forces. For security reasons, I can't relay the size of our forces in the sector. I can tell you that you are part of a substantial build up — far greater than we ever expected. Our group has been fighting for nearly a year on its own — that is, without help from the Alliance. General Trep Reskan, sector commander-in-chief, knows the politics and military procedures of this sector. Brak sector is our home, so show a little respect. Don't let his relaxed manner fool you. He knows what he's doing."

"Two things make this sector important to the Alliance. One is the Imperial Navy. The other is Lant Mining Corporation. We are in a sector that sees more Imperial fleet traffic in a day than most see in a year. Many major operations in the outer regions begin in or around this sector. The Navy has a half-completed shipyard in the Bacrana system — it's very well defended. Once finished, they will be able to service anything up to an Imperial Star Destroyer. That will make life a lot tougher here and in nearby sectors. Hopefully, we can keep that day from coming too soon."

Dara stopped as a young Human from one of the Mission Groups raised his hand.

"Yes?"

"When do we hit them?" The anticipation on the kid's face was dangerous. He obviously didn't know what he was asking for.

Dara sighed, thinking, *There's always one of them.*

"We don't. At least not directly. Since the shipyards are located in the Bacrana system, they are the most heavily defended target in the sector. The system is also



one of the four fleet staging areas, and the home to the sector capital city of Amma on Bacrana itself. Even the Alliance fleet would have trouble cracking this system. We don't have that kind of firepower.

"What we can do is hit them where they aren't well defended. This brings me to our second target, Lant Mining Corporation, or 'LMC' as the locals call it. LMC is a major supplier of metals and minerals to the Empire's war industries. The company has contracts with Sienar Fleet Systems, Kuat Drive Yards and Merr-Sonn, to name a few. LMC also sends repair materials directly to the Bacrana Shipyards. We can attack its convoys and processing facilities. We hope to drastically reduce its aid to the Empire."

Dara began pacing the center of the room. "Unfortunately, LMC is also Brak sector's main employer. The corporation is so intertwined with the sector's economy that it's difficult to separate the two. Right now, LMC is suffering through an economic crisis. Seems its reserves are running out, which is good news for us.

"The problem is, when LMC sneezes, Brak sector gets sick. Anything we do to LMC is likely to have substantial repercussions. We figure that any attacks against the company will be explained to the citizenry as terrorism, turning popular opinion against the Rebellion. We can't afford to level these facilities. Our reputation would suffer greatly, and innocent bystanders would be killed or hurt — not to mention the economic impact. These days, losing your job is almost a death sentence on some worlds. We must be very careful."

A middle aged woman spoke up from the front of the room, "Are their employees likely to join us?"

Dara stopped pacing. "Probably not. Right now most of them are desperately trying to keep their jobs. LMC has been closing operations all over the sector. You may have already seen some of the unemployed out on the streets. Still, there are a few who might. It isn't hopeless to try. Are there any other questions? You'll be getting specific information about your assignments from your duty officers or COs."

A two-voiced question came from the doorway. "What about criminal elements? Are they significant?" asked an Ithorian tech.

Dara turned to the Ithorian. "In some areas. If you are operating in the Genesia system, they certainly are. You will all soon hear about the on-again, off-again gang war between the sector's largest crimeboss, Eelien Kirat, and Jabba the Hutt's local underling, Soach the Twi'lek. We try to stay out of their way as much as possible given the attention they attract."

"That should about do it for now. If you have any further questions about Brak sector, ask anyone from the area. Datapad reports are also available, as well as local histories. New recruits, if you'll follow me, you've got an appointment with Major Berra for training."

A loud whistle came from one of the techs. "May the Force be with you. You're gonna need it," he said to the departing newcomers.



Mike Vilardi



Brak Sector Astrogation Gazetteer																							
	Aramand†	Asran	Bacrana	Cirra†	Demar	De'nel*	Enet	Genesia	Garia	Intran*	Jinet*	Latoma	Laud	Lota†	Mangez	Maxca	Mila†	Orma†	Ralme	Rehn	Skone	Tel*	Torve
Aramand†	X	11h	10h	2h	14h	10h	22h	20h	30h	22h	19h	34h	25h	1h	15h	35h	1h	2h	17h	18h	15h	29h	27h
Asran	11h	X	13h	13h	17h	17h	33h	18h	14h	18h	19h	34h	26h	12h	15h	39h	12h	13h	25h	21h	17h	34h	36h
Bacrana	10h	13h	X	12h	14h	20h	26h	27h	7h	29h	19h	30h	16h	11h	6h	32h	11h	12h	16h	12h	7h	31h	27h
Cirra†	2h	13h	12h	X	16h	12h	24h	22h	32h	24h	21h	36h	27h	3h	17h	37h	4h	2h	19h	20h	17h	31h	29h
Demar	14h	17h	14h	16h	X	15h	30h	27h	11h	30h	31h	20h	25h	15h	17h	22h	15h	16h	22h	30h	19h	20h	25h
De'nel*	10h	17h	20h	12h	15h	X	21h	32h	22h	22h	28h	32h	33h	11h	24h	34h	11h	12h	23h	29h	25h	27h	26h
Enet	22h	33h	26h	24h	30h	21h	X	52h	32h	35h	29h	50h	41h	23h	31h	45h	23h	24h	21h	31h	29h	38h	20h
Genesia	20h	18h	27h	22h	27h	32h	52h	X	23h	31h	33h	36h	33h	21h	25h	43h	21h	22h	41h	33h	29h	41h	51h
Garia	30h	14h	7h	32h	11h	22h	32h	23h	X	31h	25h	26h	13h	31h	7h	28h	31h	32h	20h	16h	10h	29h	30h
Intran*	22h	18h	29h	24h	30h	22h	35h	31h	31h	X	27h	49h	44h	23h	31h	51h	23h	24h	39h	33h	33h	46h	47h
Jinet*	19h	19h	19h	21h	31h	28h	29h	33h	25h	27h	X	50h	32h	20h	19h	51h	20h	21h	22h	13h	17h	44h	38h
Latoma	34h	34h	30h	36h	20h	32h	50h	36h	26h	49h	50h	X	24h	35h	32h	10h	35h	36h	38h	42h	36h	16h	32h
Laud	25h	26h	16h	27h	25h	33h	41h	33h	13h	44h	32h	24h	X	26h	14h	27h	26h	27h	23h	18h	16h	29h	30h
Lota†	1h	12h	11h	3h	15h	11h	23h	21h	31h	23h	20h	35h	26h	X	16h	36h	3h	2h	18h	19h	16h	30h	28h
Mangez	15h	15h	6h	17h	17h	24h	31h	25h	7h	31h	19h	32h	14h	16h	X	33h	16h	17h	18h	10h	4h	36h	32h
Maxca	35h	39h	32h	37h	22h	34h	45h	43h	28h	51h	51h	10h	27h	36h	33h	X	36h	37h	37h	42h	37h	11h	30h
Mila†	1h	12h	11h	4h	15h	11h	23h	21h	31h	23h	20h	35h	26h	3h	16h	36h	X	2h	18h	19h	16h	30h	28h
Orma†	2h	13h	12h	2h	16h	12h	24h	22h	32h	24h	21h	36h	27h	2h	17h	37h	2h	X	19h	20h	17h	31h	29h
Ralme	17h	25h	16h	19h	22h	23h	21h	41h	20h	39h	22h	38h	23h	18h	18h	37h	18h	19h	X	20h	15h	33h	18h
Rehn	18h	21h	12h	20h	30h	29h	31h	33h	16h	33h	13h	42h	18h	19h	10h	42h	19h	20h	20h	X	6h	43h	34h
Skone	15h	17h	7h	17h	19h	25h	29h	29h	10h	33h	17h	36h	16h	16h	4h	37h	16h	17h	15h	6h	X	37h	31h
Tel*	29h	34h	31h	31h	20h	27h	38h	41h	29h	46h	44h	16h	29h	30h	36h	11h	30h	31h	33h	43h	37h	X	22h
Torve	27h	36h	27h	29h	25h	26h	20h	51h	30h	47h	38h	32h	30h	28h	32h	30h	28h	29h	18h	34h	31h	22h	X

All times are given in hours at hyperdrive multiplier x1.  
The great length of travel times is due to extensive debris between systems.

**Bold** listings are restricted Imperial systems. Imperial travel permit required.  
**Bold\*** listings are Rebel bases. These systems are not indicated on most star charts.  
**Bold†** listings are systems in the Aramand Cluster and are restricted.

of the campaign, there should be opportunities for the characters to develop and attain personal goals as well.

The objectives listed on the templates in *Star Wars: The Roleplaying Game, Second Edition* could be the start of the character's goals. Maybe they are trying to buy their ship or pay off a loan to Kirat or Soach. Maybe they have their own competitors and enemies.

Whatever goals the characters choose, they should complement (and occasionally complicate) the main campaign. Imagine the surprise on the players' faces when their characters are running for their lives from the Imperials, only to cross paths with their old enemies from home. Maybe they'll find an old friend who saves them at the last minute. For more ideas on running campaigns, see the *Star Wars Gamemaster Handbook*.

### The Brak Sector Campaign

Brak sector is an area loaded with competing interests, each providing opportunities for adventures. Whether the characters are smugglers working for a local crimeboss, scouts looking for a big score, or Rebel heroes bravely fighting the Empire, there is room for them in Brak sector.

Included in this book is a starting adventure, plus a series of campaign adventure hooks. This campaign is intended for Rebel characters, but other types of campaigns can be developed from the adventure hooks which follow the campaign.

*Flashpoint! Brak Sector* is intended to provide gamemasters and players with an area of space where the characters can make a real difference. The player characters are the heroes of the sector. They get the tough orders. They get the important missions. They get fame. They get infamy. They get into a lot of trouble, too.

To run the campaign included in this book, the characters should all be members of the Rebel Alliance. It is helpful if at least one character is native to Brak sector.

How the characters become Rebels is up to them. The easiest way is to write it into their background. Otherwise, the gamemaster could run a mini-adventure which introduces them to the Alliance.

### Running the Campaign

One of the first things which should be done is the development of the characters' backgrounds. Where do they come from? What have they done with their lives? Do they have friends or family? What about enemies or rivals? All of these factors can help develop and customize the campaign.

What makes a campaign fun is the prospect of characters advancing in skill, status, and possibly gaining fame and fortune. There should be several goals for each character. Of course, there is the overall goal of finishing the campaign or particular adventure. Along the course

campaign, it wouldn't be too hard to decide that the campaign is set a year or two after Yavin.

### Running With New Characters

New characters are easiest to integrate into a new campaign. In order to help connect the characters with the events in the campaign, they should be residents of Brak sector. If one of the detailed worlds doesn't match the players' background ideas, create a new world in the sector. There are around 90 inhabited worlds in the sector and only a few are detailed within these pages. You should figure out the minimum amount of informa-



## World Map Terrain Key

 Plains	 Barren Rock	 Hills	 Plateau
 Desert	 Water	 Mountains	 Canyon
 Swamp	 Ice	 Volcanoes	 City
 Forest	 Urban/Industrial	 Craters	 Spaceport
 Jungle/Rain Forest			 Site of Interest

tion you need about the world, especially about how it fits in with the Empire and LMC.

In all likelihood, characters who are from Brak sector will have a bigger stake in the events of the campaign and care more about them. It's one thing to join the Rebellion to "fight for what is right." It's quite another when the Empire is bombing your homeworld (perhaps even your hometown) and enslaving your friends and family. Making the characters native to Brak sector also expands the number of contacts the characters can draw upon.

*"We need an XP-38, customized with a HiSpeed Blitz pack? I think my cousin may know where to find one. Let me call him."*

Virtually any kind of character could come from Brak sector. Stuffy LMC bureaucrats, Imperial fanatics, Rebel hotheads, criminals of all kinds, and ordinary people all have a niche somewhere in the sector. Let the players who have characters from one of the detailed worlds in this book read those sections and the data from the Invisible NewsStack. It will give them more information to draw upon, including things that the other player characters won't know about because they aren't from the area. Feel free to keep them from reading any bits they shouldn't know — like where the secret Rebel listening posts are in the Bacrana system.

Other information can be given out later in *planetary systems* skill rolls or be obtained some other way.

### Running with Existing Characters

Characters who are already in play can be brought into the campaign in a number of ways. If they are members of the Rebel Alliance, they could be assigned to the sector. If the characters' backgrounds are not developed, they might be residents or have relatives or friends in the sector who could draw them to the area. Maybe they have the cliché hyperdrive cutout or are captured by the Empire or bounty hunters, any of which could strand them in the sector.

Existing characters probably won't know much about their new surroundings. Have them read the appropriate sections of "Welcome to Brak Sector." If they're smuggler types, let them read the "Smuggler's Scuttlebutt" handout. All characters should read the Brak Sector Imperial Datafile as well.

### The Characters as Rebels

The easiest way to integrate the characters into the structure of the Rebel Alliance is to make them a Special Operations Mission Group. This gives them the relative freedom to act in a variety of capacities and missions, such as working as a commando team one minute and coordinating a small space battle the next. It is the Alliance's way of using the unique skills and resources of such groups. See *Galaxy Guide 9: Fragments from the Rim* for more information about Special Ops and Mission Groups. All Rebel characters should read the Special Operations Mission Group briefing handout.

### Oracle Base

Every campaign needs a home base. It could be the characters' ship, a home town, an apartment in a major city or space station, or possibly a Rebel Base. Oracle Base could be the perfect home base for the characters, given its resources, training areas and relative safety. Since the characters are the heroes of the sector, they would know where this very secret base is.

However, be careful that the base does not become a place for the characters to obtain free weapons, supplies and ship repairs. The Alliance can provide a few basic supplies for specific missions, but it doesn't have the supplies or manpower to upgrade the characters' ship on a whim. The Alliance techs may be able to help repair it, but don't let the characters become dependent on the Alliance's help. Make them go to others, like Plu Makor (described later) and shell out lots of credits for those much needed upgrades.

Just because the characters are heroes does not guarantee them a ship, either. Brak Sector Command may be able to spare a ship to shuttle them around on occasion, but will otherwise make arrangements for them to catch a ride on someone else's vessel.

A Rebel front company, such as the starliner service described later in this book, is great for this type of clandestine transportation.

### Enemies

Over the course of the campaign, the characters will attract many enemies. The most obvious is the Empire. From the initial adventure, the characters garner the attention of Cass Maston, the best Imperial Security Bureau (ISB) Investigations agent in Brak sector. When-

ever possible and reasonable, he should pop up to make the characters' lives more difficult. Maybe the characters see him first ... "Hey look, we can't stay here. Maston's hanging around."

Other possibilities include bounty hunters and irritated crime bosses. Specific customs ship captains or LMC Security patrol vessels could also be recurring problems for the characters. Bazak's pirates could also show up on occasion.

Enemies vary in toughness. Give the characters the satisfaction of defeating low-level enemies in the first adventure or two, but make sure the best villains impress the characters with their skills and survive to complicate the characters' lives in later adventures. Make the enemies tougher as the characters grow in prominence and notoriety.

Standard beginning villains include stormtroopers, Imperial troops and novice (or inept) bounty hunters. They should be relatively easy to defeat. Better bounty hunters and Imperial agents should be a bit more difficult to shake, maybe lasting an adventure or two. Really dangerous villains should complicate several adventures, with the last adventure culminating in the defeat of their most notorious enemy (probably ISB Agent Maston).

Lastly, there are the major villains. Keep these villains alive as long as possible, as they continue the story line around the characters. Give the characters an occasional shot at them, but don't give them the chance to permanently foil the plans of the big villains. Have the bad guys terrorize the characters whenever possible. Moff Ramier, Admiral Trier, General Lacmar, Kirat and Soach are these kinds of enemies. They should only be defeated after a long term campaign.

## The Characters Are the Heroes

Always remember that the characters are the heroes of this story. In most missions, their success or failure can affect the well-being of the Rebellion in Brak sector. If the characters fail in a mission, their failure should have an effect on those people around them:

*"We haven't been able to sneak anyone into the city since those guys were caught last time."*

*"If we had just gotten that information, we could have destroyed the Imperial convoy and resupplied ourselves."*

Their successes should appear as well. If the characters obtain information early in a campaign, allow them to better prepare for an upcoming attack or mission pertaining to that information. If the characters free some prisoners, let them see the reunion with their friends and families later on.

Most of all, the characters should make a difference in the sector. Should, by some chance, the characters get lucky (or are really good) and defeat one of the major enemies, it will affect the campaign. Definite changes should be apparent to the characters. If one of the crime bosses is killed, who takes over? Maybe the organization disintegrates ... or maybe someone else the characters like (or hate even more) takes over. If one of the Imperials is killed, maybe their successor is not as skilled, which allows the characters to more easily succeed in their missions.

As a final suggestion, make the characters realize how important they are to the sector. Let them see holographic news reports about their attacks or hear rumors about the results of their latest missions. Remember, rumors and stories get distorted, so the version they hear may not be accurate. Of course, anything broadcast over official channels is likely to portray their actions as criminal.



## INVISIBLE NEWS STACK

### Everywhere They Don't Want Us To Be ...

#### Bacrana Shipyards Half Completed

Just when you thought they couldn't cram another ship into the Bacrana system, they have. The first section of the Bacrana Naval Shipyards went into service this month. If you thought Imperial Customs was bad before, you might as well give up now. Best have those permits ready ahead of time or half the Imperial Navy will be waiting for you ...

#### Another Big Blast

We've all heard stories about Alderaan being destroyed by the Empire's new super weapon, the Death Star. Now it seems the destructor has become the destructee. In completely unofficial reports, the Rebellion has spread the word that they've blown it up ... with one shot from a starfighter no less. Either that pilot is amazing or this is one gutsy propoganda campaign. We'll keep you posted.

#### Bit Quiet 'Round Here ...

Speaking of the fun-loving Rebel Alliance, what's going on around here? First there's scattered reports of Rebel activity in Brak sector. Then, as if to prove a point, the Rebels knock out the sector comm-net for a few hours. Okay, now that we know you're out there ... nothing more happens. Not a thing for most of a year. Is this a Rebellion or did you just not like last year's new vids?

#### LMC Closings

More good news from the home office ... LMC's closed another mine. Just a small one. Only 2,000 folks out of work this time and its way out in the Welsl system. (We didn't even know there was a Welsl system!) Looks like that "economic recovery" is well underway.

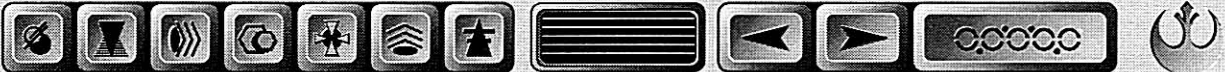
In a related story, LMC has announced that it's headquarters world of Demar is now off-limits to those beings who are under "work stasis." That means "no more hand-outs and stay off our planet, thank you." Apparently, LMC thinks you dirty up the place and are bad for their image (as though it could get any worse).

#### No Gang War Anymore?

Good news for those of you who frequent Genesis. No more ducking for cover in the starport or checking your speeder for explosives. Kirat and Soach have supposedly called a truce! Apparently, the crimelords will only shoot at each other in private from now on. Also, they request any bounty hunters not already in their employ to please apply immediately. For the gambling types, official odds are 20-to-1 against the truce lasting more than six months.

#### Aramandi Reject LMC Again

For the fifteenth (or is that sixteenth?) time this year, the Aramandi have rejected LMC's request and proposal to begin mining operations in the Aramand Cluster. Apparently, LMC can't take a hint. Need we say more?



"Whatever ya do, stay away from the Empire's fleet systems. It's hard enough to work this sector anyways, with the whole fleet movin' through. It don't do no good to stir 'em up by tryin' to smuggle goods to restricted planets. You'll end up in the Tarok Hole or dead *and* you'll make life that much worse for th' rest o' us. It's bad enough we got th' blasted Rebels blowin' up half th' sector ..."



**Traveler's Advisory:** Rebel activity has been reported in Brak sector. Caution is advised in outlying areas. Report any suspicious activity immediately.







## Rebel Alliance Special Operations

## Mission Groups Briefing

## Brak Sector

*(Transcript from General Reskan's datafiles)*

“Okay troops, welcome to Brak sector. As you know, I’m General Trep Reskan, C-in-C of Brak Sector Command. I know you’ve already had the basic intro, so we’ll skip that. We’re here to talk about your job.

"Simply put, you'll go where we need you to go and do what we need you to do. As long as you get the job done without killing yourselves or giving us away, the specifics are up to you."

"Screw up and we'll have you working the deep space listening posts by yourselves for a few months. Do well and we'll defeat the Empire that much sooner."

"Now, I'm sure you've all got your own contacts in this sector, but let me add a couple of ours. These people are only to be contacted when absolutely necessary. They can help in a pinch, but they can't bail you out of every little scuffle. If you can't handle your own problems, you shouldn't be in Special Ops.

“First, there’s one of our fronts called StarLiners. It’s a small passenger and tourist shuttle line. We use it mostly for moving our people about, especially if they need to be watched or have help nearby. Be careful who you talk to: only a few of the employees are Rebels and most passengers are loyal Imperial citizens. If you need special arrangements, contact one of the ship captains or the owner, Fae Kalena. You’ll be given counter signs and codes later.

“The other front is Plu Makor’s ship repair shop on G-Station Seven in orbit around Genesia. If you need help with your ship, that’s the place to go. We can patch you up here at Oracle Base, but Makor’s place is much better at upgrades. If you’re stranded somewhere, order his on-site repair service. He’ll come to you. Only talk to Makor unless he says otherwise. Oh, and you’ll have to pay on the spot. He doesn’t take credit.

"Now, things are likely to get boring\* in this sector very soon. Since we've got about half the Imperial fleet flying through on a daily basis, this sector's got more 5 and 8 Chicken Alarms than an Emperor's parade. We've got more coops than you'd believe. If you go after every boy in white, duck or birdwatcher you see, you'll be penned, dead or a very dumb orphan. I need 23ers, not vapor ops, so watch that sidethinking!

“Your missions will interesting, mostly one percenters or better. You may go headhunting, take headshots, salt the ether, or maybe set off a few fireworks. Just remember that everything’s portable and we could use it all. Also, there’s a lot of ABH’s around here, so watch it when you hit the Hundred Club.

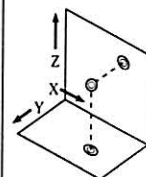
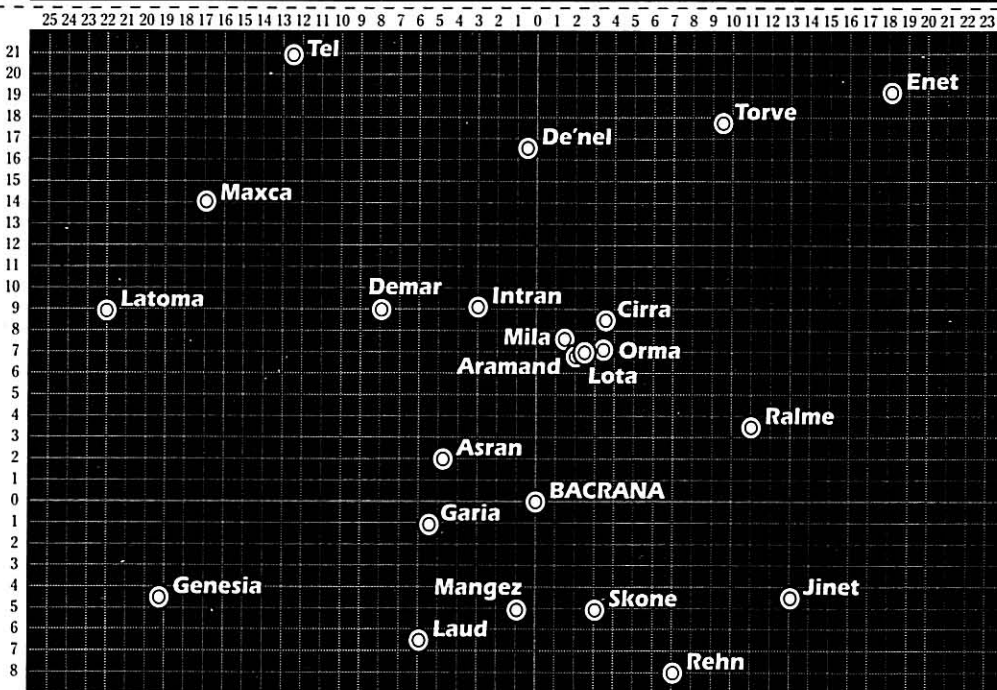
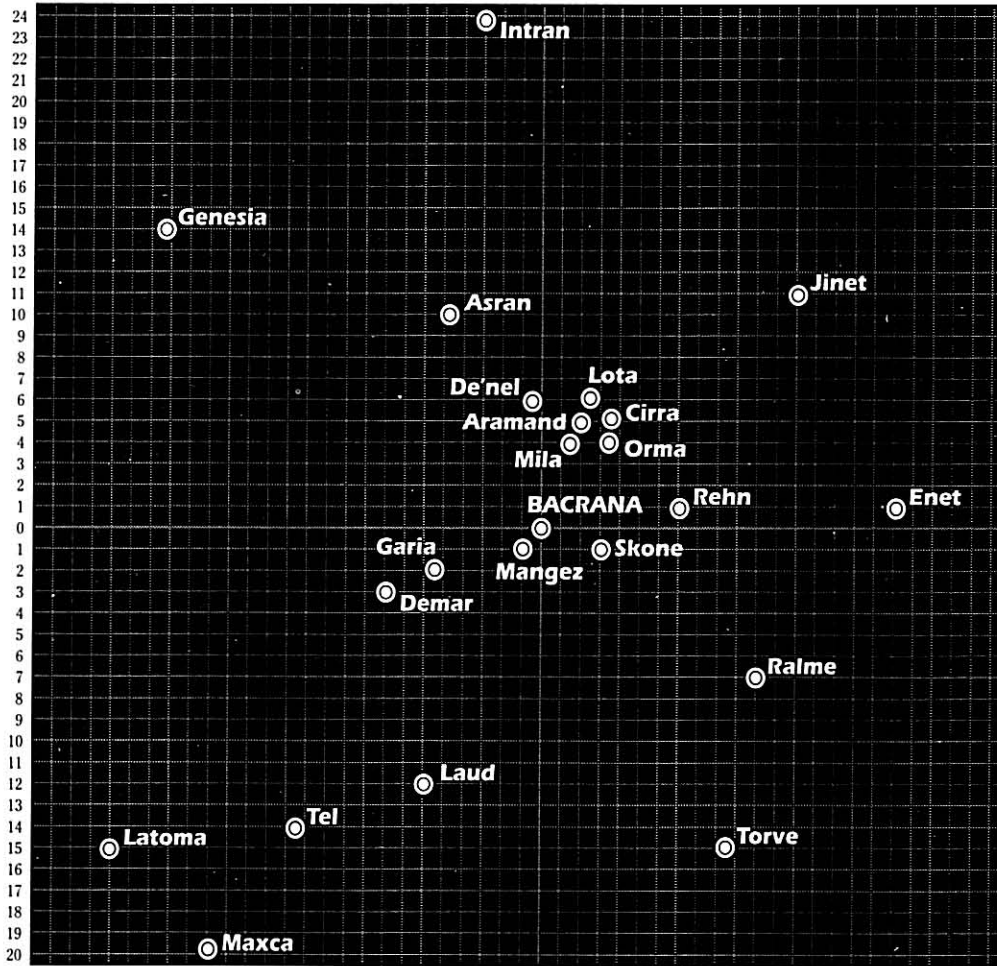
"If you don't know the Special Ops Slang, think before you shoot — we're outnumbered. And where there aren't Imperials there are bounty hunters. If you do shoot, drop your target and get out while you can. I hope we understand each other. That's all for now. May the Force be with you."

\* Special Ops slang (from pages 17 – 20 of *Galaxy Guide 9: Fragments from the Rim*).



# BRAK SECTOR Astrogation Charts

Xa'nel Planar Projection



Game Note: Fold the map along the dotted line so that the top of the map stands up straight from the table to better visualize the sector in three dimensions.

Note: Local referent grid centered on sector capital. — = 1 hour with Class 1 hyperdrive (x1; travel times subject to local conditions).



# The Empire in Brak Sector

In the early days of the Empire, Brak sector was lightly patrolled. Because of Lant Mining Corporation's (LMC's) loyalty and influence, the Empire correctly surmised that only a minimal show of force was necessary to keep the sector in line. As Brak sector's importance has increased, so has the Imperial presence.

Imperial forces were strengthened as LMC became a major supplier to military industry. However, it wasn't until the construction of four fleet staging areas that the Imperial military became a prominent feature of the sector. For the first time, the Imperial Sector Group was increased to standard levels to protect the new facilities.

A more recent development is the construction of the Bacrana Imperial Naval Shipyards. Responding to increasing skirmishes with Rebel forces in nearby sectors, the Navy is building a new shipyard to speed the repair and maintenance of ships in the region. It selected the Bacrana system in an effort to consolidate defensive forces. Although only half completed, the shipyards are already improving Imperial response time in the surrounding sectors.

## Naval Strength

Currently, Moff Ramier is the Sector Group's commander, although Admiral Trier handles day-to-day operations. The Imperial Naval forces in Brak sector consist of a standard Sector Group of 2,400 ships, including 30 Star Destroyers and about 1,600 other combat starships. Most of these ships patrol various systems and trade routes within the sector. Due to the large number of abandoned mining worlds, a fourth of these ships are routinely used to make detailed sweeps of these uninhabited systems, following up reports from scout ships and probots. The Empire fully realizes how easily these worlds could (and have) become bases for pirates and Rebels. Because of the fleet staging areas in Brak sector, the actual number of Imperial forces can change rapidly.

## Imperial Staging Areas

The Empire has established four fleet staging areas within Brak sector. Each area is located in a system containing at least one world with agricultural or food-

stuff production and some manufacturing capacity. The areas are in the Bacrana, Rehn, Skone and Garia systems.

Each staging area is a rendezvous and resupply point for Imperial fleets. Both combat and support fleets can be accommodated by the areas. Missions may be inward bound (towards the Core), outward bound (towards the Outer Rim Territories), deep space bound (towards Wild Space or the Unknown Regions) and local (within any of the nearby sectors). The amount of time required for a fleet to assemble and take on supplies can range from a few hours to weeks. As a general rule, quick operations require less time to set up than long campaigns.

Because these areas are known assembly points for Imperial missions, the Navy is very protective of these systems. Access to the systems is allowed by permit only. Strict penalties, with possible imprisonment, can be levied against violators. Picket ships and sensor stations constantly patrol the systems' outer limits for Rebel eavesdroppers.

In order to further insure that a fleet's final destination is kept secret (a lot can be learned by observing a fleet's departure vector), the staging area may not be the ultimate departure point. Often, a departing fleet jumps to a secret rendezvous point and changes to a new, unobserved course. The rendezvous points are constantly changed to insure secrecy.

## The Empire and Lant Mining Corporation

LMC has been a vocal supporter of the Empire since the New Order's earliest days. The corporation's loyalty resulted in close cooperation between the two. LMC regularly informs the Empire of possible trouble spots or other information which it obtains. The Empire has done little to restrict the management policies of LMC, although it has not yet publicly supported the corporation's bid to open the Aramand Cluster to mining operations. The two are secretly working out the details of the move.

Recently, relations between LMC and the Empire have been strained by the corporation's surprise revelation that its reserves are running out. Although temporarily appeased by promises that new resources will soon be located, the Empire no longer trusts LMC. The Imperial Security Bureau (ISB) has been ordered to increase the number of operatives within LMC to discover the real

situation and keep the Empire informed.

### The Empire and the Aramand Cluster

To date, the Empire has taken little official interest in the Aramand Cluster. The Cluster has been largely allowed to operate as an independent region within Brak sector, as it had under the Old Republic. The Empire maintains a minimal military presence, although ISB and other intelligence organizations keep careful watch over the Aramandi.

Until recently, the Empire had few concerns over the Cluster as the Aramandi tend to be isolationists, cause no trouble, and have almost no valuable resources. However, LMC's recent problems have forced the company to seek rights to the few mineral reserves of the Cluster.

Moff Ramier has agreed to a joint Imperial-LMC takeover of the Cluster for two reasons. First, he realizes that the potential failure of LMC would be disastrous to the sector. Second, the old Moff has decided that the Cluster could become the perfect Rebel hideout and wishes to prevent that from ever happening.

#### ■ Moff Lesan Ramier

Type: Imperial Moff

DEXTERITY 2D+1

Blaster 3D+2, dodge 4D

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 6D+2, cultures 5D, intimidation 5D+2, languages 5D+1, law enforcement 6D+2, planetary systems 5D, willpower 5D

MECHANICAL 3D

Repulsorlift operation 4D+1, space transports 5D

PERCEPTION 4D

### Imperial Report

To: Tilas Magore, Imperial Advisor  
From: Moff Lesan Ramier, Brak Sector  
Subject: Update

Honored Sir,

It is my pleasure to report that Brak sector remains peaceful at this time. While I am glad for this, it makes me wonder what Reskan's Rebel rabble is up to. The past few weeks have been the most peaceful since their insignificant attacks began. Maybe they gave up their futile struggle.

Our current status is as follows:

Our primary concerns in Brak sector continue to be defensive in nature. Of course, we must protect the Imperial fleet staging areas and Bacrana Shipyards. Any show of weakness would certainly draw the Rebel Alliance's attention.

We must also protect LMC's mines and other essential industries. LMC must continue to supply our shipyards and its military clients without interruption. I am concerned over the apparent vulnerability of many of LMC's facilities, but the company has assured me that their security forces can handle any attacks or sabotage attempts. We shall see.

Sector patrols continue as usual. Abandoned LMC systems are regularly scanned by scout ships, patrol vessels and probots. These areas are just too important to ignore. The discovery of several criminal and pirate bases proves how easily these planets can be converted to hidden bases.

I am increasing the search for Rebel forces and sympathizers despite the recent peace. I have ordered both the ISB and Imperial Intelligence to expand their operations. Few military operations have been carried out so far as all Rebel actions have been hit-and-fade attacks or sabotage. No bases or safe houses have been located. The search for Rebel sympathizers amongst the population and within the planetary governments continues.

I have ordered immediate military action against any Rebel bases or forces that are discovered. Our forces will be able to strike before they can evacuate to another location. I am handling Rebel spies on a case-by-case basis. I hope to locate one to use for misinformation purposes. I intend to use the agent to draw Rebel forces into a trap, and hopefully locate any hidden bases in the process.

As a final note, secret negotiations continue with LMC to open up the Aramand Cluster to mining. I now feel that this move is warranted given LMC's failure to locate other resources. I also feel that the Cluster has been given free reign for far too long. As the situation currently stands, Rebel forces could be operating out of the Cluster, despite the Aramandi's assurances to the contrary.

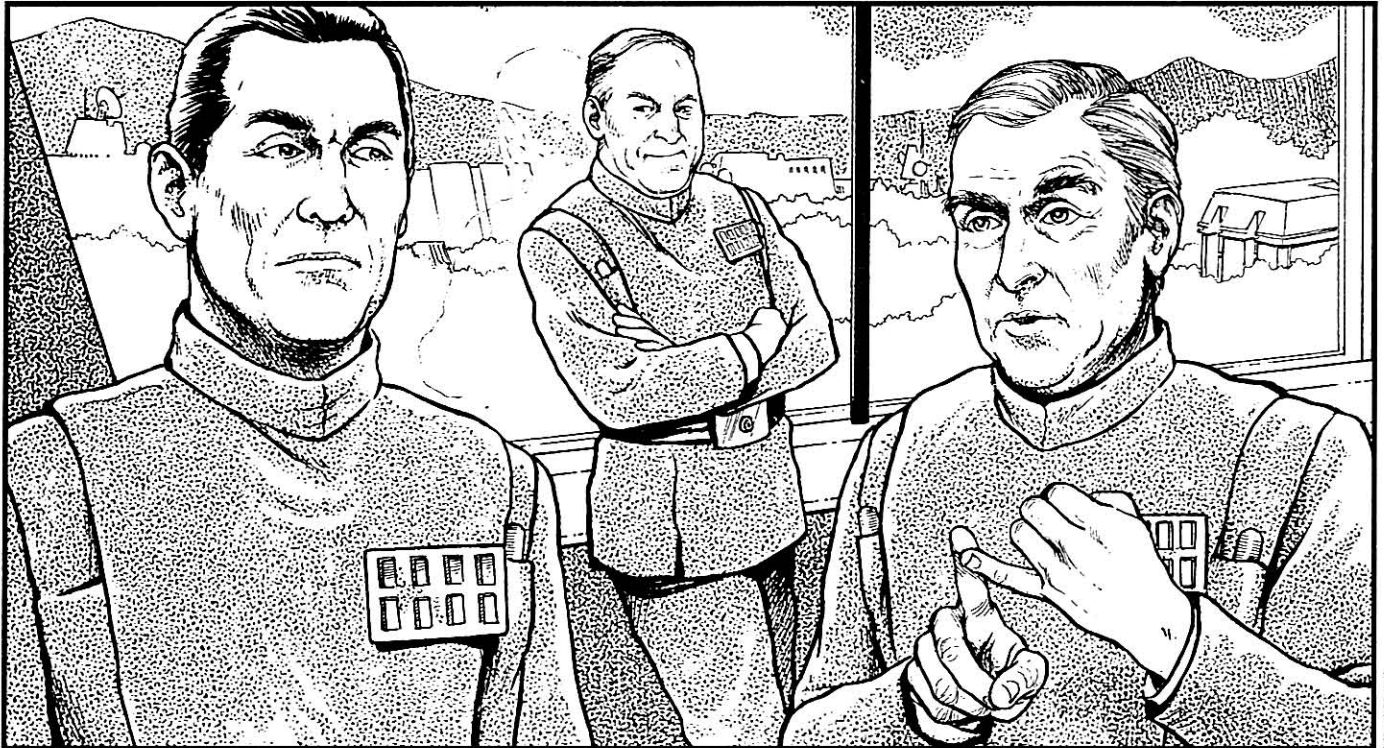
We are negotiating a combined entry to the Cluster as the Aramandi will certainly resist any attempts to mine or subjugate the area. I will send a detailed report when available.

The Emperor's Servant,



Moff Lesan Ramier





■ General Lacmar (left), Admiral Trier (center) and Moff Ramier discuss sector stratagies.

Bargain 6D, command 7D+1, con 6D, persuasion 5D+2

#### STRENGTH 2D

Brawling 3D

#### TECHNICAL 3D

Computer programming/repair 5D, security 5D, space transports repair 4D+1

Force Points: 3

Character Points: 10

Move: 10

Equipment: Blaster pistol (4D), Moff uniform, rank cylinder, comlink

**Capsule:** Originally from the Core World of Lolar, Moff Lesan Ramier is an experienced Imperial politician. Prior to his posting to Brak sector, he served as Imperial Governor on a number of worlds and has accumulated quite a reputation for bringing troublesome worlds into line with the tenets of the New Order. Ramier has a reputation as an ardent supporter of the New Order. The Empire rewarded Ramier by appointing him Moff of Brak sector.

Over the years, Moff Ramier has developed Brak sector into a vital link to the outlying territories, culminating with the construction of the Bacrana Imperial Naval Shipyards. The Moff takes pride in spreading the Emperor's will. While his efforts have resulted in criticism, complaints and public demonstrations, his methods are effective and the protests are nothing that cannot be handled by a few troops. Using strong-arm tactics, he continues to expand his programs to root out and destroy the Rebellion and its sympathizers in his sector.

Moff Ramier is a stern, hardened man who is completely dedicated to the Emperor. His silvery white hair betrays his age, but he has the will and stamina to rule with an iron fist. Indeed, there are few who would dare challenge him. However, Ramier realizes he is not well-versed in military tactics. While he retains command of the military forces, he relies on Admiral Trier and General Lacmar for advice and tactical planning.

During the past year, the Moff's age has begun to show. He is increasingly self-conscious and afraid that someone wants to retire him. Occasionally, he overreacts to a given situation, hoping to "make an example" of those involved and prove his own strength in the process. Rebel Alliance activities receive the harshest responses, as he perceives them to be the most threatening to his career.

#### ■ Admiral Garrik Trier

Type: Imperial Admiral

#### DEXTERITY 3D+2

Blaster 5D, dodge 5D, blaster artillery 4D+2, vehicle blasters 4D+2

#### KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 5D+2, languages 4D, survival 4D, tactics: fleet 6D, willpower 5D

#### MECHANICAL 3D

Astrogation 5D, capital ship gunnery 4D, capital ship piloting 6D, capital ship shields 5D, communications 4D, sensors 4D+2, space transports 4D

#### PERCEPTION 2D+2

Bargain 3D+2, command 7D, con 4D, persuasion 4D

#### STRENGTH 2D+1

Brawling 3D

#### TECHNICAL 3D

Capital ship repair 4D, computer programming/repair 4D+1, security 5D

Force Points: 3

Character Points: 10

Move: 10

Equipment: Rank insignia and cylinder, datapad, comlink

**Capsule:** Admiral Trier is a tall, gray-haired older man who is extremely confident in his abilities. He is the day-to-day commander of all Brak sector Imperial Naval forces, second only to Moff Ramier. The Admiral is an excellent naval tactician. He is also in charge of fleet operations moving through Brak sector's staging areas through a specialized staff that deals directly with Naval Command.

The Admiral is becoming increasingly interested in Rebel fleet tactics and raids. As Brak sector has already experienced a number of minor raids, Trier believes that larger actions are inevitable. He has stepped up scouting missions and sensor sweeps of the sector's systems in an effort to locate the Rebel forces before they can grow at uncontrolled rates. So far, no Rebel forces have been located, although several pirate bases have been found and destroyed.

Admiral Trier is confident in his own abilities — his attitude borders on overconfidence. He believes that once the Rebellion's bases in the sector are located, several quick strikes will eliminate the problem. He thinks that his forces are vastly superior to that "Rebel rabble," although he questions the readiness of the Imperial Army forces under General Lacmar.

## ■ General Andrei Lacmar

**Type:** Imperial General

### **DEXTERITY 2D**

Blaster 4D+2, blaster artillery 3D, brawling parry 4D, dodge 5D, grenade 4D, vehicle blasters 4D+2

### **KNOWLEDGE 3D+1**

Alien species 4D, bureaucracy 7D, intimidation 5D, languages 4D+2, law enforcement 4D, streetwise 4D, survival 4D, tactics: army 7D+2, willpower 6D

### **MECHANICAL 3D+2**

Ground vehicle operation 4D+1, hover vehicle operation 4D, communications 4D+2, sensors 4D+2, repulsorlift operation 6D, walker operation 5D

### **PERCEPTION 3D**

Bargain 5D+1, command 9D, con 5D, persuasion 5D, search 4D, sneak 4D

### **STRENGTH 3D**

Brawling 5D, stamina 4D+1

### **TECHNICAL 3D**

Armor repair 4D, blaster repair 4D, computer programming/repair 4D+1, demolition 4D, hover vehicle repair 4D+2, repulsorlift repair 4D+2, security 5D

**Force Points:** 2

**Character Points:** 9

**Move:** 10

**Equipment:** Rank cylinder, blaster pistol (4D), comlink

**Capsule:** Currently, General Lacmar is the ranking Army officer in Brak sector, second in command of the sector's Imperial Army units only after Moff Ramier. Lacmar carries out the Army's day-to-day operations.

General Lacmar is a boot-and-polish, formal military man who has unquestioning loyalty to the Empire. In his command, everything is done by the book with no deviation from standard regulations. While not particularly innovative, General Lacmar is very knowledgeable about Imperial military procedures and tactics. He can use them to their utmost effectiveness, but is slow to adjust to unexpected situations. He has a lot of confidence in the military's tacticians and policy-makers.

On a sector-wide scale, Lacmar's strategic and command abilities are untested. None of Lacmar's main Army forces have yet engaged the Rebel Alliance. However, Lacmar is training his forces to counter Rebel tactics that have been used in other sectors. Currently, most of the Army's duties revolve around defending the major military garrisons, industrial areas, and planets of Brak sector.

General Lacmar is a total military man. He will investigate anyone he suspects of deviating from New Order doctrine. Lacmar's views often bring him into conflict with officers new to his sector, who can often see some of the problems

in the military. This conflict also extends to Admiral Trier. His unorthodox plans are criticized by Lacmar as being "not by the book" and, therefore, unreliable. The two have a long-running feud and Lacmar would like to find a justification to rid himself of Trier.

## ■ Cass Maston

**Type:** Imperial Security Bureau Agent

### **DEXTERITY 3D**

Blaster 6D, dodge 5D, grenade 3D+2, melee combat 4D+1, melee parry 4D, vehicle blasters 5D

### **KNOWLEDGE 3D**

Alien species 5D, bureaucracy 6D, cultures 4D, intimidation 6D+1, languages 5D, planetary systems 5D, streetwise 5D+1 survival 4D+2, willpower 6D

### **MECHANICAL 3D**

Astrogation 4D, communications 4D, repulsorlift operation 5D+1, space transports 5D+1, starship gunnery 4D, starship shields 4D

### **PERCEPTION 3D**

Bargain 5D+1, command 5D, con 5D+1, hide 5D, investigation 7D+2, persuasion 4D, search 5D, sneak 5D+1

### **STRENGTH 3D**

Brawling 5D+2, stamina 4D, swimming 3D+2

### **TECHNICAL 3D**

Blaster repair 3D+2, computer programming/repair 5D+2, demolition 5D, droid programming 4D+1, security 5D+1

**Force Points:** 3

**Character Points:** 10

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), hold-out blaster (3D+1), vibroblade (STR+3D), thermal detonator (10D), datapad, pocket computer, comlink, medpac, others vary by mission

**Capsule:** Cass Maston is an arrogant and persistent ISB field agent currently assigned to Brak sector. Originally from Demar, and a staunch supporter of the Empire, Maston volunteered for ISB service. After training, he began in the ISB's Surveillance arm and served in the Genesia system for several years.

During this time, Maston received a number of commendations for excellent service. In order to make better use of his skills, the ISB decided to move Maston over to Investigations, and his mission was changed from watching the extensive crimeworld of Genesia to searching for Rebel sympathizers and operatives throughout the sector. Maston is now the top Investigations agent in Brak sector.

So far, Maston has been less successful than he was in his earlier assignment. This is to be expected, as there is far less Rebel activity than crime in the sector. He diligently follows up any leads he discovers or is given by the bureau. Once a possible operative or sympathizer is discovered, Maston is to report the individual(s) to the ISB. However, he has full discretion as to how to follow any further investigations. The suspect may be picked up immediately or used to locate other sympathizers. Should Maston discover a Rebel base or need help, he can call upon the local military forces (via comlink) to aid him.





# ■ The Rebel Alliance in Brak Sector

## Ambush of Convoy LMC-55c

"Time until rendezvous point?"

"Six minutes, sir."

*Six minutes, thought Captain Pricene. Plus another four to the jump point, an hour for the starport delays, the usual 10 or 15 for convoy maneuvering and alignment, five more for course corrections ... over an hour behind schedule, and not even out of the system yet.*

Pricene glanced at the rocky debris outside the viewport, then turned back to his navigator. "Erils, those alien fuzzballs at the starport put us off schedule. Must have been the slowest loaders I've ever seen. Any chance of saving time in hyperspace?"

Erils checked her screen. "Yes, but it increases the risk factor by .22 for a total of .35 ..."

"Which exceeds LMC policy and is therefore prohibited," sighed the Captain irritably. He'd heard it a hundred times. "You know, I think some credit-counting bureaucrat made that up to cheat every captain out of their total pay. In my ship we'd never thought twice about ..."

"Ships dropping out of hyperspace, Captain!" interrupted Erils, "A corvette and a dozen fighters! They're moving our way!"

Captain Pricene looked at his screen, "Shields up, even spread, all facings!" He slapped his comm switch, "All ships! Scatter and evade!" Pricene looked back to Erils, "Where's that Imperial escort?"

A fiery explosion lit up the lower half of the viewport. The bridge crew shielded their eyes from the flash.

"That was it, sir," Erils looked up, pale and scared. "Which pirates are strong enough to blast a frigate like that?"

"Those are no pirates! Helm! Get us out of here *now!*" The ship pulled a wide 180 degree turn, accelerating to maximum sublight speed.

"Fighters coming up fast — they're Y-wings!"

The comm system beeped. "Message coming in, sir," announced the communications officer.

"LMC convoy! This is Captain Riane of the Rebel Alliance. Surrender and prepare to be boarded! No harm will come to your crews if you cooperate."

The helmsman turned questioningly to Pricene.

"They're lying! Keep going!" yelled the captain. The ship began to bounce and shake under the blasts of the pursuing Y-wings.

Erils kept her eyes glued to her screen. "Sir, the corvette's got us in range!" The ship rocked beneath Erils as larger blasts all but demolished the freighter's shields. Smoke filled the bridge. "We can't take any more!"

Captain Pricene slapped his comm switch in anger and frustration. "Rebel commander, this is LMC Hauler One-Six! We surrender!" He switched off the circuit and snapped, "Rebel scum. All right, power down everything. Maybe we'll live through this." Pricene gave Erils a worried look. "Well, I guess this is it."

## History

From the Empire's earliest days, people have been at odds with its ideals and practices. In Brak sector, the citizens were largely apathetic, for in the beginning only the name changed. In fact, the local economy improved as Lant Mining Corporation acquired new contracts with nationalized companies. No one was concerned about the New Order, even when rumors of questionable Imperial activity began to circulate.

Things changed when the Empire took a greater interest in the sector. Life became more difficult as policy changes and laws were enacted to support the Emperor's ideals. Some of the more educated beings took notice of the Empire's increasing repression, and tried to bring their observations to the general public's attention. When news of Rebel activity in nearby sectors spread to Brak sector, the dissidents actively protested against the Empire through demonstrations and public forums.

It wasn't until the construction of military staging areas and repair facilities that the general population became concerned. Protesters used public demonstrations in an effort to persuade Moff Ramier to repeal the increasingly repressive laws. Moff Ramier responded by arresting the dissenters and banning criticism of the Empire in the local news services. Most of Ramier's critics disappeared.

Eventually, the protesters gained enough public support to hold a massive demonstration in Amma, the capital of Brak sector. A little over a year ago, thousands

attended what began as a peaceful march on the city's Central Sector. Moff Ramier, fearing open rebellion, ordered the demonstration broken up by force. The ensuing rout of the protestors silenced criticism of the Empire in Brak sector.

The Moff's victory was not complete, however. One military force was conspicuously absent from the crackdown. The Bacrana System Defense Force (BSDF), the local military and police force, was missing despite direct Imperial orders to aid in the arrests. General Trep Reskan, Commander of the BSDF, had long disapproved of Imperial law and resented having his forces used as puppets for the New Order. The crackdown was the last straw for Reskan. When the order arrived to move his forces in, Reskan pulled them out. In the confusion of the street battles, it was not immediately apparent to the Imperials that the BSDF had withdrawn. By the time the ISB arrived to arrest Reskan, he was gone ... and most of his soldiers with him.

General Reskan had long prepared for the day when he would make a hasty departure from Bacrana. In fact, while Reskan appeared to be loyal to his Imperial superiors, he was working against the Empire. While Commander of the BSDF, Reskan inhibited or disrupted Imperial edicts and investigations whenever he could.

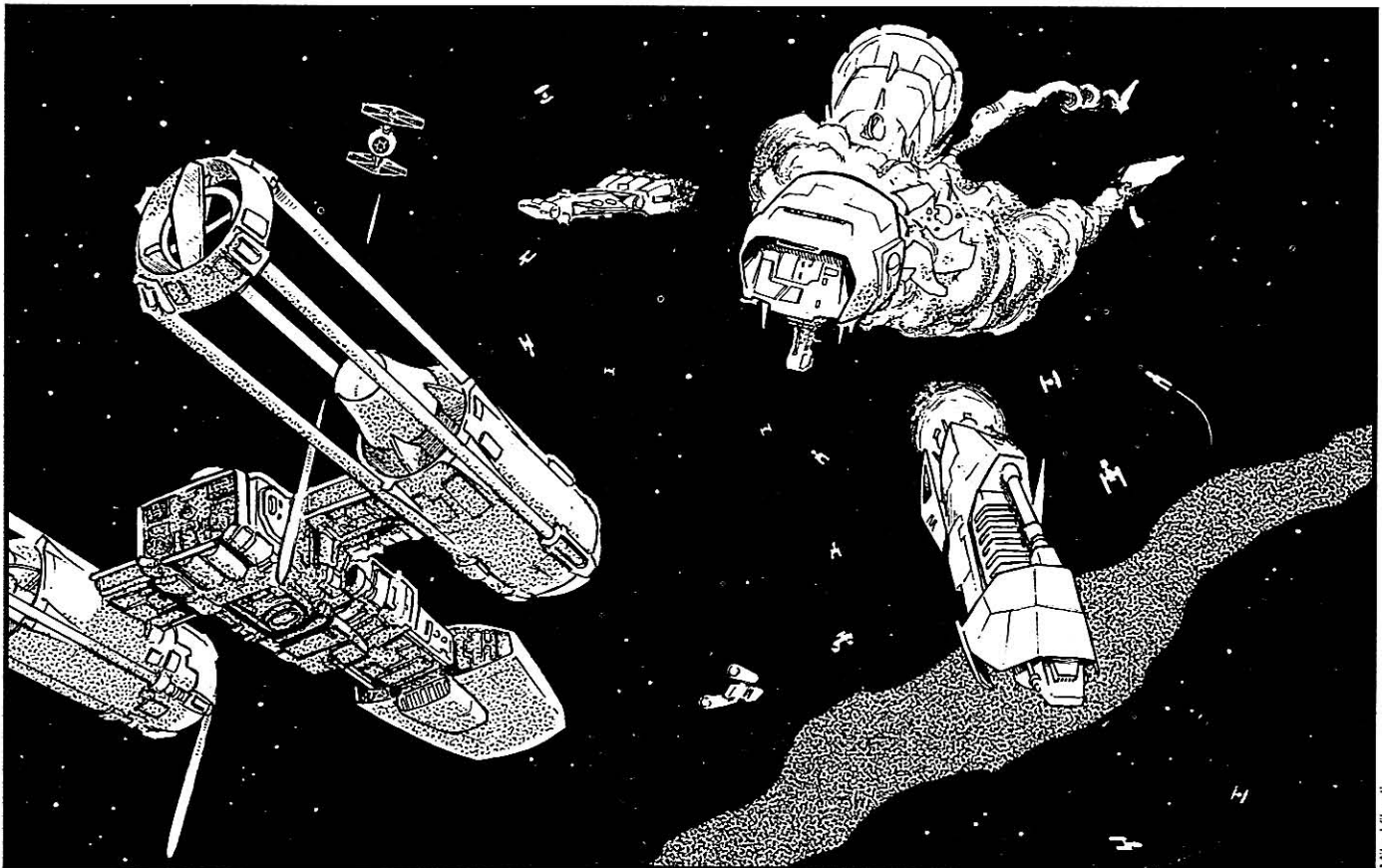
Realizing the futility of open defiance or small-scale military actions, Reskan made contacts with people interested in fighting the Empire within Brak sector. Using his military resources, Reskan located a suitable

system for building a base for sustaining a guerrilla war against the Empire.

By the time he was forced to flee Bacrana, Reskan and his small group had established and stocked a small base in the Tel system. It was not very sophisticated — little more than an airtight natural cavern — but it provided a hangar, meeting area, living space, and work area. The quarters compartments were old modules from freighters and small passenger ferries, but they were good enough to start with.

After waiting for the Imperials to turn their efforts elsewhere, Reskan began testing his group's abilities. He was encouraged by several successful small raids and ambushes, though they were nothing more than annoyances to the Empire. Eventually, Reskan carried out a major raid against Brak sector's communications net, resulting in a widespread (although temporary) communications blackout. The Rebel Alliance took note of the raid's success and contacted Reskan.

General Reskan agreed to join the Alliance. The advantages were tremendous for both sides. Reskan received much-needed reinforcements, equipment and technical staff. In turn, the Alliance gained a ready-made military force in an increasingly important sector of space. This force could offer surveillance of Brak sector's Imperial staging areas and shipyards, giving Rebel forces in outlying sectors information and the time to put it into use. General Reskan remains in command of the sector's Rebel forces.



Mike Vilardi



Brak Sector Report to Rebel HQ Sector Command

**To:** General Natara, Alliance Sector Command  
**From:** General Reskan, Commander-in-Chief, Brak Sector  
**Regarding:** Brak Sector Forces

General Natara,

I extend my warmest thanks to you and your command. When the Alliance promised us supplies and reinforcements, we had no idea of the amount of aid you meant. It is far beyond what I ever hoped for.

We've nearly completed the Sector Headquarters expansion in the Tel system, now codenamed Oracle Base. Sector HQ is fully staffed and we are assigning new personnel to outposts and other bases. One squadron of Y-wings has arrived, and we expect one more Y-wing and one X-wing squadron in a few days.

At the moment, our forces are undergoing extensive training, myself included. The expertise of your instructors is impressive. As proud as I am of my original forces, their new training will make them even more effective. We hope to test their new skills as soon as the build up is finished. I have submitted *Operation: Insignificant* for your approval (see Communique #4722/KUJK).

As requested, I have briefly outlined the primary goals of our forces in Brak sector. We expect that most of these goals will be carried out by covert operations, hit-and-fade attacks, ambushes and other guerrilla warfare tactics. I expect Imperial response to open military action to be swift and devastating given Admiral Trier's tactical expertise and Moff Ramier's fear of losing control over his sector. If we can work on that fear, maybe he'll overreact at the wrong moment.

Our objectives are as follows:

1. Surveillance of Imperial Fleet Staging Areas

Listening posts are already in place in the Bacrana, Rehn, and Skone systems. I'm afraid we must make do with probe droids and scout ships to make regular patrols of the Garia system given the system's lack of suitable hiding spots. We'll pass information up the line as it comes in.

2. Disrupt Imperial Fleet Operations at Strategic Moments

While we want to harass the Imperial Navy as much as possible, I believe that coordinating our attacks with other operations will give the maximum effect. Disruptions will be carried out through commando raids, sabotage, ambushes and other means. Full-scale engagement of Imperial forces will be avoided whenever possible.

3. Delay Ship Repairs at the Bacrana Shipyards

Disrupting the shipyards is an ongoing operation. Because of Bacrana's strong defenses, an open attack on the shipyards is impossible. We plan to attack less defended targets, including supply ships, loading ports, and suppliers. Ideally, we'd like to ambush ships and convoys en route if we can obtain accurate schedules. Intell is working on it. Also, I believe we can safely buy some data from a local specialist called InfoServices. Intell doesn't like it, of course, but we are looking into it anyway.

4. Disrupt LMC Operations, Either at the Source or En Route

Operations against LMC are extremely sensitive. We know that they supply several of the Empire's larger military manufacturers and the Bacrana Shipyards, and this cannot go unstopped. However, attacks on the corporation are bound to be perceived as terrorism, and certainly depicted that way by COMPNOR propaganda.

Bases

Throughout Brak sector, Rebel agents and teams operate from numerous hidden bases. Most are small outposts or safehouses, used for secure meeting places or supply caches. An outpost may be nothing more than a cave on a remote moon, though it could just as well be hidden "in the open" in a busy starport or business sector. Safehouses tend to be located in urban areas or

on large space stations. Most appear to be apartments, houses or businesses, but usually contain secret chambers, shielded compartments, or otherwise hidden areas.

These "underground" bases are the backbone of the Alliance in Brak sector. All contain at least one comlink or comm station set to secret Alliance frequencies, along with emergency supplies and weapons. All also have

I still believe LMC is a legitimate target, but we must tailor our operations to avoid civilian casualties. We'll focus on mining, refining and distribution operations.

5. Establish Cell Networks in Major Cities and Planets

Work has already begun on establishing a cell network in Amma on Bacrana. I hope to set up networks on Demar, Genesia and other systems that show underground support of the Rebellion. We need the networks to gather information, increase public support and perform infrequent but effective sabotage raids. Once secure, the networks will also set up front companies and contact companies that may help the Alliance.

6. Procure Supplies, Information, and Other Goods Through Front Companies

Our recent expansion is straining our current supply lines. We need new front companies and other suppliers to purchase goods from the open market. We also need them to transport Rebel operatives. I expect some smaller operations to be manned entirely by Rebel agents. Of course, all companies will have legitimate business to cover Rebel activities.

7. Increase Public Support for the Alliance Within the Sector

Currently, most Brak sector citizens merely tolerate the Empire. After the crackdowns on Bacrana, I think most have accepted the Empire as an unchangeable evolution of the Old Republic. Those who dislike the Empire have, so far, put little faith in the Rebellion. The recent destruction of the Death Star at Yavin has done much to improve our image, but reports associating us with pirates and terrorists are hampering our efforts. We must work to increase our legitimacy, for without public support the Rebellion is doomed to failure.

This is a brief list of our Sector Forces, once all of our reinforcements arrive:

Bases

- 1 sector headquarters (Oracle Base) with 1 Y-wing squadron
- 3 starfighter bases (2 Y-wing squadrons, 1 X-wing squadron)
- 2 backup bases under construction
- Numerous "underground" bases

Surveillance Posts

- 2 Carba Asteroid Belt (Bacrana system)
- 1 Rehn VII (Rehn system)
- 1 Skone II (Skone system)
- 1 Demar (Demar system)

Cell Networks

Amma, Bacrana

Naval Strength

- 3 Corellian Corvettes
- 35 light freighters (various types)
- 36 Y-wing starfighters
- 12 X-wing starfighters

Again, your help has been outstanding.

Thank you,

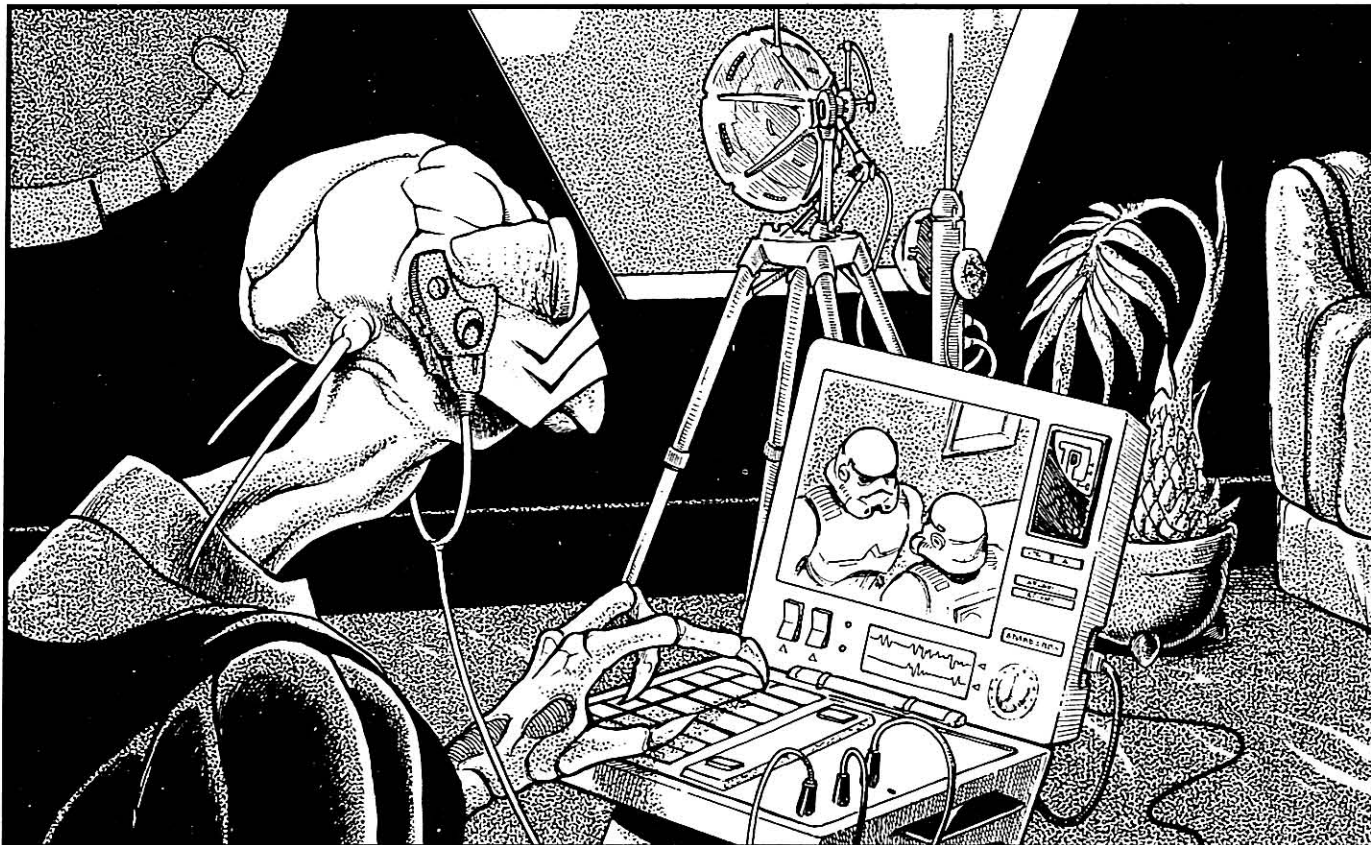
General Trep Reskan

self-destruct mechanisms to prevent sensitive material from falling into Imperial hands. Access is controlled though codes, signs and countersigns.

Each base has an Alliance officer or agent who is responsible for its operation. The agent may be the owner of the location, someone with easy access to the area, or Alliance assigned personnel. The agent-in-charge may or may not be known to the operatives using the base, as such knowledge is available only on a need-to-

know basis. The agent is responsible for reporting to Sector HQ and passing information down the ranks to operatives working in the area.

The Rebel Alliance maintains larger facilities for Brak sector headquarters and three starfighter bases. Sector HQ, known as Oracle Base, is located on Tel III in the Tel system. The base houses Sector Command, one Y-wing squadron, and contains a complete hangar and training facilities. Oracle Base is the center of operations in Brak



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sector (see the entry on Tel system for more information).

Brak sector's three starfighter bases are located in the De'nel, Jinet and Intran systems. Jinet and Intran each house one Y-wing squadron, while De'nel holds the sector's lone X-wing squadron. All three bases are located in uninhabited systems to hide their activities.

Each base has enough supplies and facilities to keep their squadrons manned and ready for six months at a time. Supply ship activity is kept to a minimum to avoid attracting attention. Only the starfighter pilots, selected supply ships and authorized command personnel know the location of these vital bases.

Should any of the starfighter bases be discovered, all operations will be moved to one of the two backup bases under construction. These bases, located in the isolated Maxca and Enet systems, provide a secure rendezvous and regrouping point for retreating personnel.

### ■ General Trep Reskan

Type: Former BSDF General

#### DEXTERITY 2D+2

Blaster 6D, blaster artillery 6D, blaster artillery: anti-infantry 6D+2, blaster artillery: anti-vehicle 6D+2, brawling parry 5D, dodge 6D, grenade 4D, melee combat 4D, melee parry 4D, vehicle blasters 4D

#### KNOWLEDGE 3D

Alien Species 4D+1, bureaucracy 6D, languages 4D+1, tactics 7D, willpower 5D

#### MECHANICAL 3D+2

Communications 4D+1, ground vehicle operation 4D, hover vehicle operation 4D, repulsorlift operation 5D+2, sensors 4D

#### PERCEPTION 3D+1

Bargain 5D, command 9D+2, con 4D+2, persuasion 5D, search 4D+1, sneak 5D

#### STRENGTH 2D+1

Brawling 4D, climbing/jumping 3D, stamina 4D, swimming 3D

#### TECHNICAL 3D

Blaster repair 4D, computer programming/repair 5D, demolition 4D, first aid 4D+2, ground vehicle repair 3D+2, hover vehicle repair 3D+2, repulsorlift repair 4D, security 5D

Force Points: 3

Character Points: 10

Move: 10

Equipment: Blaster pistol (4D), comlink, protective vest, rank insignia plate

**Capsule:** A strong-willed and determined man, General Reskan is driven by his desire to see his homeworld of Bacrana and Brak sector freed from the Empire. As the former commander of the Bacrana Systems Defense Force (BSDF), he has sworn to personally depose Moff Ramier, even at the cost of his own life. Reskan is in excellent physical condition. He allows himself a few breaks from some military standards, such as his shoulder length, gray-streaked black hair and his relaxed, friendly manner. His casual attitude is occasionally disconcerting, but he is always on top of things. With an entire sector to think about, plenty of things occupy his mind.

Reskan was born on Bacrana and grew up on a large-scale agricultural plantation. Reskan always dreamed of becoming a career military man, a warrior, and a leader. Looking forward to an exciting future, he applied to the Imperial Academy. He was bitterly disappointed when his application was rejected because his Bacranan education didn't meet Raithal Academy's requirements. Reskan was unwilling to return to school and instead joined the Bacrana



System Defense Forces. He enlisted as a regular soldier and eventually rose through the ranks to command the army.

Though the Empire had long maintained a garrison on Bacrana, most of the policing and customs duties fell to the BSDF. Reskan disliked the Empire but tolerated it until Bacrana was chosen as the location for a new Imperial Navy shipyard. Up until that time, Reskan managed to keep the

BSDF separated from Imperial command, following their repressive orders only when absolutely necessary.

As construction of the shipyards continued, the Empire enacted stricter security and law enforcement. The BSDF was required to support Imperial policies and follow Imperial orders, a task Reskan hated. Seeing no end to the political suppression and arrests, Reskan began fighting the Empire.

Having heard about Rebel activities in other sectors, Reskan realized that his position gave him unique access to military supplies and other hardware needed to build a guerilla army. He secretly organized a group of people to fight the Empire, and

funnelled supplies and information to them when he could. Reskan joined his group after fleeing the Bacrana system.

### ■ Major Gar "Crazy Man" Berra

Type: Rebel Training Instructor

**DEXTERITY 3D+2**

Blaster 6D+1, brawling parry 4D+2, dodge 5D, grenade 4D+2, melee combat 5D, melee parry 4D+1, missile weapons 4D+2, thrown weapons 4D

**KNOWLEDGE 3D+1**

Survival 4D+2, willpower 5D

**MECHANICAL 2D**

**PERCEPTION 3D+2**

Search 5D, sneak 5D

**STRENGTH 3D**

Brawling 4D+1, climbing/jumping 4D, stamina 5D

**TECHNICAL 2D+1**

Demolitions 5D

**Force Points: 1**

**Character Points: 5**

**Move: 10**

**Equipment:** Heavy blaster pistol (5D damage), belt of six thermal detonators (10D each), rank insignia, datapad, vibro-shiv (STR+1D)

**Capsule:** Major "Crazy Man" Berra is a short, solidly-built, bald Human. Always dressed in fatigues and combat gear, Berra is at adept at all kinds of guerilla warfare. He is currently assigned to Oracle Base as head training officer.

The Training Cavern is Berra's domain. It's his job to take the raw recruits and turn them into fighting men useful to the Rebellion. Veterans in need of specialized training or

refresher courses are also referred to him. Intensive training courses generally last one to two weeks, with the participants living within the confines of the Training Cavern. Berra runs them ragged, forcing them to hone their current skills and learn new ones at a breakneck pace. Trainees soon learn to thoroughly despise him, but are grateful when his training saves their lives on the battlefield.

### Major Raad Hak

Type: Mon Calamari Deck Officer

**DEXTERITY 3D**

Blaster 4D+1, dodge 4D, vehicle blasters 4D

**KNOWLEDGE 3D**

Alien species 5D, languages 4D+2, willpower 5D+2

**MECHANICAL 2D+2**

Repulsorlift operation 5D, space transports 3D+2

**PERCEPTION 3D**

Command 6D, persuasion 4D+1, search 4D

**STRENGTH 2D+2**

Swimming 4D

**TECHNICAL 3D+2**

**Special Abilities:**

*Moist Environments:* When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

*Dry Environments:* When in dry environments, Mon Calamari receive a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks

*Aquatic:* Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Force Points: 1**

**Character Points: 8**

**Move: 11**



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### You're in the Rebellion Now ...

"Squad! Atten...tion! I am Major Berra, but you can call me 'Crazy Man'!

"You have been given to me to turn into fighting beings! That is something which I guarantee I will do! You will run, fight, climb, swim and jump when I say! You will learn discipline! And you will become better soldiers! Whatever you can do, you'll get better at! Whatever you don't know, you'll learn!

"By the end of this session, you'll all hate me. But, I won't take it personally because I know my training will save your hides.

"Because of me, I know you'll make it back for more. The last one to the end of the cavern runs for 30 minutes! Now, *MOVE!*"



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**Equipment:** Rank insignia, blaster pistol (4D), datapad, comlink headset

**Capsule:** Raad is the being in charge of Oracle Base's hangar deck. It is his job to know which ships are due in, where they land, and which crews work on them. No ship gets moved around the bay without his approval. Everyone who lands checks in with him and he is in continual contact with the flight tower to keep updated on flight schedules and patrol runs.

Major Hak is a young Mon Calamari, who joined the Alliance on his homeworld. He is energetic and fiercely loyal to the Rebellion. He treats the Rebels with respect, but dislikes operatives of questionable back-

ground (especially suspected smugglers), although he is polite and tries not to show his distaste when working with them.

More than one pilot has been surprised to meet the militaristic Mon Cal when stepping off ship. Raad virtually owns the hangar bay and seems to be everywhere at once. He's not one for idle gossip, but tries to keep informed about all operations. Since the Mon Cal people are enslaved by the Empire, he does not venture from the base and feels rather cut off from "the big picture." His inquiries are his way of gathering news.

## ■ Commander Dara Gion

**Type:** Rebel Alliance Soldier

### DEXTERITY 3D

Blaster 5D, brawling parry 4D, dodge 5D+1, grenade 4D, , melee combat 4D, melee parry 4D, vehicle blasters 4D

### KNOWLEDGE 2D+1

Alien species 4D, bureaucracy 3D+1, languages 4D+1, streetwise 3D, willpower 3D

### MECHANICAL 2D

Communications 3D, repulsorlift operation 3D, sensors 2D+1

### PERCEPTION 2D+1

Bargain 4D, command 4D, con 3D+2, persuasion 3D, search 4D

### STRENGTH 3D

Brawling 4D

### TECHNICAL 2D+2

Blaster repair 4D, first aid 3D+2

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Blaster pistol (4D), protective vest (+1D physical, +2 energy), uniform, rank insignia plate, comlink, datapad

**Capsule:** A young, Human female of average height, Gion was born and raised on Bacrana. For much of her life, she was an average citizen. Attending school and an active social life were much more important than keeping up with current events.

She attended the Bacrana Educational Institute (BEI), where she studied management and communications. At BEI, Gion met Equa Felens, a politically active student of galactic government. The two soon fell in love. As Dara and Equa spent more time together, she was introduced to the controversial world of galactic politics. She became aware of what the Empire was doing and why, as Felens's more radical friends were arrested as dissenters.

By the time the Amma protest was organized, Dara knew which side she believed in. Both she and Felens participated in the ill-fated demonstration. They joined the ranks of the armed radicals near the front of the mob.

When stormtroopers broke up the protest, the radicals opened fire. The ensuing firefight turned into a rout as the scout walkers' heavy weapons fired on the crowd. One blast caught Dara and Felens. Wounded, Dara managed to haul the blinded Felens to safety.

Fearing Imperial retribution, the two went into hiding. Word soon came through Felens' friends of Reskan's group. Having few other choices, Dara and Felens joined them. Dara fought as a regular soldier during the early days. However, with the group's merger with the Alliance, Dara has put her BEI training to better use by becoming Oracle Base's personnel officer. Felens has since been assigned to a Genesis safehouse and the two have drifted apart.

Dara's manner is pleasant. She takes great pride in her duties and tries to assign personnel as fairly as possible. All duty transfers and assignments are handled by her. She's willing to hear any duty requests, but places first priority on assigning people where they are needed. Dara is also the liaison officer between the Special Ops Mission Groups and Brak Sector Command.



Mike Vliard



# **Lant Mining Corporation**

## **History**

Darman Lant established the Lant Mining Corporation (LMC) as an interplanetary mining and refining company during the time of the Old Republic. Though initial operations were conducted on Inner Rim worlds, LMC soon gained enough economic strength and prestige to petition the Republic for the development of Brak sector in the Expansion Region. At that time, the Republic was experimenting in corporate controlled space. LMC received the charter to develop Brak sector's natural resources and the governorship of all systems within the borders of the sector.

Within four decades, LMC's operations extended across 60 planets, moons and asteroid fields in 25 systems. Planets were colonized to support the mining worlds, providing food and manufactured goods. They also served as a place for rest and relaxation for LMC's employees. Virtually everyone in the sector worked for LMC.

LMC's profits soared. Operations constantly expanded as highly efficient processes allowed entire systems to be quickly and efficiently stripped of all resources. The corporation abandoned exhausted mining planets and used the support planets to aid other systems.

Although LMC itself enjoyed fantastic profits and financial success, conditions were less than prosperous for most citizens. Poor living conditions, low wages and high "company store" prices became commonplace as LMC squeezed Brak sector for maximum profits. Since the corporation was the people's representative to the Republic, LMC easily hid the sector's actual conditions from the Old Republic government.

Eventually, rumors and reports prompted the Republic to remove Brak sector from corporate control. LMC's monopoly was broken up. The corporation retained mining rights, but was no longer responsible for all government functions (although quite a few systems were still owned by LMC).

Economically, things looked bad for LMC until it reorganized to accommodate for its new status. For several years, the sector suffered through the company's hard times. Finally, the company righted itself. The discovery of high quality prismatic crystals in the Asran

system helped restart LMC.

When the Emperor came to power, LMC initially continued with business as usual. The Emperor's proposal of a stable government and economy encouraged the company. When the Empire began nationalizing any company which proved to be less than absolutely loyal to Palpatine, LMC declared its support for the Empire. LMC's executive board hoped to obtain Imperial contracts while remaining under private ownership. The Empire agreed with the arrangement. The two have cooperated in a number of capacities, including sector protection.

## **Recent Developments**

As the Empire's military production has skyrocketed in recent years, LMC expanded its mining operations in order to keep up with demand for their product. Although LMC's initial outlook seemed promising, the company's future was not as good as it appeared. After generations of continuous mining, the sector's resources are finally being exhausted.

Though well known among the executive board, LMC concealed information about the few remaining reserves from employees, investors and the Empire. The company undertook covert scouting operations to locate new sources of raw materials before Brak sector's mines were exhausted.

Eventually, the truth became known. Whole systems played out. LMC's deception caused widespread resentment and anger among employees, investors and Brak sector residents.

After closing half of its mining operations, LMC has only just recently stabilized. The downsizing of operations has caused widespread unemployment and economic disaster. LMC's troubles have left no individual or business untouched.

## **The Current Situation**

For the time being, LMC's production has stabilized. Publicly, LMC's executive board expects no additional mine closings for at least five years. In reality, a large increase in client demand could exhaust current resources in less than two years.

Despite the company's assurances about its future,

LMC has lost the trust of employees and Brak sector's residents. The company's backers have been understandably reluctant to risk further investments in the corporation.

LMC hopes that new resource discoveries will reverse the current decline. The company is still pouring massive funding into scouting operations. While a few minor discoveries have been made, no large scale deposits have been located. The corporation has hired large surveying companies and private scouts to help in its search.

As LMC's situation becomes more critical, it has become more and more important for LMC to convince the Aramandi to open their homeworld and colonies to LMC operations. The Aramandi have rejected all proposals. They have no desire to see their planets stripped. LMC has requested Imperial intervention in the matter, and while there has been no official support, it is known that the Imperial government and LMC have plotted out a theoretical plan for a forced takeover of the Aramand Cluster.

The reserves of the Aramand Cluster are not large enough to supply LMC for more than a few years, but LMC hopes to use this area of space as a temporary solution.

## LMC Organization

In the early days of the corporation, Lant Mining was essentially of a family business headed by Darman Lant. The company has grown and been restructured several times.

Now LMC is a publicly-owned corporation, controlled by a board of directors known as the Executives. Each of the six executives covers a division of LMC's operations (Mining, Refining, Resource Discovery, Research and Design, Sales, and Security). The board itself is directed by the Chief Executive. The Chief makes the company's overall policy decisions. The Chief Executive's decisions may only be overturned by a unanimous vote by the board.

While Executives occasionally jockey for positions or policies which support or develop their particular division, the current board is cooperative in most cases. The Executives realize that if they do not work together, LMC may not survive ... or might be nationalized by the Empire.

## LMC Operations

Although LMC controlled all business in Brak sector during the area's initial development, the changes over the centuries have consolidated the corporation's activities to mining, refining and sales of various metals and minerals.

LMC's mining operations are still its largest. Most

### LMC Current Operations (Partial List)

System	# Production Planets	Type	Resources
Asran	3	S	Prismatic crystals
Demar	2	S, U	Metals
Laud	1	G	Gasses
Mangez	2	U, R	Metals
Ralme	4	S, A, R	Metals
Torve	3	S	Minerals

S: Surface mining    A: Asteroid mining    R: Refining  
U: Underground mining    G: Gas giant mining

mines are surface strip mines, as mining droids and other high-powered equipment can easily strip away the intervening layers of unwanted material. However, economic and other factors sometimes require the use of other mining methods.

The corporation uses specialized mining ships for asteroid field operations. LMC has initiated some asteroid operations, but sufficiently valuable deposits continue to elude LMC's scouts.

LMC maintains a small gas mining fleet. However, given the competitiveness of gas markets, it is not economical for LMC to expand operations. Most of the gasses currently mined are used by LMC and other companies within Brak sector.

LMC's other major operation is refining. The company refines most of its own raw ore, unless the client specifies otherwise. LMC's refineries are usually located on the production planet or on one of the many support worlds throughout the sector. So far, only refineries located on exhausted mining planets have been closed. The corporation believes that current production levels will support the remaining plants.

LMC sells raw material and refined goods to its clients. Some sales are under long-term contracts, while others are special order shipments. Currently, LMC has contracts with Sienar Fleet Systems (SFS), Kuat Drive Yards (KDY), the newly nationalized Incom Corporation, Merr-Sonn Munitions, Inc., Ikkas-Adno, and several other companies. Special orders are filled for various companies, although the recent completion of the Bacrana Shipyard will mean an increase of these types of shipments for Imperial ship repair. All sales are handled through LMC's Sales Department.

### ■ Nol Ilen

Type: Near-Human LMC Miner  
DEXTERITY 1D+2  
Blaster 3D, brawling parry 4D, dodge 3D  
KNOWLEDGE 1D+2  
Streetwise 3D+2  
MECHANICAL 2D  
Mining 5D, repulsorlift operation 4D+1  
PERCEPTION 2D  
Search 3D  
STRENGTH 3D  
TECHNICAL 1D+2  
Repulsorlift repair 3D  
Move: 10



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**Equipment:** LMC standard jumpsuit, datapad, goggles, helmet

**Capsule:** Noli Ilen is a short, blond, young near-Human from Demar. Noli has been an LMC employee since he completed school when he was 18. He started as a standard grunt, slaving away on the barges of Lish V for a small salary.

Noli talks constantly to anyone and everyone around him. He finally annoyed his barge's skipper so much that the foreman transferred Noli to speeder pilot. He now shuttles workers around the barges and floating cities of Lish V, much to their disdain. Noli talks with them all, chattering

away even when they try to ignore him. He manages to keep up on the latest news and gossip of Lish V.

Noli likes his job, and is afraid of losing it. Recent events with LMC have made him nervous, and he becomes very uptight whenever anyone mentions the layoffs. Suggestions that LMC will soon fail or be nationalized sends him into a defensive, panic-stricken patter.

#### ■ Ada Lell

**Type:** LMC Mid-Level Manager

**DEXTERITY** 1D+2

**KNOWLEDGE** 3D

Bureaucracy 5D, business: LMC mining operations 4D, value 4D+1

**MECHANICAL** 2D

**PERCEPTION** 2D+1

Bargain 4D+2, persuasion 4D

**STRENGTH** 2D



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**TECHNICAL** 1D

Computer programming/repair 3D

**Character Points:** 3

**Move:** 10

**Equipment:** LMC managerial uniform, datapad, comlink

**Capsule:** Ada is a mid-level staff manager who is frequently assigned to problematic departments as a trouble-shooter. She specializes in assessing and evaluating the management departments of production planets. Her solutions are effective.

Ada is one of the Rebellion's few operatives in LMC. Her position gives her erratic access to LMC information,

much of it confidential. Ada is frequently moved from job to job, making continual contact difficult. Instead, Alliance Intel has established drop areas and electronic data stashes to enable her to operate without actually meeting face-to-face.

Ada is a tall brunette with a strict business manner. While conducting an investigation of a department, she overlooks nothing. Her demanding manner often gains her access to information she is not technically cleared to see — she normally threatens an employee with being written up for “not fully cooperating with the investigator.”

## LMC Equipment

### ■ Holographic Ore Scanner

**Model:** MicroThrust Holo Ore Scanner FR9

**Type:** Semi-portable ore scanner

**Skill:** Sensors, mining

**Cost:** 5,000

**Availability:** 3

**Sensors:**

*Search:* 1 km/1D

*Focus:* 500/2D

**Game Notes:** Using the ore scanner requires a *sensors* roll.

**Capsule:** The holographic ore scanner is roughly a 1-meter cube, with its controls and holographic projector located on its upper side. The scanner is used to accurately locate veins and pockets of various types of metal and mineral ores, and displays its findings as a three dimensional hologram above the unit.

A number of factors can decrease the unit's range and accuracy. The unit is often used by planners to map out the richest veins in limited operations or when mining crystals.

### ■ Emergency Life Support Module

**Model:** MineSystems Emergency Life Support Unit

**Type:** Emergency life support system

**Cost:** 3,000

**Availability:** 2

**Capsule:** The life support module is a portable emergency life support system used in underground mining operations. Should a cave-in occur, trapped personnel can activate the unit, which will provide enough oxygen to sustain 10 people for 30 hours (there are 10 masks).

The module is a rectangular box, 2 meters by 1 meter by 1.5 meters, and is activated by pressing one of the large, clearly marked buttons located on each side. The unit will also activate if its sensors detect a dangerous drop in air quality.

The module also has emergency supplies, two medpacs, and an automatic distress beacon. These units are very common in Lish XI's mining stations, where they are the standard backup system.

## LMC Droids

### ■ General Labor Mining Droid GLD-M

**Type:** Modified Industrial Automaton GLD-M General Labor Droid/ Mining

**DEXTERITY** 2D

**KNOWLEDGE** 1D

**MECHANICAL** 2D

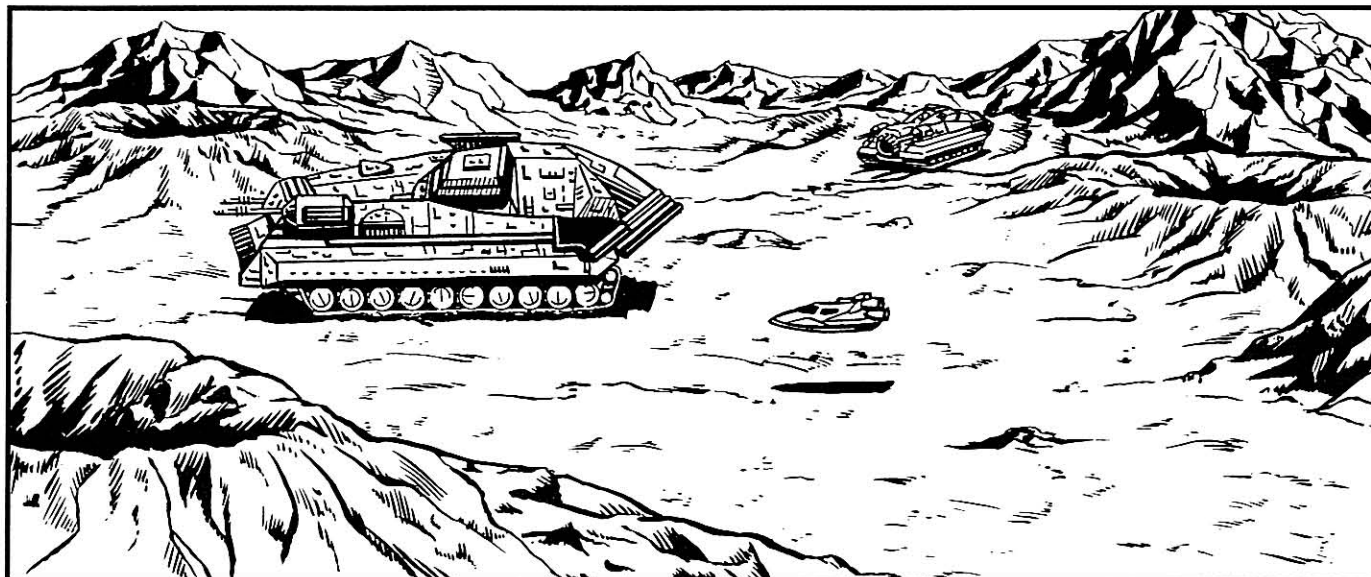
Mining 3D

**PERCEPTION** 2D

Search 3D

**STRENGTH** 4D





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■ A pair of Multi-Environment Mining Droids are shepherded by a recon resource speeder.

Lifting 6D

#### TECHNICAL 2D

##### Equipped With:

- Visual, infrared and audio sensors
- Humanoid body (Head, two arms, two legs)
- Vocabulator speech/sound system
- Reinforced frame for heavy lifting
- RapidProgram module system

Move: 8/9

Size: 2 meters tall

Cost: 4,000; comes with 2 modules, each additional module costs 500 credits

**Capsule:** The GLD-M is a general purpose labor droid adapted and programmed for a variety of mining related tasks. The droid employs a RapidProgram module system for quick reprogramming, as many duties require very specific instructions. GLD-Ms may be programmed for anything ranging from aiding resource scouts or operations planning officials to piloting repulsorlift skiffs to menial debris clearance.

#### ■ Multi-Environment Mining Droid

Type: Industrial Automaton Multi-Environment Mining Droid MEMD-2

DEXTERITY 1D

KNOWLEDGE 2D

MECHANICAL 3D

Mining 5D

PERCEPTION 1D+2

Search 3D

STRENGTH 3D

Lifting 5D

TECHNICAL 1D

##### Equipped With:

- 2 all-terrain tracks
- 2 high intensity beam drills
- 1 high power cutting laser
- 4 heavy lifting arms
- 1 repulsorlift conveyor
- Visual, audio, infrared and night vision sensors
- Metal and mineral sensors
- DataLink transceiver

Move: 4/6

Size: 20 meters long, 8 meters tall

Cost: 20,000

**Capsule:** LMC's most common mining droid, the MEMD-2 is

a mobile, self-contained mining unit for use in a variety of conditions. MEMD-2s are usually operated in fleets to quickly extract ore from surface, underground, and underwater operations. The droids can be directed from recon speeders or nearby mining stations.

After locating the desired ore, the MEMD-2 uses its drills and laser to remove any unwanted material. The droid's heavy lifters then move the ore onto a powered conveyor, which further sifts the ore from the useless material. Finally, it dumps the ore into waiting haulers or other vehicles. The droid may operate from 72 to 90 hours between recharges, depending on the difficulty of the mining operation.

#### ■ Resource Probe Droid

Type: Arakyd Resource Probe Droid

DEXTERITY 2D

KNOWLEDGE 3D

Planetary systems 4D+2, scholar: mineral resources 5D

MECHANICAL 3D

Astrogration 5D, communications 6D, sensors 6D, space transports 5D

PERCEPTION 3D

Investigation 6D, search 6D

STRENGTH 2D

TECHNICAL 2D

##### Equipped With:

- Multi-purpose appendages
- Repulsorlift engine (5-meter ceiling)
- Investigation and analytical computer
- Planetary sensor array with long range sensors:

Passive: 10/0D

Scan: 100/1D

Search: 500/2D

Focus: 10/3D

- Recording devices

- Broad-band transceiver

- Mineral sampler

- Beam drill (3D, 5-meter range, lower 180-degree arc only)

Move: 12/13

Size: 1.5 meters tall

Cost: 10,000

**Capsule:** Based on their standard probe droid design, Arakyd's resource probe droid is specialized for the discovery and analysis of potential mining sites. The droid uses

the standard probot hyperdrive pod for transport to the targeted planet. Upon entering the planet's orbit, the droid first scans for the highest concentrations of minerals and metals, focusing in on ores which interest the droid's owners. After transmitting an initial report to its operator, the droid then lands in the area of highest concentrations and collects samples and detailed sensor readings for analysis.

The droid transmits a second report, and may be ordered to embark on further studies. The droid may be retrieved or abandoned after the completion of its mission.

## LMC Vehicles

### ■ LMC Security Patrol Airspeeder

**Craft:** Bepin Motors AirPatrol II  
**Type:** Airspeeder  
**Scale:** Speeder  
**Length:** 8 meters  
**Skill:** Repulsorlift operation: AirPatrol II  
**Crew:** 1  
**Passengers:** 2  
**Cover:** Full  
**Cargo Capacity:** 20 kilograms  
**Altitude Range:** Ground level-250 kilometers  
**Cost:** 12,000 (new), 8,500 (used)  
**Maneuverability:** 3D  
**Move:** 470; 1350 kmh  
**Body Strength:** 2D+2  
**Weapons:**  
**Twin Blaster Cannon** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-400/900/2 km  
*Damage:* 2D+2

**Capsule:** The AirPatrol II is LMC Security Patrol's standard airspeeder. The Patrol uses the ship for police functions on planets with LMC operations. Normally, at least one speeder is assigned to each mine or refining facility, and two Security Patrol officers are assigned to each speeder.

### ■ Mining Barge

**Craft:** LMC Mobile Mining Barge I  
**Type:** Repulsorlift mining barge  
**Scale:** Walker  
**Length:** 275 meters  
**Skill:** Repulsorlift operation: mining barge  
**Crew:** 55, gunners: 24, skeleton: 20/+15  
**Cargo Capacity:** 250 metric tons  
**Cover:** Full (cockpit, operations stations), none (deck)  
**Altitude Range:** Ground level-15 meters  
**Cost:** 30,000 (new)  
**Move:** 30; 90 kmh  
**Body Strength:** 2D  
**Weapons:**  
**8 Plasma Drills**  
*Fire Arc:* 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)  
*Crew:* 1  
*Skill:* Vehicle blasters: plasma drill  
*Fire Control:* 1D  
*Range:* 5/10/15  
*Damage:* 7D  
**8 High Intensity Mining Lasers**  
*Fire Arc:* 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)  
*Crew:* 1 (same crewmember as plasma drills)  
*Skill:* Vehicle blasters: HI lasers  
*Fire Control:* 1D  
*Range:* 5/10/15

*Damage:* 5D

#### 8 Tractor Beams

*Fire Arc:* 2 front, 2 left, 2 right, 2 back (all can be angled beneath the barge)  
*Crew:* 2  
*Skill:* Vehicle blasters: tractor beam  
*Fire Control:* 1D  
*Range:* 5/10/15  
*Damage:* 4D

**Capsule:** The repulsorlift mining barge is LMC's solution to mining the earthquake prone moon of Lish V. In order to provide a stable work platform, the entire mining operation floats on a repulsorlift field and hovers over the mining site's surface. The workers use beam drills and lasers to strip away the unwanted layers of soil and rock and expose the precious ore below. Tractor beams then remove debris and haul the ore into the barge. Sound dampening fields reduce the deafening noise produced by the blasting.

As the barge often remains in a single location for extended time periods, the ore is loaded onto haulers for transport. There are no living facilities on the barge.

### ■ Ore Hauler

**Craft:** Ubrikkian Ore Hauler  
**Type:** Heavy repulsorlift ore barge  
**Scale:** Speeder  
**Length:** 20 meters  
**Skill:** Repulsorlift operation: ore hauler  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 55 metric tons  
**Cover:** Full  
**Altitude Range:** Ground level-5 meters  
**Cost:** 20,000 (new)  
**Maneuverability:** 1D  
**Move:** 70, 200 kmh  
**Body Strength:** 3D

**Capsule:** The ore hauler is a heavy-duty barge used for transporting large amounts of ore from the mining site to refineries, waiting space transports, or containers for huge container ships. The hauler consists of an enclosed crew cab and deep open bed.

### ■ Resource Recon Speeder

**Craft:** SoroSuub Resource Recon Speeder  
**Type:** Reconnaissance speeder  
**Scale:** Speeder  
**Length:** 5 meters  
**Skill:** Repulsorlift operation: recon speeder  
**Crew:** 2  
**Passengers:** 2  
**Cargo Capacity:** 70 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-5 meters  
**Cost:** 30,000 (new)  
**Maneuverability:** 2D  
**Move:** 115, 330 kmh  
**Body Strength:** 2D  
**Sensors:**  
*Scan:* 1 km/1D  
*Search:* 2 km/1D+2  
*Focus:* 500/2D+2

**Capsule:** The recon speeder is used for locating and analyzing potential surface mining sites. One pilot and one sensor operator are needed to operate the speeder. The speeder can also be used to create detailed maps of areas it travels through. The speeder is often used as a mobile command center for directing fleets of MEMD-2s.

### Life in the Field

"We're ready for the next one, Captain," said a voice over the intercom.

Stretching her real arm, Captain Niree looked over to the sensor station, "Got another one lined up yet? Time's money, you know."

The young Human technician looked up, "There's one in range now. The profile is on your screen."

Niree glanced down at her terminal, "It's too big." She tapped a button on the panel. "Fire control, time to earn your pay. Coordinate with tractor control and fire when ready."

A few minutes later, red flashes of laser fire erupted from the bow of *The Pulverizer*. After several salvos, the rock began to crack and disintegrate. Suddenly, a large, single explosion erupted from the asteroid, sending starfighter-sized chunks in all directions.

"Evasive!" yelled Niree as one of the high speed chunks came hurtling towards her ship.

"Not enough time! Brace for impact!" screamed

the helmsman.

Midway on its collision course, the asteroid suddenly shifted trajectory, tumbling close by the ship. The technician looked at his screen in disbelief, but the Captain Niree smiled knowingly as the asteroid made a sharp turn and entered the ship's intake chute.

The Captain tapped her comm panel with her artificial arm, "Nice catch, Hema. Your crew gets a bonus for that one."

Niree looked back out at the shattered rock ahead of her, thinking of a time when she wasn't so lucky. She involuntarily glanced at her arm. Shaking off the memory, Niree looked at the white faced technician, "Mister Rikap, another blown reading like that, and you'll be finding yourself another job. If you'd like to stay, please find us a rock without trapped explosive gasses. We're just lucky we didn't get that one inside before finding out."

## LMC Spaceships

### ■ Asteroid Mining Ship

**Craft:** KDY's Asteroid Prospector AP-300

**Type:** Asteroid mining starship

**Scale:** Capital

**Length:** 350 meters

**Skill:** Space transports: AP-300

**Crew:** 500, gunners: 36, skeleton: 300/+15

**Crew Skill:** Space transports 3D, capital ship gunnery 3D, capital ship shields 2D, sensors 4D

**Passengers:** 50

**Cargo Capacity:** 80,000 metric tons

**Consumables:** 2 years

**Cost:** 8 million (new), 6 million (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 45/1D

*Scan:* 70/2D

*Search:* 120/2D+2

*Focus:* 5/3D

**Weapons:**

**8 Laser Cannons**

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

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/10/17

*Damage:* 3D

**4 Tractor Beam Projectors**

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

*Skill:* Capitol ship gunnery

*Crew:* 3

*Space Range:* 1-5/15/30

*Damage:* 4D

**Capsule:** The AP-300 is designed for small to mid-sized mining operations within asteroid fields. The ship may

operate alone or in conjunction with ore haulers and other ships for larger operations. Moving slowly through asteroid fields, AP-300s use tractor beams to capture and haul in asteroids containing suitable amounts of ore. Once within the ship, the asteroid is broken down and its metals and minerals are extracted. The useless matter is ejected from the rear of the ship.

Asteroids too big for the ship are blasted into smaller pieces by the ship's laser cannons. The asteroid fragments are then pulled in and the extracted ore is extracted. The ore is either stored within the vessel, or loaded onto ore haulers for immediate shipment to the refineries.

Because of the danger inherent in operating within asteroid fields, the ship is equipped with highly accurate sensors, heavy hull plating, and powerful shields.

### ■ Atmospheric Gas Mining Ship

**Craft:** Corellian Engineering Garman-class Gas Miner

**Type:** Atmospheric mining vessel

**Scale:** Capital

**Length:** 300 meters

**Skill:** Space transports: Garman mining vessel

**Crew:** 300, gunners: 4, skeleton: 150/+5

**Crew Skill:** Capital ship shields 3D+2, mining: atmospheric mining 4D (*Mechanical skill*), sensors 3D, space transports 3D, starship gunnery 2D+1

**Passengers:** 20

**Cargo Capacity:** 70,000 metric tons

**Consumables:** 2 years

**Cost:** 7.5 million (new), 5.8 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:**

(*Space, atmosphere ranges*)

*Passive:* 3, 3 km/1D

*Scan:* 6, 6 km/1D+2



*Search:* 10, 10 km/2D

*Focus:* 1, 1 km/3D

**Weapons:**

**4 Quad Laser Cannons**

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

*Crew:* 1

*Skill:* Starship gunnery

*Scale:* Starfighter

*Fire Control:* 2D

*Space Range:* 1-5/10/15

*Atmosphere:* 100-500/10/15 km

*Damage:* 2D+2

**Capsule:** The *Garman*-class gas mining ship is actually more of a transport vessel than an actual mining craft. It carries 20 atmospheric skimmers which are released to collect the desired gasses. The returning skimmers transfer their cargoes to the vast, pressurized holds of the bulky vessel.

The ship serves as a close-orbit storage and support station during atmospheric mining operations. The miners live aboard ship. Once its tanks are filled, the ship jumps to one of LMC's refineries and transfers the gasses into vast holding tanks.

■ **Atmospheric Gas Skimmer**

**Craft:** Bespin Motors Gas Skimmer GS-III

**Type:** Cloud Car

**Scale:** Speeder

**Length:** 15 meters

**Skill:** Repulsorlift operation: gas skimmer

**Crew:** 4

**Passengers:** 2

**Cover:** Full

**Cargo Capacity:** 1 metric ton

**Altitude Range:** 100-250 kilometers

**Cost:** 60,000 (new), 35,500 (used)

**Maneuverability:** 2D

**Move:** 470; 1350 kmh

**Body Strength:** 3D+1

**Capsule:** The gas skimmer is a basic atmospheric mining craft. The skimmer is primarily a flying tank equipped with air scoops and a complicated series of filters and sifters to place desired gasses in an appropriate tank.

The skimmers are released from their transports in the upper atmosphere of a planet and they then descend to areas where the richest gas concentrations can be found. The craft are built to withstand the high pressure and atmospheric storms of gas giants.

■ **Bulk Cruiser (LMC Security Patrol)**

**Craft:** Rendili StarDrive's Bulk Cruiser

**Type:** Bulk cruiser

**Scale:** Capital

**Length:** 600 meters

**Skill:** Capital ship piloting: bulk cruiser

**Crew:** 2,050, gunners: 40, skeleton: 840/+10

**Crew Skill:** Capital ship gunnery 3D, capital ship piloting 3D, capital ship shields 3D, sensors 3D

**Passengers:** 200 (troops)

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 year

**Cost:** 6.5 million (new), 3 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 125/3D

*Focus:* 5/3D+2

**Weapons:**

**30 Quad Laser Cannons**

*Fire Arc:* 10 front, 10 left, 10 right

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

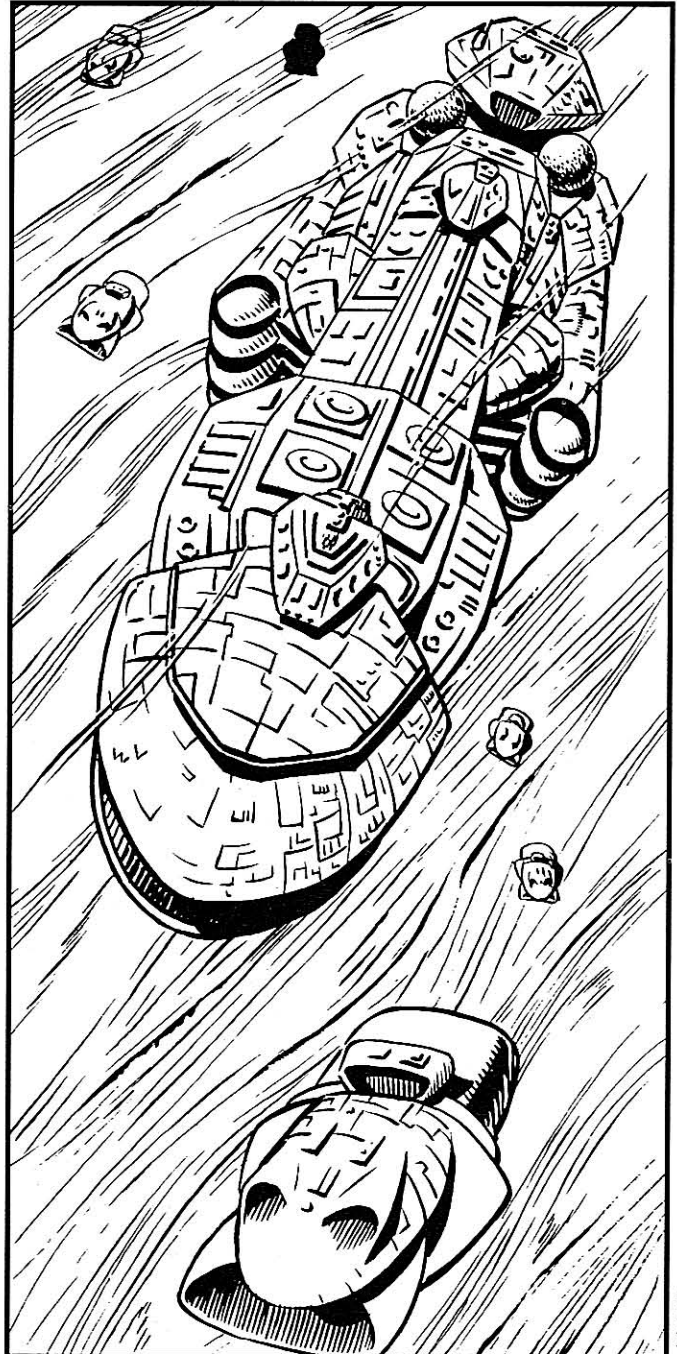
*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 4D

**2 Tractor Beam Projectors**



■ A gas mining ship with gas skimmers.

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*Fire Arc:* Front  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere:* 100-500/1.5/3 km  
*Damage:* 4D

**Capsule:** LMC's old bulk cruisers are the heaviest ships owned by the company's Security Patrol. The ships are primarily used for patrol in the Demar system, but they have also found use against pirates and privateers attacking their convoys.

### ■ Superlift Ore Hauler

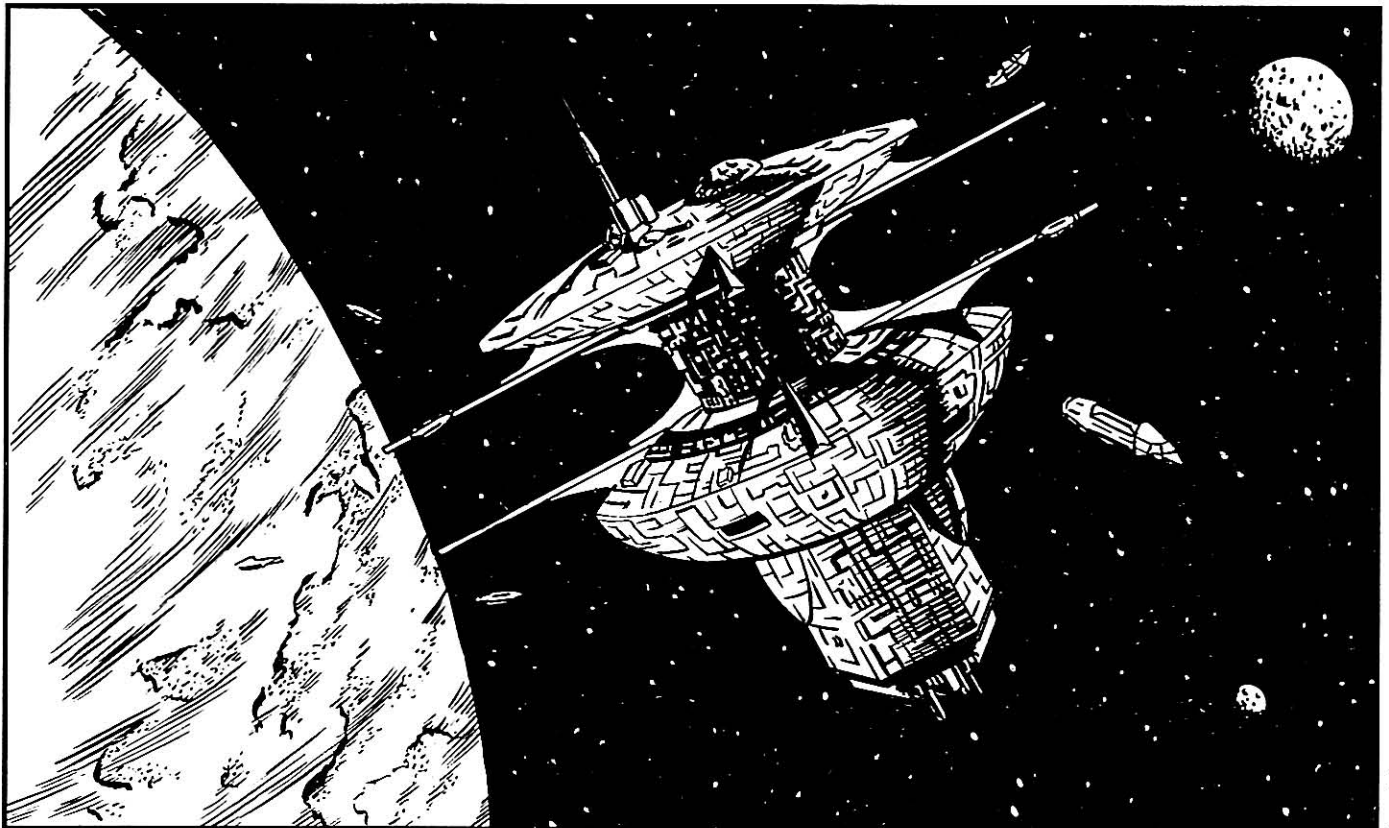
**Craft:** Corellian Engineering Superlift Ore Hauler  
**Type:** Medium ore hauler  
**Scale:** Capital  
**Length:** 155 meters  
**Skill:** Space transports: Superlift ore hauler  
**Crew:** 10, skeleton: 5/+5  
**Crew Skill:** Space transports 3D+2, sensors 3D  
**Passengers:** 5  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1.5 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x20  
**Nav Computer:** Limited to 4 jumps  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2

*Focus:* 1/2D

**Capsule:** The Superlifter is a general purpose ore hauler suitable for deep space transport and interplanetary hops. Its size allows for planetary surface and deep space loading. The hauler has a large, cavernous cargo hold for carrying raw ore and containers. The Superlifter is the most common hauler in LMC's fleet of transport ships.

### ■ System Patrolter (LMC Security Patrol)

**Craft:** Modified Sienar Fleet Systems IPV 1  
**Type:** Inter-system patrol/customs craft  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting  
**Crew:** 12, gunners: 8, skeleton: 5/+5  
**Crew Skill:** Capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 4D, sensors 3D  
**Passengers:** 10 (troops)  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 3 months  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/2D  
*Focus:* 4/3D  
**Weapons:**  
**4 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D



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### Life on Lormar 23

"Hauler 339, you are cleared for docking at Arm One. Shuttle *Mangez IV*, hold your position until Bay Two is clear. Over." Controller Geles rubbed her eyes and looked back at the holo projector. A dozen miniature shuttles and cargo haulers buzzed around the station, like so many bugs circling around a flower.

"Tired, Geles?" asked Lt. Folner from the command console.

"You know I am," said Geles, not turning around, "Gotta transfer off this morning shift." She opened her com channel again. "Freighter *Black Hole*, you are cleared for Docking Arm Three. Over."

"Acknowledged, Control. Over."

"Make that Arm Four, Geles," Folner interrupted.

"Correction *Black Hole*, use Arm Four instead. Over." Geles turned to the command console, "Lieutenant, who's manning Arm Four? I thought it was down for another week."

"A special request from our esteemed commander. A friend of his, I guess. Always gets preferential treatment. It pays not to ask too many questions, Controller."

Geles yawned and stretched in response. Folner glanced up at her, "Must've been some night on the party deck."

"It was until Security cut primary power. Musta gotten lots of complaints from the neighbors. No matter, we just moved down to the lower holds. No one cares what happens down there."

"So it would seem. I imagine its pretty difficult to damage several thousand tons of raw ore."

The holo board's comm system beeped for attention. Geles brushed her hair out of her eyes and scanned the new arrival, "Uh oh," she said to Folner, "It's the *Solar Fire* again, Lieutenant."

"Great. Okay, let 'em dock at Arm Eight. I'll notify Security to keep them and the *Black Hole*'s crew apart. The last thing we need is another fight on this station."

"Any idea who they are?" asked Geles.

"Just more spacers tryin' to sell their second rate stuff to creditless workers in the bleakest backwater in the galaxy."

"I mean who they *really* are. I'm positive they've both been here under other names."

Folner gave her a hard look. "I thought I told you not to ask questions. The commander doesn't like it, so you best forget about it. It's probably black market, but I don't want to know. Good way to end up fired or walking the airlock. Drop it."

<BEEEP!>

A loud signal erupted from the intercom.

"Shift change, Geles. Better keep an eye on that holo."

"Yeah. Nothing like coordinating the transfer of 200 ships between two stations and a planet in two hours," Geles flipped on her board, "Haulers 10 and 67, no racing in the spacelanes ..."

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

**Capsule:** The system patroller is the standard LMC Security Patrol ship. The ships are used for patrol duties, customs inspections and system protection. These ships may be found in any system where LMC has a major operation.

#### ■ Lormar Class Refinery Station

**Craft:** KDY's Lormar-class Refinery Station

**Type:** Semi-mobile orbital refinery

**Scale:** Capital

**Length:** 2,000 meters

**Skill:** Space transports: Lormar station

**Crew:** 5,000, skeleton: 2,500/+15

**Crew Skill:** Capital ship piloting 3D, capital ship shields 2D+2, sensors 3D

**Passengers:** 1,000

**Cargo Capacity:** 1 million metric tons

**Consumables:** 2 years

**Cost:** 1.5 billion (new), 800 million (used)

**Hyperdrive Multiplier:** x10

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 1

**Hull:** 6D

**Shields:** 1D

**Sensors:**

Passive: 30/0D

Scan: 40/1D

Search: 50/1D+2

Focus: 2/2D

**Capsule:** The Lormar-class refinery station is a mobile (although painfully slow) deep space refinery for metal and mineral ores. The station is used when construction of planetary facilities or transportation to existing refineries is deemed too costly. Generally deployed in orbit around a world and largely immobile, the station moves to a new planet maybe three or four times in its career. The raw materials are transported to the station via planetary ore haulers, and the refined goods are shipped on bulk freighters or container ships.

Lormar stations are self-contained cities. Some employees have been know to never leave the station until the end of their contract, and a few families have spent years on the station. Closing a Lormar is similar to wiping out an entire community.

Currently, two Lormar stations are seeing heavy use in the Mangez system, which is LMC's most distant operation in Brak sector. With the predicted increases in production for the Mangez system, LMC is planning to send another one to join the two already there. Both currently active stations are operating at maximum capacity.



# ■ The Nalmar Crime Family

Once, the Nalmar crime family was the largest organization on the outlaw world of Genesisia. After a strike by a rival criminal group the family was taken over by Eelien Kirat, a tough, strong-willed near-Human who was born and raised on the Genesisia. Kirat comes from a tough background which has aptly prepared him for his current role as the toughest strong-arm on a world of thugs.

Though abandoned by his parents as a child, Kirat managed to survive on his own. He wandered the streets, surviving on the generosity of strangers and dodging orphanage collectors and slavers all the while.

Eventually, an adolescent Kirat ended up in the Nalmar crime family, who promised to take care of him. Over the years, he was well educated in the culture of the fringe. He was a smuggler, pirate, con artist and hit man. As he grew up, Kirat gained the respect and support of many family members, though his iron will led to disagreements with the family's leadership. Kirat thought they should expand their operations, but the Nalmars were satisfied with their station on Genesisia.

During these years, the Nalmar family clashed repeatedly with a growing organization run by the Twi'lek Soach. The Nalmars discovered too late that Soach was actually backed by Jabba the Hutt. By then, Soach and his group managed to stage an effective raid on the Nalmar residence in Mennia (one of Genesisia's cities), killing most of the Nalmar family and leaving the organization leaderless.

Kirat, who was on a smuggling run at the time, returned to find the Nalmar organization in disarray. Grabbing the reins of leadership, he managed to take control. Kirat moved his headquarters to the city of Brenn and began parrying Soach's strikes and demands. Although Kirat's organization suffered early losses, little long term damage was done.

Although a few Nalmar family members survived the attack, none have enough personal power to challenge Kirat. Kirat himself will not relinquish his position. In an effort to forestall family disputes, Kirat has made Elana Nalmar, Ral Nalmar's eldest daughter, his second-in-command. So far, Kirat has held the vying factions together.

Kirat's group continues to be the largest and strongest criminal power in Brak sector, much to Soach's aggravation. The two syndicates currently have an uneasy truce.

Kirat has turned down numerous business offers from Soach. Bounties have been posted by both groups, making the use of bodyguards absolutely necessary.

Originally, the Nalmars dealt almost exclusively in smuggled goods. Now, Kirat is expanding into extortion and large scale fraud. The group is based in Brenn on Genesisia, but maintains safe houses on the sector's major worlds. Kirat also supports pirates such as Bazak's Gang, using them to quietly strike at Soach and others. Kirat occasionally stages hits on his own ships to hide who is actually controlling them.

As with most organizations and companies on Genesisia, Kirat maintains a substantial government and corporate payroll. This extends to nearly every high level official, including the planetary governor. Many minor officials are also bought. Taking full advantage of Genesisia's chaotic bureaucracy, Kirat controls which of his ships are inspected and which slip through the cracks. He can even order customs inspections against a rival's ships. This is rarely more than a harassment technique, but it can be an effective one when used judiciously.

Kirat can stop almost any investigation into his organization before it starts. He may even become aware of Imperial investigations, should Imperial officials inadvertently tip off one of his informers.

## ■ Eelien Kirat

**Type:** Near-Human Crimelord

**DEXTERITY 3D**

Blaster 5D, dodge 5D

**KNOWLEDGE 3D**

Bureaucracy 4D, bureaucracy: Genesisia 7D, intimidation 5D, planetary systems 4D, streetwise 5D, streetwise: Genesisia 10D, value 5D, willpower 6D

**MECHANICAL 3D**

Space transports 4D+1, starship gunnery 4D+1

**PERCEPTION 4D**

Bargain 5D+1, command 4D, command: Nalmar crime family 7D, con 6D+2, gambling 5D, persuasion 6D, sneak 5D

**STRENGTH 3D**

Brawling 4D+2

**TECHNICAL 2D**

**Force Points:** 3

**Dark Side Points:** 2

**Character Points:** 10

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), hold-out blaster (3D), vibroblade (STR+3D), comlink

**Capsule:** Eelien Kirat is a tall, solidly-built near-Human with silver eyes, short white hair and beard, with a dark gray skin

## Dangerous Business

Ral Nalmar sat back in his desk chair with a smile. "Yes, I completely agree," he said to the gray-skinned man on the vidscreen. "We definitely should take —"  
<BEEP! BEEP!>

"Hold on a minute, Eelien," the old man flipped a switch on his desk, "Well, what is it?" he said to the young woman whose face now appeared on the screen.

"We've picked up some airspeeder activity in our vicinity. It may be nothing, but we thought you'd like to know about it."

Ral punched a button on his control panel. The vidscreen divided into two sections, one showing the sensor readings, while the other displayed the woman's face. "Part of that air show in town?" he asked.

"If they are, they're way off. Sir, they've just fired —"

"I see it!" said the old man. The sensors showed multiple missiles coming in from the speeders. "Close up the house! Full defensive measures!"

Ral was halfway down the stairs when the first strike slammed into the Nalmar mansion. Blast after blast rocked the house as droids and people ran for

the bunkers below. Part of the roof came down as the missiles made quick work of the upper levels. Ral had just made it to the main entryway when Soach's enforcers arrived, blasting everything in sight.

What began as an air strike turned into a gritty house battle. Nalmar's people were separated and disoriented by the sneak attack; their defense was insufficient to stop the invaders. The heavily armed enforcers moved through the house, shooting at anything that moved.

With the enforcers just behind him, a badly wounded Ral Nalmar managed to make it down to the bunker, slamming the blast door behind him. His wife was waiting inside. As the lock sealed, he could hear the enforcers making their way down the stairs.

At the bunker's door, the enforcers' chief received a signal. "Everyone outta here! Now!" he yelled into his comlink. The hit men ran from the building at a breakneck pace. Seconds later, another missile strike turned the house into a flaming ruin. Explosions continued as the speeders made additional bombing runs on the remains of the Nalmar family mansion. It was many hours before the fire died down.

tone. Kirat is strong-willed and extremely stubborn, especially when he thinks he's right. Business deals go his way or not at all. Kirat treats his people well, but expects unquestioned loyalty; those who cannot be implicitly trusted are dealt with in a most expedient and permanent manner.

Kirat feels secure in his position. Kirat desperately wants to eliminate Soach, both as a business competitor and as an act of revenge for the attack on the Nalmar family. However, he realizes that killing Soach would bring down Jabba's formidable wrath, so Kirat is biding his time. Kirat is searching for a way to eliminate the Twi'lek through less obvious means, such as through a pirate attack.

### ■ Elana Nalmar

**Type:** Smuggler

**DEXTERITY 3D+1**

Blaster 5D, dodge 5D, melee combat 4D+1, melee parry 4D, vehicle blasters 4D+1

**KNOWLEDGE 2D+1**

Bureaucracy 3D, intimidation 3D, value 4D+1, willpower 3D+2

**MECHANICAL 3D+2**

Astrogation 4D+1, repulsorlift operation 4D, sensors 5D, space transports 5D+1, starship gunnery 4D+1, starship shields 4D+2

**PERCEPTION 3D**

Bargain 4D, command 5D, con 5D, hide 4D+2, sneak 4D+1

**STRENGTH 3D**

**TECHNICAL 2D+2**

Computer programming/repair 3D+2, security 5D, space transports repair 4D+1

**Force Points:** 2

**Character Points:** 8

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), hold-out blaster (3D), vibroblade (STR+3D), comlink, belt with 4 small pouches, concealed boot knife (STR+1D)

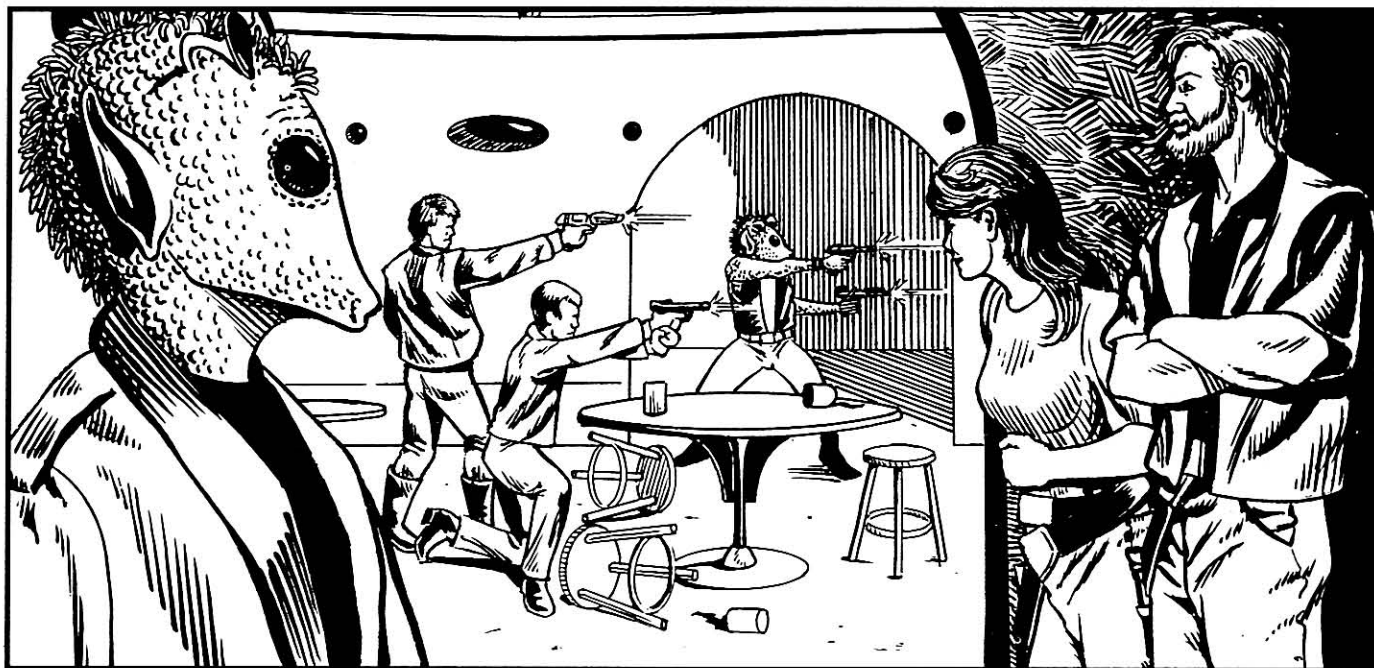
**Capsule:** The eldest daughter of Ral and Emie Nalmar, Elana always assumed that she would be the heir to the family

empire. Certainly that is what her parents were raising her to be, even with the addition of Eelien Kirat to the family's power structure. However, as the years wore on, Elana saw her inheritance threatened as Eelien began to receive more power and respect from the other members of the Nalmar organization. Elana did her best to learn the ways of the business, taking a big interest in smuggling, but it was apparent that "Kirat the Interloper" (as she called him) was the better leader and strategist.

Elana was there when Soach's enforcers hit the Nalmar residence. It was a devastating assault. Her parents and younger brother were killed, along with many of their associates and employees. Elana survived by viciously fighting off the attackers sent after her, but was caught in the final bombing of the residence. Luckily for her, she was discovered while rescue workers combed the burning wreckage of the house.

Upon recovering, Elana discovered that Kirat had taken her inheritance. She protested at first, but soon learned that the majority of the organization was behind Kirat despite her family relationship. Trying to make amends, Eelien made her second in the organization, which she has accepted for the time being. She often argues with Eelien Kirat, but Elana knows she has much to learn about the business. She also realizes that she must gain the respect and support of the other Nalmar organization members before making a bid for power. It is a bid she intends to make when the time is right.

Elana Nalmar is a beautiful young woman with long brown hair and a stunning smile. She usually dresses in standard spacer clothing. Elana is hot headed and quick to take action, especially if she's being challenged. However, if she can be calmed or appeased, she will usually see the right course of action — hopefully before a rash decision gets her into trouble.



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### ■ SE4-10 and SE4-12 Protection Droids

**Type:** Modified Industrial Automaton SE4 Servant Droid  
**DEXTERITY 3D**

Blaster 7D, dodge 3D+1, running 4D

**KNOWLEDGE 1D**

Culinary arts 4D, cultures 3D, home economics 4D, languages 3D

**MECHANICAL 1D**

Communications 3D, repulsorlift operation 3D

**PERCEPTION 2D**

Bargain 3D

**STRENGTH 2D**

Lifting 3D

**TECHNICAL 2D**

First aid 3D

**Equipped With:**

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors-Human range
- Vocabulator speech/sound system
- Body Armor (+1D to torso)
- Internal blaster rifle (5D damage, ranges: 5-30/100/200)

**Move:** 10

**Size:** 1.6 meters tall

**Cost:** Not for sale

**Capsule:** Since Soach's devastating attack on the Nalmar residence, Kirat has ordered that all of his top people must have some kind of protection. For Elana and himself, he has had two of the organization's SE4 servant droids made into camouflaged security droids. Both droids perform their original functions, but can also provide defense and added firepower, if so ordered by Kirat, Elana, or anyone authorized by them. The command may be given verbally or through hand signals. The SE4s conceal a blaster rifle in their left arm, firing out of the palm of their hand. From all exterior appearances, the droids look like regular SE4s.

### Bazak's Gang

Bazak's Gang is a moderately known pirate group working the outer systems of Brak sector. Their current base is hidden on an abandoned LMC world, though the pirates move around a lot. Aside from the occasional big score, the

most notable thing about the gang is its relationship with Eelien Kirat, for whom they often work. The gang carries out carefully planned strikes against Kirat's competitors, often making off with the entire ship.

Bazak's Gang is a motley bunch of Rodians and Humans, working together more out of necessity than trust or friendship. As long as business is good and the Imperials or bounty hunters don't get too close, the gang is willing to stick together. Despite such hesitant loyalties, the group works well together, even during coordinated and complicated strikes.

Bazak's Gang uses two stolen Skipray Blastboats to "encourage" victims to surrender their ship, using force as necessary. Unless ordered otherwise, the gang will not hesitate to disable a ship beyond repair so long as its cargo is intact. Once the target has surrendered (or been subdued), a modified Ghtroc freighter moves in to remove the cargo. Any members of the victim's crew who cannot be ransomed or turned in for bounties are usually sold into slavery or "spaced."

### ■ Lekk Bazak

**Type:** Rodian Pirate

**DEXTERITY 3D+2**

Blaster 7D, dodge 6D+2, melee combat 4D+2, melee parry 4D+1

**KNOWLEDGE 2D**

Intimidation 5D, planetary systems 4D, value 4D, willpower 5D+2

**MECHANICAL 2D+2**

Capital ship gunnery 4D, capital ship piloting 3D, capital ship shields 4D, space transports 3D+2

**PERCEPTION 3D**

Bargain 5D, command 5D, con 5D, persuasion 5D

**STRENGTH 4D+1**

Stamina 6D

**TECHNICAL 2D+1**

Computer programming/repair 4D, security 4D

**Story Factors:**

**Reputation:** Rodians are notorious for their tenacity and eagerness to kill for the sake of a few credits. They are almost universally



distrusted, except within criminal circles, where they are valued employees.

**Force Points:** 1

**Dark Side Points:** 3

**Character Points:** 5

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), grenade (5D), vibroblade (STR+3D), blast vest (+1D to physical, +1 to energy), comlink, medpac, datapad.

**Capsule:** Lekk Bazak is a ruthless, hardened pirate who doesn't care what he takes or who he hurts so long as he makes a lot of credits. Bazak controls his ragged group through threats, bribes, rewards, or whatever else it takes to keep them working for him. His "partnership" with Kirat has gone a long way toward making his leadership acceptable to the group. Bazak dresses in red and gold ship's clothes and a blast vest; the stolen BSDF commander's insignia is the only indication of his leadership.

**Bazak's Gang (Humans).** All stats are 2D except: *blaster 4D+1, dodge 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D+1, starship gunnery 4D.* Move: 10. Heavy blaster pistol (5D), vibroblade (STR+3D), comlink, medpac.

**Bazak's Gang (Rodians).** All stats are 2D except: *blaster 5D, dodge 4D, space transports 4D, starship gunnery 3D, starship shields 3D+1.* Move: 10. Heavy blaster pistol (5D), vibroblade (STR+3D), comlink, medpac.

### ■ Slicer and Slasher

**Craft:** Sienar Fleet Systems GAT-12j Skipray Blastboat

**Type:** Defense and patrol blastboat

**Scale:** Capital (due to power output)

**Length:** 25 meters

**Skill:** Starfighter piloting: Skipray Blastboat

**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+5

**Crew Skill:** See Bazak's Gang

**Cargo Capacity:** 20 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to four jumps

**Maneuverability:** 1D+2 (2D+2 in atmosphere)

**Space:** 8

**Atmosphere:** 415; 1,200 kmh

**Hull:** 2D+1

**Shields:** 2D

**Sensors:**

*Passive:* 35/1D

*Scan:* 60/1D+2

*Search:* 100/2D

*Focus:* 3/2D+2

**Weapons:**

**3 Medium Ion Cannon** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

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

*Damage:* 4D

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

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

*Damage:* 5D

### Proton Torpedo Launcher

*Fire Arc:* Front

*Crew:* 1 (Same gunner as ion cannon)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

### Concussion Missile Launcher

*Fire Arc:* Front

*Crew:* 1 (Same gunner as ion cannon)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 1-50/100/250

*Damage:* 6D

**Capsule:** The *Slicer* and *Slasher* are Bazak's Gang's two pirate blastboats. Although built for patrol duty from an established base, the pirates regularly use them for extended periods of ship hunting. The boat's heavy armament is ideal for subduing light freighters and also works well against larger ships. For more information, see the *Imperial Sourcebook, Second Edition*, pages 50-51.

### ■ NightRunner

**Craft:** Ghtroc Industries class 720 freighter

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Ghtroc freighter

**Crew:** 1 (1 can coordinate), gunners: 2

**Crew Skill:** See Bazak's Gang

**Passengers:** 10 (See Bazak's Gang)

**Cargo Capacity:** 135 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**1 Double Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

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

*Damage:* 4D

**1 Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

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

*Damage:* 3D

**Capsule:** The *NightRunner* is Bazak's Gang's general freighter, used for boarding and hauling off stolen cargo. Normally, the *NightRunner* holds at a safe distance while the blastboats subdue their prey. While the blastboats rarely go to a spaceport, the *NightRunner* makes frequent stops for supplies, news, and sales of stolen cargos and slaves.

# Soach's Organization

Qual'om Soach is an ambitious Twi'lek crimelord originally from Ralme IV, one of LMC's mining worlds. Although he worked as a miner for a while (as his parents did), Soach quickly learned he had a knack for leadership in less than legal activities. His criminal career began in Ralme's lucrative black markets, where he gained many criminal contacts and associates. Within three years, Soach took control of most of the black markets within the Ralme system.

With his success on Ralme still fresh in his mind, Soach began searching for ways to expand his small operation. First, he drew in the smugglers who supplied his markets. Next, with a few well-placed bribes, a few eliminated individuals, and some well planned deals, Soach took control of several suppliers. All of these moves gave him enough power to take over the black market rings in many systems.

Pleased with his achievements, Soach worked for more power and influence. His goal was now nothing less than complete control over all fringe activity in Brak sector. Knowing that he had neither the financial support nor organization for such a move, Soach made a deal with Jabba the Hutt. In exchange for Jabba's support, he would kick back a certain percentage of his profits. With this move, Soach gained control over nearly a third of all smuggling and other criminal activity entering Brak sector.

As Soach's group grew, the Twi'lek began having difficulty with Brak sector's largest underworld organization, the Nalmar family. At first, these were merely the normal tensions of the criminal world, as both his smugglers and theirs competed for the same contracts. However, when Nalmar ships began running goods to black markets under his control without giving him a cut, Soach lost his temper. Clashes between the two groups became commonplace, even resulting in shoot-outs and ship-to-ship skirmishes.

Finally, Soach lost all patience with the Nalmars, and ordered an outright attack on the Nalmar family residence. Soach figured that eliminating their leadership would cause the whole organization to disintegrate, leaving him to scoop up the pieces. The attack went as planned, leaving the group leaderless for several days. At first, it appeared that his plan had worked, but such

hopes were laid to rest when Eelien Kirat returned and took control.

For a while, Soach kept pressuring Kirat to join his group. After a number of skirmishes, including a minor attack by Kirat on Soach's own headquarters, Soach decided that they had reached an impasse. For now, the two organizations hold an unsteady truce. While they no longer shoot at each other on sight, both sides quietly try to disrupt the other's operations. Both groups have also posted several bounties on the other side's top leadership.

In an effort to protect himself, Soach has kept on the move, only visiting his "not-so-secret" headquarters on Ralme IV when absolutely necessary. Soach usually travels aboard the *Invisible Star*, a modified Corellian Action V Transport, but changes ships occasionally to throw off any pursuers.

Soach's group currently runs black markets in many systems, including the Ralme, Mangez, Torve, Genesia, and Demar systems. While all intrasector runs are handled by Soach's smugglers, most of the ships from other sectors are operated by one of Soach's criminal partners. Virtually anything can be found in Soach's black markets, but because of his distaste for slavery, he refers customers so inclined to one of his out-sector associates. Soach still continues to seek ways to expand his influence in the sector, though he is using more subtle approaches, for the time being.

## ■ Qual'om Soach

**Type:** Twi'lek Crimelord

**DEXTERITY 3D**

Blaster 5D+1, dodge 6D, melee combat 4D, melee parry 4D, thrown weapons 4D, thrown weapons: knife 7D

**KNOWLEDGE 3D+1**

Bureaucracy 6D, intimidation 5D, streetwise 5D, value 6D, value: black market 8D, willpower 6D

**MECHANICAL 1D+2**

Space transports 3D

**PERCEPTION 4D+1**

Bargain 5D+2, command: Soach's organization 7D, persuasion 6D

**STRENGTH 3D**

**TECHNICAL 2D+2**

Computer programming/repair 4D+1, security 5D

**Special Abilities:**

*Tentacles:* See page 84 of *Star Wars Sourcebook, Second Edition*

**Force Points:** 3

**Dark Side Points:** 1

**Character Points:** 10

**Move:** 10

**Equipment:** Blaster pistol (4D), hold-out blaster (3D), 4 throwing knives (two hidden, STR+1D), comlink, datapad

**Capsule:** Qual'om Soach's parents were originally slaves, taken from Ryloth and sold to a corporate administrator. The two escaped and settled on Ralme IV, becoming miners. Qual was their only child. He quickly learned the skills of running a criminal empire. Now, Soach knows that he is completely secure in his position. Soach is a cunning black marketeer, able to keep his ever-changing business one step ahead of the Imperials and the local planetary governments.

Soach is usually patient with his clients, partners, employees, and even enemies. Problems are seen as merely temporary annoyances which can be dispatched in good time. However, once his patience is gone, Soach becomes extremely dangerous, and is prone to sponsoring violence to "make his point." The length of his patience depends on the size of the annoyance. A small-time smuggler who causes minor problems is bound to take longer to anger the Twi'lek than a major competitor moving in on his territory.

Soach dresses in fine yellow and green robes. He wears a heavy gold necklace, with a large, precious red gem on a pendant. Though he may appear unarmed at times, he is never without his hidden knives and hold-out blaster.

## ■ Morla Maalet

**Type:** Sullustan Pirate

**DEXTERITY 3D**

Blaster 5D+1, brawling parry 5D, vehicle blasters 4D+2

**KNOWLEDGE 2D+1**

Intimidation 4D+1, planetary systems 4D, willpower 3D+1

**MECHANICAL 4D+1**

Astrogation 6D+1, communications 5D, sensors 5D, space transports 6D+2, starship gunnery 5D+1, starship shields 6D

**PERCEPTION 3D**

Command 5D, con 5D, persuasion 4D

**STRENGTH 2D+1**

Brawling 4D

**TECHNICAL 3D**

Security 5D, space transports 4D+2

**Special Abilities:**

**Enhanced Senses:** +2D to search and Perception in low-light conditions.

**Location Sense:** +1D to astrogation when jumping to a location the Sullustan has visited before. A Sullustan can always remember how to get back to someplace he has visited.

**Force Points:** 2

**Dark Side Points:** 2

**Character Points:** 8

**Move:** 10

**Equipment:** Modified blaster rifle (5D+2), blaster pistol (4D), vibroblade (STR+3D), comlink

**Capsule:** Morla Maalet is a scarred and weathered Sullustan whose spent most of his life pirating in the space lanes of Brak sector. Once, while working with some smugglers he had fallen in with, Morla was introduced to Soach, an up-and-coming crimelord. At first, Morla didn't see the Twi'lek as anything special, but continued to work for him. After all, a credit is a credit, and Soach's way of obtaining them was easier and safer for the time being.

Since then, Morla has found himself working his way up in the organization, and is now Soach's unofficial right-hand being. Most of the time Morla is the crimelord's personal pilot and is never far away from the crime boss. He knows virtually everything about the organization. Still, Morla is content with his position, free from the pressures of run-

ning a sector-wide crime syndicate, yet close enough to enjoy the profits and action.

Morla is tall for a Sullustan and always dresses in brightly colored clothing. His mood is relaxed and easy-going, though he finds it difficult to remain that way when his boss has lost his patience. Morla rarely goes unarmed, his favorite weapon being his green and yellow modified blaster rifle.

**Enforcers.** All stats are 2D except: *blaster 4D, brawling parry 3D+1, dodge 4D, grenade 3D, vehicle blasters 4D, intimidation 4D+1, brawling 3D+1.* Move: 10. Blaster rifle (5D), blaster pistol (4D), vibroblade (STR+3D), blast vest (+1D physical, +1 energy, torso), blast helmet (+1D physical, +1 energy), comlink.

## ■ Invisible Star

**Craft:** Modified Corellian Action V Transport

**Type:** Medium bulk freighter

**Scale:** Capital

**Length:** 115 meters

**Skill:** Space transports: Action V Transport

**Crew:** 10, gunners: 2, skeleton: 3/+10

**Crew Skill:** Space transports 4D, starship gunnery 4D, starship shields 4D, or see Morla Maalet

**Passengers:** 5

**Cargo Capacity:** 75,000 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh



■ Qual'om Soach doles out an illicit payment while Morla Maalet looks on.

Scott Johnson



**Hull:** 2D+1

**Shields:** 2D+1

**Sensors:**

*Passive:* 40/2D

*Scan:* 80/2D+2

*Search:* 75/3D

*Focus:* 4/3D+1

**Weapons:**

**2 Quad Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D

**Capsule:** The *Invisible Star* is Soach's mobile base of operations. While he has already made several substantial upgrades to the ship, Soach plans to further improve the vessel, especially its defenses. With the exception of its added gunports, the *Star* looks like an average bulk freighter, maybe not particularly new, but certainly reasonably kept. Even though the ship is Soach's travelling home, it still makes regular trade and black market runs. The ship is equipped with several transponder overlays, as well as legitimate and forged credentials. The ship also travels under the names *Black Hole* and *Market Maker*.

# Ti'mere's InfoServices

Ti'mere's InfoServices is a small but much sought-after private investigations and intelligence service run by the Human Byro Ti'mere. The service specializes in obtaining and analyzing electronic information of any kind, as desired by the client. Ti'mere focuses specifically on Brak sector, though the service will occasionally handle jobs that involve other sectors.

InfoServices' clients range from crime world figures to corporations and businesses and even the Rebel Alliance, on occasion. The information acquired by the service includes new products or technologies reports, restricted personal files, secret financial dealings or holdings, and other items requested by the client. Industrial espionage is the service's most lucrative business.

Sometimes the desired information may be obtained by merely accessing the correct computer system with a good enough spike. However, many of Ti'mere's clients want information which must be distilled from hundreds or thousands of files and stolen from many different sources. Ti'mere is well known for his ability to sort out irrelevant or misleading material from useable facts and analyzing them to a great degree of accuracy.

Ti'mere employs about 15 slicers to access computer networks across the sector. Operating alone or in teams, the agents use the best portable computers, programs and spikes to download the desired information from government networks, corporate mainframes and other computer systems. Even the best security measures are often defeated by Ti'mere's specialists.

Once the information has been retrieved by the slicers, it is brought back to Ti'mere's headquarters where it is analyzed by his massive MicroThrust SuperComp VII computer system. The computer's results are given an accuracy rating, and then checked by Ti'mere himself. If he finds the accuracy rating unacceptable, the program is rerun.

Because InfoServices is not aligned with any corporation, crimelord, or government, Ti'mere has hidden his operation in the Latora system on a small asteroid called Brugga. Byro never meets with his clients personally, preferring to work through his lieutenants, Jyss Cordam and Dav Wissark. All meetings and transactions take place outside the Latora system, and clients are never informed as to the operation's headquarters. Even Ti'mere's newer slicers are not told where the base is

located until their loyalty (and their backgrounds) are proven beyond a doubt. Clients who wish to hire Ti'mere's services must put out the word electronically, and wait for InfoServices to contact them.

Ti'mere's cautious attitudes are prudent. As the information he provides is usually used to damage those his service stole it from, he and his agents are already the target of several bounties. Great care is taken before any contract is accepted, but InfoServices still loses agents from time to time. A few bounty hunters, as well as Imperial Intelligence, have tracked his operations as far as the Latora system, but lost the trail when Latora turned up empty. Ti'mere has even erected a small, ruined outpost on the planet to deceive his pursuers.

## ■ Byro Ti'mere

**Type:** Computer Programming Expert

### DEXTERITY 2D

Blaster 4D, blaster artillery 3D, dodge 3D+2

### KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 6D, business 5D, languages 5D+2, planetary systems 5D+2, value 7D+2, willpower 4D

### MECHANICAL 4D

Astrogation 4D+1, communications 6D, repulsorlift operation 5D, sensors 5D, space transports 4D+2, starship shields 4D+2

### PERCEPTION 2D+2

Bargain 4D, command 3D, con 5D, search 4D

### STRENGTH 2D

Brawling 4D, swimming 4D

### TECHNICAL 4D

Computer programming/repair 11D, droid programming 9D, droid repair 7D, security 10D

**Force Points:** 2

**Character Points:** 7

**Move:** 10

**Equipment:** Portable computer, blaster pistol (4D), comlink, R5-S5 (R5 astromech droid)

**Capsule:** Byro Ti'mere is a middle-aged, black-haired computer jockey. Despite never leaving Brugga, he always dresses in stylish clothes, and often listens to the sector's newest music while working (which is most of the time). Byro is very enthusiastic about new jobs and enjoys a challenge. Though sometimes arrogant, he generally gets along with people once they have proven trustworthy.

Byro has worked for several prominent computer manufacturing and security companies over the years, and learned how great a commodity information is. He established his current "consulting" service after being fired from his last job (for selling privileged information to a competitor).



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■ Byro Ti'mere watches over Jyss Cordam (left) and Dav Wissark as they perfect their slicing techniques.

### ■ Jyss Cordam

Type: Near-Human Computer Technician

DEXTERITY 2D+1

Blaster 4D+1, dodge 4D, running 3D

KNOWLEDGE 4D

Alien species 5D, bureaucracy 5D+2, languages 5D, planetary systems 6D, willpower 6D

MECHANICAL 2D+2

Astrogation 4D, repulsorlift operation 3D+2, sensors 3D+1, space transports 4D, starship gunnery 3D, starship shields 3D+2

PERCEPTION 2D+1

Bargain 5D, con 4D, persuasion 4D

STRENGTH 2D+2

TECHNICAL 4D

Computer programming/repair 8D, droid programming 5D+1, droid repair 5D, repulsorlift repair 5D+2, security 6D+1, space transports repair 6D

Force Points: 1

Character Points: 5

Move: 10

Equipment: Portable computer, computer spike, blaster pistol (4D), comlink, R2-L3 (R2 astromech droid), SU 161 stock light freighter

**Capsule:** Jyss Cordam is of medium height, with sand-colored curly hair, bright eyes and a relaxed smile. Always dressed in excellent clothes, he is an energetic, outgoing "businessman." Jyss is a computer techie turned salesman and handles all of InfoServices' corporate clients. With a smooth sales pitch and obvious confidence in the service's results, Jyss put his clients' doubts to rest, usually before they are mentioned. Although he occasionally participates in slicer operations, Jyss normally travels from planet to planet, making new contacts and following up on requests for InfoServices' assistance. He also makes regular trips to Brugga to discuss matters with Ti'mere. Jyss always travels with his R2 unit, especially since several corporate bounties have been placed for him. The R2 unit records all transactions and discussions, as well as keeps an eye out for potential trouble.

### ■ Dav Wissark

Type: Computer Slicer

DEXTERITY 2D

Blaster 4D+2, dodge 4D+1

KNOWLEDGE 4D

Alien species 5D, bureaucracy 4D+2, cultures 4D+2, intimidation 6D, languages 5D, value 5D+1, willpower 6D+1

MECHANICAL 2D

Astrogation 3D+1, repulsorlift operation 4D, sensors 3D, space transports 4D, starship gunnery 3D, starship shields 3D

PERCEPTION 3D

Bargain 5D, command 4D, con 5D, persuasion 5D

STRENGTH 2D+1

TECHNICAL 4D

Computer programming/repair 8D+2, droid programming 6D, droid repair 5D, space transports repair 5D

Character Points: 3

Move: 10

Equipment: Portable computer, computer spike, heavy blaster pistol (5D), comlink, modified YT-1300 freighter

**Capsule:** Dav Wissark is a short, blonde-haired individual originally from Demar. His casual clothes and style are designed to put his clients at ease and instill confidence in his services, but his constant use of slang and computer jargon often confuses his clients and friends.

Dav deals with all of InfoServices' crime world clients, which is often a very dangerous job. Bad contracts and missed payments are not uncommon, particularly when the information or analysis results are not what the client expected. Dav currently has four bounties out on him, but none of them are from his primary clients, which are Brak sector's most prominent crime figures. For extra protection, Dav often hires bodyguards when dealing with questionable clients. He is quick to figure out the best deals for InfoServices, but is willing to compromise if absolutely necessary.

**InfoServices Slicers.** All stats are 2D except: *sneak* 3D, *search* 3D, *hide* 3D+1, *Technical* 4D, *computer programming/repair* 6D, *droid programming* 5D, *security* 8D. Move: 10. Equipment varies by mission, but usually includes: blaster pistol (4D), portable computer, Lancer or better computer spike (see page 12 of *Cracken's Rebel Field Guide*), comlink.



# Brak Sector Locations

## Bacrana

### ■ Bacrana

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Plains, mountains, oceans  
**Length of Day:** 22 standard hours  
**Length of Year:** 289 local days  
**Sapient Species:** Human  
**Starport:** 1 Imperial Class, 1 stellar class, 1 standard class  
**Population:** 1.5 billion  
**Planet Function:** Imperial Sector headquarters, Imperial fleet repair and staging facilities, agricultural production  
**Government:** Imperial Governor  
**Tech Level:** Space  
**Major Exports:** Agricultural goods, foodstuffs, light industrial goods  
**Major Imports:** Refined metals, high tech, tourism  
**System:** Bacrana  
**Star:** Bacrana (yellow)  
**Orbital Bodies:**

Name	Type	Moons
Sinal	searing rock	0
Bacrana	terrestrial	2
Carba	asteroid belt	0
Tomik	gas giant	16
Namra	gas giant	10
Savrant	gas giant	6

### Bacrana System Summary

One of the first colonized systems in Brak sector, Bacrana consists of 3 "small" gas giants, one superheated rock, a terrestrial world and a large asteroid belt orbiting a yellow star. Only the terrestrial world of Bacrana is currently inhabited. LMC mines once operated on the planet Bacrana and most of the moons of the outer planets, but these mines long ago played out.

The Bacrana system is the center of Imperial operations in Brak sector. It is home to the sector's capital city of Amma, and boasts a new Naval shipyard. Imperial activity dominates the entire system, from its strictly patrolled space lanes to the livelihood of its businesses.

Because Bacrana is such an important system to the Empire, the Rebel Alliance has established two hidden listening posts within the Carba Asteroid Belt. So far,

they have managed to escape detection despite frequent sweeps of the field by Imperial scouts and recon patrols. The posts provide invaluable information to the Alliance about Imperial fleet activity in the Bacrana Shipyards.

### Bacrana

A planet of wide open plains and coastal mountain ranges, Bacrana was originally settled as a mining colony. However, it was soon evident that the planet was far better suited to agricultural production and foodstuff processing. At first, Bacrana became a support world for LMC's mining efforts within the system. When the mineral reserves of the system were exhausted, LMC turned Bacrana over to the Empire for use as a fleet staging area and replenishment port.

The planet also houses the Imperial sector capital. The government offices are in the capital city of Amma, with other facilities scattered around the planet. Military bases, supply stations, political headquarters and recreational facilities can be found here.

Fortunately for Bacrana, the massive Imperial presence greatly reduces the effects of the sector-wide recession. In fact, except for beings employed by LMC, few of the planet's residents have been adversely affected. The Empire buys all of the planet's agricultural goods for its supply fleets. This, plus the influx of Imperial staff and military which live, work, and relax on the planet, has insured that Bacrana's economy remains healthy and effectively free of LMC's financial woes.

Among the most fortunate businesses on Bacrana is the tourist industry. Initially hurt by the strictness of Imperial security, the planet's numerous resorts have exploded with business as Imperial operations in the system increased. The Imperial military uses the resorts for shore leave for crews with ships in dock. The resorts vary in style and locale, ranging from primitive mountain hunting and hiking camps to small seaside towns to luxurious urban superhotels.

However, while times are good for businesses, the Empire is tough on the average person. Once allowed to

## World Map of Bacrana



Eastern Hemisphere



Western Hemisphere

Tom O'Neill

express their discontent with the Empire, Moff Ramier's recent strong-arm tactics have effectively suppressed the population. Most people submitted following violent crackdowns on protesters and widespread arrests. Known dissidents are now prisoners in the Tarok Detention Center. These days, most citizens try to enjoy their economic good fortunes and avoid contemplating the "minor" restrictions on personal freedom and expression imposed by the Empire.

People traveling to Bacrana quickly learn of the high security surrounding the system. Few unemployed persons are allowed to settle here and strict "social policy" programs force the "lazy and unemployed" out of the system. Travel, communication, and information exchange restrictions are strictly enforced. Citizens and visitors are required to carry Imperial identification cards at all times. Personal weapons are prohibited without a permit, which are rarely issued to private citizens.

### Amma

Amma is the capital city of both Bacrana and Brak sector. With a population of 20 million people, it is the largest and busiest urban center on the planet. Besides the governmental offices and Imperial Garrison complex, the city is also home to many of the sector's companies.

Amma is a city of high towers, surrounded by crowded, low-rise residential areas. Most of the businesses are headquartered in the Central Sector, as is the city government and Bacrana's legislature. The Imperial government is housed in the Garrison, west of the city center.

The Southern Sector, called the "New City" by Amma's inhabitants, is the site of most of the city's new construction.

Amma is a clean city. The government has kept everything in good repair; strict law enforcement keeps criminal activity low. However, this beauty is merely cosmetic, as the atmosphere is one of martial law. BSDF and Imperial forces have patrolled the streets constantly after Moff Ramier's break-up of the last public protest. Thousands of protesters and dissidents have been arrested in the past year.

### Imperial Garrison Complex

Situated near the outskirts of the city, the Imperial Garrison Complex is a mammoth military and government base from which all of Brak sector's political and military orders are sent. Both Moff Ramier's and the planetary governor's quarters are housed in the garrison complex, as well as other governmental offices for the sector. The civilian government occupies separate buildings from the military, though they are all enclosed by the garrison complex perimeter.

The complex consists of several fortified buildings, with speeder and shuttle landing platforms, and a standard Imperial garrison (see page 117–121 of the *Star Wars Sourcebook, Second Edition*), with an enlarged perimeter to enclose the complex. The entire place is surrounded by a high voltage "death fence" and guard towers.

Both the grounds and perimeter are patrolled by stormtrooper scouts and Imperial Army units. The complex also houses two anti-orbital ion cannons for defending the garrison and the orbital spacedocks.

## Bacrana Shipyards

The Bacrana Shipyards are the latest addition to the Imperial Navy in Brak sector. When completed, the shipyards will be able to accommodate up to 15 capital ships up to the size of Imperial Star Destroyers. These facilities will be the largest for several sectors. Currently, eight spacedocks are in operation, the largest being Bacrana Orbital Spacedock A, or "BOD-A."

Construction of the remaining facilities continues, and the Navy hopes to have the first Star Destroyer docks finished by the end of the year.

The new shipyards are located in the Bacrana system to provide maximum protection for the yards and their helpless drydocked starships. As the sector's capital and a fleet staging area, Bacrana always has a fleet of Imperial capital ships within the system for immediate action. The actual number of combat ships varies greatly depending upon the activity of the nearby staging area. Additional supporting fire can come from the planet's ion cannons, fighters from Bacrana's garrisons, as well as the spacedocks themselves. All of these factors make the shipyards a difficult target for Rebel assaults.

Even though only half completed, the shipyards are already abuzz with activity. Continuous dock operations require a steady stream of freighters and shuttles to move workers, equipment, and supplies between the stations, the planet's surface, and other systems. These ships include Imperial military craft, corporate and private freighters, all of which transport parts and technical personnel and must be security cleared before docking. While the Empire prefers to handle the repair and maintenance of the fleet itself, industry engineers may be requested for delicate repairs or system upgrades.

### ■ Bacrana Orbital Spacedock A (BOD-A)

**Craft:** KDY's Orbital Space Dock (OSD) III

**Type:** Orbital capital ship spacedock

**Scale:** Capital

**Length:** 1,600 meters

**Crew:** 5,500, gunners: 64, skeleton: 1,000/+10 (no drydock operations)

**Crew Skill:** Capital ship gunnery 4D, capital ship shields 4D, sensors 4D

**Passengers:** 500

**Consumables:** 1 month

**Cost:** Not available for sale

**Space:** Immobile

**Hull:** 7D

**Shields:** 5D

**Weapons:**

8 Turbolaser Batteries

Fire Arc: Turret

Crew: 8

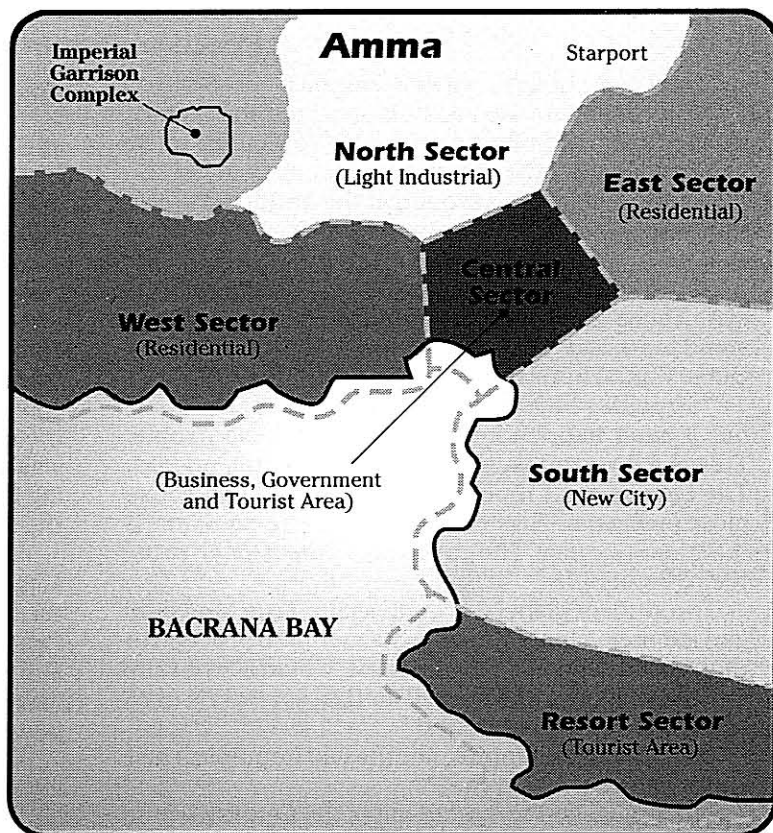
Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Damage: 4D

**Capsule:** Positioned in a geostationary orbit above Bacrana, the Bacrana Orbital Spacedock A (or BOD-A) is a recently



completed Kuat Drive Yards spacedock. BOD-A provides facilities for repairing and overhauling capital ships up to 600 meters in length, plus additional bays for smaller ships. The station consists of two large drydocks (which are joined into one unit for ships over 300 meters long), numerous freighter hangars, spacebarge hangars, and includes living quarters for dock personnel.

Normally, long term overhauls and repairs (taking from one to six months) are performed in Dock 1, while Dock 2 is reserved for shorter repair jobs. However, because of changing priorities, maintenance scheduling, and the unexpected arrival of damaged ships, the dock often adjusts its normal procedures.

## Bacrana System Defense Forces (BSDF)

Like most major star systems, Bacrana has a system defense force, which is separate from the Imperial military. The BSDF was established during the Old Republic and has remained independent despite increased Imperial pressure. The BSDF primarily acts as the system's police and customs agents.

The BSDF is officially under the command of the planetary government. However, with the positioning of the Imperial Moff on Bacrana, the force now falls under Imperial command. Because all the troops are citizens of Bacrana, the BSDF tends to be more lenient than the Imperial troops, especially when ordered to partake in political crackdowns. This was certainly true when the forces were under General Trep Reskan's command, as



### A Peaceful Demonstration

"I still can't believe we're doing this."

"You're the one who complains about the Empire all the time," the older man said, "You ought to be happy so many others believe as we do."

The student looked around at the hundreds — no, thousands — of people around him. "Yeah, I am," he said.

He turned to face his professor, "This is dangerous. There is no way that Moff Ramier is going to stand for it. Haven't you seen those reports from the Outer Rim? There've been —"

"atrocities beyond comprehension.' Yes, I know, but it can't happen here. Look at all these people. This is a civilized world ... a sector capital, no less. The Empire can't touch us here. It would just cause more problems. They couldn't cover it up or blame it on something else. The government must listen to us. We're its people."

The student glanced around again. True, the BSDF had left them alone, allowing the march to proceed to the Central Sector. There, he knew, would be the rally and the speeches and the call for the restoration of all of their recently lost rights.

"But this is the Empire, not the Old Republic. I just can't believe ... what the?"

The crowd had turned to enter the Central Sector Square, where it suddenly came face to face with a

wall of Imperial stormtroopers, backed by scout walkers and Imperial Army troops. A voice from a loud-speaker broke through the gasps of shock and protest, "Attention citizens! This assembly has been declared illegal and banned by order of Moff Ramier and the Empire! Disperse immediately and return to your homes!"

A wave of shock rolled through the crowd, followed by screams of protest and disbelief. Just as some people began to move away from the square, something exploded at the foot of one of the scout walkers. Light blaster fire erupted from one side of the crowd, directed against the Imperials. The attack was answered with a much larger and more devastating barrage of blaster and heavy weapons fire from the stormtroopers and army troops.

At first, the crowd surged forward, moving as a single wave. That wave broke into a panicked rout as the AT-STs opened fire on the armed assailants. People stumbled and shoved their way out of the square. Some areas of the streets became battlefields, while others were packed solid with fleeing people.

The student and his professor escaped with minor injuries. Many others were killed — wounded in the battle or trampled in the panicked crowd. In less than 30 minutes, the battles — and the protests — were over.

he did not support most Imperial policies. General Reskan even went so far as to order the BSDF not to aid in the Imperial crackdown on the Central Sector demonstration. Orders such as these attracted the ISB's attention, and Reskan soon fled the system to establish his own guerrilla insurgency group.

Since Reskan's escape, the Imperial Moff placed the BSDF under direct Imperial command. ISB agents have also infiltrated the BSDF because they believe that many officers and troops are still loyal to their old general (which they are!). However, even with these added safeguards, the Moff finds that the BSDF's loyalty to the Empire questionable. Therefore, he only uses them in normal police and customs duties, and uses Imperial forces for important missions.

### Carba Asteroid Belt

The Carba Asteroid Belt is a large, dense asteroid field occupying the third orbit of the Bacrana system. The field is dangerous to navigate as many of the asteroids have erratic orbits. As a result, collisions within the belt are very common, and some are strong enough to force asteroids from the belt into system space.

Because of Carba's proximity to Bacrana, both Imperial and BSDF ships sweep the field regularly for rogue asteroids which might drift into shipping and military travel lanes. The ships also search the belt for any sign of pirate or Rebel activity because the asteroids could

serve as a cover for surveillance ships or posts. The Empire's concerns are well founded, as the Rebel Alliance has established two surveillance posts within the field. So far, these posts have not been detected due to the great difficulty inherent in searching the belt.

### Rebel Surveillance Posts

Surveillance posts are established in areas where there are large amounts of Imperial activity, and the surroundings permit a hidden outpost to remain hidden. In the Carba Asteroid Belt, outposts were built into two of the larger asteroids. The posts use passive sensors and extensive communications packages to monitor Imperial fleet movements in the system. The information gleaned from countless transmissions and readings is passed on to the Rebel Sector Headquarters via hyperspace pod. After it is analyzed, some of the information is used exclusively within Brak sector's Alliance command, while relevant news is passed up the chain to Rebel Intelligence.

While each post gathers essentially the same information, the way the information is handled is different. Outpost C-1 is entirely manned by droids. This is a great advantage during Imperial sensor sweeps, as the entire station shuts down (there are no life-form readings to pick up) until the danger of detection passes. The droids do little more than collect data and send it to Sector Headquarters at regular intervals via hyperspace pod.

The droids rarely forward information early on a "hunch."

For this reason, there is a second post, manned by Rebel operatives. While also very small, Outpost C-2 analyzes the data it receives and reports data, analysis and suspicions back to Sector Headquarters.

Because of the hazards of the Carba Asteroid Belt, manning the surveillance posts is one of the most hazardous assignments in Brak sector. The danger of collision is everpresent and neither base could survive such a collision. Although both bases incorporate sensor masking systems, it is highly likely that one or both of the bases will be discovered in the near future: to the Alliance, the risks are worth it. Both outposts have self-destruct mechanisms and outpost C-2 has a small hyper-space-capable escape shuttle, as well as limited weapons and shields.

### Outpost C-2

**Crew:**  
3 Humans  
1 3PO protocol droid  
1 R2 astromech droid

1 4C observation droid

**Scale:** Capital

**Body Strength:** 1D

**Shields:** 2D

**Sensors:**

*Passive:* 250/3D

*Scan:* 800/4D

*Search:* 1,000/5D

*Focus:* 18/6D

**Weapons:**

**1 Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/8/15

*Damage:* 2D

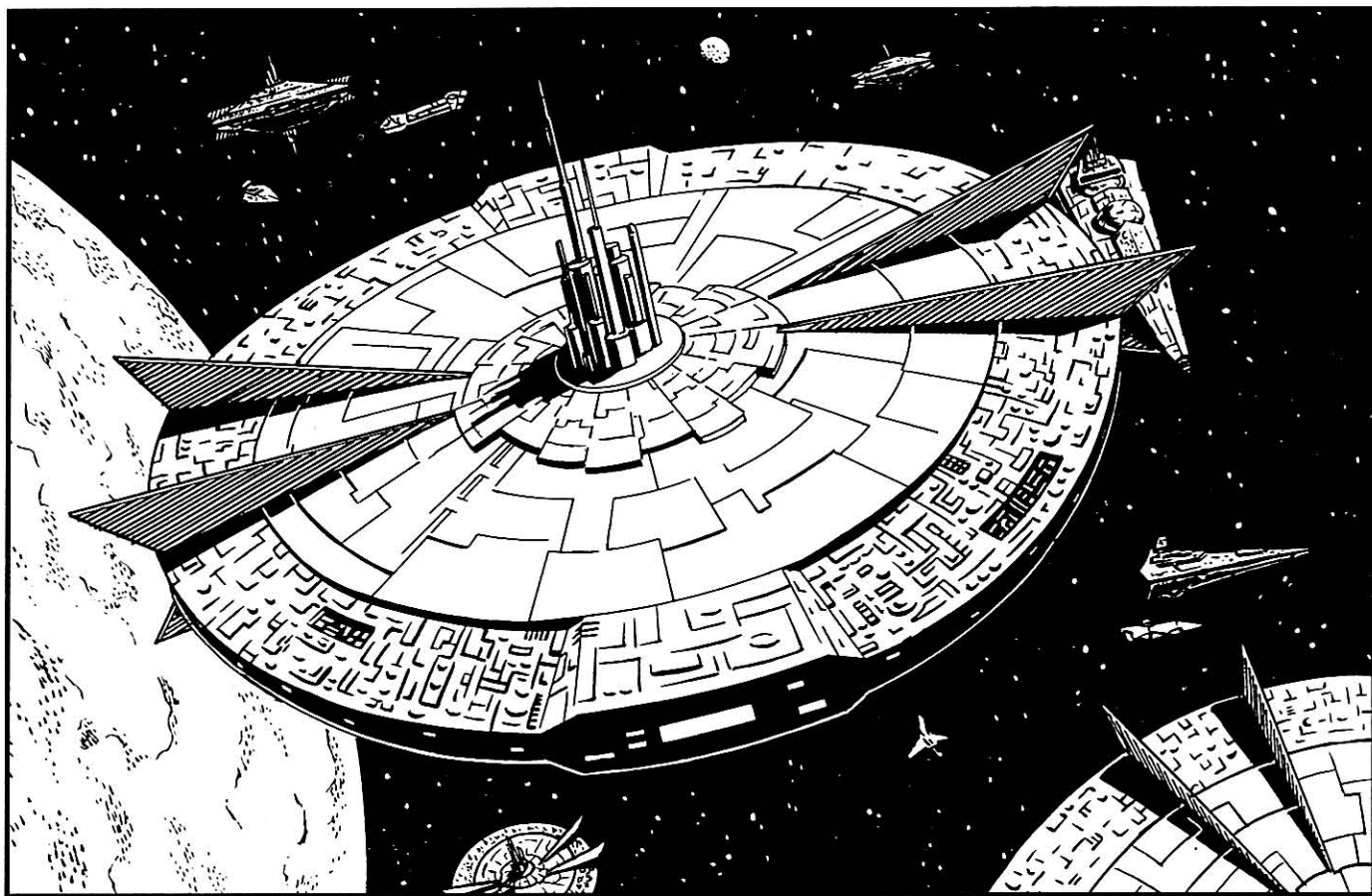
### Other Planets

**Sinal.** Bacrana system's innermost planet, Sinal is an uninhabitable searing ball of rock very close to its star. Only heavily shielded ships may approach the planet, and then only for a short period of time.

### Imperial Garrison Complex

#### KEY

1. Standard Imperial Garrison (see *Star Wars Sourcebook, Second Edition*, pages 117-121).
2. Moff's Residence
3. Imperial Governor's Residence
4. Brak Sector Civil Government Headquarters
5. Bacrana Civil Government Headquarters
6. Transient Personnel Barracks
7. Anti-Orbital Ion Cannon
8. Guard Towers
9. Anti-Infantry Batteries
10. Anti-Vehicle Laser Cannon
11. Speeder and Shuttle Platforms
12. High-Voltage Perimeter Death Fence
13. Gate with Observation Towers
14. Main Entrance (Public) with Observation Towers



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**Tomik.** The largest of the gas giants of the Bacrana system, Tomik has swirling bands of bright orange and red gasses. The planet has 16 satellites, most of which are captured asteroids from the Carba Asteroid Belt. Three of the moons were once mined by LMC in some of the corporation's first operations in Brak sector. The moons long ago played out and were abandoned.

**Namra.** The second largest gas giant of the system, this yellow and orange planet has 10 moons, four of which are asteroids. The remaining moons are relatively

the same size and composition, with thin atmospheres and a cratered coating of ice.

**Savrant.** The outermost planet of the system, and the smallest of the gas giants, this greenish-yellow planet has six rocky moons. All six moons were stripped of useful resources by LMC and abandoned. The third moon, Calito, now houses a BSDF surveillance post, which serves as the outermost permanent sensor station for the system.

## Demar

### Demar

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (breathable)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Mountains, hills

**Length of Day:** 21 standard hours

**Length of Year:** 407 local days

**Sapient Species:** Humans

**Starport:** Standard class

**Population:** 60 million

**Planet Function:** LMC Corporate Headquarters

**Government:** Lant Mining Corporation ownership and administration

**Tech Level:** Space

**Major Exports:** Refined metals, manufactured goods

**Major Imports:** Raw ore, high tech

**System:** Demar

**Star:** Demar (red supergiant)

**Orbital Bodies:**

Name	Type	Moons
Rima	very hot rock	0
Gart	stripped rocky planet	0
Latt	stripped rocky planet	1
Demar	terrestrial	1
Emra	gas giant	11
Lish	gas giant	15
Patar	frigid rock	0



## Demar System

The Demar system consists of seven planets. Demar and the fifth moon of the gas giant Lish are terrestrial. Emra and Lish are gas giants, while the rest are rocky and lifeless, with little or no atmosphere. The system orbits a red supergiant star which occasionally produces massive solar flares which can extend to the orbit of Rima.

Settled during the Old Republic, the Demar system is Lant Mining Corporation's administrative and technical headquarters. The system is entirely owned by LMC, and is the only remaining area in which LMC holds a complete monopoly. Other companies are allowed to operate within the system only under license.

LMC chose Demar for its corporate headquarters because of the system's rich mineral and metal resources. Mines were originally set up on a number of the system's planets and moons. During the height of mining activity, the system prospered, with mines or support industries on six of the planets, and on 10 of Lish's 15 moons.

However, nothing lasts forever, and the system has since fallen on hard times. Over the centuries, nearly all of the mines have played out. Today, mining operations remain only on Lish V and Lish XI, and closing procedures are underway on Latt. With the closure of the Latt operation, plus many others throughout Brak sector, LMC is having tremendous financial difficulty. Thousands of out of work miners pack the planet of Demar, all looking for an opportunity to work or a handout from LMC. Although some miners are trapped on Demar because they cannot pay their way off planet, most figure that their best hope for help is to remain on Demar.

As home to a sector-wide, interstellar corporation, Demar system is a busy place. Administration couriers, hyperspace barges, freighters and container ships jump into and out of the system constantly, while interplanetary hoppers and barges run between Lish's moons and refineries on Demar. System security is handled by LMC's Security Patrol ships and a few Imperial cruisers. Both serve as customs ships and sentries, keeping watch over the abandoned planets for any signs of unauthorized settlements or illegal activities. LMC also owns three bulk cruisers which are stationed in system for larger threats.

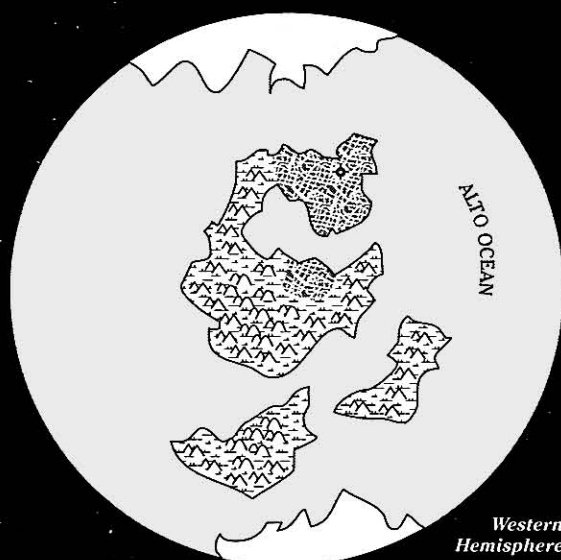
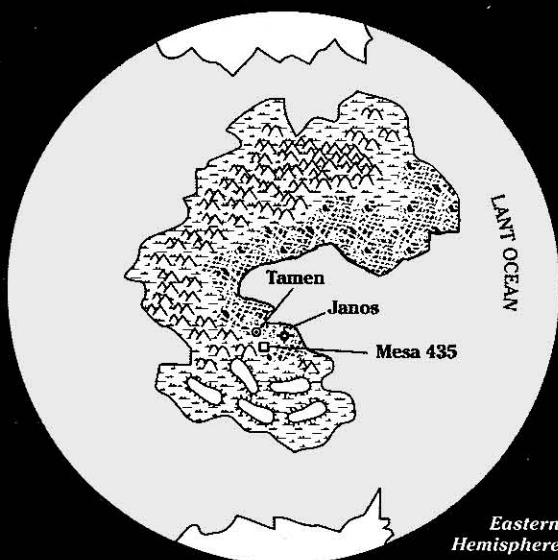
## Demar

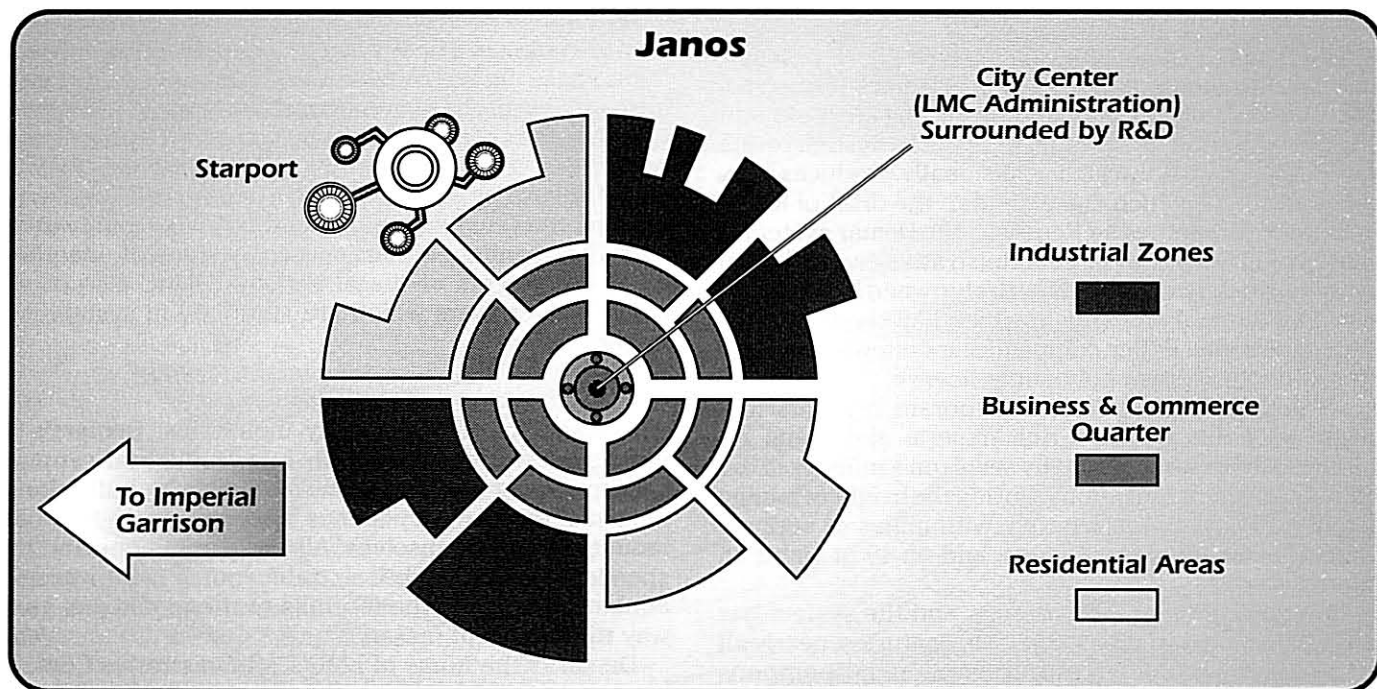
A planet of ancient, rocky mountains, Demar is a temperate world dotted with huge industrial centers and sprawling urban areas. The cities are built along long valleys, on wide plateaus, and sometimes into the mountainsides themselves. All areas are connected by speederways and marked air traffic routes. In the warmer equatorial regions, the foothills of the mountains give way to windswept mesas.

Demar is the home of LMC's Administrative Center, located in the planet's capital city of Janos. Many refineries and processing stations dot the landscape. Under LMC's control since its colonization, Demar is corporate-owned, and therefore completely dependent on LMC's economic well-being. Even slight disruptions in LMC's business can have devastating effects on Demar's economy.

With LMC's recent decline in production, Demar has fallen on its hardest times since the Old Republic rees-

## World Map of Demar





Tom ONeil

established control over the Expansion Region. Unemployment has skyrocketed with the arrival of huge numbers of former miners searching for help or work. The planet's processing facilities have continued to operate as they receive material from many systems, including Lish's moons.

Under the strain of the recent economic crisis, the cities are steadily deteriorating. In some cases, there simply are not enough living facilities for the unemployed. Beggars choke the starports, desperately searching for work, money, or passage to other worlds. Some trade work for food or passage. Though indenturedship is technically illegal, it is the only way out for some.

### Janos

Janos is LMC's administrative headquarters, as well as the capital city of Demar. The city is strictly zoned into business, residential, and industrial sectors as part of an old master plan left over from the colonization. However, few of the original buildings are left from that time. As a result, while the city itself is old, few of Janos' buildings are more than 80 years old.

Janos' beautiful city center is LMC's headquarters complex. A cluster of four shining metal towers, the Administrative Center sits amongst a host of smaller buildings. It dramatically symbolizes the reality of Demar: LMC dominates everything about the planet and lives of the people in the system. The towers openly display the finer metals of LMC's production planets, serving as both an advertisement for the corporation's best materials and a symbol of LMC's economic power. The Administrative Center houses LMC's top leadership, plus the governing offices of Demar. Surrounding the Administrative Center are LMC's Research and Design departments.

The Business and Commerce Quarter surrounds the headquarters complex. Here, normal city commerce takes place in immense office blocks (often with "interior mall" walkways) and marketing buildings. Most of the finer hotels and entertainment centers are also in this district. Many businesses are showing the strain of LMC's recent economic crisis. Some are out of business, while others struggle along, hoping to survive until things get better (if they ever do).

Around the Business and Commerce Quarter are Janos' industrial and residential areas. Small refineries, factories, and other industries may be found along what was once the city's outskirts. Between the industrial zones are large residential areas for workers and management personnel. Though not luxurious, the company-owned housing centers provide better quarters than the workers' salaries could normally afford and are in good condition. This is due to LMC's efforts to show its economic strength through its headquarters city.

With the recent influx of unemployed miners, Janos has been unable to house or employ all of those who have arrived. While some have been placed in temporary housing consisting of converted warehouses, this is still not enough. Conditions worsen daily as more miners arrive. This situation should improve since LMC has barred additional unemployed personnel from coming to Demar. Those who cannot find room in one of the company-owned shelters are left to fend for themselves, often ending up on the street or taking over the abandoned buildings of the city.

The industrial quarters of Janos hold single building industrial plants and massive refinery and processing complexes. A tangle of pipes, huge structures, and complex machinery, the obsolete industrial areas are falling

into disrepair. Only a few areas remain operational. The industrial quarters extend well beyond the city's original masterplan borders, a reminder of when times were better.

Even though Demar is a corporate-owned planet, the Empire still displays its power. A standard garrison is located outside of Janos. While planetary and system security is the job of LMC's Security Patrol, Imperial investigations and operations are not uncommon. In fact, in some situations, LMC asks for Imperial assistance, such as when the corporation is unable (or unwilling) to handle a situation or investigation. However, the Security Patrol is the system's regular police force and under the command of LMC. The Patrol is also active on other LMC worlds and around the corporation's operations on non-LMC planets.

## **Lish**

The sixth planet of the Demar system, Lish is a gigantic greenish-blue gas giant with 15 satellites. While Lish itself is of little use to LMC, its metal-rich moons have provided the corporation with profitable mines since the earliest days of production. Compared with the operations in other systems, Lish's has been by far the most profitable for the company.

At Lish's peak, 10 moons had mining operations underway, and Lish provided LMC with a sizeable portion of its total production. However, one by one, the company exhausted each moon. The last closing in the Lish system occurred some 30 years ago. Now, only Lish V and Lish XI continue production.

### ■ **Lish V**

**Type:** Terrestrial satellite  
**Temperature:** Cool  
**Atmosphere:** Type II (breath mask suggested)  
**Hydrosphere:** Arid  
**Gravity:** Standard  
**Terrain:** Rough plains, rocky, eroded mountains  
**Length of Day:** 14 standard hours  
**Length of Year:** 857 local days  
**Sapient Species:** Humans  
**Starport:** Limited services  
**Population:** 20,000 (4 city platforms with 5,000 residents each)  
**Planet Function:** Mining  
**Government:** LMC corporate-owned  
**Tech Level:** Space  
**Major Exports:** Raw metal ore  
**Major Imports:** Foodstuffs, manufactured goods, high, low and mid tech, medicines

Despite having a breathable atmosphere, Lish V (or "L-five") was the last moon to be opened to mining by LMC. The moon is a rocky, almost barren world, similar to thousands of other such satellites throughout the galaxy. However, L-five suffers from violent seismic activity, due to its proximity to its satellite neighbors.

The closeness of three satellites is slowly tearing L-five apart. Seismic disturbances are very common, with small tremors, or "shakes," occurring daily. The tremors increase in frequency and magnitude the closer L-five comes to either of its neighbors. When both Lish IV and Lish VI are nearby, the shakes can last for hours or even

days at a time. The shakes often occur suddenly, without warning, and even the best seismologists still have difficulty predicting their location, strength and severity.

These disturbances make Lish V an extremely difficult planet to safely and efficiently mine. However, when it became apparent to LMC that the company's existing resources were becoming exhausted, the Administrators charged their design staff with finding a reasonable and cost-effective solution. Backed by LMC's economic resources, the engineers soon worked out an answer.

LMC designed and constructed several massive city platforms, each containing several huge repulsorlift engines. Each of the four cities floats several meters above the moon's surface, thereby protecting it from seismic activity. Although mounted on repulsorlift engines, the cities are immobile. The cities house all living quarters, administrative offices, and include landing pads for cargo and supply ships.

The actual mining of Lish V takes place on smaller mining barges. These mobile repulsorlift platforms carry an array of plasma drills, lasers, and other mining equipment mounted on the lowerside of the barge. As most of the richer mineral deposits are near Lish V's surface, these barges strip away the unusable layers of rock to expose and extract the underlying valuable resources. The workers may safely continue mining operations even during the most violent of quakes. Machinery on the barges removes the ore and loads it aboard ore haulers; the raw material is then transported back to the city platforms. From there, it is loaded onto cargo pods and ore ships and shipped to the refineries on Demar. As the mining barges may stay stationary for days or weeks, smaller speeders transport the miners between the barges and the cities.

## **Gadde**

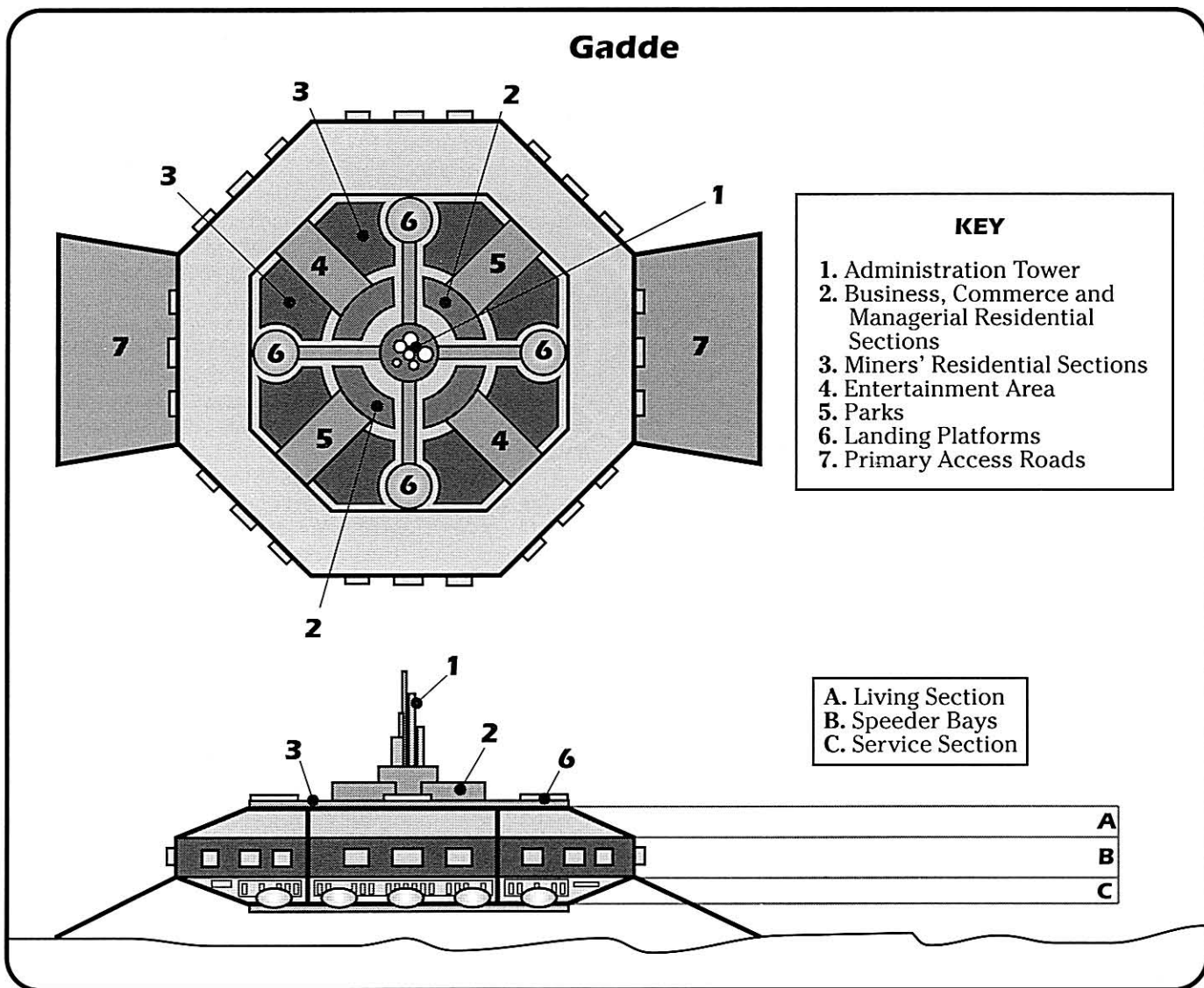
Gadde is one of Lish V's repulsorlift cities, built onto a huge octagonal platform. Following LMC's design practices, the city of 5,000 people contains an administrative and control tower surrounded by residential blocks and commercial areas. The outer sections contain the landing pads and supply storage facilities.

Within the service levels, beneath the surface of the platform, ten massive repulsorlift engines support the city. Normally, only nine of the engines are in operation while one is being serviced or overhauled; the city follows a strict preventive maintenance schedule. Gadde must have a minimum of six engines operating to maintain its normal altitude. Any less than six will result in the city settling to the surface.

The service levels also contain the city's power and recycling plants. Along the edge of the city, landspeeders and airspeeders dock at passenger terminals and cargo transfer stations. The speeders continuously travel between Gadde and the outlying mining barges, transporting personnel and loads of raw ore as needed.

Gadde is a city completely controlled and segregated by the LMC administrative hierarchy. Managers and administrators have more luxurious accommodations,





Tom O'Neill

while the miners must make do with cramped, spartan quarters. The city is crowded due to weight and space limitations imposed by the repulsorlift support system. Little room or weight could be spared for amenities. Only two small parks exist on the platform (aside from LMC's administration's rooftop terrace). All other restaurant and entertainment facilities are crammed into areas between the residential zones.

There is almost no consideration for private transportation within Gadde. The few exterior streets are only five meters wide; interior corridors are also very narrow (around two meters wide). Most inhabitants must walk inside the city, though there is a limited public transcar tubeway that links major buildings, landing pads, and the speederbays together. Some execs also own two-being cityspeeders which are narrow enough to navigate the constrained passageways.

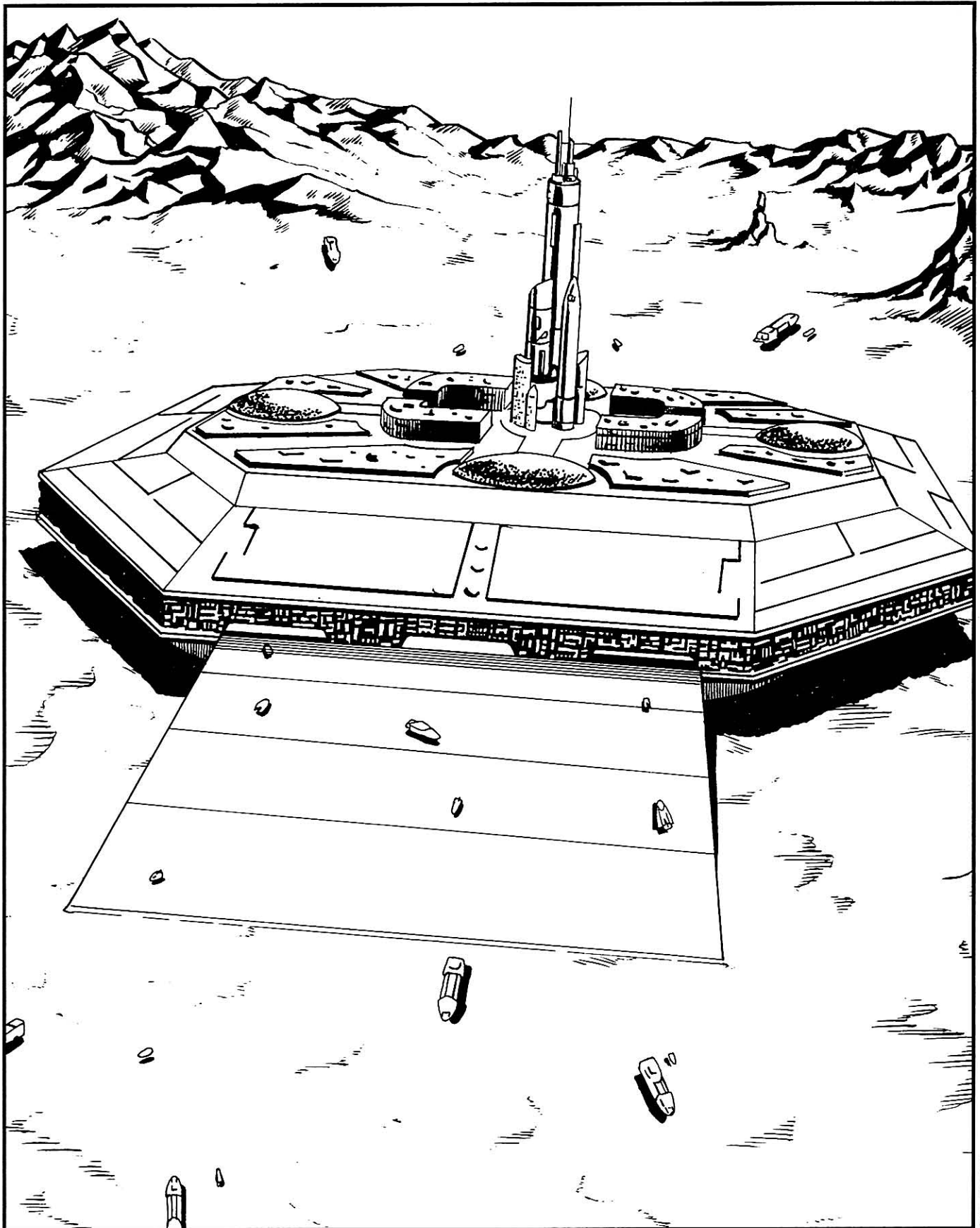
Gadde and the other Lish V city platforms do not have the overcrowded conditions of Lish XI's stations. This is due to strict population and immigration controls which

insure that Lish V's resources are not strained. Those without proper documentation (which is issued and withdrawn only by LMC direction) are quickly deported off the moon.

Access to Gadde and the other city platforms is restricted to LMC-approved ships. As LMC purchases some technology and supplies from other sources, ships belonging to other companies and even some free-traders visit the hovering city. However, these ships are allowed to stay only as long as is necessary for their shipments or business to be completed.

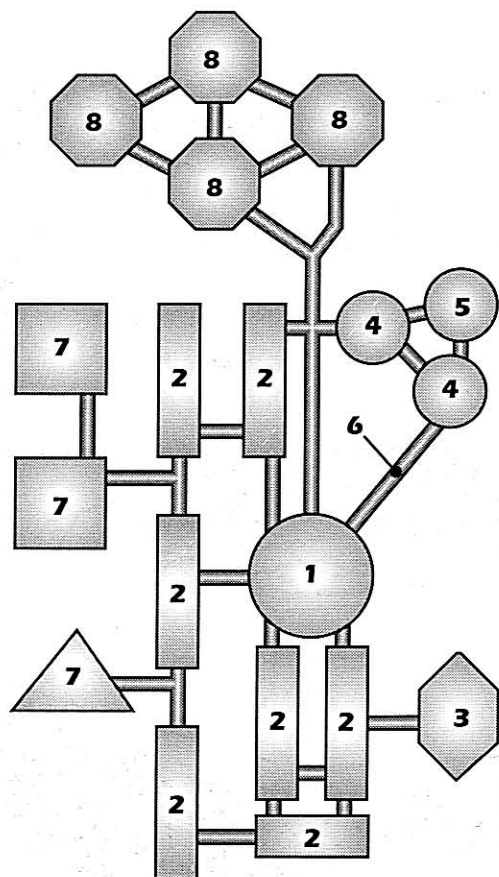
#### ■ Lish XI

**Type:** Terrestrial satellite  
**Temperature:** Cold  
**Atmosphere:** None  
**Gravity:** Light  
**Terrain:** Rough hills, mountains  
**Length of Day:** 19 standard hours  
**Length of Year:** 857 local days  
**Sapient Species:** Humans, Sullustans  
**Starport:** Limited services



Scott Johnson

### Lish XI Mining Station Map



#### KEY

1. Administration
2. Residential Units
3. Speeder Bays
4. Landing Pad
5. Domed Landing Pad
6. Tunnel
7. Entertainment Units
8. Storage Facilities

**Population:** 65,000

**Planet Function:** Mining

**Government:** LMC corporate-owned

**Tech Level:** Space

**Major Exports:** Raw metal ore

**Major Imports:** Foodstuffs, manufactured goods, high, low and mid tech, medicines

The largest of Lish's moons, Lish XI (or "L-eleven") houses the system's largest mining operation. While LMC reports that vast reserves are on the moon, outside observers openly question the validity of this claim. LMC has maximized the efficiency of the mines in an effort to provide more jobs and, more importantly, make up for lost capacity elsewhere.

Lish XI currently employs some 60,000 workers in various capacities, from lowly miners to high ranking administrators and engineers. Fleets of mining droids work their way across the surface of the moon, burrowing into the ground like insects. Their living controllers direct operations from environmental mining suits and vehicles, protected from the vacuum of Lish XI.

The operation is managed from six mining stations. Each station consists of a complex of structures connected by tunnels, which are often constructed partially or completely underground. The stations exist as self-

contained company cities, providing everything for the miners.

Currently, the mining stations are overcrowded, as LMC expands its operations on Lish XI. The stations are due to be enlarged to handle the new workers, but work has not started yet. In the meantime, workers grumble and complain about everything from a lack of privacy to packed living quarters to strained environmental systems. However, all are careful to watch when and where they voice their discontentment — after all, at least they *have* jobs.

Access to Lish XI is strictly controlled. Only LMC-approved ships are allowed to land. LMC enforces its restricted access policy in order to prevent unemployed miners from overwhelming the moon.

### Other Planets

**Rima.** An extremely hot, lifeless ball of rock, Rima has never been mined and only loosely surveyed. The planet's close proximity to the supergiant also makes Rima's few resources difficult to mine and, in all likelihood, unprofitable.

**Gart.** The first planet in the system to be opened for mining by LMC, Gart was also the first to be completely exhausted by the corporation's mining techniques. The last mine closed over 30 years ago. All that remains of Gart is an empty shell of worthless rock, as even the machinery and old towns were salvaged for new operations elsewhere in the system. The planet is watched by orbiting sensor droids which alert LMC Security forces of any violations of Gart's atmosphere. Security ships also scan Gart on a regular basis because the abandoned mines could provide ready-made bases for pirates or Rebel forces.

**Latt.** Also a used-up mining world, Latt recently closed its mining operations, thereby producing the greatest number of unemployed miners in the system. While some were able to find work in other systems, many made their way to Demar in hopes of finding new work or being reassigned to new production sites. A few workers remained behind to work on salvage operations, dismantling the mining towns and machinery. The workers are also permanently sealing the planet's deep shaft mines. LMC still directs all operations on the planet.

**Emra.** A ringed orange gas giant, Emra itself was of little use to LMC. However, like Lish's many moons, most of Emra's satellites were exploited by the corporation. Unlike Lish, Emra's moons were completely exhausted two years ago, and have since been abandoned. Salvage crews recently completed their operations.

**Patar.** A frozen planet of methane ice, Patar is the

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outermost planet of the Demar system. Distant Patar was also mined for a short period of time, but operations proved to be marginally profitable. Patar now houses a small sensor station which is part of Demar's defensive

warning system. The station is manned by only 10 people who serve six month tours of duty before moving on to other assignments.

# Latoma System

Located far from the major systems of Brak sector, the Latoma system is little known amongst the population. To fringe society and Imperial Intelligence, Latoma system is rumored to be Byro Ti'mere's base of operations for his private intelligence service. Despite several attempts by Imperials, bounty hunters, and rival operations to locate the hidden base, none have succeeded. The reason for this is simple: they are looking in the wrong place. In reality, Ti'mere's operation is located on a single, small asteroid which orbits Latoma's star at an extreme distance — virtually undetectable unless one knows exactly where to look.

The system consists of only one planet, Latoma, which orbits a single red dwarf star. A few asteroids and comets are also within the system. The system's location combined with its useless planet makes any commercial developments unlikely.

## Latoma

Latoma is a small planetoid of bare rock and impact craters. It is rarely visited, except by the occasional bounty hunter or other parties interested in finding Ti'mere's services. Ti'mere uses the planetoid as a decoy for his real operation, having built the "ruins" of a small outpost to further distract unwanted visitors and send them off believing his operation has moved elsewhere.

## Brugga

The tiny asteroid of Brugga (as Ti'mere calls it) houses Ti'mere's InfoServices. Consisting only of a few rooms and a small hangar bay, the base serves as a safe house, planning center and analysis center for Ti'mere and his collaborators. The base boasts a sophisticated computer system which performs complicated information analysis in relatively short periods of time.

Usually, Ti'mere and his staff have the system to themselves. However, on those rare occasions when uninvited guests arrive, the base shuts down in order to escape detection. It can stay "dormant" for up to 48 hours. If attacked, Brugga can muster only a token defense.

### ■ Ti'Mere's Base

**Type:** Asteroid base

**Scale:** Starfighter

**Body:** 3D

**Shields:** 3D

**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/10/17

*Damage:* 2D+2

# Genesisia

### ■ Genesisia

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (breathable)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Plains, hills, urban

**Length of Day:** 30 standard hours

**Length of Year:** 291 local days

**Sapient Species:** Humans, Twi'leks, Rodians

**Starport:** Stellar class

**Population:** 2 billion

**Planet Function:** Trade, manufacturing, agricultural production

**Government:** Corrupt Representative Democracy

**Tech Level:** Space

**Major Exports:** Foodstuffs, manufactured goods

**Major Imports:** High tech, raw materials

**System:** Genesisia

**Star:** Genesisia (yellow)

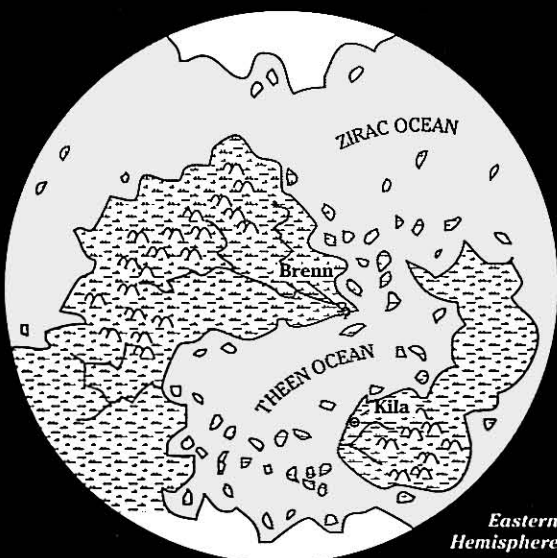
### Orbital Bodies:

Name	Type	Moons
Emet	rogue planetoid	0
Genesisia	terrestrial	2
Amthau	terraformed terrestrial	0
Seft	gas giant	6
Falk	gas giant	9

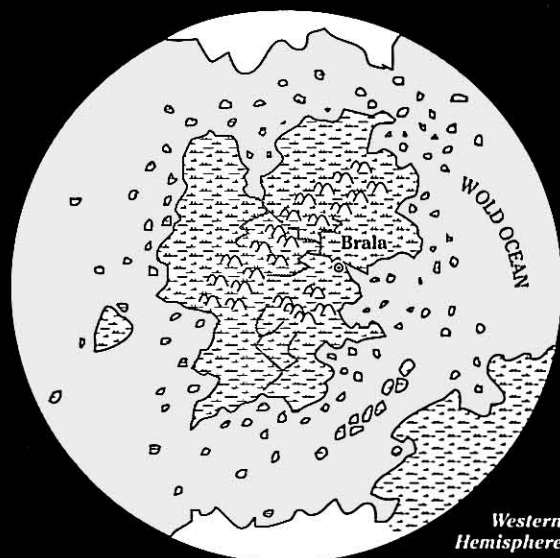
## System Summary

One of the busiest systems in Brak sector, Genesisia is home to a great variety of species from across the galaxy. The system has earned its reputation for crowded planets, overcrowded space stations, and packed space lanes. Many spacers joke that its just plain good luck that keeps the huge number of starships jumping into and out of the system from colliding. Hyperspace cut-outs when jumping into Genesisia are not uncommon. The system is also well known for its government corruption.

## World Map of Genesis



Eastern Hemisphere



Western Hemisphere

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Due to the huge numbers of trading ships, luxury liners, passenger vessels and container ships visiting the system, Genesis's customs control is overworked. While most of the larger liners and cargo haulers are stopped and checked for permits and illegal contraband, scores of smaller freighters and other ships enter and leave the system without getting a passing glance from the customs cruisers. Even while in port, there is a good chance that no customs official will inspect the smaller starships, and those customs officials who do venture aboard a freighter for a quick peek are normally not above making a few credits for allowing a ship to "slip through the cracks" of the customs system.

### Genesis

Genesis's plains are covered with agricultural plantations, divided by strings of green hills and extensive river systems. Three major oceans break the surface up into three major continents and archipelagos of tens of thousands of islands. Built onto this variety of terrain are commercial complexes, cities, spaceports and the occasional resort. Most corporations own islands for use as private residences or weekend "get away" entertainment centers. An armada of speeders and shuttles moves people between the cities and islands.

Originally colonized as a support planet, Genesis was freed from corporate control with the break up of LMC's monopoly. Representatives of hundreds of different species inhabit the world, drawn here at first by LMC's operations, then by the diversity of cultures already here. Most species find the atmosphere on Genesis a welcome change from the racist overtones to be found

on most Imperial worlds.

With the fall of the LMC monopoly, Genesis exploded with new businesses. The planet soon became the sector's second largest corporate center (after Demar). However, the new private companies were greedy and self-centered. Everyone became more worried about their own pockets than about having a fair and just government or taking care of the planet.

It wasn't long before the wealthier corporations began bribing government officials. At first, the corruption was rare and hidden — just an inspector here or a judge there. However, what was once kept behind closed doors soon became common knowledge; where once the politicians felt shame for their actions, they came to feel only greed and a desire "to get their due."

Now the entire government of Genesis is so awash in corruption that it is virtually under the control of the corporations and crimeworld bosses who pay best.

The result is a mix of legitimate and illegal business practices. Most people try to follow the proper legal procedures when dealing with companies from other systems. Genesis-based companies, however, are open to anything that works. Paying off a minor official is so common as to be expected. Upper level bureaucrats are much more expensive, and therefore out of reach for the regular businessbeing. Still, a handful of credits can often cut further and faster through the red tape than playing by the rules.

The extensive corruption attracted the criminal underworld to the system. Taking advantage of the chaotic, bureaucratic mess, Brak sector's crimelords use Genesis as a cover for their business. Anyone looking for a job,

smuggling run, ship to charter, mercs, bounty hunters, or anything else can find it here. Eelien Kirat's organization is the largest, although there are dozens of small-time criminals as well.

Lately, Genesia has felt major repercussions from Brak sector's economic trouble. Several of the planet's major companies have failed, and the remainder are in financial trouble. Most businesses are attempting to diversify in services and clientele in an effort to lessen their dependency on LMC; most have met with limited success. More companies are expected to fail as the economic situation worsens.

### **Brenn**

At five million people, Brenn is Genesia's largest city; it is also the capital. The city is a sprawling mass of office towers, housing blocks, slums, industrial zones, and business complexes. Virtually anything can be bought or sold somewhere in the city — for the right price. Brenn is also the favored place for Genesia's wealthy to do business and entertain, although the opening of Amthau to colonization has hurt the city's popularity.

Crime is an increasing problem in Brenn. While once restricted to the back alleys and bad parts of town, public crimes become more common as the economy worsens. Recent gang wars between Kirat's smugglers and Soach's black marketeers are increasingly violent, as the two sides have begun blasting away at each other on sight. All of the violence has made businesses wary of the city, increasing the popularity of other parts of the planet.

### ■ **Major Equa Felens**

**Type:** Rebel Alliance Soldier

#### **DEXTERITY 2D**

Blaster 5D, brawling parry 4D, dodge 5D, grenade 4D, melee combat 5D, melee parry 4D, vehicle blasters 4D

#### **KNOWLEDGE 2D**

Alien Species 3D, bureaucracy 4D, languages 3D+1, streetwise 5D, willpower 3D+1

#### **MECHANICAL 2D**

Communications 3D, ground vehicle operation 3D, repulsorlift operation 4D, space transports 3D, sensors 3D

#### **PERCEPTION 2D**

Bargain 4D+2, command 4D+1, con 3D+1, persuasion 4D+2, search 3D+2

#### **STRENGTH 2D**

Brawling 4D

#### **TECHNICAL 2D**

Blaster repair 4D, first aid 3D+2

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), vibro-shiv (STR+1D), comlink, protective vest (+2 energy, +1D physical), rank insignia plate (hidden), portable computer, cybernetic Neuro-saav Hifold Sensory Package (+2 to Perception attribute and related skills)

**Capsule:** Equa Felens's parents were mid-level managers of LMC. Since they were attached to the corporation's auditing division, they were constantly moved from planet to planet. As a result, Equa has spent time on every major world in Brak sector.

Equa never liked LMC. When it became time for him to continue his studies, he enrolled in the galactic government

program at the Bacrana Educational Institute (BEI). His sector-wide travel had already introduced him to the great disparity and oppression in Imperial government. However, Equa believed that while the Imperial Senate still existed reforms could be made. He became active in protesting against the galactic government.

While at BEI, he met and fell in love with Dara Gion. Equa introduced her to the controversies of galactic politics. When they both took part in the Amma protest, Equa made sure they marched with his more radical friends. When the demonstration was broken up, Equa and Dara found themselves in the middle of a firefight. A blast from a nearby scout walker wounded both of them and blinded Equa. Dara pulled him from the area.

After going into hiding, Equa and Dara were able to join Reskan's group through some of Equa's friends. Before leaving, however, Equa had his damaged eyes and auditory system replaced with a Neuro-saav Hifold Sensory Package.

As part of Reskan's group, Equa became a capable fighter and an accomplished covert operative. His familiarity with the various worlds of Brak sector made him a competent scout and recruiter. Since Reskan's merger with the Alliance, Equa has been assigned to a safehouse in Brenn, Genesia. His travels have kept him separated from Dara for so long that they have drifted apart.

Equa's safehouse is an apartment on the 42nd floor of the ancient Skytowers Residence. The building is old and in poor condition. Equa's apartment consists of three bedrooms, a common room and an autokitchen. Concealed beneath a movable table is the entrance to a hidden chamber into the interstitial space beneath the apartment. Crowded into the low-ceilinged chamber are a few cots, a holo projector, a computer terminal and emergency supplies. There is also a cache of explosives and weapons. The chamber is shielded from scanning, though no Imperials have ever thought to set foot in the crumbling building.

Equa Felens is a tall, black-haired Human male. He often wears torn ship's clothes or ragged Genesia streetwear. Equa wears dark sunshades or helmets to conceal his enhanced eyes. He is a cunning, smart and accomplished agent. Equa knows the major players on Genesia and has his contacts spread throughout the system. He has learned to blend in with any social group and has connections in many circles, including Kirat's and Soach's organizations. Equa has become well versed in the intricacies of the chaotic Genesian government. He is also comfortable on most any world in Brak sector. His manner is calm and relaxed, even in the most desperate situations.

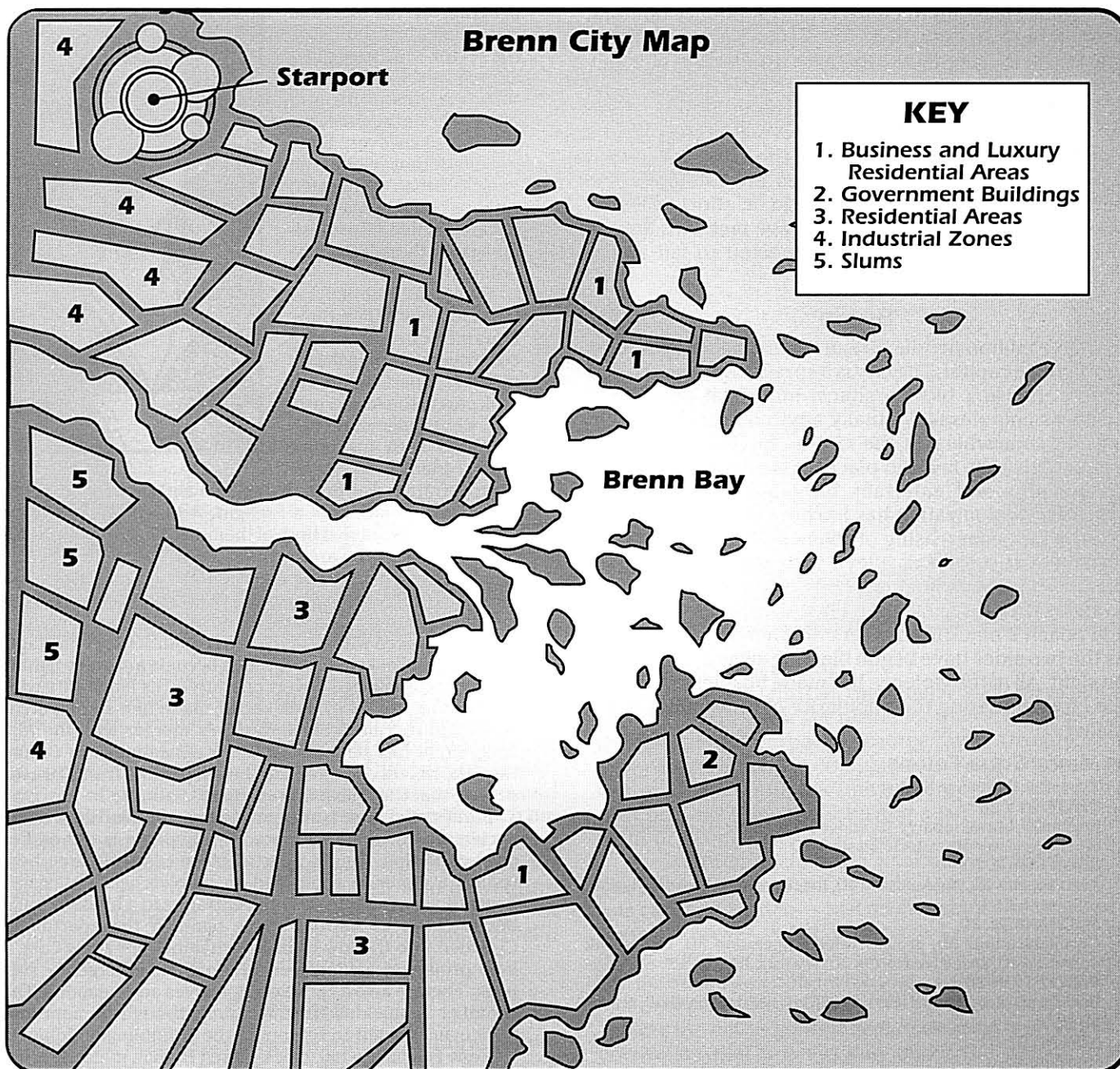
### **The G-Stations**

Genesia has several immense orbiting space stations. They are all privately-owned by different corporations,



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but most of them lease housing and business space. In fact, the corporate security provided on these stations makes them far safer than actually travelling around on Genesisia.

The G-stations provide port locations for incoming starships, so they are the most likely places to make contact with visitors coming in from out of the system or to arrange a deal for transport from Genesisia to another system in Brak sector. While most traffic is strictly local (Brak sector only), a few small freighter ships come to the G-stations as an out of the way place to do business. While these stations lack the "outlaw" atmosphere that permeates Genesisia itself, most corporate security teams

will look the other way as long as disagreements are not settled in public.

The Alliance has an important contact on G-S7, the starship mechanic Plu Makor. While he is sympathetic to the Alliance, he doesn't do charity work. Characters looking for a handout won't get any help, but Rebel characters with credits to burn for repairs or modifications would be wise to look up Makor.

#### ■ Plu Makor

**Type:** Near-Human Starship Mechanic

**DEXTERITY** 2D+2

Blaster 5D, dodge 4D+2, grenade 3D, running 3D+1, vehicle blasters 4D

**KNOWLEDGE** 2D+1

Alien species 3D, bureaucracy 4D, business 4D+1, languages 3D+1, planetary systems 4D, streetwise 4D, value 5D

**MECHANICAL 3D+2**

Astrogation 5D, communications 4D, repulsorlift operation 4D+2, sensors 4D, space transports 5D, starship gunnery 4D+1, starship shields 4D+2

**PERCEPTION 2D+1**

Bargain 3D, command 4D, con 3D+2, search 3D+1

**STRENGTH 3D**

Brawling 4D+2, lifting 3D+2

**TECHNICAL 4D**

Blaster repair 5D, capital starship repair 5D+2, capital starship weapon repair 5D, computer programming/repair 6D, droid programming 5D, droid repair 5D, repulsorlift repair 6D, security 5D, space transports repair 7D+1, starfighter repair 5D+2, starship weapon repair 6D+2

**Force Points: 2**

**Character Points: 8**

**Move: 10**

**Equipment:** Blaster pistol (4D), comlink, starship repair kit, *The Helping Hand* (modified YT-1300 freighter)

**Capsule:** Plu Makor is a red-eyed, brown-haired, middle-aged near-Human originally from Demar. Most of the time, his worn blue jumpsuit is covered with the dirt and grime from half a dozen starships. He is a good businessman and manages Ship Shop G-S7 on his own. Plu's good disposition is obvious when he is working with clients. He'll do his best to give them a fair deal, but won't tolerate people trying to freeloader off of him. He always demands cash payments, due when repairs are completed. Credit lines are unheard of. Employees find Plu difficult to work for as he pushes them to work hard.

Plu Makor learned his trade as a ship's technician on one of LMC's transport ships. After working there for several years, Plu decided that he could do better on his own. He quit the company and took up working for a repair service on G-Station 7, one of Genesia's orbital spacestations. Eventually, he became the service's head ship mechanic and bought out the owner.

Ship Shop G-S7 is now one of the system's best repair facilities. Makor and his employees mostly handle small freighters, but also provide "house call" services to larger vessels or stranded ships. Although expensive, the customers find the results well worth the cost. Plu even dabbles in ship sales from time to time. All of Makor's deals are

legitimate (as for his clients, he doesn't ask). Makor is also a Rebel operative.

After becoming involved with Reskan's secret group through a friend, Makor helped supply ships to Reskan's cause. When the General had to make his escape from Bacrana, Makor himself flew Reskan to Tel III. He had heard enough stories from his customers to dislike the Empire, although he himself had little experience with Imperial repression.

Makor now carries on with a normal business. Only a few of his top employees are Rebel agents — most of his staff of over 30 are simply hired mechanics who have no clue as

to Makor's sympathies. Makor siphons parts, ships, information, and even people to the Rebellion. His services are also available to Rebel ships, though he prefers to use his "house call" service, when possible, to keep anyone from becoming too suspicious.

## StarLiners

If characters need passage within Brak sector, StarLiners is a good place to look. Probably the largest passenger line in the sector, StarLiner has a small fleet of intersector shuttles, with most runs going between Genesia's G-stations and Bacrana. StarLiners is owned by a charismatic and flashy Human named Fae Kalena; aside from keeping her business afloat, she is also a Rebel sympathizer and has been known to allow General Reskan to insert Rebel operatives as passengers aboard her vessels.

Characters seeking passage on her liners will normally pay about 200 credits for transport to Bacrana (a two day, six hour trip at hyperdrive x2). At least one flight per day leaves for Bacrana. Trips to other systems run about between 250 and 350 credits and may only be scheduled once a week (some are even rarer).

While customs inspections at the G-stations are rare, it is not unusual for Imperial or BSDF Customs ships to intercept StarLiners in mid-flight and Imperial Customs at Bacrana are very strict.

## ■ Fae Kalena

**Type:** Business Owner

**DEXTERITY 2D+2**

Blaster 3D, blaster: hold-out blaster 5D, dodge 4D+1, running 4D+2

**KNOWLEDGE 3D+1**

Alien species 4D, bureaucracy 5D+1, business 5D+2, cultures 4D+2, languages 4D+2, value 5D, willpower 4D

**MECHANICAL 3D**

Astrogation 4D, communications 4D+1, repulsorlift operation 4D+2, sensors 4D, space transports 5D, starship gunnery 4D, starship shields 4D+1

**PERCEPTION 3D+1**

Bargain 5D, command 4D, con 5D+1, gambling 5D, persuasion 5D

**STRENGTH 2D+2**

Brawling 3D, brawling: martial arts 5D, stamina 3D+1

**TECHNICAL 3D**

Computer programming/repair 4D+1, droid programming 4D, space transports repair 4D+1

**Force Points: 2**

**Character Points: 8**

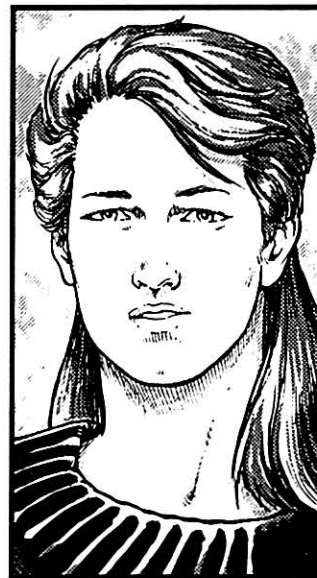
**Move: 10**

**Equipment:** Hold out blaster (3D+1), comlink, ID card, SE4 servant droid

**Capsule:** Fae Kalena began her career as an employee of a small ferry service between Genesia and its satellites. After deciding she was in a dead-end job, Fae quit the company and struck out on her own. She set up her own ferry/cruise ship company, StarLiners, running from Genesia to



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Bacrana and occasionally to the better known tourist sites in the sector. Borrowing the money from various legal and illegal institutions, she set up what has become one of the sector's most highly regarded passenger line companies.

Fae Kalena is also a Rebel operative. She's worked with General Reskan since her brother, Har Kalena, was arrested on Bacrana. Upon being notified of his arrest, Fae began searching for a way to get him released. Her persistence eventually got her to see General Reskan, then commander of the BSDF. He told her that Har had been arrested by the ISB for political dissension and that there was nothing he could do. He believed her brother was at the Tarok Detention Center. Fae's further efforts to free Har were ineffective. Noting her persistence and dislike for the Empire, Reskan invited her into his fledgling organization. She accepted.

Kalena's ships help transfer cargo, personnel, and information between Reskan and other operatives. She also aids sympathizers who are fleeing Imperial investigations. Of her employees, only StarLiner's ship captains and a few technicians and dockhands are aware that the company is anything other than a luxury liner and ferry service.

Fae Kalena is a tall, strong-willed woman with long red hair. Fae dresses in casual clothes, except when aboard ship, when she goes all-out to have a good time. Though often busy directing operations from her headquarters in Brenn, Genesia, she takes regular trips on her ships to insure that service up to her standards and everything is proceeding well.

While aboard ship, she also enjoys herself, taking up dancing or gambling to pass the time and forget about business. Fae also keeps herself in excellent physical condition, working out and practicing her martial arts routines on a daily basis.

### Laut and Gimm

Dark reddish-brown and dust covered, Laut and Gimm are Genesia's two small moons. Although neither has an



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atmosphere nor useful resources, the two crater-scarred satellites have nevertheless been colonized and developed by corporations and industries eager to be close to Genesia, but not on the planet itself.

Many of the colonies are underground stations which work with hazardous materials which aren't allowed on Genesia because of the threat they pose to the population (the corruption goes only so far).

Both Laut and Gimm completely depend on imports for all food and technology. While supply deliveries are contracted to corporations on Genesia, some goods are also transported from outside the system. Freighters and cargo ships of all types are constantly running supplies to the moons' numerous spaceports and corporate landing pads. Most of the goods shipped from Genesia are contracted to local hauling companies, though some free-traders may be employed for special deliveries, especially potentially dangerous loads. Shipping contracts between Genesia and the moons are easy to find, but don't pay very well. Those that do usually involve sensitive information or dangerous materials. Still, several private haulers and shipping companies manage to make a decent living off these "milk-runs."

### Amthau

**Type:** Terraformed terrestrial

**Size:** Moderate

**Temperature:** Warm

**Atmosphere:** Type I (breathable)

**Hydrosphere:** Arid

**Gravity:** Standard

**Terrain:** Rough canyons, plains

**Length of Day:** 33 standard hours

**Length of Year:** 455 local days

**Sapient Species:** Humans

**Starport:** Standard class

**Population:** 1 million

**Planet Function:** Colony

**Government:** Genesian Colonial Governorship

**Tech Level:** Space

**Major Exports:** None

**Major Imports:** Technology, foodstuffs, manufactured goods

### Amthau

Amthau is a planet of yellowish-brown soil, wind-eroded rock formations, and long, deep canyons, telling of a bygone day when much more water was on the surface of the planet. Today, only a few creeks and streams, fed by underground springs, show the presence of any water at all. A constant breeze sweeps the planet, broken only by the occasional wind storm.

With the vast numbers of habitable planets in the galaxy, few terraforming projects are ever considered, let alone carried out. However, in the case of Amthau, location coupled with the ease of conversion sold the government and businesses of Genesia on terraforming Amthau as a means to ease the crowding on their planet and its satellites. It is also rumored that some underworld and corporate money was behind the approval of the project.

Terraforming Amthau has been relatively simple. The planet's existing atmosphere and raw materials make



the process relatively easy, but the terraforming work has truly only begun. The world has been open to colonization for about five years. Its lack of industry and agriculture makes it dependent on imports; the world is an expensive place to live. The terraforming project continues to convert soil to useable land, but it will be a long time before the planet is able to sustain its population. Most people believe that the work is being deliberately delayed so that the shipping and import companies can maximize their profits.

The planet is popular with Genesia's wealthy. They enjoy the relative calm, especially compared to Genesia's hectic, crowded and dangerous conditions. Most of the colonists live in Amthau's single city, Amthau City. Like most of the planet's structures, this city is built into the walls of one of the larger canyons; there is an underground river nearby for water. The city is extremely clean and the buildings display their owners' lavish

tastes. As almost 75 percent of the structures are concealed below ground, the exterior city is easily patrolled and maintained.

## Other Planets

**Emet.** Actually a captured rouge planetoid, little Emet has settled into a slowly deteriorating, elliptic orbit which will eventually send it crashing into Genesia's star.

**Seft.** The system's largest gas giant, some of Seft's atmospheric gasses are occasionally siphoned off for use in Genesia's industrial plants. Seft's rocky moons were exhausted by LMC long ago.

**Falk.** This blue-gray gas giant is the outermost planet of the system. Falk's moons closed their last mines three years ago and the miners from these works were relocated to operations elsewhere.

## Tel

### ■ Tel

**Type:** Crumbling rock  
**Temperature:** Cold  
**Atmosphere:** Type IV (environmental suit required)  
**Hydrosphere:** None  
**Gravity:** Standard  
**Terrain:** Craters, canyons, mountains, badlands  
**Length of Day:** 18 standard hours  
**Length of Year:** 3,960 local days  
**Sapient Species:** Human  
**Starport:** 1 Limited services (Rebel Base)  
**Population:** 200-375 (Rebel Base)  
**Planet Function:** Rebel Alliance Brak Sector Headquarters  
**Government:** Rebel Alliance  
**Tech Level:** Space  
**Major Exports:** None  
**Major Imports:** High tech, mid tech, food, medicines, survival goods, military goods  
**System:** Tel  
**Star:** Tel (white dwarf)  
**Orbital Bodies:**

Name	Type	Moons
Tel I	small rock	0
Tel II	small rock	0
Tel III	rock	0
Tel IV	rock	0

## Tel System

Once something of a curiosity to local space yacht owners and tourists, Tel system is also referred to as "The Green System." The system is actually a planetary nebula which consists of a white dwarf star surrounded by a slowly expanding gas nebula. The nebula produces a greenish glow, which is the result of luminescent gasses and light from the white dwarf shining through the cloud. Unlike most planetary nebulas, the Tel system actually does have four rocky planets, though these cinders are far from the system's star.

In the earliest days of LMC's operations in Brak sector the Tel system was a local tourist attraction: a place

where luxury liners and chartered yachts could cruise to and spend a few days viewing the beautiful system. As the years wore on, more spectacular systems were discovered and interest in the Tel system waned.

Although fascinating to look at, the gasses and particles of the nebula make travel within the system difficult, as they inhibit sensors (ranges are reduced by half) and distort readings unless compensation programs are used (-2D to all sensor rolls from ships without such programs). To further complicate matters, the mass shadow of the gas cloud also activates hyperdrive cut-outs on most ships, forcing anyone entering the system into normal space well outside the nebula.

### Tel III

Tel III is the largest of the four planets. Tel III is basically a gray, ash covered rock in space. The planet is covered with canyons, impact craters, and mountain ranges, all of which are crumbling into dust. Overland travel is often very difficult. Because of the planet's distance from Tel, the lighting is a bizarre combination of sunlight and light from the luminescent gas, giving the sky a green tinge at all hours.

Lately, Tel III has gained new importance as the home of the Rebel Alliance's Brak Sector Headquarters, Oracle Base. Originally General Reskan's base of operations for his guerilla war, the base has been recently enlarged and upgraded by Rebel engineers, and is designed to take advantage of the system's unusual features.

Located in the wall of an extremely large impact crater, the base was constructed by converting and expanding existing natural caverns into useable areas. The result has been a multi-level base which includes living and working spaces, a large hangar, an underground training cavern and a complex of tunnels connecting the base to weapons and sensors emplacements.

As with all Rebel bases, secrecy is the key to Oracle Base's survival. From the outside, only well-camouflaged weapons and sensors betray the true nature of the crater, as even the hangar's blast shield is constructed to match the surrounding cliff face.

The nebula itself has also been incorporated into Oracle Base's defenses. Because the cloud disrupts sensor readings and long range communications, it acts as a sensor mask to the base's operations. The base's sensors are programmed to compensate for the distortion, thereby giving the base a distinct advantage over incoming ships. Of course, the cloud forces Rebel ships out of hyperspace, as with any others approaching the system. While this makes quick in-and-out operations difficult, Rebel strategists believe it is a fair trade-off. The nebula gives the base time to positively identify approaching ships and warn of any incoming attack. Ships normally need 15 to 20 hours to travel from the nebula's boundaries to Tel III.

Since the planet is completely inhospitable to most life-forms, food, water, and other supplies must be flown in from other systems. If necessary, the base has enough stores to last for two to four months, depending on the number of people stationed there.

### Oracle Base

**1. Anti-Vehicle Laser Cannon (6).** Atgar 1.4 FD P-Towers

**2. Speeder Bays.** Hidden bays for speeder bikes and landspeeder maintenance. All are accessible by tunnels.

**3. Anti-Infantry Battery (8).** Golan Arms DF.9s

**4. Short Range Sensor Array.**

**5. Turbolaser Battery (2).**

**6. Observation Towers (2).** Single sentry observation posts.

**7. Control Tower.** Observation platform and flight control tower. The crew handles final approach for all incoming ships, as well as providing final visual confirmation of an incoming ship's identity. The control tower also directs laser fire during combat situations. The tower itself is armored and armed with four anti-infantry batteries. The tower normally has a crew of five, but this number is increased to 12 during battle alerts. The tower is connected to the tunnel system via turbolifts.

**Control Tower.** Walker scale, body strength 7D. Weapons: 4 anti-infantry batteries (1 to each fire arc, speeder scale, crew: 3, fire control 2D, 20-600/3/16 km, damage 4D, blast radius 5 meters)

**8. Long Range Sensor Array.**

**9. Hidden Observation Stations.** These stations are from five to 15 kilometers from the base. Many are connected to the tunnel system. Each is manned by two to five scouts.

### Tunnels

A system of artificial and natural tunnels and caverns links most of the surface defenses and sentry stations to the base. The tunnels allow troops to be deployed in areas outside the base in secrecy and safety during defensive actions. The tunnels can be closed off by blast doors and collapsed by explosive charges should they be infiltrated by enemy troops. Some tunnels also house repeating blasters for additional defense, as well as hidden weapons and supply caches for troops who become surrounded or isolated during the defense of the base.

### Command Level

**1. Command Center.** Buried many meters beneath the surface, the command center is only accessible by tunnels and turbolifts to the main base and the surface. The two entrances are guarded by security strongpoints. The command center contains duty stations for all types of sensor and communications monitoring, as well as for base operations and missions monitoring. Information gathered from around the sector is received and analyzed. There is also a holographic projector in the center of the room. Because of the extremely sensitive material discussed here, only command officers and approved personnel are allowed inside.

**2. Conference Room.** Used for mission briefings and debriefings, as well as for planning sector strategies and other discussions requiring a secure meeting room.

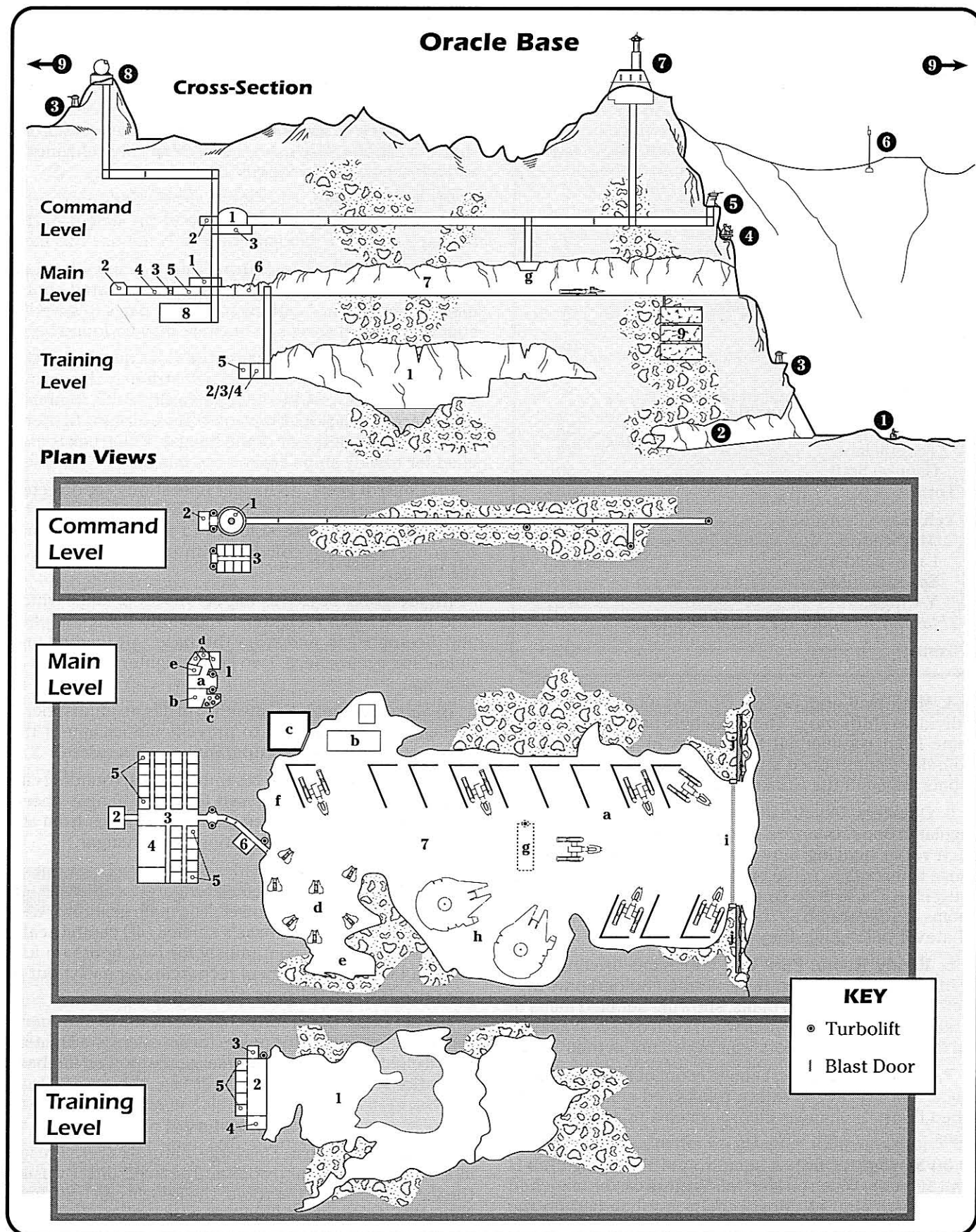
**3. State Rooms.** Except for the commanding officer's quarters, each stateroom is shared by three officers and contains beds, lockers, and bathing facilities. The quarters are spartan, with the exception of each officer's few personal belongings. Any extra room is used to store supplies of all kinds.

### Main Level

**1. Medical Suite.** The best Rebel medical facility in the sector, the suite contains a large entry hall (a) which doubles as an emergency triage room, an operating room (b), three bacta tanks (c), three treatment rooms (d), and the doctor's office and quarters (e). The two doctors are aided by a Too-Onebee (2-1B) surgical droid, an Emdee-oh (MD-0) laboratory technician droid, and an Emdee-one (MD-1) laboratory technician droid.

**2. Armory.** Protected storage for troop carried weapons. Blasters, repeating blasters, explosives, grenades, and other military equipment can usually be found here, but the inventory varies tremendously by what missions are currently underway. Extra body armor and helmets are kept here as well.

**3. Common Room.** Central space used as a recreation and briefing room, temporary barracks, training area, lounge and other various activities.





### Oracle Base Personnel and Vehicles

#### Personnel

Combat Pilots (including speeders)	44
Ground Troops (including gunners)	170

#### Command

Commander	1
First Officer	1
Senior Engineers	4
Intelligence Officers	4+
Senior Navigators	2
Ground Troop Commander	1
Surgeons	2
Junior Officers	10+

#### Support

Training Staffers	5
Support Y-wing Ground Crew Chiefs	12
Y-wing Ground Crew	36
Technicians	24
General Staff	50

**Total** 366+

#### Vehicles

Airspeeders	10
Landspeeders	5
Speeder bikes	5
Y-wings	12

*(Plus hangar space for 2 light freighters)*

**Total** 32

**4. Mess Hall and Galley.** Open at all times because individual shifts vary. The autochefs and storage units come from commercial businesses or were salvaged from decommissioned starships. A pair of SE4 servant droids augment the Human staff.

**5. Quarters.** Despite the overall size of the base, the regular troops' quarters are still quite crowded, with each room housing between 5 and 15 people. Bunks range from cots to triple bunks, all salvaged from something else. The same is true for the personal lockers. The rooms are decorated by the individuals living there, with whatever belongings they brought with them.

**6. Ready Room.** Pilot and command briefings and debriefings are handled here. A small holographic projector is used for battle plans, showing detailed maps of attack and rendezvous sites when such data is available. On extended alerts, pilots wait here if not in their ships.

**7. Hangar.** The largest single room of the base. Actually a natural cavern with a reinforced ceiling and finished floor, the hangar incorporates a number of functions:

**(a) Starfighter Bay.** A squadron of Y-wing fighters is kept at ready. When on alert, all fighters can be launched within two minutes. Most repairs are handled on the

flight line, but major overhauls are done behind the line. Above the fighters are winches for astromech droid placement.

**(b) Overhaul Bay.** Major overhauls and repairs are handled here.

**(c) Armory.** Storage of proton torpedoes and other "hard" weapons. Also used to store explosive chemicals and a few personal weapons.

**(d) Speeder Bay.** 10 combat airspeeders patrol the base's surrounding area. Because of the height of the hangar's entrance, landspeeders may not use this bay.

**(e) Machinist and Technical Shop.** Technicians work to keep the patched-up, worn-out and outdated equipment in operation. Anything from ship parts to speeder engines to droid servos to blasters may be found here.

**(f) Crash Wagon.** Because of the close quarters of the hangar, fires and debris could be extremely dangerous to the entire base. A heavy repulsorlift truck, mounted with a large blast shield, is used to push burning fighters, ships and speeders out of the hangar. The truck is also used for towing ships around the hangar.

**(g) Control Deck.** All hangar operations are directed from the control deck located above the bay. It is the responsibility of these soldiers to keep incoming and outgoing craft from colliding with other operations in the hangar.

**(h) Freighter Bay.** This bay serves other ships which land at the base. Freighters frequently bring supplies and personnel to and from the base. All loading and unloading occurs here. Two light freighters may land at one time.

**(i) Magnetic Field.** Because Tel III has no atmosphere, a magnetic field is used to prevent the escape of the base's air during hangar operations.

**(j) Blast Doors.** Built to resemble the surrounding cliff face, the blast doors are used to shield hangar operations from battles, dampen energy emissions from the hangar, and conceal the location of the hangar.

**8. Main Generator.** Provides power for all base operations. Smaller auxiliary generators are located around the base for emergency power. The main generator also provides power for the base's shields (4D capital scale, shields can operate continuously for four hours on fuel cells, but need four hours of recharging for each hour of use once the fuel cells are exhausted).

**9. Fuel Cells.** Constantly charged by the main generator, the fuel cells provide power for speeders, starfighters and freighters, as well as emergency power for base operations.

### Training Level

**1. Training Cavern.** This large, natural cavern is used as a training center for troops and new recruits. By using the various areas of the room, the Rebels can train for a

### New Arrival

Del stopped when he got to the open doorway.

"Hey, you must be the new guy. Come on in," called a voice from amongst a row of triple bunks. "Just throw your stuff on the empty bunk and we'll figure out where to put it later."

Del picked up his gear and stepped into the room, carefully making his way past the beds and crates, trying to avoid knocking over the precariously stacked piles of ... *stuff* on the floor.

"Uh, thanks. Looks like we're full up," he said to the young man, who was reading on one of the lower bunks. "Is it always this crowded?"

"Only since you Rebels began arriving," the man said, "Course, we could've never fit you all into the old place, so this is an improvement. At least we don't have to live out of those rusting freighters anymore, though I'd swear these beds came out of an old L-class troopship. By the way, I'm Barga."

"Del," said the newcomer, as he paused to shake hands, "Where are the others?"

Barga glanced around the room, "Well, most of 'em are on duty, I guess. I'm on night shift up in the control tower so I don't see 'em much. I think a couple may be on a supply run. I can't keep track very well with all the new people coming in. You'll probably meet 'em eventually; at least I did."

"I see. So this is a new base? No one's told me much."

"Don't expect them to. Your boss will give you a rundown on your job and the base. I imagine they'll have some kind of intro session again tomorrow night over in the common room."

Barga moved over to one of the piles of stuff. "Here, let's make some room for you," he said as he shoved some boxes under the bed. Reading one of the box's labels, he said, "Hmm, if anyone's looking for spare 473-L transformers, they're under here." The young man looked up. "As for the base, most of it's new. We were originally holed up in the hangar and a couple of tunnels, but your engineers have really done a job. Best thing old Reskan did was hook us up with the Alliance. We never expected to get this much help this soon. Of course, you'd think that they'd build enough storage so we wouldn't have to put up with all this junk. They said they might finish it later."

The young man sat down on his bunk again. "If you've got any pictures or holos or anything, you're welcome to put 'em up. We could use a little color. Arkvis put up what he said was a picture of his homeworld, but I guess a Human just can't see those wavelengths — just looks like a blank wall to me. It'd be nice to see something besides gray walls or green sky for a change."

Del glanced at the small holo collection in his case. "I may have just the thing," he said, smiling.

variety of terrain types, honing tactics, combat, and weapons skills. Several tunnels lead from the room, some of which have been deemed unwanted and blocked.

**2. Common Room.** Used for eating, classes, and recreation.

**3. Trainer's Office.** Computers with the files for various training procedures and other information can be

found here.

**4. Galley.** A small galley for use during intensive training periods

**5. Quarters.** New recruits and personnel undergoing intensive training are housed here, as well as transients undergoing training.

## The Aramand Cluster

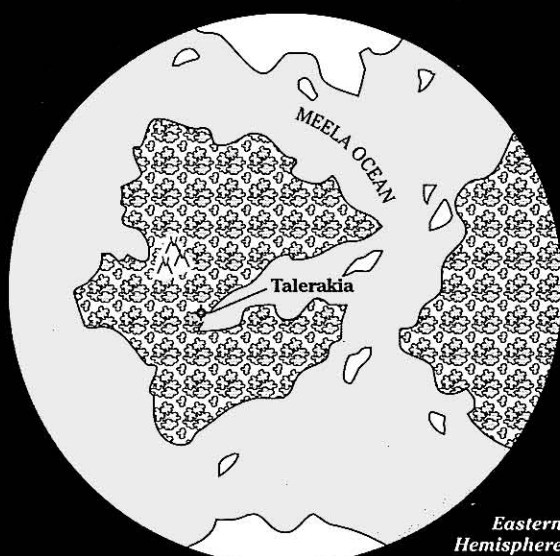
Located along the inner border of Brak sector, the Aramand Cluster consists of the Aramand, Orma, Cirra, Mila, and Lota star systems. These systems are within seven light-years of each other. The entire Cluster is claimed by the Aramandi, who had colonized two of the systems before being discovered by LMC scouts during the Old Republic. As the Cluster's systems did not seem particularly rich in metals or other resources of interest to LMC, no trade agreements were pursued with the Aramandi at that time. LMC elected to develop worlds which had no prior claims or civilizations since such systems were in abundance in the sector.

However, with the impending exhaustion of Brak

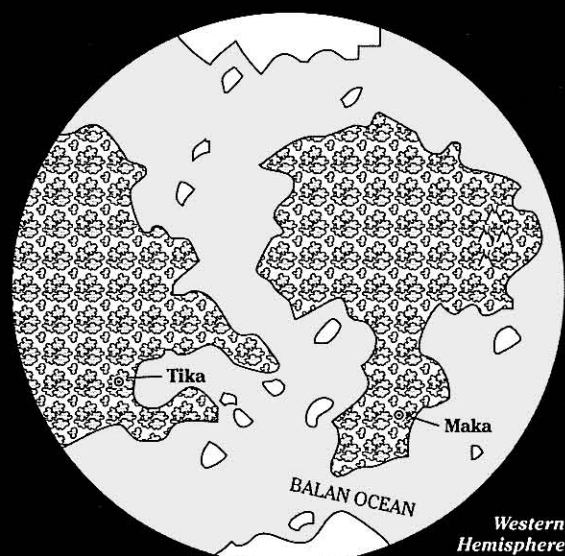
sector's resources, the corporation is looking carefully at the Cluster. Although the five systems do not have enough reserves to sustain the corporation for a long period of time, LMC estimates that they could support the company while it searches for larger deposits elsewhere. So far, the Aramandi have rejected all proposals from LMC.

Since the establishment of the Empire, the Aramandi have colonized a third system. The Aramandi are developing the entire Cluster themselves, following prophecy and rituals set down in their ancient religion of Eeronon. They will continue to reject LMC's proposals for two reasons: one is because LMC has no place in the Aramandi

## World Map of Aram



Eastern Hemisphere



Western Hemisphere

Tom O'Neill

religion; the second is because they have seen the results of LMC's operations. The Aramandi have no desire to see their systems stripped for the greater profit of the corporation and then abandoned.

### ■ Aram

**Type:** Terrestrial  
**Temperature:** Warm  
**Atmosphere:** Type II (breath mask suggested)  
**Hydrosphere:** Moderate  
**Gravity:** Heavy  
**Terrain:** Urban, jungle, mountains  
**Length of Day:** 20 standard hours  
**Length of Year:** 398 local days  
**Sapient Species:** Aramandi (N)  
**Starport:** Standard class  
**Population:** 2.7 billion  
**Planet Function:** Homeworld  
**Government:** Ruler by selection/rite  
**Tech Level:** Information/space  
**Major Exports:** Mid technology, foodstuffs  
**Major Imports:** Raw materials, high technology  
**System:** Aramand  
**Star:** Aramand (yellow)  
**Orbital Bodies:**

Name	Type	Moons
Bala	hot rock	0
Aram	terrestrial	1
Polana	gas giant	9
Mirani	gas giant	19

### Aramand System

Home to the reclusive Aramand species, the Aramand system is the most developed of the Aramand Cluster. The Aramandi have long established colonies on Bala and on the moons of the gas giants Polana and Mirani. The system is moderately patrolled by Aramandi ves-

sels, and all non-Aramandi ships are stopped and boarded before entering the system's interior. Non-Aramandi ships are uncommon since trade with other species is very light due to the Aramandi's religious beliefs. There is a minimal Imperial presence in the system as the Aramandi have a long history of remaining withdrawn into their own affairs inside the Cluster. So far, they have cooperated with the Empire to an acceptable degree.

### ■ Aramand Patrol Cruiser

**Craft:** Aramand System Cruiser III  
**Type:** Light defensive ship  
**Scale:** Capital  
**Length:** 140 meters  
**Skill:** Capital ship piloting: Aramand Cruiser  
**Crew:** 15, gunners: 4, skeleton: 7/+5  
**Crew Skill:** Capital starship gunnery 3D, capital starship piloting 4D, capital starship shields 4D, sensors 3D+2  
**Passengers:** 10 (troops)  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Limited to Aramand Cluster systems  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/1D+1  
*Search:* 100/1D+2  
*Focus:* 3/2D+2  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1





Robert Kuip

*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 3D+1

**Capsule:** The Aramand Patrol Cruiser is the standard ship of the Taler forces, as well as the four akia. It is built in the Aramand system using technology acquired from contact with the Republic and Empire. The ship is designed to be both a light defensive ship and a customs cruiser. It has a souped-up, but high maintenance hyperdrive for quick response time; the nav computer is limited only to destinations within the Aramand Cluster.

### Aram

The hot and humid tropical world of Aram is the Aramandi homeworld. The major continents of the planet are all located around the equatorial regions, with the majority of the inhabited areas intertwined with the tropical jungle. The high peaks of the planet's few volcanic mountains can be seen from extreme distances, towering above the carpet of the jungle covered lowlands. Outside of the cities and agricultural areas, the jungle can be very dangerous, as large predators still hunt these areas freely. Islands of various size can be found between the continents and around the poles,

though these are mostly uninhabited.

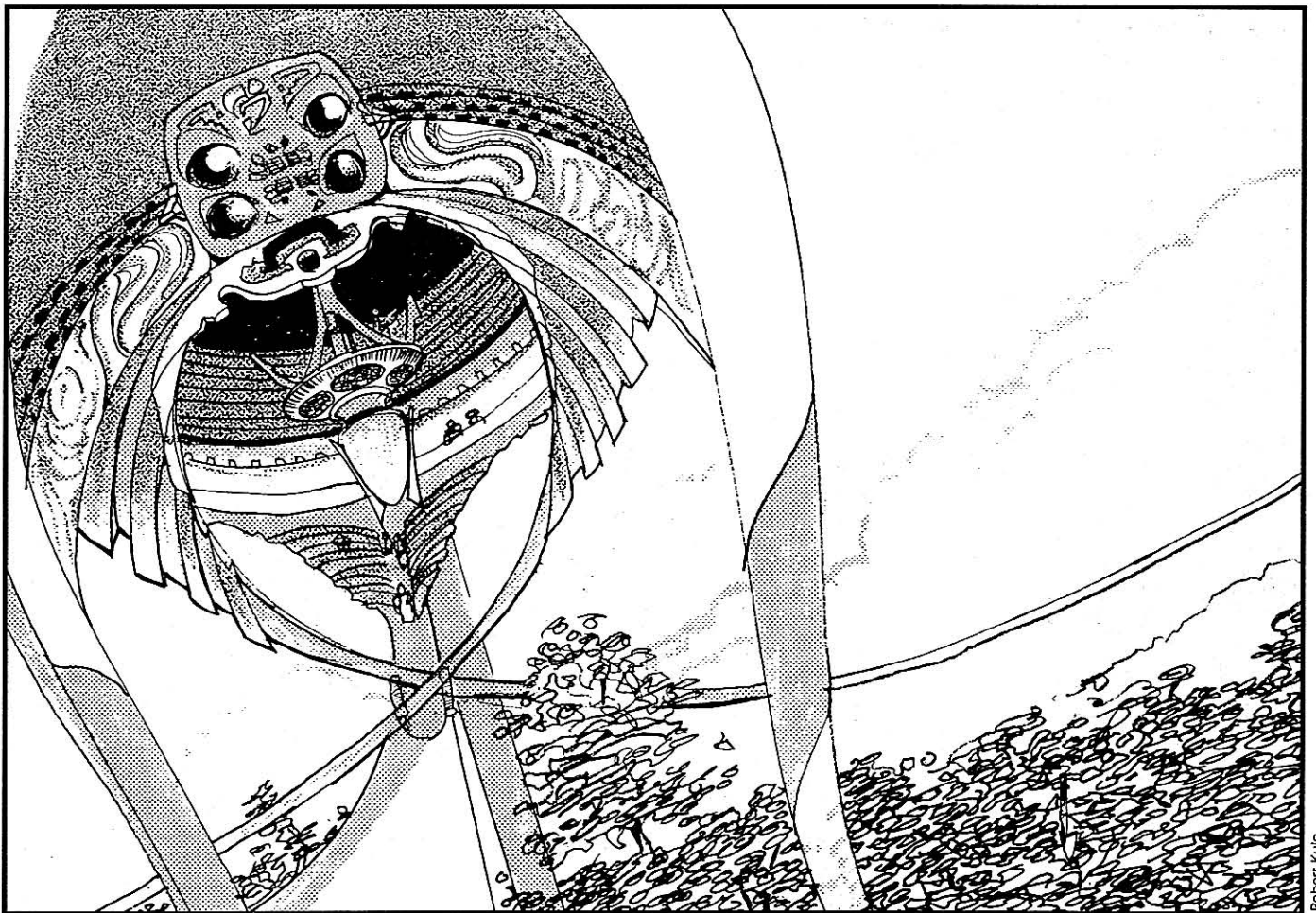
### Aramandi Society

The Aramandi are short, stout four-armed humanoid jungle dwellers. Their skin tone runs from a light red color to light brown, and they have four solid black eyes. The Aramandi usually dress in the traditional clothing of their akia, although Aramandi who serve aboard starships have adopted styles similar to regular starship duty clothing.

The Aramandi are adept climbers, and get around as much by climbing as by walking on the ground. Off-worlders find getting around Aramandi cities and ships to be a challenge, as most do not have the four arms necessary for getting from one place to another; they also find the low ceilings of the Aramandi's homes and buildings to be troublesome.

Though Aramandi enjoy the wild jungles of Aram, they live in labyrinth-like, multi-leveled towns and cities. These are scattered throughout the jungle, in natural open clearings and along shorelines.

Aramandi society is dominated by its ancient and strict religion of Eeronon. Eeronon teachings influence all aspects of Aramandi life. It is through these teachings



Robert Kulp

### The Seelas

Throughout their history, the Aramandi believed that they were the only intelligent species in the universe. The Eeronon taught them so, and in all of their years in exploring and colonizing the Aramand Cluster they had found no reason to doubt this. Indeed, they had looked to the stars for signs of other life. It wasn't their fault that they missed the clues to the Republic's existence; they simply did not have the advanced technology required to pick up all the subspace communications noise around them.

As the years wore on, the Aramandi gave up searching for other life-forms, convinced that the Eeronon was right and that they were alone amongst the stars.

To say that the Aramandi were shocked when the first LMC scout ships arrived would be an understatement. LMC's arrival triggered a religious and social crisis throughout the Cluster. Debates and discussions turned into violent clashes in some areas. Finally, when it seemed as though the entire Aramandi social system was about to collapse, the Eeronon scholars and priests announced a new interpretation of the ancient religious writings.

After careful thought and analysis, the priests declared that previous interpretations of the Eeronon were based on the experiences of the ancient scholars. Obviously, those interpretations were wrong, but there had never been any reason to challenge them. By using recently acquired knowledge of the

surrounding universe, it was finally possible to correctly read these confusing passages. The priests went on to say that the Eeronon had declared the existence of otherworlders all along, but until now no one had the knowledge to understand it. In time, most of the Aramandi accepted this new line of thinking, although this proclamation sparked debates over the interpretations of many other accepted beliefs. At least the Aramandi society survived.

However, not everyone believed the new interpretation. Lies, they called it; contrived theological double-talk. When it became apparent that the Aramandi society would more or less continue in its old pattern, those most disgruntled abandoned the Eeronon. They called themselves the Seelas, the "rejectors." At first, they moved to the uninhabited areas of the Aramand system. Then, when religious persecution began, they traveled as nomads in the Aramandi Cluster, hoping to find a corner to live in.

Eventually, Aramandi contact with LMC and the Republic led to trading and other opportunities. Fleeing increasing social rejection, the Seelas took passage to the rest of the sector, and, eventually, into the galaxy at large. Generations have now passed, but the Eeronon-believing Aramandi still treat the Seelas as outcasts. Few of the Seelas ever return to the Cluster, and those that do find life immensely difficult as they are treated worse than the otherworlders. They are not welcome, and the orthodox Aramandi make sure

that their leaders are selected, their policies made and their lives directed. The Eeronon established the society's *akia* (clan) system, formed from dozens of smaller clans into the final four *akia* of Orma, Cirra, Mila and Lota. The Eeronon teaches that although all four *akia* must share Aram and the other planets of the Aramand system, each clan is entitled to one of the other systems in the Aramand Cluster, now named after each clan which claims ownership.

Although bound by a common religion, each *akia* has its own leadership, laws, traditions, clothing and customs. The *akia*'s leadership settles all internal clan disputes. Each *akia* has its own territory and urban areas, which are divided into open and private zones. Open zones can be visited by any other *akia* member or off-worlder, while private zones are reserved only for the members of that specific clan. Some cities, such as Talerakia, are shared by all *akia* and divided into four areas, each controlled by one clan.

According to the Eeronon, each *akia* must work for the day when their clan will leave Aram and settle their own star system in the Aramand Cluster. Each system belongs solely to the *akia*, and may not be visited by any other without their permission. As the Aramandi included otherworlders in their spiritual interpretations, they are extremely protective of the Cluster. When the

first LMC scouts arrived, only Orma and Cirra had been colonized. Outposts and armed patrols were found in the remaining systems. Now, Mila has also been colonized, and preparations are underway for the Lota *akia* to finally settle its system. Only each *akia* knows why it decided to colonize their system at a particular time, although speculation ranges from prophecies from the Eeronon to limitations in technology, money or even internal social problems.

All four *akia* are ruled by a single, neutral leader, known as the Taal. The Taal is chosen by an ancient selection process and ritual as set down by the Eeronon, and usually holds the office until death. Each Taal candidate is reviewed by an honor jury of four members, one from each *akia*. Few of the requirements or tests have been revealed, but it is known that tests of wisdom, intelligence, ruling, combat, strategy and diplomacy are performed. Some Taals were formerly priests of the Eeronon, but it is not a requirement for candidacy. The Taal may only be removed by the honor jury if the jury is supported by the majority of each clan, something which has never happened.

The Taal is the final arbitrator of all *akia* disputes. This leader is also responsible for setting the overall policies for the Aramandi people, including negotiations with the Empire and other off-worlders. In addition, the Taal



commands the Taler, the military forces which protect the Aramand system and serve as a police force in inter-akia disputes. The Taler may also be deployed to aid one of the other Aramand Cluster systems should the Taal deem it necessary.

## The Aramandi and the Empire

After LMC's disastrous first contact (though no fault of the company's), the Old Republic extended greetings of friendship and offers of support, if desired. At first, the Aramandi were too caught up in their internal problems to seriously consider the Republic's offers. Once things calmed down, the Aramandi made a few diplomatic and trade agreements with the Old Republic, though they never officially joined.

With the establishment of the Empire, the Aramandi were given great incentives to officially join the New Order, and an elaborate agreement was worked out to the benefit of both. In exchange for officially supporting the new regime (with a few taxes, of course), the Aramandi essentially would be left alone, with the exception of a small garrison on Aram and minimal Imperial Navy forces.

The other option would be a full scale integration into the Empire, by force, if necessary. Not wanting to give up control of Aramandi systems, the Taal chose what he believed was the lesser of two evils, and declared support for the new Empire.

So far, the Empire has kept its word and done little in the Cluster. LMC has pressured the Empire to support its bids to open the Cluster to mining, but these requests have been ignored by Moff Ramier. At the moment, the Aramandi are isolationist, and therefore, pose little threat to the Empire. Moff Ramier plans to eventually open the Cluster to LMC, but not until absolutely necessary.

## Otherworlders

To the Aramandi, otherworlders are anyone from outside the Aramand Cluster, including Seelas. While the Aramandi are tolerant of foreigners, they trust very few of them. Anyone visiting any planet of the Cluster is required to openly display a Permit of Entry at all times. It must be acquired from a customs cruiser or at the starport immediately upon arrival.

Within the starports, the otherworlders are treated adequately. However, once on the streets of the cities, they are on their own. Most Aramandi will do nothing other than watching their every move. In some of the rougher parts of the cities, otherworlders may be the target of random attacks or challenges, especially if accompanied by Seelas. Otherworlders are allowed in any of the open zones of the planets and cities of the Aramandi, but may not enter the private zones of the akias. There have been rumors of otherworlders gaining special permission to enter these zones, but, if true, these cases are extremely rare.

## Talerakia

Talerakia is the capital city of the Aramandi people. A combination government headquarters and religious

shrine would best describe the city's center, which houses the extravagant Taal's Residence and the massive, wooden, richly decorated High Temple of Eeronon. The city's center is considered open and neutral ground, where all akia may gather to discuss government, worship, or hold other activities.

Outside the center, Talerakia is divided into four roughly equal areas, one for each akia and its leadership's headquarters. Between each zone is an open thoroughfare, so that all may reach the center without passing through another akia's private zones. At the end of each thoroughfare is either a starport or transport station. Also, each akia's open zones are normally congregated around the perimeter of their area, though this varies by clan.

Except for the city center, uncontrolled urban sprawl is the standard form of expansion for Aramandi's cities. Each area is a confusing labyrinth of multi-level buildings, streets, plazas, and parks. The Aramandi navigate by a combination of memory and coded signs. These signs also indicate the open and private zones, though most entries to private zones are guarded. Most Aramandi know their own area of the city very well, but know little of the other akias' areas.

In early Aramandi society, the labyrinthine cities aided in defending the akias from attacking enemies, who would quickly become disoriented in the maze of buildings. Today, the practice continues out of tradition.

As with the rest of the Cluster, the technology of Talerakia is largely behind the rest of the galaxy. While imported space level technology can be found in the starports and richer sections of the city, the majority of the Aramandi prefer to use their own, less advanced versions of otherwise standard items. There are a few exceptions, but these are extremely rare.

Repulsorlift technology is uncommon and unpopular, even though it was introduced by the Old Republic. All repulsorlift vehicles and other high tech items are imported from other systems.

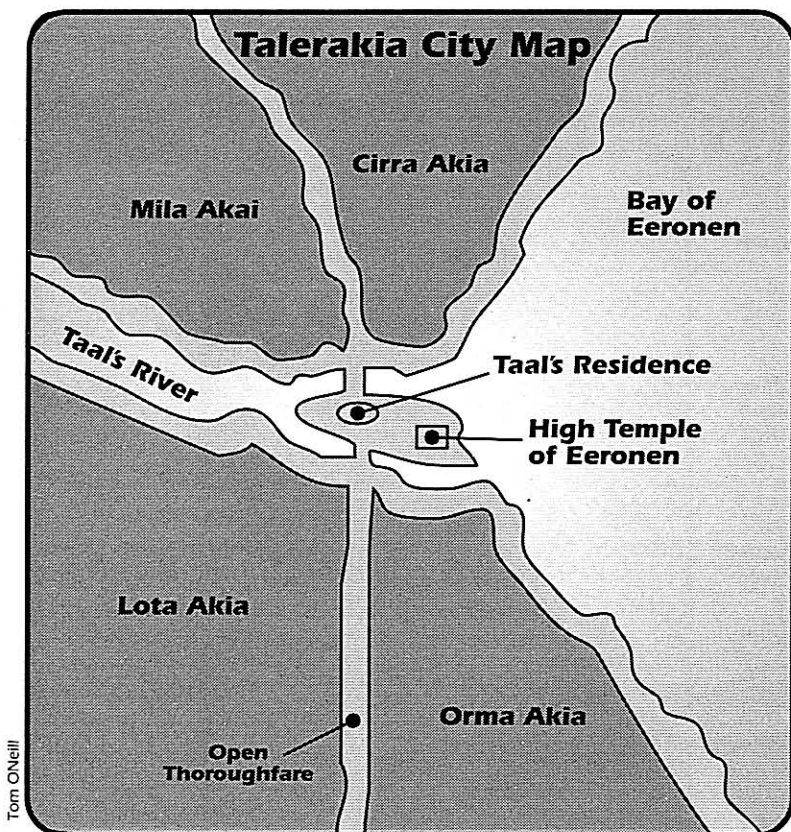
## The Cirra Akia

The Cirra akia is the most aggressive and militant of the clans. Although there have been no akia wars for many generations, the Cirra believe that they must be ready ... just in case. The Cirra are the most heavily armed akia, and also make up the largest single portion of the Taler forces. The Cirra were the second akia to colonize their system, and have reached the level where most members of the clan live at the same material level, if not social level.

Cirra tend to be pushy and aggressive, making them the most disliked of the akia. The Cirra dress in loose fitting jerkins, often with at least one dress weapon on their person. Weapons vary by personal choice.

## The Lota Akia

The Lota are the most conservative of the Aramandi, taking long periods of discussion before making decisions. All reasonable options must be thoroughly inves-



### The Mila Akia

The Mila Akia is the most liberal and business-like of the four clans. It was the Mila which developed the relatively new theological thinking which accounted for the otherworlders, but the Mila also lost the most members to the Seelas. The Mila are the most open and receptive to otherworlders, and often deal with them in trade and business. The Mila colonized their system after the establishment of the Empire, hoping to insulate themselves from Imperial demands and spies.

The Mila are generally liked by the other akia, though their willingness to develop new ideas and their acceptance of otherworlders still concerns the other akia. The Mila dress in brightly colored, jumpsuit-like clothing. Jewelry is very common, and highly personalized.

### The Orma Akia

The most devout followers of the Eeronon, the Orma were the first to settle their system and fulfill their long dreamed of prophesy. With that goal achieved several hundred years ago, the Orma have put huge amounts of effort and money into developing the Orma system to the fullest extent possible, attempting to follow their religious beliefs to the letter. The Orma are a peaceful clan who prefer to settle disputes through arbitration or religious guidance.

The Orma are the least tolerant of otherworlders and Seelas; there were very few Seelas from the Orma akia. The Orma dress in plain brown clothes, and wear a single amulet around their necks. Each amulet is exactly the same on the front, but personalized on the back. The Orma consider the amulets symbols of their faith.

### ■ Aramandi

**Attribute Dice:** 11D  
**DEXTERITY** 2D/3D+2  
**PERCEPTION** 2D/4D  
**KNOWLEDGE** 1D/4D  
**STRENGTH** 2D/3D+2  
**MECHANICAL** 1D/3D  
**TECHNICAL** 1D/3D

#### Special Abilities:

**Climbing:** At the time the character is created *only*, the character receives 2D for every 1D placed in *climbing/jumping*.

**Heavy Gravity:** Whenever Aramandi are on a planet with lighter gravity than their homeworld, they receive a +1D to *Dexterity* and *Strength* related skills (but not against damage), and add 2 to their Move.

**Breath Masks:** Whenever Aramandi are off of their homeworld or in non-Aramandi starships, they must wear special breath masks which add minute traces of vital gasses. If the mask is not worn, the Aramandi becomes very ill after six hours and dies in two days.

**Move:** 6/10

**Size:** 1.0–1.5 meters tall

tigated before they will act. The Lota have not colonized their system, though they had the means to do so long ago. Defensive outposts were placed and massive scientific investigations were carried out over the centuries to provide the Lota with the most thorough information for proper colonization. The Lota have analyzed this data and consulted the Eeronon to discover the best locations for their settlers.

Preparations are finally underway to begin the colonization effort. Because of their enjoyment of long periods of discussion and investigation, the Lota are seen as slow-moving, data-pushing bureaucrats who are entirely too careful about everything. The Lota dress in embroidered robes, either depicting a story or with a complicated, interlocking pattern.

### Heavy Gravity

Aram's heavy gravity has the following effects on non-Aramandi characters and equipment:

- -1D to *Dexterity* and *Strength* skill checks (but not against damage)
- -2 to Move for characters
- -1 step on "Ships in Atmosphere" chart for vehicles and starships
- -2 maneuverability for vehicles and starships

## ■ Arak Omis

Type: Aramandi Taal

**DEXTERITY 3D**

Blaster 5D, brawling parry 5D, dodge 6D+1, vehicle blasters 4D+2

**KNOWLEDGE 3D**

Bureaucracy 6D, willpower 6D+2

**MECHANICAL 2D**

Ground vehicle operation 4D

**PERCEPTION 4D**

Bargain 5D, command 6D+2, command: Aramandi 12D+2, persuasion 6D

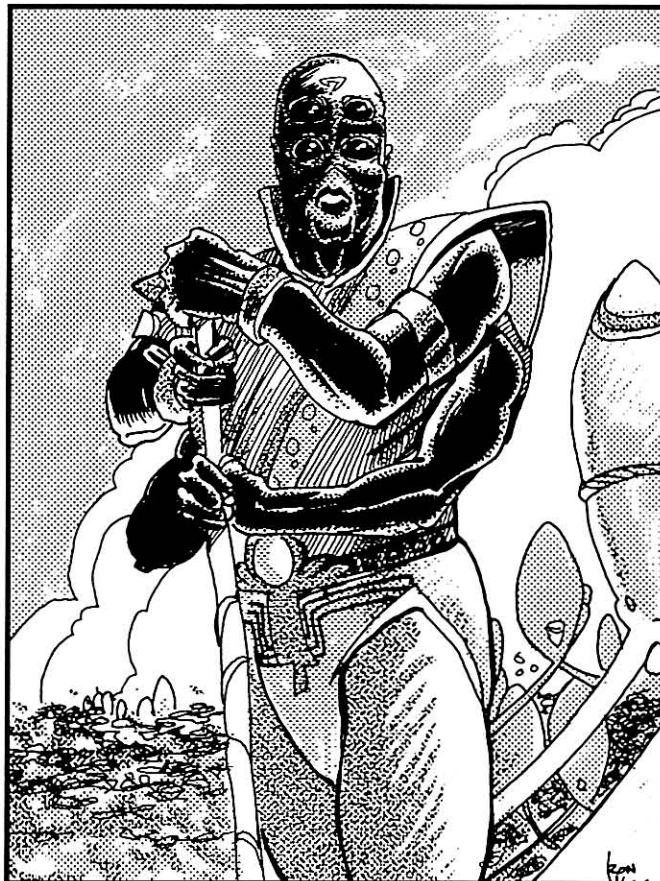
**STRENGTH 5D**

Brawling 7D+2, climbing/jumping 11D

**TECHNICAL 1D****Special Abilities:***Heavy Gravity:* Whenever Aramandi are on a planet with lighter gravity than their homeworld, they receive a +1D to *Dexterity* and *Strength* related skills (but not against damage), and add 2 to their Move.**Force Points:** 2**Character Points:** 10**Move:** 9**Equipment:** Taal robes covering protective armor (+1D physical, +1 energy), hold-out blaster (3D+2), two ceremonial long knives (STR+1), hidden comlink**Capsule:** Arak Omis is the current Taal of the Aramandi people. While he is pushy and argumentative, the bald, tan-colored Aramandi has been an effective leader for 20 standard years. His ability to fairly solve akia disputes is well known, as it is an unusual trait for a former member of the Cirra akia.

Omis deals with otherworlders coldly and condescendingly. He tries as much as he can to keep them out of Aramandi affairs. Omis despises LMC and refuses to even meet with their negotiators. Their recent requests to the Empire for support have worried him.

The Empire is another story. Although he rarely shows it, Omis is greatly intimidated by the military strength of the Empire. While his own Taler forces are the ultimate strength of the Aramand Cluster, he knows their power is miniscule compared with the Empire's might. Moff Ramier has made



Robert Kulp

this clear on more than one occasion. Omis tries to appease the Empire while making the fewest concessions possible. He is very worried that Moff Ramier will throw in with LMC and begin mining in the Cluster.



# "The Insignificant Rebellion"

## **Adventure Background**

This is an introductory adventure for Rebel campaigns set in Brak sector. While serving as an example of fleshing out the basic information presented in this book, the adventure will bring the characters directly or indirectly into contact with a number of the major gamemaster characters. The adventure also involves the characters in events which will be expanded on later in the campaign (see "The Brak Sector Campaign").

This adventure takes place just a few weeks after the Battle of Yavin and the destruction of the first Death Star. The Rebel Alliance has just finished strengthening Oracle Base and their other operations in Brak sector. General Reskan has decided that the time has come to test their new forces.

Brak Sector Command is conducting a large-scale, sector-wide series of raids and attacks aimed at disrupting Imperial activity and establishing the Rebellion's strength. Attacks will be directed at outlying Imperial military installations, isolated patrols and other vulnerable targets. Sabotage raids are planned on several of LMC's facilities in an effort to delay ore and refined materials from being shipped to manufacturers and the Bacrana Shipyards. Most of these surprise attacks are timed to take place at the same time.

## **Adventure Synopsis**

The player characters' Mission Group is one of the sabotage teams attacking LMC operations on Demar. After completing their assigned mission, they must prevent a Rebel operative (their contact) from being captured. Upon reaching safety, the characters are notified that Imperial arrests are being carried out much faster and more effectively than anticipated. They are asked to help rescue Rebel sympathizers arrested by the Empire.

During the rescue mission, they discover the hard way that it is really part of an Imperial trap. If they escape capture, the characters crashland on Lish V, where they must smuggle themselves off planet. As such opportunities are limited on Lish V, they are forced to help a smuggler free her associate from a group of bounty hunters. In the process, the characters discover that the bounty hunters are also holding Rebel captives for deliv-

ery to the Empire.

After freeing the agents, the characters may attempt to rescue a load of prisoners from Demar: the prisoners they were originally supposed to rescue when caught in the Imperial trap.

The Rebel contact in Tamen, Lirisa Casti, may be replaced by a player character late to the game, or another gamemaster character, if the characters already have a working relationship with another contact.

## **Episode One: Sabotage**

The characters start the adventure in the middle of their sabotage mission, infiltrating LMC Refinery 435 on Demar by posing as LMC technicians.

### **Refinery 435**

Refinery 435 is a colat metal refinery which is built into a large mesa. Raw ore is shipped from other mining stations via barges and deposited at the upper landing platform at the top of the mesa; the ore is then dropped into temporary storage until needed. From temporary storage, the material is transferred into the huge processing plant which makes up most of the underground facility. The ore then moves through the plant's various levels until it emerges as purified metal at the base of the mesa. The refined metal is then shipped from the lower

**Codename:** Insignificant

**Target:** LMC Refinery 435

**Clearance:** Mission Group

Your orders are as follows:

1. Posing as LMC technicians, infiltrate and destroy the cooling system of Refinery 435, without being detected. See schematics datafile 435-DLMC for details.

2. Depart via company speeder to Tamen. Lirisa Casti will meet you at the Tamen Speederport on Platform 10, and arrange for transportation off planet. See appended holo.

3. Avoid killing or wounding civilians or LMC employees. Use deadly force only if absolutely necessary. If forced to fire, use stun settings whenever possible.

landing platform to clients or distribution centers around the sector.

The Rebels have been ordered to disable the refinery by destroying its cooling system; they will do this by placing explosive charges in the air intakes and coolant control room. The refinery takes in cool air from the strong westerly winds that sweep the open plains around the mesa and channels it into the processing plant.

To start the adventure have the players read the adventure script now.

Despite the fact that the door is glowing red hot, it will take Security four or five minutes to burn through the door. The Rebels must make Moderate *demolition* rolls to set the charges in the Cooling Control Room. The job normally takes four minutes, although the Rebels may rush with the appropriate penalties. If the characters delay, Security breaks through the door and a firefight opens up.

**8 LMC Security Guards.** All stats are 2D except: *blaster 3D+2, dodge 3D+2*. Move: 10. Blaster pistol (4D), comlink.

### Escape

Once the Rebels are finished with their charges, they can make their escape. Possible routes include the turbolift straight back to the surface, or the stairwells

and maintenance shafts which criss-cross the refinery. The closest turbolift is just down the hall from the Cooling Control Room. Maintenance shafts and stair wells connect most of the major rooms and halls, including the Cooling Control Room. The Rebels have complete schematics of the refinery on datapads, as well as comlinks, four medpacs and whatever personal gear they could hide on their person or in their "tool kits."

The Rebels are 12 levels beneath the surface of the mesa; they must reach the top level to escape the station. If the characters try to use the turbolifts, they move up a few levels, but are quickly stopped between floors. The control panel flashes "Security Lockout." The Rebels may try to blast their way out, or climb through the ceiling hatch and up the shaft. It takes an Easy *demolitions* roll or Moderate *Strength* roll to open the turbolift doors from the shaft.

If using the stairs and crawlways to escape, the Rebels are forced to zig-zag through the station, from shaft to hall to stairwell. The entire refinery is cut into solid rock, with massive pipes, repulsor conveyors, and power cables strung through the halls and rooms. Along the way, the characters should startle a few scared technicians and droids, who will flee at the sight of the armed Rebels. Several four man Security teams should also impede their progress from time to time. None of the

### "The Insignificant Rebellion" Adventure Script

Use the following script to begin the adventure. Your gamemaster will tell you which part(s) to read.

**Gamemaster:** The Brak Sector Command Center is busy. A dozen people of various species hurriedly move about. Recon reports are received, orders given and tactical plots continuously updated. One man stands and watches until his executive officer is ready. Finally, the officer turns from the comm station and says, "All forces are in position. We're ready to move on your mark, General."

General Reskan looks at the officer, "Right. Send out the commando and sabotogeteams for the Demar, Bacrana, Asran, and Ralme systems. With any luck, they'll be out by the time our attacks hit the other systems. Let's show the Empire what our 'insignificant' Rebellion can really do."

The Exec activates the comm board, "Attention all infiltration units, codeword: insignificant. You've got the green light. May the Force be with you."

*Fade to the Cooling Control Room of Lant Mining Corporation Refinery 435 on Demar.*

**1st Character:** Are those charges set yet?

**2nd Character** (*exiting maintenance crawlway with others*): The ones in the air shafts are finished but we have to hurry. I hope they're set right.

**3rd Character** (*running to a computer station*): Now we just have a few to set in here. No sign of security yet?

**1st Character:** They're on the way down the turbolift. This should have been a lot easier.

**4th Character** (*annoyed*): Look, I stunned the guy; just like you told me to! (*Points to unconscious technician.*)

**5th Character:** Except for the part about waiting until we took out the security scanner! (*Pointing to some destroyed electronics.*)

**4th Character:** Okay, okay, so my timing is a bit off.

**6th Character:** We're just lucky that this is only an industrial plant instead of an Imperial base. At least they can't seal the whole place up.

**3rd Character:** Yeah, we just have to get back to the mesa top through a dozen levels of machinery, droids and employees, preferably without killing anyone.

**1st Character:** Especially us. Just keep your blasters on stun unless there's no other choice. I hope our contact isn't late to the speeder terminal in Tamen to get us off this planet.

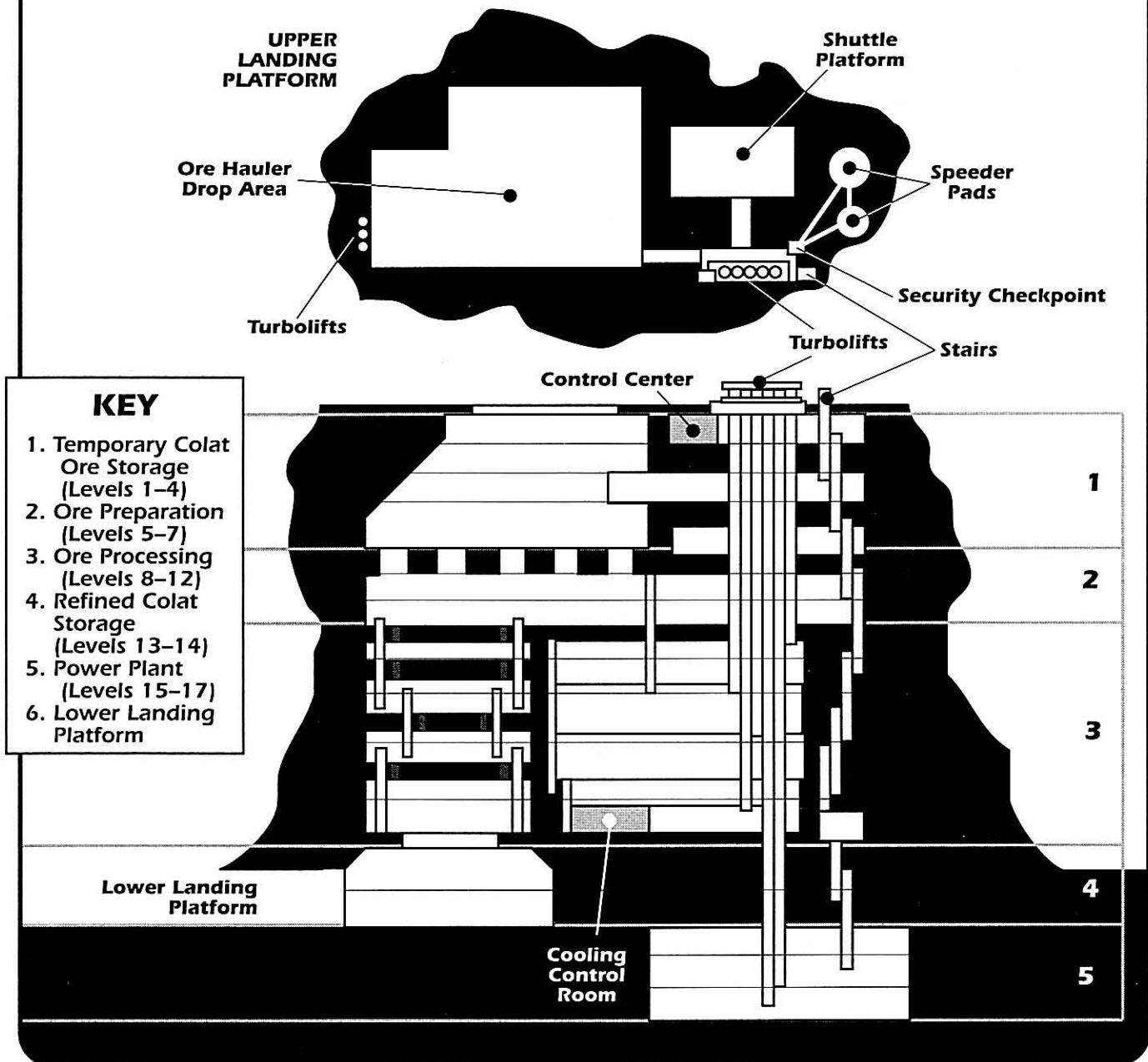
—SSSSSSSSS!!!—

**5th Character:** What's that noise?

**6th Character:** Look, the door's glowing! Security's burning through!

**2nd Character:** We are in big trouble!

## Refinery 435



guards fight to the death. If one or more of their comrades are wounded, they will retreat from the Rebels.

### Speeding Away

If the characters arrive at the mesa top via turbolift or stairwell, they come under immediate fire from a nearby security checkpoint. The Rebels must destroy the checkpoint in order to gain access to the speeders beyond. A team of four guards mans the post, with two more arriving every five rounds once the Rebels attack.

If the characters escape via the maintenance shafts,

they avoid the checkpoint. However, before they can get to the speeders, they must deal with two Security officers patrolling the area. The characters may attempt to sneak to the speeders, rolling against the guards' *search* skill. The guards open fire (with stun settings) on anyone in the area. Fights longer than three rounds attract the attention of the guards at the checkpoint.

The Rebels have two options for getting off the mesa top. One is to hijack the unarmed employee shuttle (with or without the panicked LMC employees). The shuttle is actually a large, unwieldy airspeeder.



The other option is to take one or more of the other airspeeders on the platform. Only the two security speeders are armed, though there are several civilian speeders there as well. No spaceships will be on the platform when the characters arrive.

Once the characters are airborne, they are pursued by an LMC Security Patrol speeder and ordered to land. The patrol will try to shoot the Rebels down if they do not comply. The characters may try shooting the speeder down or losing it in some tricky maneuvering around the mesas of the area.

The characters can locate Tamen by checking the speeder's navigational system or by referring to their own datapads. Aside from any fighting, the trip takes about 15 minutes by airspeeder. Should the characters be shot down, it is several hours walk over rough, open country.

### Lirisa Casti

Type: Brash Pilot

DEXTERITY 3D

Blaster 4D+1, dodge 4D

KNOWLEDGE 2D+2

Planetary systems 3D

MECHANICAL 4D

Astrogation 5D, sensors 5D, space transports 5D+2, starship gunnery 5D+1, starship shields 6D

PERCEPTION 3D

STRENGTH 3D

TECHNICAL 3D

Space transports repair 5D

Character Points: 2

Move: 10

Equipment: None (blaster pistol (4D), comlink, 2 medpacs in speeder truck)

**Capsule:** Lirisa Casti is a black-haired, attractive young woman who's hot-shot, show-off piloting got her fired from her job as a LMC shuttle pilot. She has recently

acquired a basic Ghtroc freighter which she is in the process of fixing up. Once the interior is done, system modifications are next. She plans to use the ship for cargo transportation, as well as a cover for her Rebel activity.

Her current assignment is to get a Rebel team (the characters) off Demar. However, once she arrived at the Tamen Speederport, she was arrested as a Rebel sympathizer. She's not sure if someone tipped off the authorities or if she gave herself away somehow. Lirisa is extremely confident in her piloting skills, which she can't help but brag about. She's also something of a show-off, which often leads her to make foolish decisions and dangerous maneuvers.



**LMC Security Patrol Airspeeder.** Speeder, maneuverability 3D, move 470; 1,350 kmh, body strength 2D+2. Weapons: twin blaster cannon (fire control 1D, 50-400/900/2 km, damage 2D+2).

**LMC Patrol Speeder Pilots.** All stats are 2D except: *vehicle blasters 3D, repulsorlift operation 3D+2, Strength 2D+1.*

**LMC Employee Shuttle (Airspeeder).** Speeder. Maneuverability 0D, move 195; 560 KMH, body strength 2D. Crew: 2, passengers 30.

**Private T-47 Airspeeder.** Speeder, maneuverability 3D, move 225; 650 kmh, body strength 2D.

## Episode Two: A Minor Complication

### Tamen

Tamen is a small residential LMC company town of about 5,000 inhabitants. There are a few commercial areas scattered throughout the low-rise housing blocks, but most of the citizens travel to nearby Janos for major goods or services. Nearly all of the residents are LMC employees who work in the nearby refineries and plants.

The busiest place in this sleepy town is the Tamen Speederport terminal, where 10 to 20 land and airspeeders transport the residents to other towns and facilities. If the characters attempt to return in the captured speeder shuttle as a regular flight, they will be ordered to land at Platform 10 at the terminal. If the Rebels arrive on a stolen private or LMC speeder, the terminal will order them to land at one of the smaller, private platforms. In either case, a LMC Security team of six people will be waiting to arrest the Rebels at the platform when the speeder arrives.

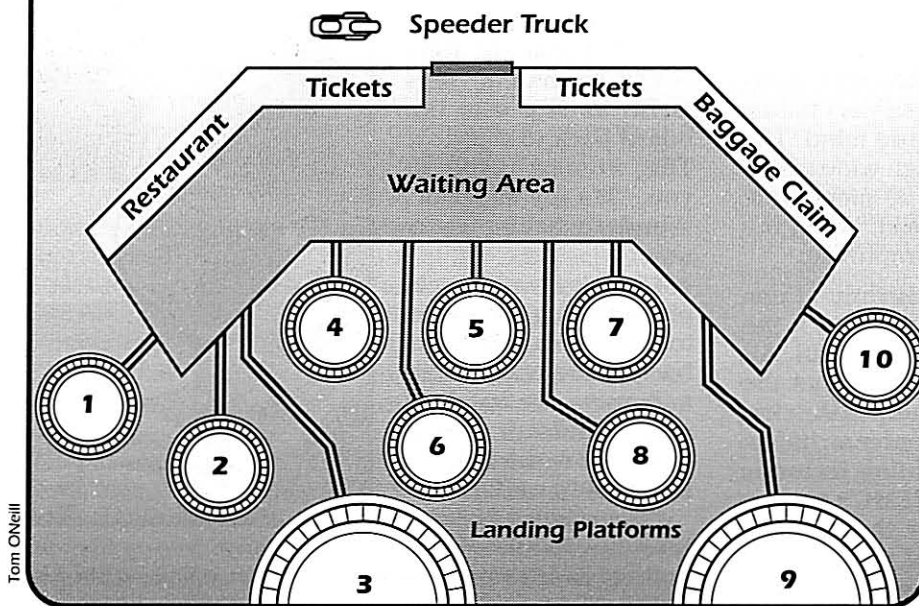
If the characters resist, run the ensuing scene as a chase, with the Rebels racing through the crowded terminal, dodging, pushing and stumbling through people, droids and luggage. None of the bystanders will intentionally stop the characters from escaping, but neither will they help them. The security guards will use stun settings in the crowded areas and the characters should do the same. If they do not, be sure to remind them of their orders. Use the LMC Security guard stats above for the LMC Security Patrol.

The characters may also ignore the requests of the speederport and land in or outside of town. Rebels landing in town must avoid one or more Security patrols sent to investigate the character's speeder. Rebels landing outside of town must make their way to the terminal by foot or by hitching a ride.

### Arrests In Progress

Whether or not the characters have trouble with Security at the terminal, they should quickly discover that their contact is not waiting for them at Platform 10 as scheduled. A quick search of the small terminal reveals that their operative is nowhere to be found.

## Tamen Speeder Port



However, anyone looking in front of the main entrance will see a LMC Security speeder truck being loaded with several prisoners. Any characters making Very Easy *search* or *Perception* totals will locate their agent among the prisoners.

There are a total of four prisoners. Two are already seated inside the truck's holding cell, while three Security officers are leading the remaining two prisoners to the speeder. Lirisa Casti is the only one struggling, desperately attempting to wrench out of the grip of the two officers restraining her arms and forcing her to the truck. All of the prisoners are cuffed. Also, one officer stands at ready in the speeder's riot turret, with the gun set on stun.

ISB agent Cass Maston is also nearby. He has just ordered Casti's arrest after a month-long investigation of her activities. Casti never suspected she was being

watched. Maston will help LMC Security fight the Rebels. As he is a continuing gamemaster character, he should not be killed in any battle — have him somehow escape the battle and he will pursue the characters throughout the campaign.

**LMC Security Speeder Truck.** Speeder, crew: 2, gunners: 1, passengers: 10 (prisoners), maneuverability 1D, move 70; 200 kmh, body strength 2D+2, laser cannon (fire arc: turret, fire control 2D, 25-50/100/200, damage 4D).

Exactly what happens next depends on the characters' situation. If the characters had no trouble in the speederport, took care of the Security detail inside, or are approaching from the city, they may have a few minutes to formulate a rescue plan. Essentially, any reasonable plan should succeed. Once carried out, proceed to "Going to Janos," below.

However, it is also possible that the characters will come racing out of the terminal, guns blazing, with Security right behind them. If so, they will momentarily surprise the truck crew, as the chaos of the battle inside comes bursting through the doors.

Once the crew has shaken off their surprise, they will quickly throw the prisoners aboard. Two officers will then aid their companions, while the third jumps aboard the truck and tries to escape. The turret officer will also begin firing at the Rebels. Security will call for backup, which arrives 10 minutes later.

The object of this scene is for the Rebels to free their contact, the other prisoners, and escape from Tamen without pursuit. The characters may get control of the speeder truck, find another speeder (there are plenty of private vehicles in town), or retrieve Lirisa's speeder truck from the terminal's parking lot. Once out of the area of the terminal, the Rebels should have little trouble

### What Do We Do With These People?

Once the Rebels have successfully escaped with the prisoners, this question will be a bit of a problem for the characters. The other prisoners are all innocent bystanders with no ties whatsoever to the Rebellion. The characters could let them off at the next street corner, but they will quickly be picked up again, this time with the added complication of an escape attempt. Clearing their names will be very difficult at best.

The Rebels may invite them to go with them and join the Rebellion. Have the characters make Heroic *persuasion* rolls to convince these low-level workers to leave

their jobs, homes and families for such a risky cause. The characters would be more successful in offering them a temporary hiding place until their safety can be somehow assured. Figuring out how to help innocent bystanders is a common Rebel problem.

The prisoners could also become minor gamemaster characters whom the characters run into from time to time during the campaign. It is also possible to use the prisoners to introduce new characters to the campaign, or replace characters killed in the first encounters. Remember to provide an adequate reason for the characters' arrest in Tamen.

blending in with the other public and private vehicles of the town. If they stole the LMC Security truck, Lirisa will recommend that they find a less conspicuous vehicle.

### Going To Janos

The trip to Janos should be relatively uneventful. There is moderate traffic along the speederways, along with a few LMC patrols, which should make the characters nervous, but otherwise pay them little mind. The trip takes about an hour and a half through wide plains and rolling hills to the city, followed by a 40 minute ride through heavy traffic to the Janos Starport. When the characters see the city, read aloud or paraphrase:

The shining spires of the LMC Administration Complex tower over the sprawling city. As you reach the outer areas, you are greeted by a shocking sight. All around you are makeshift camps and shanty towns: the homes of refugee miners who can't find help in the city. Quickly passing through the slums, you enter an industrial quarter. Rusty pipes and deteriorating factories surround you, standing as a memorial of LMC's greater days. It takes several minutes to fight through the traffic heading into a cleaner section of town. Shops and businesses of all kinds line the speederways. Many advertise "clearance" or "going out of business" sales. Nearing the city center, the buildings begin to tower above you. As you make your way to the starport, you catch glimpses of the shimmering towers of LMC. They alone show no signs of the recession which threatens to bring the company down. Finally, you reach the starport. Lirisa pulls over to the shipping entrance, and stops the speeder.

Upon reaching the starport, Lirisa will enter through the shipping entrance and leaves the speeder outside. She then leads the Rebels to a small, private landing pad where her ship, the *Star Trader*, is located. The ship is nothing more than a standard stock Ghtroc freighter, with no substantial modifications or upgrades (use the standard stats given for a Ghtroc freighter on page 121 of *Second Edition*).

The ship appears to be in good condition, though its interior is in the middle of a complete overhaul. The cabin's seats and other furniture have been stripped in preparation for new material, and the autokitchen is in pieces. Lirisa will gladly explain everything she has done to restore the ship, from replacing the electrical system, to locating the fine materials she's importing to finish the interior. Once started, it will be difficult to get Lirisa to talk about any other subject.

### Episode Three: Rescue Mission

Lirisa continues her ramblings while the Rebels prepare for lift-off. Before they begin their ship's warm up cycle, the comm board beeps at them, indicating an incoming call via comlink. Lirisa will answer the call. Read aloud or paraphrase:

"Casti here, go ahead," answers your contact cautiously.

"Lirisa, glad to find you home. Mind if I come aboard?" asks a strange, two-voiced reply from the speaker.

"No, not at all. Meet you at the hatch," says Lirisa as she sets the board back to standby. The woman turns to you, "It's my superior. Wonder what he wants now?"

Lirisa leaves the cockpit, signaling for you to follow. She calmly walks back to the entry ramp and opens the hatch. A single Ithorian stands there, dressed in a mechanic's uniform.

"Greetings, Lirisa," says the hammerhead politely in its stereo-like voice. "I trust everything is well."

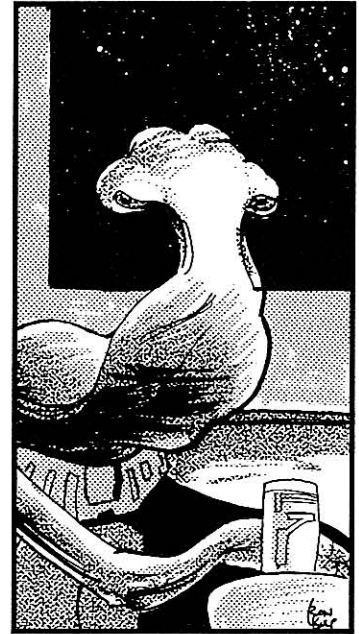
Lirisa nods her head in affirmation, "Yep. Just about to depart as scheduled." Glancing down the ramp she gestures to the Ithorian, "We've got a minute, come on in." The hammerhead steps through the hatch, as the woman closes it behind him. "Let's talk in the lounge," she says, leading the way into the mess of the main room.

Once seated, the Ithorian greets the rest of you. "Hello, I am Eikkel," he hesitates a moment, then continues. "Commander Eikkel, Lt. Casti's superior officer, and yours for the time being. I have just been informed by Brak Sector Command that things are not going as well as anticipated. We had hoped that this series of raids would be pulled off with little trouble, and we would fade away for awhile."

He looks at you gravely. "However, this has not been the case. There have been reports from all over the sector about Imperial arrests of Rebel sympathizers. Worse, most of those arrested are not even Alliance members, but innocent bystanders in our galactic struggle."

Have Casti or one of the characters relay the results of their mission so far. If the rescued prisoners are still with the Rebels, Eikkel will offer to remove them to a place of safety and take care of them. The prisoners are then put in the hold to wait while the Rebels discuss more sensitive matters. Afterwards, read aloud or paraphrase:

Eikkel returns to the topic at hand, "Everything is not as bad as it seems. Those arrested on Demar have been small in number, and we've been informed that they will soon be moved to the Imperial Garrison on Bacrana for interrogation. Thanks to one of our agents we know that they will be placed aboard the *Caged*



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***Animal***, a small holding vessel. On its way to Bacrana, the ship will briefly stop at Lish V in order to pick up another load of prisoners. That's when Rebel Command plans to attack them. A squadron of Y-wing fighters will jump into the area and disable the ship and its escorts. Once the ship is disabled, we need someone to board the ship and free the prisoners."

Eikkel gives Lirisa a hard look, "Your ship has been chosen for the run. It's the only one of ours in the system which can follow the Imperials to Lish V without arousing suspicion."

At this point, Lirisa will begin to protest, claiming the ship is no fighting craft and that the characters are under-equipped for the job. She does, however, express confidence in her piloting ability, which Eikkel uses to persuade her in carrying out the mission.

Lirisa finally agrees to go, insisting upon piloting her ship. The characters, on the other hand, may be more difficult to convince. Lirisa can provide them with more personal firepower. She has a few grenades, blast helmets, blaster rifles, space suits and a couple of medpacs, but nothing spectacular. Eikkel can pull rank and order them to go along, but will do so only as a last resort. He will remind them that they were nearly (or could have been) prisoners themselves, and that they would expect all the help the Alliance could give. Eventually, the characters should be convinced to go along.

Give the Rebels some time to outfit themselves for the attack. Basic weapons such as blasters or melee weapons can be purchased outside the starport, as well as normal equipment. Nothing fancy or illegal can be found in the short time they have before departure (they can find anything with a 1 or 2 availability rating which is not restricted). Minor modifications to the ship may be possible, though they may have to be jury-rigged due to time constraints. No major upgrades can be carried out.

### **The Plan**

The following should be explained to the characters by Lirisa or Eikkel. The Ithorian will not go on the mission. He will leave the ship (with the prisoners) once the characters have agreed to go on the mission.

Once the Rebels have prepared for the attack, they are to wait aboard the *Star Trader*, departing Janos a few minutes before the *Caged Animal* is scheduled to lift off from the military starport. The Rebels are to shadow the *Animal*, which will be using a standard realspace lane to Lish V. Therefore, it will not seem unusual for the *Trader* to be in the area. The trip takes about six hours.

When the ships arrive at Lish V, the *Trader* will assume a parking orbit, as if awaiting landing instructions from Lish V. The characters will stay in their position while the *Caged Animal* takes on the prisoners from a transport from Lish V. Just after the two ships separate, the *Trader* will signal the Y-wings. The Rebel fighters will immediately micro-jump from their position just outside the system, and attack the *Animal* and any escorts. When the *Animal* is disabled, the characters will move in, dock with the ship, and load the prisoners onto the *Trader*. The fighters will provide cover. Once the rescue is completed, everyone escapes into hyperspace, jumping to a rendezvous point in an uninhabited star system.

### **What's Really Going On**

Unknown to Rebel Command, the agent which provided the information on which this plan is based has been discovered by the ISB. Instead of immediately removing the Rebel agent, Moff Ramier has ordered the spy to be isolated and fed false information in an effort to draw out Rebel forces. The Moff hopes to eliminate or capture as many Rebels as possible, gaining as much information as he can on their numbers, bases and tactics.

The *Caged Animal* is the bait for his first trap. The ship will follow the plan outlined above, but with a few changes. The Imperials do not know the Rebel's plan, but expect some kind of attack. The ship will be escorted by a squadron of 12 TIE/ln starfighters from Demar's garrison. Several small cruisers and patrol craft also stand ready to aid the *Animal*. Also, instead of prisoners, the *Caged Animal* is filled with half a platoon of 20 Zero-G Assault Stormtroopers (Mark I). The spacetroopers are ordered to capture as many Rebels and ships as possible, destroying them only if necessary.

### **What If The Characters Refuse To Go?**

What if the characters decide to refuse the mission? Is the game over? Certainly not. The characters have merely done the unexpected, and the campaign can continue, albeit in a modified form. If, despite all arguments and orders, the characters absolutely refuse to participate in the mission, Eikkel will give up in disgust. He will take the prisoners and the characters (if they will go) with him to his own ship. On the way, he will give the prisoners to another aide, and ask that the characters follow him. If they go along, Eikkel takes them to a small hidden base, where they are court-marshalled for refusing to obey orders. The maximum sentence is expulsion to an Alliance safe world.

The characters may work out deals to remain in the Alliance, but they will not be trusted with any critical missions or information. If at any point the characters escape from the base or Eikkel, they will be pursued by Rebel agents until they are captured or otherwise stopped.

Also, the characters eventually hear, through official channels, news or rumors, that the rescue attempt failed. While the attacking fighters escaped with moderate casualties, the prisoners were lost, as was Casti's ship, while the prison ship and Casti's freighter were linked. No one knows exactly what happened, but it is known that the ships were destroyed from the inside.

## Running This Scene

**Scene 1:** With its fighter escort, the *Caged Animal* will follow the plan outlined above. During the trip to Lish V, the Imperials will pay little attention to the *Star Trader*, except for an initial sensor sweep to identify the ship and an inquiry as to its business at Lish V. Any reasonable explanation will do (needing a Very Easy con roll to succeed).

**Scene 2:** Once the *Animal* arrives at Lish V, it will dock with a small freighter from the moon's surface. Instead of prisoners, the freighter will be carrying the other half of the spacetrooper platoon, adding 20 more to the *Animal* (for a total of 40). When the 12 Y-wings attack the ship and its escorts, the TIE fighters move to defend the ship. Distress calls will be sent by all Imperial ships.

The attacking Y-wings successfully disable the *Caged Animal*, and then defend the *Star Trader* as it approaches and docks with the Imperial ship. TIE fighter hits should occasionally jar the ship, until the spacetroopers are deployed. When the characters open the airlock between the ships, they are attacked by the spacetroopers, who are waiting at the hatch. As ordered, the troopers will initially attack using stun grenades and blasters set on stun in an attempt to capture the characters. If the characters begin damaging or destroying the Imperials, the spacetroopers will switch to lethal settings. While the characters are fighting with the troopers at the hatch, some spacetroopers will depart the *Animal* through other airlocks and try to disable and enter the *Trader* through another hatch.

**TIE/In Starfighters.** Starfighter, *starfighter piloting* 4D+1, *starship gunnery* 4D, maneuverability 2D, space 10, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, 1-3/12/25, damage 5D). See pages 25–27 of *Star Wars Sourcebook, Second Edition*.

### ■ Caged Animal

**Craft:** Seinar Fleet Systems *Concealer*-class Prison Ship  
**Type:** Prison transport ship  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Concealer prison ship  
**Crew:** 3, gunners: 4  
**Crew Skill:** Astrogation 3D, sensors 3D, space transports 4D, starship gunnery 4D, starship shields 4D  
**Passengers:** 15 (guards), 60 (prisoners)  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 4D+2  
**Shields:** 3D  
**Sensors:**  
     Passive: 20/0D  
     Scan: 40/1D  
     Search: 75/2D  
     Focus: 3/2D+2  
**Weapons:**  
     6 Laser Turrets

**Fire Arc:** Turret  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 4D

**40 Zero-G Assault Stormtroopers.** *Dexterity* 3D, *blaster* 4D, *brawling parry* 5D, *dodge* 4D, *grenade* 5D, *missile weapons* 5D, *Knowledge* 2D+1, *survival* 5D+1, *Mechanical* 3D+2, *astrogation* 4D+2, *powersuit operation: spacetrooper armor* 6D, *repulsorlift operation* 5D+2, *space transports* 5D+2, *starship gunnery* 4D, *starship gunnery: proton torpedo launcher* 5D+2, *Perception* 2D+2, *search* 5D+2, *Strength* 2D, *brawling* 3D, *stamina* 4D, *Technical* 2D, *demolition* 3D+1, *security* 4D+1, *powersuit repair* 4D+1. Move: 11. Spacetrooper armor (+4D physical, +3D energy, -1D Dexterity and related skills, Space Move of 1, Move of 8 in normal gravity, magnetic couplers attach to any magnetic surface, grenade launcher (*missile weapons* skill), concussion grenades (5D/4D/3D/2D), gas/stun grenades (stun damage 5D/4D/3D/2D), mini-proton torpedo launcher (*starship gunnery* skill, 6D), blaster cannon (6D), laser cutters (starfighter scale, 3D).

See the *Star Wars Sourcebook, Second Edition*, pages 106–107 for more information.

By now, the characters should realize they are in real trouble. This is a fight they cannot win. The Rebels may attempt several things. They may defend their ship against the spacetroopers, thinking that they only have to defeat a few to gain control of the *Animal*. This results in a difficult battle in which they are forced back into their ship and overwhelmed. If none of the other characters think to do so, Lirisa gives up the fight and yells for them to run for the escape pod. Go to Scene Three.

Quick thinking characters may immediately detach from the *Animal* for a fast getaway. The airlock may be closed from the cockpit. Aside from sudden decompression (due to the open airlock), the ship pulls away with no difficulty. The spacetroopers begin exiting the *Animal* from all hatches and begin pursuit. Two or three should be able to take a few shots before the freighter pulls out of range. The TIE fighters begin immediate pursuit (followed by the Y-wings). The Rebel ships are too close to Lish V to jump to hyperspace and are cut off

### Surrender Is A Perfectly Reasonable Alternative ...

If the characters surrender or are captured, they are arrested and held in the brig of one of the larger Imperial ships. After being transported to Bacrana, they undergo severe interrogation. If they survive, they are held in the Tarok Detention Center, along with other Rebels and sympathizers. Escape attempts or rescue missions may be carried out at any time along the way at the gamemaster's discretion. Otherwise, these characters should be considered lost and new ones must be created.

by two Lancer frigates answering the distress calls. The Imperials concentrate heavy laser fire on the *Trader*, which is severely damaged in the battle. The characters must make a run for the escape pod. Go to Scene Three.

**Scene 3:** While in the escape pod, the characters are bounced around considerably during the short flight to Lish V, as the battle continues around them. Of the Rebel starfighters, the characters only see four escape into hyperspace (in reality, six escaped). The Imperials leave the pod alone, as they deal with the remaining Rebels ships. The pod crash lands on Lish V.

## Episode Four: Lish V

The characters have crashlanded close to the repulsorlift city of Gadde. Read or paraphrase:

**You rest for a moment, trying to shake off the rough ride. After catching your breath, you pop the hatch for a look outside. The air tastes slightly dry as you see a wide, barren plain, pock-marked by gaping craters which are surrounded by piles of slag. Far off on the horizon, there are huge clouds of dust low to the ground. Above you, the massive greenish-blue clouds of the gas giant of Lish dominates the sky.**

### First Things First

The escape pod is equipped with enough rations for six people for two weeks. The other onboard survival gear includes 10 medpacs, six breath masks with replacement filters, a basic shelter, five comlinks and one pair of macrobinoculars. An automatic distress beacon starts broadcasting upon impact.

Lish V is a type II planet. Breath masks are suggested for anyone spending more than a few hours outside. Those without breath masks will experience extreme thirst and throat discomfort in three hours as the air is much drier than is normally acceptable for Humans. This information is automatically given by the escape pod.

Anyone making a *Difficult search* or *Perception* roll can barely make out the mining barges which constantly blast and remove the rock below them. Using the macrobinoculars lowers the difficulty to Easy. Speeders of various types (actually ore haulers) can be seen traveling between the barges (see LMC mining barges in the chapter "Lant Mining Corporation"). Once the speeders have been spotted, the characters will realize that three are approaching their position.

### Help Is On The Way

The approaching ore haulers are a makeshift search and rescue party from the nearby mining barges. They take four minutes to reach the characters and have notified Gadde that they have gone after the pod. The miners are unaware that the characters are Rebels wanted by the Empire. Their only orders are to bring back the survivors or the bodies of the dead for identification. If the Rebels agree to go with the miners, they are taken back to Gadde. See "Entering Gadde."

It is entirely possible that the characters will not want to go with the miners, as they probably suspect that they will be immediately arrested upon arriving at Gadde. The Rebels may easily hide amongst the rubble or in some of the nearby open pits (left over from earlier mining).

Upon finding no one in the pod, the miners will run a rough search pattern of the area, but they lack the sophisticated sensors necessary to detect the characters (the high metal presence fouls most sensor scans). Roll the miners' *search* rolls against the characters' *sneak* rolls, modified as necessary. Once the first search pattern is complete, two speeders will return to work, leaving one to continue the search. Gadde is updated regarding the situation and sends out better equipped search parties in one hour.

**Miners.** All stats are 2D. Move: 10. Comlinks, datapads, ID cards.

The Rebels may make their own way to Gadde, on foot or by commandeering a speeder. On foot, the journey takes two days ... if they know what they're looking for and don't get lost along the way. By speeder, the trip takes only one hour. The miners are lightly armed, but put up little resistance against aggressive characters. They would prefer to cooperate and live, though they will notify LMC Security if given the chance. If called for, Security arrives with a patrol of two airspeeders to investigate the situation.

Sometime during the journey, one of the planet's many "shakes" should occur. The first one should merely be a short tremor: enough to make the characters nervous. Later shakes are left up to the gamemaster's discretion as to length and intensity. Particularly strong quakes can cause 1D-3D damage from falling rubble, being thrown into ravines, and so forth. Some shakes may occur while the characters are travelling by speeder, or while in Gadde, so the Rebels can see the effects of a more dangerous tremor without being directly threatened.

### Entering Gadde

Whether the characters approach the city by foot or speeder, read or paraphrase:

**Finally, your destination comes into view. You see a city ahead of you, built upon a massive platform which hovers several meters above the ground. A single, tall silver tower rises from the tangle of smaller buildings, marking the center of the platform. Mining, cargo and personnel speeders swarm around the base of the platform, darting in and out of the countless bays and hangars around the platform's perimeter. Only a few starship docking bays can be seen on the surface of the platform.**

There are several ways into the city. If the characters approach the city on foot, they may try to enter the city through one of the maintenance hatches on the underside of the platform. Anyone under the city sets off security alarms within Gadde. A four man security team is dispatched through the nearest hatch to investigate.



The team may be *conned* (Moderate difficulty) into believing that the characters are supposed to be there or come up with some other reasonable story to explain the characters' presence. Once past the security team, the characters are free to take a turbolift to the surface and wander the city. Go to "In the City."

The characters may also be approaching by speeder. If piloting their own speeder, they are hailed by traffic control and directed to an appropriate bay. Unless the characters have done something suspicious, no one will meet them in the hectic port and they will be allowed to enter the city.

Should the Rebels enter the city with the miners who found them, or if LMC Security has reason to suspect them of criminal or Rebel activity, the characters are confronted by a four man LMC Security team in the hangar bay. More than likely, a struggle and chase will ensue when the characters are arrested as Rebels. During the chase, the characters should escape into the city. If they are arrested and captured, see "Surrender Is A Perfectly Reasonable Alternative."

### In the City

Once the characters have shaken any pursuit in Gadde, they will begin to think "Now what do we do?" Their main goal should be to get off the city and back to the Alliance. Both the characters and Lirisa should have contacts on other planets who could help them. None of them know anyone in Gadde unless specifically written into their character background (former resident, relatives, business, etc).

The characters may not want to escape immediately, preferring to wait until things cool down a bit. Use this opportunity to have them explore the city, meet various people, and expand their knowledge about Lish V. Possible encounters are:

- Dropping by a miner's restaurant or bar for a meal, the characters hear about general discontent with LMC. After hanging around for awhile, the characters are accosted by a drunk, who accuses them of being security agents. Some fast talking may be the only way to prevent a fight from breaking out, or perhaps some of the clearer thinkers in the restaurant may come to the characters' aid.
- The characters overhear a conversation between two administrative officials who are discussing how LMC is maximizing the output of all mines in order to meet client demand.
- Passing through the miner's quarter, the characters see a low-level employee pleading with his boss not to fire him. The manager explains that he would like to help, but the decision is beyond his control. The miner becomes yet another unemployed worker in the sector, and has one day to vacate his quarters so a replacement can move in.

### Finding a Way Out

The Rebel's current problem is getting off the planet.

There are only two types of people in Gadde: LMC employees and private traders. All LMC personnel travel by LMC's shuttle service, and the very few private traders have their own ships. The characters have neither.

Booking passage on the regular transport is risky, as they are constantly monitored by LMC Security (and possibly by Imperial Intelligence or ISB agents). There are other ways out, however. Anyone making a Moderate *streetwise* roll will be able to locate a ship willing to give them passage: it should take several hours and some hard searching for the Rebels to figure out which of the four independent ships on Gadde would be willing to sneak them off. A failed roll means that they try the wrong ship and are rejected (and possibly turned in to LMC Security).

The Rebels may get information about the ships from the spaceport offices, local spacers hangouts, government offices, and so forth. The following information can be discovered by any of these means:

- **Pad One:** *Space Drifter*. A medium freighter owned by Core to Rim Shipping, a large container ship company. The ship is operated by Captain Prem Nistt, a Sullustan who believes in the Empire and the New Order. The ship is due to lift off in two days, but Nistt will be unwilling to take on passengers of any kind. Not only is it against company policy, but the ship is not built for passenger service.
- **Pad Two:** *Lish Runner VII*. One of LMC's company passenger liners. The ship shuttles LMC personnel between Lish's moons. Characters with a valid LMC ID card may purchase tickets for 100 credits a piece, but only to Lish XI. Both the docking pad and service counter are watched by uniformed LMC Security officers who have orders to stop and investigate any non-LMC personnel attempting to leave Gadde. Security is very tight. The ship runs to Lish XI twice a day.
- **Pad Three:** *Icy Moon*. A light patrol vessel registered to Rafe Finna, a licensed bounty hunter. The ship's business on Gadde is listed as "classified/official." Rumors persist of LMC hiring Finna and his crew to remove some undesirables from the city. Several prisoners have been seen taken aboard since the ship arrived three days ago. Finna refuses to take passengers and may try to capture any character foolish enough to approach him. The ship's departure date and time are also "classified/official." See below for more details.
- **Pad Four:** *Early Riser*. A light freighter operated by Reela Marl for Neva Transport. The ship arrived yesterday to off-load electronics gear and other equipment. It is due to lift off tomorrow after taking on a load of raw ore for special shipment to the Genesia system. Marl is willing to take the characters as passengers, for a price. See below for more details.

Eventually, the characters should end up talking to Reela Marl. Marl is *actually* Elana Nalmar, of Kirat's organization, and she is here on business of her own. Upon approaching her ship, the characters will be met

by a pair of Nalmar family thugs who are keeping an eye on the pad. At first, the armed Rodian thugs will resist the characters' attempts to speak with the ship's captain, but if the characters make a *Moderate persuasion* roll (or suggest a bribe of 25 credits or more), the two will lead the group inside the ship.

Upon entering, the characters will hear the end of a heated discussion between Kirat and Elana. Elana will still be irate when she first meets the characters, snapping commands and questions during the first few minutes, then calming down as the conversation proceeds. Read aloud or paraphrase:

**Following the Rodians up the ramp, you are led into the ship's lounge. Although normal enough from the outside, the interior of the ship is outfitted with new technology and fine furnishings: whoever owns this ship has wealth to spare. You are taken into the darkened lounge, where lamps and soft lighting highlights various pictures and holograms placed on the room's walls.**

**Suddenly, from another part of the ship, you hear a woman yell, "Back off, Eelien, I can handle this myself! Riser out!"**

**A second later, she comes storming into the lounge, stopping when she sees you. "Jiree, what's going on?!" she asks the Rodian in a barely restrained voice.**

**The Rodian glances around nervously, and then speaks in Huttese.**

If any of the characters make an *Easy languages* roll, the character will be able to understand the Rodian. He says, "Uh, these people are seeking passage. I thought you might be able to work something out."

**The woman drops into a chair, gesturing for you to have a seat as well. As she looks around the room, she begins to fidget with her long brown hair. "Okay, let's hear your story. Maybe we can help."**

Have the characters make *streetwise* rolls. If they get a *Moderate* result (Easy if the characters are from Brak sector or have spent at least a couple of months in the sector), they will probably recognize "Eelien" as being Eelien Kirat, the largest crimelord in the sector. If the characters roll better than *Very Difficult*, they recognize "Reela" as Elana Nalmar, rumored to be second-in-command in Kirat's criminal organization.

At this point the characters should tell her where they want to go. If they do not mention that they are wanted by LMC or the Empire, Elana asks them why they can't take the regular transport to Demar. She has heard rumors about an escape pod landing outside the city — one which was jettisoned from a Rebel starship. She suspects that the characters are the Rebels trying to flee the planet.

During the conversation, SE4-12 (see the chapter "Kirat's Organization") enters the lounge and begins serving cakes and drinks. Annoyed, Elana demands to know what it's doing. The droid politely explains that it is just offering some basic hospitality to the guests, and returns to serving the characters. When the droid is

finished, Elana sarcastically asks if it's done, and orders it to wait by the door. SE4-12 is her personal bodyguard. She can order it to attack the characters by verbal command, hand signal, or by blinking her eyes in rapid succession.

Elana has her own problems to deal with. Her cargo run, while legitimate, is a cover for her to land on Gadde. She is actually trying to retrieve an associate who has been captured by Rafe Finna and being held on the *Icy Moon*. When she arrived, she figured it would be an easy job for her thugs to handle, but has since discovered that the ship is much better defended than she thought.

To make matters worse, Eelien Kirat has been pressuring her to act. Still angry after her conversation with Kirat, she will be quick to agree to take the characters elsewhere — if they aid her in freeing her associate.

She will threaten to turn them in as Rebels if they refuse to help. Once the associate is free, and the Rebels are taken to their destination, Elana will consider the deal finished.

## **Episode Five: What Comes Around Goes Around ...**

As Elana has discovered, the *Icy Moon* has substantial exterior anti-personnel defensive systems. In order to get the Rebels and her thugs aboard the ship, she has arranged for them to be hidden inside several large crates. The crates are supposed to contain supplies and upgrade units for several of the ship's systems as a partial payment from LMC to the bounty hunter.

Once the crates are on board, the group is to wait five minutes, then break out of the crates. The thugs and some of the characters are supposed to find and free the prisoners, while the remaining characters protect the escape route through the hold's hatch. Once outside, everyone is supposed to run for the *Early Riser*.

### **... But Never Quite As Planned**

The thugs lead the characters to a small warehouse close to Pad Three. Sneaking in through the back entrance, they conceal themselves in the proper crates, avoiding random guard patrols. After 10 minutes or so, the crates are roughly moved to Pad Three on a repulsorlift sled. The characters get bounced around a lot while the crates are loaded and unloaded.

Instead of being placed directly on the *Icy Moon*, the crates are unloaded beneath the ship. Read aloud or paraphrase:

**With a jarring thud, your crates are unloaded from the sled. Outside, you hear a voice yell, "Hey! We're not ready to load those yet. Leave 'em there, we'll get to 'em in a minute."**

**A voice just outside your crates answers, "Okay, you're the boss. Guys, leave them here. It's quitting time anyway."**

**You continue to hear crewmen and maintenance personnel work around the ship. After what seems like an eternity, you feel the crates lifted into the ship. Just**

as the crate is roughly placed on the cargo deck, a voice calls, "Hurry up and lock them down. We lift off in a few minutes." You hear the tie down clamps attached and then the hold becomes very quiet.

### ■ Icy Moon

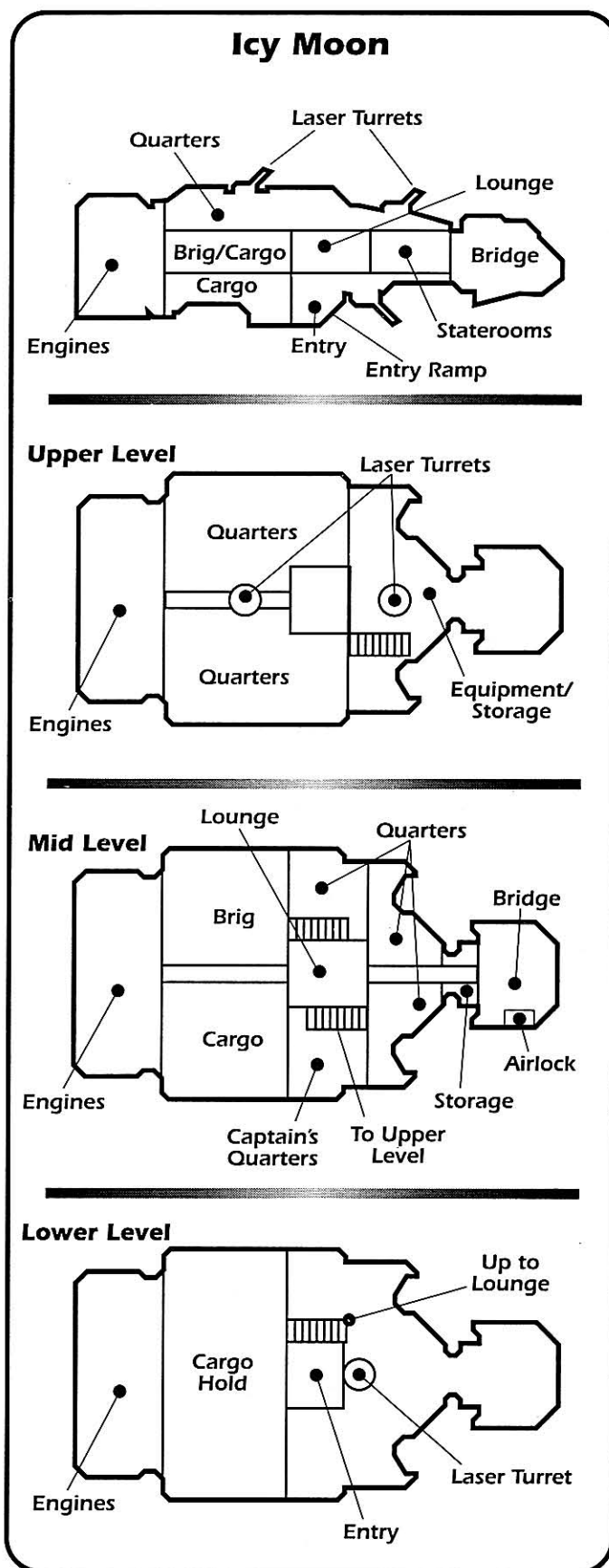
**Craft:** Seinar Fleet Systems Light Patrol Ship  
**Type:** Modified patrol ship  
**Scale:** Starfighter  
**Length:** 38 meters  
**Skill:** Space transports: patrol ship  
**Crew:** 3, gunners: 3  
**Crew Skill:** Astrogation 3D, space transports 4D, starship gunnery 4D, starship shields 4D, sensors 3D  
**Passengers:** 8 (in brig)  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/1D+2  
*Search:* 90/2D+2  
*Focus:* 4/3D+1  
**Weapons:**  
**Twin Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery (pilot controlled)  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D+2  
**3 Laser Turrets**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

### Taking Over

Because of the loading delays, the characters have been placed aboard the ship only five minutes before lift-off. The Rebels and thugs have no problems breaking out of the crates, although the lights are off in the hold. No one is in the hold, but there is a guard just outside the door. Excessive noise draws his attention and he will look in to investigate. If the characters talk very loudly, the guard will call for help before opening the door. Two bounty hunters will enter with him (four more are in the lounge at the front of the ship).

**Bounty Hunters.** All skills 2D except: *blaster* 5D, *dodge* 4D+1, *brawling* 4D. Move: 10. Blaster pistol (4D), blast vest (torso and back, +1D physical, +1 energy).

If the characters eliminate the guard without blaster fire or loud noises, they may sneak up on the remaining crew, who are meeting in the lounge. There are four more hunters plus Rafe Finna sitting and discussing their plans. Characters who listen before they burst in may hear the following. Read aloud or paraphrase:





Several voices drift through the closed hatch, "Nope, not a bad bit of work at all. How much do you figure we'll get, Rafe?"

"Well, Soach will definitely pay 6,000 for Kirat's low-life, plus I figure the Empire will give about 3,000 apiece for the Rebels. We could clear 20,000!" answers a gruff voice.

"Rafe, a message just came in. The Imperial prison ship will be in orbit on schedule. They said not to be late, too. I guess they're worried about another Rebel attack."

"Naw, they're just anxious to have these guys join their buddies from Demar."

Laughter fills the lounge.

The brig is beyond the lounge, so the characters and thugs must cross it to free their associate and the Rebels. The characters gain the advantage of surprise if they have worked quietly. If the characters have already used their blasters or created a commotion, they will have no chance to surprise Rafe and his thugs. The bounty hunters will have taken cover behind the hatches and doorways and be prepared for combat.

Once the bounty hunters have been taken care of, the prisoners may be freed. It takes a Difficult *security* roll to open the brig's mechanical lock. If any of the bounty hunters are still alive, they can be forced to reveal the code (Easy *intimidation* or *persuasion* roll).

### To the Rescue (Again)

Once Elana's associate has been freed, her thugs will want to leave the ship. The Rebels, however, should be interested in the bounty hunter's last discussion, especially concerning the incoming Imperial ship. If the characters missed the conversation, or otherwise did not understand that the prison ship is coming from Demar (with a load of prisoners), one of the former Rebel prisoners can relay that information. Apparently, the transfer has already been delayed once. These are the prisoners that the Rebels were originally to rescue (at the beginning of the adventure), before the Empire

discovered their plan had been compromised and set up a trap instead. Obviously, none of the Rebels know this, but they may be able to deduce it.

The Rebels should realize that they have an opportunity to free the prisoners coming from Demar. If the characters do not think of it, one of the former prisoners suggests that they use the bounty hunter's ship to dock with the Imperial ship as scheduled, then take over the Imperial prison ship from the inside (same plan, different ship).

A complete schedule for the rendezvous can be obtained from the ship's computer with a Moderate *computer programming/repair* roll or by questioning a captured bounty hunter. If the characters won't go, Lirisa and the prisoners will anyway.

In order to be on time, the ship must lift immediately. All of the Rebel prisoners will go along, but if Elana's thugs are aboard, they will insist on leaving. The thugs take their associate and any captured bounty hunters with them. Once outside, laser blasts are heard, as an LMC Security guard observing the ship tries to prevent the thugs from leaving. The thugs quickly eliminate the guard.

The spaceport gives clearance for their launch (it is preapproved; obviously the guard didn't have a chance to call in an alert). It takes only a few minutes to reach the orbital rendezvous point. If the characters make an Easy *astrogation* or *Mechanical* total, they realize the rendezvous point lies outside Lish V's gravity well.

When the characters approach the Imperial prison ship, read aloud or paraphrase:

**"Attention *Icy Moon*. This is the *Constrictor*. Please cut speed and prepare to dock."**

The pilot must make a Moderate *space transports* total to dock with the *Constrictor*. Use the stats from the *Caged Animal* for the *Constrictor*. Once the two ships are docked, the airlock begins cycling. A party of 10 Imperial Naval Troopers enters in expectation of a quick transfer of prisoners. The airlock is small, allowing for only one



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person to pass through at a time.

**Imperial Navy Troopers.** *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2, Technical 1D, security 2D. Move: 10. Blaster pistol (4D), comlink, blast helmet (+1D physical, +1 energy).*

If the characters attack immediately, the Imperials close the hatch, while the *Constrictor* attempts to disconnect and escape into hyperspace. The Rebels have enough time for one shot from each ship-board weapon at the *Constrictor* at point-blank range. After the first round, the *Constrictor* raises its shields. It takes three rounds before it jumps into hyperspace. The ship's TIE/In fighter escort fights for the two rounds before it jumps into hyperspace, then makes a last-second docking maneuver before the ship jumps.

If the characters draw the Imperial boarding party into an ambush inside their ship, the characters will be able to gain access to the *Constrictor*. Only five guards

plus the three bridge crew members and four gunners remain on-board. The remaining crew will attempt to repel the boarders before escaping into hyperspace. The characters will discover 20 Rebel prisoners on board. It takes a Difficult *security* roll to open the brig.

Should the characters need to escape from a destroyed ship, escape pods are available. Any characters escaping this way are quickly picked up by the *Early Riser*. Elana feels that rescuing them is only "keeping up her end of the deal." Any other reasons she may have she keeps to herself. Elana takes them to Genesia with her.

Once the prisoners have been rescued, or the *Constrictor* has been captured, the Rebels may escape to hyperspace. The difficulty depends on where they are going, plus other modifiers. When the Rebels return to Oracle Base (or another Rebel base), they are greeted as heroes.

## Awards

Award seven to 10 Character Points for completing this adventure, plus appropriate bonuses for good role-playing and character development. See the guidelines on pages 46–47 of *Star Wars, Second Edition*.

# Adventure Wrap-up

## After "The Insignificant Rebellion"

The first adventure is over. If all went well the characters are heroes, receive some notoriety within the Rebellion, and possibly get a promotion or a reward. While all of this is great, it's only the beginning of the campaign. What happens next?

Before starting the next adventure, take a moment to plot out the repercussions of the events in the initial adventure. How did the characters' actions affect other people in the sector? How is the Empire going to respond to the sudden outburst of Rebel attacks? What will LMC do to better defend itself in the future? What are Kirat's and Soach's reactions to the characters' meddling in their affairs? What does the general public think about the Rebel attacks? The answers to these questions can help you to customize the next adventure to your group.

Think about the characters first. What loose ends did they leave that might affect their lives or initiate new adventures? Consider the ISB agent, Cass Maston, who escaped in Episode Two. He has seen the characters, and without too much difficulty should be able to piece together that they are Rebel operatives. He can get detailed pictures of them from Refinery 435's security system and may figure out that they were involved in the battle at Lish V. He knows for certain that they know the operative he was chasing, Lirisa Casti. Maston could (and will) show up in later adventures to arrest the characters or identify them during other operations.

Other possible loose ends include the freed prisoners from Tamen or Demar. Do the characters need to figure out what to do with them? How about surviving bounty hunters from the *Icy Moon*? If any got away, they may be seeking the characters for revenge or to get their ship back. What do the characters do with the *Icy Moon* or the *Constrictor*, or does the Alliance solve that problem? If the Alliance gives them to other Rebel operatives, what happens to the crews of those vessels once the bounty hunters catch up with them?

Then there is Elana Nalmar. If she didn't give the characters a ride, she might owe them a favor one for helping to rescue her associate. If she rescued the characters after the last battle, maybe they owe her one.

What about Lirisa Casti? If she survived, does she become a regular member of the group? Or does she go on to other assignments and occasionally runs into them?

Reskan's report should be handed out at the characters' debriefings. The Imperial HoloVision: Brak Sector report broadcast and the Invisible NewsStack readout should be handed out immediately after the adventure. Moff Ramier's report should be given out much later in the campaign, as the Rebels have yet to acquire and decode it. By then, the characters should have already noticed some of the results of the Moff's orders. The LMC memo should also be handed out later for the same reasons.

### LMC Memo

**To:** Board of Directors  
**From:** Chief Administrator  
**Subject:** Rebel Attacks

Gentlebeings,

In response to the recent Rebel attacks on our facilities, I have authorized the following:

- 1) A 20% increase in the size of LMC Security forces.
- 2) The purchase of speeders and other patrol craft, in relation to the size of the new force.
- 3) The issuance of new LMC ID plates and increased security at all facilities.
- 4) All LMC facilities and planets are restricted to LMC corporate ships *only*. ALL goods will be transferred between LMC and other ships at support planets or "neutral" ports.
- 5) Requested increased Imperial protection for government interest production planets. I will consider further measures as they are presented to me.

Sincerely,  
Pira Leemad,  
Chief Administrator





## Imperial HoloVision: Brak Sector Report

*A jingle of music plays as the head of a single figure appears on the holo pad.*

"This is the Imperial HoloVision Brak Sector Report. After two days of skirmishes, sabotage, and raids, Rebel terrorists seem to have ended their widespread attacks against Imperial military forces and innocent civilians."

*Scenes of starfighter battles flash by as the voice continues.*

"The wave of violence and destruction which swept the sector has been the largest in Brak sector. Apparently, the so-called Rebel Alliance has targeted this sector in its vain attempt to topple the Empire. Imperial Command has reported that these attacks have created minimal damage to military assets and were targeted to cause maximum terror among the civilian population."

"In this latest round of terrorism, the Rebels attacked large numbers of civilians. Particularly hard hit was the sector's largest company, Lant Mining Corporation."

*Holo images show burning industrial centers.*

"Although damage estimates have yet to be completed, it is believed that most of the 30 facilities which were attacked will be out of service for at least eight months. LMC is reportedly reworking its production and delivery schedule to make up for the lost plants."

"Meanwhile, most citizens have become increasingly concerned about the terrorist attacks. Absolutely no public support for the Rebels has been reported."

*Scenes of empty commuter speeders appear.*

"Today, only half of LMC's employees arrived at work, fearing more attacks."

*The scene fades, and a humanoid clothed in an LMC uniform appears. The name Lol Wikma appears.*

"I work hard to keep my job. It's all I've got. Now some hothead wants to take that away from me in the name of 'justice' and what's right? I've got a family to feed."

*The scene changes to show a smoking Refinery 435.*

"How am I going to do that without the plant?"

*The face of the anchorman returns.*

"No explanation has been given for the attacks. In other news, an underworld crime war seems to have broken out ..."

## INVISIBLE NEWS STACK

### Rebel Forces Launch New Campaign In Sector

In an unprecedented two days of sector-wide attacks, the Rebel Alliance has apparently launched a new, large-scale campaign against Imperial forces in Brak sector. In contrast to previous actions, the Rebel Alliance has targeted everything from military installations and Imperial patrols to industrial plants and distribution centers.

While the Empire officially reports these attacks as "indiscriminate terrorist ploys," a careful analysis shows otherwise. LMC, the largest of the civilian victims, its products to sell nationalized companies, mostly in the military complex. Some of its goods are sold directly to the Empire, for use at the Bacrana Shipyards. According to outside observers, the company is a legitimate military target.

Second, it appears that Rebel forces took great care in trying to protect innocent bystanders. Most attacks against civilian targets were carried out against unmanned areas. Eyewitnesses report that most Rebels fired only stun bolts. This seems hardly "indiscriminate."

### Empire Arrests Hundreds In Crackdown

The Empire today announced the arrest of several hundred "suspected" Rebel sympathizers and operatives over the past two days.

Most independent observers have discovered that very few of the arrestees have any known connections with the Rebel Alliance. No word on when trials, if any, will begin.

### Rebel Rescue Fails Yesterday

Rebel forces apparently attempted to rescue some of their own during an intense battle over Lish V in the Demar system. The jailbreak was foiled when Imperial cruisers arrived on the scene and routed the Rebel attackers. The Rebels fled without the prisoners after taking heavy casualties.

### Bounty Hunters Attack Imperials, Free Arrestees

In what is believed to be an unrelated incident, some uncharacteristically bold bounty hunters ambushed an Imperial prison ship over Lish V yesterday. The registered bounty hunters of the *Icy Moon* were allowed to dock with the ship after claiming to have captured Rebel operatives. Once on board, however, they managed to free over 20 arrestees and escape.

### Rebel Report



**To:** Brak Sector Command, Alliance High Command  
**From:** General Reskan, Commander-in-Chief, Brak Sector  
**Regarding:** Initial Report, Operation: Insignificant

Two days ago, Operation: Insignificant was initiated. It is my pleasure to report that the operation was carried out as planned (see Communiqué #041271/APL). What follows is an initial report.

**LMC Sabotage Raids:** Raids on LMC refineries, mines, and distribution centers carried out with minimal to light losses. Estimate repair time at 10 to 14 months for most facilities. Civilian casualties: light, as expected.

**Imperial Patrols:** Several light cruisers were successfully ambushed and destroyed.

**Starfighter Attacks:** Planned attacks succeeded with light losses. Impromptu attacks failed with heavy losses. Most devastating is the loss of half of Oracle Squadron in fighting over Lish V. See detailed report.

**Assessment:** Most mission objectives achieved. Attacks on LMC facilities should reduce the overall production of the company by 10 percent. Repair time for Interdictor-class cruiser in dock estimated to be lengthened by two months.

**Current Situation:** Planning to reduce military operations and replace losses. Expanding intelligence, cell networks and public support. Assessing damage to intelligence network.

**Addendum:** We've been very surprised by the Empire's deftness at parrying naval actions. Extraordinarily complicated but quickly planned operations have been successfully used against us (see separate Demar/Lish V report). It is obvious that our current intelligence network is not entirely secure and we are moving to correct this. Recommendations for promotions and commendations in final report.

With Respect,

General Trep Reskan  
 Brak Sector Commander-in-Chief

### Imperial Report



**To:** Tilas Magore, Advisor  
**From:** Moff Lesan Ramier, Brak Sector  
**Subject:** Recent Rebel Activity

Honored Sir,

It is my unfortunate duty to report that an alarming number of Rebel attacks have recently occurred in Brak sector. From the number and magnitude of these attacks, it is reasonable to assume that the Rebel Alliance has taken a greater interest in the sector. I believe that more attacks are forthcoming.

Operations are currently underway to locate and defeat the Rebel forces. Rebel agents and sympathizers have been arrested throughout the sector. A few known Rebel agents have been left in place to feed false information to the Alliance. In the past, we have been successful in drawing Rebel forces into a trap this way. Public misinformation campaigns have also been initiated.

I have increased our naval patrols three-fold, and tightened security at all Imperial stations. I respectfully request more ships, particularly Star Destroyers, for expanded patrol sweeps.

Admiral Trier and General Lacmar both express confidence in their forces, but are concerned about the lack of information regarding Rebel tactics. They request any new information as it becomes available.

LMC has begun to bolster its Security forces in response to the recent attacks. I have ordered ISB agents to infiltrate LMC in an attempt to track its activities, I believe the company should be considered for nationalization.

The Emperor's Servant,  
 Moff Lesan Ramier  
 Brak Sector

# ■ The Brak Sector Campaign

This chapter is divided into three sections. The first outlines a long-term campaign in Brak sector, expanding on the events of the starting adventure "The Insignificant Rebellion." The second section provides adventure hooks for Rebel characters involved in the campaign, and the third section contains adventure hooks for non-Rebel characters outside the campaign.

## The Campaign

The campaign begins one or more weeks after the conclusion of "The Insignificant Rebellion." During the intervening time, the characters may train, recuperate or take care of personal matters. Once the characters have finished up any loose ends, the campaign may begin. The campaign takes around two months of game time to complete, but may be extended by including some of the adventure hooks or gamemaster-created subplot adventures.

To run the campaign, please refer to the "Campaign Flowchart." When an adventure is completed, follow the appropriate path on the chart, usually defined by whether the characters were successful or not. Sometimes, the successful completion of a seemingly minor part of the mission will determine what the next adventure is. Any adventures skipped by the characters are assumed to have been handled by gamemaster characters. The player characters should hear about their exploits later on. It is up to the gamemaster as to whether they succeed or not.

## Search And Rescue

If the characters rescued all of the captured Rebels in "The Insignificant Rebellion," skip this adventure and go directly to "The Couriers." This adventure is intended to show what happens when the heroes of the sector fail.

The characters failed to rescue all of their compatriots during "The Insignificant Rebellion." Brak Sector Command has ordered them to discover where the prisoners were taken, and try to get them out, if possible.

*Episode One:* The characters trace the prison ship *Constrictor* to Bacrana, where they discover the prisoners are interred in the Tarok Detention Center. They must make an extensive search of Bacrana records or find a contact who knows exactly where on the planet

the center is located. They are discovered by Imperial Intelligence and must flee the computer center.

*Episode Two:* Having obtained the information, the characters must devise a way to smuggle themselves into the center. The Amma Rebel cell network can give nominal aid. Tarok is fortified and has the strongest security in the sector, so it will be extremely tough to get in. It is very unlikely that the characters will succeed. The characters are discovered while trying to enter the facility. They must make a desperate escape, make their way back to Amma and depart the planet. They make a report to Brak Sector Command, but are unable to rescue anyone from the facility. This adventure should illustrate the very real consequences of failure. (The characters should see the disappointment of several Rebels who had friends or relatives taken to the center. Hopefully, they'll try harder next time).

*Approximate Game Time:* 2-4 days. Go to "The Couriers" despite success or failure.

## The Couriers

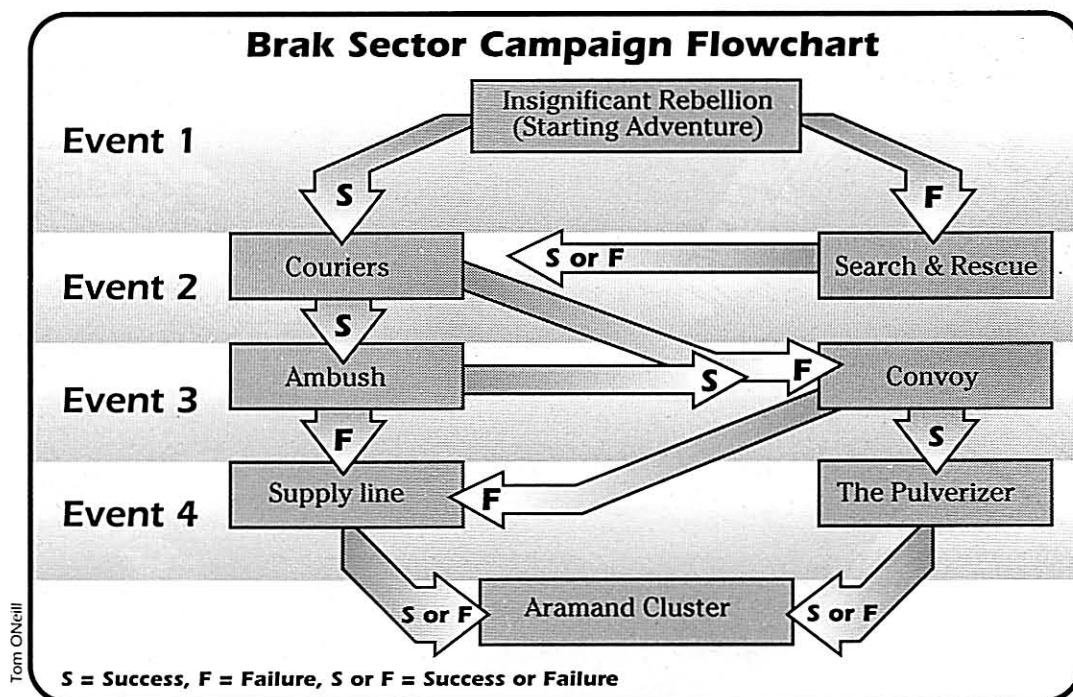
Brak sector's Rebel military forces are lying low and recuperating from the battles of Operation: Insignificant. Taking advantage of the lull, Brak Sector Command is doing an extensive evaluation of its own intelligence network. Several agents and sympathizers were arrested during and after the operation, which has damaged the network. To make matters worse, it appears that at least one agent has been discovered and turned by the Empire or is being fed false information in an effort to draw out Rebel forces.

The characters are assigned to make a courier run to Bacrana. They will be smuggling new orders and data to Amma's cell network, as well as supplies. On their way out, the characters will provide an escort for an operative who needs to escape Bacrana, as well as pick up the cell network's latest data for Sector Command.

The operative is none other than the spy that the Rebels suspect has been turned by the Empire. Sector Command has ordered that the agent is no longer effective and must be removed for questioning. The agent has not been turned. He will go willingly with the Rebels.

*Episode One:* The characters are briefed by their





company. The characters are also given the network's encoded data to Sector Command.

*Episode Four:* The contact takes the characters to pick up the operative they are to escort back. The characters are given light weapons. After waiting at the meeting place for a long time, the operative and his network escorts arrive with the ISB and BSDF on their heels. The operative is thrown into the characters' landspeeder while the network members turn to fight their pursuers.

The characters take off and begin a high speed chase through the city. Eventually, they

superior officer, then flown to the Genesia system. In Brenn, they catch one of Fae Kalena's Starliner passenger ships to Bacrana. The characters are using this roundabout route to reinforce their cover identities as Genesian business travellers making a sales trip to Amma.

Their small crates supposedly contain samples of their distribution company. The samples are actually supplies for the Amma cell network.

During the two day trip on board the liner, the characters can dance, gamble and otherwise enjoy themselves. This is an opportunity for the characters to meet friends, rivals, or other people involved in their backgrounds. Hopefully, they won't blow their cover. Fae will also be aboard on one of her personal inspection tours. The characters may know she is a Rebel operative, but this is unlikely (Brak Sector Command likes to keep this information confidential). She knows who they are and is here to make sure things run smoothly when the characters depart on Bacrana.

*Episode Two:* The ship arrives in Bacrana and the characters are shuttled down to Amma with the rest of the passengers and their luggage. Once in the starport, they go through a customs check. The BSDF officers question them, check their IDs, and thoroughly inspect their luggage. Security is tight. No weapons are allowed onto the planet, and passengers and luggage will be checked. Weapons must be left with the BSDF customs office and may be picked up when departing Demar. The characters' IDs hold up as long as they don't give themselves away. Fae can help if necessary.

*Episode Three:* The characters meet with their cell network contact at his office. Following their cover story, they arrange to leave the samples at the contact's

shake the Imperials and escape to the passenger terminal at the starport. After some tense moments while passing through security, the Rebels board another Starliner and return to Genesia. From Genesia they are picked up by a Rebel freighter and returned to base. The Rebel agent is cleared once he is taken to the base and questioned by Rebel Intelligence.

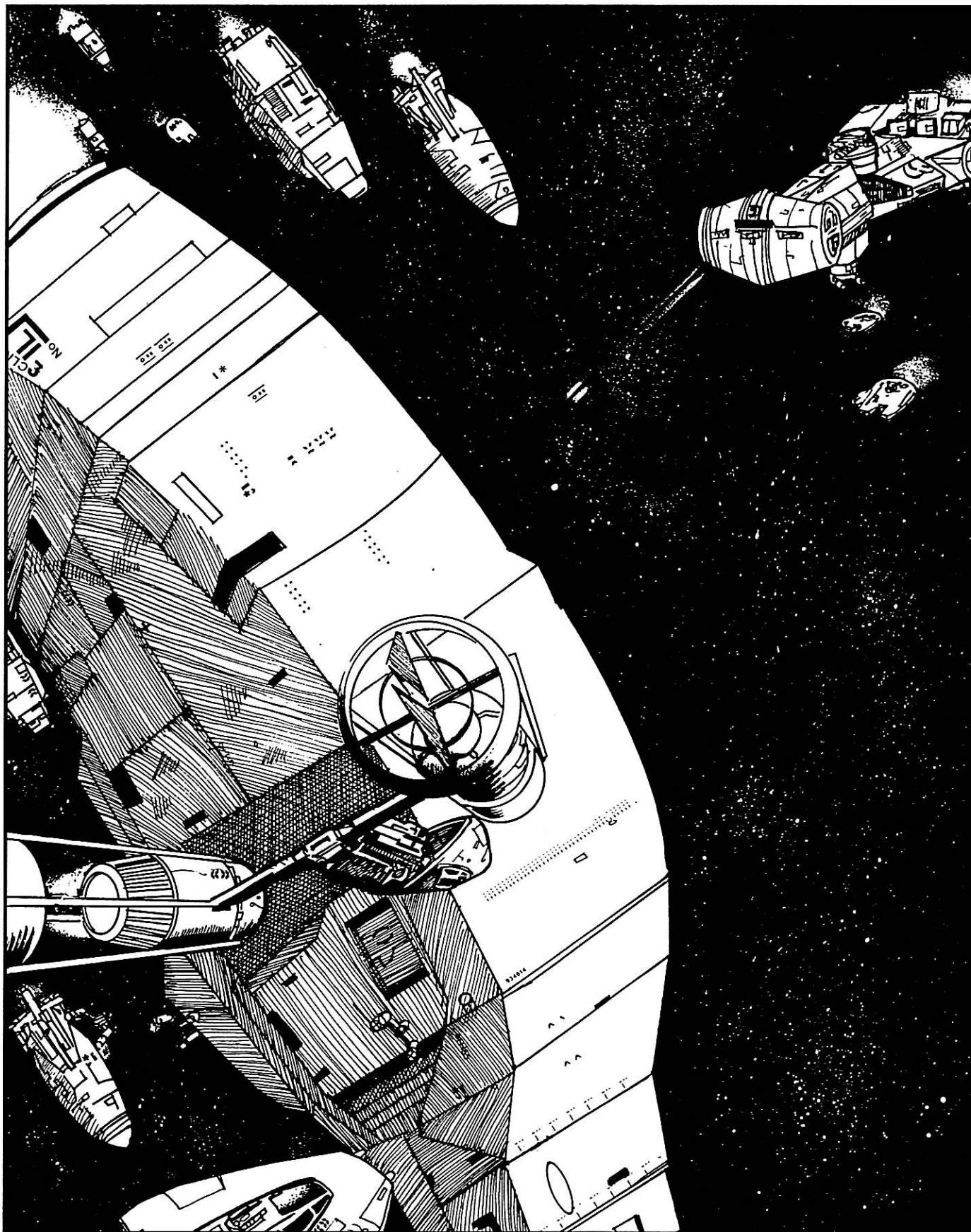
*Approximate Game Time:* 7 days. If the characters escaped with both the agent and Amma's information, go to "Ambush"; otherwise, go to "Convoy."

### Ambush

Using data obtained by the Amma cell network, the Rebels know the schedule and make-up of several Imperial convoys heading for the Skone fleet staging areas. The data has been double-checked as a precaution. Because of earlier battles, the Brak Sector Rebel forces are short on medical supplies and provisions. Sector Command has decided to ambush several convoys to replenish its stores.

*Episode One:* The characters are briefed by their commander about the upcoming ambushes. They are placed in charge of one of the attacks. The characters are given the convoy's exact schedule. It departs the Ralme system in two days and arrives in the Skone system three days later. The characters must decide when and where to attack the convoy. At their disposal are a squadron of Y-wings, three armed stocklight freighters, one Corellian Corvette, plus any personal ships of their own. Up to 50 troops are available for boarding actions.

The Imperial convoy consists of four light freighters, two medium transports and a Star Galleon for escort. Two of the light freighters carry medical supplies; the



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rest carry a variety of parts and other gear.

Possible attack plans include:

- Subduing, boarding and escaping with one or more of the smaller freighters
- Disabling the freighters and transferring their cargo to Rebel ships
- Concentrating all attacks on one or two ships and attacking the Star Galleon. Attacks on the Galleon should be discouraged. Even though the Corvette could disable the ship, the number of troops on the Galleon far outnumber those the Rebels have available.

With the plan worked out, the Rebels prepare for the attack. The characters must decide how they will participate in the ambush. Some may be pilots of the freighters or starfighters, while others may be more useful as troops in boarding the vessels, or gunners on a starship.

*Episode Two:* The attack begins. At first, everything seems to go as the characters planned. However, as the freighters move to board the Imperial vessels, the Star Galleon begins taking a heavy toll on the Rebel freighters. Have the characters make tactical decisions to best protect their ships from the Galleon's onslaught.

If the characters make good decisions and had a good plan, the attack should succeed with low casualties (losing only a few starfighters and a freighter). If either the plan or the battle orders were lacking, the Rebels should sustain moderate losses (almost half the Y-wings, a freighter, and moderate damage to the Corvette). If neither the plan nor the orders were good, the ships should sustain heavy casualties and the attack fails; over half the fighters are lost, as are two freighters, and the Corvette is heavily damaged or destroyed.

The attacks on other convoys succeed with light casualties.

*Approximate Game Time:* 2–5 days. If the characters succeed in ambushing the convoy and escaping with the supplies, go to "Convoy." If not, go to "Supply Line." Also, if the characters failed, Brak Sector Command begins having supply problems.

### **Convoy**

With several Imperial capital ships from around the region at Bacrana for repairs, General Reskan has decided that the longer they stay out of commission, the better. Wanting to capitalize on the earlier attacks on the refineries and the deprivation of Imperial supplies, Reskan plans to further reduce the delivery of repair materials to the Bacrana Shipyard by attacking LMC. Because of earlier attacks, LMC has increased its security forces at its facilities, making repeat operations difficult. Reskan decides to attack the corporation's distribution ships instead.

*Episode One:* The characters are assigned to make contact with Ti'mere's InfoServices. Sector Command needs LMC's delivery schedules in order to coordinate attacks against Bacrana-bound shipments. Since the Alliance has very few operatives in LMC, Reskan has

decided to purchase the information from Ti'mere.

The characters meet with Dav Wissark in Brenn, Genesia. They present what they need, and Wissark quotes a price of 60,000 credits, promising the information in three days. The characters are authorized to pay up to 70,000, but are encouraged to try to get a lower price if possible. The characters and Wissark may haggle over the cost, but Dav drives a hard bargain, and will not drop below 50,000. He also demands half in advance.

*Episode Two:* The characters hang around Genesia for a few days, waiting for Wissark's return. They see the a street skirmish between Kirat's and Soach's gang members, becoming involved when they realize that Reela Marl (Elana Nalmar) is in trouble. The characters must help her escape from Soach's enforcers. After escorting Marl back to Kirat's headquarters, the characters meet with the crimelord.

If any characters owe debts to Kirat, aiding Elana goes a long way to help them pay it off. Kirat offers to reduce the debt. If no one owes him money, he will give them a small reward in credits. Characters owing debts to Soach just made their lives more complicated as the Twi'lek doesn't like his "employees" helping his enemies.

*Episode Three:* Dav returns on schedule with the information. He won't say where it came from, or how it was obtained, just that it is accurate. Dav offers to sell some additional information which InfoServices' slicers have obtained, which he believes the characters would be interested in. Unless the characters told him earlier, Dav does not know they are Rebels, but he suspects that they are. It is up to the characters whether or not to purchase the new info, at an added cost of 5,000 credits. The characters can read any of the info with a portable computer. The new data is detailed in "The Pulverizer" below.

*Episode Four:* The characters return to base with the information requested by Reskan. The General quickly reads the report and begins planning the attacks. The characters are ordered to participate in whatever capacity best suits them (pilots, gunners, boarding troops, etc.).

Borrowing pirate tactics, the Rebels force one of the convoys out of hyperspace by placing an asteroid in the hyperspace lane. The convoy drops out as planned. It consists of six light freighters, three medium transports and a recently purchased Corellian Corvette. The Rebels order the convoy to surrender, but the convoy commander refuses. The characters' ship(s) and the other Rebel ships are ordered to attack the Corvette. After disabling or destroying the LMC Corvette, the remaining freighters surrender. The Rebels get the ships and cargo.

*Approximate Game Time:* 5–8 days. If the characters purchased InfoServices' "extra" information, go to "The Pulverizer." If not, go to "Supply Line."

### **The Pulverizer**

Continuing its struggle to remain in business, LMC has requested to begin mining the Carba Asteroid Belt.



The Empire has agreed to allow three asteroid mining ships to begin preliminary operations. The course of one of the ships endangers Rebel listening post C-2, which must be evacuated.

*Episode One:* If the characters purchased the “extra” info from InfoServices in “Convoy,” Sector Command learns about the new LMC operation four days before it begins. Otherwise, the first indications come in a hurried message burst from C-2, as *The Pulverizer*, an asteroid mining vessel, starts working close by.

Normally, the outpost’s crew would stay as long as possible before abandoning and destroying C-2. In this case, the crew’s hyperdrive-capable escape ship was destroyed when the base collided with another asteroid. The personnel have no way out.

The player characters are assigned to rescue the crew. If they do not have a good pilot, one is provided for them. If the characters have advance notice, they can travel to Plu Makor’s ship shop on G-Station Seven in orbit around Genesia to pick up a special ship. The ship is a light patrol vessel with increased maneuverability and shielding to navigate the asteroid field. It’s very light on weapons, however.

It takes three days to get to G-Station 7, pick up the ship, and fly to the Bacrana System.

*Episode Two:* The characters arrive in the Bacrana system. Because of the strict security surrounding the system, they must keep to the main space lanes while approaching the Carba Asteroid Belt. Once near the belt, the Rebels may make a quick dash into the field. By dodging and using the asteroids as cover, the characters make their way to C-2, hopefully without alerting *The Pulverizer* to their presence. If they fail, the ship alerts the nearby Imperials, who rush an Imperial Star Destroyer to the area just outside the Belt.

*Episode Three:* The characters board C-2. If the outpost had advance warning, everything is ready to go, including the latest data from the shipyards. As the characters load their ship with all the salvageable equip-

ment, *The Pulverizer* approaches C-2. Because asteroid C-2 is too large for the ship’s intake chute, blaster fire begins rocking the asteroid, as the mining ship attempts to break it up. The characters and crew must make a desperate attempt to load the most important data onto their ship before the asteroid is “consumed” by *The Pulverizer*. The Rebels pull away just as C-2 is sucked into the giant ship. If the characters tipped off the LMC ship before docking with the outpost, they must do some fancy flying to avoid the waiting TIE fighters and the Star Destroyer. After a couple of rounds of fighting, the Rebels escape into hyperspace.

*Approximate Game Time:* 3–5 days. Go to “The Aramand Cluster.”

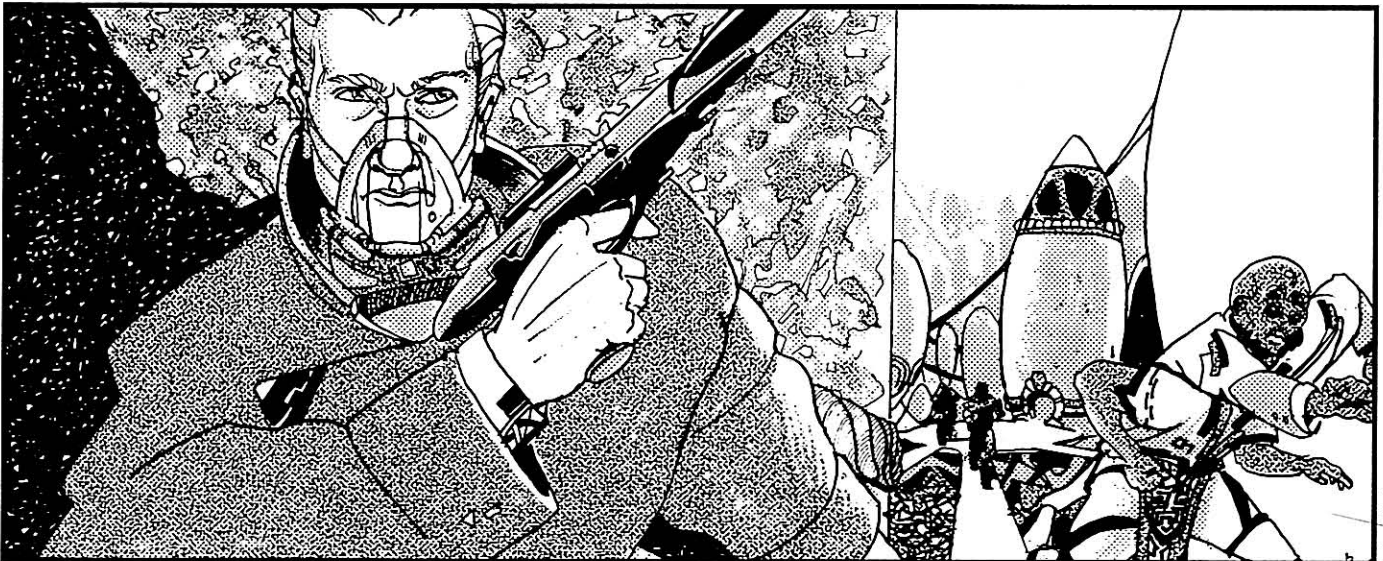
### Supply Line

The characters are assigned to meet with a mid-level LMC administrator who shows an interest in secretly funnelling materials and supplies from LMC to the Rebellion. Because of recent events, the Alliance is very short on supplies.

*Episode One:* The characters arrange to discuss the matter with the administrator on Demar. After arriving on the planet, they must contend with a barrage of unemployed miners clogging the spaceport and looking for ways off planet. Eventually, the characters find the sympathizer’s office.

*Episode Two:* The administrator has been a long-time Rebel sympathizer and thinks he (or she) has figured out a way to siphon off goods from LMC. By using Rebel front companies to pick up and ship the supplies, the administrator can write off the goods as unpaid invoices or lost cargoes. The characters negotiate an initial settlement process.

*Episode Three:* Rebel Intelligence clears the background of the administrator. Sometime during the process, the administrator gives the Rebellion information needed in “The Aramandi Cluster” below.



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It is up to the characters to work out a plan to pick up the goods. Once figured out, the characters must make the first run. When picking up the goods, the characters must run through both LMC Security and the LMC bureaucracy before being allowed to leave. The characters can then pass the job on to other agents.

*Approximate Game Time:* 2–4 days. Go to “The Aramand Cluster”

### The Aramand Cluster

As LMC’s search for new resource deposits continues, the company has convinced the Empire to allow it to enter the Aramand Cluster. LMC estimates that the Cluster’s reserves will last three to five years, depending on the rate of operations. The Empire, who depends on LMC’s supply of goods to the Bacrana Shipyards, agrees to support the company. Given recent supply problems due to Rebel attacks, Moff Ramier wants to secure as many in-sector resources as possible.

*Episode One:* From the final data retrieved from outpost C-2, or their contact at LMC, the Rebels discover that a large Imperial fleet recently moved through the Bacrana system. Working from the fleet’s last known vector, Sector Command discovers they probably jumped to the Aramand Cluster. As all attempts to convince the Aramandi to aid the Rebel Alliance failed months ago, Sector Command has no way of knowing what transpires in the Cluster. No reports of any kind have come from the area.

The characters are assigned to scout the Aramand system. If possible, they are to land on Aram itself, contact the Taal, and offer what aid the Alliance can provide. When the characters arrive in the Aramand system, they see the remains of a recent space battle. Most of the destroyed ships are from the Aramandi Taler forces. The space lanes are virtually empty except for the Imperial fleet orbiting Aram and its colonies. The Imperials destroyed the Aramandi fleet and the Aramandi are effectively isolated from the galaxy and each other.

If the characters attempt to approach Aram or its colonies, they are spotted and chased by several Imperial Star Destroyers. After sustaining damage, the Rebels escape back to their base and report their findings.

*Episode Two:* Sector Command decides that nothing can be done to help the Aramandi until contact is made with the Taal. Unfortunately, it seems unlikely with the Imperial blockade intact. After a few days, the Rebels get a break. An LMC ship is travelling to Aram to prepare the Cluster for mining operations.

The characters must get aboard. Many methods are possible, such as infiltrating the ship as crew members or stowing away in the cargo crates. While on board, the Rebels discover that LMC is planning to completely strip the Cluster of all valuable materials, using the Aramandi as slave labor. The Imperial fleet will patrol the Cluster, aided by LMC’s few capital ships. The Aramandi will not be allowed to travel between planets, except as required by LMC. While the characters are learning this informa-

tion, a ship’s security officer finds them. Quick *con* rolls or a blow to the head may resolve the problem.

*Episode Three:* The ship arrives at Aram. The characters arrange to be on the shuttle down to Talerakia (again, by posing as a technician or crewman, or by stowing away). Once in the starport, they sneak out into the city. The Rebels quickly discover that travelling inconspicuously is nearly impossible. The heavy gravity weighs them down, there are only a few non-Aramandi on the planet, and they need breath masks. Unknown to them, they are followed throughout the city by an Aramandi Seela, who is an Imperial informant.

The characters make contact with Irra Jeea, of the Mila akia, whom the Rebel Alliance has dealt with before. Irra hides them in the Mila’s private zones, blocking the informant, who cannot enter. Irra presents the Rebels to the Mila akia’s leadership, where they must convince the akia to help the Rebellion fight the Empire. While the leadership agrees, they do not see how they can help. The characters may come up with their own ideas, but they should include forcing the Imperial ships to remain in the Cluster (keeping them from attacking or patrolling elsewhere), sabotaging LMC operations, and delaying materials shipments when possible.

*Episode Four:* With the Mila akia convinced to join the Rebellion, the characters and akia leadership discuss the matters with the other clans. The characters are put through tests of entry and rites of passage including tests of combat, mental skills, or other abilities.

Finally, the Taal is secretly approached with the proposal. Fearing the wrath of the Imperials, which destroyed his military forces and subjugated his people, the Taal refuses. The Rebels must convince the akia to remove the Taal and replace him (which is not difficult). In a rare action, the four akia decide to replace the Taal.

The characters watch as the Aramandi go through the secret rituals of choosing a new leader. During the proceedings, the Rebels discover someone attempting to plant a bomb in the Taal’s residence. The characters disarm the bomb and chase the intruders throughout the residence. One is the Seela informant, and the other is Cass Maston, who was led to the ceremony by the renegade Aramandi. The two are killed in the chase, or captured and handed over to the Aramandi.

Without further delay, a new leader is chosen. The Aramandi are now firm but secret members of the Rebel Alliance.

*Episode Five:* With the mission accomplished, the characters must find a way home. The new Taal provides them with a fast ship, which is just outside the city. The Rebels sneak out of Talerakia, hidden in one of the outdated Aramandi ground cars. They must pass Imperial patrols and inspections without being discovered.

When the characters arrive at the ship, they find it is under Imperial guard. After eliminating a squad of stormtroopers protecting the ship, the Rebels board the craft and take off. The ship must run the blockade of Star Destroyers before escaping to hyperspace. Since

Aramandi ships only have nav computers that operate within the Cluster, the characters must make a blind jump (leading them to their next adventure ...)

*Approximate Game Time:* 5-10 days

## Rebel Adventure Hooks

These adventure hooks are provided for Rebel characters who are participating in the campaign. These adventures can be inserted into the campaign as side adventures, giving the characters (and the players) a short break from the main story. These can also be used to develop the characters' subplots, which may deal with people or events outside the Rebellion.

### Bounty Hunters

At some point during the campaign, the characters should end up with bounty hunters after them. Getting rid of these guys is harder than they think.

Exactly why the bounty hunters are pursuing the characters is up to the gamemaster. Some possibilities are:

- One or more of the *Icy Moon* bounty hunters discovered who attacked and stole their ship.
- Soach has put a price on the characters' heads.
- One of the characters owes a crimelord money.
- The hunters are following up on a bounty placed on the characters by the Empire.

The hunters may attempt to apprehend the characters at any public place. Possibilities include:

- Waiting to ambush the characters at their ship or living quarters.
- Attacking them on the street.

This adventure is an opportunity to relieve the characters of excess cash or materials. It can also be used against overconfident characters to make them realize they are not invincible.

*Variants:* The hunters may be defeated in one battle, or may survive to pursue the characters at other unexpected moments. If the players need a longer break in the action (or someone has to miss a couple of gaming sessions), have one of the characters be captured and taken back to the hunters' base or crimelord's headquarters.

### Recon of Lish XI

The characters have to check out a mining station for a raid. It should be a "get in, look around, and get out" kind of mission. Too bad someone forgot about the LMC bureaucracy.

Brak Sector Command is planning a sabotage raid on the mining operations Lish XI. The characters are assigned to check out one of the moon's mining stations and obtain information about its security, defenses, emergency procedures, and so forth. The characters are to make recommendations about carrying out the raid.

The characters can infiltrate the restricted moon by posing as LMC miners or technicians. They arrive on a company ship, as do all the employees of the station, and are assigned transient worker quarters. As part of their cover, they actually must perform some duties for LMC. Both during work and on their off hours, they gather information for the raid. After some sneaking around and a few encounters with LMC Security or curious employees inquiring about their activities, the Rebels obtain the information they need.

It should appear to the characters that all has gone well. Ideally, they should not be suspected of espionage when they try to leave. When it comes time for them to depart, LMC suddenly orders that production be increased. All available personnel, including the characters, must remain on the station to work extra shifts. The characters know they are on a schedule to meet their Rebel transport and must figure out a way to leave without tipping off LMC as to their presence.

*Variants:* After escaping from Lish XI, maybe Sector Command orders the characters to participate in the raid because of their first-hand knowledge of the station. Maybe the characters are allowed to plan the operation against the mining station they visited.

### Timeline

**Event 1:** Initial handouts and news reports

**Event 2:** Kirat/Soach gang war continues, but few open conflicts have occurred. LMC announces strengthened security forces. On most worlds, the general public is apathetic about the Rebellion.

**Event 3:** Gang war escalates as open attacks are initiated by both sides. Imperial bounties appear on characters who could have been identified by ISB agent Maston during the opening adventure (these would be characters with former LMC, Imperial, or other easily accessible records which could be used to identify them from security scans at Refinery 435).

The bounties should range between 500 and 1,500 credits. The general public remains apathetic towards the Alliance, but existing sympathizers become more active as Rebel attacks increase.

**Event 4:** Rumors abound that Jabba the Hutt is taking a personal interest in Brak sector's crime world war, and is sending thugs to help Soach. In reality, this is a rumor begun by Soach to intimidate Kirat. The war reduces in intensity as both sides wait to see what happens next. Soach places bounties of 2,000–3,000 credits on characters that could be identified in aiding Elana's rescue in "Convoy" (if the characters participated in the adventure). The general population dislikes the Rebel attacks on LMC ships, which are seen as civilian targets. Rumors circulate about LMC opening new operations soon, but go unconfirmed by the corporation.



## Other Adventures

The following adventure hooks don't fit into a specific segment of the campaign. Instead, they can be incorporated as side adventures when you want to give the characters a brief break. These hooks can also be used as the starting point of a separate gamemaster-created campaign set in Brak sector. Most of these hooks involve non-Rebel characters.

### The Bill Collectors

The characters are hired by either Kirat or Soach (whoever they have better relations with) to hunt down and capture an Aramandi Seela who owes the crimelord money. The job doesn't sound too hard and the pay is good.

This adventure is for novice to moderately-experienced bounty hunter characters. The characters receive a good deal from the crimelord (money, reduction of loan payments, elimination of bills, etc.), and are given basic information about their target.

The target, an Aramandi smuggler and trader known as Cicara Tuk, is wanted alive. Tuk owes the crimelord a substantial number of credits for falling through on a deal. Tuk was to bring a shipload of Aramandi artwork and trinkets to the crimelord for sale to wealthy collectors. Instead, the Aramandi took the money with which he was to "acquire" the goods and ran.

The characters must first hunt down Tuk in the deep underworld of Genesis. Once they find him, he escapes to his ship. As Tuk's ship lifts off, a second group of bounty hunters attack as well. Apparently, Tuk has been running this scam on the crimelord's archrival as well. There is a three-way space battle between the two sets of bounty hunters and Tuk. Tuk escapes to the Aramand system with both ships right behind him.

When the ships arrive in the Aramand system, Tuk's ship is immediately taken under the protection of the Taler. The second bounty hunter's ship is destroyed by the Taler (it refused to surrender), if the characters have not already done so. The characters should know that Tuk's Seela status would normally destroy any concern the Taler would have for the Aramandi. However, Tuk has forged credentials stating he is a member of the Mila akia.

The Taler escort both ships to the Mila akia's leadership in Talerakia. The characters must prove that Tuk's credentials are forgeries, and that he is an outlaw before the Mila leaders allow him to be taken back to the crimelord. The characters receive their payment as promised, when they return with the fugitive.

*Variants:* Perhaps Tuk is a fugitive from justice, rather than a con man hiding from crimelords. Maybe the second group of bounty hunters is also taken to discuss the matter with the akia, instead of being destroyed. What happens if Tuk is killed or the characters are not paid?

## Checking Up

The characters are quietly hired by a group of LMC investors to follow up on recent rumors that LMC has located huge mineral reserves that will keep the company afloat for at least another decade. The characters are hired to visit the system and report their findings to the investors.

When the characters enter the system, their first task is to avoid LMC Security ships and land on one of the planets. The characters may use sensor decoys, sensor shadows (by hiding "behind" planets and asteroids), or stealth gear to slip onto a planet. Once down, they can take detailed sensor readings and samples. The characters return to their employers with the sensor data. There are a few deposits in the system, but far less than LMC claims. Apparently the company is trying to attract new capital any way possible, including deliberately deceiving potential investors. If the characters' ship was identified in the system, it is pursued by LMC Security.

### Prospective Fortunes

The characters answer an LMC advertisement requesting scouts to search for new mineral, metal and crystal deposits in unexplored systems. All reasonable expenses are paid: what do they have to lose?

The characters respond to the LMC advertisement on Demar, at the administrative headquarters. The contract is offered as advertised. LMC will pay a small fee plus all reasonable expenses during the mission, including provisions. Other equipment (like sensors, sampling gear, and so forth) is to be provided by the characters. Once the characters return from their mission (successful or not), LMC will be very strict about what it accepts as reasonable expenses. The characters must have receipts for all purchases or they are not reimbursed. Damage suffered during the mission is only partially compensated for and no equipment upgrades will be paid for.

The characters may find information on suitable systems from several places, such as LMC archives, Imperial records, any large planetary library, or even Ti'mere's InfoServices. Once a system has been chosen, the characters can go and check it out. Give the characters hints of large reserves ... then yank it away as a sensor glitch or an isolated phenomenon.

Once discovering a potentially suitable world, the characters encounter the usual hazards: violent storms, poisonous life-forms and predators who want to make a meal out of them. When the characters finally arrive back at their ship, they manage to take off and leave a marker buoy.

Once back on Demar, the characters must deal with a claim jumper who replaced their marker with his own. See *Galaxy Guide 8: Scouts* for more information about corporate scouting.



Robert Kulp

### Short Run

The characters are hired to shuttle some cargo between Gimm and Genesia. Too bad they can't get rid of it.

The characters are hired by one of Gimm's larger industrial corporations to make a "normal" cargo run between their Gimm facility and their main plant on Genesia. The characters are offered a decent amount of money for the job and are paid half in advance.

The characters' ship is loaded at the company's facility on Gimm. The cargo consists of several large crates with ominous warning labels. The company insists it is completely safe for transport. If the crates are broken at any point, a glowing yellow-green gel leaks out. It does nothing except stain the deck plates and permeate the ship with a foul odor (which won't be eliminated until several weeks after the adventure is over!).

Once the characters are traveling to the planet, their

ship is stopped and boarded by a Genesian Customs ship. Instead of the typical "credit shuffle and off you go," this officer is very interested in the ship and its cargo. He has been bribed by one of the company's competitors to prevent a new chemical from being transported to Genesia for production. Upon locating the crates, he declares the cargo unsafe to transport to Genesia and orders to be dumped into Genesia's star.

The characters are in a jam. They may dump the cargo ... but will have to pay for it out of their own pockets. The characters only get paid if they deliver the cargo to the company's main plant on Genesia.

*Variants:* Maybe the cargo is explosive or acts as a sedative, knocking the crew unconscious after a small leak develops. Maybe the characters are faced with massive public protests against the chemical at the main plant and aren't allowed to land. Maybe a rival company tries to hijack the ship and steal the cargo.

# STAR WARS®

## FLASHPOINT!

### BRAK SECTOR

by Sterling Hershey

**Flashpoint:** Any situation or area with the potential for a sudden outbreak of conflict.

**Brak Sector:** A sector of space that serves as a staging area for Imperial Navy missions into the Outer Rim Territories. Rebel forces have made substantial gains in this former mining sector.

**Imperial Objective:** Eliminate Rebel forces by any means necessary.

## A STAR WARS SUPPLEMENT

For ages 12 and up.

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