

THE SEARCH FOR OGIV

A STAR WARS SAGA EDITION
ROLE PLAYING MODULE

BY JOSH HELTON



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WHERE'S OGIV?

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Shortly after their debriefing, a troubled Captain Verana approaches the player group and requests their company in the briefing room. There, after securing the room, he activates the holo-transceiver and Senator Organa appears above the briefing room table.

I have received word from one of my agents that a highly-skilled Imperial technician has disappeared among the population of Corellia. This technician, a former employee of Sienar Fleet Systems, is rumored to have worked on a new Imperial fighter design, but he went into hiding after apparently discovering something that Sienar would rather not have known to the galaxy at large. My agents were able to track the technician to Corellia, where they lost his trail. I would like for you and your team to track him down and recruit him to join our organization. I have authorized Captain Verana to offer 1,000 credits to each of you for your assistance in this matter. Captain Verana, I leave the briefing in your capable hands.

Captain Verana takes his place at the head of the briefing room table as the holo fades and looks at each of the

group members in turn.

"The information that you brought us regarding Inquisitor Draco and the other events that transpired on Cato Neimoidia has caused quite an uproar on Alderaan. While we work out our next move, the Senator has asked that you follow up on this lead. Captain Okeefe has agreed to transport you should you decide to accept this mission, and it is our fervent hope that you do. We don't have any other assets available in the Corellian system, and shifting more to the area will take long enough that we are likely to lose the technician's trail completely."

Captain Verana looks at the group expectantly, waiting for their answer. Should they accept, read the following information to them:

"The technician's name is Ogiv Sonmorten. He booked passage to Corellia on a freighter captained by a friend of the Senator's. Captain Farstander contacted the Senator after docking on Corellia, but he will not be able to remain on Corellia for long due to previous arrangements. He is willing to meet with you and give you a local contact that might be able to help, but that is the extent to which he is able



to help us at this time.”

Captain Verana gives the player group an encrypted data disc which he asks them to give the technician, and encourages them to head out as soon as possible. If the player group asks him questions, Captain Verana can provide little more than the following:

What can you tell us about Corellia?

– Corellia is a Core World, but not one on which the Empire holds an iron grip. One of five inhabited planets in the system, Corellia is a major galactic trade hub.

Can you tell us anything about the Corellian people?

– Corellians as a people are very independent, and while many are content to live under the Imperial governor known as the Diktat, many more Corellians prefer to live a life free from the oppression and tyranny of the Empire.

What kind of reception are we likely to receive?

– I would expect most Corellians to view you indifferently. While Corellia itself has a mostly human population, a large percentage of its people are Selonian or Drall, and as a major stop along two of the most important trade routes in the galaxy, Corellia is a great place to get lost or find passage to any of a number of systems.

A Knowledge (Galactic Lore) [DC10] or Use Computer [DC10] check with the Resurgence’s shipboard database will also reveal that Corellia is home to the Corellian Engineering Corporation - CEC, famed for the manufacture of highly-modifiable starships such as the YT series. This could result in an excellent opportunity for the

player group to acquire their own starship.

On their way to Corellia, Captain Okeefe asks the heroes about the mission. All she was told was that the group needed to get to Corellia at best possible speed once they boarded, and that they might need a quick exit. If the group is hesitant about telling her of the mission, she mentions that she knows a “Corellian freighter captain” (aka smuggler) by the name of Farstander that operates in the area who told her to look him up next time she was in the area. The players should feel free to confide in Captain Okeefe, as Senator Organa trusts her completely. The players will learn that Farstander and Okeefe used to fly together, and are former partners-in-crime. Farstander was responsible for Okeefe’s “acquisition” of Crash, an event for which she is very grateful. If they still won’t tell her about their mission, Okeefe harrumphs and turns back to the piloting console, effectively dismissing any players from the cockpit and locking the hatch after they leave.

After landing on Corellia, Okeefe directs the party to the docking bay where Captain Farstander is docked. She cautions them that while Corellia would not be considered the pinnacle of high society, it isn’t Cato Neimoidia either and wandering around in full armor and impersonating a walking arsenal might draw a tad too much attention to the group. Encourage the players to leave heavy weapons (such as grenades, vehicle-borne weapons, combat droids) on the Banshee, at least during the meeting with Captain Farstander. Sidearms should be the primary armament of the group during this time, though rifles or carbines with folded stocks will also be acceptable. Combat should not be the



primary focus during this phase, though a small group of local "street toughs" accosts the group as they exit the starport. See "Step into my Parlor, p. 5" for details.

Captain Farstander is a typical Corellian, standing 1.81 meters tall and massing 80 kilograms, with a persistent smirk that lends him a roguish air. He greets the party warily (Indifferent attitude) unless they mention that Captain Okeefe brought them here. In that event, his attitude immediately becomes Friendly and he volunteers all of the information that he has been able to gather, which unfortunately is not much. He knows that Sonmorten hasn't left Corellia yet, but he is unaware of Sonmorten's current whereabouts. He believes a local information broker might know more, and tells the players to seek out a secretive Rodian Information Broker [TotG p. 41] by the name of Kuunjo before waving them away so that he can complete his loading procedures and leave Corellia.

Kuunjo is a secretive fellow who does not advertise his presence. The players need to make discreet inquiries to the locals [Gather Information (Locate Individual)] or perform some hefty slicing [Use Computer (Access Private Information)] at a DC 25 in order to locate Kuunjo. Lesser results will get the heroes closer [Gather Information DC20 finds someone who knows where Kuunjo typically likes to hang out, Gather Info DC15 find someone who knows what Kuunjo looks like; Use Computer DC20 locates a file that displays Kuunjo's credit records for the past several days, Use Computer DC15 finds a listing of Kuunjo's known associates] but a DC25 is needed to actually find someone who knows where Kuunjo is currently (or to lo-

cate and track his private comlink frequency in the case of Use Computer checks). Alternatively, if the heroes get a Gather Info or Use Computer check of 20+, they can start visiting the cantinas in the area and they locate Kuunjo on a Perception check of DC20 to realize that "that Rodian in the corner looks like our guy". After three unsuccessful Gather Information or Use Computer checks (or any combination thereof), Kuunjo finds you and has you escorted to a meet with him at blaster point.

If the players successfully locate Kuunjo, they can find him in a cantina just down the street from the starport. He will be in the company of his "protection", five Security Personnel led by a Security Squad Commander. Kuunjo's retinue are mingling among the crowd, but a successful Perception check [DC 20] will tell the players that these hard men are there protecting someone.

Kuunjo's initial attitude towards the players will depend on how they approach him. If they enter the cantina wearing only sidearms (or weapons that qualify as simple or pistols, such as carbines and rifles with their stocks folded) and without armor, as long as they don't all crowd around him he will treat them as Indifferent. If they arrive heavily-armed and wearing armor, he will be Unfriendly, and may ask them to leave, forcing them to locate him again.

If Kuunjo finds the players after three failed checks, they are escorted to meet him in the same cantina, but this time they have been disarmed by his associates. This leaves Kuunjo with an attitude of Unfriendly towards the party.



Kuunjo, Information Broker **CL5**
 Medium Nonheroic 3/scoundrel 4
Force 3
Init +4; **Senses** Perception +9
Languages Basic, 2 others

Defenses Ref 17 (flat-footed 16), Fort 14, Will 15
Hp 23; **Threshold** 14

Speed 6 squares
Ranged hold-out blaster pistol +6 (3d4+2) or
Ranged hold-out blaster pistol +4 (4d4+2) w/ Rapid Shot or
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster pistol +4 (4d6+2) with Rapid Shot
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Knack

Abilities Str 13, Dex 13, Con 10, Int 14, Wis 11, Cha 13
Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Stealth), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Gather Information +14, Perception +8, Persuasion +9, Stealth +9, Use Computer +10
Possessions knife, hold-out blaster pistol, blaster pistol, comlink, pocket scrambler, code cylinder, credit chip with 200 credits, 400 unmarked credits, portable computer, electrobinoculars, holocam, utility belt, holster, concealed holster

Regardless of how the players meet Kuunjo, he can locate Ogiv for them. How much it will cost them depends on his attitude towards them at the end of the meeting. If he ends with an attitude of "Indifferent", it will cost the group 1,000 credits and take 24 hours to locate Ogiv. If Kuunjo is feeling "Friendly", the information will cost 500 credits and take 12 hours to locate Ogiv. Should the players manage to get Kuunjo to "Helpful", he will only charge 250 credits and tells the heroes that he happens to know where Ogiv is being held already, but he won't be there long. Regardless of the final cost of the information, Kuunjo tells the heroes that Ogiv is being held by a small band of mercenaries at a location outside of town and he will be moved off-planet in less than 48 hours.

After acquiring the information they need to locate Ogiv, the players may return to their ship and gear up for what is likely to be a hard fight. They can move out to the location at any time, but it will always be nightfall by the time they arrive. If the players do not have their own speeders, they can find some to take them out to within a block of the designated location for 50 credits per character and a DC10 Gather Information check.

Once the players arrive, they can choose when to attack the location. It is recommend to observe the location for a while and then attack, but not required. If the players choose to observe, they see an armed land speeder (SoroSuub V-19 Gian, see below) pull out of the largest

Ogiv Sonmorten, Outlaw Tech **CL 4**
 Medium scoundrel 2/scout 2
Force 4
Init +9; **Senses** Perception +3
Languages Basic, Binary, Durese, Sullustese

Defenses Ref 19 (flat-footed 17), Fort 16, Will 17
hp 30; **Threshold** 21

Speed 6 squares
Melee unarmed +1 (1d4+1)
Ranged blaster pistol +4 (3d6+2)
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot
Special Actions Hyperdriven, Jury-Rigger

Abilities Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 14
Talents Hyperdriven, Jury Rigger
Feats Improved Damage Threshold, Point Blank Shot, Skill Focus, Skill Training, Weapon Proficiency (pistols, rifles, simple)
Skills Deception +9, Gather Information +9, Initiative +9, Knowledge (technology) +10, Mechanics +10 (may reroll to accomplish a jury-rigged repair but must keep the result of the reroll even if worse), Perception +3 (may reroll but must keep the result of the reroll even if worse), Persuasion +9, Use Computer +10
Possessions blaster pistol, comlink, concealed holster, credit chip, 500 credits, datapad, security kit, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser), Hacked Code Cylinder



warehouse on the street and take off back towards town, with several mercenaries aboard. If the players choose to attack immediately, then the speeder has already left before they arrived. See "Destiny Calling, p. 8" for information on how to run this encounter.

After defeating the mercenaries inside the warehouse, the heroes free Ogiv Sonmorten and show him the disc given to them by Organa. After watching the disc, Ogiv is not convinced that "his benefactor", as Organa was referred to in the holo, can protect him. A successful Persuasion check against a Friendly Ogiv (after all, they DID just save him) convinces him that the heroes can indeed see him safely off of Corellia and he agrees to go with them. A failure means that he doesn't believe them and will leave as soon as they get out of the warehouse area, though they can attempt to persuade him again (against an Indifferent Ogiv) after they escape from the warehouse district. They receive XP equal to a CL4 encounter for successfully convincing him to join up with Organa. The group must now await the arrival of the remainder of the mercenary band to find out who hired them and make sure that Ogiv will not be followed when they leave Corellia. See "Surprise!, p. 10" for information on running this encounter.

If the Mercenary Captain survives "Surprise!" (i.e. is only knocked unconscious rather than killed) and the heroes can convince him to talk (through persuasion or intimidation), he will admit that they were hired by Siemar Fleet Systems, who provided the mercenary group with a Lambda-class assault shuttle for the duration of their contract. If they kill all of the mercenaries, the heroes still have a chance [Perception check – DC20] to notice that the

docking bay next to the Banshee's contains a Lambda-class shuttle sporting the same crude insignia that the mercenaries were wearing. The heroes can attempt to take that ship (convincing the mercenary captain to give them the codes or through slicing the shuttle's navicomputer [Int 15, "Hostile" if the mercenary captain is not with them, "Indifferent" if they captured the merc captain]). Make a "Use Computer" check with a DC of 20 to access the shuttle's autopilot and start its engines. Remind the players that while the Lambda is a powerful ship, it is also quite distinctly an Imperial design and Siemar Fleet Systems and by extension the Empire may not take kindly to someone flying around in an unauthorized shuttle.

Conclusion

After concluding their business with Ogiv and hopefully escorting him to the Banshee, the heroes can take a moment to visit the CEC kiosk in the spaceport to speak with a representative about purchasing a ship. If the characters can pay the full amount up front, they can get an automatic 10% discount on a ship. This amount can be increased by 5% per successful opposed Persuasion checks against a Diplomat (representing a smooth-talking starship salesman) [TotG p. 35] up to a maximum discount of 20%. Losing the opposed roll increases the ship's price by 5%. The cost of a new ship should not be reduced by more than 20% or increased by more than 30% over the prices in Starships of the Galaxy, though used ship prices may be discounted up to 30% or increased by up to 40%.



STEP INTO MY PARLOR CL 2

Exiting the starport, the heroes are beset by a small group of unruly thugs, demanding that the offworlders pay their "port tax". The heroes can pay the tax of 1,000 credits, earning XP equivalent to a CL2 encounter, or they can refuse and engage the gang. If they engage, they face 2 Vibroblade-wielding thugs and 3 Blaster-wielding thugs in a litter-strewn alley-way just outside the starport.

Vibroblade-Wielding Thug (x2) CL2
Medium Nonheroic 6
Init +4; Senses Perception +3
Languages Basic
Defenses Ref 15 (flat-footed 14), Fort 11, Will 10
Hp 22; Threshold 11
Speed 6 squares
Melee vibroblade +4 (2d6)
Ranged blaster carbine +5 (3d8)
Base Atk +4; Grp +5
Atk Options autofire (blaster carbine)
Abilities Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +9
Possessions vibroblade, blaster carbine, makeshift armor (as combat jumpsuit, +4 armor)

Vibroblade-Wielding Thug Tactics: The thugs wielding vibroblades enjoy close combat with their victims. Using the vibroblades' superior damage potential compared to non-vibro weapons, these thugs attempt to stay in melee range of their victims.

Blaster-Wielding Thug (x3) CL2
Medium Nonheroic 3
Dark Side 4
Init +7; Senses Perception +0
Languages Basic
Defenses Ref 11 (flat-footed 10), Fort 11, Will 9
Hp 9; Threshold 11
Speed 6 squares
Melee unarmed +2 (1d4)
Ranged blaster carbine +4 (3d8)
Base Atk +2; Grp +3
Atk Options autofire (blaster carbine)
Abilities Str 11, Dex 13, Con 12, Int 8, Wis 9, Cha 10
Feats Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7
Possessions blaster carbine, tough-looking clothes

Blaster-Wielding Thug Tactics: The blaster-wielding thugs are used to getting their way based on the carbines they wield. They aren't actually very good shots, so if forced to fight, they will typically use the "spray and pray" method of fully-automatic fire to take down their enemies.\

Conclusion: This fight is simply to remind the players that they can survive without armor. The street toughs should present little trouble for a party of CL4s. The thugs are typical starport riffraff, and have no relation to any organizations that may or may not be seeking the heroes.



AN INTERVIEW WITH THE INFO BROKER CL6

The heroes meet with Kuunjo in the “Salty Spacer”, a well-kept cantina not far from Starship Row, where the spaceport is located. Kuunjo “holds court” in a darkened booth near the rear of the cantina, and is something of a fixture there. His security personnel are scattered among the various patrons near the bar, and the head of his security force stands just outside the “business area” of the booth, close enough to assist Kuunjo in the event of trouble but far enough away that he could plead ignorance to any information he might overhear.

Note: if the heroes were brought here by Kuunjo’s guards and disarmed, there are only four security personnel. Don’t forget to include Kuunjo in the fight—while his business is information, he doesn’t leave his protection only to flunkies.

Security Squad Commander CL3
 Medium Nonheroic 6/Soldier 1
Force 5; **Dark Side** 1
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 14, Will 12
Hp 22; **Threshold** 14

Speed 6 squares
Melee combat gloves +6 (1d4+2)
Ranged blaster rifle +6 (3d8) or
Base Atk +5; **Grp** +6
Atk Options autofire (blaster rifle)
Special Actions Combined Fire

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Improved Defenses, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9
Possessions combat gloves, blaster rifle, combat jumpsuit (+4 armor), comlink

Squad Commander Tactics: A battle-hardened mercenary before he became a bodyguard, the commander of Kuunjo’s security squad is primarily concerned with protecting Kuunjo. This means that he will constantly attempt to get between Kuunjo and any attackers, directing his other security personnel in the most efficient ways of taking down attackers, adding his own firepower whenever possible to take down enemies as quickly as possible. Unless the heroes start firing indiscriminately (autofire), his blaster rifle will remain set to stun.

Security Personnel Tactics: Kuunjo’s security personnel are a motley crew of protection specialists. A few come from military backgrounds, but most come from security, law enforcement, or even criminal backgrounds. Regardless of how they started out, the security squad has drilled endlessly in the best ways to take down attackers. They will seek out cover when possible, but will take every opportunity to fire on attackers, using stun settings to reduce collateral damage and injuries to innocent bystanders. This keeps Kuunjo in the locals’ good graces

Security Personnel (x5) CL2
 Medium Nonheroic 6
Init +4; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10
Hp 22; **Threshold** 11

Speed 6 squares
Melee stun baton +4 (2d6 stun)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11
Feats Armor Proficiency (light), Improved Defenses, Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Perception +9
Possessions stun baton, blaster pistol with holster, blast helmet and vest (+2 armor) with helmet package, security pass, binder cuffs

Map on Following Page





DESTINY CALLING CL 5

The heroes have arrived at what appears to have once been a small starport, but now sits nearly abandoned. The heroes stop before what was once a cantina, but is now dilapidated and abandoned. It offers an excellent view of the warehouse where Ogiv is being held while providing the heroes with reasonable cover from counter-surveillance. The warehouse sits directly across from the cantina, but is separated by walkways and wide open areas, with the only cover between the two buildings the former Traffic Control center. An old hangar bay sits northwest of the cantina and directly west of the warehouse, with an abandoned bank building (recently serving as the unofficial headquarters of a local swoop gang who apparently left in a hurry, considering the debris scattered about) located directly west of the cantina and south of the hangar bay. If the heroes decide to wait and watch, a small four-man armed speeder with a full crew leaves the warehouse and heads south past the cantina just after the heroes get settled. If the heroes are going to assault immediately, the speeder has already left and they can attempt to sneak up on the inhabitants of the warehouse they were told contains Ogiv Sonmorten.

Conclusions: After the heroes rescue Ogiv, they must convince him to join the cause and work for Bail Organa (without mentioning his name). If necessary, remind them of the holo they were given on the Resurgence and see p. 3, then get them ready to greet the remaining mercenaries who departed in the speeder prior to this assault. They were alerted to the assault via comlink at the start of combat and will return 30 rounds (5 minutes) after combat concludes.

Ogiv's equipment is stacked in a pile on one of the boxes nearby. A DC10 Perception check will reveal it.

Mercenary (x4)	CL 3
Medium Nonheroic 6/Soldier 1	
Force 5; Dark Side 1	
Init +9; Senses Perception +3	
Languages Basic	
Defenses Ref 17 (flat-footed 16), Fort 14, Will 12	
Hp 22; Threshold 14	
Speed 6 squares	
Melee combat gloves +6 (1d4+2)	
Ranged blaster rifle +6 (3d8) or	
Ranged frag grenade +6 (4d6)	
Base Atk +5; Grp +6	
Atk Options autofire (blaster rifle)	
Special Actions Combined Fire	
Abilities Str 12 Dex 12, Con 11, Int 10, Wis 10, Cha 10	
Talents Combined Fire	
Feats Armor Proficiency (light), Coordinated Attack, Improved Defenses, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)	
Skills Endurance +8, Initiative +9	
Possessions combat gloves, blaster rifle, frag grenade, combat jumpsuit (+4 armor), comlink, field kit, company insignia	

Mercenary Heavy Infantry	CL 4
Medium Soldier 4	
Force 5	
Init +9; Senses Perception +8	
Languages Basic	
Defenses Ref 21 (flat-footed 19), Fort 18, Will 14	
Hp 50; Threshold 18	
Speed 6 squares	
Melee combat gloves +6 (1d4+5)	
Ranged heavy blaster pistol +6 (3d8+2) or	
Ranged heavy blaster pistol +4 (4d8+2) w/ Rapid Shot or	
Ranged heavy blaster rifle +7 (3d10+4) or	
Ranged heavy blaster rifle +5 (4d10+4) w/ Rapid Shot	
Base Atk +4; Grp +6	
Atk Options autofire (heavy blaster rifle), Coordinated Attack, Devastating Attack (rifles), Rapid Shot	
Abilities Str 14 Dex 14, Con 12, Int 11, Wis 13, Cha 11	
Talents Devastating Attack (rifles), Weapon Specialization (rifles)	
Feats Armor Proficiency (light, medium), Coordinated Attack, Rapid Shot, Skill Training (Mechanics), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)	
Skills Endurance +8, Initiative +9, Mechanics +7, Perception +8	
Possessions combat gloves, heavy blaster pistol, heavy blaster rifle, 2 explosive charges with timers, battle armor (+8 armor, +2 equipment), comlink, electrobinoculars, field kit	



Mercenary Tactics: These mercenaries are veterans of numerous battles, and they know the value of teamwork and cover. When combat begins, they will move to the nearest cover and attempt to use their Combined Fire talent and Coordinated Attack feat to quickly eliminate targets.

Mercenary Heavy Infantry Tactics: In the absence of the Mercenary Captain, the Mercenary Heavy Infantry runs the squad. When combat begins, he will move to the nearest cover and begin targeting any enemies that have been previously hit by his squad mates, counting on his Devastating Attack to drive enemies down the condition track quickly.



The heroes and Sonmorten must lie in wait, giving them a chance to take up ambush positions against the returning mercenaries. The mercenaries will attempt to make use of their speeder-mounted weapons, but the lack of any formal training in either piloting or heavy weapons makes that a daunting proposition at best. The mercenaries begin play in the speeder, entering the map from between the abandoned cantina and the swoop gang headquarters, with the heroes deployed on the map in whatever positions they choose.

Mercenary Captain	CL 5
Medium Soldier 2/noble 3	
Force 8; Dark Side 1	
Init +9; Senses low-light vision; Perception +10	
Languages Basic, Bocce	
Defenses Ref 21 (flat-footed 19), Fort 20, Will 18	
Hp 56; Threshold 20	
Speed 6 squares	
Melee combat gloves +5 (1d4+3)	
Ranged heavy blaster pistol +7 (3d8+2) or	
Ranged heavy blaster pistol +2 (3d8+2) and blaster pistol +2 (3d6+2) or	
Base Atk +4; Grp +6	
Atk Options Battle Analysis, Born Leader, Distant Command	
Abilities Str 12, Dex 14, Con 12, Int 13, Wis 13, Cha 14	
Talents Battle Analysis, Born Leader, Distant Command	
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Linguist, Skill Focus (Knowledge[tactics]), Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)	
Skills Endurance +8, Initiative +9, Knowledge (tactics) +13, Perception +10	
Possessions combat gloves, heavy blaster pistol, blaster pistol, battle armor (+8 armor, +2 equipment) with helmet package, electrobinoculars, field kit, utility belt	

Mercenary Captain's Tactics: The mercenary captain can make or break his unit. As soon as battle is joined, the merc captain will activate his Born Leader talent and attempt to move to cover as quickly as possible. From there, he will attempt to direct his squad to victory, contributing his twin pistols' firepower whenever he gets a good shot.



Mercenary (x2) **CL 3**
 Medium Nonheroic 6/Soldier 1
Force 5; Dark Side 1
Init +9; Senses Perception +3
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 14, Will 12
Hp 22; Threshold 14

Speed 6 squares
Melee combat gloves +6 (1d4+2)
Ranged blaster rifle +6 (3d8) or
Ranged frag grenade +6 (4d6)
Base Atk +5; Grp +6
Atk Options autofire (blaster rifle)
Special Actions Combined Fire

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10
Talents Combined Fire
Feats Armor Proficiency (light), Coordinated Attack, Improved Defenses, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9
Possessions combat gloves, blaster rifle, frag grenade, combat jumpsuit (+4 armor), comlink, field kit, company insignia

Mercenary Tactics: These mercenaries are veterans of numerous battles, and they know the value of teamwork and cover. When combat begins, they will provide cover fire for the mercenary captain and medic from the speeder-mounted weapons, then they will move to the nearest cover themselves and attempt to use their Combined Fire talent and Coordinated Attack feat to quickly eliminate targets.

SoroSuub V-19 Gian Speeder
 Large speeder; 5.7m
Init +3 Senses Perception +5

Defense Ref 14 (10), Fort 15; +2 armor
hp 60; DR 5; Threshold 21

Speed 6 (240 km/h) Hover 2m
Fighting Space 2x2; **Cover** partial
Base Atk +0; Grp +10 Atk Options autofire
Abilities Str 21, Dex 17, Int 12
Skills Initiative +3 Mechanics +5 Perception +5 Pilot +3
Crew 2 (normal) **Passengers** 2
Cargo 50kg; Consumables/Payload -; Carried Craft 0
Availability Prevalent, Licensed; **Cost** 20,000 (10,000 used)

Double Repeating Blaster Cannon (pilot)
Atk +1(-4 autofire) Dmg 4d8
 Repeating Blaster Turret (gunner)
Atk+1(-4 autofire) Dmg 4d8



Medic **CL 3**
 Medium Nonheroic 6/Soldier 1
Force 5
Init +8; Senses Perception +4
Languages Basic, Iother

Defenses Ref 15 (flat-footed 15), Fort 13, Will 12
Hp 29; Threshold 13

Speed 6 squares
Melee knife +5 (1d4)
Ranged blaster carbine +5 (3d8) or
Ranged blaster pistol +5 (3d6)
Base Atk +5; Grp +5
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light), Skill Focus (Treat Injury), Skill Training (Knowledge [tactics]), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Knowledge (tactics) +9, Treat Injury +14
Possessions knife, blaster pistol, blaster carbine, 2 stun grenades, combat jumpsuit (+4 armor), comlink, field kit, medical kit, 2 FastFlesh medpacs, holster

Medic Tactics: The medic moves from cover to cover, attempting to keep his squad in fighting trim. When his medical services aren't needed, he uses his Battle Analysis talent to determine which of his enemies are in the worst shape and works to bring them down as quickly as possible.

Conclusions: As soon as the enemy has been defeated, the heroes can return to the Banshee with a sense of accomplishment and to the hearty congratulations of Captain Okeefe and Crash. Should they wish to purchase a ship [one that perhaps Darga won't recognize when they arrive at Bespin], they can visit the CEC kiosk on their way back to Captain Okeefe's ship. See page 3 for more information.



