

Campaign: The Dune Cartel Threat (Tatooine)

A new threat has emerged in the harsh deserts of Tatooine. The Dune Cartel, a ruthless new criminal syndicate, has begun terrorizing local moisture farmers and stockpiling ancient Tusken artifacts for a sinister purpose. The local Bestine Militia is stretched thin and is calling upon capable freelancers and mercenaries to help push back the Cartel's advance.

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Campaign Breakdown

Location: Bestine, Tatooine **Starting NPC:** Militia Leader Kael **Level Requirement:** 10
Recommended Group Size: Solo

Overview

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Campaign Breakdown

Part 1: The Militia's Call

Militia Leader Kael in Bestine has received distress signals from a nearby moisture farm. Your task is to investigate the farm, clear out any Dune Cartel thugs you find, and report back to Kael with your findings.

Part 2: Shadows in the Wastes

Following the attack on the farm, Kael intercepts a Cartel transmission tracing back to the dangerous Jundland Wastes. You must travel deep into the Wastes, eliminate the Cartel mercenaries guarding the area, and retrieve a crucial datapad that holds the key to the Cartel's plans.

Part 3: The Bunker Assault

The datapad reveals the location of a hidden, heavily fortified Cartel bunker. You will rendezvous with a forward Militia Scout near a Wastes checkpoint. Your mission is to defend the scout from a wave of Cartel guards while they slice the perimeter defenses.

Part 4: Cutting the Head off the Snake

With the perimeter down, it's time to strike at the heart of the Cartel. You must infiltrate the inner sanctum of the bunker and confront the Cartel Boss. Defeating him will cripple the Dune Cartel and secure the safety of Bestine's citizens.

Rewards

Completing the Dune Cartel Threat campaign awards significant Combat Experience, generous Credit payouts, and the gratitude of the Bestine Militia.