

Sore Loser's Revenge

A Scenario for *Star Wars* Miniatures

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In addition to his smooth charm and unbelievable luck, Lando Calrissian made a name for himself as an extraordinary sabacc player. In one of his most lucrative games ever, Lando played in a game with the Administrator of Cloud City in the Bespin system. His luck not panning out, the Administrator made a desperate last bet -- his position.



With the turn of a few cards, Lando won and the now former Administrator slinked off, stripped of his title and power. Convinced that the scoundrel cheated during the game, he vowed to get his money back. Using his seedier contacts (and what money he had left), the former Administrator hired the dreaded bounty hunter, Bossk, to hunt down Lando and extract revenge.

Calrissian had made his way to the Bespin system and was holing up in its largest settlement, Cloud City. Knowing that his target would be well protected, Bossk did something unusual for a bounty hunter and brought along some muscle -- an unsavory band of mercenaries and cutthroats -- to help him deal with any problems that might arise. Bossk and his crew managed to slip through Cloud City's security and planned an ambush for Lando.

Setting up the ambush in one of the Maintenance Decks, Bossk sabotaged some vital equipment, then hacked into the city's computer and sent an urgent message to Lando under the guise of the city's Chief Engineer. The message claimed that a primary repulsorlift pod was on the verge of breaking down, risking a cataclysmic failure that could cause the entire city to plunge through the clouds of the gas giant planet.

Lando responded immediately, but having grown cautious since taking on the mantle of Administrator, he brought along several guards and a bodyguard. When the group entered the Maintenance Level, the blast door slammed shut, preventing them from leaving. Blaster fire erupted all around Lando and his entourage, forcing them to duck for cover. Interference from the repulsorlift machinery prevented Lando from using his communicator, and he soon discovered that the Maintenance Deck's communication stations weren't working, either (thanks to Bossk's sabotage). Knowing that another access port was on the other side of the room, Lando realized he had no choice but to fight and try to make his escape.

Bounty Hunter Setup

The bounty hunters' force consists of the Trandoshan bounty hunter Bossk, two Twi'lek Scoundrels, a shady Quarren Assassin, and a Duros Mercenary. If the Bounty Hunter player chooses not to use the suggested forces listed below, he can build a 50-point force of his own, but it must include one unique character (preferably a bounty hunter, such as Dengar).

The bounty hunters have set up an ambush, but they aren't sure which Turbolift Lando will arrive in. The Bounty Hunter player must set up at least one character in each of the following areas: Security Sector, Tractor Beam Reactor Coupling, Storage, Maintenance Station, and Medical Station. Bossk must be set up in a space where he does not have direct line of sight to Lando Calrissian on the first turn.

Bossk	17
2 Twi'lek Scoundrels	14
Quarren Assassin	12
Duros Mercenary	6
	49



Bounty Hunter Victory Conditions

The Bounty Hunter player wins by accomplishing the following goal:

Neutralize Lando Calrissian: Bossk has been hired to capture or kill Lando and will stop for nothing to accomplish this. If the Bounty Hunter player defeats the Twi'lek Bodyguard and the four Bespian Guards, and can establish line of sight to Lando Calrissian before Lando manages to escape to the other side, the Bounty Hunter player wins the scenario.

Fringer Setup

The Fringer force consists of Lando Calrissian, a Twi'lek Bodyguard, and four Bespian Guards who are charged with keeping Lando safe from harm. If the Fringer player chooses not to use the suggested forces listed below, she can build a 50-point force of her own, but it must include one unique character (such as Lando Calrissian).

The Fringer player sets up her characters in either of the Turbolift squares, but may split up her forces between the two Turbolifts.

Lando Calrissian	16
4 Bespian Guards	20
Twi'lek Bodyguard	10
	46



Fringer Victory Conditions

The Fringer player wins by accomplishing the following goals:

Escape: The Fringer player wins if Lando Calrissian reaches any of the squares adjacent to the white map edge of the Hangar Bay. It's assumed that Lando finds an escape hatch, ladder, or some other way that leads to safety.

Call for Help: Lando knows that if he can get to a working communication center, he can send word of the attack and bring more troops to his aid. If the Fringer player moves any character into the Flight Control Center and spends one full round at any of the control panels, including the square that contains the computer (counts as low terrain) a distress call will be sent to the Security Headquarters. Concerned for Lando's safety and by the sound of weapons fire, these new guards were already in the Turbolift, just waiting to find out which deck Lando was on. Four additional Bespin Guards arrive in one of the Turbolifts (Fringer player's choice) one round after the distress call is sent.

Special Scenario Rules

The follow special rules are in effect for this mission:



Hidden Movement: The Bounty Hunter player can use Hidden Movement for Bossk and the Quarren Assassin (Bossk orders the others to take cover but remain in sight so they can lure Lando out). For more information on Hidden Movement, see the following Special Rules preview from *Ultimate Missions: Rebel Storm*:

In certain missions, characters can employ hidden movement to avoid detection by enemy troops—and thus avoid being attacked. Players must declare if a character is using hidden movement when they activate that character; a character need not use hidden movement every round, though. A character using hidden movement has its movement reduced by half (from 6 to 3, in most cases).

To simulate hidden movement on the battle grid, the player controlling the character should replace the miniature with two face-down counters, and secretly note which of the two is the real character; the other is a decoy. (For example, use a damage counter to represent the character, and a Force counter to represent the decoy.) The player controlling the character then moves both counters during the same activation. Characters that occupy more than 1 square cannot use hidden movement.

The opposing player can flip over one of these counters if he has a character within 6 squares of the counter, and has line of sight to the counter. If the counter represents the actual character, replace it with the character's miniature, and remove the decoy counter from the battle grid. If the counter represents the decoy, immediately move the decoy counter to the same location as the character's counter. When the player next activates that character, he can once again move the two counters at the same time.

Dark and Steamy: The Maintenance Deck is dimly lit and full of vents that release steam, which obscures vision. As a result, characters can see clearly only 6 squares away. Characters suffer a -4 penalty to attacks that are farther than 6 squares away. Characters are unable to see anything beyond 12 squares away.

Campaign Play

If you are playing this scenario as part of the *Ultimate Missions: Rebel Storm* campaign, both the Fringer and Bounty Hunter player (treat as Fringers) have 50 points available from their pool of forces. Each player gets 1 Victory Point for winning the scenario (by fulfilling the Victory Conditions).

Victory Points, Hidden Movement and much more are all part of the forthcoming *Ultimate Missions: Rebel Storm*. Next week, look for the first preview scenario from this book. And, for *Star Wars RPG* material on Cloud City and Bespin, consult the latest [Planet Hoppers](#).

