

A long time ago in a galaxy far,
far away....

**Bungo
and
Rusti**
Star Wars Comics!

GET CARRY OUT Get the Record! **101 neks** **ON STRIKE!** **CASTAWAYS** Join the Rebellion?! Part I

By James Anderson

Adventure
JOURNAL

YOUR DAILY DOSE OF STAR WARS
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A long time ago, in a galaxy far, far away...



Bungo n' Rusti Get Carry-out

By Jim Anderson



"...to carry non-SoroSulb cargo." I know. We'll just say they're consumables. With the way you eat, who would argue?



Now, we just pick some backwater world to unload them on!



No problem, except for that Star Destroyer coming up on us!



I've got a bad feeling about this.



Ah, another ship. Let's see what they have for us.



Captain Wankle, we found nothing out of the ordinary except several crates of Bantha Breakfast Biscuits.



Plenty, Sir! Inform the men there'll be a special meal tonight!



Eh? my "Master" was enquiring as to whether you plan on taking all the Bantha Breakfast Biscuits.



You tell Mouseman that we will take what we want! And he'll be lucky if we don't shove what's left down his throat!



NYIBBUBBBAWUBBA!!



That's all they left? Those Bantha Breakfast Biscuits cost a month's wages!

well, let's count ourselves lucky and get out of here.







Whatever it is, it's moved to Barge Two!!



It's moving this way!! Jettison the Barge!!

But... but that's company property!



We'll buy them a new one!!

okay...



Look!! There it is!!



It appears to be a giant bantha eating through the hull!



Pardon my asking, but doesn't that sound a bit... Bungo? Where are you going?

To save the Ship! Where's the blaster?



and soon...

Now, if I were a giant, amorphous bantha, where would I go?



rrrr...

eep!



Meanwhile...

Seems little point both of us dying.



FOOM!

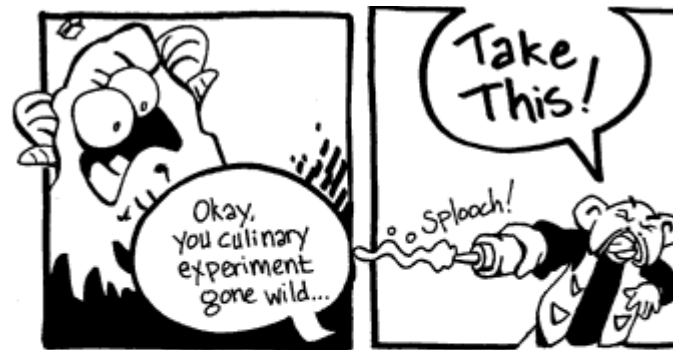
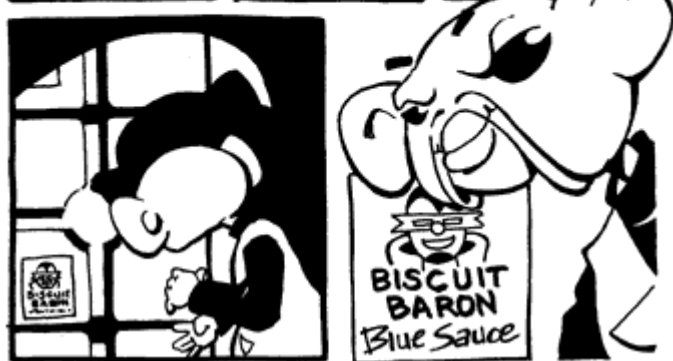


RRR

AAAHH..!



Stang! Wrong turn!





*To be continued in
Get the Record!*

A long time ago, in a galaxy far, far away...



Here comes the Chubby Gundark!

Hey, Bungo! Unga & Lunga's dragging your name through the mud!

Bungo & Rusti

Get the Record!

by James Anderson



You made it back, Bungo! Come tell them how I just kicked your choobies on the Saltine Run!



You're looking at the new record holder for the most barges hauled over a distance of thirty-five parsecs with an in-orbit docking!



Poor of Bungo and the Chubby Gundark never even made it into the station.



So, I guess it's time to pay up, huh kids?



There was a bet, too?

The new kid doesn't know the story.



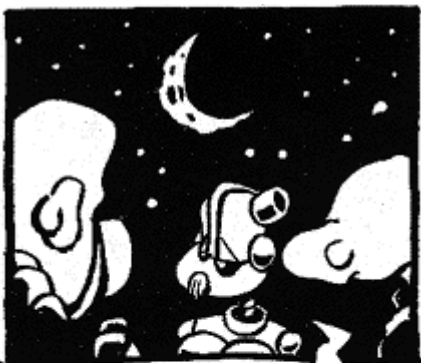
Yeah, Bungo. Tell him what really happened.

I'd be thrilled, Rusti.

It began a week ago, right here. G'Lunga was bragging..., as usual...



The Home Guards after me to join. "We need you, G'Lunga!" I told them I'd think about it to get 'em off my back



If you're such a hot pilot, why don't you take them up on it?

Do something about your droid, Bungo. She bugs me. Besides, you know I'm the best, right pal?



Well, I...

The only reason anyone thinks you're the best, G'Lunga, is because that's what you tell them!



The Chubby Gundark can fly circles around your piece of scrap!

What are you saying, droid?



Put your credits where your mouth is... on the Saltine Run!

You're on!



Does anyone care what I think?

You can take this down, Bungo. He's just a big gloonshbol!*

* Sullustan for "blowhard".



Besides, the Saltine Run is a cakewalk.*

Cakewalk?*

* Basic for "easy as pie".

Saltine, Bestine, Tatooine... all outlying worlds that are not entirely self sufficient and need regular deliveries of consumables. Large deliveries can be very profitable and very dangerous.



There is a rivalry between SoroSurob cargo barge pilots for the most barges hauled over a prescribed distance. The record for the Saltine Run with an in-orbit docking (36.5 parsecs) is thirteen barges!



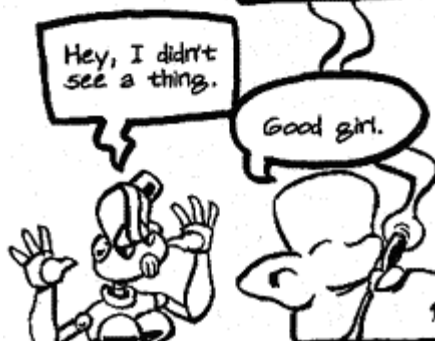
Obviously the Sullustan idea of "cakewalk" is inconsistent with the rest of the galaxy's.



I think I'll just lie down for a bit

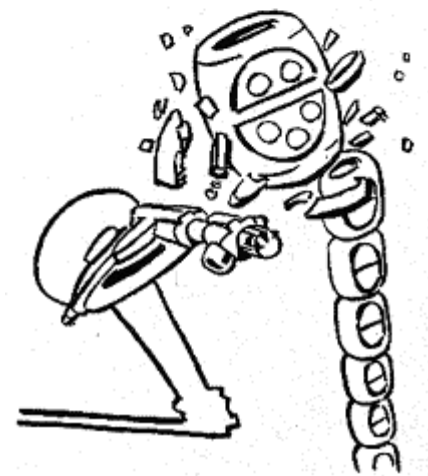
No time! We've got a record to break!

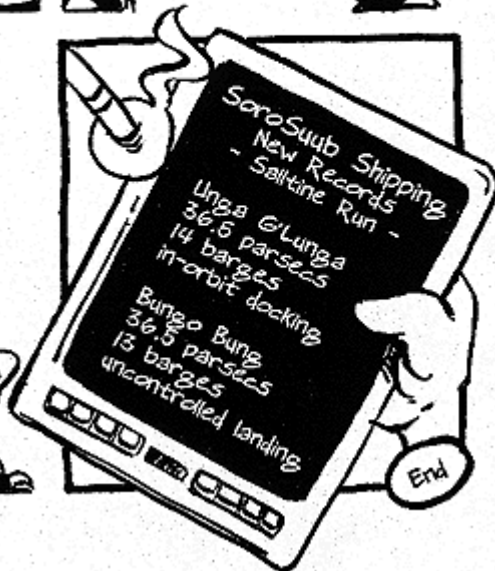
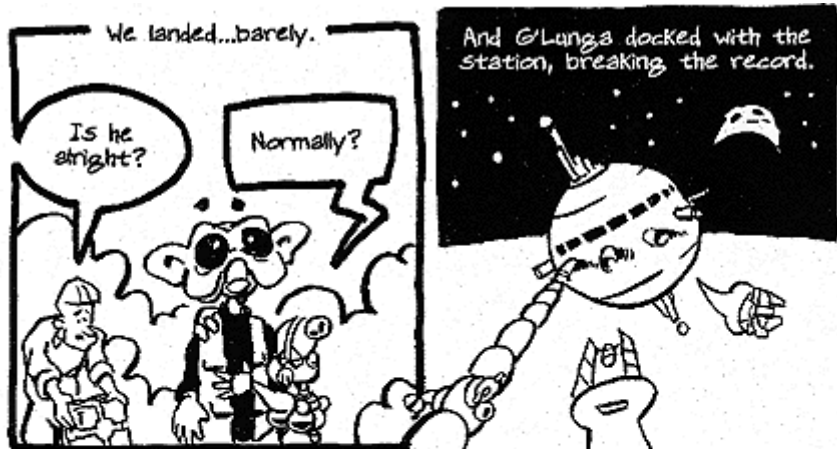












*To be continued in
101 Neks !*

A long time ago, in a galaxy far, far away...

100 neks

starring:

Welcome to
Tatooine!

Why can't we go
somewhere nice,
like Alderaan?

Bungo

&
Rusti

by
James
Anderson

Because we've
got a pick-up
to make,
Rusti.

And I was
expecting
something
beyond the
mundane.

We're supposed to meet our
client in a cantina near here.



Like that
dump there?

Apparently they
don't allow droids
inside. You'll have
to wait here.

Sorry.

Yeah, I'm
sorry too.

It'll be nice to
get out of this
heat, though.

I hope you
freeze your
choobies off
in there!



What are
you
looking at?

boop?



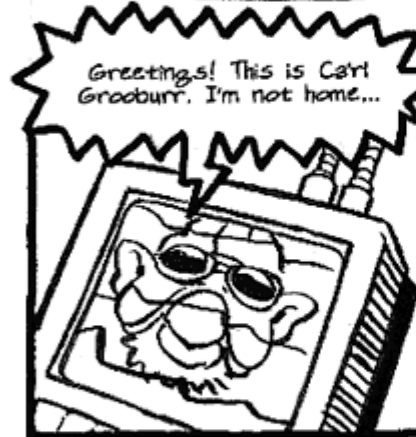
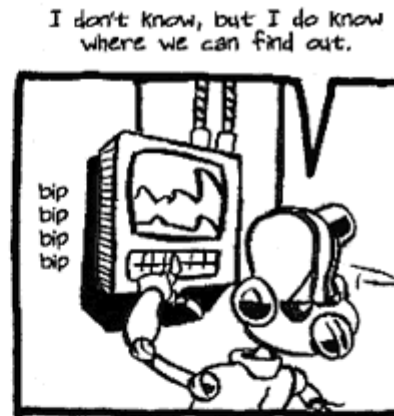


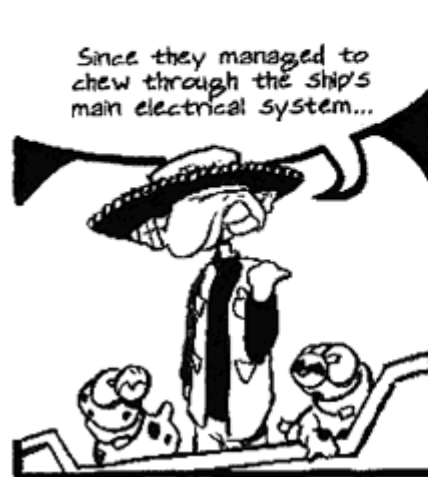
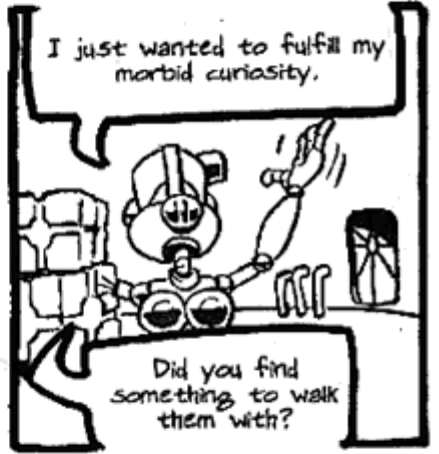


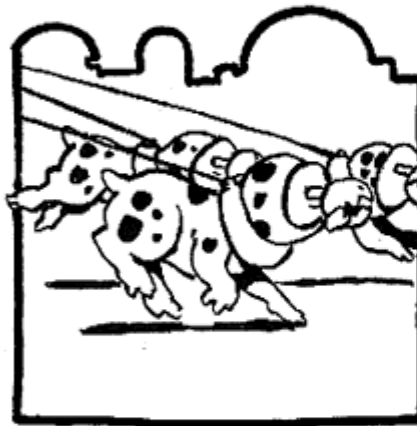
And they all have unique personalities, too...



like "CBD-11752"

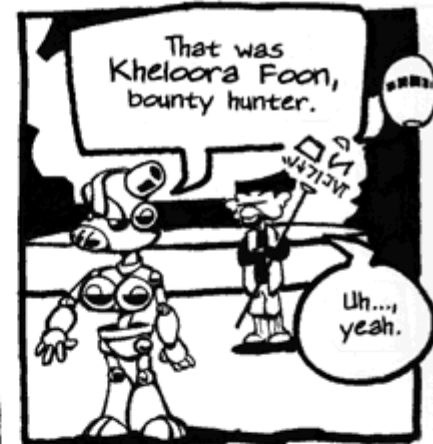






A long time ago, in a galaxy far, far away...





As you know, Union Intermediary Master Fibnh has the major stockholders in his pocket...



He is the best, you know.

But I've just received word that officials from Coruscant are coming to squash our little strike.



Are you listening?

Hung on every word.

You can thank me for saving you from that mess.



So I can get into another one with you?

Don't worry. Aunt Rusti is here to pick up the pieces.



What? Oh, that's no big deal.

Oh, yeah. Right.

Is there anything we can do then, Ibee?



Oh, the Maker.

That's Subintermediary Yabay, Mr. Bung...



And no, we just sit and wait.

It's not a secret, loverboy.

What about this big thing you were telling me?



Nice segue.

I'm not the droid you think I am, Bungo.

Which droid are you, then?



Perhaps we might be...um... able to discuss this later?



I, uh... well...

Yeah, good idea Bung. We can meet at your place.



That's not what I...

Alright. Perhaps we can come up with something.

Well, shortly before we met, back in the Mephout Dominion, I was enhanced by the Pintep Revolutionaries for a special job.



I was sent to assassinate the Lordess High Parduu of Pintep.





What happened?

There was an aberrant static discharge that screwed up my target circuits. I killed her pet chung-a instead.



The High Lordess was really mad and had a bounty put on my head. The revolutionaries gave me to you so they couldn't be implicated.



How nice of them.

There's one more thing.



If I don't make it... if Kheloora Foon takes me in, here... the code for my special programming override.

A little overdramatic, aren't we?

It also makes me susceptible to input commands, so don't abuse it.

And... Why don't you get some of your pirate buddies to stop the SoroSuub reps, G'Lunga?



You mean like cleaning the apartment for once?



Funny, droid. Bungo, I'm going to demagnetize her brain.

Just ignore her.

I'm not doing this if you people aren't going to help!



She started it!

Go jump in a lava pit, G'Lunga!



click.

The lights!

Oh, no.



shaZAM!



YEEEEKS!

Rusti? !!



Wow.



*To be continued in
Castaways!*



A long time ago, in a galaxy far, far away...



We've lost all power!



Hang on, Rusti!

Rusti?!

Bungo & Rusti are CASTAWAYS



Owww!!



Ship's Log: We ran into an uncharted ion storm which sucked all of the ship's power, forcing us to crash. I don't know where we are, and I'm probably going to get fired!



Rusti?



I guess the ion storm got you, too.



This should do it...

I can't move.

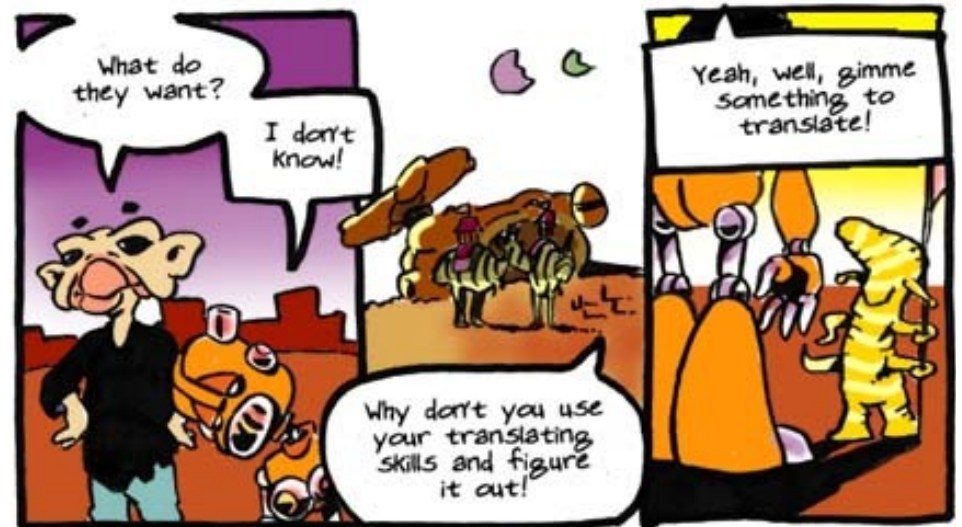


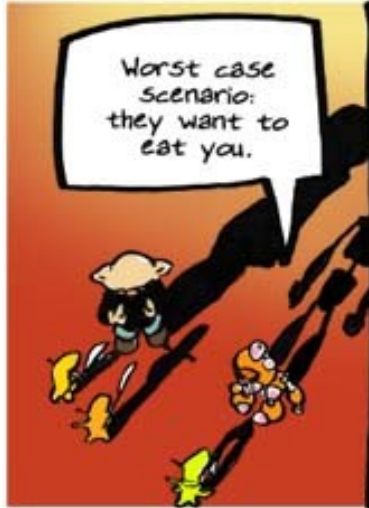
Hello! There's not enough Power in the generator!! Idiot! I can't BELIEVE This! Where are you going? Fix It!

I should have routed the power so all you could do is make hand gestures.

Can you guess what hand gesture I'm thinking of now?!









Day Forty-five:
Dismayed over the loss of Rusti,
my hope is renewed as a way off
this planet presents itself...



Day Forty-six:
Rusti would have
hated this.

Aliens and
Gentlebeings...!



The Sunfighter
Franchise
presents...

clap clap clap clap



Greetings friend! I'm
Moorlie Booboh! We're from
the Sunfighter Franchise
professional entertainment
troupe! You may have heard
of us, though we're not
associated with that
group out in the
Corporate Sector!
They sure gave us a little
bad press a while back!



We had to set down
here to get our
bearings when we
noticed your little
outpost! You don't
understand, do you?

Blink Blink



Our famous
trained banthas!

Snatch!



Crunch
Crunch

Crunch
crunch



Does anyone speak
Sullustan? Anyone? No?
Nobody?
That's alright! We speak
the interstellar language!

Whap!



The language of
'Entertainment'!

Och!
Let's do
a show!



Wooo

Wooo



Well, that was
rather rude.

I'll warm up the
engines, sir.

BUNGO & RUSTI JOIN THE REBELLION?!!

After crashing his ship on an out of the way planet, pilot Bungo Bung is rescued by none other than future Rebel hero NIEN NUNB.

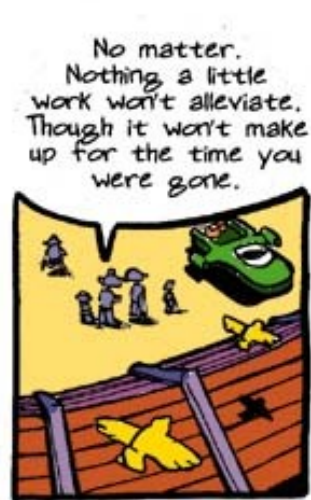
Returning to Sullust, Bungo discovers his employ with Gundark Freight Lines terminated.

Uncertain of his future, Bungo and his faithful droid Rusti, make their way back to his family's boaboo fungus plantation...



Prologue: A small boaboo fungus plantation on Sullust...





A long time ago in a galaxy far, far away...

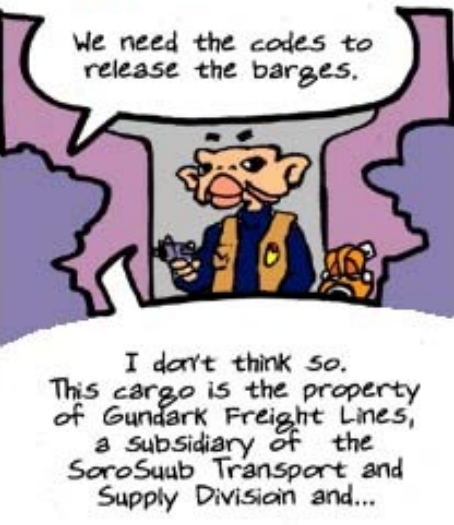


Bungo and Rusti Join the Rebellion?!!

part 1











Tough day at the office Bung?

Let's leave before they decide to come back.



Now where did Rusti get to?



Bungo?

Rusti? Where are you?



Fine. First I need you to help me get the hyperdrive back online.



They put the hyperdrive in the ship's head these days?



Yeah, why dontcha go have a look?!!

Oof!



I think I'm on Nien Nurb's ship.

What? Are you insane?



I was following Bebe. I think that little rust bucket is up to something.

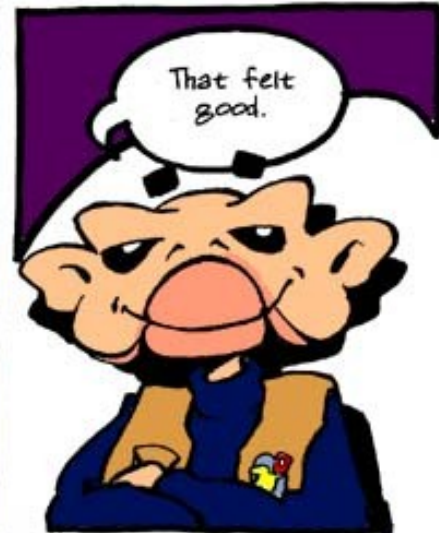
But how can I be receiving your signal if you jumped to lightspeed?



FOOOSH!



lock



That felt good.



We must still be "in-system".

Of course! Those tugs don't have hyperdrives!



If you can home in on my signal, you can track us to their base.

This is really very stupid, Rusti.

Meanwhile, in another part of Sullustan territory...

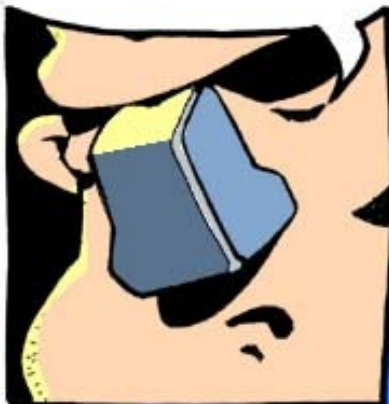


Report?



Captain Wankle,
we've received a
hyperwave signal from
SoroSuub contact
BB-73.

Excellent.
Set an intercept course.



I have you now,
Nien Nunb!

Bungo follows Rusti's signal to...



An asteroid
belt?

to be continued ...

A long time ago in a galaxy far, far away...

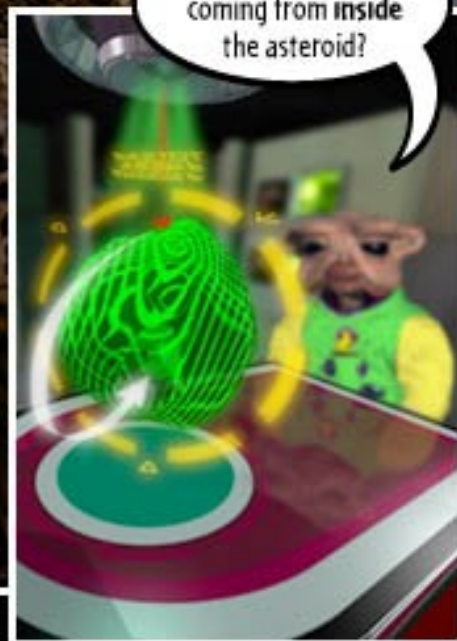


Rusti?

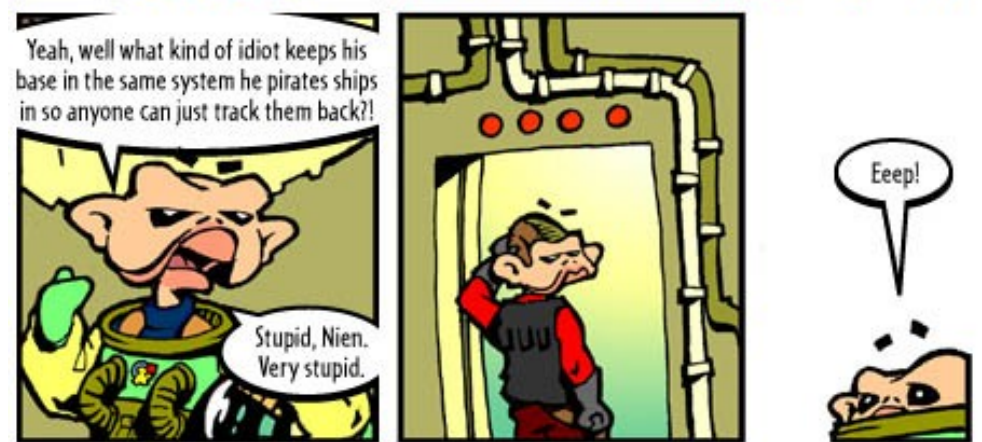
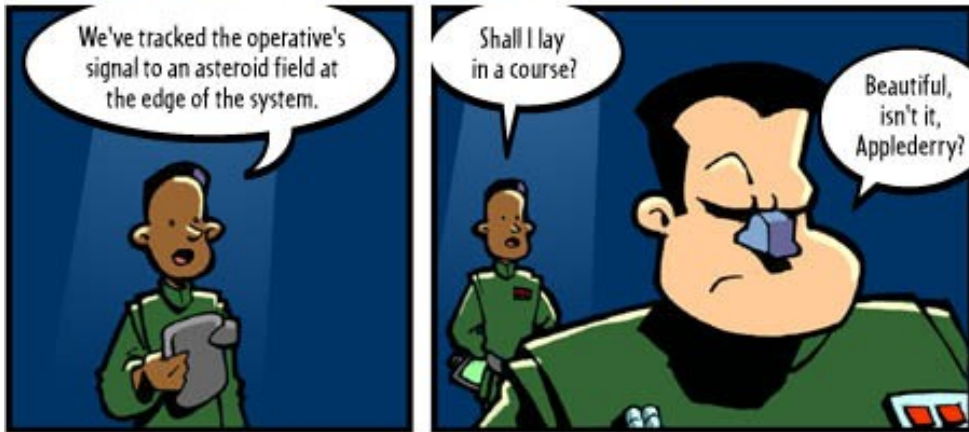
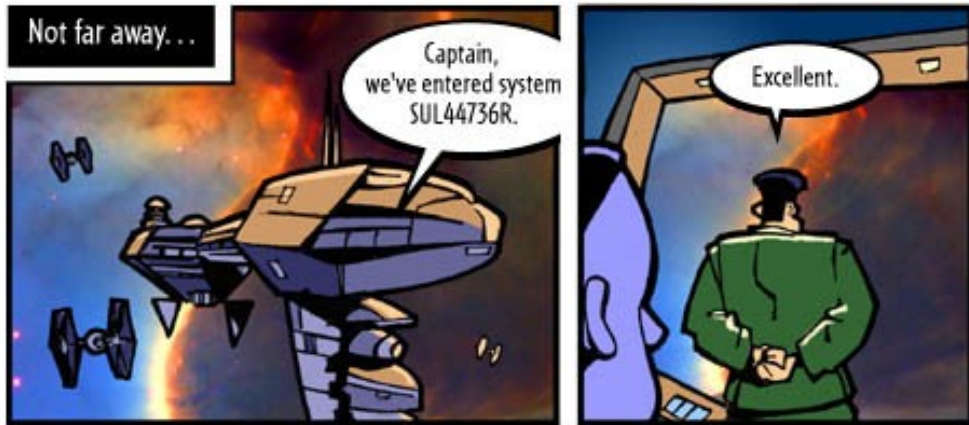
Why is your signal
coming from inside
the asteroid?

Bungo
and
Rusti
Join the
Rebellion?!!

part
II









I wonder if it's safe to come out yet.



Eek!

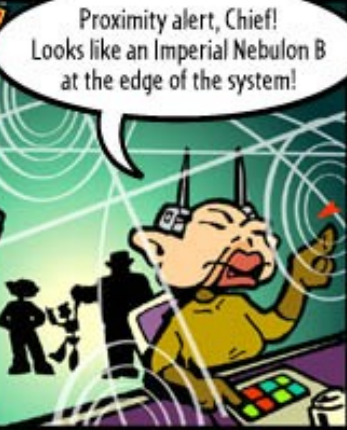
Still lurking about!

WOOP! WOOP!

Proximity alert, Chief! Looks like an Imperial Nebulon B at the edge of the system!

What's that!

The alarm!



And how do YOU suppose they found us, Rusti?

Beats me.

Why don't you ask Phragg's little narc, Bebe. I followed...

her here.

We did. She didn't know anything.



Are you implying something?



She had no transmitter and no tracking device. Phragg had already checked out Bungo and the Chubby Gundark!

That leaves you!

Phragg works for you?



Speaking of Phragg... what did you do with him?



... Not to mention that I don't need any Imps knocking on my front door... so...

Take her apart!



Don't worry. I'll putcha back together when I get the chance.

I wouldn't ...

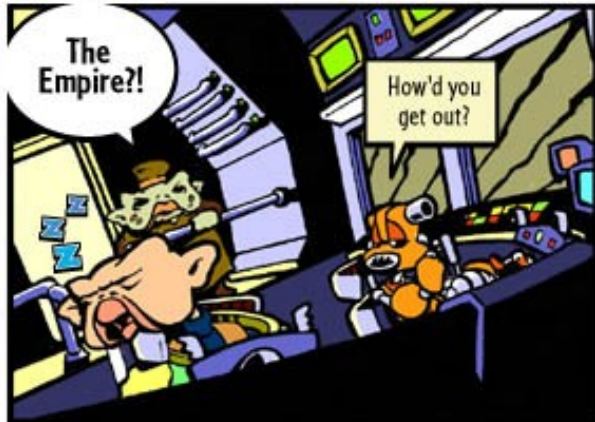
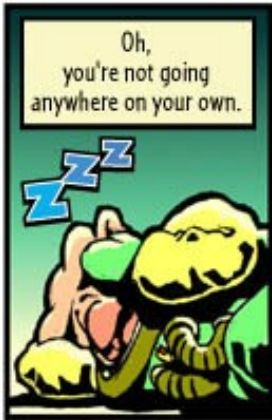


Really.

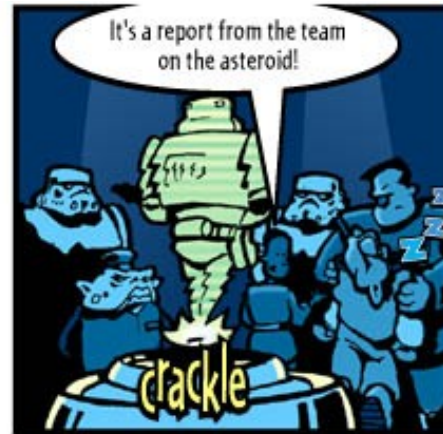
click.



FLASH!

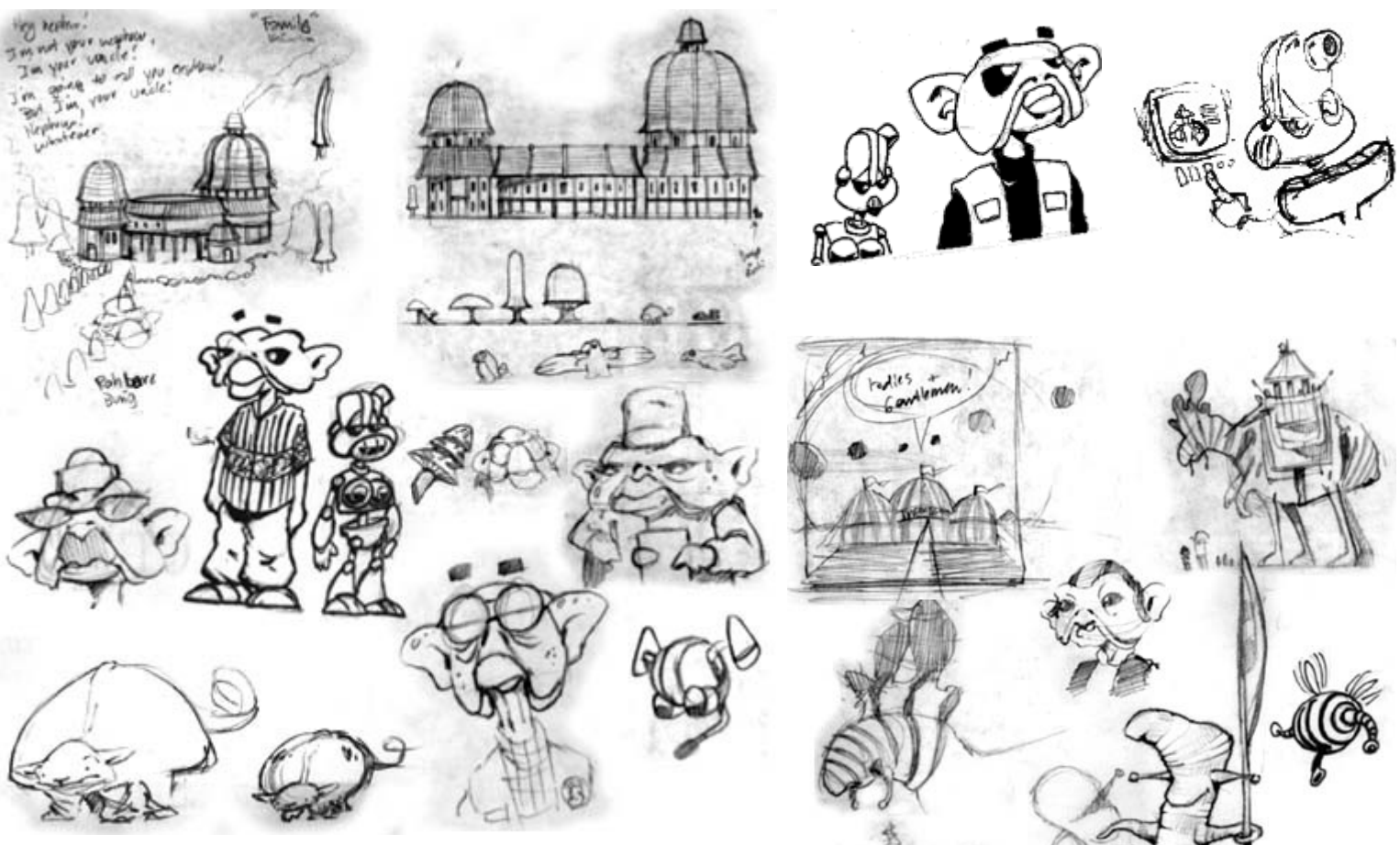




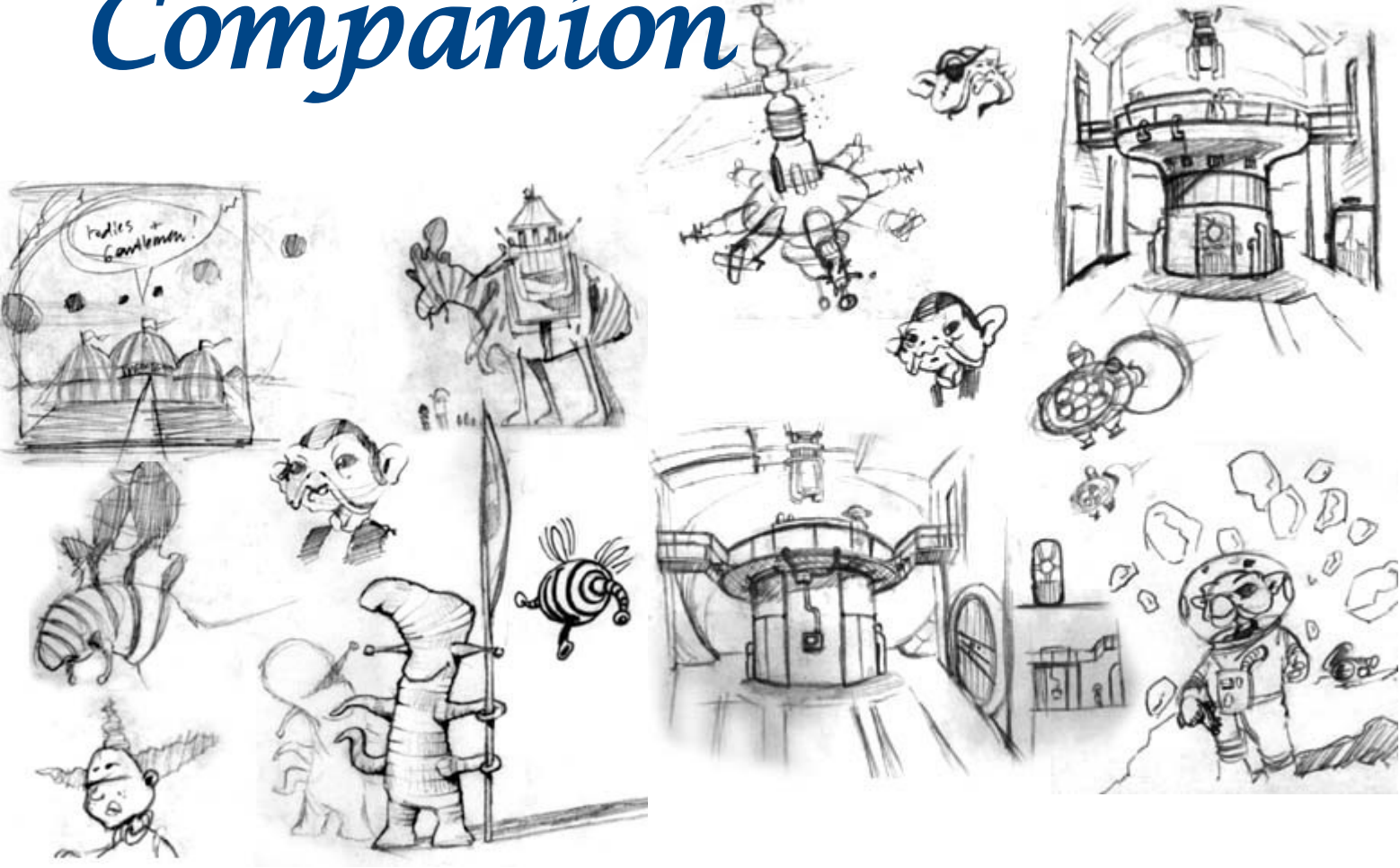




The end?



The Reader's Companion



Who's Who and What's What ?



Bungo Bung

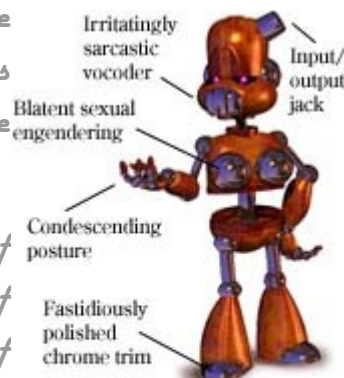
A native of Sullust, Bungo left the relative safety of the catacombs and lava flows of his homeworld to seek his fortune among the stars, working his life away for the SoroSuub Corporation.

He spent his childhood learning a trade in the caverns of his father's boaboo fungus farm. This mostly consisted of sitting in a chair daydreaming, while droids created new and exciting breeds of boaboo fungus, nurtured them, mashed them into boaboo juice, and short-circuited from all the excess moisture (boaboo fungus is very moist), leaving a mess all over the fermentation room floor.

Bungo would then clean up the mess and transport the rest of the juice to the great markets of G'rinn Go city. This was the perfect training for a future career in the SoroSuub Transport and Supply Division.

So he left the farm and signed on with the Transport Division, preferring to escape to the tranquility of super novas and space pirates that travel beyond Sullust afforded. Bungo always had the stars in his eyes (pretty amazing for a species that evolved underground; it's a wonder Sullustans ever developed space travel at all...). This was his opportunity to pilot a starship.

Bungo is a very gentle and generally trusting individual. Were he aware of the relationship SoroSuub has with the Empire, he would jump to the forefront of opposition to calm the ulcer he would develop from worrying about it too much.



The duo's frequently damaged cargo barge driver, the Chubby Gundark.



Roleplaying stats :

Type: Sullustan Trader
Dexterity: 2D+1
Blaster 4D+1, dodge 5D
Knowledge: 2D+2
Alien species 4D, planetary systems 7D
Mechanical: 4D+1
Astrogation 6D, Space transports 6D+2, Starship gunnery 5D
Perception : 3D
Bargain 5D
Strength: 2D
Stamina: consumption of Bantha Breakfast Biscuits 6D+2
Technical: 3D+2

Space transports repair 6D

Special abilities: Enhanced senses: Sullustans get +2D to search and related Perception checks in low light conditions due to their vision and hearing.

Location sense: Sullustans cannot get lost in a place they have visited before. They get +1D when making an astrogation roll for a planet they have visited before.

Force Points: 2

Character Points: 7

Move: 2

Equipment: Comlink, datapad, holdout blaster (3D), Sullustan cargo barge engine



42-RST (Rusti)

Plintep Cybernetics Corporation RST Model Translator Droid

The Mephout entrust all diplomatic positions to the females of their species (Mephout male tempers tend to flare at the most inopportune times). So they created their translator droids in the female image as well. Not truly protocol droids, the RST models were programmed merely to translate languages, not to interpret the nuances of cultural meanings.

It is in this area that the protocol droids have the clear advantage. But the RSTs are remarkable in that they carried out almost all translating duties throughout the Mephout Dominion - an isolated sector on the edge of the known galaxy - until its recent discovery by the Empire.

RST models are very susceptible to electromagnetic pulses that can easily fry their delicate rationality circuits and even their life preservation programming! This has caused more problems during important government functions than male Mephout libidos. It has resulted in a dozen assassinations, half a dozen declarations of war, and one marriage proposal. The RST models were immediately replaced by the more advanced protocol series droids.

Rusti was a gift to Bungo; though she was meant as a reward for services rendered, in reality it was just the Mephouts' way of getting rid of some obsolete hardware.

Roleplaying stats :

Type: Plintep Cybernetics Corporation RST Model Translator Droid
Dexterity: 1D
Dodge 2D
Knowledge: 3D
Alien species 4D, bureaucracy 5D, languages 8D planetary systems 4D
Mechanical: 1D

Sensors 1D, space transports 3D
Perception : 1D
Bargain 8D, con 7D, sneak 4D
Strength: 1D+2
Technical: 3D
Computer programming/repair 5D
Move: 7
Equipped with: Plintep translator unit

Unga G'Lunga

We all know this guy! Maybe he was your neighbor, living in the next tunnel, or you went to Sullustan University with him. Doesn't matter. He's that annoying gloonshbo we all grew up with who bragged about everything he did. The problem was...he did it all.

Unga excelled at everything without ever trying, but he remained middle of the pack because he never applied himself. Sure, he could outfly anyone through the lava tubes of his homeworld or he could roll his own cigarettos one handed (which really impressed the



girls). He just never put any of his talent to good use.

Finally, he found himself in need of some cash, so he took a job with the SoroSuub Transport and Supply Division (TSD) flying cargo barges from Sullust to exotic worlds around the Galaxy. He's had the opportunity to take promotions, but Unga knows a good thing when he sees it. Why exert yourself when you don't have to? Piloting a cargo barge is easier than working the fly through at Biscuit Baron.

Besides, where else can you make extra credits by carrying a few illicit cargoes from time to time? It's also a good place to meet colorful characters like smugglers and pirates. You never know when you might need one.

Kriz Magness



He's Corellian. He's a pirate. Surprise. Magness didn't start out that way, though. A member of the Corellian Police Force, he found more excitement removing credits from his fellow officers while playing sabacc than removing criminals from the space lanes. However, when those credits weren't enough to satisfy him, he began using his authority to make contacts; contacts that would get him things he wanted. Yes, illegal things. Stolen shoes, electronics, weapons...it didn't matter. These he would sell on the invisible market for the best price. Magness was making some real credits now, and he like it. He liked it a lot.

Greed has a nasty way of sneaking up on you and biting you in the posterior, especially when it concerns the local governor and several kilos of narco spice (corrupt government officials? - No!) Well, Magness wasn't about to stick around to find out what was going to happen to him, so he stowed himself aboard a garbage scow headed outsystem. Halfway to the scow's destination, he pulled himself out of his hiding place (the ship's head - arguably the most sanitary part of the ship) and committed his first act of piracy by flushing the two droid crew out of the airlock .

Having no place to go, especially in a garbage scow, he ended up in the outer Corellian Sector. There he managed to convince a very nearsighted customs official that it would be in his best interest to give up his Corellian HJ-1100 for a much more reliable ship like the a garbage scow. Amazing what a blaster set to roast can accomplish. Now with his Rodian first mate, Fritoh, and the good ship Griffon, Magness hunts the space lanes around Sullust for easy pickings. Well, in half a ship, anyway.



Fritoh

Fritoh, the young Rodian first mate of the Griffon, is what they call a jinx. He was brought aboard Umze's Incredible Traveling Starport along with his older brother, Ch'owdo. They were to work as security for Umze's Rodian/Mercenary Captain Ne'Chak. Ch'owdo was a natural. Fritoh, not so much. The problem was that Fritoh had the knack of being in the wrong place at the wrong time.

Not unfortunate for him, but for those poor saps around him. Assuming they didn't end up dead, or maimed, they might have found themselves broke, without two centicreds to rub together. This wasn't a major problem, though. In fact it was, more or less, the starport joke. That was until Ne'Chak himself was the target of Fritoh's unintentional bad luck.

After nearly having his finger severed after Fritoh wedged it into a food preparer, Ne'Chak was ready to have him vacced. Fortunately for Fritoh, there happened to be a pirate by the name of Magness aboard who was looking for a first mate. Ne'Chak, hating humans as it was, found he could kill two dinkos with one shot. He recommended Fritoh to the pirate and then immediately kicked them both off the starport. Ne'Chak was never happier. Magness, on the other hand, has been rethinking the intelligence of his choice of first mate.

Khelooru Foon

Mephout Bounty Hunter

They say she taught Boba Fett everything he knows. Well, they have been known to exaggerate. Khelooru Foon began her career as a palace guard in the service of the Lordess High Pardu of Plintep. She was singled out for her extraordinary abilities, was given special training and was soon promoted to the Lordess' personal guard. Though, she thwarted several attempts on the Lordess' life, she soon found herself bored with her job, and wanderlust set in. The decision was made to become a bounty hunter and see the Galaxy!

With the recent discovery of the Mephout Dominion by the Empire, Khelooru Foon was given the opportunity to travel far from the familiar planets of home. Her skills were honed and she learned about the myriad of races she encountered. She found herself hired by high paying clients, including the



Empire. But now a special bounty has her interest. And this time it's personal. When the Lordess High Pardu of Plintep once again found herself the subject of assassination, she called on Kheloor Foon. Kheloor was to track down the droid that was sent to kill the Lordess with the hopes it would lead back to the very outlaws who originally planned to do away with her. Armed with the best training and technology, Kheloor Foon is not one to be trifled with. And if you ask her, she'll say she's never even met Boba Fett...if she doesn't shoot you first!

Ibbee Yabay

SoroSuub Union Subintermediary

"A girl's gotta get ahead in this galaxy", and that's exactly what Ibbee Yabay had planned right from the start. She had it all figured out, from her career as a union mediary right down to the successful husband, the point nine-three-seven children and a pet ferblin all on a small plot of land in one of the newer upscale tunnels. And her plan was well underway, too. She was assigned to Union Mediary Master Flibnh directly out of university and found the challenges of subintermediarship both exciting and rewarding.



She quickly rose to the top in her department and Master Flibnh picked her out as his personal aid. Soon she was schmoozing with all of the right people. She became aware of the importance of dressing in the proper fashions, wearing her hair in just the right way (hair, by the way, is not a naturally occurring Sullustan trait. They have it surgically implanted because it's fashionable to be like the "more-popular-with-the-Empire" humans.) speaking with just the right accent and peppering her talk with just the right names. Unfortunately she's been finding herself as of late attracted to a not so "just right" cargo barge engine captain. That could really put a crimp in her plans.

Inspector Phragg

SoroSuub Pain in the Butt

Inspector Ghorash Phragg has spent the last twenty years making life miserable for SoroSuub employees. It's amazing how Bungo didn't run into him sooner. Whenever a problem or glitch in the system occurs the company sends Phragg.



With his no nonsense, no emotion and no pity form of inspection, you can bet that he will have the problem fixed in no time, and with the help of his holo-droid Bebe, nothing goes unnoticed.

Unfortunately, with the recent crack downs by the Empire on shipping restrictions, Inspector Phragg's mission has become next to impossible. It's all he can do to keep up as hotspots once thought to have been dealt with for good almost immediately need his attention once again. And he's getting quite bitter about it.

Perhaps the Empire will find that there's more to Inspector Phragg than everyone thinks.

Nien Nunb

Sullustan Privateer

Before the Battle of Endor, before he became a hero of the Rebellion and the New Republic,



Nien Nunb was a hero to the populace of Sullust. Once Sullust's SoroSuub Corporation aligned itself with the Empire, Nien began using his ship and his piloting skills to rob from the rich and give to the poor. The rebels, that is.

With a number of small bases strewn throughout Sullustan space, Nien Nunb has managed to build himself into quite a formidable pain in the choobies for the Empire.

But putting himself in such a position is always wrought with danger. Now that Captain Wankle has his sights set on decimating Nien and his compatriots, his time as a hero may be running out, along with the hopes of the Sullustan people.

Then again, you never know.

Captain Wankle

Imperial Nebulon B Frigate Captain



Captain Wankle once lead the Imperial spearhead into Sullustan space in command of the Star Destroyer Excessive. The Emperor was even rumored to have smiled when his name came up in conversation. All of this changed abruptly.

No one thought that a meek Sullustan cargo pod engine pilot and a crate of Biscuit Baron Bantha Breakfast Biscuits would nearly end an

Imperial officer's career, but...

Now Wankle has a new assignment. He still maintains a command, but nothing compared to what he was used to. Having lost his Star Destroyer (how this happened is a bit of an embarrassment to the Empire and is therefore still classified) he was given command of the Nebulon B Frigate Upheaval with the sole assignment of locating Sullustan criminal Nien Nunb. As he closes in on his quarry he may be pleased to learn that another foe of his is unintentionally lurking nearby.

Giant Amorphous Bantha Breakfast Biscuit

Not much is known about these giant, amoebic ruminants; they are a new life form, and no one has gotten close enough to study one without being consumed. What is known is that they're big, they're mean, and they'll eat anything that happens to find itself placed in front of them.



Several laboratory chefs working for the Jagge Company learned this the hard way from inside the gullet of what they thought was going to be their morning meal! Imagine their terror when they popped a couple Bantha Breakfast Biscuits into the autochef and out came their worst gastronomic nightmare.

Though accidentally created when Biscuit Baron preservatives somehow bonded to bantha genetic material, these beasts are now being considered for use as biological weapons by the Empire. Until such time as they can be controlled, however, the Jagge Company has restricted Bantha Breakfast Biscuits from being shipped to those planets which they refer to as "inadequately prepared to delight in this yummy breakfast delicacy." Come hungry, but carry plenty of Biscuit Baron blue sauce with you!

Roleplaying stats :

Type: Mutant Breakfast Delicacy
Dexterity: 2D
Perception : 2D
Strength: 8D
Brawling 9D

Move: 15
Size: Varies
Special Abilities: Bite: Does STR damage. Horns: Do STR-1D damage. Trample: Does STR damage. Blue sauce vulnerability: These creatures are killed instantly (and rather explosively) when smeared with Biscuit Baron blue sauce.

Nek Puppies

Cyborrean Battle Dogs

"Neks" are a symbol of pride and might throughout the Empire. Statues of them grace the

grounds of the Imperial Academy at Carida. They are used in a variety of situations from guards to employment with scavengers. They therefore are in high demand and have a high price tag to match. The job of breeding them can be very lucrative, as Ca'rl Groobur can attest to, now that he lives on Sullust with a wonderful view just oh so close to the hot springs at Piringiisi. So relaxing!

Of course there is much that accounts for that high price tag, not just supply and demand. For good quality dogs a proper pedigree must be assured. Inbred neks tend to have odd behavioral habits like submissiveness, which is not a desirable trait in battle dogs. Cybernetic enhancements don't come cheap, either. Most of all, proper training is essential. What good is a genetically and bionically enhanced killing machine if it doesn't know how to kill?



Sock-headed worm people

Species catalog #11238477B



For a species that lives on a fairly unknown planet in an out-of-the-way system, they sure get a lot of company. Very lucky for Bungo and Rusti, indeed!

The Sock-Headed Worm People, as Bungo would later call them in his captain's log, live on a small planet that rotates around a red giant somewhere in the vicinity of Sullustan space. Because the planet's axis is tilted at nearly ninety degrees, the SHWoPs inhabit the narrow band that straddles the light and dark side of the planet. This keeps them from frying or, conversely, freezing to death. They tend to live in small city mounds scattered within this band.

Bungo was lucky to run across a hunting party astride their mighty and very carnivorous beasts of burden.

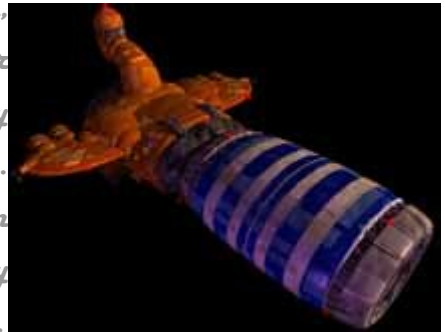
The Drzhngo Blubbo Wnd

*SoroSuub Transport Systems Cheruba-Class
Cargo Barge Driver*

The Cheruba-Class barge is the next generation of SoroSuub barge engines. The barge engine has fallen out of favor with shipping companies in recent years, opting for the more efficient

bulk transports. Still, smaller shipments must be made to outlying worlds, and this is where the cargo barge engine comes into play.

Basically just a refit of the Nyubba-Class cargo barge engine, the Cheruba offers no improvements in handling, speed, or cargo capacity. What it does offer is a three hundred sixty degree view from the bridge of the entire barge configuration. It was also touted as a newer, sleeker version by its design team, hoping that the JSD would approve production, thereby assuring themselves jobs for the duration of the production run.



The Griffon

Corellian Engineering Corporation HT-1100 Multi-Purpose Gunboat

The HT-1100 is an older Corellian ship that had a limited run. They therefore aren't encountered much outside of the Corellian Sector. They are usually employed in running patrol or customs duty, because they are well built, tough little ships with plenty of firepower. Two laser cannon turrets and a full compliment of proton torpedoes are all this hardy gunboat needs.

Originally designed for high altitude flight, the HT-1100 was refitted for space flight and is easily modified for various duties. The Griffonis fitted with a slightly larger payload capacity, but other variations include full combat duty and search and rescue.

The HT-1100 is designed with redundancy in mind. There are two backup power lines for all control systems and with two separate reactors and engine clusters on the outboard wings, the HT-1100 is harder to stop than most other attack ships. It can even continue flying if one entire wing is destroyed.

Believe me when I say there is nothing funny about the HT-1100!

The Chubby Gundark

SoroSuub Transport Systems Nyubba-Class Cargo Barge Driver

If the bulk freighter and the container ship are the work-banths of the SoroSuub Transport and Supply Division, then the Nyubba-class



cargo barge driver is the work-horf!



Though the majority of cargo is hauled using bulk transportation, the use of smaller ships like the Nyubba freighters still accounts for nearly 20 percent of all of SoroSuub's cargo transfers.

Not particularly pretty, they manage to get the job done. They are slow and lightly armed, making them excellent targets for pirates if they stray too far from designated shipping lanes. The ships are

almost fully automatic, only requiring a crew of two: usually one Sullustan and one droid to monitor ship systems and pilot during landing and take-off.

Size comparison with your ordinary, run of the mill stock light freighter:

	
Nyubba-Class	YT-1300
Length: 22 meters	Length: 34.8 meters
Width: 32.5 meters	Width: 27 meters
Height: 20.6 meters	Height: 6.9 meters

Additional cargo barges can be attached fore and aft of the barge driver, since the freighter's main engines are offset on a lateral strut. The average configuration for hauling is the main engine with three barges fore and three aft, though it's not uncommon that several more are hauled at one time. Extra barges have a cargo capacity of 400 metric tons, double that of the main engine.

There is a rivalry among Nyubba-class freighter pilots over who can haul the most barges over a prescribed distance. The Chubby Gundark holds the record for the most barges hauled over 35 parsecs with an uncontrolled landing: 13 barges!

Roleplaying stats :

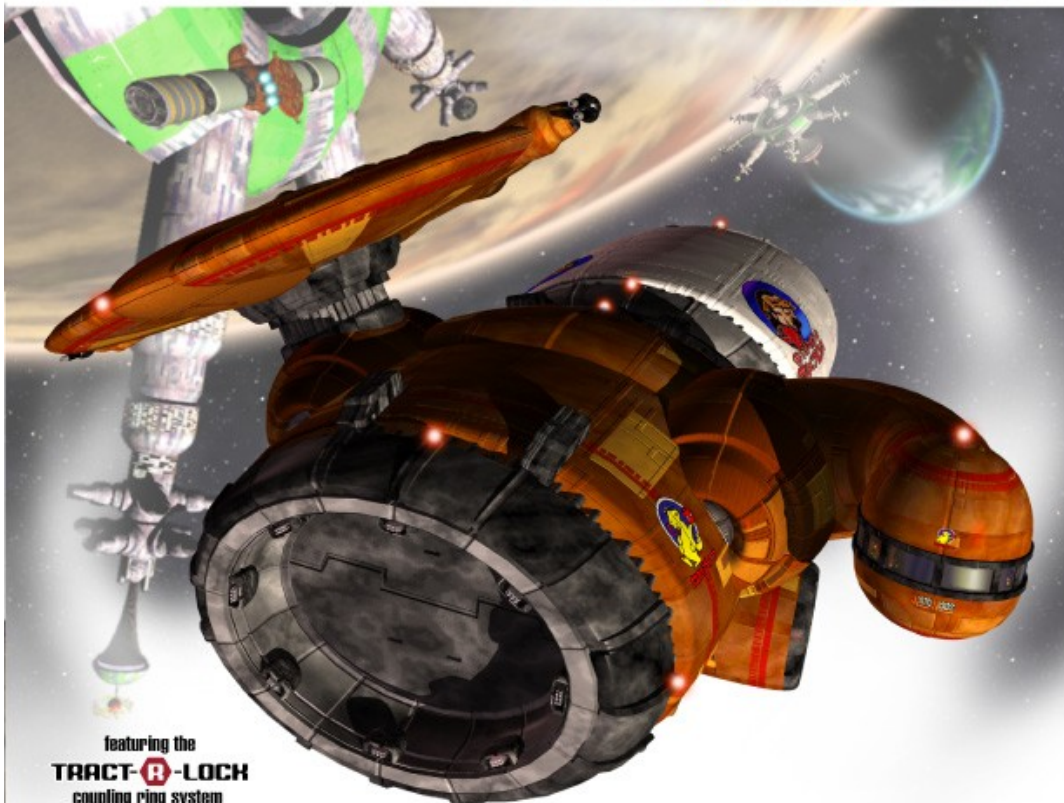
Scale: Starfighter
Length: 22 Meters
Skill: Space Transports: Nyubba-Class
Crew: 2
Passengers: 2
Cargo Capacity: 200 Metric Tons
Consumables: 2 months
Cost: Name your price
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kph
Hull: 5D

Shields: 1D
Sensors: Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons: 2 Double Laser Cannons
Fire Arc: Turret
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Add +1 Difficulty of any space transports roll for each of the first eight barges. For each additional barge past eight, add +1D to difficulties.

the NYUBBA!

class cargo barge driver



A new idea in FREIGHT TRANSPORT from



Expand your ever growing company fleet today with these other fine products in the nyabn gauge line from **SOROSUUB TRANSPORT SYSTEMS!**



NYABN IV CLASS SPACE STATION

A complete high orbit, 64 berth freight handling and distribution center!



GLUTTON CLASS BULK TRANSPORT

Capable of hauling over 150 cargo pods. Perfect for Core World deliveries!



CHERUBA CLASS CARGO BARGE DRIVER

Durability and cargo space. A tough ship for tough jobs!



NYUBBA CLASS CARGO BARGE DRIVER

Spunk and versatility is what the Nyubba is all about!



NYUBBA CLASS COURIER

Fast and agile for high traffic runs!



LURMB A100 & LURMB A110 SUPPORT TUGS

Multi-purpose support craft to care for your expanding fleet!



VERSATILE BARGE SYSTEM

Barge pods designed for every conceivable cargo from frozen food to iron ore!

...PLUS many more!

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Chooroo Tunng -
President and CEO of
Universal Package Shippers



Contact the SoroSuub Representative in your sector for more information.

Ad for SoroSuub Transport Systems

the NYUBBA!

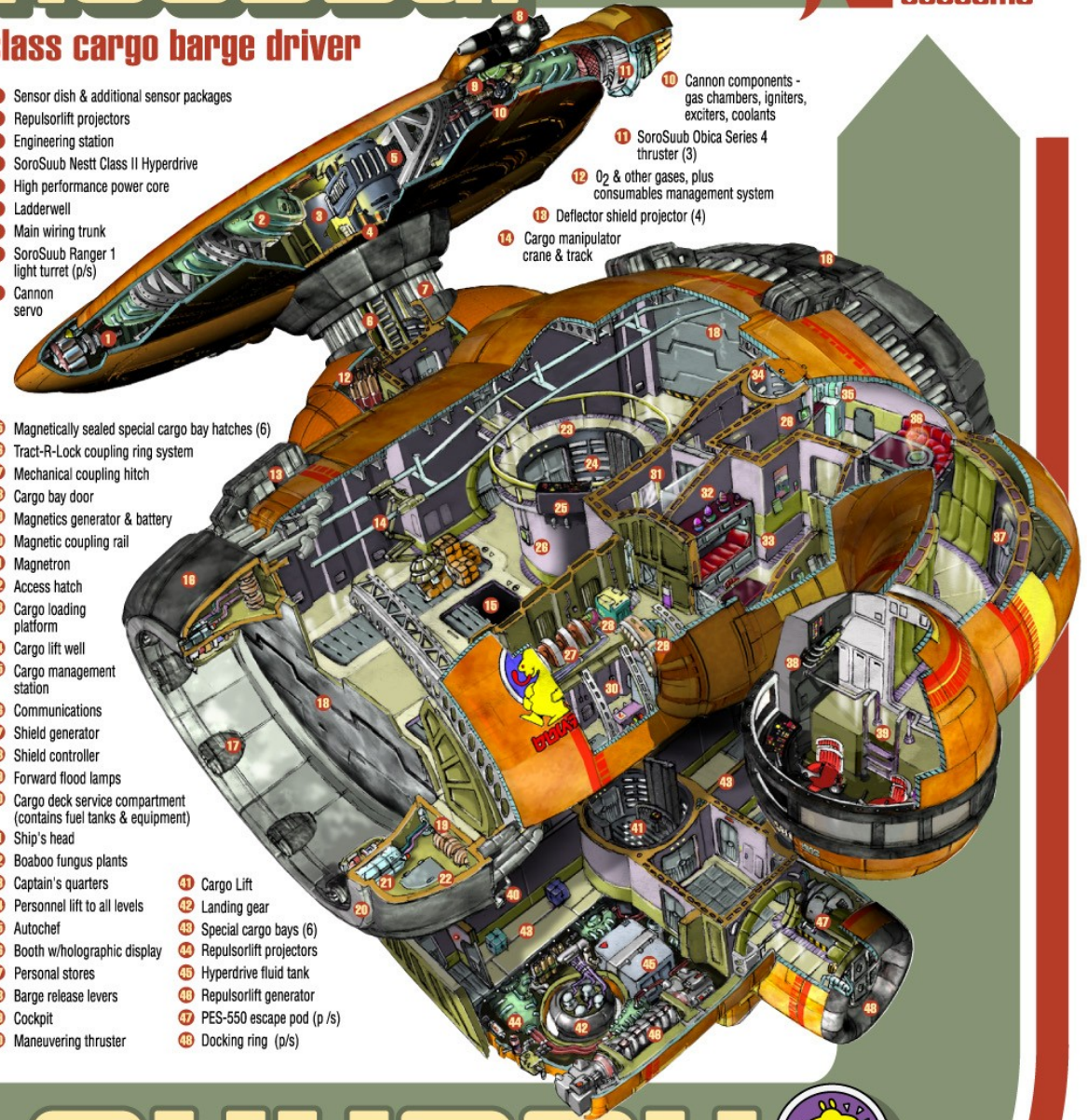


**SOROSUUB
TRANSPORT
SYSTEMS**

class cargo barge driver

- 1 Sensor dish & additional sensor packages
- 2 Repulsorlift projectors
- 3 Engineering station
- 4 Sorosuub Nestt Class II Hyperdrive
- 5 High performance power core
- 6 Ladderwell
- 7 Main wiring trunk
- 8 Sorosuub Ranger 1 light turret (p/s)
- 9 Cannon servo
- 10 Magnetically sealed special cargo bay hatches (6)
- 11 Tract-R-Lock coupling ring system
- 12 Mechanical coupling hitch
- 13 Cargo bay door
- 14 Magnetics generator & battery
- 15 Magnetic coupling rail
- 16 Magnetron
- 17 Access hatch
- 18 Cargo loading platform
- 19 Cargo lift well
- 20 Cargo management station
- 21 Communications
- 22 Shield generator
- 23 Shield controller
- 24 Forward flood lamps
- 25 Cargo deck service compartment (contains fuel tanks & equipment)
- 26 Ship's head
- 27 Boaboo fungus plants
- 28 Captain's quarters
- 29 Personnel lift to all levels
- 30 Autochef
- 31 Booth w/holographic display
- 32 Personal stores
- 33 Barge release levers
- 34 Cockpit
- 35 Maneuvering thruster
- 36 Cargo Lift
- 37 Landing gear
- 38 Special cargo bays (6)
- 39 Repulsorlift projectors
- 40 Hyperdrive fluid tank
- 41 Repulsorlift generator
- 42 PES-550 escape pod (p /s)
- 43 Docking ring (p/s)

- 10 Cannon components - gas chambers, igniters, exciters, coolants
- 11 Sorosuub Obica Series 4 thruster (3)
- 12 O₂ & other gases, plus consumables management system
- 13 Deflector shield projector (4)
- 14 Cargo manipulator crane & track



CHUBBY GUNDBARK



Cutaway of the Chubby Gundark

Gundark Freight Line

A word about our logo...



The logo of Gundark Freight Line has been designed with the utmost care and integrity, using esthetically pleasing shapes and friendly colors of the sort that may elicit responses such as, "Hey! Now there's a bulk shipping company that gives a wattle about my cargo!"

The symbol of the gundark was chosen to represent the company because of the reliable strength it imparts, yet the friendly, down to planet side feel about it that makes you just want to pull the lil' bugger's ears off.

This particular gundark is based on several sources and is an amalgam of all of them. As far as we know, nobody has ever seen a gundark...

let alone waited around while it posed, so...

...there you go.



Answers to frequently (and never before) asked questions.
There's not much here now, however...

- Q :** Where did Bungo and Rusti get their start?
- A :** They first appeared in West End Games' Star Wars Adventure Journal, issue 11, recounting the duo's adventures in *Bungo & Rusti Get Carry Out*.
- Q :** Why weren't any other stories printed?
- A :** Dark Horse Comics has the sole contract with Lucasfilm to produce comics. Alas, poor Bungo and Rusti were thought to have only been a one-shot, so the good people at Dark Horse let that one go. They never would have made it into print if DH hadn't overlooked my little foray into self indulgence.
- Q :** What materials do you use to produce your artwork?
- A :** It varies. For the comics, I use either a Winsor Newton #0 brush or a technical pen on Strathmore cold press bristol. Any coloring is done in Adobe photoshop. The computer art is a combination of 3-D models created with Ray Dream Designer or Bryce combined with clay models, all put together using photoshop.
- Q :** Have you published any other Star Wars related stuff?
- A :** No. This is the first Star Wars anything I've had published.
- Q :** What other kind of artwork do you do?
- A :** I've had two comic strips published in college and local newspapers (ancient history, though). I paint in oils. I'm currently working on a children's book (putting that here may help me finish it sooner). I currently work for a large mid-western publishing company in their creative services department. I also do the occasional freelance job so I can buy myself cool toys!
- Q :** Who is Jambi?
- A :** My life. My love. My dog. Named after the genie on Pee-Wee's Playhouse!



Here's to a Hassle Free Holiday!

Bungo & Rusti's exclusive strip, 1999