

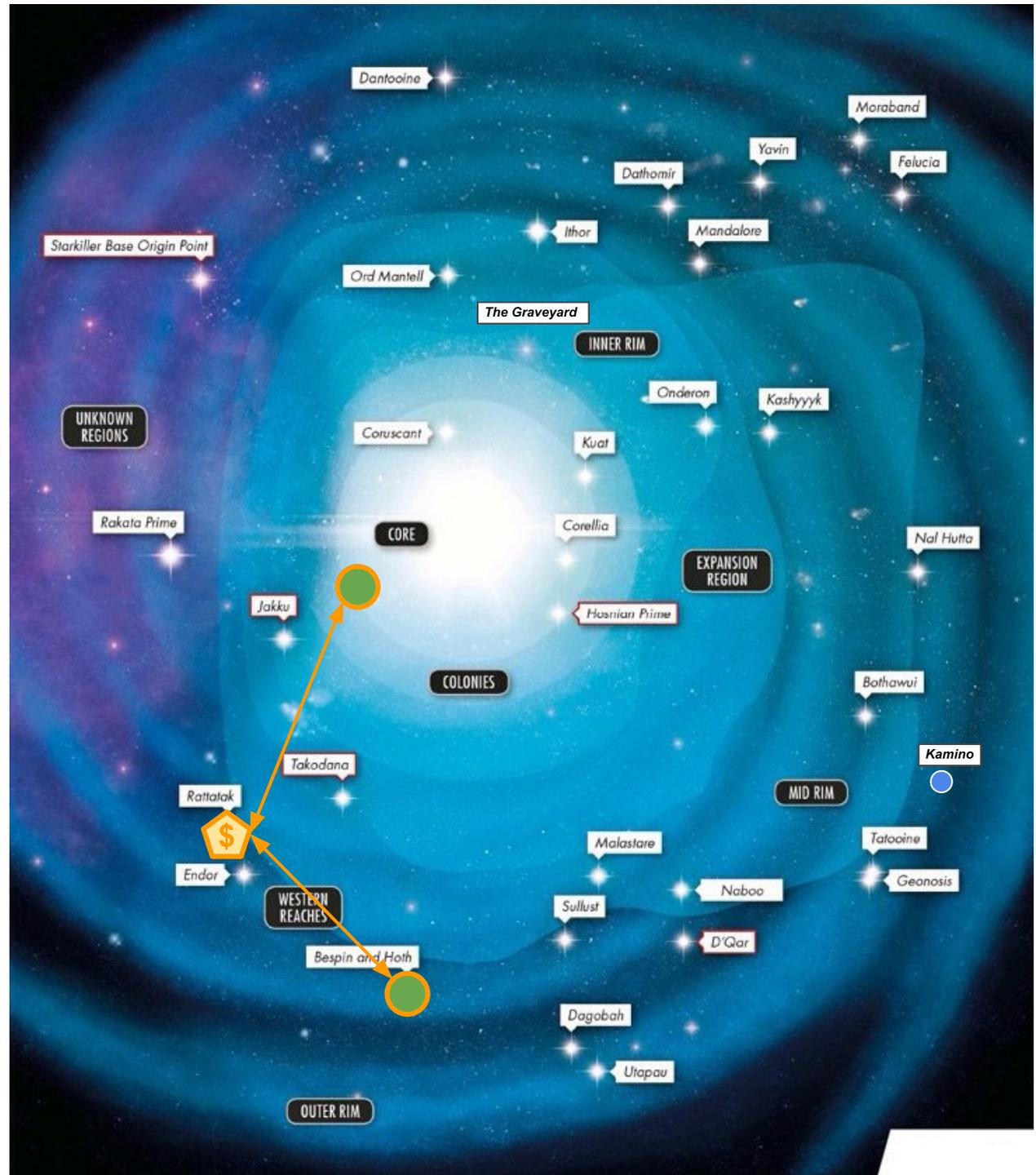
BOUNTY OF THE WEEK

Chapter I Old Debts

One year after the Galactic Civil War. The Rebel Alliance is transforming into the New Republic and is working to root out Imperial supporters from the defeated Empire. Meanwhile, moffs and admirals vie for control of what remains scattered across the core and inner rim of the galaxy.

In the mid and outer rim where the cartels reign supreme, a cold war shows signs of heating up over who will dominate and replace the once and almighty His Excellency Jabba Desilijic Tiure of Nal Hutta, Eminence of Tatooine.

Caught in between these forces, the Bounty Hunters' Guild attempts to survive by walking a precarious path—serving three well-paying masters: New Republic, former Imperial, and gangsters. It's complicated. It's dangerous, and for a hunter like you... it's a living.



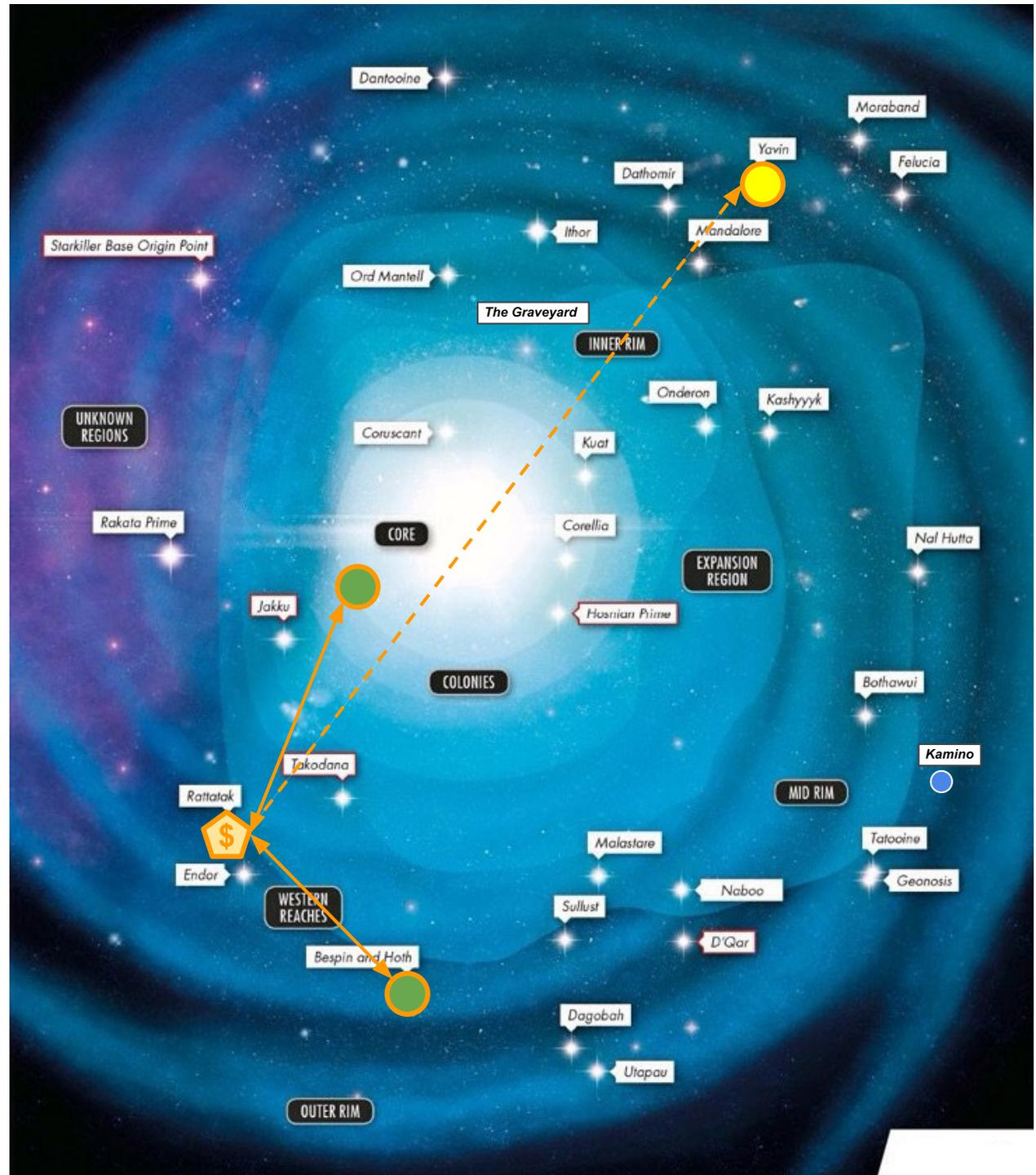
BOUNTY OF THE WEEK

Chapter 2 Face-Off

After successfully capturing the notorious computer virus maker, Regahn, and surviving his handiwork on their ship—the Wraith, the hunters turned him in to their Bounty Hunter Guild contact Talenth on Rattatak and took on the next bounty at once.

Ree-Yees, once a member of Jabba the Hutt's court, is said to be preparing to start over post-Jabba, beginning with changing his appearance through surgery in Cloud City on Bespin. And this is where the hunters plan their easy capture of Ree-Yees, from under the apathetic eye of the fading Imperial presence, when command and control's sensors report a damaged Black Sun fleet approaching to land for emergency repairs.

Serving three well-paying masters: New Republic, former Imperial, and gangsters. It's complicated. It's dangerous, and for a hunter like you... it's a living.



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Chapter 3

Into the Breach

The damaged Black Sun fleet arrived at Bespin for emergency repairs while the hunters move to complete their job to bring Ree-Yees in for payment. Unfortunately, old enemies complicate the heist as the hunters slip out of the hospital to find themselves in a tense fight to escape to their ship, the Wraith. The hunters escape with one wounded by an IG-11 as they leave Bespin.

Stakes are raised with the shadow of Order 66 and a difficult ship repair job exposes the wounded companion was shot with a sophisticated tracking pellet.

After getting a warning message from their contact the hunters leave Rattatak and plot a course for Yavin to hide from the Black Sun, when the Wraith was pulled out of hyperspace by an interdiction field and into a sparse asteroid belt and a partially constructed star destroyer attached to one in the distance. Two different tie-fighter wings are on attack vector with the hunters. It's complicated. It's dangerous, and for a hunter like you... it's a living.

