

SCHLOCKLOG



VOL II, ISSUE 3

UNION'S EDGE
THREE PLANETS OF PERIL

BEYOND THE FRONTIER
ADVENTURE WITH BARELLA!

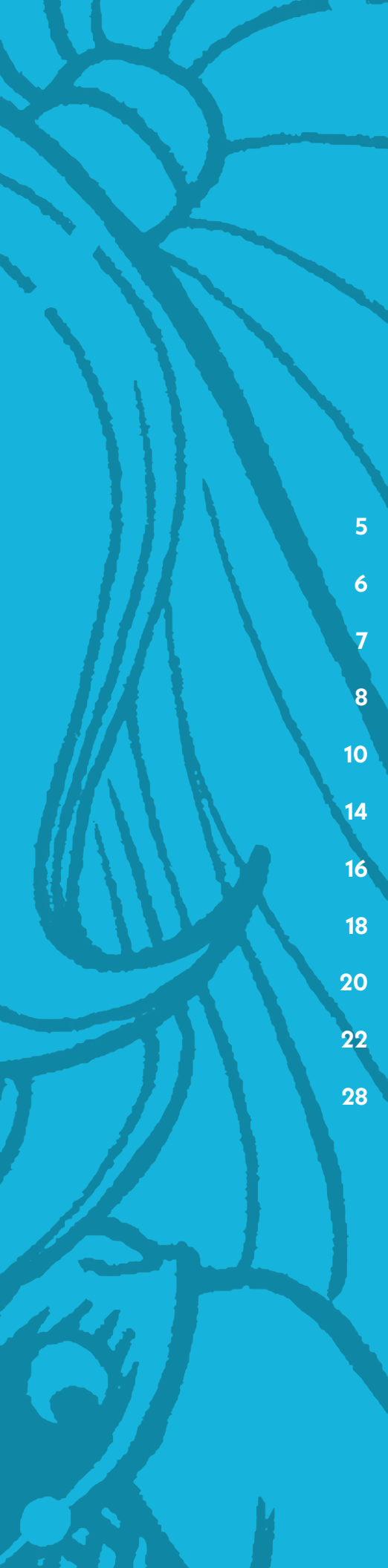
SMUGGLER'S RUN
NEW SCENARIO



**"YOU'D FETCH A FINE PRICE IN OUR
FLESHMARKETS, MY SWEET.**

YOU'RE VERY PRETTY, PRETTY-PRETTY."

**"MY NAME'S NOT PRETTY-PRETTY,
IT'S BARELLA!"**



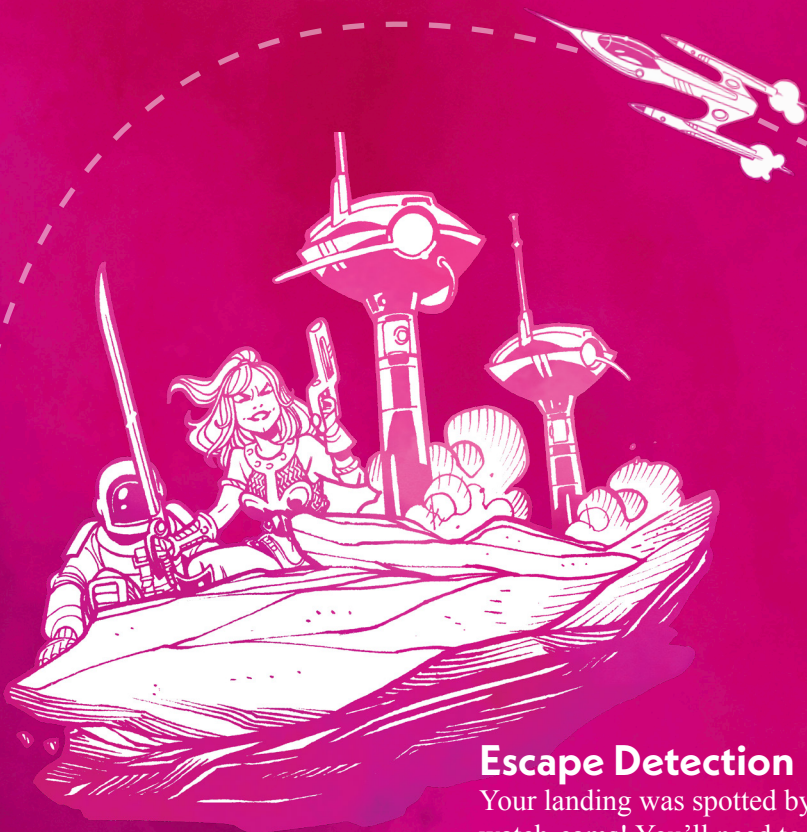
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BARELLA BEYOND THE FRONTIER

Grab your laser pistol, space cadet! You're joining intergalactic bounty hunter and mercenary Barella on a secret mission beyond the Union frontier.

Fair warning, this isn't going to be some moonshot joy ride. You'll both be in terrible peril and she's relying on you to watch her back!



Charge your pistol.

If you have Star Schlock dice handy, you can use them for this mission. Otherwise, grab five six sided dice (or 5d as described in the game rules) and treat the numbers as symbols:



4,5,6



2,3



1

Escape Detection

Your landing was spotted by watch-cams! You'll need to zap them. To make an attack, roll 5d. Count up the ✓s in the results. Each one is a hit.

Watch-cams can only withstand two hits each. Barella zapped two cams. How many did you zap?

BARELLA'S ATTACK



BARELLA

XX

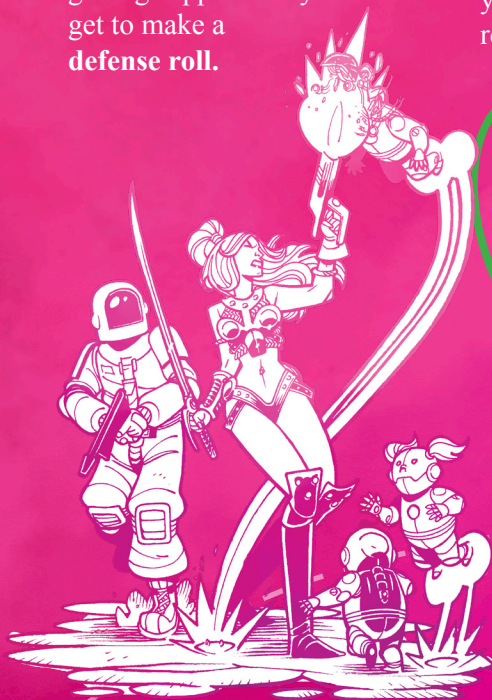
YOU

XX



Infiltrate the Alien City of Zogo

You and Barella are under attack by Robo-Baby sentries! The Robo-Babies will try to avoid getting zapped. They get to make a **defense roll**.



Attack the Robo-Babies:

Roll 5d6 again to attack a Robo-Baby. Count the number of hits. The Robo-Baby rolls 2d for its defense roll. Each  the Robo Baby rolls cancels one of your . The number of  remaining are hits.



BARELLA'S ATTACK



HER TARGET'S DEFENSE ROLL

Barella's attack inflicts two hits. She defeated one Robo-Baby!

BARELLA				
YOU				

Steal the Plans for the Obliteration Ray

You'll need to keep the mad scientist Dr. Uran busy while Barella steals the plans!

Dr. Uran has a sense of self-preservation. It takes four hits from a single attack to defeat him, but any attack that scores at least one hit assigns a **pin** to him.

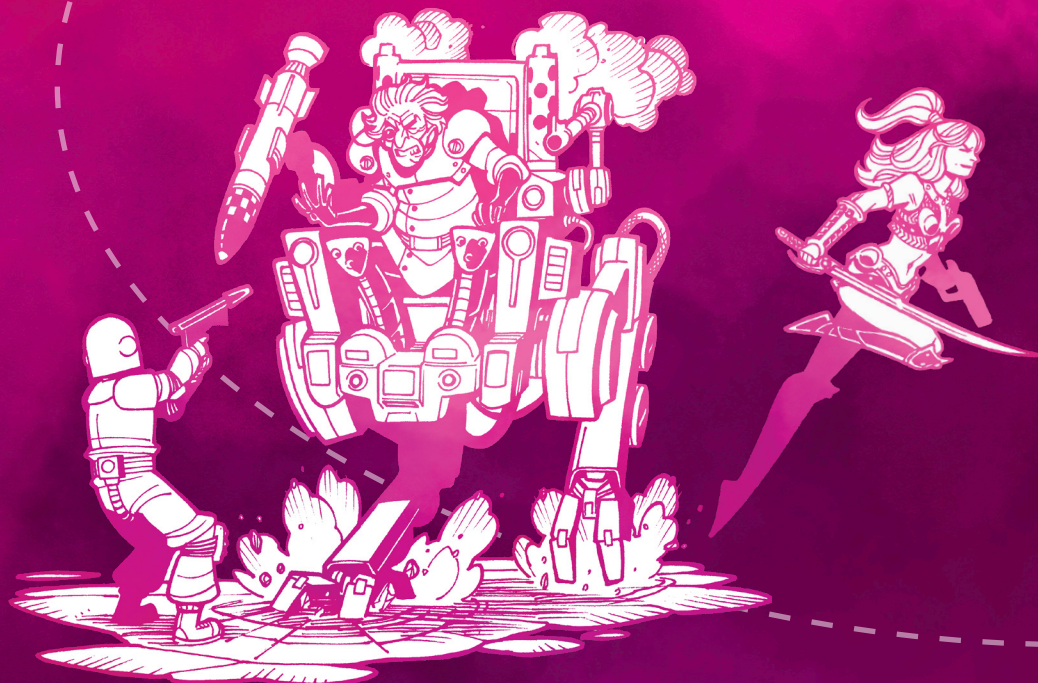
Keep track of his pins. You get to roll an extra attack die for each pin assigned to Dr. Uran when you attack him. PLUS if Dr. Uran ever has four pins assigned to him he'll retreat!

DR. URAN
Defense Roll: 2d

TO DEFEAT

4 hits from a single attack **OR** 4 pins total

Once Dr. Uran is defeated, you and Barella can escape. Defeating him counts as two victories. Compare your score to Barella's. Whoever scored less is buying drinks at the cantina!



BARELLA				
YOU				