

■ The Avarrè Alien Legion

The name evokes images of honourable beings fighting valiantly in exotic far-away places. At least that's what the holos would have you believe. Here is a warts-and-all account of the Avarrè Alien Legion - starting with its creators.

The Avarrè

Tall and hairless humanoids, the Avarrè are the same in all respects to humans except for their very pale green skin and an emaciated appearance. The Avarrè are a conniving race, well known for their mercantile prowess and business acumen. They would describe themselves as just being practical.

While not as large as Kuat or the Corporate Sector Authority the Avarrè Corporation nonetheless were a powerful player in galactic trade. They were once extraordinarily diverse - everything from household products to blasters to droids - but the Avarrè realised that they would need to concentrate on a few niche markets or they would be beaten by the likes of the CSA. Luxury household products and pharmaceuticals have made up 90% of Avarrè trade in recent times. While most of the galaxy knows Avarrè furniture and the pain-relief or diet supplement drugs, few are aware of the darker products distributed by the Avarrè Corporation - like the drugs used extensively in Imperial interrogations and in training Stormtroopers.

The business of the Avarrè is business. They can be found in boardrooms throughout the galaxy, often hired as consultants due to their shrewd natures.

■ Avarrè

Attribute Dice: 12D
DEXTERITY 1D/2D+2
KNOWLEDGE 2D+1/4D
MECHANICAL 1D/3D
PERCEPTION 2D+2/5D
STRENGTH 1D/2D
TECHNICAL 2D/3D+1

Special Abilities:

Mercantile Prowess: At the time of character creation only, Avarrè receive 2D for every 1D in skill dice they place in *bargain, con, persuasion, or value*; they may still only place a maximum of 2D in any skill.

Business Acumen: Avarrè automatically have a *business* skill of 5D; they may not add additional skill dice to this at the time of character creation.

Move: 8/10

Size: 1.7-2.2 metres tall

The Avarrè determined quickly that even if they *could* raise a standing army from their own ranks; it would soon be defeated. Their talents did not lie in military endeavours. However, they had a dire need to protect a large number of planetary holdings (many of them far away from the more populated and well policed space-lanes) - the mines, processing plants and ships transporting the raw materials and final products.

Mercenaries seemed the logical alternative, but they often proved fickle - changing sides with ease or actually running off with the resources in their charge.

A change of tact was required. Mercenaries were to be the solution, but a more enticing method of retaining them was needed. The Avarrè Alien Legion was born.

The Legion still relied on beings willing to fight for a fist full of credits, but with a subtle difference. The AAL offered a lifetime stipend to all recruits who remained in service for 25 years - paid anywhere no matter what.

Longer and longer contracts are required to enable a Legionnaire to obtain his pension, although it truly is a lucrative payout for those who meet the 6 tours-of-duty minimum. The first contract is for 3 years, the second 4 years, the third 5 years, the fourth 7 years, the fifth 4, and the final contract for 2 years. Further contracts of two years each may be entered into after this time for further bonuses at the end of a Legionnaires career - such as free housing on the Avarrè resort world Tanallè IV.

At its height during the Old Republic the AAL was one of the largest 'private' armies. Volunteers came from all over the galaxy lured by the prospect of adventure and the cash rewards at the end of service. Helping promote and romanticise the AAL were holofeatures such as the classic *Bodo Ghast* - the AAL shown to be *the* refuge for misfits, adventurers, or those falsely accused. But all of the characters in these holos were honourable, brave beings who refused to live a life of mediocrity - and the hero *always* won in the end. The honour of being a Legionnaire is drummed in to all recruits. Much is made of the AALs glorious past, the successes and the heroic failures. The process has led Legionnaires to consider themselves far above any other common mercenary.

The volunteers drawn to the AAL are a mixed batch - beings used to a violent life looking for a little piece of security, the downtrodden looking for a way out of poverty, the bored middle class looking for adventure and excitement, and those who always find their way into the mercenary life - the ruthless and criminal. In fact it was a haven for the criminal on the run. The option of anonymity was open to all new recruits - the AAL did not care where their soldiers came from, their lives began anew as Legionnaires.

All one had to do was present themselves to a recruiting office, pass a cursory medical test, sign on the dotted line and head off for basic training on Kassanad.

Basic training in the AAL involved the acquisition of the Avarrè native tongue along with the 'normal' range of combat skills – Legionnaires are expected to be able to perform in all environments and in the roles of scouts, infantry, mechanised units, and boarding parties.

Legionnaires were considered some of the best-trained soldiers in the galaxy and the Avarrè found that others were willing to pay good money to hire the members of the AAL. This in turn helped fund the end of contract stipends that more and more Legionnaires were accepting.

The AAL has mostly been involved in attack and defense against pirate attacks, the occasional quelling of insurrection, and with the odd assist for Republic forces in times of crisis.

The AAL has in fact built some of its reputation for ferocity on its past campaigns. During the 'early days' of the AAL many volunteers were used as shipboard security to deter potential attacks from pirates. One of the ships with an AAL detachment that was attacked was the *Durelium Queen*. Once the pirate ship had docked the Legionnaires onboard were overwhelmed by the superior numbers, but instead of succumbing, the surviving Legionnaires destroyed the *Queen's* power core – destroying both ships. At once a legend was born.

That is the 'official' story. The truth is much less exciting – the ship was rigged to explode if a new set of hyperdrive coordinates were entered without a passcode. The Legionnaires had been wiped out to a man. But the Avarrè were not about to let the truth get in the way of a good myth.

A Great Honour

It was a great day for Sergeant Hal Jekko. A proud moment. He waited for his commanding officer to make his way along the line. To be presented with the Durelium Star was a great honour.

His CO stopped in front of him, and presented Jekko with a small red box, opened to show the Avarrè Alien Legion's highest decoration.

"To Private Venn Riaan for bravery above and beyond the call of duty", the CO spoke as he handed Jekko the box.

A proud moment indeed. Jekko accepted the honour on behalf of the man who was in his command. The award would be displayed back at barracks along with the others.

The Legion's highest honour was invariably awarded posthumously.

The action on board the *Durelium Queen* spawned the AAL's highest medal – the Durelium Star. Other medals are awarded for

service (at the end of the latter contracts) and for participation in certain campaigns or battles, but the Star is the most prestigious.

The five-pointed Star (incidentally actually made of Durelium) is most often awarded to Legionnaires who sacrificed their lives for the AAL. In the AALs entire history it has only been awarded a half dozen times to living beings (two later died of their injuries).

The rise of the Empire made things a trifle more complicated for the AAL. Lacking the size of the Corporate Sector Authority it was hard for the Avarrè to justify such a large standing army - especially when it could feasibly be used against the Empire! The Avarrè came to an agreement with the Emperor (in truth they were given an ultimatum) – the Avarrè would pare back the size of the AAL, accept Imperial observers to monitor the activities of the AAL, and only hire out to approved organisations or the Empire directly. The Emperor allows the Legion to continue for two reasons – first, it amuses him to have wanted criminals doing his bidding; second, it prevents a steady trickle of bored and disillusioned beings into the ranks of the budding Rebel Alliance.

The Avarrè, still wishing to make as big a profit as possible, discovered certain changes were needed to make the AAL cost effective. Namely, too many Legionnaires were reaching the end of their sixth contract and the coffers were not as full as they were during the Old Republic. Another agreement was made with the Emperor – the AAL would supply more and more units to the Empire's toughest and most remote assignments. Certainly they would lose many beings, but they would only be those nearing the end of their fifth or sixth contracts and would save money in the long term. The Avarrè felt that the greed of most beings would keep them on until the end of their sixth contract considering they had made it that far – although the number of breaches during the so-called 'Long Haul' is steadily rising.

Legionnaires wear a uniform consisting of a deep green set of scout armour with red shoulder pauldrons and matching blast helmet. For more formal occasions the armour and helmet is replaced with a jumpsuit and peaked cap.

The following statistics are for the 'average' Legionnaire. Of course, with the many and varied backgrounds recruits come from these statistics can vary wildly.

■Avarrè Alien Legion: Typical Legionnaire

DEXTERITY 3D+2

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

KNOWLEDGE 2D+1

Planetary systems 4D+2, survival 6D+2, languages: Avarrè 7D

MECHANICAL 2D

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

PERCEPTION 3D

Hide 6D, search 6D+2, sneak 6D+2

STRENGTH 3D+1

Brawling 6D, stamina 5D+1

TECHNICAL 2D+2

Demolitions 5D+2, first aid 5D, security 4D+2

Character Points: Varies 0-6

Move: 10

Equipment: Comlink, macrobinoculars, medpac, 4 fragmentation grenades (5D damage), vibroblade, BlastTech DL-18 blaster pistol (4D damage), BlasTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty)

Structure

The Avarrè Alien Legion follows a standard military structure as follows.

Team	5 men + 1 NCO (6 men)
Squad	2 teams + 1 sergeant (13 men)
Platoon	3 squads + 1 platoon leader (40 men)
Company	4 platoons + CO + staff officers + administration etc. (200 men)
Battalion	4 companies + CO + administration + 1 DCA platoon + 1 support weapon platoon (1200 men)
Regiment	4 battalions + CO + admin etc. (5000 men)

Regiments

After being pared back to the Empire's requirements the AAL now has 5 active regiments.

1st Recon Regiment

Currently stationed on Avarrè, but ready to be sent wherever required. Made up of speeder bike, airspeeder, and swoop squads, along with regular infantry.

2nd Mechanised Regiment

Currently located in the Outer Rim where it has been used to stifle several uprisings. Made up of repulsorlift tanks and walkers, along with some regular infantry units.

3rd Mechanised Regiment

Seeing active duty along with the 2nd. Made up of repulsorlift tanks and walkers, along with some regular infantry units.

1st Infantry Regiment

Training regiment based primarily on Kassinad, but available for hire.

2nd Infantry Regiment

Stationed on Tenaund where it performs security duties. Also available for hire.

In the past there were Regiments devoted to shipboard security, to make life difficult for pirates and hijackers. Now, with Imperial escorts for the most sensitive cargoes, this specialist role is no longer necessary – although members of the Recon and Infantry Regiments can be called upon if needed.

Regiments can be split for clients who do not require quite as many Legionnaires, but the minimum group for hire is a Battalion.

Division of Corporate Affairs

The Legion takes a dim view on deserters or 'breaches' as they prefer to call them. There are only two ways out of the AAL – in a body bag or at the end of your current contract. Contract breakers fall under the jurisdiction of the Division of Corporate Affairs – a group regarded to be as zealous as the Iotran Bracemen. The DCA has been known to go to great lengths to return deserters to their regiments for proper discipline and indoctrination, although up until now there have been very few Legionnaires who don't attempt to see through the 6 contracts. The DCA also supplies regular security duty throughout the AAL and seeks out graft and sedition – in this capacity the DCA works closely with the Imperial observers.

The recent change in Avarrè doctrine has led to a marked increase in the number of breaches during the fifth and sixth contracts – more Legionnaires appear to be deserting due to being exposed to the 'coal-face' of the Empire's oppression.

Vocabulary

Just like any other group the AAL have their own jargon, most of it is similar to the kind of slang found in military outfits across the galaxy – however some is unique to the AAL and has a strong business flavour owing to the origins of the Legion.

Angel: A Legionnaire without a criminal past.

Assets: Weapons.

Beggars: Any other mercenary outfit.

Bloodsniffer: A member of the Division of Corporate Affairs.

Bo: Affection term for a new recruit, after *Bodo Ghast*.

Boardroom: Battlefield.

Boss: Any Avarrè.

Breach: A Legionnaire who has deserted.

Catch 6: To complete the six contracts required for the Legion's pension.

The Company: The Avarrè Alien Legion.

Credits: Ammunition.

Dead Man: A deserter.

Executive: Any commissioned officer.

Ghasties: Derisive term for a new recruit who has seen one to many holos.

Gray Leech: An Imperial Observer.

Holostar: Another derisive term for a Legionnaire with delusions of grandeur.

In Disguise: Any Legionnaire with a criminal past.

Key to the 'Fresher: A promotion.

Long Haul: The fourth contract period of 7 years.

Portfolio: Regimental battle standard.

Pensioner: Any veteran Legionnaire.

Retired: Dead.

Retirement Plan: Any operation with a slim chance of survival.

Stock Holder: Veteran officer.

Unemployed: Dead.

Planets

The following planets are the most important to the Avarrè and the AAL.

Avarrè

The Avarrè homeworld and seat of its system-spanning corporation. A quiet, peaceful world as the majority of the Avarrè Corporation's production activities take place on other planets. Here one can sit back and concentrate purely on bureaucracy. As each individual Avarrè by default is a shareholder in the Avarrè Corporation life is very easy and luxurious.

■Avarrè

Type: Terrestrial plains
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains, hills
Length of Day: 27 standard hours
Length of Year: 380 local days
Sapient Species: Avarrè
Starports: 4 stellar class
Population: 32 million
Planet Function: Homeworld, administrative
Government: Trade guilds
Tech Level: Space
Major Exports: Bureaucracy
Major Imports: Luxury goods, food stuffs

Tanallè IV

The Avarrè resort world. An ocean paradise with hundreds of archipelagos, each with its own themed casino, hotel, and amusements. The Avarrè have made this planet one of the destinations of choice for the decadent traveller. The hot, but fortuitously short,

daylight hours encourage swimming at one of the myriad beaches or lagoons and at night the planet comes alive with delights to satisfy *all* desires. Even though staying on the planet is hideously expensive, Legionnaire's are allowed to stay gratis while off duty and some make this planet their home after serving more than the minimum 6 contracts.

■Tanallè IV

Type: Tropical Ocean
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Ocean, islands
Length of Day: 18 standard hours
Length of Year: 207 local days
Sapient Species: Various
Starports: 2 stellar class
Population: 3 million
Planet Function: Entertainment
Government: Corporate Owned
Tech Level: Space
Major Exports: -
Major Imports: Luxury goods, food stuffs

Kassanad

A dirty, cold, nasty place – which was why it was the natural choice for the AAL's boot camp. The long days and nights, plus the higher than standard gravity and thick atmosphere makes Kassanad a formidable test of a recruit's strength. Recruits can expect to stay here for 2 months before being placed in a regiment.

■Kassanad

Type: Barren Terrestrial
Temperature: Cool
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Dry
Gravity: Heavy
Terrain: Barren, mountains
Length of Day: 29 standard hours
Length of Year: 432 local days
Sapient Species: Various
Starports: 1 stellar class
Population: 7000
Planet Function: Military
Government: Military
Tech Level: Space
Major Exports: -
Major Imports: Food stuffs

Tenaund

Tenaund is the primary R&D station for the Avarrè Corporation and it is here that most of the military applications are designed and made. Imperial traffic is high and a small garrison of Imperial troops is stationed alongside the AAL.

■Tenaund

Type: Satellite

Temperature: Cool
Atmosphere: Type III (breath mask required)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Mountain
Length of Day: 28 standard hours
Length of Year: 410 local days
Sapient Species: Various
Starports: 1 stellar class
Population: 8000
Planet Function: Research
Government: Military
Tech Level: Space
Major Exports: Pharmaceuticals, weapons
Major Imports: Raw materials, food stuffs

Equipment

The AAL uses a great deal of unique proprietary equipment that had been designed and built by Avarrè Corporation. Now that the focus of the Corporation has narrowed to just home goods and pharmaceuticals the military equipment used by the AAL is gradually being upgraded as the older units are retired. None of the AALs military hardware is truly state-of-the-art any more, as the 'new' equipment being acquired is mostly Imperial hand-me-downs.

Blasters and the like are made under licence from BlasTech - some are actually shipped to BT's customers. On the whole it is the larger proprietary equipment that is still in use.

■Skorpios AT Walker

Craft: All Terrain Combat Walker
Type: Heavy Walker
Scale: Walker
Length: 12.3m long, 3.2m tall
Skill: Walker operations: Skorpios
Crew: 3, skeleton 1/+15
Crew Skill: Missile weapons 4D, vehicle blasters 4D, walker operation 4D
Passengers: 6 troops
Cargo Capacity: 600 kilograms
Cover: Full
Cost: 30,000 (used)
Move: 26, 80 kmh
Body Strength: 4D
Weapons:

2 Heavy Laser Cannons

Fire Arc: Front/Left, Front/Right
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/1/1.8 km
Damage: 4D+2

2 Concussion Grenade Launchers

Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D

Capsule: Named after the ubiquitous six-legged creature found throughout some sectors of space – the Skorpios looks like its namesake. With six legs and a low profile the Skorpios can utilise available cover. The sensor suite located in the flexible 'stinger' of the Skorpios allows the crew to 'pop' only the sensor above cover presenting a very small target to opposing forces.

Like the tail, the two heavy lasers mounted as 'claws' are movable. Each can fire in the forward position and in the left and right fire arcs respectively. They can also be angled up or down to fire. Rounding off the offensive capabilities of the Skorpios are the two side-mounted grenade launchers and the ability to carry 6 Legionnaires into battle.

■AA Repulsor Tank

Craft: Avarrè Armoured Repulsorlift Tank
Type: Repulsorlift Tank
Scale: Speeder
Length: 6.4m long, 2.4m tall
Skill: Repulsorlift operations: AA Repulsor Tank
Crew: 2, skeleton 1/+5
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D
Passengers: 2
Cargo Capacity: 20 kilograms
Cover: Full
Altitude Range: Ground level – 1.5 metres
Cost: 27,000 (used)
Maneuverability: 2D
Move: 80, 250 kmh
Body Strength: 3D
Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/8/1.5 km
Damage: 4D+2

Heavy Laser Cannon

Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-250/500/1 km
Damage: 5D

Capsule: One of the AAL's earliest designs for a repulsor tank which has stood the test of time. Exceptionally durable, although underpowered by current standards, the AA can take a beating and still be functional for the next engagement. The requirement for only two crewmen means the AAL can field many AAs and superior numbers – combined with effective strategy – has given the AAL the edge in battle time and time again.

The pilot has primary control of the main gun, which is generally fired in the forward fire arc, but control can be given

to the gunner. The gunner has primary control of the two laser cannons which are mount on the same turret as the heavy cannon but swivel independently.

■Avarrè 'Stinger' Speeder Bike

Craft: Avarrè Speeder Bike

Type: Speeder Bike

Scale: Speeder

Length: 4.9m

Skill: Repulsorlift operations:

Crew: 2, skeleton 1

Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 5 kilograms

Cover: 1/4

Altitude Range: Ground level – 10 metres

Cost: 18,000 (used)

Maneuverability: 3D

Move: 140, 350 kmh

Body Strength: 1D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-100/200/350

Damage: 4D+1

Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 4D1

Capsule: These augmented speeder bikes were built to supply the recon companies with a bit of added firepower. The 'Stinger' is effectively a 'standard' speeder bike with an added sidecar to the right of the bike. The sidecar is fitted with a turret that allows a gunner to fire in a full 360° fire arc. Flying the Stinger is an acquired skill – it handles differently to a standard speeder bike (and it is disconcerting having someone firing over your head!) – anyone trying to operate a Stinger without appropriate training or experience should suffer a +10 increase to difficulty.

Products

While the Avarrè are probably best known for their luxury household items and pharmaceuticals there are several 'military' products that are not quite as well known as PainAway™ and WeightGoes™. Produced almost exclusively for the Empire the following drugs are used extensively by the ISB.

Persuadex

This drug is used in interrogations to 'encourage' the recipient to tell their captor *everything*. Prolonged use of Persuadex often

induces a catatonic state from which no subjects have awoken.

In game terms, Persuadex effectively doubles all difficulties for *willpower* checks for five minutes after being administered. Subjects who fail the test will answer truthfully to any question posed. If the drug is administered for more than an hour a Moderate *stamina* check must be made to avoid falling into a catatonic state – increase by an additional difficulty level for each hour after the first.

HiBoost

Occasionally used on Legionnaires by the AAL and for 'special' missions by Imperial forces, HiBoost has several game effects.

The users *stamina* is doubled for an hour per dose.

The users *search* skill is tripled for an hour per dose.

The users *dexterity* is increase by 1D for two hours per dose.

The maximum dose recommended is three consecutive 'shots', but there have been cases of more being administered. For every dose taken in a 24-hour period the user must have *total* rest for five hours. Failure to do so will result in *stamina*, *search* and *dexterity* being halved until the rest criteria is met.

HiBoost is also very addictive – users must take a dose of HiBoost once every month after using it for the first time or suffer 1D penalty off *strength*, *perception* and *dexterity*.

Personalities

Player characters may meet any or all of the following personalities when dealing with the AAL.

■Mazwell Trin

Type: Seasoned Veteran

DEXTERITY 3D+2

Blaster 8D+1, brawling parry 7D, dodge 8D, melee combat 7D+2, melee parry 6D+2, vehicle blasters 6D

KNOWLEDGE 3D

Intimidation 7D, planetary systems 6D+2, survival 8D+2, languages: Avarrè 7D, tactics 9D

MECHANICAL 2D

Communications 5D, repulsorlift operation 5D+2, walker operation 6D

PERCEPTION 3D+1

Command 8D, hide 6D+1, persuasion 6D, search 7D, sneak 7D+2

STRENGTH 3D

Brawling 7D, stamina 5D+2

TECHNICAL 2D

Computer programming/repair 4D+2, demolitions 5D+2, first aid 6D, security 5D+2

Force Points: 2

Dark Side Points:

Character Points: 27

Move: 10

Equipment: Comlink, macrobinoculars, 2 medpacs, 2 vibroblades, BlastTech DL-18

blaster pistol (4D damage), BlasTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty).

Capsule: A platoon leader in the 3rd Mech Regiment, Trin joined the AAL after several years in his local militia. He has risen through the ranks and is now commanding a platoon of repulsorlift tanks during his Long Haul. Trin is having doubts about the commitment of the Avarrè to their Legionnaires, suspecting that their motives for using the Mech Regiments are a cost-saving exercise at best. Trin is doing the best he can to keep the beings under his command alive, while serving out his remaining 3 years in the AAL.

■ Jer Adaiz

Type: Greenhorn Recruit

DEXTERITY 2D+2

Blaster 4D, brawling parry 3D, dodge 4D

KNOWLEDGE 2D

Streetwise 4D, survival 2D+2, languages: Avarrè 3D

MECHANICAL 3D

Ground vehicle operation 3D+1, repulsorlift operation 4D, swoop operation 4D+2

PERCEPTION 2D

Con 4D, hide 3D, search 2D+2, sneak 2D+2

STRENGTH 3D

Brawling 3D+2

TECHNICAL 2D+1

First aid 3D, repulsorlift repair 3D+1

Force Points: 1

Dark Side Points:

Character Points: 6

Move: 10

Equipment: Comlink, macrobinoculars, medpac, 4 fragmentation grenades (5D damage), vibroblade, BlastTech DL-18 blaster pistol (4D damage), BlasTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty).

Capsule: Jer joined the AAL after some local trouble with a young lady (well, actually several young ladies). He's seen all the holos about the Legion and the exciting life of a Legionnaire – he knows that he'll be a rich man at the end of his contract. If he can keep himself out of trouble for long enough.

■ Fraj DeGarr

Type: Avarrè Junior Executive

DEXTERITY 1D+2

KNOWLEDGE 3D+2

Bureaucracy 6D, business 8D+2, value 7D+2

MECHANICAL 2D

PERCEPTION 4D+1

Bargain 8D, con 7D, persuasion 8D+1, search 5D+1

STRENGTH 1D

TECHNICAL 3D+1

Computer programming/repair 5D

Special Abilities:

Mercantile Prowess: At the time of character creation only, Avarrè receive 2D for every 1D in skill dice they place in *bargain*, *con*, *persuasion*, or *value*; they may still only place a maximum of 2D in any skill.

Business Acumen: Avarrè automatically have a *business* skill of 5D; they may not add additional skill dice to this at the time of character creation.

Force Points: 1

Dark Side Points:

Character Points: 21

Move: 8

Equipment: Tailored suit, comlink, datapad, briefcase, 5000 credits.

Capsule: One of the 'young-guns' in the Avarrè Corporation, Fraj wants to see the kind of success and profit that was made before the Empire. He finds the Emperor's oppressive nature is stifling the Avarrè people's natural ability to make a credit. While he has yet to openly take a stance against the Empire (that would just be foolish!) he is taking steps and looking at alternatives to the Empire's rigid ways.

■ Huda Lugo

Type: Aqualish Bounty Hunter

DEXTERITY 3D+1

Blaster 8D+2, dodge 6D+1, melee combat 6D+1, melee parry 4D+1

KNOWLEDGE 2D

Intimidation 6D+2, law enforcement 5D, planetary systems 5D, streetwise 4D, survival 4D+2, languages: Avarrè 3D

MECHANICAL 2D+2

Astrogation 4D, space transports 4D+2, starship gunnery 3D+2

PERCEPTION 3D

Hide 4D, search 5D+2, sneak 6D

STRENGTH 4D+2

Brawling 8D, stamina 5D

TECHNICAL 2D

Security 5D

Force Points: 1

Dark Side Points: 1

Character Points: 11

Move: 10

Equipment: Comlink, macrobinoculars, medpac, 4 fragmentation grenades (5D damage), vibroblade, BlastTech DL-18 blaster pistol (4D damage), BlasTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty), 200 credits.

Capsule: Lugo had been a bounty hunter for a long time before joining the AAL and he did not join for the reasons most

violence-loving beings joined – Lugo is on a hunt.

Tracking down a particularly troublesome smuggler for Weega the Hutt, Lugo traced him as far as Avarrè and then learnt he had joined the AAL hoping that the anonymity afforded a Legionnaire would be enough to shield him. But Lugo was a single-minded and tenacious hunter, and the bounty posted by Weega was worth the annoyance of joining the AAL to track the smuggler down.

■ Ral Gunthar

Type: Imperial Observer

DEXTERITY 2D+2

Blaster 5D+2, dodge 6D+2

KNOWLEDGE 3D+1

Bureaucracy 5D, intimidation 7D, planetary systems 4D, languages: Avarrè 5D, tactics 7D+1

MECHANICAL 2D+1

Communications 5D

PERCEPTION 3D+2

Command 9D, search 7D, sneak 4D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 3D+1

Computer programming/repair 5D, security 6D+2

Force Points: 1

Dark Side Points:

Character Points: 19

Move: 10

Equipment: Imperial uniform, blaster pistol (4D+1), Imperial ID, 500 credits.

Capsule: Ral would really like to know who he ticked off to get this posting. He hates the Avarrè and their sniveling, backstabbing ways. He hates the scum that ridiculously call themselves 'noble Legionnaires'. Most of all he hates the fact he follows these cretins from one hotspot to the next and he has to trust them with his life.

Ral is doing the best he can to stay alive, he has lost all hope in a promotion and is taking what little pleasure he can making life hell for those around him.

■ Helos Kyle

Type: DCA Officer

DEXTERITY 3D+2

Blaster 8D+2, brawling parry 6D, dodge 7D+1, melee combat 6D+2, melee parry 5D+2

KNOWLEDGE 3D

Alien species 5D, law enforcement 6D, planetary systems 5D+2, streetwise 5D, survival 6D, languages: Avarrè 7D

MECHANICAL 2D+2

Astrogation 6D, repulsorlift operation 5D+1, sensors 5D+2, space transports 6D+2, starship gunnery 5D

PERCEPTION 4D

Hide 6D, investigation 9D, search 7D+2, sneak 8D

STRENGTH 3D

Brawling 7D+2

TECHNICAL 3D+1

Computer programming/repair 5D, first aid 5D, security 6D+2

Force Points: 1

Dark Side Points:

Character Points: 17

Move: 10

Equipment: Comlink, macrobinoculars, medpac, vibroblade, BlastTech DL-18 blaster pistol (4D damage), BlastTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty), datapad, binders, shipjacking kit.

Capsule: Helos is a proud member of the DCA and is one of its longest serving members. He has personally captured dozens of breaches – traveling as far as the Outer Rim to bring them back. Helos despises bounty hunters and takes it as a personal affront when one of their scum finds a breach before the DCA.

At present Helos is feeling the pressure – more and more breaches are turning up amongst the AAL units serving in the Outer Rim. He suspects the Rebel Alliance is luring some Legionnaires away and is taking steps to put a stop to it.

■ Dev Basal

Type: Rebel Operative

DEXTERITY 2D+2

Blaster 5D, brawling parry 5D, dodge 6D+1, melee combat 5D+2, melee parry 5D

KNOWLEDGE 2D+2

Planetary systems 5D, streetwise 6D, survival 7D, languages: Avarrè 7D, willpower 6D

MECHANICAL 3D

Astrogation 4D, repulsorlift operation 6D, starfighter piloting 5D, starship gunnery 4D+2

PERCEPTION 3D+2

Con 5D, forgery 7D, hide 5D, investigation 5D, search 7D+2, sneak 8D

STRENGTH 2D+2

Brawling 5D+2, stamina 4D

TECHNICAL 4D

First aid 5D+1, security 8D+2

Force Points: 2

Dark Side Points:

Character Points: 23

Move: 10

Equipment: Comlink, macrobinoculars, medpac, BlastTech DL-18 blaster pistol (4D damage), BlastTech E-11 blaster rifle (5D damage), blast helmet (+1D to head front and back physical attacks; +1 energy), Scout Armour (+2 pips, no *Dexterity* penalty), datapad, 1000 credits.

Capsule: Dev was approached by the Rebel Alliance not long after he started his third contract with the AAL. He had seen the oppression of the Empire first hand in

his previous tours, but had put thoughts of taking action aside – he had been promoted to work with the Company quartermaster and being so far away from the front lines it was easy to put thoughts of the Empire’s excess far from his mind. Until he got himself mixed up with those Rebels while he was on leave. Their requests were simple enough and he wouldn’t have to risk his life for it. They just wanted information of what was going

where and when a shipment might not be guarded particularly well. They also wanted Dev to keep an eye out for other Legionnaires that might make potential recruits. Apparently the Alliance had other operatives in the AAL, although Dev has yet to meet one. So far Dev has let information about several unguarded weapons and supply shipments through to the Alliance, but he has been circumspect in his activities.

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