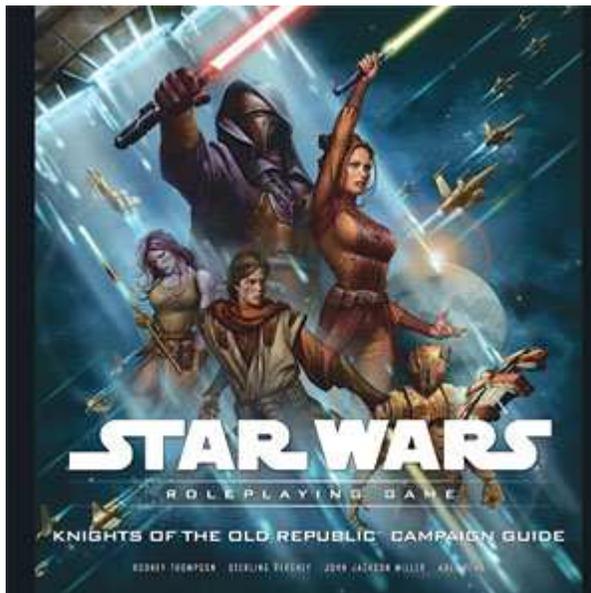


KOTOR Campaign Guide Web Enhancement 8

The Last Resort and the Moomo Williwaw

The new [Knights of the Old Republic Campaign Guide](#) is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: a junk-hauler named *The Last Resort* and the highly unusual *Moomo Williwaw*.



The Last Resort

The Last Resort is the home, workshop, and laboratory of Gorman Vandrayk, better known as "Camper." Never a first-class ship, even when it was a new Amalgamated Hyperdyne 578-R Space Transport, *The Last Resort* deteriorates even further as it sits idle on the planet Taris. Camper is hiding on Taris from his former employers, and he is willing to let a collection of tents and awnings conceal the ship, obscuring its true form. He tinkers with some systems, such as configuring a powerful cannon at the expense of his hyperdrive and shields, and he neglects others completely. The cargo deck level becomes his workshop, housing several "Camper special" compartments and serving as temporary home to the droid Elbee.

When Camper and fellow Arkanian offshoot Jarael are forced to use the ship for its true function, the poor condition of the life-support systems nearly kills him, thanks to the mold and allergens that had grown within the system over the years. The current location of *The Last Resort* is unknown. It was last seen leading the exogorths into Wild Space, following the failed Project Black Harvest.

The Last Resort

CL 6

Colossal space transport
Init -5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **SR** 10; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged heavy laser cannon +1 (see below)
Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +34
Atk Options autofire (heavy laser cannon)

Abilities Str 39, Dex 10, Con —, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5

Crew 2 (normal); **Passengers** 10
Cargo 40 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive x4, navicomputer
Availability Unique; **Cost** Not available for sale; **Emplacement Points** 2

Heavy laser cannon (gunner)
Atk +1 (-4 autofire), **Dmg** 5d10x2

Moomo Williwaw

The Moomo Williwaw -- one of the most unusual ships in the galaxy -- is operated by the unusually dense Moomo brothers. Originally a Pelagia Duplex Command Assault Gunship, this craft is crazily modified at the request of Baron Karoll "The Mad" Cilarnus, who is highly impressed by the ship's performance during the Sith War. Due to financial difficulty, the Baron never takes possession of the craft, and no military would purchase a vessel armed with so many weapons that some of its gunners are in danger from its own turrets.

The Moomo brothers save the ship from the scrap heap, agreeing with each other just long enough to purchase the craft. Unbelievably, they add even more weaponry to the ship "just in case" they need it. A few torpedoes are even welded on, just for show (but real nonetheless). Many of the weapons are controlled from the cockpit on their side of the ship, but two turrets are manned. The ship now serves as their base of operation and storehouse for their considerable personal armory. The ship's unique dual cockpits are intended to direct the gunnery turrets on each side of the ship. However, the Moomo Brothers typically take position in each of the cockpits, then fight over helm control as the ship careens through space.

Moomo Williwaw

CL 12

Colossal space transport

Init +0; **Senses** Perception +8

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)

Ranged 2 heavy laser cannons +8 (see below) and laser cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light laser cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and medium blaster cannon +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and medium double blaster cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light blaster cannon +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and proton torpedoes +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light concussion missile launchers +8 (see below)

Fighting Space 8x8 or 1 square (starship scale); **Cover** total (crew)

Base Atk +5; **Grp** +41

Atk Options autofire (heavy laser cannons, laser cannons, light laser cannons, medium double blaster cannons)

Abilities Str 43, Dex 14, Con —, Int 16

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 4 (expert); **Passengers** 6

Cargo 5 tons; **Consumables** 1 week; **Carried Craft** none

Availability Unique; **Cost** Not available for sale; **Emplacement Points** 1

Heavy laser cannons (gunner)

Atk +8 (+3 autofire), **Dmg** 6d10x2

Laser cannons (pilot/copilot)

Atk +8 (+3 autofire), **Dmg** 4d10x2

Light laser cannons (pilot/copilot)

Atk +8 (+3 autofire), **Dmg** 3d10x2

Medium blaster cannon (pilot/copilot)

Atk +8, **Dmg** 4d10x2

Medium double blaster cannons (pilot/copilot)

Atk +8 (+3 autofire), Dmg 5d10x2

Light blaster cannon (pilot/copilot)

Atk +8, Dmg 3d10x2

Proton torpedoes (pilot/copilot)

Atk +8, Dmg 9d10x2, 4-square splash

Concussion missiles (pilot/copilot)

Atk +8, Dmg 7d10x2, 4-square splash

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