

DACE SARTAN

TEMPLATE: Smuggler

DEXTERITY 3D+1

Blaster 6D, blaster: heavy blaster 9D, dodge 7D+2, brawling parry 6D, melee combat 5D+2, melee parry 5D+1

KNOWLEDGE 2D+1

Alien Species 4D, bureaucracy 4D+2, bureaucracy: Imperial customs 7D, business 3D+1, business: smuggling 6D+2, intimidation 6D, languages 4D, law enforcement 5D, planetary systems 5D+1, streetwise 6D+2,

streetwise: Nar Shadaa 8D, streetwise: Shesharile 6 7D+2, streetwise: Yerkys ne Dago's organization 7D, value 4D, value: weapons 6D+1, value: spice 6D+2, willpower 4D

MECHANICAL 3D+2

Astrogation 7D, capital ship gunnery 5D+1, capital ship piloting 7D, capital ship piloting: customs corvette 8D+2, capital ship shields 5D, communications 4D+1, repulsorlift operation 6D, sensors 4D+2, space transports 5D+2, space transports: YT-1300 9D+2, space transports: YT-2400 7D+2, starship gunnery 8D+1, starship shields 6D+1

PERCEPTION 3D

Bargain 7D+2, command 6D, con 8D, forgery 4D+2, forgery: starship documents 7D, forgery: Imperial customs forms 7D+2, gambling 7D+1, hide 6D+1, persuasion 5D+2, search 6D, search: customs inspection 8D, sneak 4D+2

STRENGTH 3D

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

TECHNICAL 2D+2

Armor repair 3D+2, blaster repair 4D+1, computer programming/repair 5D, droid programming: astromech droid 4D, droid repair: astromech droid 4D, repulsorlift repair 5D+2, security 5D+1, security: starship 8D+2, space transports repair 4D+2, space transports repair: YT-1300 6D, space transports repair: YT-2400 5D, starship weapons repair 3D+2

FORCE POINTS: 1

CHARACTER POINTS: 10

MOVE: 10

AGE: 33 (6 years ASW4)

HEIGHT: 6 ft. 0 in.

WEIGHT: 200 lbs.

DESCRIPTION: A rugged looking, scruffy faced man with the glare of an eagle, Dace has dark hair and chiseled features. He looks like a no-nonsense guy.

PERSONALITY: Dace embodies all of the traits that Corellians are famous for; arrogant, cocksure, and thirsty for adventure and whiskey. Nevertheless, he has a more calculating and patient mind than many others in his line of work, a leftover trait from his Customs days. Having worked both sides of the smuggling fence, both as an Imperial Customs officer and now as a smuggler, Dace possess an insight that many smugglers have to learn the hard way. He likes to live fast and fly even faster. His buddy and mentor Melton Vendeer really taught Dace how to take



care of himself in a fistfight, and Chacca has helped him considerably with weapons accuracy. Dace isn't quick to anger, but when he does get angry, he's like a wounded vornskyr.

OBJECTIVES: To pick up where Han Solo and Chewbacca left off, now that they've been exposed and become famous with the Rebellion and all. Dace desires to make his own name and fortune amongst the stars as a legendary smuggler.

A QUOTE: "Fast? Of course she's fast! I outrun TIE Fighters. Not the old TIE/In models, I'm talkin' the new TIE Interceptors they got. The *Dawn* will get you where your goin', and she'll get you there in no time – trust me."

EQUIPMENT: Modified heavy blaster pistol (6D), quick-draw holster (+2D to speed drawing, refer to pg. 122 of *Han Solo and the Corporate Sector Sourcebook* for further details), modified hold-out blaster (4D), "snap-draw" forearm blaster holster (+2D to speed draw with hold-out blaster, must make an Easy Dexterity roll to catch the blaster, no penalties for drawing a weapon), modified Koromondain half-vest (+2D physical, +1D energy protection, torso front and back), spacer's half-trench, comlink, 2 medpacs, chronometer, 2 glowrods, datapad, piloting license and starship permits, the *Epoch Dawn* (modified YT-1300 freighter)

CAPSULE: Dace Sartan doesn't talk much about his past... every man's past is his own business, as they say. Although he doesn't go into details, it is obvious that his detailed knowledge of Imperial customs regulations and procedures could only have come from direct application; Dace could practically write their training manuals, with updates and revisions. Fortunately, he has not done that, or every smuggler in the galaxy would have a much more difficult life. Dace eventually drifted into smuggling, an ironic twist of professions after resigning from a promising Imperial Customs career.

His first known smuggling runs were for an obese, slovenly human crime boss nicknamed "Chubba the Hutt," who ran guns, spice, holoporn, and slaves for his Hutt masters on Nar Shadaa. Dace signed on with a fellow Corellian named Melton Vendeer, a former undefeated galactic heavyweight grav-boxing champion who turned in his title and belt for a smuggling career aboard a YT-2400 he named the *Roundhouse*. Dace, while still an Imperial Customs officer, had actually accepted a few bribes from Melton, and the former champ was glad to have his old buddy along. With Melton at the helm teaching Dace the ropes, combined with a former customs officer's mind, the two were unstoppable. Spice and guns were Melton's specialty, but he never took on slaves, an arrangement he often argued over with Chubba. Still, Chubba knew that the team of Melton and Dace was the only crew he had that could deliver a cargo of slaves for Grand Moff Tarkin.

Chubba sent Dace and Melton to a small planet in Hutt Space to pick up a cargo of weapons... except that the cargo was not the shipment of weapons that were offered. After landing, they discovered that Chubba had actually sent them to pick up a shipment of strong labor slaves, chained at the hands of Imperial Stormtroopers! Outnumbered and outgunned, Dace and Melton had no choice but to comply. Melton was drugged and subdued due to his fame and great size, and held for Dace to "cooperate." After the *Roundhouse* made its jump into hyperspace, Dace was locked into the captain's suite for the duration of the trip.

Fortunately, Melton had the foresight to place a computer access panel in his suite that allowed him to override any controls within the ship. Dace used this computer to depressurize the cargo hold where the slaves were being guarded, letting out enough oxygen to just incapacitate the

Stormtroopers within. The various slaves, chosen for their greater strength and stamina, were all mildly affected by the thinning air, and quickly freed themselves from their chains. One slave, a Wookiee named Chacca Kor, led the charge out of the cargo hold with a pair of blaster rifles, and tore into the remaining Stormtroopers. Dace joined up with the Wookiee, and they managed together to defeat the surprised Stormtroopers, jettisoning their remains into hyperspace.

After taking the grateful slaves back to their homes, Chacca decided to remain with Dace and Melton, claiming a "life-debt" that he owed to both of them. Although they all desired revenge against Chubba, they knew that getting to him for such a purpose would be very difficult; Chubba was favored by the Hutts, and surrounded by many guards and bounty hunters, the latter of which would most likely be looking for them. Despite the risks involved, Melton and Dace decided to split up and hide for a while; Chacca chose to remain with Dace. After stepping off onto the remote moon Shesharile 6, Dace and Chacca wished Melton and the *Roundhouse* good luck, and the two made the way into the urban decay of Shesharile's starport.

Dace and "Chac" found themselves in trouble with a small-time slaver and smuggler and his crew, who tried to capture Chacca as a slave. That was the last mistake they made. Dace and Chacca killed the slaver and his thugs, but discovered that they worked for Yerkys ne Dago, the local Twi'lek crime boss. Yerkys actually invited the two before him, and offered them a deal... he would spare their lives, if they would agree to pay off the debt that the men they killed owed on their ship, the *Epoch Dawn*. Yerkys had some lucrative smuggling runs he needed fulfilled, and the hotshot Corellian and his Wookiee friend looked like they knew how to handle themselves. Agreeing to the terms, Dace and Chacca gained temporary use of the Dawn, and began running spice for their new Twi'lek boss.

Dace and Chacca performed a complete overhaul of the *Dawn*, which was already modified extensively by her previous owners. The two increased her performance tenfold, boosting the sublight engines and hyperdrives beyond the manufacturer's intentions. Yerkys eventually noticed the extensive modifications they had been making, and wondered where they were getting the money from... those repairs and modifications didn't come cheaply. In addition, Dace was also able to repay Yerkys at least two or three payments at a time. It became obvious to Yerkys that his two newcomers were also accepting jobs from his rivals, and he planned to put a stop to that.

Several times Yerkys talked with Dace, trying to find out just where he was getting all the extra money. Although it took some real investigation, Yerkys discovered that Dace was being paid extensively to smuggle guns to a resistance group on Pergitor, and to sell luxury goods to a religious organization on the same world; a deal in which Yerkys did not receive his share of the profits for. Dace was being paid handsomely by these church officials and by the resistance groups, and if Dace paid off the *Dawn* quickly, Yerkys would be out one ship and lose two smugglers. Thinking it would be best to cut his losses, Yerkys decided to simply cut two smugglers from his payroll, and keep the improved *Dawn* for future employees.

Hiring a team of bounty hunters, most notably the Twi'lek Kaa'luun, the Corellian Tazar Kree, his Bactrian partner Hisis Tak, and an armored hunter named Jonn Bodin, Yerkys planned to have Dace turned over to the Empire for smuggling, and the *Dawn* brought back to him. Dace and

Chacca were on Adarlon enjoying an entertaining evening when the hunters showed up. A brawl within the famous HoloStar Lounge was actually caught on film, but the exciting chase through an amusement park and a spectacular dogfight over the planet were not. Witnesses, however, have added much to the escape story of Dace and Chacca, and a feature holofilm and action series is already in the process of development.

Since Dace had one last payment to make to Yerkys anyway, and not wanting to earn a reputation as a man who never repaid a debt, Dace settled his debt in a most memorable way. He placed a credit voucher in several tons of bantha manure they picked up on Yelsain. Dace then maneuvered the *Dawn* over Yerkys' estate on Shesharile 5 while Chacca blasted a hole in the domed mansion's roof. The credit voucher, along with its "packaging," was then jettisoned inside of the estate, where Yerkys was entertaining some important guests and clients at the time.

With their debt repaid, Dace and Chacca left Shesharile and flew off into the galaxy. Cleared of all debts (but with another angered crime boss on their list of enemies), Dace and Chacca are now smugglers for hire, willing to run spice and guns for those willing to meet their price. With the *Epoch Dawn* at their command, along with all the surprises they've built into her, Dace Sartan and Chacca Kor are making a name for themselves in many criminal circles throughout the galaxy. Now if only those bounty hunters from Chubba and Yerkys would just back off, the two could survive long enough to make a few credits more...

CHACCA KOR

TEMPLATE: Wookiee smuggler and mercenary

DEXTERITY 2D+2

Archaic guns 6D, blaster 6D+2, blaster artillery 7D, bowcaster 9D, bows 7D, brawl parry 7D+2, dodge 6D+1, firearms 7D+1, grenade 5D+2, melee combat 8D, melee parry 7D+1, missile weapons 6D, running 5D, thrown weapons 5D+2, vehicle blasters 6D+2

KNOWLEDGE 2D

Alien species 5D, bureaucracy 3D+2, business 4D, business: smuggling 5D, business: mercenary 7D+1, cultures 3D+1, history 4D, history: Clone Wars 6D+2, intimidation 8D+2, languages 4D, planetary systems 5D, streetwise 6D, survival 7D+1, tactics 5D, tactics: ground forces 8D, value 6D+2

MECHANICAL 3D+2

Astrogation 7D+2, communications 4D, repulsorlift operation 6D+1, sensors 5D, space transports 6D, space transports: YT-1300 8D, starship gunnery 5D+2, starship gunnery: laser cannon 8D+1, starship shields 6D

PERCEPTION 2D

Bargain 5D, command 7D, con 3D+2, forgery 3D, gambling 3D+2, hide 3D, search 3D, sneak 5D+2

STRENGTH 5D

Brawling 10D, climbing/jumping 7D+2, lifting 10D, stamina 12D, swimming 7D+1



TECHNICAL 3D+1

Armor repair 5D, blaster repair 5D+2, bowcaster repair 6D, computer programming/repair 4D+1, demolition 7D, droid programming: astromech droid 5D, droid repair: astromech droid 5D+2, first aid 5D, repulsorlift repair 6D, space transports repair 5D, space transports repair: YT-1300 8D+2, starship weapons repair 6D+1

SPECIAL ABILITIES:

Berserker Rage: Chacca gains +2D to Strength when brawling in berserker rage.

Climbing Claws: +2D to climbing

FORCE POINTS: 4**CHARACTER POINTS: 12****MOVE: 11**

AGE: 254 (6 years ASW4)

HEIGHT: 7 ft. 2 in.

WEIGHT: 420 lbs.

DESCRIPTION: Tall, with various shades of brown and tan fur. Several scars criss-cross his body where fur doesn't grow. Chacca always seems to have an intimidating scowl upon his face, and most beings steer clear of him when they see Chacca coming their way.

OBJECTIVES: To protect Dace from trouble, and to earn a good deal of money as a smuggler. When possible, he will help those oppressed by the Empire or slavers to rise up against them.

QUOTE: <translated from Wookie> "I'm the troubleshooter. If you give Dace any trouble, I will shoot you. Understand?"

EQUIPMENT: Modified bowcaster (5D+1), modified heavy blaster (6D), quick-draw holster for heavy blaster (+2D to speed draw, refer to pg. 122 of *Han Solo and the Corporate Sector Sourcebook*), modified Koromondain half-vest (+2D physical, +1D energy protection, torso front and back), full-length spacer's trench coat, ammo bandoleer, piloting license, comlink, chronometer, datapad, macrobinoculars, 3 medpacs, 2 glowrods, breathmask

CAPSULE: Little is known of Chacca's past, save that he was part of a mercenary unit that served alongside the Jedi in the Clone Wars. A veteran of many battles and skirmishes against the Mandalorians, Chacca has proven his worth as a soldier and a commander, but even he was eventually overwhelmed, taken as a prisoner of war. He was sold into slavery by his Mandalorian captors, and toiled for many, many years on labor farms, in Imperial mining facilities, and as part of corporate and Imperial heavy construction sites. He believes that one of his owners, a disgusting slob of a human known as Chubba the Hutt, intended to have him sold to an Imperial Grand Moff for construction of part of a massive weapon system. If not for the efforts of a Corellian smuggler named Dace Sartan, and his mentor Melton Vendeer, Chacca would have toiled mercilessly on what he believes would have been the first Death Star.

Chacca is much like many Wookies found throughout the galaxy. Wanderlust overtook him at an earlier age than most other Wookies, and at age 40 he left home as a mercenary, joining a company called the *Skulldogs*. Being larger and stronger than the average Wookie made Chacca an asset to his mercenary unit, and he quickly learned the use of many weapons, even more archaic black powder weapons, slugthrowers, primitive bows and crossbows, and other makeshift weapons.

Chacca eventually came to lead the unit he was part of, and kept it together for almost a century before the Clone Wars began. *Chacca's Skulldogs* fought for the Old Republic alongside the Jedi, and inflicted many casualties amongst the Mandalorians, but the *Skulldogs* were eventually overwhelmed and defeated. Chacca's internment as a slave has changed him in ways he does not speak of, but which are apparent in his demeanor. He is more taciturn and morose than Wookies tend to be, and he is particularly grim and cold. Any love that he once had for life has long been extinguished, now replaced with a desire to bring down those who remind him of his captors for all those years.

With Dace as his partner, Chacca is content to defy Imperial law by smuggling. It's not exactly a war, but it's a start. Besides, Chacca knows his weapons like an Ortolan knows his food, and it's only a matter of time before the two of them run into some Stormtroopers, or some Rebels who need a hand against the Empire. Should any bounty hunters wearing what even looks remotely like Mandalorian battle armor come around him or Dace, Chacca may just have a flashback to his Clone Wars days...

THE EPOCH DAWN

CRAFT: Modified Corellian YT-1300 Transport

TYPE: Modified light freighter

SCALE: Starfighter

LENGTH: 26.7 meters

SKILL: Space transports: YT-1300

CREW: 2, gunners: 2, skeleton: 1/+15

CREW SKILL: See Dace Sartan and Chacca Kor

PASSENGERS: 6

CARGO CAPACITY: 150 metric tons (100 metric tons are in strap-on cargo pods)

CONSUMABLES: 2 months

COST: Not available for sale

HYPERDRIVE MULTIPLIER: $x\frac{1}{2}$ (+3 mishap modifier, refer to *Galaxy Guide 6: Tramp Freighters* for details)

HYPERDRIVE BACKUP: x4

NAV COMPUTER: Yes, plus a replacement nav computer

MANEUVERABILITY: 1D (+1 mishap modifier)

SPACE: 8 (at times the Space rating can exceed 12; look under *Sublight Drive Quirks* below)

ATMOSPHERE: 365; 1,050 KMH

HULL: 5D+1 (+2 mishap modifier, jury-rigged armored plating adds +1D, for a 6D+1 Hull)

SHIELDS: 4D (+2 mishap modifier)

SENSORS:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1



WEAPONS:**2 Triple-Linked Heavy Laser Cannons**

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1 each

Skill: Starship gunnery

Fire Control: 3D (+2 mishap modifier)

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Proton Torpedo Launchers (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D (+2 mishap modifier)

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

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: 100-300/700/1.5 km

Damage: -2D from fire control

CAPSULE: If you were to check the serial and lot number of the *Epoch Dawn*, and cross-reference it with the Corellian Engineering Corporation's records, the *Dawn* would register as being one of the first YT-1300s ever to leave the factories. She looks, sounds, and flies like it as well. Out-of-date and out-of-style, the *Dawn* is a mechanical monstrosity of mismatched and rusted hull plates, and looks like she should not be flying with all of the blaster scoring tattooed across her hull. The interior is not much of a relief either. Dim, amber lighting eerily illuminates the passageways and cabins, and in some cabins, the best lighting is just above that of a glowrod. The grillwork floor panels rattle like metallic bones beneath one's feet, and create a chilling chorus that questions the hull integrity during flight.

Despite the aesthetic flaws, the *Dawn*, like most of the freighters of the YT-1300 line, is a very durable and spaceworthy ship. The previous owners used her for all manners of illicit activities, such as piracy, smuggling, and blockade running. Many of the ship's systems were upgraded, removed and refitted, and modified beyond any legal specifications or warranties from the manufacturer. In Dace and Chacca's hands, the *Dawn* has increased shielding and armored hull reinforcements, improved sensors, and a host of surprises that have helped them out of a dozen jams or so. The ion engines have been boosted, jury-rigged, and modified so extensively that the *Dawn* could, if pushed, almost match an A-wing starfighter, and nearly outrun TIE Interceptors. The hyperdrive, touchy as she is, is among the fastest in the galaxy.

All of these modifications, however, take their toll upon the *Dawn*. If power couplings to the sensors don't fail, or if targeting computers don't wink out, then perhaps the engines leak coolant into a cabin, or a fuse box shorts out in an amazing display of sparks and smoke. The *Dawn* was always

a high-maintenance ship, and it is even more so now. Fortunately, Dace and Chacca have the skills and the right touches to keep her going, as long as they have the credits to meet the costs.

Below is a list of all of the known modifications and additions Dace and Chacca have added into the *Epoch Dawn*, with brief descriptions as necessary. Most of them can be found in *Galaxy Guide 6: Tramp Freighters*, *Platt's Starport Guide*, or were taken from various sources on the Web.

3 SCANNER RESISTANT SECRET CARGO COMPARTMENTS: Conceals up to 9 persons or 3 metric tons of smuggled cargo. They cannot be detected with scanning devices.

AUTOMATIC CARGO JETTISONING: Can eject cargo from the main hold or from the secret compartments.

SENSORS PACKAGE: Contains FSTs (Full Sensor Transceivers), DERs (Dedicated Energy Receptors), EPRs (Electro-Photo Receptors), LFIs (Life Form Indicators), and TFSs (Terrain Following Sensors; +1D to piloting rolls in an atmosphere as long as the ship is 50 meters or lower in altitude. If the pilot fails to make at least a Moderate difficulty, the ship crashes...)

SENSOR JAMMING HARDWARE: -1D to identify the ship, +2D bonus to detect her. The system allows the crew to make an opposed sensors roll, using the *Dawn's* sensor ratings as bonus dice to add into the roll.

SENSOR BAFFLING: The hull of the ship is treated with an anti-measure coating that adds +1D to the difficulty to detect the ship. This effectively cancels one bonus die to detect the *Dawn* when the sensor jamming hardware is activated.

COMMUNICATIONS JAMMER: The communications of other ships can be jammed with an opposed communications rolls. The following bonus dice are added to the *Dawn's* chance of success, depending on how many arcs are jammed: 0D if all arcs are jammed, +1D if 3 arcs are jammed, +2D if 2 arcs are jammed, and +3D if 1 arc is jammed. If only 1 ship is jammed (a focused jam), then the *Dawn* receives +4D to jam. A jam lasts for 10 rounds before the unit needs to be recharged (5 rounds for a focused jam). Each arc beyond the first jammed subtracts 1 round from this time, and a recharge takes 10 rounds.

BELLY-CONCEALED BLASTER CANNON: Speeder-scale, 4D fire control, fired from cockpit, uses vehicle blasters skill, 3D+2 damage, atmosphere range 1-50/100/250.

CONCEALED HEAVY REPEATING E-WEB BLASTERS: Character-scale, 1D fire control, fired from cockpit, uses vehicle blasters skill, 8D damage, range 3-75/200/500; there are two of these cannons mounted into the top of the ship, and two on the bottom.

ANTI-PERSONNEL DEFENSES: Chacca has installed 7 light repeating blasters and a like number of DEMP guns inside of concealed bulkhead compartments, which can be fired from the cockpit or by the ships' Arnine computer (see below). They can be fired on a lethal or stun setting, and have unlimited ammo since they run off of the ship's power generator. All ranges would be considered short, due to the fact that the blasters only have a limited field of fire. The blasters do 7D damage, while the DEMP gun can do either 3D or 4D of ionization damage to a droid, or 5D of real damage to a droid. Targeting computers add +1D to skill use. Pirates never expected this...

ARNINE COMPUTER: Actually, this computer is the AI brain of an old astromech unit known as R9-D9. When Dace bought the R-99 backup nav computer, he had no idea that it was built using a droid's brain and memory chips. Arnine has the following skills that it can use:

Dexterity 2D: Blaster: light repeating blaster 6D, blaster: DEMP gun 5D+2, vehicle blasters: belly guns 5D

Knowledge 2D: Alien species 3D, languages 4D+2, planetary systems 6D

Mechanical 3D: Astrogation 6D, communications 6D+2, repulsorlift operation 5D+2, scanning planets 4D+2, sensors 5D, space transports: YT-1300 7D, starship gunnery 4D+2, starship shields 5D+1

Perception 2D: Search 4D+2 (using internal and external audio and video sensors, Arnine can see into every part of the ship, or scan the outside)

Strength: Arnine can technically use the hull of the *Dawn* as its body, particularly to resist ionization damage. Arnine gets a separate roll other than the ship's if the *Dawn* is hit by an ion weapon, but he will automatically shut down if all of the ship's controls are dead. Restraining bolts won't work, unless his brain housing is discovered (a Heroic search roll, because it is hidden so well, and very hard to reach).

Technical 3D: Computer programming/repair 7D, security 6D, space transports repair: YT-1300 diagnostics 6D+2

COCKPIT DEFENSES: All five seats of the cockpit contain stun-shock devices, which Arnine can selectively activate. These devices do 5D of stun damage to anyone sitting on or touching the seats. Similar stun-shock devices are installed in the floor paneling and grillwork of the entire ship. Bulkhead doors can also shut and seal, while canisters of null-gas are pumped into closed cabins or holds. This gas will incapacitate anyone without a breath mask or air filters with 8D strength, keeping unconscious characters immobile for 1D hours. Arnine can also override any astrogation, piloting, communications, sensors, shields, vehicle blasters, or starship gunnery rolls made by unauthorized persons using the ship, simply by making an opposed skill roll. These defenses are mainly used to deter pirates and shipjackers.

SECURITY SYSTEM: Shipjackers need a Difficult security roll in order to bypass the ship's combination entry hatch lock near the main loading ramp. The system also alerts the cockpit and the main cabins, and remotely activates an E-web blaster belly-gun that Arnine can fire at the intruders. Arnine can also simultaneously send a comlink distress signal to either Dace or Chacca. There is also a console dead lock that can shut off all power to the cockpit controls. This dead lock requires a Very Difficult security roll to bypass. Dace and Chacca both have the combination for the entry hatch lock and console dead lock memorized. Arnine can also make an opposed security roll to keep out unauthorized guests, or simply cut off power to the hatches, so they cannot open at all even if the combination is somehow bypassed or discovered.

CARGO PODS: Although you wouldn't be able to tell from the outside, the *Epoch Dawn* does indeed have cargo pods that have been permanently added onto her hull. Disguised as part of the exterior plating, these pods, manufactured by Corellian Engineering, can be accessed externally or through internal hatches. The pods are reinforced, adding the +1 pip to the Hull rating above. They are easily detected on scanners, but Dace and Chacca make no effort to smuggle anything in these cargo pods. Unlike other pods made by Corellian Engineering, Dace has hooked up cargo jettison devices into them, just in case he needs to dump something (or some undesirable passengers...).

IONIZATION POWER SURGE SUPPRESSOR (IPSS): This device adds up to 3D to the hull of the ship to resist ionization damage only. Chacca jury-rigged this device into the ship's wiring. After each time it is activated to absorb ionization damage, roll 1,2, or 3 dice (1 per bonus die code). If any of these dice come up as a '1,' the device suffers a "non-lethal" jury-rig breakdown.

PARTICLE RAY/ENERGY SHIELDING TURBINE OVERDRIVE (PRESTO): Another one of Chacca's jury-rigged devices. This device adds up to 3D to the ship's shields rating while it is activated. For each full die code of shields the ship receives, roll a die the first time each round that the ship/shields are hit. If any of them come up as a '1,' then the system suffers a "non-

lethal" jury-rig breakdown. The jury-rig dice are only used when the PRESTO is activated.

OTHER JURY-RIGGED COMPONENTS: Dace and Chacca have also jury-rigged the *Dawn* for more maneuverability (+1D) and armored the hull (+1D Hull). Each of these systems rolls 1 extra die every time a roll is made. If a '1' comes up on any of these dice, the *Dawn* suffers a "vehicle" jury-rig breakdown result.

FALSE TRANSPONDER CODES: The *Epoch Dawn* is also registered as the *Blue Yonder*, *Tresidiss Tramp*, *Customs Evader*, *Dawntreader*, and the *Demesel Dame*.

BACKUP POWER BATTERIES: Should life support ever fail, there are five spare batteries that can keep it running for 1 hour per battery. This should be long enough to repair the system or bring the main power back on line, or abandon the ship...

SYSTEM JUMP-START BATTERIES: This jury-rigged device is used when the sublight engines shut down, stalls or suffer a drive system failure due to power loss or some other event (usually from a mishap or jury-rig 'vehicle' breakdown...). Dace or Chacca can add +1D to their space transports skill roll, with a Moderate difficulty, to jump-start the *Dawn* over the course of a full round. Remember to roll that extra 1 die for using a jury-rigged piece of equipment. If this device suffers a jury-rig breakdown, treat it as a 'non-lethal' device.

SPECIFIC ENGINE COMPONENTS: The *Epoch Dawn's* sublight drive is a Corellian Evader GT-Ion drive. Dace and Chacca did manage to obtain the required permits for this engine. Although it is unmodified, it experiences quirks because it has been repaired time and time again with non-standard parts. The main and backup hyperdrives are both Rendili StarDrive's ATX-5 hyperdrives. The main drive has been modified to put out x $\frac{1}{2}$ power, but the backup has remained unmodified. The reason Dace has done this is just in case he needs to make significant repairs to his main hyperdrive while in space. With an identical backup drive, he has all of the necessary manufacturer's parts available to make any level of repairs to his main drive, as long as she isn't destroyed. If the main hyperdrive is damaged, the parts are right there, not in the next star system.

SUPPLIES, TOOLS, AND LOCKERS: Dace keeps an ample supply of power scanners, hydrosplanners, beam drills, fusion cutters, worklights, plasma welders, vibropicks, vibrosaws, and power prybars in several tool lockers. He has 4 sets of these tools hanging from tool belts and tech's coveralls. There are also 2 of each computer tool kits, droid tool kits, and vehicle tool kits within the storage/repair bay. There are 8 of each emergency space suits and miniature life support systems, general and arid exposure suits, thermal suits, and breathmasks in easily accessible suit lockers. The cockpit also has 5 breathmasks and emergency space suits and miniature life support systems in quick-release floor compartments. A medical station behind the entry ramp stores 10 standard medpacs and 10 FastFlesh medpacs. General supplies include a dozen luma flares, 4 pairs of macrobinoculars, 2 small and 1 large subspace radios (in case their shipboard communications goes out...), and 5 coils of 20-meter syntherope. A secured weapons locker contains 6 modified Stormtrooper E-11 blaster rifles (6D), 2 modified heavy blaster pistols (6D), a holdout blaster (3D), and 5 power packs for each weapon.

NOTES: The *Epoch Dawn* is a very, very, very touchy ship. With all of the quirks placed on top of the mishaps and potential disasters, it's no wonder that she looks and sounds like she should be impounded and recycled immediately. Dace and Chacca would never allow that to happen, nor would Arnine, who rather enjoys his new frame.

On a good day, when the Force is with her, the *Dawn* is perhaps among the best ships in the galaxy that one would want to be in (despite the nerve-wracking rattling of the gratings, the dimming lights, and the sparking fuse boxes). On any other day, she could be a nightmare for anyone who doesn't have the "special touch" that Dace and Chacca have developed for the *Dawn*. Sure, she'll outrun TIE Interceptors – when she runs, that is. Yeah, the hull will stay together – as long as the molecular bonding tape was replaced...

JURY-RIGGED DEVICES

Several devices aboard the *Epoch Dawn* have been jury-rigged, according to the rules presented in *Cracken's Rebel Field Guide*. Two tables have been copied below from those rules, just in case you don't have access to that book.

Whenever one of the jury-rigged systems is used, roll 1D for each +1 or 1D of a bonus that system provides; if any of the dice rolled come up as a '1' then the *Dawn* suffers a Jury-Rig Breakdown. Roll on the 'non-lethal' or 'vehicle' table below to see exactly what could happen (each jury-rigged device will tell you what table to roll on).

Non-Lethal Device Breakdown

1D Roll Result

- 1 The item is broken and cannot be repaired.
- 2 The item stops working, but only needs to be slammed hard or kicked in order to start working again. This takes an action to do.
- 3,4,5,6 The item is fine.

Vehicle Breakdown

1D Roll Result

- 1 All power systems shut down and the ship drops like a stone or is dead in space. A Moderate space transports roll is necessary for a safe emergency landing, otherwise, the ship crashes. Of course, Dace, Chacca, or Amine could try to use the System Jump-Start Batteries to get the engines going again...
- 2 The ship bucks. An Easy space transports roll is necessary to keep the ship from careening out of control.
- 3,4,5,6 The ship is fine. Really, she is...

QUIRKS FOR THE *EPOCH DAWN*

CHARTS AND TABLES FOR MISHAPS AND QUIRKS

A *mishap* will occur aboard the *Epoch Dawn* when a '1' is rolled on the Wild Die for the first roll only. Roll again; on a 1 - 5, it is only a mishap. On a roll of 6, a complication occurs. Mishaps are rolled using the appropriate charts and tables from *Galaxy Guide 6: Tramp Freighters*, pages 89 - 93. The listed "mishap modifiers" only affect these tables for mishaps, not for the quirks listed below.

Rolling for *quirks* counts for *all* die rolls in the game involving most, if not all, of the *Dawn's* systems. Whenever that Wild Die comes up a '1', roll for a quirk. A quirk will not happen in the same round as a mishap or complication though (just to keep it simple). This means that a quirk

will not happen on the first die roll of a round if the Wild Die comes up a 1 - that's either a mishap or complication. When rolling 1D to see how long some quirks will last, or how much of a gain or loss the quirk provides, treat the die roll as a Wild Die, adding rolls of 6 into the total and rolling again.

SUBLIGHT DRIVE QUIRKS

Sublight drive quirks occur whenever Dace or Chacca (or Arnine) are making piloting rolls to move through terrain. Since Maneuverability is often used in conjunction with piloting, the pilot may also need to check below on the Maneuverability Quirks table as well.

Die Roll	Quirk
1	The engines rattle and shudder for 1D rounds. Lose 1 move during this time.
2	The <i>Dawn</i> bucks; those not strapped into a seat must make a Moderate <i>Dexterity</i> check or fall, taking 1D damage.
3	Power fluctuations boost acceleration! Gain 1D Space rating for 1D rounds.
4	Transmission slips and loses power. Lose 1D Space rating for 1D rounds.
5	Power efficiency increase! Gain 1 free movement for 1D rounds.
6	Drive power deficiency. Each movement counts as 2 actions for 1D rounds (in other words, Dace has a -1D penalty to his piloting skill just to make a single movement in a round).

HYPERDRIVE QUIRKS

Problems with the hyperdrives occur whenever astrogation rolls are made to make the jump into hyperspace. These quirks cannot be repaired without decreasing the performance of the *Dawn*. These quirks happen even if the astrogator makes his astrogation roll.

Die Roll	Quirk
1	The Nav Computer winks out; astrogator must bang on the console with his fist to turn it back on, an Easy <i>Dexterity</i> roll. Plot coordinates next round.
2	The Nav Computer glitches. Astrogator must start over again next round or go with it anyway, jumping into a random system (or orbital body...).
3	Power fluctuations actually decrease the length of the trip! Roll 1D, rerolling a 6 and adding it to the previous roll. The number is the decrease of time in standard hours.
4	The Nav Computer sparks and smokes until the astrogator uses the side of his foot to kick a routing console. This is an Easy <i>Dexterity</i> roll. Plot new coordinates next round.
5	The hyperdrives stall for 1D rounds. The jump will still be made; just not when expected. Emergency lighting turns on in the meantime.
6	Power shortage increases the length of the trip by 1D hours, rerolling a 6 and adding it to the total.

MANEUVERABILITY QUIRKS

These quirks occur whenever a piloting roll is made to make a vehicular dodge, such as avoiding blaster cannon fire from pirates, TIE fighters, or local planetary customs vessels. It may also apply when other piloting rolls are made. This means that if a quirk happens when someone is piloting the *Dawn*, then could be both a Sublight Drive quirk and a Maneuverability quirk.

Die Roll	Quirk
1	Ship groans and creaks during the maneuver. It doesn't sound reassuring...
2	Lateral thruster power fluctuation! Gain 1D Maneuverability for 1D rounds
3	Lateral thrusters lose power. Lose 1D Maneuverability for 1D rounds.
4	Controls respond instantly! Gain 2D Maneuverability for 1D rounds.
5	Controls are misaligned. Lose ALL Maneuverability for 1D rounds.
6	Ship gains 1D Maneuverability, but loses 1D in Shields to compensate for 1 round.

HULL QUIRKS

Hull quirks will happen from time to time whenever the Hull rating is used to absorb damage from some kind of attack or impact. Since the Hull works in conjunction with the Shields, roll on the Shield Quirks table below as well, but only if the shields were activated (this doesn't include the particle shields, which are always considered to be on).

Die Roll	Quirk
1	Hull rattles, thuds, and shudders when hit. The hull's integrity is in question...
2	Main interior lighting shuts down. Emergency lighting remains on for 1D hours
3	Hull stress reduces Hull rating by 1D for 1 round.
4	Ship was hit in a reinforced area. Add 1D to the Hull to absorb the attack that caused the quirk.
5	Particle shields drop! Lose -2D Hull for 1D rounds.
6	Particle shields increase power! Gain 2D Hull rating for 1D rounds.

SHIELD QUIRKS

Shield quirks may happen whenever the ship is using the shields to absorb damaging impacts and attacks. Since they are used along with the Hull, both tables will be used.

Die Roll	Quirk
1	Shielding controls malfunction. Increase difficulty to deploy shields by one difficulty level.
2	Shielding control response increase! Decrease the difficulty to deploy shields by one difficulty level.
3	Power output increases Shield rating by 1D for 1D rounds.
4	Power loss decreases Shield rating by 1D for 1D rounds.
5	All communications and sensors shut down for as long as the shields are up.
6	Shields deploy randomly. To change the arc, try again next round.

Die Roll Arc Covered

1	Fore only (front arc)
2	Aft only (rear arc)
3	Starboard only (right arc)
4	Port only (left arc)
5	Roll twice, ignoring 5 or 6 and duplicate rolls
6	All arcs covered

STARSHIP WEAPONRY AND FIRE CONTROL QUIRKS

These quirks happen when the Dawn's weapons are used. Like the above systems, they cannot be fixed without changing the ship around.

Die Roll Quirk

- 1 Targetting monitor begins to fade and looks very dim. Gunner must manually realign coupling wires to the monitor (an *Easy Dexterity* roll) or lose -1D in fire control.
- 2 Chain fire! The weapon system fires twice in one action for 1D rounds. The second shot automatically hits if the first one does.
- 3 Gunner's seat or cockpit console locks up. Laser cannons (turrets) can only shoot in one arc, or front-firing torpedoes unable to use fire control, for 1D rounds.
- 4 Firing mechanism delay. Lose -1D fire control until the weapon grips are shook violently to realign the mechanism (a *Moderate Dexterity* roll).
- 5 Hang fire! The weapon just doesn't fire on its first action. Try again next action or next round.
- 6 Coupling wires and routing boxes begin to spark. Weapon must not fire for 1D rounds or a mishap will automatically occur.

OTHER QUIRKS

The following quirks could happen whenever one of the below is attempted. Roll a die; if it comes up a 1, then the quirk occurs. Most of them are simply amusing, to spice up the game (as well as to drive Dace and Chacca crazy).

Warming up the ship: Cockpit lights turn off. Bang on the bulkhead, just above the door, to turn them back on (an *Easy Dexterity* roll).

Starting up the ship: The Dawn stalls for 1D rounds; roll as a Wild Die when a 6 is rolled.

Making diagnostics checks: The computer becomes temperamental, increasing diagnostics checks by one difficulty level.

Sending out a transponder code: Either the intended one will be sent out to whoever is checking it, or another one will (one of the false ones).

Coming in for landing: Landing struts stick for 1D rounds; similar to a Wild Die if a 6 is rolled.

Taking off: Again, landing struts stick in the out position for 1D rounds; like a Wild Die.

Someone praises or insults the ship: Anything could happen. One such list of quirks could include, but are not limited to:

Die Roll Quirk

- 1 A fuse panel sparks and shorts out near the person.
- 2 Fluid leaks from a ruptured hose, lightly spraying the person.
- 3 A lighting fixture pops and buns out overhead.
- 4 Unnerving creaking and groaning from the hull.
- 5 A pressure hose comes loose and sprays light steam into the area.
- 6 The next door or hatch the person uses sticks.

Turning on or off compartment lights: They just don't turn on or off for 1D rounds. On a roll of 6, the bulbs POP! and send a few harmless sparks to the deck.