

CARSON DAX

TEMPLATE: Smuggler

DEXTERITY 3D

Blaster 5D+2, blaster: heavy blaster 7D, brawling parry 6D+2, dodge 6D, grenade 4D+2, melee combat 6D, melee parry 6D, running 5D+2, vehicle blasters 6D+1



KNOWLEDGE 2D+1

Alien species 4D+2, bureaucracy 5D+1, bureaucracy: Celanon 8D, business 5D, business: smuggling 7D+1, business: Celanon Trade Guilds 8D, cultures 4D, cultures: Twi'lek 6D+2, intimidation 6D, languages 5D+2, law enforcement 6D+1, law enforcement: Celanon 7D+2, planetary systems 6D+2, streetwise 6D+1, streetwise: Celanon 8D, streetwise: Ryloth 7D+2, streetwise: Lady Valarian's organization 7D+1, streetwise: Reddik's organization 7D+2, streetwise: Dulga the Hutt's organization 7D+1, value 5D

MECHANICAL 3D+2

Astrogation 7D+2, astrogation: Celanon Spur 10D, communications 6D+1, repulsorlift operation 6D, sensors 7D, space transports 8D, space transports: YT-1300 9D+2, space transports: heavy courier 9D+1, starfighter piloting 6D+2, starship gunnery 7D, starship shields 7D+2

PERCEPTION 3D

Bargain 6D, bargain: spice 8D, con 6D+1, con: bluffing 8D, forgery 5D+2, forgery: starship documents 7D, gambling 6D+2, hide 5D, investigation 5D+1, investigation: Celanon City 6D+2, persuasion 6D+1, search 5D, sneak 5D+2

STRENGTH 3D+2

Brawling 6D+2, climbing/jumping 6D, lifting 5D, stamina 7D+1, swimming 4D+2

TECHNICAL 3D

Armor Repair 5D+1, blaster repair 6D, computer programming/repair 5D, first aid 5D, repulsorlift repair 6D+2, space transports repair 8D, space transports repair: YT-1300 9D, space transports repair: heavy courier 9D+1, starship weaponry repair 7D

SPECIAL ABILITIES: None

FORCE POINTS: 1

CHARACTER POINTS: 10

MOVE: 10

AGE: 34 (6 years ASW4)

HEIGHT: 6 ft. 0 in.

WEIGHT: 210 lbs.

HAIR: Blonde

EYES: Blue

DESCRIPTION: Carson is a rough looking man with a squared chin and chiseled features. He looks like he is more than capable of handling himself in a rough crowd... in fact, he looks like a rough crowd wrapped up inside of a single man. His clothes are typical of those worn by spacers - a heavy vest, leather spacer's jacket, knee-high boots, etc. His heavy blaster is proudly slung at his right hip, and a wicked vibroblade is sheathed at his left hip.

PERSONALITY: Despite Carson's rugged appearance, he is actually a calm and levelheaded man. He almost never gets angry, but he certainly does get annoyed with those who try to harass either him or his pal Allix. He is a very serious man who is very dedicated to the art of smuggling. Despite his seriousness, Carson will often celebrate a successful smuggling run with fine brandy

and a "special lady." Sometimes these evenings put him in situations no one in their right mind would want to be involved in.

OBJECTIVES: To gain a solid reputation as a steady supplier of ryll across the Celanon Spur and in the Outer Rim. Carson would also consider starting his own smuggling guild some day, with his partner Allix and their extensive connections. And maybe, just maybe, Carson will one day find out just who his mother really was, or who she may still be.

QUOTE: "Relax, I've got everything under control..."

EQUIPMENT: Modified heavy blaster (6D), modified hold-out blaster (4D), vibroblade (STR+1D), quick draw holster for his heavy blaster (+2D to speed draw, refer to pg. 122 of *Han Solo and the Corporate Sector Sourcebook* for further details), modified half-vest (+2D physical, +1D energy, torso front and back only), datapad, comlink, chronometer, 3 medpacs, breathmask, pilot's license and starship permits, snooper goggles, ammo bandoleer, 2 glowrods, macrobinoculars, the *Nebulon Ranger* (restored and modified Corellia StarDrive *Coruscant*-class Heavy Courier)

CAPSULE: "*Celanon City - if it's anywhere, it's here*" were words Carson's father always told him. Ever since Carson was a boy, he had always dreamed of following in his father's footsteps. Jackson Dax was a successful free-trader in Celanon City, who managed to make quite a good living on the side in the scandalous underworld as a spice smuggler. Carson doesn't remember his mother Anna too well; he was told that she died when Carson was really young, but it has always haunted him that there was never a gravesite for her anywhere on Celanon. Not that Jackson and his son were ever on Celanon long enough between cargo runs to visit, but it still bugs Carson that he doesn't know where his mother is buried, or even if she is really dead.

Carson spent his entire childhood between his father's YT-1300 freighter the *Millennium Falcon* and the busy starports and backwater worlds his father did business on. By his mid teens, Carson knew more about the business than men twice his age. His father had taught Carson the ropes on how to cut a deal with the Nalroni in Celanon City, how to wring the best prices for ryll on Ryloth, and how to handle not only a blaster, but how to keep his cool as well in a firefight. "*That's where the trick is, son, keeping your cool*" are words Carson lives by even years later, even the time when those bounty hunters came for his father while the *Falcon* was being repaired in Celanon City.

Although Carson didn't witness the entire encounter, he saw enough to realize that his father somehow had become a wanted man, and that these hunters had no plans on letting him get away. Carson had just returned to the docking bay with a load of power converters when the hunters shot down his father right inside of the docking bay. Although he wanted to help his father, Carson knew he wouldn't stand a chance. He dropped the converters and ran into Celanon's bustling streets, realizing that two of the hunters were giving chase. Fortunately, Carson knew the streets and alleys of Celanon City quite well, and managed to lose his two pursuers... or so he thought. One of the hunters managed to hit Carson in the back with a stun blast, dropping him immediately. Had a certain young Nalroni not witnessed the event, Carson would probably not be alive today.

When Carson regained his senses, he found himself being dragged into a nearby alley by a Nalroni. Allix, his name was, and he had managed to kill the hunter with a blaster he had stolen a week before. Allix, it turned out, was a street thief, about as old as Carson was. The two became

fast friends, and Allix's parents informally adopted Carson, who was now without a family of his own. Although an effort was made by Allix's family to recover the *Millennium Falcon*, which rightfully belonged to Carson by inheritance, the hunters who killed Jackson Dax had stolen it from its docking bay.

Carson never knew why those hunters had killed his father, or who had sent them, even to this day. Since then, Carson and Allix found work with several of the Trade Guilds in Celanon. Carson was a capable pilot and technician, and with Allix as his partner, the Guilds found quite a profitable pair of freighter captains to shuttle their cargoes. Of course, many of those cargo runs were to be made "discreetly," but that was no problem for a young man like Carson, who had been smuggling ryll and other goods since he was a child (ask him about that time his father smuggled a pound of ryll in a three-year old Carson's diapers...). Although Carson and Allix flew Guild owned freighters, after almost 10 years, they had eventually saved up enough money of their own to purchase their first freighter, a YT-1300 they named the *Andromeda Storm*. Now they were truly in business, and they struck out on their own.

For the next few years, the pair worked for a Nalroni crime boss named Reddik. Reddik wasn't a major player, but he was certainly an upcoming boss who had already taken over several lesser spice and gun smuggling operation. Carson and Allix had a good reputation amongst Reddik's crew, and were in fact Reddik's favored smugglers... until at least, a shipment of spice was delivered late. While on their way to Reddik's buyer, Carson and Allix had managed to get their freighter right in the middle of an uncharted asteroid field. They just barely managed to survive a crash landing on one of the larger asteroids, but they were, in fact, stranded. It would have been their last trip had another freighter not also been passing by. After hailing the freighter, Carson and Allix were picked up by a man named Lance Vega.

Almost immediately they found this Vega character to be annoying in his charm, but they were grateful that he rescued them. He even didn't seem to mind that a few crates of spice had to be loaded on board. Lance agreed to help Carson deliver his cargoes until Carson had enough money again to finance his own ship. Allix convinced Carson to at least see how it worked out. Carson never liked the idea, particularly since Vega's ship, a YT-1300 named the *Miss Fortune*, was in such bad shape that it truly would have been a misfortune to own it. "*She's a project in the works*" Vega always said. If it wasn't one system that was out, it was the next one. Even with Vega's Duros co-pilot and Devaronian gunner, Carson doubted their chances as smugglers. Carson disagreed for a long-term partnership, just one long enough to deliver the late shipment and get them back to Celanon City.

After making that late spice run and returning to Reddik, Carson and Allix were charged several late fees, and were in fact now in debt to their boss. With very little money, and no ship of their own, they were in a bad situation. Sure, Reddik had let them go this time, but he was unforgiving when it came to missed loan or debt payments. Allix again suggested taking on Vega and his crew as partners... Carson really couldn't turn down the idea this time.

It didn't take long for Carson and Allix to pay off their debt to Reddik; it seemed that this Vega was a particularly good gambler. Using money that Carson and Allix pooled together to gamble with, Vega turned their few thousand into thousands more, and only kept a small percentage for

himself. With that money, Carson and Allix paid off Reddik, and went out to look for a ship of their own. Not that Vega was that bad of a partner, or that the *Miss Fortune* didn't have any promise. They just wanted to go back into business with a smaller crew, since their individual profits would be larger that way. Carson and Allix went to a local used shipyard on Celanon to find their new ship. They were just about to purchase an old YT-2400 when Carson looked over at a particular hulk of metal and asked the dealer what it was. That was perhaps the best decision Carson ever made.

It turned out that the rusted hulk was that of a starship, quite a large and cumbersome looking antique. It was covered with the red-brown colorations of a neglected hull, entire sections of paneling were missing, and many of the ship's components and wiring had been stripped. Fortunately, the engine was still in place, if not stripped of major parts, and a few salvageable pieces of the remaining weapons were still mounted in the ship. It was cramped inside of the freighter, which measured roughly five times as long as a YT-1300, and the pitted cargo hold was half as small as their old freighter's was. Not a great cargo hauler, but *potentially* a great smuggling ship. The dealer said the ship was an antique, several thousand years old, actually, a *Coruscant*-class heavy courier design released by Corellia StarDrive before the corporation changed its name to Corellia Engineering Corporation over a millennia ago. The dealer had no titles or registrations for the remnants of the ship, and only kept it around for salvage purposes. After inspecting the remaining ship, Carson figured that it could be made spaceworthy once again, but even the dealer had his doubts. Although Allix would have preferred the ten-year old YT-2400, Carson insisted on settling for a price on the ship, and eventually wound up purchasing the antique for a mere 2,300 credits. He asked the dealer what the name of the ship was... the dealer said it was called the *Nebulon Ranger* or something to that effect.

Carson and Allix called in a few favors from the Trade Guilds, hoping that their old Nalroni connections could at least get them some necessary garage space and discount parts for an antiquated museum-piece starship several thousand years old. It took some time, but Carson and Allix did manage to get the *Nebulon Ranger* operational again, at least enough to get them to Mos Eisley, where Lance had talked about a "girlfriend" of his who had helped get the *Fortune* up and running.

Reddik sensed that his two favorite smugglers were about to leave him, and this "Vega" character they hang around with was annoying him to no end. He found out that Vega also worked with Lady Valarian on Tatooine, and suspected that she was using Vega to try and recruit Carson and Allix away from his organization. Although he was wrong about that, Reddik took it quite personally, and decided to take it out on Carson. He sent his goons to Carson with a message not to betray him, but the situation got out of hand when Reddik's Houk enforcer simply attacked. Carson and Allix managed to kill a few of the goons, and knew that Reddik would be furious. Despite the misunderstanding, there would be no way that killing a crime boss's thugs wouldn't be seen as an act of betrayal. Knowing that Reddik had some of the toughest goons in Celanon City, Carson and Allix went to a Hutt named Dulga for help.

Although asking help from a Hutt is akin to signing away one's soul, Dulga was not a crime boss, at least not really... okay, so perhaps the Hutt had his hands in many operations, and perhaps he could find ways to bribe or blackmail nearly everyone in Celanon City. Dulga was the best

informant along the Celanon Spur, and that was what Carson needed to get Reddik off of his back. Reddik was as dirty as a Nalroni could get, and if anyone knew how to get him back under his rock, it was the Hutt named Dulga. Finding him at the *Mi Booki's Lounge*, Carson and Allix arranged to pay Dulga 50,000 credits to keep Reddik and his goons away from Carson and Allix. Carson didn't have the money, of course, but he did have Lance Vega. Once again that pretty-boy gambler came through for Carson, turning a few hundred credits into thousands. It was enough to get Carson and Allix half of what they needed, but Dulga was an understanding sort, and agreed to accept payments from the two in the form of free smuggling runs from time to time. It turned out that Dulga was beginning to muscle into the spice smuggling trade, and Carson's connections on Ryloth made him a valuable asset. Reddik was somehow "convinced" to back off of Carson and Allix, and the two were allowed to leave for Mos Eisley without a trail of enforcers or bounty hunters after them.

Although he makes free courtesy runs for Dulga the Hutt on Celanon, Carson Dax has since signed on with Lady Valarian as a full-time smuggler. His connections on Celanon have opened up new markets for her, and Carson's status as a "kocceille Twi'lek" on Ryloth assures that he can supply her with a steady source of ryll at good prices. Under his and Allix's care, the *Nebulon Ranger* has become quite an impressive piece of work, a fast, well armed, and efficient smuggling ship. With Allix and the *Ranger* with him, Carson hopes to make his fortune amongst the stars. He'd like to one day form his own smuggler's guild, with Allix as his equal partner, and redefine what smuggling is all about, a kind of post-humus tribute to his father Jackson Dax, who always talked about doing the same thing.

Then, of course, there are those occasional dreams he has of his mother. He only sees her in his dreams, and she could just be any imaginative construct, but Carson is *sure* of it. Perhaps one day those dreams will provide some clue as to what happened to Anna Dax, but for now, they're just images and flashes he can't make out.

ALLIX T'QUALL

TEMPLATE: Nalroni Smuggler

DEXTERITY 3D

Blaster 6D, blaster: heavy blaster 7D, brawling parry 6D, dodge 6D, grenade 5D+1, melee combat 6D, melee parry 6D+2, pick pocket 8D+2, running 6D+1, vehicle blasters 5D

KNOWLEDGE 2D+1

Alien species 4D+1, bureaucracy 6D+2, bureaucracy: Celanon 8D, business 5D+2, business: smuggling 6D, business: Celanon Trade Guilds 9D+2, cultures 4D+2, intimidation 5D+1, languages 6D, planetary systems 5D+2, planetary systems: Celanon 8D+2, planetary systems: Ryloth 7D+1, planetary systems: Tatooine 6D, streetwise 7D+1, streetwise: Celanon 9D, streetwise: Tatooine 8D+1, survival 6D, value 7D, value: Celanon's markets 8D+2, willpower 5D

MECHANICAL 3D

Astrogation 7D+1, astrogation: Celanon Spur 8D+2, communications 6D+1, repulsorlift operation 6D, sensors 7D, space transports 6D+2, space transports: YT-1300 7D, space transports: heavy courier 8D, starfighter piloting 6D, starship gunnery 8D, starship shields 7D+2

PERCEPTION 3D+1

Bargain 7D+1, con 6D+2, forgery 6D, forgery: starship documents 7D+2, forgery: customs waivers 8D, gambling 7D+2, hide 5D+2, persuasion 6D+2, persuasion: customs officials 7D+1, search

5D+1, sneak 7D

STRENGTH 3D+1

Brawling 6D, climbing/jumping 6D+2, lifting 5D, stamina 6D+2, swimming 4D+1

TECHNICAL 3D+2

Armor repair 4D+2, blaster repair 5D, computer programming/repair 5D+2, droid programming 5D, droid repair 5D, first aid 4D+1, repulsorlift repair 5D+2, security 6D+2, space transports repair 7D, space transports repair: YT-1300 8D+1, space transports repair: heavy courier 8D+2, starship weaponry repair 6D+2

SPECIAL ABILITIES: None

FORCE POINTS: 1

CHARACTER POINTS: 9

MOVE: 12

AGE: 33 (6 years ASW4)

HEIGHT: 5 ft. 10 in.

WEIGHT: 160 lbs.

HAIR/FUR: Golden brown, with black and brown spots.

EYES: Brown

DESCRIPTION: Allix looks like many Nalroni, covered in golden-brown fur, with a long, tapered snout and extremely sharp teeth. Allix has several cheetah-like brown and black spots across his fur, however, with a black tip on his bushy tail, and what appear like black gloves and socks on his off-colored hands and feet. His left eye has a brown and black ring around it, and a fang protrudes slightly from his bottom right jaw. He is never seen without his spacer's leathers, a half-length trench coat, heavy vest, and a flowing shirt. His trousers are designed so that his tail can freely swing behind him, and knee-high leather boots designed for Nalroni complete his ensemble. Allix is never seen without his twin heavy blasters, one hanging dangerously at each hip.

PERSONALITY: Allix is a predator, and acts very much on instinct. He expresses this, however, through opportunistic behavior rather than through aggression. Ever the sly, glib, and crafty negotiator, Allix sees the processes of bargaining, diplomacy, negotiation, persuasion, and conning as modern day hunts, carefully stalking his prey before he settles on the kill of the verbal exchange. Despite his rather sly manners and often straight-out but well-crafted lies, Allix is tremendously loyal and honorable to his friends, particularly Carson Dax, his fellow smuggler, childhood friend, and "partner in crime." Since Allix is used to the art of the double-cross, he is a bit more wary, if not paranoid, than his pal Carson. Allix keeps plenty of backup holdout blasters on his person, just in case...

OBJECTIVES: To become a wealthy trader and smuggler with his friend Carson Dax. One day, Allix would like to form a new trade guild on Celanon... House T'Quall (he's already named it...). With Carson's planned smuggler's guild and Allix's trading house, the two would take over the lucrative Celanon Spur Trade Route. At least, that's the dream...

A QUOTE: "Like I said, we share similar business interests. The others would exploit you to no end. Working with you is in both my and Carson's interests... you can absolutely trust us."

EQUIPMENT: 2 modified heavy blasters (6D), 2 quick draw holsters (+2D to speed draw skill, refer to pg. 122 of *Han Solo and the Corporate Sector Sourcebook* for further details), heavy vest (+2D physical, +1D energy, torso front and back), 4 modified hold-out blasters (1 concealed in each boot, +2D to *hide* skill roll; 1 concealed up each sleeve in a snap-quick holster, adding +2D to speed draw skill and +2D to *hide* skill roll, requires an Easy *Dexterity* roll to catch the blaster and fire in one action), 3 medpacs, macrobinoculars, comlink, chronometer, datapad

CAPSULE: Allix, like most Nalroni, grew up on Celanon, the child of an independent trader that worked with the powerful Trade Guilds of Celanon City. Like most of his species, Allix dreamed of making his fortune as a merchant, trader, and businessman, the lure of the stars and the wealth beyond shaping his imagination and motivating him to learn his family business. Allix, however, also had other dreams. He always admired the countless spacers, aliens, and visitors to Celanon City, wondering what worlds they came from, what their business was, and more importantly, just how much money they could be parted with. When not helping his parents in their small shipping business, Allix plied the streets of Celanon City as a pickpocket, swindler, and con man extraordinaire.

Allix developed a notable reputation over the years as a skilled "street artist," enough to attract the attention of an influential Hutt named Dulga. Dulga was, unlike most Hutts, not heavily involved in illegal activities. From behind his cantina front, named Mi Booki's, Dulga was simply an information broker, perhaps one of the best-informed beings in all of Celanon City. It is said that Dulga has numerous Trade Guild officials under the influence of blackmail, as well as the Imperial planetary governor and thousands of spaceport customs officials. Nearly Dulga potentially knew everything and anyone that passed through Celanon City. Allix was flattered to receive an offer of employment from the Hutt, but fate had something else in mind for the spotted Nalroni.

As a skilled thief, Allix was notorious for being able to lift the blasters from spacers' holsters; when he was in a playful mood, he would lift the blaster, remove the powerpack, replace it with an empty one, and return the blaster safely into its owner's holsters before disappearing into a crowd. One fateful day, Allix managed to lift the blaster from a dangerous looking Rodian, a bounty hunter by all appearances. Although Allix normally would have left the hunter and his fellows to their own agenda, Allix overheard that the men were looking for a smuggler named Jackson Dax, who had stopped in Celanon City for some repairs. Allix and his Nalroni friends had grown up with the tales of the notorious smuggler Jackson, and gathering what friends he could, Allix managed to catch up with the hunters as they made their move against Jackson at Docking Bay 820.

It was a sad moment for Allix and his friends, for they saw their idol Jackson ruthlessly gunned down by the hunters. Watching the drama, they next saw Jackson's son, a boy in his late teens named Carson, return to the scene of his father's death. The hunters turned on the boy, who managed to blast one of them before running into Celanon's streets. Two of the hunters, one of which was the Rodian Allix had lifted the blaster from, gave chase, and Allix convinced his friends to help the human boy.

Allix's friends managed to distract and descend upon one of the hunters, dragging him into an alleyway and beating him into unconsciousness. The Rodian was a bit more elusive and managed to get away from the Nalroni, but not from Allix. As the hunter closed in on the fleeing Carson, he used a stun blast from a rifle to incapacitate the boy. The crafty Rodian never heard the spotted gunman from behind him. Allix used the blaster he had stolen earlier that day to kill its previous owner.

Helping Carson to recover, Allix was able to avoid the local security police as they arrived on the scene. He took Carson to his family, where they kept him safe from the remaining hunters.

Although the authorities quickly resolved the matter of the shootout at Docking Bay 820, as are all such incidents in Celanon City, Carson wasn't able to recover his father's ship, the *Millennium Falcon*, since the hunters who had killed his father had stolen it.

Carson was adopted into Allix's family, and Allix had a new friend, perhaps the best friend anyone could ever hope for. The two were roughly the same age, and had much in common. Shortly after their meeting, they hired on with the Trade Guilds as freighter pilots, Carson teaching Allix everything that his late father had taught him aboard the *Falcon*, legitimate and otherwise. Knowing that Carson was the son of perhaps the best smuggler along the Celanon Spur, the Trade Guilds asked Carson if he could make a few "unofficial" runs, particularly in spice, guns, and other products that were either illegal or taxed so highly that smuggling them was worth it. Carson agreed, with Allix negotiating up the extra fees from the Trade Guild's initial offers.

It has been some time since Allix has worked as a smuggler alongside his best friend Carson. It even turned out that Carson has saved the Nalroni's life more than a few times as well. After working for the Trade Guilds for almost ten years, they saved up enough money of their own to purchase their own ship, a YT-1300 named the *Andromeda Storm*. They then worked as smugglers for an upcoming Nalroni crimelord named Reddik, developing a solid reputation as Reddik's best smugglers. After crashing their ship into an asteroid and making a late shipment of ryll, Allix and Carson quickly found themselves on Reddik's bad side. Allix convinced Reddik to allow him and Carson to work with a man named Lance Vega, borrowing his ship until they could purchase a new one. Reddik agreed for only a few runs, in the hopes of forcing the two to take out a loan from him. In the meantime, Reddik did some background investigation on this "Lance Vega" character and his ship, the *Miss Fortune*. It appeared that Vega was a smuggler for Lady Valarian on Tatooine, and not wanting to lose his two best smugglers to the Whipid, sent some enforcers to harass Carson and Allix, hoping to keep them on his side.

Carson and Allix didn't like being intimidated, and they managed to kill a few of Reddik's enforcers after having purchased a derelict of a ship called the *Nebulon Ranger*. Reddik was not a Nalroni to be trifled with, however, and both Carson and Allix were forced into hiding. They went to Dulga the Hutt for some information on how to keep Reddik off of their backs. Dulga, it seemed, although once an informant was now making a few roads into the smuggling business himself, and needed a few smugglers capable of delivering a steady supply of ryll for him. Dulga offered to keep Reddik away, as long as Carson and Allix were able to deliver shipments of ryll, at least two per month. They agreed.

Allix and Carson are independent smugglers, working under contract for several clients, including Dulga the Hutt on Celanon City and Lady Valarian on Tatooine. They have built up quite a large sum of money, and are very close to being able to actually set up Carson's Smuggling Guild and Allix's Trading House. As long as Reddik doesn't get cocky, and no one else manages to get in their way, Allix and his friend should be able to fulfill their dreams.

THE NEBULON RANGER

Originally conceived in Dark Horse Comic's *Tales of the Jedi*
Original game statistics found in WEG's *Tales of the Jedi Companion*
Revised by S.T. Kearney

CRAFT: Corellia StarDrive *Coruscant*-class Heavy Courier

TYPE: Heavy Courier

SCALE: Starfighter

LENGTH: 150 meters

SKILL: Space transports: heavy courier

CREW: 1, gunners: 1

PASSENGERS: 6

CARGO CAPACITY: 20 metric tons

CONSUMABLES: 1 month

COST: Not available for sale

HYPERDRIVE MULTIPLIER: x1/2

HYPERDRIVE BACKUP: x4

NAV COMPUTER: Yes, plus a replacement computer

MANEUVERABILITY: 4D (+1 mishap modifier)

SPACE: 8

ATMOSPHERE: 365; 1050 KMH

HULL: 4D (+2 mishap modifier)

SHIELDS: 5D (+2 mishap modifier)

SENSORS:

Passive: 20/1D

Scan: 50/3D

Search: 75/2D

Focus: 3/4D

WEAPONS:

Pulse-Wave Cannon

Fire Arc: Front

Crew: 1 (pilot)

Scale: Starfighter

Skill: Starship gunnery: pulse-wave cannon

Fire Control: 3D

Space Range: 1-2/7/12

Atmosphere Range: 25-75/150/200

Damage: 5D

3 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or gunner, +1 mishap modifier)

Scale: Starfighter

Skill: Starship gunnery: laser cannon

Fire Control: 2D+1

Space Range: 1-3/10/18

Atmosphere Range: 50-100/200/300

Damage: 9D

2 Triple-Linked Proton Torpedo Launchers (both fire separately)

Fire Arc: Front

Crew: 1 (pilot or gunner, +1 mishap modifier)

Scale: Starfighter

Skill: Starship gunnery: proton torpedo launcher

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 11D

Ammunition: 36 torpedoes per launcher (12 per individual launcher in the link)

Reserve Torpedoes: 72 torpedoes

1 "Tailgater's Surprise" Proton Torpedo Launcher (3 fire-linked launchers)

Fire Arc: Rear

Crew: 1 (pilot or gunner, +1 mishap modifier)

Scale: Starfighter

Skill: Starship gunnery: proton torpedo launcher

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 11D

Ammunition: 36 torpedoes

Reserve Torpedoes: 36 torpedoes

3 Heavy Laser Cannons (fire-linked)

Fire Arc: Rear

Crew: 1 (pilot or gunner, +1 mishap modifier)

Scale: Starfighter

Skill: Starship gunnery: laser cannon

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2KM/2.5KM

Damage: 7D

Enemy Targeting Jammer

Fire Arc: All

Skill: Sensors; works against all starfighters in range

Fire Control: 0D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5KM

Damage: -2D from fire control

CAPSULE: When one first gazes upon the *Nebulon Ranger*, the thought of just how something that... whatever it is, could still be spaceworthy after several millennia of use and neglect is the first question that comes to mind. The ship is older than and has a history longer than many cultures have been civilized, and it shows. The hull of the *Ranger*, although it has been extensively refitted and repaired, is a collage of mismatched plates and panels from a dozen different freighters, reinforced with layers of durasteel and molecular bonding tape. The coloration is off, giving the hull a rusted brown appearance (in fact, much of it actually *is* rust), with a few spots of carbon-scoring

and countless dents and divots where miniature asteroids and space debris have left their signatures. If the outside of the *Ranger* looks uninviting, the inside confirms it. The floor gratings and panels rattle and creak as one walks about the dimly lit amber corridors, and the scent of coolant is bad enough to water the eyes in some compartments. Exposed wiring and cabling gives the corridors a gutted look, and support braces and struts hold the entire monstrosity together; it's almost as if one was inside of a rancor's belly, walking between the bones and ribs.

The cockpit only has room for two, the pilot and gunner's seats cramped between hanging monitors and targeting computers, levers and panels of burnt out or barely blinking lights, opened fuse boxes, and static-lined vidscreens. From this station, however, Carson Dax and Allix T'Quall can command the deceptively fragile *Ranger* into a formidable combat starship. The tight accommodations may look like they would hinder the pilot, and in fact, they do, for anyone other than Carson or Allix. The controls are all carefully arranged so that a single man could reach all of them from anywhere within the cockpit, with only a slight move in any direction from the pilot or gunner's seat. Anyone who has not just observed, but has actually flown the ship as Carson or Allix have, will suffer a -2D to all *astrogation*, *space transports*, *sensors*, *communications*, *starship shields*, and *starship gunnery* rolls, simply due to the fact that the layout was deliberately arranged to confuse ship-jackers, pirates, and anyone else who Carson or Allix did not want in command of their ship.

As most of the *Ranger's* original systems were removed, Carson and Allix had to add in a new sublight engine and hyperdrive system. When she was in her earliest years, the *Ranger* had a very large engine, which took up a good part of her hull. Over 4,000 years later, with miniaturization and more advanced technologies, the size of the Corellian Evader-GT Ion Drive has more than enough power to send the ship on her way, and opened up a large amount of space within the ship to add a good deal of weaponry, particularly the proton torpedo launchers and three fire-linked rear-firing heavy laser cannons. Carson managed to restore the ancient pulse-wave cannon, while Allix was able to bring the three original laser cannons back online to their original power levels; the *Ranger's* main forward lasers have more punch than a turbolaser, and they are perfectly legal ("*They're laser cannons, Inspector. Take a look for yourself... the power scanners must be off...*").

The *Nebulon Ranger* has been used for many purposes, not all of them as those used by the ancient Jedi Ulic-Qel Droma, Tott Doneeta, and the others who once commanded her millennia ago. Pirates, planetary patrol officers, bounty hunters, blockade runners, legitimate traders, smugglers, slavers, ambassadors, couriers, and countless others have used the *Ranger* over the millennia. Although most of their modifications and upgrades have since been removed long before Carson found her, he and Allix have managed to install some new additions to the ship, for their own purposes. To date, these are as follows:

SENSORS PACKAGE: The *Ranger* has a full set of Electro-Photo Receptors (EPRs), Full Spectrum Transceivers (FSTs), Dedicated Energy Receptors (DERs), Life-Form Indicators (LFIs), and Terrain Following Sensors (TFSs; +1D to *space transports* rolls in an atmosphere as long as the ship is below 50 meters in altitude. If the pilot fails to make at least a Moderate *piloting* roll, the ship crashes...).

SENSOR JAMMING HARDWARE: -1D to identify the ship, +2D to detect her on a ship's sensors.

SENSOR BAFFLING: This hull coating is a sensor anti-measure that subtracts -2D from a ship's *sensors* roll to detect the *Ranger*. This penalty effectively cancels out the +2D the opposing ship would receive if the jamming hardware were on.

COMMUNICATIONS JAMMER: The *Ranger* can jam communications signals on opposed *communications* rolls. The bonus to the skill roll depends on the number of arcs that the jamming affects: 0D if all arcs are jammed, +1D if 3 arcs are jammed, +2D if 2 arcs are jammed, +3D if 1 arc is jammed, and +4D if only a single ship's communications are jammed. The jamming lasts for 10 rounds, but only for 5 rounds if one ship is jammed. The duration is also shortened by 1 round per arc covered, and the system takes 10 rounds to recharge (or 5 rounds if a single ship was jammed).

SECURITY SYSTEMS: An electronic combination keypad on the outside hatch of the *Ranger* requires a Difficult *security* roll to bypass, but there is also a console dead-lock in the cockpit, which requires a Very Difficult *security* roll to get past. Then the ship-jacker needs to figure out just how he is going to fly the ship, and he will have -2D to all of his skill rolls if he goes for it.

FALSE TRANSPONDER CODES: Even though the *Nebulon Ranger* is probably the only registered ship of it's kind on BoSS records that is still actively commissioned today, Carson and Allix have set up some false transponder codes anyway... you never know when they might come in handy. The *Ranger* is also registered as the *Archaic Dawn*, *Andasalan Queen*, *Lady of Celanon*, *Shaddaa Moon*, and the *Socorron Princess*.

SCANNER RESISTANT SECRET CARGO COMPARTMENTS: The *Ranger* can only store up to 1 metric ton of concealed cargo, or 3 persons, due to the small amount of cargo space that she has in her holds anyway. If Carson decided to add in another, it would be obvious to any Customs Inspector that something was amiss. Besides, there aren't too many persons in the galaxy that can afford an entire metric ton of ryll, and if there are they probably wouldn't need to hire smugglers to bring it to them.