

GURPS Star Wars Encyclopedia Galactica

1st Edition

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Disclaimer:
Project Coordinator:
R. Jason Kidd

Introduction

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

The Emperor has been dead for a little over 25 years, Grand Admiral Thrawn for 20 years. The forces of the Galactic republic are in a truce with the Empire, a shadow of its past might. Since the end of the rebellion, the Galactic Republic as constantly striven to outwit, outrun and outgun the Empire. Now, they seem to be winning and the balance of power appears to be shifting in the Republic's favor. Yet, unbeknownst to Galactic Republic forces, the Empire plots and prepares another offensive. Under the powerful leadership of a student of Grand Admiral Thrawn and of an Imperial Bastard, the Empire is not yet destroyed and plans revenge against the « Rebellion ».

Disclaimer:

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilms Ltd) and/or/either 20th Century Fox. ALL NAMES, TRADEMARKS AND LOGOS USED IN THIS BOOK ARE USED WITHOUT PERMISSION EITHER GIVEN OR IMPLIED BY THE COPYRIGHT OWNERS.

About GURPS:

GURPS is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission (but I do hope I get their blessings....) given or implied. If you've made it this far, you know about GURPS and Steve Jackson Games Inc. You are familiar with their works and the wonderful RPG system they have created. You know what it's about and you like it.... As I do! What you long for are a Space Opera setting based on Star Wars. Well, here it is...

About the Project Team:

Project Coordinator:

The project coordinator and principal author is Francis Martel, from Montreal, Canada. Francis is 30 years old and lives with his wife Stephanie and their son Marc-Antoine...And a shape shifting red dragon that currently poses as the household cat, Willy.

Francis has been gaming since he was about 15, which means he's been deranged for 15 years already! His interests, as far as gaming goes, are mostly centered on role-playing games (GURPS, Battletech, AD&D, Travelers) and strategic gaming (Advanced Squad Leader,

Starfleet Battles, Wooden Ships & Iron Men...). Computers also take a lot of his free time (His wife constantly wages war against his 3 computers...)

Francis currently work for ConnecTalk Inc, an IT consulting firm based in Montreal, with offices in the USA (NJ). His role is to develop IT solutions for the customers. In short, he establishes the layout of the solution (servers, routers, data links, firewalls, OS, etc.) and source out all the material, manpower and software required to implement the solution.

Project Team members and collaborators:

Thomas Kathmann:

Thomas is from Germany, and lives in Berlin. Thomas is 29 years old and currently works as a software developer in the Health Care industry. Thomas is a general SF fan and a RPG tabletop gamer. A lot of the technical features of spaceships have been designed and revised because of his numerous discussions and commentaries on the Star Wars technologies and on how to handle them in this book.

Michael Siersleben:

Another collaborator from Germany, Michael has worked hard in providing the information in the Campaigning section, the cinematic section and in developing the Jedi Martial Art style. Michael is 28 years old and lives in Braunschweig with his fiancée, Kathrin. Michael currently works as a gym instructor (Tae-Kwon-Do, Self-Defense, Thairobic, Aerobic, Fitness) but plans to finish university in German and English literature, as well as in Greek philosophy.

R. Jason Kidd

Jason is from the US, and currently lives in Pittsburgh, Pennsylvania with his wife Melanie. He is 26 years old and is currently working as a musician in a "rock" band and as a photographer. Jason has been gaming since he was twelve and has been a Star Wars fanatic most of his life. Jason has been a major inspiration and a major source of information in regards to the alien races and he is the principal author for the GURPS Star Wars Alien Races supplement. Jason's talent also found expression in the design of almost all of the covers of the GURPS Star Wars line of supplements.

The GURPS community worldwide:

Mostly those on the GURPS Star Wars Project mailing list and some of the listeners on the GURPS newsgroup, for their insights, suggestions, recommendations and overall support and assistance.

Background to this worldbook:

Welcome to the worlds of Star Wars within GURPS. First of all, we have to tell you that this worldbook might not be about the Star Wars that you know and might not be what you expect to find.

This world book is designed with the idea of playing the Star Wars universe in a "realistic" fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been "modified" to reflect a more real science approach: In this book, the Storm trooper armor cannot be pierced by Ewok arrows. In this book, it's not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for....

For those of you that prefer the cinematic space opera approach, see the annexes at the end of this book. We have developed the basic rules and guidelines to help you run cinematic GURPS Star Wars adventures.

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on the period some years after episode VI, Return of the Jedi. Our setting takes place about 20 years after the reign of Grand Admiral Thrawn, as depicted in the novel trilogy written by Timothy Zahn. Most of the information

contained in this book as been designed by the authors and may not reflect current canonicals and other official sources on the Star Wars universe, namely books recently published that may take place during our chosen time period. .

A great deal of effort as been made to make sure that this gaming supplement respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

Mathematical, Scientific and GURPS books notations & conventions

The following mathematical and scientific constants have been used in the design of this book:

Scientific Notations:

A pc = parsec = 3.26 light-years or 19.234×10^{12} miles.

A ly = light-year = 5.9×10^{12} miles.

A cf = cubic feet = 1 x 1 x 1 feet or 1728 cubic inches.

A cy = cubic yard = 3 x 3 x 3 feet or 27cubic feet.

Mach 1 = the speed of sound at sea level, or 760mph.

sV = Spherical volume = $4/3\pi R^3$

GURPS References:

The GURPS Star Wars Worldbook is NOT a game in itself. Ownership of the following GURPS source book is required:

GURPS Basic 3rd edition (B)

The following GURPS books and associated GURPS Star Wars supplementary material was used in designing this book. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme.

GURPS Compendium I (CI)

GURPS Martial Arts (MA)

GURPS Space 1st edition (S)

GURPS Ultra-Tech and Ultra-Tech2 (UT and UT2)

GURPS Vehicles 2nd Ed. (V)

GURPS Star Wars Technical Manual (SWT)

GURPS Star Wars Encyclopedia Galactica (SWE)

GURPS Star Wars Alien Races (SWA)

The Star Wars World book Premise

Today, an uneasy truce exists between the democratic Galactic Republic and the dictatorial new order of the Galactic Empire. The known universe has been split between the two superpowers, each watching closely every move made by its neighbor. The Galactic Republic controls some 70% of the worlds and galactic territories, the Empire controls about 20%, with the other 10% being neutral sovereign nations or independent worlds stuck in the neutral zone dividing the two greater realms.

Mon Mothma has retired from active politics some five years ago, and Leia Organa-Solo is the current Chief-Of-State, in a 4th mandate from the Galactic Senate. Jedi Master Luke Skywalker stands as head of the Order of Jedi, and watches over the current state of affaires from the Jedi Academy on Dagobah. Other known figures have either retired or stepped out of active politics and are content to finish their lives in anonymity.

H6	Reduced by 50%	1
H7	Reduced by 60%	1
H8	Reduced by 70%	2
H9	Reduced by 80%	2
H10	Reduced by 90%	2

Hyperdrive Science:

Space travel is handled through the use of Hyperspace. Hyperspace is a parallel dimension to ours. In this dimension, channels exist in which the speed of light is not the ultimate limit. With the help of the Hyperdrive motivator, spaceships “jump” through the barrier between worlds and enter those lanes. Traveling through Hyperspace is tricky, and is subject to two major laws.

The first law is that ships must travel through the Hyperspace lanes. With the help of navigational computers and a network of beacons, the pilot can calculate the nearest lane that will propel him in his desired direction of travel. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually are worth a lot to ships captains. Jedi also have the ability to instinctively calculate hyperspace jumps by using their Force abilities. Lanes vary greatly in size and performance, with some no longer than 1 light years and others requiring weeks in transit. Traveling through hyperspace is defined below.

The second law of Hyperspace travel is gravity: For some unknown reason, gravity plays a major role in the direction of travel and the capacity of a ship to enter Hyperspace. Thus, navigational computer must take account the gravitational field of stellar bodies before “jumping” the spaceship into Hyperspace. Special spaceships, called Interdictor, have been designed with large gravity generator. Those ships disrupt the lanes and can bring a traveling spaceship prematurely out of Hyperspace, or block one from jumping into hyperspace. The results of an unwanted or premature sortie out of hyperspace usually result in damage to the hyper drive system.

Hyperspace Navigation 101:

The following section describes the steps required to successfully perform a hyperspace jump. Although it seems complicated, this process is greatly assisted by Astromech droids and Navigation computers.

The time required to perform the necessary calculations is equal to 20 minutes less success on the astrogation skill roll (minimum 5 minutes).

1. Distance to cover between A and B.
2. Knowledge/frequency of use of the “lane” between A and B.
3. Consistency and occupancy of the real-space between points A and B.
4. Speed used over the H1 base.

The effect of the space-time continuum in hyperspace acts very differently than in our own dimension/continuum. In hyperspace, travel-time is influenced by travel-distance in a way that makes the “miles per hours” references seems faster at longer distance.

Below 10pc	2hrs x distance in pc	6pc = 12hrs
From 11pc to 100pc	20hrs + 1hr x distance in pc	75pc = 95hrs = 3.95days
From 101pc to 1000pc	120hrs + [1hr x distance in pc divided by 4]	600pc = 270hrs = 11.25days
Over 1001pc	370hrs + [1hr x distance in pc divided by 50]	5000pc = 470hrs = 19.58days

Then, the actual knowledge about the lane must be accounted for. For well-traveled lanes, the government will have seeded hyperspace beacons that relay the required information to the ship's hyperdrive computer. On less traveled lanes or new routes, word-of-mouth information or commercial databases must be used to account for the lack of automated beacons.

Major lane or known commercial lane: Less 30%
Secondary lane: Less 20%
Hyperspace beacon present: Less 10% (also adds +2 to astrogation roll)
Standard lane, used on an on-and-off basis: Standard time
Uncharted lane, used by "bush pilots" and smugglers: Increases time by 25%
Unknown or unexplored lane: Increases time by 50%

After that, the forehand knowledge of that lane by either pilot and/or navigator must be taken into account. Although a lane is considered uncharted, a pilot that travels it twice a week will have the edge over a first time pilot/navigator.

Pilot/Navigator has previous and extensive knowledge of that lane: Less 30%
Pilot/Navigator has previous but limited knowledge of that lane: Less 20%
Pilot/Navigator has only hearsay knowledge about that lane: Standard time
Pilot/Navigator has no information or records about that lane: increases time by 25%

The amount of elements strung along the way in real-space also influences time because of the gravity fields generated by such deep space objects:

For each stars crossed: Increases time by 0.5%
For each "anomaly" (black holes, supernova, nebula) crossed: Increases time by 1% to 5%, depending on the anomaly (i.e. black holes are far more dangerous to navigation than nebulas)

And finally, the type of hyperdrive must be taken into account to complete the calculations for the hyperspace jump.

Class-1 Hyperdrive: Standard time
Class-2 Hyperdrive: Less 10%
Class-3 Hyperdrive: Less 20%
Class-4 Hyperdrive: Less 30%
Class-5 Hyperdrive: Less 40%
Class-6 Hyperdrive: Less 50%
Class-7 Hyperdrive: Less 60%
Class-8 Hyperdrive: Less 70%
Class-9 Hyperdrive: Less 80%
Class-10 Hyperdrive: Less 90%

Stellar Mapping:

The stellar mapping system has been in use for over a thousand years. All nations abide by the system and regularly exchange navigational data to update the maps and charts on a regular basis.

The Interstellar Transit Authority regulates the usage of stellar coordinates and mapping conventions. The current system is represented by a series of numbers and letters, each representing certain information about the star system in question. Example:

World Name (Coruscant)	Region (Core Worlds)	Sector (Coruscant)	System (Coruscant)	Race (Humans)
Star Type (MIV7)	World map code # (088)	Map coordinates (045G)	Bases (S4B1)	
# planets (6)	Code (Green , Amber, Red)			

088-COR-CW-045G-S4B1

The sequence is as follows:

Planet Number - Planet Name – Sector Name – Galactic Coordinates – Starport type – Bases type.

In our example, we are using Coruscant, capitol of the Galactic Republic. The code sequence means that Coruscant is planet #88 in the database, located at galactic coordinates grid #G in quadrant 45, in the Core Worlds (CW). Furthermore, Coruscant is equipped with a class-5 spaceport (top of the line orbital and ground facilities without shipyards), and is a major military depot for that sector.

DC	Deep Core	CW	Core Worlds
IR	Inner Rim	CO	The Old Colonies
ER	Expansion Region	MR	Mid Rim
CT	Centrality	OR	Outer Rim
CR	Colonial Rim	BP	Bakuran Protectorates
NT	Neutral Zone	SA	Shindaarni Alliance
HS	Hutt Space	SR	Sventorii Autonomous Region
DF	Djemsok Federation	WS	Wild Space (Beyond the galactic rim)

Information on worlds in the Star Wars universe can be found in the GURPS Star Wars Encyclopedia Galactica. Visit the GURPS Star Wars Project web page for more information.

Known features and spatial hazards

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers:

Badlands:

The badlands are an area about 350 cubic parsec located in the Mid Rim Territories (borders sector O in the 300 to 310 region). The badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial Star Destroyer whole.

Certain paths exist to the 3 planets located inside the badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters has the badlands planets are commonly known.

Of course, the difficulty of traveling to the badlands makes it a perfect area for pirate and smuggler's bases.

Cloak of the Sith nebula:

This huge cloud of proto-stars sits in Imperial space, in the Outer Rim Territories (around 132L). It is a spectacular sight due to its monstrous size (many cubic parsec). The Cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

Locations of Interest and Galactic Landmarks

Black Nebula

The pirate Roark Slader once delivered a cargo of plexite ore to a group of rogue starship fitters in the Black Nebula. [SWAJ]

Carto Asteroid Belt

The Carto Asteroid Belt is located close to several hyperspace trade lanes. The notorious Drek Drednar and his pirate crew often tow large asteroids from the belt and place them in the trade lanes, where the rocks create a gravity shadow and often force unsuspecting ships from hyperspace. [SWAJ]

Cauldron Nebula

A huge, rainbow-colored nebula composed of hydrogen, oxygen, and neon clouds from seven closely-orbiting blue supergiant stars. The closest habitable world to the nebula is Eol Sha, where colonists mounted an unsuccessful attempt to mine the nebula's gasses. The gas clouds and electromagnetic radiation in the nebula made it an ideal hiding place for Admiral Daala's Star Destroyers, until Kyp Durron caused all seven stars to go nova through his use of the Sun Crusher. Brakiss, leader of the Shadow Academy, had a picture of the seven Cauldron Nebula novas in his private office. [DA, YJK]

Centerpoint Station

An enormous grey-white space station in the Corellian system, located at the balance point between the twin worlds of Talus and Tralus. Centerpoint presumably draws its power from the gravitational interflux between the Double Worlds. The ancient station, built before the invention of artificial grav, spins on its axis to provide centrifugal gravity. It is composed of a central sphere one hundred kilometers in diameter, with long, thick cylinders jutting from either side of the globe. The ends of the cylinders are referred to as the North and South Poles. The entire station is approximately three hundred fifty kilometers in length, even larger than the infamous Death Star. Centerpoint's simulated gravity becomes stronger the farther "down" one travels in the sphere, away from the axis of rotation. Several studies have been made on shifting the station over to artificial grav, but they have been abandoned due to expense and unknown side-effects. Centerpoint is completely covered with a bewildering array of piping, cables, antennae, cone structures and access ports; it would take several lifetimes to explore the vast and complex interior and exterior of the station.

Hollowtown is the name given to the open sphere in the exact center of the station, which measures sixty kilometers in diameter. The walls of Hollowtown have long been colonized with homes, parks, lakes, orchards, and farmland, which received heat and light from the Glowpoint-- an artificial sun suspended in the exact center of the sphere. To simulate night, farmers installed adjustable shadow-shields, which appeared as bright patches of gold or silver from above. On both sides of the Hollowtown sphere, positioned along the spin axis, is a large cone ringed by six smaller cones; the sets are called the North and South Conical Mountains. Surrounding Hollowtown, and making up the remainder of the central sphere, are two thousand levels of decks and "shells" (decks which measure twenty meters high or more), with Shell One lying closest to Hollowtown.

Centerpoint is believed to be a hyperspace repulsor, used in ancient times to transport the five Corellian planets into their current orbits from an unknown location. At some point the station was colonized, and Hollowtown-- which is actually a power-containment battery for the massive energy of firing a tractor-repulsor hyperspace burst-- became inhabited. Centerpoint remained stable for thousands of years, until the Saccorian Triad discovered that the station could destroy stars with a precise hyperspace shot from its South Pole. Two stars were targeted and destroyed, each accompanied by intense flareups in the Glowpoint. The small sun increased in heat so rapidly that Hollowtown and most of its inhabitants were completely incinerated during the first such incident. The Fed-Dub government immediately evacuated the remaining Centerpoint

inhabitants to the Double Worlds, leaving Chief Operations Officer Jenica Sonsen in charge of the station. When word spread of the Hollowtown disaster it sparked several rebellions on Talus and Tralus. A group of starfighters representing one of the rebellions claimed the nearly-abandoned station for themselves, until chased off by a Bakuran cruiser. The massive interdiction and jamming fields, thrown over the entire Corellian system, were also generated from Centerpoint and activated by the Triad. The Triad's fleet was later defeated by New Republic and Bakuran forces, and the planned destruction of Bovo Yagen was averted at the last instant when a shot from the repulsor on Drall disrupted Centerpoint's firing process. [AAC, AAS, SAC]

Chardaan Shipyards

An Alliance space facility composed of pressurized spheres, where workers could build space vehicles in a zero-g environment. The shipyards produced a wide variety of Alliance starfighters, from the Y-wing to the E-wing, until they were devastated by Colonel Cronus and his fleet of Victory-class Star Destroyers eight years after the Battle of Endor. [DS]

Crseih Station

Crseih Station, formerly stationed near a black hole (with a glowing accretion disk) located in the intersection of two star clusters, orbited a white dwarf star that was freezing into a quantum crystal. The station, capable of hyperspace travel, is a cluster of asteroids joined together by gravity fields and connecting airlink tunnels between the residential domes. The intense X rays of the adjacent black hole required powerful shielding for the residents and for all visiting ships, and the power required to run the shields made the station uncomfortably warm. Despite the shields, some X rays penetrated the defenses and mutated the plant life on the station.

Crseih had been a secret research facility for the Empire and was used by Lord Hethrir, the Procurator of Justice, as his headquarters. Hethrir tested methods of coercion on unwilling prisoners as the station moved from system to system, until it was sent to the crystal star in an attempt to use the black hole's power for military purposes. After the fall of the Empire, the station became a lawless outpost featuring carnivals, saloons, and aliens from every corner of the galaxy. Crseih was also involved in the slave trade through Hethrir's actions, and was known as Asylum Station by those in the slaving business. The enigmatic being called Waru created a cult on Crseih with his healing abilities until he apparently disappeared from this universe following a confrontation with Luke Skywalker. Crseih Station was then moved to Munto Codru in order to escape the resultant destruction when the crystallizing white dwarf was swallowed by the black hole. [TCS]

Dragonflower Nebula

Located in the Doldur sector, the Dragonflower Nebula is a pink aurora containing five dark, pulsing vertices. A mining outpost was once established near the Nebula to exploit its valuable gasses, which grew to become Silver Station. [SWAJ]

Gus Treta

A large spaceport located in the Corellian system. Alliance hero Wedge Antilles' parents were managers of a fueling depot in outer Gus Treta until they were killed in a fueling mishap caused by a fleeing pirate ship. [MTS]

Jovan Station

Jovan Station was the command center for the Imperial fleet blockading Yavin 4 following the destruction of the first Death Star. The commanding officer, Admiral Griff, ordered a full-scale attack on Yavin 4 when he heard the Super Star Destroyer Executor had been disabled. [CSW]

Junkfort Station

A patchwork collection of living modules in space, joined by a network of airlink tunnels. Ships often travel to Junkfort to receive illegal modifications, and bounty hunters are ostensibly not allowed on board. Following the Battle of Yavin, Han Solo and Chewbacca went to Junkfort's cantina to inquire about how they could acquire shield-disrupting power gems. [CSW]

Kestic Station

A free-trader outpost near the Bestine system, Kestic station was a frequent stopover for smugglers and outlaw miners. Alliance pilot Zev Senesca lived on Kestic Station with his parents, who supplied the Rebellion with arms until their illegal transactions were revealed by an Imperial informant. The station was subsequently destroyed by the Star Destroyer Merciless. [MTS]

Kwenn Station

A space station, containing the Royal K Casino, where Jabba the Hutt acquired his pet Kowakian Lizard- Monkey, Salacious Crumb. Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, also owns a sizable percentage of Kwenn station. [MTS, SWAJ]

Moonflower Nebula

A large nebula of dust and gasses, located in the Outer Rim past the K Seven Forty-nine system. The nebula contains two or three stars and a vast asteroid field, where the Imperial battlemoon Eye of Palpatine lay undiscovered for thirty years. [COTJ]

Mulako Corporation Primordial Water Quarry

The MC Quarry is actually a periodic comet in a hundred-year orbit around its star. For several months during its approach and departure from the sun, the comet warms enough to support life in its hollowed-out interior. During this time the Mulako Corporation promotes the comet as a tourist destination, and many people come to the satellite to visit its exclusive resorts, restaurants, and lounges. Tourists can visit the comet's surface (to view erupting gas geysers or experiment in the satellite's low gravity), or just enjoy the interior's bubbling fountains and the soft lighting shining through the mists. After the tourist season during the comet's long orbit away from the sun, ice-mining machines roam the irregular surface. The ice is chipped away in blocks and sold to gourmets, promoted as "pure water" formed at the creation of the solar system. Luke Skywalker and Callista visited the MC Quarry eight years after the Battle of Endor in order to help Callista regain her Jedi powers. [DS]

Hyperspace Lanes and Hyperoutes

Corellian Trade Spine

(see [Trade Spine](#))

Enarc Run

The Enarc Run is linked to the Harrin Trade Corridor via the recently-discovered Kira Run. [SWAJ]

Harrin Trade Corridor

The Harrin Trade Corridor is linked to the Enarc Run via the recently-discovered Kira Run. [SWAJ]

Hydian Way

The Hydian Way is a major trade route that runs from the Mid-Core out to the Corporate Sector. It intersects the Perlemian Trade Route in the Bormea sector at the planet Brentaal. 3000 years ago, the legendary pioneer woman Freia Kallea helped explore Brentaal space and single-handedly blazed the Hydian Way. [SWAJ]

Ison Corridor

The Ison Corridor, containing the Ison system, is located next to the Corellian Trade Spine. It is lightly populated and considered a backwater, and almost all freight traffic skips the Corridor in favor of the nearby Trade Spine. The Corridor is made of four systems in a relatively straight line, starting with the Bepin system and continuing with the Anoot, Hoth, and Ison systems. A standard hyperspace trip from one system to the next will only take about fourteen hours. The

Ison Corridor also contains the planet Varonat, where Mara Jade once worked as a hyperdrive mechanic following the death of the Emperor. [DFR, GG2, SWAJ]

Keller's Void

Named for the trader who first discovered it, Keller's Void is an empty region of space that serves as a hyperspace shortcut between the Calus and Wroona systems. Occasionally pirates have been known to bring asteroids from the nearby Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace. [SWAJ]

Kira Run

Several decades ago, the Haik expedition discovered a reliable hyperlane through the Kira system, which they named the Kira Run. The Kira Run connects the Lazerian and Ropagi systems, and also links the Harrin Trade Corridor with the Enarc Run. It was originally seen as a risky, uncertain route, but recently small shipping companies have begun servicing the Run and bringing it into the company of established trade routes. [SWAJ]

Regions, Sectors and subsectors

Abrion sector

The Abrion sector contains the planet Ukio, which is one of the top five producers of foodstuffs in the New Republic. When Grand Admiral Thrawn captured Ukio it had serious repercussions on the sector. [TLC]

Aparo sector

The Aparo sector, together with the Wyl sector, forms the inner border of the Corporate Sector. Moff Wyrnhem rules it. [CSSB]

Arkanis sector

Located on the border of the Mid-Rim and Outer Rim, the Arkanis sector contains the Pii system. The forested worlds Pii 3 and 4 are sometimes called "Teeda's Eyes," after the green eyes of the ancient Empress Teeda of Arkanis Regency annals. [SWAJ]

Atravis sector

The Atravis sector contains the Atravis systems, which were devastated by Imperial attacks. Of the massacres that occurred in the sector, Grand Moff Tarkin said, "They have only themselves to blame." Grand Admiral Harrsk's troops began concentrating in the Atravis sector eight years after the Battle of Endor. [COTJ]

Atravis sector

Located in the Outer Rim, the Atravis sector contains the Mantooine and Fest systems and the planet Generis. During the early formation of the Rebel Alliance, Mon Mothma helped unite various insurgent organizations, including the Atravis Resistance Groups. Five years after the Battle of Endor, New Republic pilot Pash Cracken was stationed in the Atravis sector and helped defend (unsuccessfully) the Outer Rim comm center against an Imperial attack. [TLC, DESB, FP]

Austan Asteroid Cluster

Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, also owns several properties in the Austan Asteroid Cluster. [SWAJ]

Bandorian colonies

The Bandorian colonies were utterly wiped out years ago by the deadly Candorian plague. The outbreak was successfully contained, and this was thought to have eliminated the last known

strain of the plague. Forty-six years later, the Empire released the Candorian plague on the rebellious planet of Dentaal. [SWAJ]

Boeus sector

Located in the Expansion Region, the Boeus sector was formerly Imperial territory under the command of Imperial Governor Darvon Jewett. Jewett made overtures to the New Republic after Imperial forces withdrew from his sector soon after the Battle of Endor, and managed to keep trade and communications flowing throughout his region. [SWAJ]

Bormea sector

Located in the Core, the Bormea sector makes up one half of the Ringali Shell. Its prestigious and ancient worlds include Corulag, Chandrila, and Brentaal, and it also contains the intersection of the Perlemian Trade Route and the Hydian Way. The sector is ruled by Moff Jamson Caglio. [SWAJ]

Botor Enclave

A group of worlds, including the frozen planet Kerensik, that formed their own protective federation during the turmoil and constant warfare in the six years following the Battle of Endor. [DESB]

Brak sector

The Brak sector contains the planet Bacrana. [SWAJ]

Bruanii sector

The Bruanii sector, near the Tungra and Javin sectors, was home to a Mugaari space depot. The Calamari cruiser Lulsia, stationed at this depot, was the launch point for Alliance strikes into the Javin sector on Imperial space platform D-34, following the Battle of Hoth. The Lulsia was completely destroyed by the Empire in a retaliatory strike. [TSC]

Churba sector

The Churba sector, located in the Mid-Rim, contains the planets Churba and New Cov. Four Bothan ships once attacked a Victory-class Star Destroyer in the Churba sector, and kept it occupied until an Alliance Star Cruiser could assist them. [DFR, XWRS, SWAJ]

Colunda sector

The Colunda sector, containing the planet Nyasko, was a former hotbed of Rebel activity. An AT-AT group stationed on Nyasko was kept busy keeping down the uprisings. [DESB]

Colundra sector

Lando Calrissian planned to follow up on a promising deal in the Colundra sector after finishing his military service during the Emperor's reappearance. [DESB]

Corellian sector

The Corellian sector, located in the most thickly-populated portion of the galaxy, contains the Corellian system and dozens of others known as the "Outlier" systems (including the Sacorrian system). The Corellians have a reputation for keeping to themselves, and the Outlier systems are known to be even more secretive. The sector was formerly ruled by the Corellian Diktat, a title held by Dupas Thomree during the early years of the war against the Rebellion. Thomree consolidated his power during these years and caused the sector to become more isolated. After Thomree's death, Daclif Gallamby became Diktat and reduced the levels of Corellian military support for the Empire. After the Emperor's death, many powerful Imperials fled to the sector and supported the Diktat, but Gallamby nevertheless lost more and more power and eventually disappeared into the Outlier systems. The most recent head of the sector, Governor-General Micamberlecto, had the backing of the New Republic but very little power or influence. Fourteen years after the Battle of Endor, the armies of the Sacorrian Triad attempted to force the New Republic into recognizing the Corellian sector as an independent state by controlling the

starbustler weapon. At the same time, Thrackan Sal-Solo attempted to doublecross the Triad and seize power for himself. Both groups were defeated by New Republic representatives and a Bakuran task force. Micamberlecto was killed during the crisis, and Leia Organa Solo was expected to name Duchess Marcha of Mastigophorous the new Governor- General of the sector. Admiral Mordon of the Star Destroyer Vengeance was from one of the Outlier systems of the Corellian sector. He kept venomous plants from his home system in his private retreat on board the Vengeance. [AAC, AAS, SAC, XWRS, TSC]

Corporate Sector

Consisting of tens of thousands of star systems, the Corporate Sector is a free-enterprise fief located on the edge of the galaxy, and bordered by the Aparo and Wyl sectors. The Corporate Sector is as wealthy and influential as the richest sectors in Imperial space, and the skylines of its many urban worlds are lit by the multicolored flashes of countless advertising signs. It offers the widest selection of products anywhere, and tourists come from all over the galaxy to purchase its unique goods. The entire sector is run by a single corporation, known as the Corporate Sector Authority (CSA). The CSA is composed of dozens of contributing companies (over 1000 companies are currently on the waiting list to join) and is run by the 55 members of the Direx Board, who are in turn headed by the ExO. The CSA has exclusive rights to use the sector's resources as they see fit-- typically they use up a planet and move on to another one, and are not above using slave labor or grossly polluting the environment. Since it has no internal competition, the CSA can mark up the prices of their goods to many times their actual worth, and businesses in the sector do not accept any currency except Authority Cash Vouchers and crystalline vertexes. A portion of the CSA's enormous profits were secretly funneled to Emperor Palpatine, with the understanding that the Empire would take no direct role in the operation of the sector. Therefore, the protective CSA has formed its own military forces, including Security Police (or "Espos") and a comparatively poor and outdated starfleet. Planets in the Corporate Sector, in addition to its sterile, climate-controlled capitol worlds, include Ammuud, Bonadan, Roonadan, Etti IV, Kalla, Kail, Orron III, Duroon, Mytus VII, Gaurick, Rampa, Mall'ordian, Reltooine, Knolstee, Mayro, and the Trianii colony worlds of Fibuli, Ekibo, Pypin, and Brochiib. The feline Trianii have been actively opposing the Corporate Sector's annexation of their worlds, and much of the fighting occurred in the Tingel Arm. An armistice in this conflict has recently been called after three years of fighting.

Originally established several hundred years ago by the Old Republic, the Corporate Sector was once a group of several hundred systems all devoid of intelligent life. The corporations allowed to operate in the sector could purchase entire regions of space, but were held in check by the watchful eye of the Republic. During the Emperor's rise to power, however, several corporate allies of Palpatine convinced him to expand the sector to encompass nearly 30,000 stars. Eleven native intelligent species were discovered in this expanded region, though this fact has been effectively covered up. The CSA was soon established to manage all aspects of the sector's operations, and thus the "modern" era of the Corporate Sector began. Han Solo and Chewbacca had several legendary exploits in the Corporate Sector during their early adventuring, including a jailbreak from the infamous Stars' End. Following the Battle of Hoth, the Corporate Sector company Galactic Electronics developed a new "mag pulse" weapons technology and sold it to the Rebel Alliance. In retaliation, the Imperial Star Destroyer Glory traveled to the sector and seized the corporation's deep-space research facility. Emperor Palpatine once had plans to build a great palace for himself in the sector, and construction continued even after Palpatine's supposed death at the Battle of Endor. Six years later, during the Emperor's reappearance, the Corporate Sector declared its neutrality in the conflict and began supplying weapons and arms to both sides. [HSSE, HSR, DESB, CSSB, TSC, SWAJ]

Corva sector

Located in the Outer Rim, the Corva sector contains the Triitus, H'ken, Delari, Jareesh, Galaanus, and Jandoon systems. After the Battle of Endor, the sector was ruled by various Imperial warlords. [SWAJ]

Cron Drift

The Cron Drift is located in the Auril sector of the Outer Rim, between the six remaining Auril systems. The Drift was once a densely-packed group of ten unstable stars known as the Cron Cluster, located in the Cron system. Nearly four thousand years ago during the Sith War, a Sith ship piloted by Aleema and Crado lured a pursuing Jedi force into the Cluster. Aleema activated the ancient Sith weapon and ripped the core from one of the stars, hurling it at the Jedi fleet and destroying it. Unfortunately, this set off a chain reaction which ignited all ten stars in a multiple supernova, instantly killing Aleema and Crado. The shockwave from the explosion destroyed three of the nine Auril systems, and necessitated the evacuation of the great Jedi planet of Ossus. Multicolored gasses from the multiple explosion still fill the area, and powerful x-rays and gamma radiation help mask any visiting ships from sensor probes. The Drift also contains a large asteroid belt.

Ploovo Two-For-One was a bunko-steerer out of the Cron Drift, and Han Solo and Chewbacca made an unsuccessful attempt at clotheslegging in the Drift after leaving the Corporate Sector. The hidden Alliance listening post Ax-235, located within the Drift's asteroid belt, intercepted what appeared to be the Death Star technical plans and relayed them to Alliance high command prior to the Battle of Yavin. Around the same time, a Rebel formation was ambushed by Assault Gunboats in the asteroid belt but was rescued by X-wing fighters. [HSSE, HSLI, DA, DE2, FP, TSW]

Darlonn sector

The Darlonn sector contains an orbiting casino. It was here that the Twi'lek female known as Seely met the space pirate Drek Drednar. Seely later became a lieutenant in his pirate crew. [SWAJ]

Darpa sector

Located in the Core on the edge of the Colonies region, the Darpa sector makes up one half of the Ringali Shell. Its worlds include Esseles, Rhinnal, and Ralltiir, all of which are linked by the Perlemian Trade Route. The sector is ruled by the heavy-handed Moff Jander Graffe. [SWAJ]

Dawferm Selfhood States

A group of worlds that formed their own protective federation during the turmoil and constant warfare in the six years following the Battle of Endor. [DESB]

Doldur sector

The Doldur sector contains the Doldur system, the Monor system, the Dragonflower Nebula, and the hidden outpost of Silver Station. [SWAJ]

Dolomar sector

The Dolomar sector was one target in an offensive by Grand Admiral Thrawn. The New Republic put up stiff resistance in this and the Farrfin sectors, and Admiral Ackbar personally made a tour of the defenses in both these areas. [TLC]

Droma sector

Following the Battle of Yavin, an Alliance A-wing was sent to the Droma sector to confirm delivery of a poisoned grain cargo to a waiting Imperial frigate. [FP]

Dufilvan sector

Grand Admiral Thrawn's forces launched a multiple attack on various targets in the Abrion and Dufilvan sectors. The planet Ukio was captured, and the New Republic base on Ord Pardron suffered heavy damage. [TLC]

Duluur sector

The location of the Duluur Sector Imperial Naval Academy. [SWAJ]

Elrood sector

The Elrood sector, presumably some distance from the Outer Rim, contains the planets Elrood, Lanthrym, Tro'Har, and Coyn. The smuggler Saylor Marjan ran spice through the sector to help pay off a debt owed to the crimelord Saadoon-Kauldi. [SWAJ]

Fakir sector

An Imperial treasury ship and its corvette escort were severely damaged by six Rebel X-wings in the Fakir sector. In addition, Alliance historian Voren Na'al took the cover of a special agent for the Moff of the Fakir sector during his infiltration of the Imperial data storage net on Halowan. [SWS, MTS]

Farrfin sector

The Farrfin sector was one target in an offensive by Grand Admiral Thrawn. The New Republic put up stiff resistance in this and the Dolomar sectors, and Admiral Ackbar personally made a tour of the defenses in both these areas. [TLC]

Galov sector

Located in the Outer Rim, the Galov sector contains the planet Romar. The entire sector is ruled by the ruthless Moff Antoll Jellrek, who accepts bribes from the local crimelords in return for allowing them to continue their criminal practices. [SWAJ]

Gelviddis Cluster

An atypical type of sand is located on a world in the Gelviddis Cluster. The unique composition of this sand allows Jedi to easily form it into familiar shapes and images through the use of the Force. [COTJ]

Glythe sector

The Glythe sector contains the planet Valrar, the location of an Imperial base. [DFR]

Greater Plooriod Cluster

The Greater Plooriod Cluster (located within the Greater Plooriod sector) is a large area containing the planet Corsin, which was the site of prestigious swoop races until its occupation by the Empire. The Plooriods also contain several vital agricultural worlds, and the Cluster had been the primary grain supplier to the Empire in the sector. The entire Cluster was formerly ruled by the ruthless Overlord Ghorin. Following the Battle of Yavin, Ghorin agreed to supply the Alliance with badly-needed grain, but double-crossed the Rebels by providing them with tainted food cargoes. The Alliance responded by making it appear as if Ghorin was cheating the Empire, and Darth Vader personally executed the Overlord for his supposed treason on the planet Plooriod III. The sector also contains Imperial Drydock IV, from which several Interdictor cruisers departed to join the Outer Rim Imperial fleet. [MTS, FP]

Greeb-Streebling Cluster

A cluster located in the Ninth Quadrant, near the Senex and Juvex sectors. [COTJ]

Hadar sector

The Hadar sector contains the planet Turkana. Alliance pilot Keyan Farlander's first mission was in a quadrant of the Hadar sector. [FP]

Haldeen sector

The terrorist Earnst Kamiel, leader of the radical Justice Action Network (JAN), was extradited to the Haldeen sector for Imperial trial after being captured on Eldrooden. [SWAJ]

Halthor sector

The territory of Imperial Moff Gergis, located near the Noonian sector. [SWAJ]

Hapes Consortium

A cluster of sixty-three stars with sixty-three inhabited planets, the Hapes Consortium is an old and very wealthy society that had almost no contact with the rest of the galaxy for three thousand years. Encompassing hundreds of different governments and thousands of cultures, the cluster was first settled thousands of years ago by a pirate group called the Lorell Raiders, who seized beautiful women from their victims to serve as their mates. The male descendants continued to serve as pirates for generations, until their forces were eliminated by the Jedi Knights. The women then took control of the cluster, and the inherited leadership title of Queen Mother began. The first queen mother began construction on the Star Home, an enormous castle-like spaceship, four thousand years ago.

The worlds of the Hapes cluster include Arabanth, Charubah, Dreena, Gallinore, Reboam, Selab, Terephon, Ut, Maires, Vergill, and Hapes itself, which is orbited by seven moons. The Fountain Palace on the planet Hapes is home to the Hapan royal family, who stay in Reef Fortress in emergencies. Located on an isolated island accessible only by boat, Reef Fortress is a secure stronghold of stone parapets entered through a cave grotto and protected by night perimeter shields. The Dragon's Teeth, jagged rocks jutting from Hapes' blue-green ocean, are a nearby landmark. Frequent encounters with star pirates occur on the Hapes Consortium's borders, partially because many young Hapan males turn to piracy as a means of rebellion. The Hapan naval space forces include the feared Battle Dragon and the newer Hapes Nova-class battle cruisers; for use on oceans, Hapes manufactures the Hapan Water Dragon. Four years after the Battle of Endor, Queen Mother Ta'a Chume, matriarch of the Royal House of Hapes, broke the cluster's long isolation when she offered her son Prince Isolder to Leia Organa in marriage. Isolder later married Teneniel Djo of Dathomir, who bore a daughter, Tenel Ka. Nineteen years after the Battle of Endor, Tenel Ka returned to Hapes after losing her arm in a training accident at Luke Skywalker's Jedi Academy. Jacen and Jaina Solo and their friend Lowbacca visited Tenel Ka, and the group got caught up in Ambassador Yfra's plot to overthrow the Hapan monarchy. After a bomb went off in the Fountain Palace, the group retreated to Reef Fortress, where Yfra tried to have them eliminated by steering their wavespeeder into a patch of carnivorous seaweed and ordering an attack on the Fortress by deadly Bartokk assassins. [COPL, COTJ, YJK]

Hollan D1 sector

A vital Imperial storage area was destroyed in the Hollan D1 sector by the Alliance following the Battle of Yavin. Rebel pilots used captured ships from Overlord Ghorin in the attack, in an attempt to discredit Ghorin in the eyes of the Empire. [FP]

Javin sector

An Imperial space platform, D-34, guards a major trade route in the Javin sector, which lies near the Bruanii and Tungra sectors and is relatively close to the planet Hoth. This platform was captured by the Alliance following the Battle of Hoth, but was soon reclaimed by the Imperials. [TSC]

Jospro sector

A seldom-visited sector containing the Dar'Or system, the Jospro sector is home to tiny creatures that paralyze the neocortex of the human brain. Imperial forces on Bakura used these creatures to suppress the memories of Eppie Belden. [GG4, TAB]

Juvex sector

Adjacent to the Senex sector and near the Ninth Quadrant, the Juvex sector contains the Juvex systems. Like the Senex sector, it is run by groups of Ancient Houses, which include the House Streethyn. Bran Kemple was a small-time gunrunner in the Juvex systems before taking over the smuggling business on Belsavis. Eight years after the Battle of Endor, some of the Juvex Lords met with Roganda Ismaren on Belsavis with the intent of forging a military alliance. [COTJ]

Kanchen sector

The Kanchen sector contains the planet Xa Fel. The heart of the sector fell to Imperial forces after a thirty-hour battle with New Republic warships over the planet. [TLC]

Kanz sector

The Kanz sector contains the planets Argazda and Lorr. Four thousand years ago, the sector was an isolated region located on the frontier of the Old Republic. During the time known as the Kanz Disorders, the provisional governor of Argazda declared the sector independent from the Republic and tried to enslave the rest of its worlds, including Lorr. The Republic, preoccupied with other matters, did nothing for three hundred years, until the Jedi Knights finally intervened to free the Lorradians and end the Kanz Disorders. [CSSB]

Kathol sector

Jacc Maldelbrot, owner of the Royal Casino in Bespin's Cloud City, began his career as a textile worker in the remote Kathol sector. [GG2]

Lahara sector

The Lahara sector, located in the Outer Rim, contains the planet Agamar. [FP]

Lambda sector

The domain of Imperial Moff Par Lankin, a warlord who set up his own private Empire in the chaos following the Battle of Endor. [SWAJ]

Lesser Plooriod Cluster

The Lesser Plooriod Cluster contains the Ottega system, site of the planet Ithor. After leaving the Corporate Sector, Han Solo and Chewbacca ran an unsuccessful Military-Script exchange scam in the Cluster. Following the Battle of Yavin, an Alliance ship dropped a badly-needed grain container in the Lesser Plooriod Cluster in an attempt to escape an Imperial attack. [HSL, SWS, FP]

Maw

The Maw is a cluster of black holes near the planet Kessel, visible due to the ionized gasses that are drawn into them. The Maw is destined to swallow the Kessel system itself in another thousand years. The existence of a black hole cluster has led to several theories about its origin, including the idea that the Maw was constructed by an ancient and powerful alien race. Hidden in the center of the Maw is the secret Imperial weapons-research base known as Maw Installation, established by Grand Moff Tarkin (without the Emperor's knowledge) and guarded by Admiral Daala's four Star Destroyers. The scientists at Maw Installation developed both a prototype Death Star and the feared Sun Crusher, though both weapons and the installation itself were destroyed during a battle with New Republic forces. [JS, COTF]

Mayagil sector

The Bith homeworld of Clak'dor VII is located in the Mayagil sector. [GG4]

Minos Cluster

Located on the fringes of known space, the Minos Cluster contains the Shesharile system. [SWAJ]

Moddell sector

The Moddell sector contains the planet Endor. A report filed to Imperial Command by an Imperial scout in the Moddell sector briefly described the previously unexplored system and dismissed the threat of the native Ewoks. [SWS]

Star Systems & Stellar Bodies

Adega system

The Adega system, one of the six remaining Auril systems, contains two suns which the planet Ossus orbits in a figure-eight trajectory. The system is the main source of Ilum crystals (sometimes called Adegan crystals) which were used in the earliest Jedi lightsabers. Bodo Baas, gatekeeper of a Jedi Holocron, was part of a group of Jedi that lived six hundred years ago in the Adega system. Indigenous life in the system includes the Adegan eel. [DE, DLOS, DE2]

Alderaan system

The Alderaan system once contained the planets Alderaan and Delaya, though Alderaan has since been destroyed. [SWAJ]

Anarid Cluster

The Anarid Cluster contains the planet Kelada. The smuggler Platt Okeefe was a member of a tramp freighter crew in the Anarid Cluster during her early career. [SWAJ]

Andron system

The Andron system contains the planet Aralia, the home planet of the semi-intelligent aliens called Ranats. [GG4]

Anoat system

Located in the backwater Ison Corridor. The Anoat system contains the planets Anoat, Gentes (the homeworld of the pig-like Ugnaughts), and the colony world of Deyer. Animal life on Anoat includes the Anoat lizard-ant, who can be found in great numbers during the creatures' mating season. Moff Rebus, a weapons specialist working for the Empire, had a hidden stronghold located under the sewage system of Anoat City. Rebus was captured by Alliance agent Kyle Katarn following the Battle of Yavin. After their escape from the Battle of Hoth, Han Solo and Princess Leia found themselves in the Anoat system and made the decision to visit Beshpin's Cloud City. [ESB, MTS, JS, DA, GG2, DF]

Athega system

The Athega system contains the planet Nkllon, where Lando Calrissian had a mining operation. Due to the heat of its sun, ships must be escorted by a shieldship from the outer parts of the Athega system in order to approach the inner planets. [HTTE]

Auril systems

A distant group of six star systems (including the Adega system) in the Auril sector, which also encompasses the Cron Drift. Originally there were nine Auril systems, though three systems were destroyed during the Great Sith War as the Cron Cluster ignited in a multiple supernova. The space city Nespis VIII is located at the node of the Auril systems. [DE2, TSW]

Averill system

A vast letter-dumping ground, almost one thousand kilometers long, was discovered five light-years out of the Averill system. Investigation revealed that at least three private courier services were jettisoning their datacard cargoes in the region. [SWAJ]

Avhn-Bendara system

A harsh system containing the planet Ryvellia. [SWAJ]

Balis-Baurgh system

The Balis-Baurgh system, naturally shielded from sensors by gas clouds and intense solar radiation, contains three planets, one of which can support life. Several years ago, the leaders of this planet's nations decided to jointly build a space station as a symbol of their global peace. When the station's construction was secretly sabotaged by the Empire, the nations blamed each other and went to war-- making the planet an easy target for the subsequent Imperial conquest. The Empire turned the space station into a fully-automated prison, and seeded the system with sensor jammers to make navigation in the system nearly impossible. Sometime after the Battle of

Endor, Alliance captain Junas Turner and the Ewok warrior Grael were imprisoned on the Balis-Baugh station until they managed to escape. [SWAJ]

Bastooine system

The Bastooine system contains the worlds Orellon I and II, though Orellon I is actually a large barren moon orbiting the inhabited world of Orellon II. [SWAJ]

Bendeluum system

A Corellian couple attempted to obtain forged letters of transit in Beshpin's Cloud City to help three Rebel friends in the Bendeluum system. [GG2]

Besberra system

The space station Zirtran's Anchor was once located in the Besberra system until it suddenly and mysteriously vanished. The station later reappeared, abandoned and empty, near the Phosphura Belt Nebula. [SWAJ]

Beshpin system

Located in the isolated Ison Corridor, the Beshpin system contains three planets (Miser, Orin, and Beshpin) and the asteroid belt Velsler's Ring, all of which orbit the star also called Beshpin. The system is rich in natural resources, including tibanna gas and valuable metals. [GG2]

Bextar system

Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. [SWAJ]

Bonadan system

The Bonadan system, located in the Corporate Sector, contains the planets Bonadan and Roonadan, among others. Prior to the Battle of Yavin, Alliance Y-wings destroyed a large convoy left unprotected in the Bonadan system. [HSR, CSSB, FP]

Broest system

Located in the Core Worlds, the Broest system contains one of the eighteen farming planets administered by the Salliche Ag Corporation. After the Battle of Endor, workers in the Yulant, Ruan, and Broest systems revolted against the Imperially-controlled Salliche Ag by burning fields and destroying hydroponics facilities. [SWAJ]

Bseto system

The Bseto system contains the white dwarf star also called Bseto, around which orbit the uninhabited planets Bseto I and Indikir. The Lweilot Asteroid Belt, 90 million kilometers wide, occupies the next orbital slot, and it is in turn followed by the frozen planet of Sarahwiee, site of a secret Imperial research facility. [SWAJ]

Cardua system

The Cardua system borders the Xorth system and contains many asteroid belts. The rich ore in these asteroids is mined by the system's settlers, in the service of the Empire. [TSC]

Cedre system

A lifeless system with a blue star, located about three light years from Dathomir. [COPL]

Chokan system

Han Solo and Prince Isolder both worked as smugglers in the Chokan system years ago. Isolder continued to work there despite the rise of the Empire and a deadly plague in the area because he was seeing a woman in the system. [COPL]

Chorax system

Located in the Rachuk sector with the Hensara and Rachuk systems, the Chorax system contains a medium-sized star and a single planet, Chorax. The system is a hotbed for smuggling and piracy. Some three years after the Battle of Endor, Rogue Squadron was skirting the Chorax system on a hyperspace jump to the Morobe system when they were accidentally yanked from hyperspace by the Interdictor cruiser Black Asp. The Rogues rescued the cruiser's true target, the smuggling ship Pulsar Skate, and forced the Black Asp to flee the system. [XWRS]

Circarpous system

The populous Circarpous system encompasses fourteen planets orbiting the star Circarpous Major, and is located near the planet Gyndine. Prior to the Battle of Yavin, three Alliance X-wings entered the Circarpous system to test Imperial defenses near Circarpous IV. All TIE fighters sent to engage the fighters were destroyed, which left a profound impression on the Circarpousians. Later, the Star Destroyer Intrepid became stranded in the Circarpous system and was subsequently destroyed by Alliance starfighters. Soon after the Battle of Yavin, the Circarpousians were very close to joining the Rebel Alliance, and one other star system was willing to commit to the Rebel cause if Circarpous would do so first. For this reason, Luke Skywalker and Princess Leia Organa were sent Circarpous IV to meet with government officials and leaders of resistance groups from all over the system. [SME, FP]

Corellian system

The Corellian system, located in the Corellian sector, contains five inhabited worlds-- Corellia, Selonia, Drall, Talus, and Tralus-- collectively referred to as the Five Brothers. The five worlds have such close orbits that some theorists believe the entire system was created by unknown entities long ago. Recently, powerful repulsors have been discovered beneath the surface of each planet that seem to indicate they were moved into their current orbits from some unknown location. Centerpoint Station, located directly between the Double Worlds of Talus and Tralus, is the ancient device that theoretically was used to transport the five planets through hyperspace. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these stardocks, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance.

A famous Corellian work of literature is *The Fall of the Sun* by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include rishcate, a dark brown sweetcake made with vweliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, which were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles. [SW, MTS, COTJ, HSSL, DFR, AAC, AAS, SAC, FP, XWRS, SWAJ]

Cyax system

The Cyax system contains the yellow star Cyax, the planet Da Soocha, and Da Soocha's uncharted fifth moon, where the Alliance established Pinnacle Base during the Emperor's reappearance. Cyax is the brightest star that can be seen from the Hutts' ancestral world of Varl, and it featured prominently in Hutt legends and myths. When the Hutts left Varl for other parts of the galaxy, they respectfully left the Cyax system unexplored and removed it from their astrogration charts. [DE, DESB]

Darek system

Located near the Hensara and Morobe systems. Some three years after the Battle of Endor, Rogue Squadron made a transit jump through hyperspace to the Darek system, before jumping to the Hensara system. They did this in order to disguise their origin point in the Morobe system and the hidden base there. [XWRS]

Dartibek system

The Dartibek system contains the planet Moltok, the homeworld of the alien species known as the Ho'Din. [GG4]

Dela system

Lando Calrissian's destination before visiting the Oseon was the Dela system, but he decided against it due to the tricky landing required on a mountaintop spaceport. [LCMH]

Delfii system

Just prior to the Battle of Endor, the Rebel Alliance held a deep-space military summit in the Delfii system to plan their assault on the second Death Star. [TSC]

Drackmar system

A system with multiple suns and home to the alien Drackmarians. Drackmarians are methane-breathers with blue scales, sharp talons, and snouts filled with vicious teeth. Members of this species do not sleep, and are noted for their generosity and their stubborn independence. The Drackmarians were fierce opponents of the Empire and are now very loosely aligned with the New Republic. Omogg, a wealthy warlord from the Drackmar system, lost the planet Dathomir to Han Solo in a sabacc game on Coruscant. [COPL]

Draukyze system

A single Star Destroyer made a hit-and-fade attack on the Draukyze system several months before Grand Admiral Thrawn made a similar attack on Bpfassh. Later, New Republic support ships positioned themselves on the edge of the system to give the false impression they were planning to attack Tangrene. [HTTE, TLC]

Elin Roe system

Captain Hallyn Phlyne, of the Imperial customs ship *Interceptor*, spot checks ships passing through the Elin Roe system for customs violations. [SWAJ]

Empress Teta system

(see [Teta system](#))

Eva-T system

The Eva-T system possibly contains the planet Kiilimaar, where a rendezvous between Imperial and pirate forces was held to negotiate the release of a TIE Defender scientist. [TSC]

Galaanus system

Located in the Corva sector of the Outer Rim, the Galaanus system contains the gas giant Galaan. [SWAJ]

Gama system

The home system of a humanoid alien species known as the Gama-Senn. Six years after the Battle of Endor, the leader of the Gama-Senn people pledged his system's allegiance to the reborn Emperor after witnessing a demonstration of Palpatine's devastating Galaxy Gun. [EE]

Ganath

Hidden in a vast, radioactive gas cloud located near Nal Hutta, the Ganath system is completely cut off from the rest of galactic civilization. Their isolated culture has developed more slowly than the rest of the galaxy, and much of Ganathan technology operates on steam power. Spacers from Nal Hutta who attempted to penetrate the gas cloud never returned. The Ganathan space fleet includes the massive steam-powered battleship The Robida Colossus. For years the Ganath system was ruled by King Empatojayos Brand, a Jedi knight who was rescued by the Ganathans after his ship was destroyed. Leia and Han Solo travelled to the capital city of Ganath after they rashly flew into the gas cloud in an attempt to escape from Boba Fett. [DE2]

Garos system

The Garos system, a four-day hyperspace journey from Coruscant, contains six planets: Berusa, Chaila, the inhabited worlds Sundari and Garos IV, Regar I, and Regar II. The system lies near the Nyarikan Nebula, a navigation hazard which has made travel to the system uncommon. [SWAJ]

Gromas system

Several small moons in the Gromas system contain the rare metal known as Phrik. The Empire constructed a mining facility on one moon, to produce Phrik for use in armoring the Dark Troopers. Following the Battle of Yavin, Alliance agent Kyle Katarn completely destroyed this facility with a sequencer charge. [DF]

Gunthar system

The Gunthar system contains the swamp planet Taul. [SWAJ]

Hensara system

Located in the Rachuk sector, the Hensara system's third planet is a small jungle world called Hensara III. Some three years after the Battle of Endor, Alliance operative Dirk Harkness and his Black Curs were forced to crash their ship in one of Hensara III's lakes after running into the Strike cruiser Havoc. The Havoc landed AT-AT and AT-ST walkers, along with two platoons of stormtroopers, to find and eliminate them. Harkness and his group were rescued by Rogue Squadron, who easily wiped out Imperial resistance without suffering any casualties in the battle later called the Rout of Hensara. [XWRS]

Hindasar system

The infamous criminal known as Dr. Evazan set up a "medical" practice in the Hindasar system after escaping from the prison world of Delrian. Luke Skywalker and Ben Kenobi had a confrontation with Dr. Evazan in the Mos Eisley cantina on Tatooine. [MTS]

H'ken system

Located in the Corva sector of the Outer Rim, the H'ken system contains a 20-kilometer wide asteroid belt. After the Battle of Endor, a squadron of X-wings was training in the belt when they were wiped out by an Imperial warlord's ships. [SWAJ]

Horuz system

The Horuz system, formerly containing the prison planet Despayre, is located in an isolated corner of the Outer Rim far from any hyperspace lanes. The first Death Star was built in the Horuz system above Despayre, and upon completion the battle station utterly destroyed the planet. The Empire used the master encrypt code ILKO to transmit data from Coruscant to Horuz during this construction. [TLC, MTS, DSTC]

Hoth system

The remote Hoth system is located in the Ison Corridor on the fringes of civilized space, and its sixth planet is a frozen, unpopulated world also known as Hoth. The system also contains a dangerous asteroid belt, formed billions of years ago by the collision of two planets. Within the belt there is rumored to be a pure platinum asteroid, called "Kerane's Folly" after the prospector who discovered it, left to verify its purity, then could never find it again. On some asteroids grow delicate crystal ferns, which could be a primitive silicon-based lifeform.

Over the centuries many smugglers and criminals have built bases in some of the larger asteroids, including the notorious pirate Clabburn, who placed huge space slugs to guard his hideouts. After the Battle of Hoth, the Millennium Falcon tried to escape pursuing Star Destroyers in the asteroid field and was nearly swallowed by a space slug. Eight years after the Battle of Endor, Durga the Hutt began mining the asteroids in the Hoth Asteroid Belt for raw materials used in the construction of the Darksaber weapon. The Darksaber was discovered in the asteroid field by New Republic forces, and the weapon was utterly destroyed when it was crushed between two planetoids. [ESB, DS, ISWU]

last system

The possible location of To-phalion Base and the top-secret Vorknkx Project, where the Empire developed an experimental cloaking device after the Battle of Hoth. [TSC]

Illoud system

Sullustan commander Huoba Neva smashed an Imperially-supported insurgency in the Illoud system, earning high praise from Alliance command. [DESB]

Jaresh system

Located in the Corva sector of the Outer Rim and far from major hyperlanes, the Jaresh system contains a habitable moon orbiting its third planet. This moon, Jaresh, is a wet, dark swamp world covered with hundred-meter black trees and shrouded in a thick haze. The moon, teeming with life, was purchased by the Twi'lek smuggler Ree Shala, who built her floating base there approximately three years after the Battle of Endor. [SWAJ]

K Seven Forty-nine system

The K749 system, located in the Outer Rim near the Moonflower Nebula, contains the planet Pzob. [COTJ]

Kaikielius system

Lying very close to the Coruscant system. When the revived Empire began its conquest of the Kaikielius and Metellos systems six years after the Battle of Endor, New Republic leaders on Coruscant began to search for a new base of operations. [DESB]

Kelavine system

The Kelavine system, located in the Expansion Region far from any trade lanes, contains the gas giant Taloraan as its largest planet. After the Battle of Hoth, Alliance operatives were sent to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster. [SWAJ]

Kimm systems

In addition to its trafficking in Senex sector slaves, the stock light freighter Smelly Saint runs counterfeit agri-droids from the Kimm systems. [COTJ]

Kira system

A hyperlane running through the Kira system, known as the Kira Run, connects the Lazerian and Ropagi systems. [SWAJ]

Komnor system

When a warlord evicted all Hutts from the Komnor system, Jabba hired the bounty hunter Dyyz Nataz to eliminate the offending ruler. [TFTC]

K'taktaxka system

After the Battle of Hoth, Alliance operatives were sent to the Inner Rim and Expansion Region, to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster. [SWAJ]

Ku'Bakai system

The Ku'Bakai system is named for its blue giant star, whose unpredictable solar flares have left the first four planets of the system scorched and lifeless. The fifth planet, Kubindi, is the homeworld of the Kubaz. The sixth, eighth, and eleventh planets house insect farms for the Kubaz to use in preparing their unique cuisine. [MTS]

Lan system

The remote Lan system, consisting of five planets orbiting the large orange star Lan, is located over three days travel past the Outer Rim terminus of the Enarc Run. The system was first scouted by the Old Republic over 1300 years ago, and the mining conglomerate Gaminne Group, Inc. arrived soon after to exploit the system's ore-rich inner planets. The system's five worlds are Lesser Galam, Lan Fellov, Lan Tundi, Lan Barell, and Greater Galam. [SWAJ]

Lekua system

Osuno Whett is Associate Professor of Comparative Sapient Studies in the Lekua system. He goes by the title of "ottdefa," given in the system to distinguished scientific or academic teachers. [LCMH, LCSC]

Lequabis system

After the Battle of Hoth, Alliance operatives were sent to the Inner Rim and Expansion Region, to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster. [SWAJ]

Mandalore system

Four thousand years ago, the Mandalore system was home to a group of fierce masked warrior clans led by a mysterious warlord called Mandalore. The clans, made up of deadly but honorable crusaders, rode semi-intelligent Basilisk war droids, boasted cutting-edge weaponry, and were considered to be the best fighters in the entire galaxy. The mask and title of "Mandalore" belonged to no single individual, but were traditionally passed down from one warrior to the next in the event of their leader's death. During the Sith War, the Mandalorians conquered the Kuar system and struck at the neighboring Teta system, forcing the Tetan leader Ulic Qel-Droma to battle Mandalore in single combat. Mandalore was defeated, and he swore his armies' allegiance to Qel-Droma and the Krath forces. The warlord was made Qel-Droma's war commander, and his clans won many victories for their new leader. At the close of the Sith War, however, Mandalore's armies were defeated in their attempt to capture the planet Onderon. Mandalore and his surviving warriors were forced to flee to the Dxun moon, where Mandalore was killed by a pair of the moon's deadly beasts and a new warrior donned his mask and assumed his title.

Millennia later, the warlike Mandalore people exterminated the Ithullan race, several hundred years before the Battle of Yavin. During the Clone Wars, a group of warriors from the system were defeated by the Jedi Knights. The notorious bounty hunter Boba Fett wears an armored suit similar to those worn by these Mandalore warriors, and his alternate ship Slave II is based on a Mandalorian police ship design. Imperial dungeon ships were originally designed by the Mandalorians, and were introduced during the Jedi purge to contain dangerous force users. Mandalorian battle harnesses are designed to be operated by R2 units, and Freedon Nadd's tomb on Dxun was constructed from Mandalorian iron. [SWS, MTS, DE, DLOS, D, TFTC, DESB, TSW]

Mennaalii system

A convoy carrying Rebel troops was passing through the Mennaalii system when it was forced to exit hyperspace to avoid an asteroid field. Here it was ambushed by a group of pirates, but was rescued by an Alliance strike team. [FP]

Metellos system

Lying very close to the Coruscant system. When the revived Empire began its conquest of the Metellos and Kaikielius systems six years after the Battle of Endor, New Republic leaders on Coruscant began to search for a new base of operations. [DESB]

Mindavar system

A group of settlers in the Mindavar system were almost completely wiped out when a deadly virus spread through their colony. The smuggler Reina Gale lost her parents to the virus when she was only an infant. [SWAJ]

Mirit system

The Mirit system is located only hours from the Pyria and Venjagga systems at the edge of the Galactic Core. It contains the planet Ord Mirit, which was the site of a former Imperial base. [XWRS]

Mneon system

The Mneon system contains the planet Geran, home of a near-human alien species. [TFJP]

Morobe system

The Morobe system contains a red/yellow binary pair of stars, and the planet Talasea is the fourth planet orbiting the yellow primary. The system is located in the Morobe sector, which borders the Rachuk sector. [XWRS]

Mainstream Worlds

Aargau

A banking world famous for its beautiful Dragonbird Gardens. It was on Aargau, during a week-long conference, that Baron Tagge and the heads of the Corporate Sector companies first formed the Corporate Sector Authority. During the Imperial Mutiny six years after the Battle of Endor, Aargau protected itself by becoming a "Fortress World," guarded by planetary shields and hundreds of defensive ships. [DESB, CSSB]

Abregado

Abregado, site of the Abregado-rae Spaceport, is controlled by an oppressive government which has kept the peace and improved the local spaceport facilities at the expense of individual freedoms. Abregado's government has cut off all supply lines to a clan of rebellious hill people, which has created illegal supply opportunities for ambitious smugglers. Han Solo and Lando Calrissian met up with a contact from Talon Karrde's smuggling organization in Abregado-rae's LoBue cantina, and Wedge Antilles later helped get one of Karrde's ships out of impoundment from the planet. The natives of Abregado are referred to as Gados. [HTTE, DFR]

Abyss

One star in the binary pair Byss and Abyss, which are both orbited by the desert planet Byss in an unusual, figure-eight pattern. [GG4]

Adarlon

Adarlon contains the city of Belrand. The famous actress Neile Janna returned to Adarlon to resume her career after a twenty-year retirement, planning to play the role of legendary Hydian Way trailblazer Freia Kallea. [SWAJ]

Af'EI

A large, high-gravity, seldom-visited world orbiting the ultraviolet supergiant Ka'Dedus. Af'EI has no ozone layer and ultraviolet light passes freely to the surface, while other light wavelengths are blocked by the heavy gases in the planet's atmosphere. Thus, all lifeforms on Af'EI can only see in ultraviolet light ranges, and are blind to other wavelengths of light. Af'EI is the homeworld of the Defel, or "wraiths," whose bodies absorb visible light, giving them the appearance of shadows. The Defel live in underground cities to escape Af'EI's violent storms. A main export of the planet is the metal meleenium (used in durasteel), which is only known to exist on Af'EI. [GG4]

Agamar

Agamar is located in the Lahara sector in the Outer Rim. Its cities include the large municipality of Calna Muun and the backwater town of Tondatha, which was wiped out by the Empire for harboring Rebel collaborators. Binka trees grow on the planet, and are so competitive that the trees in binka forests grow widely-spaced apart. A traditional Agamarian dish is mugruebe stew, which is made from bark, roots, and meat. The famous Alliance pilot Keyan Farlander was a native of Agamar. [FP]

Agrilat

Agrilat contains a crystal swamp where an illegal and dangerous swoop race between Dengar and Han Solo was once held. Dengar was left with severe injuries and a burning hatred for Solo. [MTS]

Aguar 3

An ocean-covered world that was home to a Rebel base. The underwater base was attacked by a wing of TIE bombers, after the Empire learned its location from a Quarren spy. [ROC]

Aikhibba

Aikhibba, in the system of the same name, is home to the ganglord Spadda the Hutt. The system is one of the minor stopping points on the smugglers' Gamor Run. The smuggler Lo Khan once delivered a cargo of spice to Spadda from the royal governor of the Thokosia system. [DESB]

Akrit'tar

One of Han Solo's former smuggling associates, Tregga, was imprisoned on Akrit'tar and sentenced to life at hard labor after being caught with a smuggled cargo of chak-root. [HSR]

Alderaan

Alderaan, which once shared the Alderaan system with its sister planet Delaya, was a beautiful, peaceful, moonless planet and one of the foremost worlds of the inner systems. Its sweeping steppes and gentle hills were covered with rich grasslands, and weather patterns were predictable and pleasant. Though the planet lacked oceans, Alderaan had many shallow lake chains and one ice-rimmed polar sea. The various species of grasses covering the plains numbered more than 8000, and colorful flowers (including arallutes, T'iiil, and Alderaan flame-lilies) were even more numerous. In late summer as the grasses dried, their seeds would be swept up by the winds in impressive "seedstorms," which were sometimes thick enough to prevent air travel. Alderaanian rainbow wood was a popular planetary export. Animal life on the world included huge saillike thrantas-- docile lighter-than-air beasts which were used as mounts and airborne taxis by Alderaan's inhabitants. Other animals included stilt-legged flightless birds and armored caterpillars, which metamorphosed into furry moths after a dozen years of living underground. Domesticated grazers and nerfs were raised as food sources, and every year lowly

nerf herders would travel into the cities to sell their animals' meat. The Alderaanians culled the wildlife herds on the continent of Thonn to remove those animals too sick to survive the winter. Some of the galaxy's greatest artists and thinkers came from Alderaan, and the world was often considered the center of galactic culture. Certain artists used Alderaan's wide grasslands as their canvases, planting seeds in intricate patterns and displaying their art as it grew and blossomed. One of the world's greatest holidays was the "Silver Flow," celebrated each spring when thousands of hatching glimmerfish choked the waterways. Points of interest on Alderaan included the oro woods, which covered a dozen small islands in the planet's largest inland sea. The woods, dubbed a planetary treasure by Alderaan's government, were filled with trees hundreds of meters tall covered with brightly-colored lichens, and harbored gold-striped red deer and white cairoka birds. Elsewhere, on the northern steppes at the edge of Alderaan's great plains, lay the ancient and mysterious ruins collectively known as the Castle Lands. The ruins, former colony hives built by the long-vanished insectoid Killik race, were concentrated in eighteen groupings, each unique in appearance and each constructed during a different age. While Alderaan's human inhabitants chose to leave the Castle Lands intact, many artists often traveled there to seek creative inspiration. In other areas of the planet, some particularly clear, deep lakes were used as aquatic preserves where tourists could observe underwater mud castles built by crustacean colonies. The low-grade, blue quella gem is found only on Alderaan and Delaya.

Out of their respect for life, the Alderaanian colonists refused to build their cities in the grasses of the fields. Instead, organic-looking cities and industries were built into the sides of deep cracks in the surface, on top of sandstone hills, under the polar ice, or on stilts in the planet's shallow seas. Terrarium City, also known as the City Under Glass, was built by first excavating an enormous bowl and filling it with a liquid polymer. The polymer was then shaped and hardened with lasers according to an intricate, pre-programmed city layout. When all eighteen levels of Terrarium City were completed, the bowl was capped with a transparent sheet and needlelike towers were extended above, so its residents could travel up to view the countryside. Crevasse City was built directly into the walls of a canyon network, and was nearly invisible from the air. Aldera, the capital city of Alderaan, was located on an island in the center of a circular lake. It was home to the famous Alderaan University, established generations ago by the great philosopher Collus. The university was one of the most prestigious learning institutions in the galaxy, and had recently been a center for dissent against Palpatine's New Order. The airy, organic architecture used everywhere on Alderaan inspired many imitators; Bepin's Cloud City, for instance, incorporates many elements of Alderaanian design.

Millennia ago, the first human colonists came to Alderaan and discovered the remnants of the lost Killik civilization. The early colonists included miners, but most were retired businessmen or wealthy dignitaries searching for a beautiful world on which to spend their lives. Four thousand years ago, the Jedi knights Ulic and Cay Qel-Droma were born on Alderaan into a great warrior family. Following the chaos of the Clone Wars, the Alderaanians made a radical decision-- vowing to never again have weapons or standing armies on their world. The planet became a model of peaceful coexistence, and the people were known for their pursuit of knowledge and art. The Alderaanian government became a democracy at some point in its past, yet retained a Royal House of Alderaan for its symbolic value. In 11/70, Pre-Empire date, the Jedi Jorus C'baoth helped to resolve the Alderaan ascendancy contention, ruling in favor of Bail Organa's family line. The Organa royal family lived in Aldera, and included Senator Leia Organa, her adoptive father Senator Bail Organa (Viceroy and First Chairman of the Alderaan system), and her adoptive mother (Minister of Education). Other members of House Organa included Leia's aunts Celly, Tia, and Rouge, and her cousin Nial. Daughters of Alderaanian nobility were schooled at the Alderaan Select Academy for Young Ladies, then typically presented to the Emperor's Court on Coruscant to win a suitable marriage partner. Bail Organa was one of the original founders of the Rebel Alliance, making Alderaan a center for opposition and dissent and arousing the attention of the Empire. Alderaan is now famous as the planet utterly destroyed by the first Death Star as an example of Imperial power-- a scattered asteroid field is now all that remains of the once-lovely world. After the planet's destruction, the Empire initially claimed that Alderaan had torn itself apart due to the explosion of several secret underground superweapons. When actual footage of the Death Star's action (recorded by a satellite orbiting Delaya) was released to the media, the Empire admitted responsibility, but claimed it was necessary to prevent Bail Organa from

completing a deadly biowar virus program. The surviving Alderaanians who were offworld at the time were invited by Emperor Palpatine to relocate to his private resort world of Byss. A hydroponics facility on the planet Borleias, producing Alderaanian foodstuffs, became extremely profitable after the destruction of the world increased demand for now-scarce Alderaanian goods. Besides the Organa family, other notable Alderaanians include Rogue Squadron member Tycho Celchu and the famous poet Hari Seldon. [SW, SWR, ROJN, JS, COPL, MTS, DLOS, COTJ, YJK, GG2, CSSB, FP, ISWU, XWRS, SWAJ]

Aldereen?

The possible homeworld of the Aldereenians, an obscure insect race. The Aldereenians have a consulate on Coruscant located around two hundred kilometers from the Alderaanian consulate. [COPL]

Algarian

One of the false charges filed against Cray Mingla by the Eye of Palpatine's central computer concerned evidence seized from Rebel spies on Algarian. [COTJ]

Alk'Iellish III

The homeworld of the Ketrann, a dangerous carnivore. Governor Wilek Nereus of Bakura owned a set of its four white fangs. [TAB]

Allyuen

Based on instructions from Darth Vader, a group of Imperial probe droids were recalibrated to search for Rebels on Allyuen, Tokmia, and Hoth. [ESBR]

Alpheridies

The homeworld of the Miraluku, who are born without eyes yet can see through the use of the Force. Many of the Miraluku become Jedi. Shoaneb Culu, a Jedi knight who lived four thousand years ago, was a native of Alpheridies. [FNU, DLOS]

Alsakan

Alsakan was founded millennia ago, before the foundation of the Old Republic, by colonists on the Kuat Explorer. Three thousand years ago the kilometers-long Invincible-class dreadnaughts were first built, which drew their inspiration from the colossal battle cruisers of the ancient Alsakan Conflicts. Now a heavily-populated world in the Galactic Core, Alsakan was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor. Imperial commander Titus Klev was born on Alsakan; his father was a Clone Wars veteran and his mother a member of a wealthy merchant family. Corporate Sector viceprex Mirkovig Hirken was also born on Alsakan, into one of the oldest families on the planet. [DESB, CSSB]

Altarrn

The homeworld of a rare animal described as "spidery night gliders." These animals are considered premium pets and are sold at Sabodor's pet shop on Etti IV. [HSSE]

Altier

Located in the system of the same name. Captain Drev Jalok was delivering cargo to Altier when he was ambushed by the notorious pirate Drek Drednar. [SWAJ]

Altor 14

Altor 14, a dry, hot world of rock and sand, orbits the Roti-Ow binary star system and was only recently discovered by a mineral company. Because of its long rotational period (94 hours), all standing water evaporates on the planet's surface during the day. Taproot trees and tarpaulin plants are found on the surface, each with its own unique way of obtaining water. The Avogwi (Altorian Birds) and Nuiwit (Altorian Lizards) are native to this planet, though it is the peaceful Nuiwit who possess the social and technical skills to build advanced societies and participate in

galactic trade. The carnivorous, aggressive Avogwi may eventually be forced from the planet's surface by the ever-expanding communities of the Nuiwit. Some Avogwi were drug- and mind-controlled by Emperor Palpatine and Darth Vader to serve as enclosure guards. [GG4, COTJ]

Alzoc III

Alzoc III, located in the Alzoc system in the Outer Rim, is the home planet of the alien species known as the Talz, and is the source of Alzoc pearl. The moonless planet is covered with desolate, frozen plains and its powerful sunlight glares harshly off the reflective snow. The Empire garrisoned Alzoc III in a secret operation and forced the Talz to work as slaves in underground mines. The planet was never entered into the galactic registry, and the New Republic only learned of its existence through examining restricted corporate files. Imperial Commander Pter Thanas was assigned to the rim world of Bakura after refusing to destroy a village of Talz miners on Alzoc III. The Imperial battlemoon Eye of Palpatine stopped at the frozen planet to pick up a contingent of stormtroopers, but brought in a group of Talz instead. [TAB, GG4, COTJ]

Ambria

The ringed, desert planet Ambria is located in the Stenness system, at the heart of the Stenness node. Animal life on Ambria includes herds of staga, small lizards called neeks, and strange, evil creatures from Lake Natth, a place strong with the Dark Side of the Force. Thon, a Jedi master who lived four thousand years ago, made his home on Ambria and instructed several Jedi including Nomi Sunrider and the Vultan Oss Wilum. During the Sith War, Oss Wilum returned to Ambria and tried to slay Master Thon by controlling the evil beasts from Lake Natth. He was defeated by Thon with the help of Nomi Sunrider and Sylvar the Cathar. [DE, TOTJ, DLOS, TSW]

Ammuud

A cold planet with a short rotation located in the Corporate Sector, Ammuud is ruled by seven major clans operating under Corporate Sector Authority subcontract. The seven clans (the Glayyd, Reesbon, Tikeris, Owphrin, Melchett, Almowri, and the Odoon) are ruled by patriarchs called "Mors" and governed by a set of formal rules known as the Code of Ammuud. Ammuud's main spaceport is a well-defended structure built adjacent to a snow-capped mountain range. People of all types inhabit the surrounding city, which is composed of wood and stone buildings, slums, and open gutters. Animal life on Ammuud includes herds of grazers, flying pterosaurs, and crustaceans in the mountains' icy lakes.

Ammuud was first colonized over 10,000 years ago by settlers from Thokos, and each of the seven original colony ships formed the basis of Ammuud's seven clans. The colonists were eventually forgotten by their homeworld, and the clans evolved into quarreling nation-states, continually testing each other in an endless series of savage battles. One hundred years ago the clans called a truce, and formed the Code of Ammuud to govern their future conduct. During one of his early adventures, Han Solo visited the mountain stronghold of the Mor Glayyd to collect money due him, and encountered the infamous gunman Gallandro. Six years after the Battle of Endor, reeling from the destruction of their command base on Nespis VIII, the New Republic scattered its command ships and fighter units across the galaxy. One of them, the fleet transport Vindicator carrying Luke Skywalker and his Jedi trainees, was stationed out beyond Ammuud. [HSR, CSSB, EE]

Amorris

Amorris, in the system of the same name, was the planet to which Lando Calrissian sent ship thief Niles Ferrier after persuading him not to steal any ships from Sluis Van. Calrissian told Ferrier that the Cavrilhu pirate gang was using Amorris as a base. [DFR]

Anchoron

Corellian hero Garm Bel Iblis was believed killed on Anchoron. He survived but was forced to go underground, severing all ties with his former life and working in secret to bring down the Empire. The smuggler Talon Karrde posted men on Anchoron in an unsuccessful search for Grand Admiral Thrawn's clone traffic, and Leia Organa Solo planted a false report stating that a Star Destroyer had been spotted near Anchoron in her attempts to locate an Imperial spy. [DFR, TLC]

Ando

A watery, terrestrial planet with very few solid land masses, Ando is the homeworld of the belligerent, walrus-faced Aqualish. The prestigious Aquala ("finned" Aqualish) prefer to live on floating raft cities and large sailing ships, while the low-status Quara ("fingered" Aqualish) inhabit the larger islands of Ando. Ando has a sister planet in the same system, but its blasted, uninhabitable surface implies it was the site of an Aqualish war soon after the species discovered space travel. The technological society of the Aqualish is helping to create viable galactic exports, primarily foodstuffs from Ando's seas. The planet has been closely watched by the Empire for any sign of insurrection.

The Jedi Master Jorus C'baoth was a member of the Ando Demilitarization Observation Group from 8/82- 7/81, Pre-Empire date. Following his departure from Tatooine, the infamous criminal Dr. Evazan was sheltered on Ando in a well-guarded castle on a rocky isle. Ando was also targeted by the Bellicose in a multi-pronged attack by Grand Admiral Thrawn intended to draw New Republic forces away from Ukio. [DFR, TLC, GG4, TFTC]

Andooweel

Several youths from Andooweel, in trouble on their homeworld for theft and illegal speeder bike racing, enlisted in the Imperial Army and were trained on Sirpar. [SWAJ]

Annaj

The site at which the Imperial fleet regrouped following their defeat at Endor. [TAB]

Anoth

A multiple planet orbiting a small white sun, Anoth consists of three parts and will likely break itself into dust in a few hundred years. Anoth is unrecorded on any chart and was chosen by Luke Skywalker and Admiral Ackbar as the primary hiding place for Leia Organa Solo's Jedi children, although Jacen and Jaina Solo stayed on New Alderaan during the Emperor's reappearance. The two largest components of Anoth are close enough to scrape together, causing powerful static discharges between them and bathing the third fragment in sensor-masking electrical storms. The third piece orbits a safe distance from the other two and holds a breathable atmosphere in its valleys in spite of its relatively low gravity. The stronghold where Winter cared for the Jedi children until they reached the age of two was located on the third fragment, at the opening to a network of caves within Anoth's rocky spires and peaks. An Imperial attack with MT-AT walkers led by Ambassador Furgan was launched against the Anoth stronghold in an unsuccessful attempt to kidnap Anakin Solo. [JS, DA, COTF]

Antar 4

Located in the Prindaar system, Antar 4 is the fourth of six moons orbiting the gas giant Antar and home to the alien species known as the Gotal. Antar 4 has an unusual rotational pattern, which makes seasonal climate changes very pronounced. In addition, the moon's orbital pattern around the gas giant creates constantly-changing day/night cycles. Due to this, animal species on Antar 4 have developed organs and senses to help compensate for any absence of light, such as the Gotals' energy-sensing head cones. These cones aid the Gotal in sensing the moods of others, and in hunting the native herds of quivry. Large head cones are considered an attractive feature by other Gotal, and those with small cones sometimes use artificial substitutes to help improve their appearances. Antar 4 has no form of government, but nevertheless trades and interacts effectively with the rest of galactic society. The notorious bounty hunter Glott comes from Antar 4, and uses his head cones to predict what his enemies will do a split second before they can do it. [GG4, TFTC, ROC]

Anteevy

A remote, lifeless, ice-covered world with at least one moon. The Empire constructed a robotics facility on Anteevy where the alloy Phrik was refined and treated for use in armoring the Dark

Troopers. Following the Battle of Yavin, Alliance agent Kyle Katarn disabled this facility with several sequencer charges. [DF]

Antipose IX

A pilot droid that Lando Calrissian rented to take him from the Oseon to Rafa IV once held a job on the pleasure yacht Arleen, which departed from Antipose IX. [LCMH]

Antipose XII

While on a mission in the Oseon, Lando Calrissian used the password "dubesor"-- a native insult on Antipose XII. [LCFW]

Aquaris

A water world which, according to charts, has no land masses at all. Aquaris is home to Silver Fyre's organization of former pirates and mercenaries, who call themselves Freeholders. The Freeholders inhabit an expansive underwater base accessible through a retractable surface landing platform, and pilot submersible aqua-skimmers when hunting the planet's local marine life. Among the many dangerous aquatic creatures in Aquaris' oceans is the enormous demonsquid.

During Han Solo and Chewbacca's early adventuring, they had a valuable cargo of spice stolen from them by Fyre's pirates. Following the Battle of Yavin, Fyre and her Freeholders joined the Alliance during a conference with Princess Leia on Kabal. The Princess and her companions visited Aquaris after leaving Kabal, and were betrayed by Kraaken, Fyre's deputy commander. [CSW]

Arabanth

A planet in the Hapes cluster. Arabanth sent an old woman who offered a "thought puzzle" on accepting life and death as part of a series of gifts from Hapes to the New Republic. [COPL]

Aralia

Aralia, a small, tropical world in the Andron system, is home to both the planetary amusement park Project Aralia and the troublesome, semi-intelligent Ranats. The Ranats (who call themselves Con Queecon or "the conquerors") evolved on the planet Rydar II, but came to Aralia when the spice-smuggling ship on which they had stowed away crashed in Aralia's jungles. Ranats live in tribes numbering around one hundred individuals, and inhabit maze-like underground warrens. The Ranat population has expanded greatly since the crash, and they now inhabit most areas of Aralia including its grassy steppes and mountains. The fierce appetites of the Ranats have led to a decline in most of Aralia's fauna including the pig-like roba. After Project Aralia's construction was interfered with by the Ranats, the builders attempted to organize an extermination of the species. This led to an Imperial ruling that Ranats can be killed in self-defense, and they may not be armed under any circumstances. Some Ranats were drug- and mind-controlled by Emperor Palpatine and Darth Vader to serve as enclosure guards. [GG4, COTJ]

Arapia

The smuggler Toob Ancher traveled to Arapia to collect a debt owed by Saylor Marjan to the crimelord Saadoon-Kauldi. [SWAJ]

Arcura

The smuggler Reina Gale and her companion Rollos ran a disastrous deal on Arcura, where an entire battalion of Imperial walkers arrived to stop them. [SWAJ]

Ardos

The white dwarf star orbited by Varl, the original homeworld of the Hutts. According to Hutt legend, Ardos was once a double star with Evona until Evona was drawn into a black hole. [GG4]

Argazda

Argazda is located in the Kanz sector. Four thousand years ago, Myrial, provisional governor of Argazda, revolted against the Old Republic and declared the Kanz sector independent. Myrial began to enslave the other worlds of the sector, including Lorrd, and the preoccupied Republic did nothing to help. This period lasted three hundred years until ended by the Jedi Knights and is known as the Kanz Disorders. [CSSB]

Argoon

Equipment for a new space station, to be built in the Pakuuni system, was awaiting pickup at an abandoned cargo area near Argoon. The Victory-class Star Destroyer *Stalwart*, under the command of Vice Admiral Thrawn, arrived to load the material and was attacked by Rebel starfighters sometime after the Battle of Hoth. [TSC]

Aridus

A backwater desert world home to the short, lizardlike aliens called Chubbitts, who cross the planet's sandy terrain in "wind-runners"-- wheeled vehicles with large sails. Animal life on Aridus includes large lizard creatures, which can be tamed and used as mounts. The natural interference of Aridus' atmosphere makes all long-range communications impossible, and the Empire (after taking control of the planet) built an immense Iron Tower to overcome this interference. The completely automated tower acted both as a signal amplifier and power transformer, allowing unrestricted communications and supplying the energy needed to run Imperial hover trains. Hazardous lava pits were located in the mining region immediately surrounding the Iron Tower. Unfortunately, the powerful signals emanating from the tower had a harmful effect on the local Chubbitts, crippling their nervous systems and eventually killing many.

The Chubbitts resisted the Imperial takeover of their homeworld, and were supplied with weapons for their fight by the Alliance. Following the Battle of Yavin, Darth Vader set a trap for Luke Skywalker by making it appear that Ben Kenobi had returned from the dead and was working with the resistance on Aridus. The false Kenobi was actually a trained actor, altered by Imperial surgeons to resemble the dead Jedi. Skywalker managed to escape the trap, which also resulted in the partial destruction of the Iron Tower. [CSW]

Arkania

Arkania, in the Colonies region, is covered with tundra and diamond mines where miners extract melon-sized gems from the planet's crust. Four thousand years ago, the Jedi master Arca established a Jedi training outpost in the wilderness of Arkania. Centuries ago, the scientifically-minded Arkanians began cyber-enhancing the brains of their primitive neighbors, the Yaka. Soon the stocky Yaka were one of the most intelligent and quick minded species in the galaxy, with a bizarre sense of humor to match. Animal life on the planet includes the Arkanian dragon and jellyfish. [TOTJ, FNU, DLOS, DESB]

Askaj

A dry, desert world, Askaj is home to the near-human aliens known as Askajians. Askajians' bodies can absorb and store water, using it only as needed for survival, and females of the species have six breasts. According to custom, Askajian cublings are not given names until they reach their first birthday, and the people's belief system involves Askaj's Moon Lady and the demons of the Nethermost Abyss. Animal life on Askaj includes large reptiles and the horned herd animals called tomuons-- valued throughout the galaxy for their wool. Askajian weaving techniques are closely-guarded secrets, and it is said that Emperor Palpatine's ceremonial robes are spun from tomuon wool. Yarna, daughter of a tribe chieftain on Askaj and a first-rate competitive dancer, was captured with her family by slavers and sold to Jabba the Hutt. Yarna served in the Hutt's court as a dancer, but escaped after Jabba's death and eventually bought her cublings out of slavery. [TFJP]

Averam

Averam was the location of a local Rebel Alliance cell, where Leia Organa's aide Winter worked for a few weeks under the code name "Targeter." Imperial Intelligence cracked the cell soon afterwards. The natives of Averam are called Averists. [TLC]

Azbrian

Azbrian is the homeworld of Condren Foreck, daughter of a wealthy farmer and a famous athlete on her world. She lives on a farm containing eight-legged herd animals. Foreck was one of Lando Calrissian's marriage candidates, until he discovered she had already married someone else. [AAC]

Bacrana

Sometime after the Battle of Yavin, a large demonstration against Imperial rule in the Central Sector of Bacrana's large city Amma erupted in violence. Imperial forces under the command of Moff Ramier put down the riot without any help from the local Bacrana System Defense Force. Following the incident, the city of Amma was placed under martial law. [SWAJ]

Bakura

Bakura is a rich, green and blue planet with several moons located on the isolated edge of the Rim Worlds. The eight planets in the Bakura system include one gas giant and Planet Six, an ammonia ice-covered ball. Bakura receives a great deal of rainfall. The capital city of Salis D'aar sits at the base of a mountain range, on a white quartz delta between two parallel rivers. Bakura's exports include strategic metals, repulsorlift components, and an addictive fruit called namana, which is made into candies and nectar. Bakura was settled by the Bakur mining corporation during the end of the Clone Wars, though at least one building on the planet is over 100 years old. The planet's inhabitants tend to be prejudiced against non-human species, though some pale, hairless Kurtzen inhabit the Kishh district. The Bakurans especially dislike droids, since the first wave of Bakuran colonists were nearly wiped out by malfunctioning droids. The Bakur complex in Salis D'aar is a large city-center containing residential, medical, and Imperial office areas, and the old Bakur Memorial Building overlooking Statuary Park. Animal life on Bakura includes the butter newt and the predatory Bakuran Cratsch, and its plants include pokkta leaves, namana trees, and passion-bud vines.

Bakura was once run by a prime minister and a senate-- the descendants of the Bakur Corporation's original ship's captain served as prime minister, and senators were appointed by their colleagues instead of elected by the public. The constant governmental bickering allowed the planet to fall easily to the Empire three years prior to the Battle of Endor. Two Star Destroyers neutralized Bakuran resistance, and Captain Alec Brellar served as the temporary Imperial governor until Wilek Nereus could arrive. Nereus allowed the Bakuran senate to remain in place under his control, and built a planetary garrison (featuring older, outdated defenses) which was placed under the command of Pter Thanas. Immediately following the Battle of Endor, Alliance and Imperial forces briefly joined together at Bakura to thwart an invasion by the Ssi-ruuk Imperium. After the subsequent overthrow of Imperial forces, Prime Minister Yeorg Captison took over the leadership of Bakura. Several years later, Yeorg's niece Gaeriel Captison was elected Prime Minister, but was defeated in a succeeding election. The planet retained a powerful defensive fleet to guard against any further Ssi-ruuk attacks, and Bakuran techs designed the ships to escape from interdiction fields. Luke Skywalker returned to Bakura, fourteen years after the truce, to borrow this fleet for a mission in the Corellian system. Half of the Bakuran cruisers were destroyed in the successful mission, and Gaeriel Captison was killed. [TAB, AAS, SAC, SWAJ]

Balfron

Lando Calrissian became infatuated with the twin con-artists the Tonnika sisters after an encounter in the High Stakes Casino on Balfron. [MTS]

Balmorra

A factory world located at the fringes of the Galactic Core. Wide plains surround the planet's capitol, where Governor Beltane runs the planet and oversees production. During the reign of the Empire, the Balmorrans manufactured weapons for the Imperial army, and were the primary builders of the AT-ST walker. The planet was liberated by the New Republic following the Battle of Endor, and it remained independent for five years. Balmorra was brought back into Imperial service during the Emperor's reappearance, but following Palpatine's supposed death near Da Soocha the rebellious Balmorrans began arming the New Republic. In retaliation, the planet was attacked by a force under the command of Military Executor Sedriss, including Shadow Droids and SD-9 battle droids. After suffering surprising losses at the hands of the new Viper Automadons, Sedriss called off his attack in exchange for a shipment of the molecularly- shielded droids. [DE2]

Barab I

Barab I is inhabited by the Barabel. It is a dark, humid world in close orbit around the red dwarf Barab. Barab I has a sixty-hour rotation, and is bathed in ultraviolet, gamma, and infrared radiation due to its proximity to its sun. During the day standing water evaporates, making the surface very humid and hazy. During the cool night, the only time Barab I's animal life is active, this haze condenses and falls to the surface as rain. The Barabel, whose bodies are covered with plates of black keratin, live in underground caverns and are known for their excellent hunting skills.

Many years ago a band of Jedi helped resolve a Barabel dispute over access to choice hunting grounds, leaving the Barabel with a deep respect for all Jedi. Some of the later visitors to Barab I were big-game hunters who actively hunted the Barabel, though now visiting hunters track other prey and instead use Barabel as porters and guides. A spaceport, Alater-ka, was constructed after the Empire took control of Barab I. Several years after the Battle of Endor, the Barabel nearly went to war with the Verpine after the Verpine defaulted on a ship-building contract. [GG4, DFR, COPL]

Bari

A blue star circled by Baros, home planet of the Brubbs. [GG4]

Barkhesh

A unique microorganism, found only in the humid southern jungles of Barkhesh, infests the bodies of insects and quickly devours them. The organism, harmless to higher forms of life, is often used in anti- insect canisters carried by scouting teams, though the canisters can typically only be purchased on Barkhesh. [SWAJ]

Baros

Orbiting the blue star Bari, Baros is a large, arid planet with higher-than-standard gravity and intense windstorms. Baros is the homeworld of the reptilian Brubbs, whose society is centered around communal groups called habas that consist of 10-10,000 individuals. The Brubbs have university habas and have established a spaceport haba after their recent discovery by the Empire, though this facility has not seen much use due to the difficulty of landing and departing in Baros' high gravity. Brasck, a smuggler who was known to associate with Talon Karrde, was a Brubb. [GG4, DFR]

Baskarn

Located in the Outer Rim, the inhospitable jungle planet Baskarn is home to an Alliance starfighter outpost that makes guerrilla strikes into Imperial territory. Advanced Base Baskarn is built into a mountainside, surrounded by a thick jungle of razor-sharp plants and deadly predators. The planet is the homeworld of the Yrashu, a force-sensitive species of green primates who exist in peaceful harmony with their environment. The primitive Yrashu carry ceremonial maces made from the roots of the Hmumfmumf tree. Animal life on Baskarn includes floating jellyfish, which drift above the tree canopy and snare birds and rodents in their tentacles. Other

creatures include water snakes, edible Mmhhh butterflies, and the fierce horned Hrosma tiger which hunts through the use of the Force. [SWAJ]

Belsavis

Located in the Ninth Quadrant near the Senex sector, Belsavis (an independent ally of the New Republic) is a world of volcanic rift valleys separated by miles of icy glaciers. The inhabited, steam-filled rifts are heated by the planet's core, which feeds mud pots and hot springs on the surface. The cities within the rifts, some of them covered by light-amplification domes, include Wutz, Bot-Un, Mithipsin, and Plawal (formerly called Pletwell). The enormous rift-covering domes, buoyed by antigrav units in their apices, support a vast network of hanging gardens and moveable growing beds. The vine-coffee and vine-silk grown in these beds account for thirty percent of Belsavis' total economy and require a temperature shift of thirty degrees or more. The domes also protect against the periodic cold storms that formerly swept into the rifts from the surrounding glaciers. The gangly, short-lived Mluki species are representatives of Belsavis' original population. The rift valleys were largely jungle until the Brathflen Corporation, Galactic Exotics, and Imperial Exports arrived and began cultivating cash crops such as vine-coffee and vine-silk in the hanging beds, shalaman and podon orchards, brandifert, lipana, bowvine fruit, and slochan.

The quiet, humid community of Plawal lies between steep cliffs of red-black rock and is run by Jevax, a Mluki who is Chief Person of Plawal. Rock "benches" leading up to the cliff walls provide a narrow foundation for homes and orchards. Most buildings are constructed from prefabricated units, and crammed together on small lots due to the rift's enclosed area. Residences in the old city were constructed directly over warm springs. A thick, sulfur-smelling mist permeates the valley, and can restrict visibility to just a few meters. Plawal's main docking silos are connected by tunnels to the Port Offices and to the rest of the city, including the canneries, the Brathflen Medcenter, Old Orchard Street, the seven main silk-packing plants, the MuniCenter, an import/export business on Pandowirtin Lane, and the Bubbling Mud cafe off Brandifert Court. Madame Lota's House of Flowers (a brothel) and seedy bars such as the Smoking Jets and the Jungle Lust line Spaceport Row. A house on Painted Door Street opens onto Plawal's vast network of subterranean crypts. These crypts, which contain xylen chips and gold wiring from the abandoned laboratories of Jedi Master Plett, were guarded by forgotten, mind-controlled smugglers under the Force influence of Irek Ismaren. Flora in the Plawal rift includes starblossoms, sweetberry vines, aphor trees, orchids, hanging moss, spider plants, shalaman trees, ferns, and Wookiee-beard. Fauna includes mooklas, salamanders, phosphor bugs, frogs, pittins, pellata birds, manolliums (brought from Ithor), watch-critters, and the insectile kretch that infest Plawal's tunnels. The storm-lashed, ionized atmosphere of Belsavis makes sensor probes and ship landings extremely difficult. Only one spot, called the Corridor, in the planet's southern hemisphere is atmospherically stable each day-- smugglers making the "Belsavis Run" come in at the Corridor and skim the ice to one of the unofficial landing pads on the glaciers.

Almost one hundred years ago, the Jedi master Plett built a house and laboratory in the Plawal rift that served as a safe haven for the Jedi and their families. Eighteen years before the Battle of Yavin, the Emperor commissioned the battlemoon Eye of Palpatine to wipe out the Jedi enclave but the ship never arrived. The Emperor's small backup force of interceptors bombed Plawal but were wiped out by Belsavis' Y-wings, and the Jedi departed for places unknown-- after erasing all knowledge of their presence from the inhabitants of the city. After their departure, Brathflen, Galactic, and Imperial/Republic arrived to dome the valley and cultivate vine-coffee and silk. Nubblyk the Slyte began blasting landing pads on the glaciers around this time, and the smuggling trade began in earnest. A small force of tariff police left by the region's Imperial Governor were little use against the smugglers. Brathflen built the first of the light-amplification domes over Plawal (based on Plett's original design) before the Battle of Yavin, and the three companies teamed with Kuat to install a central computer system. About a year after the Battle of Endor, the Slyte disappeared and was replaced by his associate Bran Kemple, which caused the Belsavian smuggling industry to dry up. In the same year, Roganda Ismaren (one of the Emperor's Hands) came to Plawal. Han and Leia Organa Solo visited Belsavis eight years after

the Battle of Endor and uncovered a plot by Roganda Ismaren to forge a military alliance with the Senex Lords. [COTJ, TFJP]

Bendone

Bendone is home to the alien species known as the Howler Tree People, who speak an unusual ultrasonic language. Nineteen years after the Battle of Endor, Chief of State Leia Organa Solo met with representatives from the Howler Tree People on Coruscant, for which she needed a large group of translators. [YJK]

Berchest

A former tourist destination in the Berchest system, Berchest is home to the Calius saj Leeloo--the City of Glowing Crystal. The city is carved entirely from one massive crystal, created over the years from the red- orange salt deposits of the adjacent Leefari Sea. An icy river flows through Calius to the sea's edge, where the upper-class regions of the city are located. Only a few streets in the city (such as Mavrille Street) were constructed wide enough for vehicular traffic, so traffic on them tends to be heavy. Planetary Governor Staffa and his aide Fingal govern Berchest from Staffa's office in Central Government Tower Number One.

The tourism industry that surrounded Calius dried up following the Clone Wars and the birth of the Empire, and Berchest has since tried to reposition itself as a major trade center by using the established trade routes left over from tourism. Berchest was in Imperial territory during the reign of Grand Admiral Thrawn, and Thrawn led the New Republic to believe that Calius was a transfer point for the trafficking of his clone soldiers. Luke Skywalker encountered the smuggler Talon Karrde on Berchest while investigating this lead. [TLC]

Berusa

The first planet in the Garos system. [SWAJ]

Bespin

Bespin, the outermost planet in the system of the same name, is a large gas giant approximately 118,000 kilometers in diameter which rotates every twelve hours. Bespin has many moons, though only H'gaard and Drudonna (known as The Twins) are large enough to command attention. The planet's solid metal core is surrounded by a thick layer of liquid-metal rethen, which is in turn surrounded by a layer of liquid rethen. Above the rethen is Bespin's colorful cloud layer, which only extends 1000 kilometers into the heart of the planet. The "Life Zone," in which humans and Bespin's native animals can survive, is a thirty kilometer- deep band located within the cloud layer. Plant life in Bespin's Life Zone is exclusively made of vast colonies of floating algae, such as the numerous pinks and the phosphorescent glowers. Animal life includes predatory velkers, batlike rawwks, and the kilometers-wide, jellyfish-like grazers called beldons. The clouds are also home small herd of saillike Alderaanian thrantas, which are the only surviving members of their species after Alderaan's recent destruction. Naturally-occurring tibanna gas is a useful hyperdrive coolant which can be found in Bespin's upper layers of clouds. Spin-sealed tibanna gas, however, is an extremely rare element used in boosting blaster firepower, and this gas can be found in abundance in the lowest levels of the gas giant's atmosphere.

Many years ago, Lord Ecclessis Figg constructed the first floating settlement on Bespin near the planet's equator-- the Floating Home. At the time, it was the only outpost built on a gas giant to last more than a decade. Ten years after its founding, expansion began which would eventually turn the outpost into the vast metropolis of Cloud City. The construction materials for this expansion were mined from Miser, the innermost planet of the Bespin system. Cloud City is over sixteen kilometers in diameter and houses almost five and a half million inhabitants. The highest levels house casinos and nightclubs, while the lowest generally house factories and production plants. The seedy, corrupt environs of Port Town are found on the middle levels. Hotels in the upper plaza include the Yerith Bespin, the Stratosphere, and the Holiday Towers (formerly owned by Jabba the Hutt). Some of the many casinos include the Royal, the Pair O'Dice, and the Trest. Besides gambling, the many diversions for this level's wealthy tourists include watching the

monthly "sky rodeo" performed by the thranta herd and its alien riders, or boarding a floating health spa to breathe cloud vapor (which is rumored to have therapeutic value). Due to Bespin's rapid rotation, visitors can enjoy two sunrises and sunsets every "standard" day. The three branches of Cloud City's government are the Exex group of business administrators, the Parliament of Guilds, and the single Baron-Administrator. The massive repulsorlift generators keeping the city afloat also draw spin-sealed tibanna gas from the lowest levels of the planet's atmosphere. The gas is sent into the city's refineries, where it is pressurized, purified, and frozen into carbonite blocks for storage and sale. Ostensibly, Figg & Associates, Ltd. manufactures tibanna gas for use as a hyperdrive coolant-- in reality, the company sells spin-sealed gas to weapons manufacturers not affiliated with the Empire. The city is small enough to avoid the official notice of the Mining Guild, but an annual payment was typically made to Guild leaders to keep them from organizing Cloud City's workers. Though the city's primary industry is tibanna gas production, other profitable Cloud City companies include Bespin Motors. Before the destruction of Alderaan, Bespin participated in a lucrative trade triangle with the Alderaan and Corellian systems, and Cloud City still receives much of its shipping from the nearby Corellian Trade Spine. Most of the city's industrial work is handled by a large population of Ugnaughts (originally from nearby Gentes) belonging to the Irden, Botrut, and Isced tribes. The Storm Guard weather watch keeps an eye on Bespin's atmosphere from Kerros' Tower (the highest point on Cloud City), and security is handled by the city's Wing Guard. A hollow wind tunnel runs through the center of the city.

Another floating city, Tibannopolis, was once a prosperous boomtown but is now an abandoned ghost town, picked clean of valuables and drifting at an angle due to its malfunctioning repulsors. Many other refineries, waystations, and resorts drift through Bespin's sky, including independent prospectors searching for elusive tibanna gas strikes.

Years ago the Jedi Master Djinn Altis instructed his students, including Geith and Callista, from a Jedi training platform hidden in Bespin's clouds. The smuggler Lando Calrissian managed to become Baron- Administrator of Cloud City after winning the rights from Baron Raynor in a sabacc game. During his tenure Calrissian made the droid EV-9D9 his security chief, and the psychotic robot destroyed one quarter of Cloud City's droid population before being discovered and escaping aboard the hijacked Mining Guild cutter "Iopene Princess." Calrissian also established a new group of Commando-pilots to be used for Cloud City's defense. Later, the city was used by Darth Vader in a vain attempt to trap Luke Skywalker. Calrissian helped his friends escape Vader's ambush, and the city was subsequently seized by the Empire. Rogue Squadron pilot Rhysati Ynr, a native of Bespin, was forced to flee Cloud City with her family when Imperial forces arrived. Six years later, the Imperial garrison at Bespin was used by Grand Admiral Thrawn in his war effort against the New Republic. Two years later, Luke Skywalker returned to Bespin to recruit Streen, an independent prospector who used the Force to sense gaseous eruptions from the lower cloud levels, into his new Jedi Academy. One year later, one of the false charges filed against Cray Mingla by the Eye of Palpatine's central computer concerned retina prints and holograms provided by the government of Bespin. [ESB, ESN, TLC, JS, HTTE, SWS, COTJ, GG2, ISWU, TFJP, XWRS]

Bestine

When the Empire decided to open a high-security base of operations in the Bestine system, the entire population of Bestine IV was evacuated to make room for the installation. Alliance pilot Jek Porkins was one of these dispossessed persons, and learned his piloting skills by hunting sink-crabs on Bestine IV's rocky islands in his T-16 Skyhopper. Kestic station, a free-trader outpost, was located near the Bestine system until eliminated by the Star Destroyer Merciless. Alliance pilot Biggs Darklighter defected to the Rebellion along with his ship, the Rand Ecliptic, during a mission to the Bestine system. The Alliance cruiser Defiance barely survived a surprise attack from the Star Destroyer Immortal near Bestine, which was the site of an important base. A later attack on the Rebel flagship Independence, just prior to the Battle of Yavin, also resulted in a narrow escape for the Alliance. [SWN, MTS, FP]

Bethal

One of Bethal's primary exports is apocia hardwood, which takes two centuries to mature and is used in the making of luxury furniture. Cities on Bethal include the Altoona and Dora Prefectures, and the major planetary cooperative is Bethal AgriCorp. Soon after the Battle of Yavin, Bethal was infested by swarms of giant termites called greddleback bugs. Several attempts were made to contain the nearly two hundred greddleback swarms, which were moving across Bethal's southern continent and threatening to wipe out the planet's apocia industry for generations. [SWAJ]

Betshish

A swamp world that was scouted for possible colonization by Wetyin's Colony. When a sentient species was found on the planet, Betshish was removed from consideration. [GG2]

Biivren

A minor industrial planet formerly under Imperial rule. When the Empire withdrew from Biivren after the Battle of Endor, they scuttled several key factories and contaminated the world's water supply. Some enterprising free-traders have been profiting by selling pure drinking water to the planet's inhabitants. [SWAJ]

Bilbringi

Located in the Bilbringi system, the Imperial Shipyards of Bilbringi are a mass of dockyard platforms, partially-built ships, and construction vehicles, and are defended by at least four Golan II battle stations. Floating shield generators line the approved approach vectors, preventing any stray ships from wandering into restricted areas. The shipyards, run by Bilbringi Control under the command of General Drost, drastically stepped up warship production during Grand Admiral Thrawn's offensive against the New Republic. During this period of construction the yards ran short of strategic metals, prompting an Imperial raid of Nkllon's Nomad City. Bilbringi was the site where twenty-two asteroids were fitted with cloaking devices for Thrawn's siege of Coruscant; later, an attack on the shipyards by the smugglers Mazzic and Ellor resulted in the demolition of a nearly-completed Star Destroyer. The New Republic attacked the Bilbringi shipyards after giving the false impression that Tangrene was their target, and ran into a carefully-prepared trap set by Thrawn. Help from a coalition of smugglers (who had planned to steal Bilbringi's CGT array to sell to the New Republic) allowed Ackbar's fleet to escape the trap and defeat Thrawn's forces. [TLC]

Bimmisaari

Bimmisaari is inhabited by a species of short, half-furred, yellow-clad aliens called Bimms. Attractions on the planet include their unusual moving trees, the Tower of Law, a three-level, two-hundred year old marketplace, and the city of Glastro, which is surrounded by asaari woods. All weapons of violence are banned from Bimmisaari's main city. Several years ago, the Bimm Glah Ubooki discovered a crashed Imperial R&D vessel and, together with seven of his brothers, sold the prototype weapons found on the wreck. The eighteen identical Glah brothers have since opened import businesses around the galaxy, selling strange and unusual items. Each brother insists that he is Glah Ubooki, though his confused customers often insist otherwise. Five years after the Battle of Endor, a commando team of Noghri attempted to kidnap Luke Skywalker and Leia Organa Solo during their diplomatic mission to Bimmisaari. [HTTE, SWAJ]

Blackmoon

(see Borleias)

Bnach

Bnach is an Imperial prison planet. According to the smuggler Toob Ancher, he and Kaine Paulsen once had a shoot-out with sector cops on Bnach, though the veracity of this story is doubtful. [SWAJ]

Bofa II

The Empire's surveillance probes for the surrounding sector were distributed from an Imperial cargo transfer area near Bofa II. An Alliance team captured a loaded freighter from this transfer area following the Battle of Yavin, and altered the probes in order to disguise the movements of the Rebel fleet. [FP]

Bonadan

An industrialized, heavily-populated factory world in the system of the same name, Bonadan is one of the busiest ports in the Corporate Sector. The constant air traffic is regulated by the highly-advanced systems of Traffic Control. Its yellow, parched surface is highly eroded, and its topsoil has been destroyed due to countless drilling and construction projects. The remaining surface is covered with factories, refineries, docks, and shipbuilding facilities located in ten spaceports, the largest of which is Bonadan Spaceport Southeast II. This sprawling city, composed of low permacite buildings on fusion-formed soil, contains an Espo command post, an Authority Merchant Marine academy, the Landing Zone bar, the Alien Quarter, and the luxurious Imperial hotel. Mountains are located northwest of the city along with a massive weather-control station. Weapons are banned on Bonadan, and being caught with one by the omnipresent weapons detectors is grounds for immediate arrest. The planet is home to the popular Bonadan Blasters shockball team, which is heavily merchandised by the Corporate Sector Authority.

The modified protocol droid C-3PX managed to assassinate the brother of Vojak on Bonadan by using concealed, internal weaponry. Han Solo was involved in a high-speed swoop chase during an early visit to Bonadan. The smuggler Shug Ninx rescued a mile-long shaft for a Death Star prototype from a Bonadan industrial junkyard, then had it installed as an entrance to his repair facility on Nar Shaddaa. Six years after the Battle of Endor, a faulty timer manufactured on Bonadan resulted in the failure of a Galaxy Gun projectile to explode, which gave the New Republic high command enough time to evacuate their base in Nespis VIII. [HSR, DE, D, CSSB, EE]

Boordii

Han Solo and Lando Calrissian made a botched dolfrimia run on Boordii. Han is still angry with Lando about Lando's seeming overconfidence during the run. [HTTE]

Bordal

A planet located in the Taroan system on the outer edges of the Rim. For nearly twenty years, Bordal was involved in a devastating war with its sister planet Kuan, until the conflict was suddenly ended by the intervention of the Empire. The natives of Bordal are referred to as Bordali. [TSC]

Borgo Prime

A large, honeycombed asteroid home to a seedy spaceport and disreputable trade center. The Borgo Prime asteroid was gradually hollowed out over the years by various mining operations, which ended when the last valuable ores were extracted more than a century ago. The asteroid's tunnels and excavations are now filled with space docks, prefabricated buildings, and gaudily-lit storefronts. The business district is located in the asteroid's core. Shanko's Hive, a tavern owned by an insectoid barkeep, is a cone-shaped structure rising a quarter-kilometer from the inner floor. It is protected by its own atmosphere field, and is decorated with burning candles, incense, and flaming bog-pits. Lando Calrissian's Corusca gem broker was located on Borgo Prime, and Luke Skywalker and Tenel Ka contacted the broker in an attempt to learn who had purchased his latest shipment. [YJK]

Borkeen Belt

A large, highly-dangerous asteroid belt that is also home to a massive space slug, according to the book *A Slug Named Grendel*. [SWS]

Borleias (Blackmoon)

The fourth planet in the Pyria system, Borleias is a steamy, blue-green world with a single dark moon, which gives the system its Alliance codename of Blackmoon. The only inhabited world in the system, Borleias lacks most valuable natural resources and passes through a dense meteor shower once each year. The density of Borleias' sector of space means that there are only a limited number of hyperspace routes to and from the world, but it still sits at a favorable hyperspace crossroads. The planet's barren moon has a thin atmosphere and is covered with silent craters, frozen lava tubes, and canyons of black volcanic rock.

The Old Republic first established a small base on Borleias for the purpose of plotting runs to the Corporate Sector and elsewhere. The Alderaan Biotics hydroponics facility, a producer of Alderaanian foodstuffs, was also built on Borleias' far side, but over the years it was abandoned and left to the care of maintenance droids. The Empire eventually took control of the Republic base, adding shields, ion cannons, and TIE squadrons for its defense. The installation's commander, General Evir Derricote, also discovered the forgotten Biotics facility and made it profitable once more, while secretly siphoning Imperial credits and resources to make his headquarters more powerful and secure than it would otherwise appear to be. Because of the Pyria system's close proximity to the galactic core, the Rebel Alliance chose to capture Borleias and make it their key to hitting Coruscant, some three years after the Battle of Endor. During their first attack, however, the Alliance greatly underestimated the defensive strength of the Blackmoon installation and were soundly defeated. On the return mission, Rogue Squadron pilots torpedoed a power conduit at the end of a rift valley to help bring down the base's shields, while a commando team captured the facility from the ground. This attack was a success, and Borleias became the new operations and staging base for Rogue Squadron. [XWRS]

Borlov

Homeworld of the timid, feathered aliens known as Borlovians, who communicate in whistles. Borlovians live in a medieval social structure, and value stability-- few ever leave their home cities, let alone their planet. Before the formation of the Empire, the smuggler Booster Terrik traveled to Borlov, where he joined up with a Borlovian noble named Llollulion. [SWAJ]

Bortras

Jorus C'baoth, the Jedi Master, was born in the city of Reithcas on the planet Bortras on 4/3/112, Pre- Empire date. [DFR]

Bosph

The planet Bosph, home to the four-armed aliens also known as Bosphs, was nearly destroyed by the Empire in a devastating orbital bombardment. Numerous reasons for the attack have been proposed, but it is possible the Empire was implementing a religious purge. The philosophical Bosphs owned outdated technology, and most were allowed no personal possessions. Only the greatest Bosphs, called "farseers," were given glyphs-- when these Bosphs placed their glyph on an object, it became theirs. The aliens kept a record of their galactic travels by tattooing elaborate star maps on their skin, and were skilled at playing the complex Bosphon Geddy musical instrument. The Outer Rim smuggler Bora Boru is one of the few surviving Bosphs in the galaxy, and carries a staff topped with Bosph StarCrystals. [SWAJ]

Bothawui

The homeworld of the Bothans, an alien species of which New Republic Councilor Borsk Fey'lya is a member, though Fey'lya was actually born on the Bothan colony world of Kothlis. Another notable Bothan is Peshk Vri'syk, an expert pilot and member of the Alliance's famed Rogue Squadron. Sometime around the Battle of Yavin, a Star Destroyer and an Imperial dungeon ship arrived at Bothawui. They landed drop ships and soon controlled Lktim, one of the planet's largest cities. It is unclear whether the Empire was there to transport a group of political prisoners, or whether they intended to arrest the Bothan diplomat Tereb Ab'Lon (who was secretly working for the Alliance). Prior to the Battle of Endor, Bothan spies captured an Imperial freighter carrying highly-classified data about the second Death Star. In order to find the freighter, the Empire

captured several Bothan ships near Bothawui and interrogated their crew. This led them to the space station Kothlis II, near Kothlis. [DFR, XWRS, SWAJ, TSC]

Bovo Yagen

Bovo Yagen was the third star targeted for destruction during the starbuster crisis, fourteen years after the Battle of Endor. One source claims the system contains one planet with a population of eight million, while another source lists the system's population as twelve million, spread across two planets and numerous asteroids and space stations. The star was saved at the last instant when Centerpoint Station (the starbuster weapon) was disabled by a planetary repulsor beam. [AAS, SAC]

Bpfassh

A double planet with a complicated system of moons in the Bpfassh system, located near Praesitlyn and Sluis Van in the Sluis sector. During the Clone Wars some Bpfasshi Dark Jedi created trouble throughout the sector, and a Jedi task force (including Jorus C'baoth) was formed to oppose them. One Dark Jedi made it as far as Dagobah before his death. Because of the insurrection, most Bpfasshi today dislike all Jedi. Bpfassh was also the target of a hit-and-fade attack by Grand Admiral Thrawn and the site of an attempted abduction of Leia Organa Solo. During their search for Delta Source, Leia and Winter analyzed an intelligence report from the Bpfassh system suggesting the Star Destroyer Chimaera was at Anchoron. [HTTE, TLC]

Bradden

(see Dom-Bradden)

Brentaal

Located in the Bornea sector of the Core Worlds, Brentaal sits at the strategic intersection of the Perlemian Trade Route and the Hydian Way. Brentaal is a dry planet whose eight continents are separated by small salty oceans. Most available land on the wealthy world is covered with starports, industrial facilities, and thriving trade markets. The planet once endured high levels of pollution, though this has been largely alleviated in recent years. Life on Brentaal revolves around commerce, and the planet is efficiently run by the Brentaal Houses-- noble families who control various guilds and aspects of commerce and trade. Representatives from the Houses meet daily in the capital city's Trade Hall to plan economic policy. Most of Brentaal's 65 billion citizens are involved in some manner with the trade and shipping business, and many megacorporations are based on the planet. The Houses are overseen by the wealthy Imperial Governor Jerrod Maclain. For thousands of years Brentaal was the major rendezvous point for those heading to and returning from the Colonies region, and its markets were naturally the first to receive exotic goods from these expeditions. Over 6000 years ago, during the Old Republic's early Manderon Period, a set of antique pistols later owned by the jazz musician Fitz Roi were created on Brentaal. 3000 years ago, the legendary pioneer woman Freia Kallea helped explore Brentaal space and single-handedly blazed the Hydian Way. The smuggler Platt Okeefe, a native of Brentaal, spent a great deal of time in the Brentaal spaceport as a child. [SWAJ]

Briggia

A blue planet, Briggia was the former location of an Alliance base. It was the first target of the Empire's Operation Strike Fear, prior to the Battle of Yavin, and was immediately evacuated by Alliance personnel. [FP]

Brigia

Located in the remote Tion Hegemony, Brigia is a backwater planet inhabited by tall, purple-skinned humanoids. All ships landing on Brigia must undergo phase-one decontamination procedures. The Brigian government, the New Regime, has established a planet-wide monetary system and made it illegal for citizens to hold off-world currency. It also made a large purchase of secondhand military equipment, including an outdated Marauder-class pocket-cruiser. The

University of Rudrig agreed to help establish a college on Brigia despite opposition from the New Regime and its Inner Council. University representatives hired Han Solo to deliver the necessary teaching supplies, and the Brigian government attempted to intervene. [HSLI]

Brochiib

One of the Trianii colony worlds within the disputed border of the Corporate Sector. The Trianii Rangers Atuarre and Keeheen stopped a group of thionarx dealers on Brochiib. [CSSB]

Bryexx

The famous chef Porcellus once worked for the Imperial official Yndis Mylore, governor of Bryexx and Moff of the Varvenna sector. During his tenure Porcellus served meals for the Emperor himself, but he was made a slave to Jabba the Hutt approximately one year prior to the Battle of Yavin. [TFJP]

Bryx

The planet Bryx, led by Governor Carigan, was conquered by the Empire in the days before the rise of the Rebel Alliance. Carigan defended his world with hundreds of ground-based guns and submersible fighter carriers, and Imperial forces triumphed only after a long and bloody battle in which thousands of troops were killed. Carigan's effective planetary defensive tactics have since been termed the "Carigan Defense." [SWAJ]

Byblos

Byblos, in the Colonies region, is an urban world with an extremely massive population. Most of the planet's 164 billion inhabitants live in hundreds of huge city towers, architectural wonders which can run up to 5000 levels tall. The base of the towers are industrial levels, and most structures flare out as they rise, creating a hollow interior capped by a clear transparisteel dome which acts as a central lighting well. Each tower has a specific purpose-- there are corporate, residential, starport, and Imperial garrison towers. One tower is completely taken up by the prestigious University of Byblos, and tubeways connect the various towers to one another. Byblos is a major manufacturing center for high technology and military equipment, though the planet must import most foodstuffs. The world is ruled by an Imperial governor. [SWAJ]

Byss

Byss, the homeworld of the one-eyed Abyssin, travels in an unusual figure-eight orbit between the binary stars of Byss and Abyss. Byss is a hot, arid planet, and temperatures reach their highest when the planet is orbiting directly between both stars, a time known as "the Burning." Most plant life on Byss utilize extensive taproots to extract underground water, while animals rely on scattered oases and their own water-storing capabilities. The nomadic, violent Abyssin lead primitive lives, engaging in tribal wars and tending to their flocks of cowlike gaunts. Byss is largely ignored in galactic trade, its one substantial export being the Abyssin themselves as slaves. [GG4]

Byss

Formerly located in the heart of the Deep Galactic Core, the now-destroyed planet Byss was Emperor Palpatine's private world and the center of his reborn Empire six years after the Battle of Endor. The secret planet was accessible only through certain encoded routes, due to the near-impossibility of navigating through the dense mass of stars found in the Deep Core. Byss and its five moons were in a binary system and orbited both a blue star and blue dwarf star. Tectonically stable, with almost no axial tilt, it was an extremely pleasant world of plateaus and canyons seldom bothered by storms, earthquakes, or other violent phenomena. Microscopic life in the many lakes and rivers was nourished by the blue-green sunlight. The planet's flora was dominated by lichens and ferns, while its fauna was primarily nocturnal and mostly harmless.

While Byss had no native intelligent species, the planet contained several ruins dating from before the Expansion Era.

Years ago, Emperor Palpatine chose the world as his private retreat, and Imperial architects and engineers were commissioned to build him an opulent palace. Several million humans per month, lured by the rumors of a paradise planet, were allowed to emigrate to Byss-- where the Emperor and his Dark Side Adepts began feeding off their life energies. The planet's population reached almost 20 billion, and all outgoing communications were censored by security agents. Byss was well-guarded against attack with powerful planetary shields, hunter-killer probots, and the Imperial Hyperspace Security Net, and contained orbital drydocks for the massive World Devastators and the more recent Galaxy Gun. The Imperial control sector covered most of one continent, and Palpatine's kilometers-high Imperial Citadel could be found at its center. The vast Citadel contained gardens, museums, the Emperor's Clone Labs, barracks for Imperial troopers, and a fully-equipped dungeon; it was guarded by advanced turbolasers and dangerous monsters called "Chrysalides" or Chrysalis Beasts. Certain freight haulers were specially licensed to ship to the protected Deep Core, where they delivered their cargoes to the heavily-defended Imperial Freight Complex. The Freight Complex, on the outskirts of the Emperor's ruling city, was three kilometers wide, nearly 168 kilometers high, and was tethered to an orbital satellite for added stability. It contained a popular spacers' hangout known as the Byss Bistro.

Following the Battle of Endor, Grand Vizier Sate Pestage was impeached and stripped of authority by those who feared he might claim the title of Emperor for himself. Pestage retreated to Byss, where he prepared for Palpatine's expected return. The Emperor did indeed manage to survive his "death" at Endor, and his spirit returned to Byss to inhabit a new clone body.

Weakened by the difficult journey, Palpatine convalesced on Byss for years before finally taking his revenge against the New Republic six years after the Battle of Endor. During this period, Luke Skywalker attempted to learn the secrets of the Dark Side as the Emperor's apprentice after a Mandalorian prison ship delivered him to Byss. Later that year, Lando Calrissian and Wedge Antilles led an unsuccessful attack on the Imperial Citadel using a cargo of hijacked Viper Automadon battle droids. Soon after, in a battle near Onderon, Han Solo and a team of commandos hijacked the Emperor's flagship Eclipse II and brought it through hyperspace to Byss. R2-D2 steered the Eclipse II on a collision course with the Galaxy Gun, which accidentally fired a planet-destroying missile into Byss' core, utterly destroying the Emperor's throneworld. [DE, DE2, DESB, EE]

Cadezia

A prosperous technology and commerce center located in the Trulalis system. [SWAJ]

Cal

The yellow star orbited by Tibrin, homeworld of the Ishi Tib. [GG4]

Cal-Seti

A planet home to the docking port known as Ramsees Hed. Following the Battle of Yavin, Alliance agent Kyle Katarn placed a tracking device on a smuggling ship at Ramsees Hed, which led Katarn to an Imperial robotics facility on Anteevy. [DF]

Calamari

Calamari (sometimes called Mons Calamari) is a tectonically stable world almost entirely covered with water, and is home to both the peaceful Mon Calamari and the cautious Quarren-- over 27 billion inhabitants in all. The surface of the planet is covered with small marshy islands and enormous floating cities that house both species, with the Quarren inhabiting the lowest, darkest levels. These attractive constructions include Reef Home, Coral Depths, Kee-Piru, Coral City, Heurkea, and Foamwander City. The architecture and design of the Mon Calamari have organic appearances, with rounded edges and irregular surfaces that show their love for the natural beauty of their world. Raw ores used in construction are mined by the Quarren (who can breathe both air and water) from domed cities on the ocean floor. A permanent history of every event on Calamari is maintained by a community of meter-long, bivalve mollusks, who are extremely intelligent and will communicate their knowledge with those who ask. The Calamarian seas are

also home to the dangerous predators known as krakanas-- sharklike animals with twin pincer tentacles. The rare ultima-pearl can be found in Calamari's seabeds. The Mon Calamari had already constructed enormous starships and begun traveling space when their planet was discovered by the Empire. The Imperials planned to enslave Calamari and, after meeting with resistance from its natives, destroyed three of its floating cities. A Quarren, Seggor Tels, is believed to have deliberately lowered Calamari's defenses to allow the Empire's attack; this has heightened tensions between the Mon Calamari and the Quarren ever since. After the Empire showed its true colors, Calamarian starships were converted into warships and the shipbuilding docks in orbit around Calamari and its single moon became an important resource for the Alliance. Many Calamarians were taken as slaves by the Empire including the famous Ackbar, who was forced to be the personal servant of Grand Moff Tarkin. Ackbar was later rescued from slavery by an Alliance force and named Admiral of the Rebel fleet. Six years after the Battle of Endor, the reborn Emperor used his World Devastators to attack Calamari's southern territorial zone, destroying most of the cities Kee-Piru and Heurkea. The port city of Hikahi was also damaged, harming the planet's starship-building capability. One year after that, Leia Organa Solo visited Admiral Ackbar at his home in the seatree forest in an attempt to bring him out of his self-imposed exile. A subsequent attack by Admiral Daala's Star Destroyers resulted in the destruction of Reef Home City. In ancient times Calamari was home to a now-extinct, ten-legged crustacean known as the mammoth krabbex. [DE, GG4, SWS, DA, AAS, DESB, DS, FP, TFJP, YJK]

Calus

A planet located in the system of the same name. The region of space known as Keller's Void acts as a shortcut between the Calus and Wroona systems. [SWAJ]

Caprioril

A tranquil world in the galactic core, Caprioril was the site of the infamous assassin droid tragedy in which a droid slaughtered 20,000 people (including famous racer Ignar Ominaz) at a swoop arena in order to assassinate Governor Amel Bakli. Mara Jade briefly worked under the name Marellis as a come-up flector for a Caprioril swoop gang following the death of the Emperor. Caprioril was named a sector capital by the New Republic, and was besieged by Imperial forces during the Emperor's reappearance six years after the Battle of Endor. Around this time, Alliance historian Arhul Hextrophon survived an assassination attempt while visiting the planet and traveled to Chandrila to recuperate. [DFR, SWS, DESB, SWAJ]

Capza

Located within the Velcar Free Commerce Zone in the Pentastar Alignment, Capza is a lush tropical world ringed with high escarpments. It is also the luxurious home of Commerce Master Commissioner Gregor Raquoran, who uses the planet's natives as his personal servants. [SWAJ]

Cardoaine

Home of the fragrant Fijisi wood. Sections of the President's Guests floor in the Imperial Palace on Coruscant are done in Fijisi wood from Cardoaine. [TLC]

Carida

One of several planets in the Carida system, Carida was once a large, high-gravity world with a wide variety of terrain. The native Caridans were humanoid aliens with thin limbs and heavy barrel chests. Carida was the location of the most important Imperial military training center, which contained a main citadel building surrounded by a towering wall. The planet's varied surface consisted of rocky mountains, frozen ice fields and arctic wastes, jungles filled with carnivorous plants, and arid deserts (including the Forgofshar Desert) that were home to poisonous, multilegged reptiles. Stormtrooper candidates underwent harsh training in these environments to prepare themselves for action on a variety of worlds. Caridan combat arachnids were crimson, twelve-legged creatures covered with spines, that communicated on a hypersonic

level. They were bred for their fighting abilities as well as their valuable, diamond-hard chitinous exoskeletons.

Admiral Daala attended the Caridan academy before her appointment to Tarkin's staff. After the annihilation of Alderaan, several of the Death Star's designers were transferred from the battle station to Carida. Ambassador Furgan was the Caridan representative to the New Republic and oversaw the development of the MT-AT "spider walker," and Admiral Ackbar's aide Terpfen underwent torture and reconditioning on the planet in the hopes that he would serve as an Imperial puppet. Carida was utterly destroyed when Kyp Durrón caused its star to go nova through the use of the Sun Crusher. [JS, DA, COTF, COTJ, TFTC, TFJP]

Cathar

The homeworld of a feline alien species. The Jedi knights Sylvar and Crado, who trained under Vodo-Siosk Baas four thousand years ago, were natives of Cathar. Two other Cathar were members of a big-game hunting expedition to Hoth, eight years after the Battle of Endor. [DLOS, DS]

Cattamascar

The site of an early engagement for the Ssi-ruuvi fleet, where they experienced an emergency reorient. [TAB]

Celanon

Celanon, in the system of the same name in the Outer Rim, is said to have a "multicolored skyline" due to its numerous holographic advertising boards. Celanon's two main industries are agriculture and the commerce that flows into Celanon City. The planet's spaceport is well-defended and very busy. The Celanon system is also home to the mammoth consortium known as Pravaat, which manufactures and sells uniforms to interested parties. Prior to the Battle of Yavin, an explosive device was loaded onto an Imperial freighter at Celanon. The device was later stolen by the Alliance and used to demolish the Star Destroyer *Invincible*. [COTJ, CSSB, FP]

Celdaru

Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role as the Scourge of Celdaru. [DS]

Chad

Chad (also called Chadra), a watery world orbiting the blue-white star of the same name, is the fourth planet in its system and the homeworld of the sociable, rodent-like Chadra-Fan. Chad's nine moons create a pulsing system of tides, and clans of Chadra-Fan inhabit the bayous among the red gum-tree forests and cyperill trees. The Chadra-Fan do not bother to construct permanent structures due to the unpredictability of destructive hurricanes-- in fact, a "death wave" wiped out much of their civilization just ten years ago. Most Chadra-Fan machinery is powered by methane, and most technology is primitive by galactic standards. Despite this, many Chadra-Fan items are valued as exports due to the care and craftsmanship that went into their design. [GG4, TFTC]

Chad III

An ocean world with several moons. Life in Chad III's deep oceans include the long-necked cetaceans called tsaelkes, hunters called wystohs, phosphorescent tubular eels, and the fish-lizards called cy'een. The Jedi knight Callista was originally from Chad III, and worked a deep-water ranch on an ark with her family, where they herded the semi-sentient wander-kelp. The ark followed the herds along Chad III's Algic Current, which runs between Chad's equator and its Arctic Circle. Callista was later called away to Bespin by the Jedi master Djinn Altis. [COTJ, DS]

Chadra
(see Chad)

Chaila

The second planet in the Garos system. [SWAJ]

Chalcedon

A rocky, volcanic world with a semi-breathable atmosphere, Chalcedon is a key hub in the galactic slave trade. The planet features dry, violent storms, frequent earthquakes and no indigenous lifeforms, though two colonies and a way station have been established on its surface. Many buildings and other items in the cities are constructed from dark volcanic glass. Traders and peasants inhabit the bazaars, while the bureaucrats (boneless, trunked aliens) live in the cities and control the slave trade. [TCS]

Chamble

Located in the Mid-Rim, Chamble is home to the corporate offices for Banske Tech, a major manufacturer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Banske Tech along with several other droid corporations, and set up garrisons around Chamble's manufacturing plants. [SWAJ]

Chandрила

Chandрила is located in the Bormea sector of the Core Worlds, along the Perlemian Trade Route. The agricultural planet's two main continents are covered with rolling, grassy plains. The inhabitants of Chandрила have a remarkably low birth rate, keeping the world's population of 1.2 billion in check, and tend to live in scattered, small communities instead of large metropolises. All citizens have a direct voice in government, and are known for vociferously arguing politics among each other. The planet is ruled by the democratic Chandrilan House, which is overseen by Imperial Governor Gerald Weizel. Weizel, a rather aloof leader appointed as a replacement for Grandon Holleck, rules from the Imperial base on the outskirts of Hanna, Chandрила's capital. Sights on the planet include the attractive Gladean State Parks, a wild game reserve near Hanna, Brionelle Memorial Military Academy, and a dacha owned by Alliance founder Mon Mothma on the shores of Lake Sah'Ot. The Chandrilans also keep elaborate gardens and many other symbols of natural beauty.

Chandрила is famous as the homeworld of Mon Mothma, whose father was an arbiter-general of the Old Republic and mother a governor of Chandрила. Canna Omonda was named Chandрила's representative to the Imperial Senate after Mon Mothma's resignation from that office. When Senator Omonda criticized the Emperor for disbanding the Senate, Palpatine charged Omonda with treason and sent three Star Destroyers to Chandрила to seize her; her public execution was scheduled during Coruscant's Fete Week. Later, the Empire placed stiff agricultural tariffs on the Bormea sector which were clearly designed to hurt Chandрила, one of the largest agricultural exporters in the Core Worlds. Six months after the Battle of Endor, the Empire deployed seven Star Destroyers to Chandрила where they enforced a strict blockade of the planet. The reasons for this are unknown, but it is believed that Grand Vizier Sate Pestage may have implemented a plan to hold Chandрила hostage in case New Republic forces were able to threaten Coruscant. During the Emperor's reappearance six years after the Battle of Endor, Alliance historian Arhul Hextrophon traveled to Chandрила to recuperate from injuries received on Caprioril. Dev Sibwarra (the Ssi-ruuk's human liaison) was originally from Chandрила, though his family fled to G'rho during the Jedi purge. The Imperial stormtrooper Triv Pothman also lived on the planet, until his reassignment to Pzob to await the Eye of Palpatine. [TAB, SWS, COTJ, DESB, SWAJ]

Charmath

Site of the University of Charmath. Alliance historian Arhul Hextrophon searched through old, classified data files at the University in order to find the hidden location of Yoda. [SWS]

Charubah

A technological world in the Hapes cluster, Charubah manufactures the Hapan Gun of Command. Those shot with the gun's electromagnetic wave field lose the ability to make rational decisions, and tend to follow any orders given them. [COPL]

Chazwa

Located in the Chazwa system and the Orus sector, Chazwa orbits a tiny white dwarf sun. Its central transshipment location means that heavy freight traffic is a common sight in the system. The smugglers Talon Karrde and Samuel Tomas Gillespee battled two Imperial Lancers at Chazwa, and later it was used as a rendezvous for Karrde, Par'tah, and Clyngunn the Ze'Hethbra to discuss actions against Grand Admiral Thrawn. [TLC]

Chondre

The site of one battle during a multi-pronged attack by Grand Admiral Thrawn. The Star Destroyer Nemesis participated in this battle, which was actually a diversion to draw attention away from Thrawn's true target of Ukio. [TLC]

Churba

The planet Churba, located in the Mid-Rim in the sector of the same name, is home to the corporate offices for Sencil Corp, a major manufacturer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Sencil Corp along with several other droid corporations, giving them control of the Mid-Rim droid market. Churba is also the homeworld of Imperial Intelligence agent Kirtan Loor. [XWRS, SWAJ]

Cificap VIII

Following the Battle of Yavin, several Imperial freighters filled with Habassan prisoners were scheduled to rendezvous with the frigate Mayhem near Cificap VIII. The Habassans were rescued by an Alliance strike force. [FP]

Cilpar

A formerly Imperially-held planet covered with mountains, jungles, and forests. Dozens of ancient native temples, predating the human settlements on Cilpar and nearly indestructible, can be found scattered throughout the forest. Animal life on Cilpar includes the dangerous carnivores called ronks, which are attracted to light and highly allergic to oratay. Male ronks are considered a delicacy on Cilpar, though females are instantly fatal if eaten. Other foodstuffs sold on-planet include mundis and thrashed puerco. Cilpar's local Moff was Boren Tascl, and its planetary ruler was Governor Norquest. The pair had a palace stronghold in the main city of Kiidan, and seemed prepared to turn Imperial facilities over to the Alliance following the death of the Emperor. Instead, Moff Tascl rejected the deal and wiped out two suburbs of a Cilpari city, including the neighborhood of Tamarack.

Wedge Antilles and Rogue Squadron arrived on Cilpar after the Battle of Endor and set up a base in the mountains, west of Kiidan. They were to pick up food and supplies from the Cilpari resistance and escort the convoy to Mrisst, but instead they ran into a waiting TIE fighter ambush. Wedge's contact with the Cilpari underground was a mysterious woman known only as Targeter, later revealed as Princess Leia's assistant Winter. Elscol Loro, leader of the Cilpari resistance, represented the legitimate local government of the planet; her husband Throm had been killed years before fighting Moff Tascl's forces at the Battle of the Cliffs. After a long battle, Moff Tascl and Governor Norquest were overthrown by the resistance, as the expected Imperial reinforcements decided to abandon the duo. [XW]

Circarpous IV

The fourth and primary planet in the Circarpous system, Circarpous IV is a hectic, thriving private-enterprise world that maintains capital punishment for many crimes. After the Battle of Yavin, Luke Skywalker and Princess Leia Organa were sent to Circarpous IV to meet with government

officials and resistance leaders, and convince their system to join the Rebel Alliance. On the way, the pair crashed on Circarpous V. [SME]

Circarpous V
(see [Mimban](#))

Circarpous X
The tenth planet in the Circarpous system, Circarpous X is the site of a small colony established by the Circarpousians. [SME]

Circarpous XII
The twelfth planet in the Circarpous system, Circarpous XII is the site of a small colony established by the Circarpousians. [SME]

Circarpous XIV
The fourteenth and final planet in the Circarpous system, Circarpous XIV is home to a small hidden Rebel outpost. Soon after the Battle of Yavin, Luke Skywalker and Princess Leia Organa departed from the Rebel base on XIV to attend a meeting with resistance leaders on Circarpous IV. [SME]

Clak'dor VII
Located in the Mayagil sector, Clak'dor VII is a small planet orbiting the large white star Colu and is the homeworld of the peaceful, highly-evolved Bith. Clak'dor VII was once a lush garden world with incredibly advanced technologies, but is currently an ecological wasteland featuring bubbling pink swamps due to a conflict between two Bith cities, Nozho and Weogar. The two cities, generations ago, unleashed gene-altering biological weapons on each other, mutating the planet's surface and forcing all surviving Biths to live in hermetically sealed domed cities. Clak'dor VII, due to the disaster, is unable to produce either basic needs for its citizens or goods for export and thus many Biths sell their intellectual abilities for employment as technical consultants. One food product produced by Bith hydroponic tanks are the nutritious (but flavorless) cubes called "bepps." [GG4, COTJ, TFTC]

Clendoran
In the years prior to the Battle of Endor Lando Calrissian won the deed to a Clendoran brewery when he destroyed the Norulac pirates at the Battle of Taanab on a bet. [SWAJ]

Colu
The large white star circled by Clak'dor VII, home planet of the Bith. [GG4]

Columus
Homeworld of the Columi, Columus is a small world with an extremely low gravity. Columus is a completely flat, muddy planet with no erosional forces and a wide variety of plant life. The Columi, a highly technological and intellectual species, inhabit high cities supported by sturdy pylons. The Columi disdain physical exertion and prefer to remain on Columus, developing their minds and helping to run their society through a participatory democracy. Apparently Columus voluntarily joined the Empire. [GG4]

Commenor
Commenor, in the system of the same name, lies just outside the Core Worlds near Corellia. Its largest moon is Folor, where the Alliance established a starfighter training center. A great deal of shipping traffic passes through the system. Han Solo once joked that he exchanged his sense of chivalry for a ten-carat crysopaz and three bottles of brandy on Commenor. [SWN, XWRS]

Cona

Cona, the homeworld of the triangle-headed Arcona, is a hot, dense world orbiting the blue giant Teke Ro. Due to Cona's lack of axial tilt and temperature-distributing air currents, the climate is effectively the same everywhere on the planet's surface. Cona's atmosphere contains a high concentration of ammonia, and water is often found only in the gastric pods of Cona's plant life. The Arcona, who obtain water by digging out plant pods with their burrowing claws, live in loose communities of family nests and are easily addicted to salt. Many galactic companies have established mining colonies on Cona. The H'nemthe female M'iyyoom Onith was held over on Tatooine after returning from a visit to her sister on Cona. [GG4, TFTC]

Corellia

Corellia, located in the Corellian sector and system, orbits the star Corell with four other habitable planets. The inhabited worlds are called the Five Brothers, and Corellia is often referred to as the Elder Brother. Corellia is an attractive world, with farms and small towns located between rolling hills, fields, and pockets of razor grass. Animal life includes the Corellian sea ray and the Corellian sand panther, a dangerous predator with poisoned claws. Points of interest include the Gold Beaches, the mid-size town of Bela Vistal, and the capital city of Coronet, located on the coast. Unlike many cities, Coronet has many wide open spaces-- small buildings and trading stalls separated by parks and plazas. The center of government in Coronet is the twenty-story Corona House, formerly inhabited by sector Governor-General Micamberlecto. Treasure Ship Row in Coronet, adjacent to Meteor Way and Starline Avenue, was formerly an eclectic bazaar catering to species from every corner of the galaxy. The galactic civil war and the Corellians' increasing isolation, however, caused a sharp decline in the trading industry, and Treasure Ship Row and other areas like it are now deserted. Although all three Corellian species (human, Selonian, and Drall) mingle freely in Coronet, the collapse of the Empire's central authority has led to separatist sentiment and anti-alien factions like the Human League. Beneath the surface of Corellia lies a vast network of tunnels built over thousands of years and home to many Selonians. Archeological excavation has recently begun on a series of underground chambers dating from pre-Republic days. Within this ancient complex is a vast planetary repulsor, once used to move the planet to its current orbit from an unknown location. Corellia was formerly ruled by a royal family, but became a republic three centuries ago after Berethon e Solo introduced democracy to the system. Three years after the Battle of Endor, the main Imperial battle fleets garrisoned key worlds, including Corellia and Kuat, due to their valuable shipyards. Fourteen years after Endor, a riot in the Selonian enclave of Bela Vistal touched off widespread chaos and triggered the takeover of Corellia's government by Thrackan Sal-Solo and the Human League. The Human League was defeated, and Sal-Solo captured, by the intervention of the New Republic and a Bakuran task force. [COPL, AAC, AAS, SAC, TFJP, XWRS]

Corfai

After resupplying on Wistril, the Star Destroyer Chimaera was planning to join the Stormhawk and ambush a New Republic convoy near Corfai. [DFR]

Coriallis

During the New Republic's retreat from Coruscant six years after the Battle of Endor, Taryn Clancy of the Core Courier Service was enlisted to deliver a rendezvous location to one of the New Republic battle fleets. After escaping Coruscant, Clancy changed course at Coriallis before proceeding to her destination. Sergeant Zeck Tambell, an Imperial investigator on the planet Stassia, was a native of Coriallis. [SWAJ]

Corlass

The planet Corlass has a long tradition of piracy, dating back to the earliest days of primitive sailing ships on the planet's seas. Points of interest on the world include Quori City, which was built in a complex maze-like pattern. Tron Nixx, a navigator in Drek Drednar's pirate crew, grew up on Corlass. [SWAJ]

Corsin

Located in the Greater Plooriod Cluster, Corsin was a beautiful world known for its love of life until it was forcibly subjugated by Imperial troops. Alliance historian Voren Na'al witnessed the start of the military occupation while covering the prestigious swoop races on Corsin. [MTS]

Corstris

A forested planet on which Han Solo spent some time as part of his Alliance duties. [TLC]

Corulag

Corulag and its several moons are located in the Bormea sector of the Core Worlds, along the Perlemian Trade Route. A rather unremarkable planet, Corulag is totally devoted to Emperor Palpatine and the principles of his New Order, and is viewed as a "model" world of proper Imperial behavior. Its fifteen billion citizens enjoy the many benefits of a productive and prosperous economy, and the planet is home to several large corporations. Corulag's capital city is Curamelle and its government is run by an elected House of Citizens, which is presided over by Imperial Governor Zafiel Snopps. Curamelle boasts the Corulag Academy, a branch of the Empire-wide military school that is only slightly less prestigious than the famous Raithal Academy. An Imperial Navy base and training facility are located on Corulag's largest moon. Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, was born on Corulag. [SWAJ]

Coruscant

The governmental capital of the galaxy for generations, Coruscant and its two moons orbit far from a small white sun in the Core Worlds. Located in the system of the same name near the Kaikielius and Metellos systems, Coruscant is known as the "Scintillant Planet" in old songs and was renamed Imperial Center during the reign of Emperor Palpatine. Coruscant's coordinates are zero-zero-zero on all standard navigational charts, a clear sign of its long history and galaxy-spanning influence. The planet's entire landmass is covered by an enormous, multileveled city (now called Imperial City) whose foundations have been in place since the beginning of the Old Republic, over a thousand generations ago. The oldest and densest population centers border the equator. Kilometer-high skyscrapers (some extending to the lower fringes of the atmosphere) and numerous spaceports cover Imperial City, and its sky is filled with the lights of arriving and departing air traffic. Kitelike hawk-bats make their homes in the artificial canyons, hunting granite slugs on the lower levels. The complex multileveled surface makes weather in Imperial City particularly difficult to predict. To the south of the city lie the snow-covered Manarai Mountains. The pyramidal Imperial Palace, formerly known as the Presidential Palace, is constructed of gray-green rock and sparkling crystals, and is taller than all other structures on the planet including the neighboring Senate building. The Palace is said to be an impregnable fortress and is decorated with hanging gardens, marble pyramids, and crystal roofs, while some areas were decorated by the Emperor with patterns based on ancient Sith hieroglyphics. The Palace contains the Grand Corridor, which links the Council chamber with the assemblage auditorium, and which has a cross hallway lined with suites (including Leia Organa Solo's office) that leads to the Inner Council meeting room. The Grand Corridor, personally designed by Emperor Palpatine, features a high ceiling and cutglass windows, and is lined with greenish-purple, vibration-sensitive ch'hala trees (revealed to be part of an elaborate surveillance system). Above the Grand Corridor are cafes situated on promenade balconies, where diners can watch the busy foot traffic below. All residential floors in the Palace contain extensive libraries, and the old-fashioned President's Guests floor is done in hand-carved Fijisi wood. The building also contains a set of turbolifts in the rear and several hidden entrances, installed by Palpatine when he took control. Some residential areas are found in the section of the Palace known as the Tower, located on the edge of the building with windows overlooking the city. The personal quarters for the Chief of State are located deep within the Palace's core, and its "windows" are actually holographic screens showing panoramic views taken by outside cameras. The Emperor's throne room is a vast sunken auditorium crowned with a prismatic skylight, and the Emperor also kept a personal observation deck within the Palace's tallest spire. For public celebrations and speeches,

Palpatine would sometimes appear on the Palatial Balcony. The lower floor of the Palace is entirely dedicated to military operations, and contains the offices of admirals Ackbar and Drayson and a blast-shielded war room in its center. Adjacent to the war room is the Crypt, a computer slicing and decoding center. The Palace's command floor contains offices for Sector Ordnance/Supply and Starfighter Command. One wing of the Palace is a medical area, while another has been specially modified to accommodate the water-loving Mon Calamari. The structures in this humid wing are designed to resemble a coral reef, and an enclosed pool containing protoplasmic glurpfish and other sealife circulates around the rooms. Other areas of the vast Palace include treasuries, pavilions, prisons, music rooms, cafes, and summer and winter quarters, and decks jutting out from its sides hold tourism information centers. The Imperial Information Center, an exhaustive storehouse of data, is located beneath the Palace.

Other attractions on Coruscant include the Grand Towers, the Skydome Botanical Gardens, the one-kilometer long Grand Reception Hall, the underground city of Dometown, the Grandis Mon theater, the Holographic Zoo of Extinct Animals, the Galactic Museum (which held ancient Sith artifacts four thousand years ago), the University of Coruscant, the Candreal Gardens Center, the Imperial Security Operations Building, and the Temple of the Circle. Celebrations and festivals included Carnival Week and New Year Fete Week, when Palpatine was known to hold public executions of his enemies. The traditional Imperial Fair, involving parades and exhibits, was held in the Pliada di am Imperium. During the Coruscant's ancient War Day celebration, laser cannons were fired off in ceremonial salute. Monument Plaza is a popular mall built around one of the peaks in the Manarai mountain range, where visitors can actually touch bare rock. For the last three hundred years the clock in the Central Gathering Hall has marked the hour by spreading a light across the sky, and every evening spectacular gray-green and red auroras flash throughout Coruscant's atmosphere. An Imperial interrogation facility was located deep within a shielded, reinforced section of one of Coruscant's many towers.

The lowest, darkest levels of Imperial City were abandoned long ago and are now home to discarded equipment, wrecked starships, mosses and lichens, spider-roaches and armored rats, duracrete worms and shadow-barnacles, wild gangs such as the Lost Ones, and nameless subhumans moving through the shadows. Due to the danger, the lowest forty or fifty levels are typically restricted from normal traffic. Many feral animal species (having escaped from former confinement) inhabit these levels, including the eyeless creatures called "corridor ghouls." A seedy tavern in this area is said to have not seen the sun in 90,000 years. At the age of two, Jacen and Jaina Solo had an encounter with a group of former bureaucrats in Coruscant's lowest levels, who had taken up residence there to escape Palpatine's inevitable anger over a filing error.

The snow-covered polar regions of Coruscant are home to turbo-ski resorts, and are continuously mined by ice-boring machines. Since the planet's inland seas and oceans have long since been drained, the melted ice is delivered by huge pipelines to the densely-populated metropolitan areas. The space surrounding Coruscant is defended by Golan III orbital battle stations and a low-orbit space-dock facility, while a powerful energy shield protects the planet itself. During the reign of the Empire, Coruscant was protected by a sophisticated double layer of energy fields--arriving ships would pass through the outer shield, which would then close behind them before the inner shield could be opened. Many other spaceyards help build starships and gigantic habitation spheres, while kilometers-wide orbiting mirrors focus reflected sunlight onto Coruscant's northern and southern latitudes, raising the temperature slightly to make the cold regions more habitable. Certain raw materials are mined from a belt of asteroids located on the fringes of the Coruscant system.

Coruscant was the capital of the Old Republic for many prosperous generations, and the planet's metropolis was called Republic City. During the Great Droid Revolution on Coruscant millennia ago, Jedi Master Arca learned techniques for disabling machines through the use of the Force. During the Sith War nearly four thousand years ago, a force led by Ulic Qel-Droma, Aleema, and the masked warlord Mandalore made a deadly strike on Coruscant and Qel-Droma succeeded in capturing the Republic war room. But Aleema was anxious to capture power for herself and ordered their armies to retreat, abandoning Qel-Droma to capture, trial, and a certain death sentence. During his trial in the Republic Senate Hall, however, Qel-Droma was rescued by the Sith Lord Exar Kun. During the escape, the Jedi master Vodo Siosk-Baas and Netus, leader of

the Senate, were both killed. After the rise of the Empire, the planet's metropolis was renamed Imperial City and Palpatine took up residence in the Imperial Palace. Among the Emperor's many actions was the placement of Coruscant's alien population into segregated districts. The Emperor's Court was composed of ambitious courtesans vying for power, and back-stabbing concubines each hoping to bear Palpatine's child. Leia Organa attended a reception for the Emperor at the age of eighteen, and Mon Mothma and Bail Organa met at Chatham House (Organa's home in Imperial City) to plan their organized rebellion against the Empire. Alima, an Imperial officer who ordered the brutal subjugation of Ithor, was a native of Coruscant. Just before the Battle of Yavin, the Alliance destroyed an Imperial repair dock near Coruscant in an attempt to set back the Death Star project. Following the Battle of Yavin, Alliance agent Kyle Katarn infiltrated the heavily-guarded Imperial Security Operations building and procured a decryption key needed to decode a stolen nava card. Katarn managed to escape with the key despite the intervention of the bounty hunter Boba Fett. Following the Battle of Hoth, the traitorous Admiral Zaarin attempted a coup d'etat at Coruscant. Zaarin's forces seized Palpatine's personal Star Destroyer, the Majestic, and placed the Emperor aboard a shuttle on its way to Zaarin's Star Destroyer Glory. The Emperor was saved by the timely arrival of loyal Imperial forces including Darth Vader, Vice Admiral Thrawn, and TIE pilot Maarek Stele, but Zaarin managed to escape. After Palpatine's death during the Battle of Endor, control of the Empire was won by Internal Security Director Ysanne Isard, who moved into the Imperial Palace and ruled the gradually-shrinking Empire from Coruscant. Approximately three years after Endor, the planet was captured from the Empire by Alliance forces and named the capital of the New Republic. During the fighting the Imperial Palace was shelled and looted, and many members of the Emperor's Court were killed by Rebel partisans. Five years after Endor, Grand Admiral Thrawn attacked the New Republic on Coruscant and blockaded the planet using a group of cloaked asteroids. Six years after Endor, following the rebirth of the Emperor, vicious Imperial attacks forced the New Republic to evacuate the planet. The victorious Imperial factions (primarily the Emperor's Ruling Circle and the military) then began to fight amongst themselves, devastating much of Imperial City and filling Coruscant's orbit with wrecked starships. Following the downfall of the resurrected Emperor, the New Republic recaptured Coruscant and set to work repairing the extensive damage with the help of 40-story construction droids. Seven years after Endor, Imperial Admiral Daala planned to cripple the planet with a suicide Star Destroyer strike, but was unable to implement her plan. Eight years after Endor, Durga the Hutt managed to infiltrate the Imperial Information Center and retrieve the top-secret Death Star plans. Nineteen years after Endor, the Second Imperium's Shadow Academy moved to Coruscant and attacked arriving supply convoys while hiding behind its cloak. The station was revealed when Jaina Solo overwhelmed the cloaking device with a light beam from one of Coruscant's orbiting mirrors. [HTTE, DFR, TLC, DE, JS, DA, COTF, COPL, AAC, FNU, DLOS, COTJ, AAS, TFTC, YJK, DESB, DS, DF, ISWU, FP, TSW, XWRS, TSC, SWAJ]

Corvis Minor

A planet with a very unremarkable history. Each residential floor library in the Imperial Palace on Coruscant contains a multiscard set entitled The Complete History of Corvis Minor, which actually holds a small hand blaster. [TLC]

Coyne

Located in the Elrood sector near the planet Tro'Har, Coyne is the homeworld of the imposing Coynite alien species. Coynite warriors, standing as tall as 2.8 meters, wear their hair in long braids and carry ceremonial longaxes called coyn'skars. Under the Coynite Cradle Law, males cannot own their own land, marry, or disobey their fathers' wishes until they have become adults. In an extreme display of the Cradle Law, a warrior named Tra'Parr'Sratt fulfilled his insane father's demands by killing his seven brothers, his mother, and finally his father-- an act praised by other Coynites as the highest example of familial honor. Tra'Parr'Sratt now works for the gangster Abdi-Badawzi on Socorro. [SWAJ]

Cranan 12

Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, also owns several properties on Cranan 12. [SWAJ]

Criton's Point

An isolated planet within the Pentastar Alignment, Criton's Point is located far from any major hyperlanes. Its arid, desolate surface is covered with ruins that could date from before the foundation of the Old Republic. Among the many ruins is the mysterious Library of Xer, an ancient storehouse of information that has thus far resisted all attempts at translation. The planet is zealously guarded by the Pentastar Alignment, which restricts all access to a small team of historians and scholars. [SWAJ]

Culroon III

An out-of-the-way planet with an amazing history of violence, Culroon III was largely ignored by the Old Republic. Due to their constant wars the primitive Culroon never developed space travel, but they did trade for technological goods including blasters. When the Empire decided to construct a garrison on Culroon III, the Imperial general in charge of the operation agreed to a ceremonial surrender of the Culroon people by their leader, Kloff. When this ceremony turned out to be an ambush by the Culroon, the Imperial staff was rescued by an AT-AT commanded by then-lieutenant Veers. [SWS, MTS]

Cyborrea

A high-gravity planet that is home to the cyborg battle dogs called neks. The aggressive neks are a result of genetic and cybernetic engineering and are often used for protection by scavenger gangs. [DESB]

Cyimarra

Cyimarra is home to the beautiful Crystal Spires. Both Corellia and Corulag, planning to recreate the Spires as an exhibit during New Year's Fete Week on Coruscant, sent delegations to Cyimarra to help prepare for the display. [SWAJ]

Da Soocha

The watery world of Da Soocha (sometimes called Gla Soocha) is located in the Cyax system. The name means "Walking Planet" in Huttese, which is part of an old Hutt myth about an intelligent, planet-covering ocean near the revered star Cyax. Though the Cyax system was never visited by the Hutts (who considered it a sacred place of myth), Jabba the Hutt had location of Da Soocha secreted away in his computer files. R2-D2 managed to retrieve the information and the system was investigated by Alliance scouts, who coincidentally found a large planet covered by ocean. They named it Da Soocha in honor of the Hutt legend, and established a new Alliance base on the planet's fifth moon during the Emperor's reappearance. Da Soocha has no native intelligent species. During the World Devastator attack on Calamari, the Alliance had plans to evacuate the besieged planet's population to Da Soocha. [DE, DESB]

Da Soocha V

The uncharted fifth moon of Da Soocha, also known as the Pinnacle Moon, was the location of the Alliance's main base following their evacuation of Coruscant six years after the Battle of Endor. A light-gravity world, the Pinnacle Moon was named for the kilometers-high rocky spires that dotted its surface. The pinnacles supported many plant and animal species in their hollow interiors, and the moon's terrain also included mountains and oceans. The intelligent, playful avians called Ixlls made their homes in communal warrens on the flattened tops of the stone pinnacles, and were hunted by winged predators called tumnors. Uninhabited caverns within the huge stone columns were cleared and enlarged by Alliance engineers to hold hangars and operations decks for the New Republic fleet. The reborn Emperor and his flagship were destroyed above this moon, though Palpatine managed to survive by taking another clone body. Later, the

Emperor utterly destroyed the Pinnacle Moon with a nucleonic reaction-setting projectile fired from the Galaxy Gun. [DE, DE2, DESB]

Dagobah

A mysterious, mist-shrouded swamp planet in the Dagobah system and the Sluis sector, Dagobah contains no cities or advanced technology yet teems with a wide variety of life. Some of this world's exotic lifeforms include giant swamp slugs, dragonsnakes, nightbats, carnivorous fungi, bioluminescent spotlight sloths, and butcherbugs, who spin their slicing wirewebs between adjacent gnarltrees. Colorful Jubba birds whistle a highly soothing song, which may be caused by a slight manipulation of the Force. The petrified gnarltree forests can be found throughout the swamp, and the trees have a unique life cycle-- at the appropriate time a knobby white "spider" will break off from its parent tree, roam the swamp hunting and feeding on animals, and eventually take root in a clear spot to grow into a new gnarltree. Other Dagobah plants include flower- fruits, mushrooms that explode if exposed to light, and prismatic vine-flowers that grow above the dense tree canopy, where reptilian flying creatures can also be seen hunting small scurrying rodents. The thick cloud layer surrounding the planet cannot be penetrated by standard sensors. Dagobah was home to the legendary Jedi Master Yoda, who instructed both Obi-Wan Kenobi and Luke Skywalker before his death before the Battle of Endor at the age of 900. During the fall of the Old Republic, an eight-man research team led by Halka Four-Den scouted Dagobah but was lost, presumably killed off by some of the planet's lethal lifeforms. Around twenty-five years before the Battle of Yavin, a Dark Jedi from Bpfassh created trouble throughout his sector before being stopped on Dagobah, presumably by Yoda. A dark cave near Yoda's home could be a vestige of this Dark Jedi's power, and it may have served to hide Yoda's presence during the Emperor's Jedi purge. Luke Skywalker returned to Dagobah five years after Yoda's death and discovered a ship's beckon call, that could have belonged to the Bpfasshi Dark Jedi. Skywalker returned three years later with the Jedi knight Callista, to help Callista regain her lost Force ability. [ESB, ESNB, ESB, HTTE, DS, ISWU, SWAJ]

Dakshee

An Imperially-held planet in the Colonies region, marked by constant unrest towards Imperial rule. Gerald Weizel, Imperial governor of Chandrila, was once the governor of Dakshee, where he resolved the Brella Temior crisis. Weizel discovered that several union heads were ringleaders of the terrorist group Justice Action Network, and ended the situation without bloodshed. [SWAJ]

Dalron Five

A planet devastated by the Empire during the infamous Siege of Dalron Five. Siege warfare techniques developed by Alliance General Jan Dodonna were used by the Empire in this assault. Refugees from the planet were later encountered by Shistavanen Wolfman scout Lak Svivrak living on a rocky moon. [MTS]

Daluuj

A fog-shrouded, watery world lashed by dangerous atmospheric storms and home to a remote Imperial training outpost. After Admiral Ackbar and several other Mon Calamari landed on Daluuj in escape pods, Han Solo and his companions attempted to rescue them. Huge lake worms dragged the Millennium Falcon under water, but it was retrieved when the worms turned their attention to a group of attacking Imperial speeders. [CSW]

Dantooine

An olive, blue, and brown-colored planet with no industrial settlements or advanced technology, Dantooine is far removed from most galactic traffic. Its surface is covered with empty steppes, savannas of lavender grasses, and spiky blba trees. The planet has two moons and abundant animal life, including herds of hairy beasts, simple balloonlike creatures, and mace flies. Primitive nomadic tribes move along the coasts, though their numbers are so few the planet is essentially uninhabited.

Four thousand years ago, the Jedi Master Vodo-Siosk Baas established a training center among Dantooine's ruins, where he instructed Exar Kun and the Cathar warriors Crado and Sylvar.

Millennia later, Dantooine served as the primary base for the Rebel Alliance. Rebel engineers originally built the base from temporary, self-erecting modules, and defended it with stolen weapons and an energy shield stolen from an Imperial correctional facility. As time passed, the Alliance grew more secure, fortifying their base and becoming increasingly careless with security. This ended, however, when Rebel soldiers discovered an Imperial tracking device hidden in a cargo shipment. Though the beacon had not betrayed their location, the Alliance had no way of knowing this. All personnel evacuated the Dantooine base in a single day, leaving behind only the permanent structures and some disabled vehicles. The Alliance fleet then hopped from system to system, until erecting their new headquarters base on Yavin 4. Later, when interrogated by Imperials aboard the Death Star, Leia Organa revealed the Dantooine base's location, knowing it had long since been deserted. Imperial scout ships were immediately dispatched to Dantooine; when they uncovered Leia's ruse, Grand Moff Tarkin ordered the Princess executed. Nine years later, during the New Republic's war against Grand Admiral Thrawn, Admiral Ackbar planned to visit Dantooine following his inspection of the Farrin and Dolomar defenses. Two years after that, fifty colonists from Eol Sha were relocated on the planet, until they were utterly wiped out by a group of Admiral Daala's AT-AT walkers. New Republic commando Gil Crosear, who participated in the infiltration of an Imperial base on Sarahwiee, is a native of Dantooine. [SW, TLC, JS, DA, DLOS, ISWU, SWAJ]

Danuta

The technical plans for the Empire's first Death Star were kept in a secret Imperial base on Danuta before their scheduled transfer to Darth Vader. Alliance agent Kyle Katarn infiltrated the facility and stole the plans, which were later beamed to Princess Leia's corvette near Toprawa. [DF, SWR]

Dargul

Dargul is the sister world of the blob-racing planet Umgul. It is the location of Palace Dargul, residence of the Duchess Mistal. When the Duchess reached the age of marriage and advertised for a consort, a candidate named Dack altered the Palace's computer to name him as the winning suitor. When he could no longer stand the Duchess' company, he fled to Umgul and was captured by Lando Calrissian. Calrissian was given a million-credit reward from the Duchess for the return of her consort. [JS]

Darkon III

The smuggler Dannen Lifehold stopped on Darkon III before continuing his mission to Dohu VII. [SWAJ]

Dar'Or

Dar'Or, located in the Dar'Or system and the seldom-visited Jospro sector, is recorded in Imperial charts as OM973. The planet, a low-gravity, forested world, orbits an orange sun and is home to the intelligent flying mammals called Ri'Dar. The Ri'Dar inhabit the middle levels of the dense network of 200-meter tall waza trees that cover Dar'Or, along with the sloth-like sabertoothed indola. Predators of the Ri'Dar include the indola and the avian elix, which was recently introduced to the planet by planetary ecologists to save it from extinction on a supernova-threatened world. The elix came from a high-gravity world, however, and the relatively low gravity of Dar'Or has caused elix populations to thrive at the expense of other species. The Ri'Dar have organized their primitive society into warrens (all families on a single waza tree) and cities (all warrens in a particular section of forest). Due to the endangered elix Dar'Or has been declared an Imperial Species Preservation Zone, but some smugglers have bypassed the travel restrictions and taken elix meat (and the occasional Ri'Dar) from its surface. [GG4]

Datar

A group of Rebels was entirely eliminated on Datar, despite Darth Vader's insistence on acquiring prisoners for interrogation. [TFTC]

Dathomir

Located in the Quelli sector, Dathomir is a low-gravity world with three continents, a wide ocean, and four small moons. The planet is covered with a wide variety of terrain including mountains, deserts, purple savannas, and forests with eighty-meter trees and vines bearing hwotha berries. Indigenous life on Dathomir includes flying reptiles, piglike rodents, long Whuffa worms, burra fish, and the feared rancors. Semi-intelligent, two-legged reptiles live in the desert and call themselves the Blue Desert People.

Humans came to Dathomir hundreds of years ago when a group of illegal arms manufacturers were exiled to the planet by the Jedi Knights. Several generations later, a rogue Jedi named Allya was also exiled to Dathomir. Allya began to teach the Force to the planet's inhabitants and to her descendants, who also learned to tame the wild rancors. Some time later, nearly four hundred years ago, the two-kilometer Jedi spaceborne academy Chu'unthor crashed in a Dathomir tar pit. (The Jedi master Djinn Altis was known to travel in a ship also called the Chu'unthor, but based on available dating information it is unlikely that it was the same ship.) Yoda and the other Jedi sent to recover the crashed Chu'unthor were repulsed by the witches-- those female inhabitants who had learned to use the Force. Different clans of these witches (such as Singing Mountain, Frenzied River, and Misty Falls) were formed, including a group following the Dark Side calling itself the Nightsisters. Life among the clans followed a pattern of female dominance, where males were largely treated as property and not allowed to act in important decisions. Around one hundred years ago, the Nightsister Charal managed to escape from Dathomir and fell in with a group of alien marauders, who then crashed on the forest moon of Endor. Imperial forces later constructed orbital shipyards and a penal colony on the surface. Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the Eye of Palpatine were reassigned to punitive duty at Dathomir. After the Emperor learned the power of the Nightsister leader Gethzerion, he ordered all the prison's ships destroyed from orbit to prevent her from leaving the planet. The stranded Imperials at the prison were then enslaved by Gethzerion and the other Nightsisters. Four years after the Battle of Endor, Han Solo won the planet Dathomir in a high-stakes sabacc game from Warlord Omogg, who claimed it had been in her family for generations. Han's subsequent adventures on the planet resulted in the destruction of both the Nightsisters and of Warlord Zsinj's forces. Nineteen years after Endor, a new order of Nightsisters based in the Great Canyon emerged on Dathomir. This clan, allied with the Empire and founded by Luke Skywalker's former student Brakiss, treated their males as equals and sent their best Force students to be trained on the Empire's Shadow Academy. [COPL, COTJ, YJK, DS, ISWU]

Davnar

The homeworld of the famed winged predator known as the kalidor. The Kalidor Crescent, the highest award that can be bestowed upon Alliance pilots, is named in honor of this creature. [FP]

Davnar II

Davnar II is home to a bipedal, scaly, long-snouted alien species. One of Ploovo Two-For-One's henchmen was a native of Davnar II. [HSSE]

Delari Prime

Located in the Delari system of the Corva sector of the Outer Rim, Delari Prime is the first planet orbiting its binary star. Millennia ago, the world was teeming with life, until a wayward asteroid knocked its orbit closer to the heat of the twin suns. Catastrophic climate changes caused the planet's seas to burn up, and massive erosion formed kilometer-deep chasms that now crisscross the orange-rust surface. The world has a mere 10-hour rotation cycle, is buffeted by intense windstorms, and can only support vegetation at its poles. The Empire set up a hidden communications base on Delari Prime, but abandoned it after the Battle of Endor. [SWAJ]

Delassin Six

After leaving his homeworld, the young Vodran Xenon Nnaksta worked as a longshoreman on Delassin Six, tending to the primitive sailing ships plying the Diniz and Zehr seas. Nnaksta later became an operator of the Greel Wood Logging Corporation in the Pii system. [SWAJ]

Delaya

A sister world of the planet Alderaan, Delaya is located in the Alderaan system. The low-grade, blue quella gem was found only on Alderaan and Delaya; since Alderaan's destruction, Delaya is the only source. Alliance general Carlist Rieekan was inspecting a satellite transmission station in orbit around Delaya when the Death Star appeared in the system and subsequently destroyed Alderaan. [MTS, SWAJ]

Delderaan

The gas giant Yavin has been compared to a ball of multicolored yarn woven by the primitive northern tribes of ancient Delderaan. [GG2]

Dellalt

Dellalt, located in the system of the same name in the Outer Rim, orbits a blue-white star in the remote Tion Hegemony. A watery world with two moons and a higher gravity and shorter day and year than standard, Dellalt held a strategic location in pre-Republic days, but it is now a poor, fringe planet isolated even from the rest of the Tion. Thousands of years ago, the ancient tyrant Xim the Despot built an opulent city and immense treasure vaults on Dellalt. These vaults and the planet's single city are located near a cold lake on the southernmost of Dellalt's three continents. This city was once an impressive metropolis designed by Xim's engineers but it has since fallen into poverty and ruin. The outermost of the apparently empty vaults house the Dellaltian Bank and Currency Exchange (the local currency unit is the driit) and the Landmark Preservation Office, while the actual treasure vaults lie below these empty decoys. The vaults are studded with anti-weapon defenses and hold a now-worthless cache of kiirium and mytag crystals. The intelligent sauropteroids of Dellalt, the Swimming People, run a ferry business at the lakeside docks, towing passengers across on rafts.

Deep within the mountains is a colony of a hundred people calling themselves the Survivors--apparently stranded on Dellalt in pre-Republic times, their culture survived for tens of thousands of years in isolation. The Survivors still hope to be rescued, and their religion involves watching over Xim's remaining war robots and making human sacrifices to increase the strength of their rescue beacon. All Survivors are hypno- imprinted at childhood, and Survivor infiltrators can be found working in Dellalt's main city. Dellalt's flora includes dendroid vines and soft blue moss, while its fauna includes dog-like animals with prehensile tails, eight legged dray beasts, and lake crustaceans. During one of Han Solo's early adventures, Xim's robots were activated by the Survivors and wiped out a contract-labor mining camp before their destruction. Two years later, three of Xim's war droids were featured in a New Year Fete Week parade on Coruscant as part of the Tion Hegemony's display. Just prior to the Battle of Yavin, the Imperials were using Dellalt as a staging point for supplies and equipment. [HSL, FP, SWAJ]

Delle II

Hemmel crops are grown on Delle II. [SWAJ]

Delrian

A prison planet used for the incarceration of dangerous criminals. The infamous Dr. Evazan was held on Delrian until he escaped to the Hindasar system. [MTS]

Denab

The Imperial Fourth Attack Squadron was soundly defeated by the Alliance at the Battle of Denab. The Squadron was primarily composed of Victory-class Star Destroyers, and it is their relatively slow sublight speed that is regarded as the key reason for their defeat. [SWS]

Denarii Nova

A rare double star located on the fringes of the unmapped heart of the galaxy. The smaller star in the pair periodically fed on plumes of flaming gas drawn from its larger partner. This star system was destroyed 5000 years ago by the Sith magician Naga Sadow in order to escape from a group of pursuing Republic gunships. Nineteen years after the Battle of Endor, the Second Imperium's Shadow Academy moved to a hiding place near the Denarii Nova after escaping from the Coruscant system. [DLOS, YJK]

Deneba

A red planet in the system of the same name, Deneba was the site of a meeting of thousands of Jedi knights and masters within Mount Meru 4000 years ago. The land surrounding the cavernous Mount Meru and the nearby Meru Spaceport is covered with tall, flowing grasses. During this meeting, the Jedi (who had taken on the responsibilities of guarding the Core systems) discussed the problem of the Krath takeover of the Tetan system and the failed Jedi/Republic mission to save Koros Major. Ulic Qel-Droma announced his intentions to join the Krath in order to learn their secrets. A subsequent war droid attack, planned by the Krath, resulted in the death of Jedi Master Arca. Millennia later, the smuggler Lo Khan stopped in the Deneba system to refuel while making the Gamor Run. When he was saved from an Imperial attack by the Yaka Luwingo, Khan hired the alien as his bodyguard. [DE, DLOS, DESB]

Denlathia

A planet captured by the New Republic approximately four years after the Battle of Endor. The Victory Star Destroyer Tempest managed to escape Denlathia carrying components for an anti-orbital ion cannon, which were brought to the city of Zila on Garos IV. [SWAJ]

Dennaskar

The location of a secret Santhe/Sienar Technologies laboratory. Santhe/Sienar was rumored to have developed a prototype cloaking device at this facility. [SWAJ]

Dentaal

A planet in the Mid-Rim. Dentaal was formerly ruled by Imperial Governor Taliff, who disbanded the Dentaalian House when he came to power. The House members, meeting in secret, declared nine months later that their planet would no longer recognize Imperial rule. Members of the Dentaal Independence Party (DIP) forcibly ousted Taliff and disarmed the planet's Imperial garrisons, while DIP leader Hanc Rellow announced Dentaal's status as a free world. In retaliation, Imperial storm commandos under the command of Crix Madine came to Dentaal and planted the seeds of the Candorian plague-- a deadly virus for which there is no cure. Madine was torn with guilt over his role and, during wilderness training exercises with his commandos, disappeared into a series of caves. Believed killed, he made his way back to a temporary Imperial base, stole a shuttle, and eventually defected to the Alliance. The Candorian plague finally broke out in Calif City and spread over the entire Kindelian continent, killing over 10 billion people and eventually wiping out every single inhabitant of the planet. The Empire erected a blockade of the entire system, and blamed the outbreak on the accidental release of a biowar virus designed by the Rebels. [DS, SWAJ]

Derra IV

An Alliance transport convoy tried to bring badly-needed supplies from Derra IV to the new Rebel base on Hoth. The convoy and its fighter escort, including Commander Narra, were completely destroyed by TIE fighters soon after they left the planet. General Evir Derricote, later the commander of the Imperial base on Borleias, was at Derra IV and helped destroy the Rebel convoy. [ESBR, XWRS]

Despayre

Despayre, a prison planet located in the Horuz system in the distant Outer Rim, was the construction site for the first Death Star. The almost unknown status of the world helped

guarantee the security of the orbital construction yards assembled to build the battle station. Despayre was green jungle planet broken by rivers and shallow seas, and home to countless predators including carnivorous crustaceans, poisonous flora, and deadly insects. The planet's penal colony was the only outpost in the system, and many prisoners were used to help construct the Death Star. When the battle station was completed, it tested its superlaser on Despayre and utterly destroyed the planet. [MTS, DSTC, DS]

Devaron

Devaron, homeworld of the horned Devaronians (or Devish), is a temperate, sparsely-populated world covered by low mountain ranges, deep valleys, shallow lakes, and thousands of navigable rivers. The planet has little political importance but is located near the influential Core Worlds. Devaronian females live in the mountains and raise their families in Devaron's villages and industrial centers. The females control the planet's democratic government and all aspects of production and manufacturing. Devaronian males, however, prefer to aimlessly wander, and either spend their lives exploring Devaron's rivers or leave the planet altogether. Male Devish have much sharper teeth than females, and about 2% of males are born with two sets of teeth--one for shredding flesh and one for grinding other foods. Devaron produces enough goods to support its inhabitants but does not have any useful exports. During an outbreak of Rebellion on Devaron, the Devaronian Army was placed under Imperial command. Captain Kardue'sai'Malloc (later known as Labria) oversaw the shelling of the ancient city of Montellian Serat and the massacre of 700 Rebel prisoners that followed. [GG4, TFTC]

Deyer

Located in the Anoat system, Deyer is a colony world composed of floating raft cities, terraformed lakes, and abundant fish and crustacean life. The colonists on Deyer had created a peaceful, democratic political system until they spoke out against the destruction of Alderaan, paving the way for a brutal military takeover of Deyer by Imperial troops. Kyp Durrone and his family were originally from Deyer. [JS, DA]

Deysum III

Located within the Trax sector along the Trax Tube trade route. Deysum III is the headquarters for Vo Lantes, the owner of a used-droid chain and a secret Alliance operative. [SWAJ]

Dilonexa XXIII

Located in the Dilonexa system, Dilonexa XXIII orbits a giant blue-white star along with 39 other planets. Dilonexa XXIII is the only world capable of supporting life, as the inner 22 are far too hot and the outer 17 too cold. The planet is nearly 25,000 kilometers in diameter, but its lack of heavy metals gives it a tolerable gravity. Dilonexa XXIII is entirely given over to agriculture. Its farms stretch across the entire surface of the planet, providing foodstuffs, plastics, fuels, and grain for the herds of native bovine. Weather-controlling satellites in orbit help keep the city-sized tornadoes in check with energy weaponry. All heavy metals must be imported to the planet, and the Dinonexican colonists (wealthy, successful farmers) have developed an allergic reaction to foods containing too many trace metals. Lando Calrissian made a run to Dilonexa XXIII, trying to unload a useless (on Dilonexa) cargo of fishing poles, leather hides, and wintemberry jelly. [LCFW]

Dimok

One of the two primary worlds of the Sepan system, with the planet Ripoblus. The long war between Dimok and Ripoblus was forcibly ended by the intervention of Imperial forces after the Battle of Hoth, though the two worlds briefly (and unsuccessfully) tried to unite against the Empire as their common foe. [TSC]

Dles IV

The Trandoshan criminal Nakaron, after killing an undercover Alliance agent, was captured and scheduled to be incarcerated in the Republic detention facility on Dles IV. Nakaron, however, hijacked the shuttle and took its crew hostage. [SWAJ]

Dohu VII

The seventh of eight planets in the Dohu system. The three-armed, living-rock aliens called Silika can be found on the planet. The smuggler Dannen Lifehold traveled to Dohu VII to pick up a shipment in the city of Skagras, where he first met his Tinnell companion Purr. [SWAJ]

Doldur

Doldur, located in the sector and system of the same name, is an Imperially-controlled world and site of the Doldur Spaceport. The planet is also the personal territory of Imperial Moff Eisen Kerieth. Kerieth, who had been sponsoring research into anti-blaster energy shields on Doldur, tried to steal the prototype shield developed by I'att Armament on Druckenwell so he could claim it as his own. [SWAJ]

Dom-Bradden

Located in the Outer Rim, Dom-Bradden (sometimes called Bradden) is the homeworld of the alien species known as Affytechans. Affytechans, a sentient form of plant life, have high, musical voices and bodies composed of thousands of colorful petals, tendrils, and stalks. While they appear quite beautiful, the Affytechans stink of ammonia and musk. The Imperial battlemoon Eye of Palpatine stopped at Dom-Bradden to pick up a contingent of stormtroopers, but brought in a group of Affytechans instead. [COTJ]

Dosha

The homeworld of the warlike, reptilian Trandoshan species. Trandoshan society is run by a strict class system, and points of interest on the planet include the Lorfpan deserts. Lanish Ran, an undercover Alliance agent, once posed as an Imperial technician in a repair facility located on Banir Avenue in the Doshan city of Forak. The bounty hunter Bossk is one infamous Trandoshan. [ESB, SWAJ]

Douglas III

The home of the animal known as the jackelope. A taxidermized specimen is displayed in the Poly Pyramid tavern on Rafa IV. [LCMH]

Dra III

A high-gravity world known for its dangerous native lifeforms and its sport hunting. The inhabitants of Dra III tend to be heavier and stronger due to the planet's higher gravity. The famous hunting beasts of Dra III include the vicious six-legged nashtahs (also called Dravian Hounds) that inhabit the planet's mountains. Nashtahs, the only animals from the planet to have yet been domesticated, are also the planet's most thoroughly studied animal, since the first contact team to escape from Dra III alive managed to kill several of the beasts and return with their bodies. The powerful (though somewhat outdated) Kell Mark II blaster is one planetary export. [HSR, HSSL, CSSB]

Drall

One of the five inhabited worlds in the Corellian system, Drall is a pleasant, temperate planet with a lighter gravity than standard. During the summer, temperatures can reach levels high enough to cause portions of the landlocked Boiling Sea to actually boil, until it is cooled by winter precipitation. The planet is the homeworld of the short, furred aliens also known as Drall. The tidy, sensible Drall formerly hibernated during Drall's winter season, though most have abandoned the practice today. The species is known for its cautious nature, its honesty, and its meticulous skill at record-keeping. The planetary unit of currency is the Drallish crown. Other life on the planet includes the nannarium flower and many varied species of Drallish aviars. A vast, subterranean planetary repulsor is located near Drall's equator-- presumably used in ancient times to move the

planet into its current orbit from an unknown location. One of the workers in the contract-labor mining camp on Dellalt was a Drall.

During his tenure with the Corellian Security Force, Rogue Squadron pilot Corran Horn planted a false report implying that he had murdered six smugglers on Drall. The report was created so Horn and his supervisor could stage a public falling-out and remove suspicions of their working together to flee the Empire, but an Imperial death warrant was issued on Horn for the imaginary crime. During the starbaster crisis fourteen years after the Battle of Endor, Chewbacca took the Solo children and their tutor Ebrihim to Drall to stay with Ebrihim's aunt, the Duchess Marcha of Mastigophorous. The group discovered Drall's planetary repulsor, and Anakin Solo instinctively made it operational. A shot from the repulsor, fired by Anakin Solo, disabled Centerpoint Station and saved the star Bovo Yagen from destruction at the last possible instant. After the crisis, Leia Organa Solo was planning to appoint Duchess Marcha as the new Governor General of the Corellian sector. [AAC, AAS, SAC, HSL, XWRS]

Dreena

An uninhabited world in the Hapes cluster. Prince Isolder spent time on Dreena as a child, playing in the pure oceans of the planet. [COPL]

Droecil

The location of a small Rebel Alliance cell. The region of space called Keller's Void serves as a shortcut between Droecil and the Calus system. [SWAJ]

Druckenwell

Located in the Mid-Rim, Druckenwell is an industrialized, overpopulated urban world run by corporate guilds. Druckenwell's crowded cities are divided by wide oceans, and almost all of the planet's available land has been developed. Therefore, great care has recently been taken to reduce the risk of pollution and to protect the planet's few remaining resources. Druckenwell's 9.3 billion people are mostly workers for the planet's massive corporations who live in its congested metropolises. The strictly planned cities have specific zones for different worker classes-- blue-collar districts, business offices, industrial areas, and a few pleasant parks and gardens for the corporate elite. Druckenwell's strict population laws specify that no couples may marry until they can prove their fiscal independence.

The city of Il Avali includes Happy's Landing tavern and the l'att Armament complex, where a personal shielding device to protect stormtrooper armor from blaster fire was developed. When Imperial Moff Eisen Kerieth tried to claim the energy shield as his own invention just prior to the Battle of Yavin, Tinian l'att (young heiress of the l'att Corporation) escaped with the shielding device components and fled Druckenwell with the help of Twilit Hearth's musical band. Tinian's lover Daye Azur-Jamin managed to destroy the l'att Armament complex and its Imperial invaders, but was almost killed in the effort. Druckenwell is also home to the corporate offices for SGI Systems Inc., a major producer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized SGI Systems along with several other droid corporations, giving them control of the Mid-Rim droid market. [SWAJ]

Drudonna

One of the two largest moons orbiting the planet Bespin. Drudonna and its larger sister moon H'gaard are known together as The Twins. The moon is only two and a half kilometers in diameter. Both are unremarkable ice satellites, and appear as large green spheres in Bespin's night sky. Shirmar Base, a staging area and processing center for Ugnaught expeditions into Velsor's Ring, is located on Drudonna. [GG2]

Durgeon

The notorious bounty hunter Beylyssa single-handedly wiped out the Alliance cell on Durgeon, after tracking the group for months. [SWAJ]

Duroon

Duroon, a grey-skied world in the Corporate Sector, is the site of a major Authority installation that uses slave labor. Duroon has three moons, and its surface is dotted with lush jungles located between volcanic vents and fissures. Animal life in the jungles includes an unusual, harmless ball-like creature. The ball creatures, also called "bouncebeasts," have become popular pets on many worlds. Han Solo participated in a gun-running operation to the alien slaves on Duroon. [HSSE, CSSB]

Duros

A terrestrial planet in the Duro system, Duros (sometimes referred to as Duro) is the homeworld of the alien species also known as Duros. The Duros have been traveling space for thousands of years, and the Duro system is filled with vast, orbiting cities and many smaller depots and shipyards. The system is governed by a group of starship corporations, and political decisions are made by their stockholders. The planet Duros is primarily uninhabited, and is covered with automated farms that help feed the inhabitants of the space cities. Animal life on the planet once included a now-extinct cannibal arachnid. Han Solo's ancestor Korol Solo, a pretender to the throne of Corellia, married and fathered a son on Duros. The planet Pii 3, in the Pii system, was once home to seventh Duro Relocation Colony, which was abandoned when its Duros settlers became restless and returned to the stars. [TLC, COPL, GG4, DA, SWAJ]

Dxun

Dxun, also called the "Demon Moon," is one of four moons orbiting the planet Onderon. Its thick jungles are home to numerous bloodthirsty monsters and, due to Dxun's erratic orbit, many of the creatures are able to migrate to the surface of Onderon during an annual period in which the two worlds' atmospheres intersect. Four thousand years ago, after the evil Queen Amanda of Iziz was defeated by the Jedi, the inhabitants of Onderon built a Mandalorian iron tomb on Dxun to house the remains of their Queen and of the Dark Jedi Freedon Nadd. The fallen Jedi Exar Kun later visited the tomb, where the spirit of Nadd helped him discover some hidden Sith scrolls. Later, at the end of the Sith War, the warrior clans of Mandalore fled to Dxun after failing in their attempt to capture Onderon. Their leader was killed by a pair of the Dxun beasts, and a new warrior assumed the mantle of Mandalore. [TOTJ, FNU, DLOS, TSW]

Echnos

Echnos (also called Tinn VI-D) is one of six moons orbiting the gas giant Tinn VI, located in the Tinn system at the border to the Outer Rim. The barren, rocky moon's atmosphere is not breathable for any length of time, and during half of its year Echnos passes through Tinn VI's dangerous magnetic field-- most lifeforms cannot survive the field unprotected for more than twenty minutes. The field can also violently force ships from hyperspace, leaving them stranded in the Tinn system unless they can make repairs on Echnos. Echnos' inhabitants live in an enormous city-dome, forty kilometers in diameter and nearly 2000 stories high. The city's giant dome, made of blue transparisteel, shields the inhabitants from the gas giant's magnetic field and seals in a breathable atmosphere. Ships enter through eight airlock entry ports on top of the dome, and land on pads built on the peaks of the tallest buildings. The overpopulated city was built level upon level, and Level 75 is the last one open to the dome's blue "sky." The crowded, high-technology metropolis is a haven for smugglers and mercenaries, and has no form of organized government. People often come to Echnos to obtain high technology from the city's thriving black market. Attractions within the domed city include its many casinos and the weekly BlastBoat 2000 demolition derby, held in the Echnos Exhibition Dome. Echnos was first settled during the Old Republic. When scouts had their ships burned out by Tinn VI's magnetic field, the stranded crews had no choice but to colonize the nearby moon. More ships were trapped over the years from hyperspace routes near the system, but Echnos' original colonists could now make the necessary repairs. Echnos recorded almost 10,000 visits during the colony's first fifteen years, and eventually became a standard refueling and repair stop for those heading to the Outer Rim. While the moon has lost some of its importance over the years, it is still the only place in the system where any ships damaged by Tinn VI's magnetic field can make

repairs. The compound called Polydex-9, sold in Echnos markets at a high price, is the only substance that repair the stripped magnetic bottle on these ships. [SWAJ]

Ediorung

Animal life on Ediorung includes the icefish. Porcellus, chef to Jabba the Hutt, once considered serving a meal of poached Ediorung icefish on a bed of Ramorean capanata. [TFJP]

Edonaaris

The pleasure ship Malka'an Eternal, abandoned after a mishap, crashed on the rainy, muddy world of Edonaaris. The ship's droid SCr-114 managed to survive the crash and killed the members of a salvage team inspecting the wreck. Stealing their transport, the droid later became a notorious Outer Rim smuggler. [SWAJ]

Ekibo

One of the Trianii colony worlds within the disputed border of the Corporate Sector. The Trianii Rangers Atuarre and Keeheen stopped a herdbeast rustling ring on Ekibo. [CSSB]

Eldrood

Located in the Colonies Region, Eldrood contains the city of Eldrooden, where planetary security forces caught JAN terrorist leader Earnst Kamiel sometime after the Battle of Yavin. [SWAJ]

Elom

Galactic News Network reporter Kella Rand's first offworld assignment was covering a mining revolt on the cold world of Elom. Five years after the Battle of Endor, a New Republic task force crewed by Elomin were completely wiped out by Grand Admiral Thrawn near the Obroa-skai system, since Thrawn understood the Elomin's psychological inability to defend against a Marg Sabl closure maneuver. [HTTE, SWAJ]

Elrood

Elrood, located in the sector of the same name, is the site of a commercial colony that contains prefabricated room units from the factories of Sullust. The Dark Jedi Durrei, who joined with a Imperial faction in the Corva sector after the Battle of Endor, was a native of Elrood. [COTJ, SWAJ]

Endor

Located in the Moddell sector and the remote Endor system, Endor is a silvery gas giant orbited by nine moons. Its largest moon is the size of a small planet, and is variously known as the Forest Moon, the Sanctuary Moon, or often simply as Endor. The Endor system is very difficult to reach, since the uncharted territory and massive gravitational shadow of the gas giant require several complicated hyperspace jumps. Therefore, over the years many star travelers have crashed and become stranded on the habitable Forest Moon of Endor. Endor is a temperate moon of forests, savannas, and mountains, with a relatively light gravity. The world's low axial tilt and the regular orbit of its gas giant primary helps ensure a comfortable climate suitable for its many native lifeforms, including the Endorian pony, the Endoran vethiraptor, boar-wolves, glowing sprites called Wisties, fast mischievous teeks, winged condor dragons, gunlabirds, predatory Yootaks, and stump-dwelling tempters that lure prey with their camouflaged, articulated tongues. The most common sentient species on Endor are the primitive, furry Ewoks, who make their communal dwellings high in the trees. Called "lifetrees" by the Ewoks, the trees can reach heights of 1000 meters and are considered the spiritual guardians of the Ewok species. Music plays an important role in Ewok culture, which is made up of a rigid clan system. Ewoks are skilled engineers (among their inventions are gliders and catapults), and each tribe has a shaman who interprets mystical signs. A natural enemy of the Ewoks are the 30-meter high humanoid creatures called

Gorax, who search the trees for Ewok dwellings low enough to grab. Gorax inhabit the rocky highlands of the barren Desert of Salma, which lies beyond the Yawari Cliffs north of the dense forest. The Desert is also marked by acid pools and dry lakes, and large rearing spiders are known to live in the bottoms of the Gorax caves. West of the forest are vast grassland plains known as the Dragon's Pelt, which are dotted with jutting lava rocks. In the distance lies a range of snow-capped mountains called the Dragon's Spine. Stilt-legged yuzzums inhabit the savanna, hunting small rodents called ruggers. A colony of off-planet alien marauders have built a stone castle on the Dragon's Pelt, and use the two-legged, slow-witted blurrigs as beasts of burden for their raids into the forest to attack Ewok villages.

Almost a century ago, the humanoid marauders crash-landed on Endor with the Dathomirian Nightsister Charal. Following the orders of their leader Terak, the long-lived aliens built a castle and searched for a power source to repair their disabled starship. Much later, a starship belonging to the Towani family crashed on the forest moon. A giant Gorax captured both parents and imprisoned them in his mountain fortress in the Desert of Salma. Mace and Cindel (the Towani children) managed to rescue their parents from the Gorax with the help of Wicket the Ewok and the other members of his tribe. Later, the marauders, led by Terak and Charal, killed the entire Towani family except for Cindel. With the help of the Ewoks and the stranded human Noa, the marauders were eventually defeated and Cindel and Noa were able to leave the forest moon. Soon after, the Empire selected Endor as the construction site for the second Death Star, and established an Imperial base on the surface to generate a protective shield for the orbiting battle station. A Rebel strike force, including Han Solo and Leia Organa, was able to destroy the shield generator with the help of Wicket's Ewok tribe. The Death Star and much of the Imperial fleet were subsequently destroyed in what is now known as the Battle of Endor. A cloud of Darkside energy (a residual effect of the Emperor's first death) is now located in Endor's orbit at the site of this destruction. Throm Loro, a leader of the resistance on Cilpar, helped liberate an Imperial base on Endor, where he saved the life of a Wookiee prisoner. [ROTJ, ROJN, DFR, JS, DA, SWS, COTJ, XW, DESB, ETVM, ISWU]

Engira

An Imperial replenishment convoy was ambushed outside Engira, resulting in the loss of three freighters and their cargoes of food and ammunition worth over 18 million credits. [SWS]

Ennth

The colony located on Ennth was devastated by a natural disaster in the years following the Battle of Endor. Zekk, later a friend of Jacen and Jaina Solo, was orphaned in the disaster and escaped Ennth on a supply ship. [YJK]

Entralla

Entralla, located in the system of the same name, lies within the Velcar Free Commerce Zone in the Pentastar Alignment. The planet is a world of shining spaceports whose large, single moon can often be seen in its bright blue sky. Entralla has a proud and ancient history-- many prominent religious sects had their origin on Entralla, and the planet is home to several important monasteries. Within Entralla's Nexus City starport is the famous historic district and a seedy industrial zone known as the Overhang, where very little sunlight can penetrate the dense buildings. Entrallans have a deep respect for their long history of rich legends, and their pale moon features prominently in their mythology. During the traditional Lunar Night festival (on the night when Entralla's moon passes closest to the planet) the famous Parade of Ghosts is staged in Nexus City's historic district. Many tourists come to see the spectacle, which commemorates the deeds of mythical Entrallan warriors. Entralla is also home to the Guild of Interstellar Merchants, a large organization of commercial spacers who operate within the Pentastar Alignment. The Guild sets schedules and fees between its members and Guild-sponsored worlds. After the Emperor's death at Endor, the inhabitants of Entralla staged a civil uprising, intending to leave the Empire and join the Alliance. The newly-formed Pentastar Alignment, however, immediately placed the Entrallan Senate under house arrest and installed a puppet regime. New Republic Colonel Andrephan Stormcaller tried to persuade the Republic navy liberate Entralla, his home planet. When the Republic declined to help, Stormcaller resigned his military position and

formed the Red Moons, an elite mercenary group that often fights the Pentastar Alignment. The pirate Roark Slader was once a commander in the Entrallan militia. [SWAJ]

Eol Sha

Eol Sha, a volcanic world, is circled by a large double moon which is in decaying orbit and will likely collide with the planet in another hundred years. The surface of the planet is covered with scalding geysers and bubbling lava fissures, which were known to hold a dangerous lava fireworm.

A mining operation was established on Eol Sha 100 years ago to extract valuable gasses from the nearby Cauldron Nebula, but when the operation failed the colonists were forgotten. The colonists lived on the planet for generations, surviving on crustacean bugdillos and edible lichens, until relocated to Dantooine by the New Republic. Gantoris, one of Luke Skywalker's Jedi Academy students, was from Eol Sha. The planet was possibly destroyed when all the suns in the adjacent Cauldron Nebula went nova. [JS]

Er'Dox Kaan

A red giant star orbited by Laboi II, home of the Laboi. [GG4]

Eriadu

Eriadu, a polluted factory planet in the Seswenna sector, is a trading and governmental hub in the Outer Rim. Eriadu was the capitol world of Grand Moff Tarkin's territory, established as Tarkin's base of operations when he was placed in charge of the Outer Rim Territories. Tarkin ruled from the Governor's Palace on the planet's surface. During a trip from Eriadu to the newly-completed Death Star at Despayre, Tarkin's shuttle was attacked by a strike force of Alliance Y-wing starfighters. Although the Grand Moff was rescued by the timely arrival of a Star Destroyer, the Rebels managed to rescue Tarkin's Mon Calamari servant Ackbar. The Imperial tech Deppo, who served on the Emperor's World Devastators, was raised on Eriadu. When the head of House Elegin departed to attend a meeting with Roganda Ismaren on Belsavis, he left his family on Eriadu. One of the planet's exports is shellwork jewelry. [COTJ, DESB, DSTC, DS]

Esseles

The planet Esseles is located in the Darpa sector of the Core Worlds along the Perlemian Trade Route. For years, Esseles dominated all the other planets within the Darpa sector, but the planet lost territory during the pre-Clone Wars era, and still more with the rise of the Empire. Esseles is a warm world covered with young mountain ranges, and its 24 billion inhabitants live in the few scattered valleys and plains. The Esselians are loyal to their homeworld, and prefer to meet their own needs before those of the Empire; an active New Order party has been trying to force Esseles more fully into the Imperial mold. Calamar, the planet's capital city, is viewed as a center of high culture with its many parks and museums. New Calamar is located on the planet's southern continent (which is often called Calamar) and is home to Terril Naval Base. Other cities include Alabar. Esseles' government is composed of the elected representatives of the Hall and President Cambira Ralle, who are all overseen by Imperial Governor Griff Takel. President Ralle, a hero who led Esseles through the Clone Wars, is a member of the Forad political party. After the Battle of Yavin, Ralle was challenged by both the rival Cardean party and the pro-Empire Esselian New Order (ENO) party, the leader of which asked Ralle to step down voluntarily in favor of the ENO candidate. The planet is a center for high-tech research and development, including hypernautics and advanced hyperdrive engines. Prior to the Battle of Yavin, Esseles' economy was hurt by Lord Tion's blockade of the nearby world Ralltiir. This severely harmed Esseles' alien population, who largely work in the transportation industry. The controversial jatz musician Fitz Roi created a stir when he appeared on stage dressed as a Jedi Knight during a concert in Calamar, and Roi later declared his intentions to live on Esseles full-time. Doctor Pippa Rosheed taught at Sperinad University on Esseles between her stints with Fernandin Scouting Expedition. [SWAJ, GG2]

Etti IV

Located in the Etti system, Etti IV is one of the Corporate Sector's large urban worlds. A civilized planet, Etti IV is a trade world marked by moss-covered plains, shallow saline seas and a favorable location near many hyperspace routes. Etti IV is very wealthy, inhabited by both prosperous Corporate Sector Authority executives and a thriving criminal underbelly. The planet has many diversions for its moneyed citizens, including an Authority Currency Exchange, Sabodor's pet shop, and the Free-Flight Dance Dome. [HSSE, D, CSSB]

Evas VI

Evas VI is one base of operations for Linkaas, head of the Linkaas Corporation and a member of the plantlike Pliith species. [SWAJ]

Evocar

The former homeworld of the primitive Evocii, Evocar has since been renamed Nal Hutta. [DESB]

Evona

The possibly mythical star Evona was once a twin star with Ardos, according to Hutt legend. It was then drawn into a black hole, causing the devastation of the orbiting planet Varl. [GG4]

Excarga

Excarga, home to several profitable ore-processing corporations, was located far from the fighting during the Galactic Civil War. The planet made a sizable profit supplying the Alliance with materials. Drexar Pym, a New Republic senator from Excarga, is head of the panel that prosecutes former Imperials for their war crimes. While traveling to a conference aboard a magnetic-lift train, Pym and his family were terrorized by a series of explosives, set by a former Imperial Storm Commando taking his revenge on Pym. [SWAJ]

Farboon

The world of Farboon appears green, blue and white when seen from space. While at Farboon, TIE pilot Maarek Stele rescued Admiral Mordon's shuttle from an attacking group of Rebel X- and Y-wing fighters. [TSC]

Farfeld II

Farfeld II is located in the Farfeld system. A System Patrol Squadron base for Imperial corvettes near the planet was destroyed by the Alliance in the time following the Battle of Yavin. [FP]

Fedje

A forested planet on which Han Solo spent some time as part of his Alliance duties. During the New Republic's retreat from Generis, there was hope that Wing Commander Varth had escaped and was able to hook up with a unit at Fedje. [TLC]

Feenicks VI

An Imperial System Patrol Squadron base near Feenicks VI was eliminated by an Alliance strike team in the time following the Battle of Yavin. [FP]

Fef

A moderately large planet orbiting an orange-yellow star, Fef is the homeworld of the insectoid Fefze. Fef's thick atmosphere and hot temperature contribute to its teeming variety of lifeforms, all of whom have relatively short life-spans. The Fefze, who form intelligent group-minds (called "swarms") of 10 to 100 individuals, are able to digest all forms of carbon-based organic matter. Due to the abundance of food available to the Fefze and their lack of dexterous manipulative

appendages, they have not developed technological skills and Fef has few exports. Fef does receive tourists who come to view the famed Fefze dance swarms. [GG4]

Fere

The Fere (also called Feree) system contains a double star. Two hundred years ago, the planet Fere was home to an advanced alien culture of tall, pale humanoids with six-fingered hands. They were also master starship builders, and some of their small luxury cruisers can still be found in the galaxy today. During a series of wars, someone accidentally carried a deadly plague to Fere which killed all life on the world. [COPL]

Ferrhast

New Republic operative Shandria L'hnnar attended the famous Imperial Institute of Higher Studies on Ferrhast. [SWAJ]

Ferros VI

The location of an Imperial prison camp. [DSTC]

Fest

Fest, located in the system of the same name, is in the Atravis sector of the Outer Rim and borders the Mantooine system. An Imperial Weapons Research Facility, hidden in a steep mountain range, was located on Fest and performed metallurgical research on new alloys. Following the Battle of Yavin, Alliance agent Kyle Katarn infiltrated the facility and stole a sample of the metal Phrik, used in armoring the Dark Troopers. The Fest system was also home to a resistance group opposing the Empire. [DF, FP]

Fibuli

Fibuli, containing the city of Knanan, is one of the Trianii colony worlds that was annexed by the adjacent Corporate Sector. Open warfare erupted as the famous Trianii Rangers fought the CSA's encroachment on their territory. An armistice was finally announced between the Trianii and the CSA sometime after the Battle of Yavin, following three years of devastating battles. The Trianii Ranger Atuarre's mate, Keeheen, disappeared during the fighting and was eventually rescued, with Han Solo's help, from the Stars' End prison. [CSSB, SWAJ]

Fiddanl

The innermost planet of the Yavin system. Fiddanl is a hot, dense world whose continental plates constantly shift atop a sea of liquid mercury. The planet's eighteen landmasses, which can move as much as 630 kilometers a day, constantly grind each other down but are continually replaced through rapid crystal growth. The multicolored continents get their hues from a varied mix of Cinnabar, sulfite, and manganese, and Fiddanl's high gravity keeps the shifting land relatively flat. The planet's atmosphere, though relatively free from storms and other disturbances, is toxic to almost all species. There are no indications of life on Fiddanl's surface. The name "Fiddanl" seems to have been given to the planet by a Nuiwit clerk in the Imperial Xenodetic Survey department. [GG2]

Filve

Filve was targeted by the Star Destroyer Judicator in a multi-pronged attack by Grand Admiral Thrawn intended to draw New Republic forces away from Ukio. At the same time, Leia Organa Solo was planning to visit the Filvian government to assure them of New Republic support. When she arrived during the battle, Joruu C'baoth sent the entire Imperial strike force after the Millennium Falcon in a vain attempt to capture her. [TLC]

Findris

Located in the Colonies Region, Findris is home to several anti-Empire underground organizations, the most violent of which was the Justice Action Network (JAN) terrorist group led by Earnst Kamiel. Kamiel was caught on Eldrood after the Battle of Yavin and extradited to the Haldeen sector for Imperial trial. [SWAJ]

Firrerre

All life on the planet Firrerre was wiped out through the Empire's use of a biological weapon, and it is still unsafe for any ships to land there. The devastation was ordered by Hethrir, the Imperial Procurator of Justice (himself a native of Firrerre) and carried out by the Empire's elite Starcrash Brigade. The people of Firrerre, humanoids with long, striped hair, were believed to have been rendered extinct by the death of their world, though Leia Organa Solo discovered a passenger-freighter carrying many of its natives in suspended animation. The highest waterfall on Firrerre reaches 1,263 meters. [TCS]

Firro

Many deaths and atrocities were committed on Firro during its brutal subjugation by the Empire, and Lord Cuvir was installed as Imperial Governor of Firro. During a visit to a Firro relief station, Cuvir witnessed the skill of Imperial medical droid Too-Onebee and made the droid his personal physician. Too-Onebee has since joined the Alliance. [MTS]

F'la Ren

A blue-white star orbited by F'tral, home of the Iyra. [GG4]

Flax

Flax, home to the insectoid alien species called Flakax, is located in the Ptera system. Flax is covered by oceans but much of the land is desert, due to high mountain ranges which prevent atmospheric transference of moisture from the seas. The emotionless Flakax live in underground hives, and their lives are spent in continual devotion to the hive and its queen. Flax has no notable technologies or exports, other than the skilled labor provided by the Flakax. After the planet was taken over by the Empire the Flakax were put to work mining Flax's underground minerals. [GG4]

Foerost

The site of a vast Republic orbital shipyard, one of the oldest and most successful shipyards in the galaxy. Raw materials were gathered from the uninhabited planet of Foerost below and shipped up to high orbit, where they were assembled into warships for the Republic navy. Nearly four thousand years ago during the Sith War, the Foerost shipyards were attacked by Ulic Qel-Droma and Aleema, who used her darkside illusions to make their fleet appear to be one large, innocent vessel. After a quick and deadly battle, Qel-Droma's forces had captured the operations codes for three hundred of the Republic's newest warships. [TSW]

Folor

The largest moon orbiting the planet Commenor, Folor is a craggy gray satellite home to an Alliance starfighter training center. The base is built within a network of underground tunnels, which was a mining complex and likely a smugglers' hideout in the past. The base is commanded by General Horton Salm, and off-duty pilots can be found relaxing in a makeshift cantina called the DownTime. The Folor gunnery and bombing range, a deep twisting canyon on the moon's surface, is called the "pig trough" due to the unflattering nickname of the Y-wing starfighters that often train there. A satellite field surrounding Folor is also used by pilots for obstacle training. Two and a half years after the Battle of Endor, the newest members of Rogue Squadron were instructed at Folor before flying their first combat missions. [XWRS]

Fondor

An industrial planet in the system of the same name, Fondor is famous for the huge starship construction facilities (among the largest in the galaxy) in its orbit. It was at these starship yards that the droid Bollux was first activated. Later, the Empire took over the Fondor yards, and built the Super Star Destroyer Executor there immediately following the Battle of Yavin. During the Executor's construction, Imperial forces erected a military blockade and closed the system to all civilian traffic. In order to meet supply needs for the massive project, the Empire opened up a new hyperlane between Fondor and Gandeval for cargo traffic. When several Imperial admirals saw the

Executor as a blatant bid for power on Darth Vader's part, they tried to sabotage its construction by bringing in a Rebel spy-- Luke Skywalker. Vader trapped the traitorous admirals when their group met with Skywalker in the vast steam tunnels beneath Fondor's surface, but Skywalker managed to escape the planet by stowing away on an automated drone barge. [HSSE, CSSB, CSW, SWAJ]

Fornax

The location of the Fire Rings. Han Solo once remarked that a difficult task can be compared to "flying through the five Fire Rings of Fornax." [SWN]

Froz

The home planet of the Frozians-- tall, furred, extra-jointed aliens known for their melancholy outlook on life. Micamberlecto, the former New Republic governor-general of the Corellian sector, was a Frozian. [AAC]

F'tral

A large water-covered world orbiting the blue-white star F'la Ren, F'tral is home to the tentacled cephalopods known as the Lyra. The few volcanic islands on F'tral are home to fisher plants, seducer plants, and cannibal plants. The Lyra inhabit large undersea cities and have developed many valuable technologies, including corrosion-resistant alloys and gravity-field and inertial devices for starships. Lyra society is based on a caste system, with the number of tentacles an individual has corresponding to his or her own caste. The more tentacles an Lyra grows, the higher the caste, and since Lyra tend to grow more tentacles as they grow older an individual can move through several castes in a lifetime. Lyra look down on those in lower castes, and are especially contemptuous of most four-limbed alien species. [GG4]

Fwillsving

A planet somewhat near Honoghr and Kessel. Luke Skywalker considered visiting Fwillsving when he needed replacement fuel cells for his X-wing. [TLC]

Galaan

Galaan, a large gas giant located in the Galaanus system of the Corva sector, is covered with green, gray, and white clouds that restrict visibility to a few hundred meters. The New Republic operates a floating Intelligence outpost in Galaan's upper atmosphere, which acts as the communications center for the entire Corva sector. [SWAJ]

Gall

Rogue Squadron fought at Gall following the Alliance's evacuation of Hoth. [XWRS]

Gallinore

A planet in the Hapes cluster and home to the extremely valuable rainbow gems. The gems, actually silicon-based lifeforms, mature after thousands of years and glow with an inner light. [COPL]

Galltine

Elea Poista, a top Exex at Bespin Motors, created the false identity "Kel" to aid in her black market sales-- including a set of forged birth records on Galltine. [GG2]

Galpos II

GrimDeath I, a pirateship responsible for raids in the Woldona system, was the target of an Imperial spacetrooper assault before it could reach its destination of Galpos II. [SWS]

Galvoni III

The location of an Imperial military communications complex. Alliance historian Voren Na'al infiltrated the complex following the Battle of Yavin in order to gain more information about the Death Star project. [MTS]

Gamorr

Gamorr's varied terrain ranges from frozen tundra to deep forests, and it is considered quite pleasant by off-worlders. The dim-witted Gamorreans, however, care only for the vicious, bloody warfare constantly occurring between rival clans. Gamorrean sows run the clans and do the productive work such as hunting and farming, while the boars spend all their time training and fighting their rivals with primitive hand-axes and swords, vying for the attention of the Alpha female. Gamorr is also home to furry, bloodsucking parasites called morrts, that Gamorreans look upon with affection and allow to feed on their own body fluids. The first interstellar trading ship to land on Gamorr was utterly destroyed after five armies fought a bloody two-day battle for the right to do so. Procedures programs for those intending to visit the planet state only, "Do not visit Gamorr." Many Gamorreans are employed throughout the galaxy as guards, mercenaries, and enforcers, and some have colonized the Outer Rim world of Pzob. The planet is also home to vicious Gamorrean watch-beasts, which are used as guard animals at the Imperial Army training centers on Sirpar. [SWS, COTJ, SWAJ]

Gand

Gand is a primarily gaseous planet and home to the alien species also called Gand. Gand society is composed of pocket colonies separated by enshrouding mists, and the Gand government is a totalitarian monarchy established centuries ago. Locating fugitives in the thick gasses is the responsibility of Gand "findsmen," who worship the mists and use religious rituals to lead them to their targets. Names are a reflection of status on Gand-- those Gand who have achieved little are simply called "Gand." As an individual accomplishes more, he or she earns a surname, then a first name. Only those Gand whose fame is so great that they are known by all are allowed to refer to themselves with pronouns. All other Gand always refer to themselves in the third person, using their "lesser" names when they feel contrite or ashamed. Due to the world's unique atmosphere, most Gand must wear some type of breathing apparatus when off-planet. After Gand and its slave trade were taken over by the Empire, the Imperials' advanced technology made the arcane techniques of the findsmen largely obsolete. Some Gand findsmen have since found work as bounty hunters, including the notorious Zuckuss, though others such as Rogue Squadron pilot Ooryl Qrygg have chosen nobler professions. [MTS, XWRS]

Gandeaal

After the Battle of Yavin, the Empire opened up a new hyperlane between Fondor and Gandeaal for cargo traffic, in order to meet the supply needs caused by the construction of the Super Star Destroyer Executor at the Fondor yards. [SWAJ]

Gandolo IV

A barren, rocky moon located in the Outer Rim. A group of Wookiee settlers, aided by Chewbacca, were attempting to establish a colony on the moon when they were discovered by the bounty hunter Bossk. Bossk and his men, who were in the employ of the Imperial sector governor, abandoned their attempt to capture the Wookiees after Han Solo disabled their ship by landing on it. [MTS]

Gandrún Two

A desert planet covered with endless sand dunes. [GG2]

Gantheel

Grandon Holleck, a former Imperial governor of Chandrila, retired to his homeworld of Gantheel after stepping down as governor. [SWAJ]

Gap Nine

The backwater swampworld of Gap Nine is home to a reptilian alien species and an Imperial fuel ore- processing plant. Many years ago, an unknown group came to Gap Nine and built temples dedicated to evil. When a force of Jedi Knights arrived, they defeated the group and transformed their temples into storehouses of knowledge. Recently, the Imperials on Gap Nine have been robbing these temples of their priceless artifacts. [SWAJ]

Garban

Garban, home to the alien species called the Jenet, is the fourth planet in the Tau Sakar system. Garban is a temperate world with high seasonal variance. Years ago the rapidly-reproducing Jenet wiped out most of their natural predators on Garban, which led to overpopulation and the colonization of the other worlds in the system. Jenet are quarrelsome, store useless items in a community junkheap, and have a massive bureaucratic government whose job it is to remember everything they can about each Jenet citizen. After Garban was taken over by the Empire many Jenet were forced to work as slaves in Garban's ore mines. [GG4]

Garos IV

A terrestrial planet of thick forests and mountains, Garos IV and its twin moons are located in the Garos system with its sister planet Sundari. Due to the navigational hazard of the nearby Nyarikan Nebula, the people of Garos IV have necessarily been independent, relying on little contact or assistance from the larger galaxy. 4000 years ago, Garos IV and Sundari were first settled by human colonists. The two worlds immediately began inter-system trade, since the Sundars were dependent on agricultural harvests from Garosian farms. About 200 years ago, large numbers of Sundars began emigrating to Garos IV, settling in Northlan in the Upper Morcur Valley. This area was the heart of Garos' agricultural and manufacturing districts, and the Sundar immigrants began establishing new businesses and factories-- earning the resentment of Garosians who were hurt by the new competition. A civil war between the two planets erupted when a Garosian grain processing facility in the city of Geran was destroyed-- intentionally, some claimed, by the Sundars. The devastating war raged on for 82 years until a truce was hammered out by Tork Winger, Assistant Minister of Defense for Garos IV, and Tionthes Turi, a respected Sundar engineer. Violations of the truce, such as the Whahalla Massacre, continued, but the Empire's intervention into the conflict approximately five years before the Battle of Yavin brought a sudden, violent end to most resistance. Since then, the Imperial presence on Garos IV has been relatively small and unobtrusive, until the recent discovery of the planet's hibridium ore deposits. Hibridium is only found on the western coastline of Garos' main continent, and can produce a natural cloaking effect key to the production of military cloaking devices. Garos IV has a relatively small population of 20 million Garosians and four million Sundars. Animal life on the planet includes flying, nocturnal crupas and wild boetays, while plant life includes the baraka tree. Ariana, Garos' capital city, is located on the western shore of the larger of the planet's two main continents and is home to the distinguished University of Garos. The Imperial Headquarters building is located across the street from the popular tavern Chado's Pub, while beneath the city lies a vast maze of subterranean tunnels. Nearby, the forbidding Tahika Cliffs run for a hundred kilometers along the continent's western coastline, facing the vast expanse of the Locura Ocean. The new Imperial hibridium mines are located in a mountain range south of Ariana, situated between Mount Usca and Hargon's Hill. Forty kilometers southeast of Ariana is the agricultural and manufacturing city of Garan, built on the Salc River. Garan sits on the edge of the Lower Morcur Valley, a major foodstuffs-producing region, and is connected to Ariana by the Old Currahen Highway. Over nine hundred kilometers east of Ariana on the south-central coast lies the ancient resort city of Zila. Zila is known for its architectural diversity, and a range of stone turrets line the waterfront facing the Cabalia Sea for nearly a kilometer. Mount Berin is located on the outskirts of Zila.

Garos' Imperial military is commanded by General Zakar, and the world is ruled by Tork Winger, who was appointed as the Imperial governor. Winger's residence, the Governor's Mansion, is located south of Ariana near the edge of the Tahika Cliffs. Unbeknownst to Winger, his adopted daughter Alex is secretly a member of the Garosian resistance, and has been fighting the

Imperial presence on Garos IV for years. Garos' underground movement, whose members also include Magir Paca and the undercover Imperial Dair Haslip, meet in Ariana's subterranean tunnels and plan for the day the New Republic will arrive to liberate their world. [SWAJ]

Garqi

An unimportant agricultural world of fertile plains and oceans located in a remote corner of the Outer Rim. The mottled red and purple planet exports agricultural products, harvested by immense automated combines, to its immediate neighbors. The planet is officially ruled by Imperial Governor Tadrin, but Tadrin is frequently absent and entrusts Garqi to the military prefect, Mosh Barris. The world's population is concentrated in the capital city is Pesktda, which is covered with a leafy canopy and is home to Garqi Agricultural University. The human population of Garqi is a sparse 800,000. The planet's plant life includes purple djorra vine, while its animal life includes the rdava-bird. When an X-wing fighter was sighted making night flights near Pesktda several years after the Battle of Endor, several students from Garqi University began believing that the New Republic had arrived to liberate the planet. Corran Horn, the pilot of the X-wing, used his secret position as Mosh Barris' aide to rescue several prisoners from Garqi's prisons, escape with them offworld, and implicate Barris as a traitor to the Empire. [SWAJ]

Gathus

The twenty-five man skating team from Gathus played the planet Lafra in several games of a puttie series. Han Solo watched the final match while on a mission to Belsavis. [COTJ]

Gaurick

A planet in the Corporate Sector, Gaurick is controlled by a religious cult led by a high priest, or mufti. Big Bunji hired Han Solo and Chewbacca to deliver several cargos of chak-root to the workers of Gaurick, who had a religious objection to the substance. After a few uneventful runs, Solo and Chewbacca were met by a waiting picket ship, which they narrowly managed to escape. [CSSB]

Gbu

Gbu is an extremely high-gravity planet and home to the alien species known as the Veubgri. Each Veubg is large and stocky, with six legs and long tendrils used as manipulative appendages. Before Leia Organa Solo visited Munto Codru she and her New Republic delegation met with representatives from the Veubgri above Gbu. The meeting was held on an orbiting satellite to avoid the negative effects of Gbu's gravity on human physiologies. [TCS]

Geedon V

Located in the system of the same name, Geedon V is the site of a former pirate base. Gallandro, the famed gunman, single-handedly took over this pirate's nest during one of his early exploits. Years later, a food-supply convoy of Imperial corvettes was destroyed in the Geedon system by the Alliance. Rebel pilots used captured ships from Overlord Ghorin during the attack, to be used in a later attempt to discredit Ghorin in the eyes of the Empire.[HSLL, FP]

Gelgelar

A backwater world located in the system of the same name, Gelgelar has no Imperial presence. The Twi'lek known as Loh'khar the Finder arranged for transport from Kelada to Gelgelar for some Alliance operatives. [SWAJ]

Generis

Located in the Outer Rim in the Atravis sector, Generis was the site of the New Republic's Outer Rim comm center. After a fierce battle Grand Admiral Thrawn's clone forces captured the planet, including the comm center and most of the fleet supply depots. General Kryll and pilot Pash Cracken were able to evacuate Travia Chan and her people during the New Republic's retreat. [TLC]

Gentes

Located in the remote Anoat system, Gentes is the homeworld of the pig-like Uгнаughts. The Uгнаughts lived in primitive colonies on Gentes' less-than-hospitable surface until most left the planet to work at Cloud City on Bespin. [MTS]

Geran

Located in the Mneon system, Geran is the homeworld of a near-human alien species. The inhabitants of Geran have bluish skin and need trace amounts of hydron-three added to their breathing air in order to survive while away from their home planet. Their religious system involves a belief in the Sky Seraphs. Animal life on Geran includes the flying reptile known as the shell-bat. Sergeant Doallyn, one of Jabba the Hutt's hunters, was a native of Geran. [TFJP]

Gerbaud 2

Located in the Sepan system, Gerbaud 2 was the site at which Admiral Harkov attempted to resupply his TIE Advanced squadrons during a rendezvous with the escort carrier Tropsobor following the Battle of Hoth. The transfer operation was attacked by a united force from the nearby planets of Ripoblus and Dimok. [TSC]

Gerrard V

Prior to the Battle of Yavin, segments of the Gerrard military staged a Rebel uprising in the planet's main city of Harazod. The uprising was brutally suppressed with orbital bombings from the Star Destroyers Adjudicator and Relentless. At the time, the planet was ruled by Governor Dannal and represented in the Imperial Senate by Senator Chelo. [SWAJ]

Gerrenthum

The location of a small Rebel Alliance cell, disguised as an accountant's office in a Gerrenthum city. [GG2]

Ghorman

Ghorman is located in the system of the same name in the Sern sector near the Core Worlds, and was the site of the infamous Ghorman Massacre, an early atrocity committed by the Empire. During a peaceful anti-tax demonstration, a warship sent to collect the taxes landed on top of the protesters-- killing and injuring hundreds. Tarkin, the warship's captain, was promoted to Moff for this action. The Ghorman Massacre was commemorated every year on its anniversary by those opposed to Palpatine's New Order, and it convinced Bail Organa of Alderaan to join the cause of the Rebellion. Years later, when an Imperial base on Ghorman was being enlarged, an Alliance attack on a vital supply convoy delayed the base expansion for over a year. [JS, DA, FP]

Gla Soocha

(see [Da Soocha](#))

Glakka

Years ago, Jabba the Hutt and the Chevin criminal Ephant Mon were partners in a gunrunning operation on an ice-covered moon of Glakka. The pair planned to steal an Imperial weapons cache and resell it for a profit, but were ambushed by an Imperial squad. They survived the attack but almost died during the subzero night, when Jabba kept Ephant Mon alive by covering him in the folds of his sluglike body. The pair was rescued in the morning, but Ephant Mon remained grateful to Jabba for saving his life. [TFJP]

Goelitz

Goelitz was once involved in an ancient feud with the planet Ylix, located a few systems away. After much fighting, Goelitz was defeated by members of the Ylix militia, including the infamous gunman Gallandro. [CSSB]

Gorbah

Imperial forces trying to conquer Gorbah suffered heavy losses from four hidden fighter bases attacking in a "space-snipe" defense. When the Empire eventually triumphed, the fighters abandoned their secret outposts and fled the system. [SWAJ]

Grakouine

The location of an Alliance storage base. After Boba Fett was supposedly killed by the Sarlacc, the Alliance towed Fett's abandoned Slave I to Grakouine. It remained there for years until Fett repurchased his ship through legitimate channels. [DESB]

Grandeel

Major Reskik, commander of the Imperial Salvage Station deployed to analyze the first Death Star's wreckage, grew up on a fish farm on Grandeel. [GG2]

Greater Galam

The fifth planet in the remote Lan system, Greater Galam is a gas giant with sixteen moons. [SWAJ]

G'rho

The outpost planet on which Dev Sibwarra spent his youth. This was apparently one of the first planets attacked by the Ssi-Ruuk. [TAB]

Grizmallt

A heavily-populated world in the Galactic Core. Grizmallt was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor. [DESB]

Gruvia

Located in the Expansion Region. The smuggler Platt Okeefe smuggled goods past the customs inspectors on Gruvia by covering her cargo with rotting vohis mold. [SWAJ]

Gyndine

Gyndine is an Imperial territorial administrative world, which has the nearby Circarpous system under its jurisdiction. It is ruled by the obese Imperial governor Bin Essada. Cargo ships are known to make deliveries of denta beans to Gyndine's grain market, and animal life on the planet includes the dangerous ethersquid. During the Imperial Mutiny six years after the Battle of Endor, Gyndine protected itself by becoming a "Fortress World," guarded by planetary shields and a fleet of thirty defensive ships. [SME, SWAJ, DESB]

Habassa II

One of the likely homeworlds of the alien Habassa race, who joined the Alliance following the Battle of Yavin. A transfer of B-wings to the cruiser Cathleen near Habassa II was unsuccessfully attacked by Imperial fighters. [FP]

Hallomar

A beach and vacation world. [SWAJ]

Halowan

The location of a top-secret Imperial data storage net and a trans-system data storage library. Alliance historian Voren Na'al infiltrated the Imperial data net on Halowan by posing as an agent for Moff Lorin of Fakir sector. [MTS]

Hast

Site of the secret Hast shipyards, where the Star Destroyers Liberator and Emancipator (captured during the Battle of Endor) were being refurbished for active New Republic duty. Imperial spies discovered the shipyards soon after Endor, and the resulting attack severely damaged both Star Destroyers and ruined a large portion of the Alliance fleet. This devastating attack put the New Republic's war effort several years behind schedule. [DESB]

Hefi

The location of a secret retreat for Death Star designer Bevel Lemelisk. According to Alliance historian Voren Na'al, Lemelisk hid on Hefi after the first Death Star's destruction until discovered by Imperial agents, though this story appears to be inaccurate. [MTS, DS]

H'gaard

One of the two largest moons orbiting the planet Bespin. H'gaard and its smaller sister moon Drudonna are known together as The Twins. The moon is only five kilometers in diameter. Both are unremarkable ice satellites, and appear as large green spheres in Bespin's night sky. [GG2]

Hijarna

A deserted, battle-scarred planet first discovered by the Fifth Alderaanian Expedition. Atop a bluff sits the crumbling fortress of Hijarna, made of hard black stone and probably abandoned a thousand years before its discovery. The fortress overlooks a plain crossed with deep ravines and marked with indications of former devastation. It is unclear whether the fortress was built to defend against this destruction, or was somehow the cause of it. Talon Karrde called a meeting with his fellow smugglers in Hijarna's fortress to discuss actions against Grand Admiral Thrawn. [TLC]

Hishyim

Grand Admiral Thrawn provided the ship thief Niles Ferrier with an assault shuttle from the Hishyim patrol station so he could present it to Talon Karrde to establish credibility. [TLC]

H'nemthe

A planet with three moons and home to the alien species also called H'nemthe. During the season of trine, all three of the planet's moons give off their light. On average, there are twenty H'nemthe males for every female-- after mating, the male is gutted with the female's razor-sharp tongue. Virgin females are not often allowed to leave the planet, and are permitted to eat only fruits and vegetables. Plant life on H'nemthe includes the carnivorous m'iiyoom nightly, a white flower which blooms during the season of trine. [TFTC]

Hollastin Seven

Located in the Hollastin system, Hollastin Seven is the base of operations for the crimelord Glorga the Hutt. During the Second Hollastin Insurrection, Hollastin Seven's capital city was besieged by native guerrillas. A group of smugglers tried to use the chaos to overthrow Glorga, but they were stopped by the Hutt's henchmen. [SWAJ]

Honoghr

A planet with three moons in the Honoghr system (near Fwillsving and Kessel), and the homeworld of the Noghri. Honoghr is a devastated world; almost all of its plant and animal life has been destroyed. From space it appears to be uniformly brown, broken only by the occasional blue lake and the green area known as the Clean Lands. The main city of Nystao is located in the center of the Clean Lands-- it is home to the Common Room of Honoghr within the Grand Dukha and is the only city with adequate spacecraft repair facilities. The Noghri people are divided into clans (including the clans Kihm'bar, Bakh'tor, Eikh'mir, and Hakh'khar) that have had a long history of bloody rivalry. Each clan is ruled by a dynast, and female maitrakhs lead family or

subclan units. In the center of each village is a cylindrical building called a dukha, constructed of polished wood encircled by a metal band and containing the clan High Seat and a genealogical chart carved into one wall. The ancient Noghrri laws of discovery and judgement involve a period of public shaming in the main city by order of the clan dynasts. The village of clan Kihm'bar is at the edge of the Clean Lands and is ruled by Dynast Ir'khaim. Animal life on Honoghr includes the carnivorous stava.

During the Clone Wars, a battle between two starships resulted in one of them crashing on Honoghr's surface, setting off catastrophic earthquakes and releasing toxic chemicals into the atmosphere. Darth Vader came to offer Imperial assistance, and teams of deadly Noghrri commandos joined the Empire in return for Emperor's help in restoring their world. Noghrri clans and their respective dukhas were relocated to the Clean Lands, and Imperial decontamination droids set to work apparently renewing the soil. In actuality, the Empire had seeded Honoghr with a hybrid form of kholm-grass that inhibited all other plant growth, keeping the planet lifeless for generations and forcing the Noghrri to remain in the Emperor's debt. Before Vader's death, he named Grand Admiral Thrawn his designated heir and ruler of the Noghrri commandos. The Noghrri renounced their service to Thrawn after Leia Organa Solo showed them the extent of the Empire's treachery, and they began to grow new crops along the banks of a hidden river running between two jagged cliffs. After Thrawn's defeat, the New Republic was planning to relocate the Noghrri people to a new world. [HTTE, DFR, TLC]

Hosk

A moon orbiting Kalarba in the remote Kalarba system. One hemisphere of the moon is covered by the towers and outlying buildings of Hosk Station. Hosk Station's central city is domed, and all energy weapons are ostensibly surrendered upon arrival. Sites in the city include Trillka's Repair Shop and the Hosk Droid Arena, and the station is patrolled by automated security forces. A snake-like Hulgren has been seen living in the station's lower levels. R2-D2 and C-3PO helped avert the destruction of Hosk Station when its power core was ruptured by the criminal Olag Greck. [D]

Hosrel XI

The location of a remote navy base, where a squadron of pilots had a brief battle with Lehesu of the Oswaft. [LCSC]

Hoth

Hoth, the sixth planet in the system of the same name, is an icy, unpopulated world covered with glacier fields, circling a blue-white sun. The isolated world is not even recorded on some standard navigational charts. Hoth is orbited by three moons, and receives a great deal of meteor activity. The planet's daylight temperature averages -32 degrees centigrade even in the temperate equatorial zone, and can plunge another 20-30 degrees at night. Hoth's native lifeforms include the common tauntaun and its natural predator, the Wampa ice creature. The many species of tauntauns eat fungus growing in cave grottoes and beneath the snow layer, and cluster together in caves during Hoth's bitter night to keep from freezing. Sights on Hoth include spectacular frozen ice geysers, and a 1000-kilometer long chasm in the planet's southern hemisphere. The bottom of this chasm is filled with water, kept in its liquid state due to the immense pressure of the two opposing cliff faces. Several glaciers, slowly sliding into the chasm's depths, harbor algae and burrowing, algae-feeding ice worms.

Following the Battle of Yavin, Luke Skywalker crashed on Hoth in an effort to escape pursuing TIE fighters. He encountered two lifelike androids, programmed to look and act like an Imperial governor and his daughter, who had been hiding on Hoth in order to escape from the Empire. Later, the pirate Raskar captured Skywalker and Han Solo above Hoth, and Solo flew the group to a deep chasm on the planet's equator. There they discovered a hidden cave filled with rare lumni-spice lichens guarded by a fire-breathing dragon-slug, and barely escaped with their lives. After the Alliance fully evacuated from Yavin 4, they established their main base on Hoth (in a series of ice caves at the northern edge of the temperate zone), christening it Echo Base. The Alliance encountered trouble adapting their equipment to Hoth's extreme temperatures, and were

also attacked by the Wampa ice creatures. The base was later discovered by an Imperial probe droid, leading to the defeat of the Rebels by Darth Vader's forces in the engagement now known as the Battle of Hoth. Eight years after the Battle of Endor, a big-game hunting expedition traveled to Hoth, intending to hunt Wampas for their valuable pelts. When the Wampas destroyed the party's landing ship, the group took shelter in the abandoned Echo Base. Luke Skywalker and Callista attempted to rescue the hunters, but the entire expedition was killed by the ice creatures, and Skywalker and Callista barely escaped with their lives. [ESB, ESN, MTS, GG2, CSW, DS, ISWU]

Ibanjji

Imperial commander Titus Klev, at the age of 13, attended a motivational camp on the harsh world of Ibanjji as part of his Imperial Sub-Adult Group training. While there, he saved an instructor from a pack of wild varns. [DESB]

Ikon

A red dwarf star orbited by an asteroid belt. After the Battle of Yavin, Princess Leia Organa traveled to the asteroid belt to help Rebel sympathizers install a turbolaser. [ROC]

Indikir

Located in the Bseto system, the uninhabited planet Indikir is the second planet orbiting the white dwarf star Bseto. [SWAJ]

Indobok

An ash-covered moon orbiting the planet Kalarba in the remote Kalarba system. Indobok's canyons and mountains are frequently hit with powerful ash storms. The planet is home to the alien species called the B'rknaa-- creatures of ash and stone who are animated through the life force of Indobok's energy crystals. The B'rknaa share a group mind, and can join their bodies together to create larger B'rknaa. In fact, the entire Indobok moon is composed of a single adult B'rknaa. [D]

Indu San

Indu San is the only habitable planet in the system of the same name of the Outer Rim. Its forests, plains, and mountains are separated by oceans, and the planet is a major exporter of luxurious items carved from marbled stone. The low, widely-spaced layout of the smooth stone buildings gives Indu San cities an uncluttered appearance, and the world's 1.4 billion human citizens were traditionally ruled by a Congressional Council. They received an Imperial governor under the Empire, but Governor Stant Rosswell cut favors for many Indu San business leaders and remained popular. Just prior to the Battle of Endor, Rosswell was replaced by the hard-line Governor Ekam Ouwray, who, when faced with a local revolt and a small New Republic battle fleet, evacuated all Imperial forces and fled the system. Some time after Endor, while the Indu San Council was debating whether to join the New Republic, Chief Councilor Shek Barayel was assassinated at Council Hall by Imperial supporters hoping to pin the blame on the New Republic. [SWAJ]

Insta-7

The notorious Gotal bounty hunter Glott is wanted on Insta-7 and several other systems. [ROC]

Intuci

Years ago, the planet Intuci was raided by the armies of the war criminal Sonopo Bomoor. Bomoor's forces sacked the city of Bonaka Nuevo, and arranged a massacre of its citizens in Bonaka Square. Among the victims was the family of Kosh Kurp, who later became the Empire's leading specialist on offensive weaponry. Kurp had his revenge on Bomoor during an attempted business deal with Jabba the Hutt. [JTH]

Iridium

The infamous space pirates of Iridium preyed on merchant shipping during the days of the Old Republic, until they were wiped out by the Jedi Knights. The pirates used unique "power gems," which generated a disrupting aura, to break through the shields of their victims' starships. One pirate, Raskar, managed to survive the Jedi attack and escaped with the only remaining power gem. He set up on a rimworld and invited those interested in the gem to fight for it in gladiatorial combat. Han Solo and Chewbacca managed to obtain Raskar's gem following the Battle of Yavin, though the object only had enough power remaining for one final shield disruption. [CSW]

Irith

Romort Raort, head of one of the largest spice-jacking gangs in Hutt space, was originally from Irith. [DESB]

Issor

The aquatic planet Issor, home to the alien Issori and Odenji species, is a prosperous technology and commerce center located in the Trulalis system. Centuries ago, the Issori's cousin species the Odenji were nearly wiped out by the "melanncho"-- a sadness so powerful it can make the sufferer go insane. The respected scholar Arner Figgis and the smuggler Fahs Oxsor are both natives of Issor. [SWAJ]

Ithor

Ithor is a bright green and blue planet with many moons in the Ottega system (sometimes referred to as the Ithorian system) located in the Lesser Plooriod Cluster. The fourth planet in the system and home to the nature-loving Ithorians, Ithor is a beautiful world of unspoiled rainforests, rivers, and waterfalls. Three continents have been developed on the humid planet, though they still appear to be overgrown jungles to most visitors. Two large land masses and many islands are maintained in their original, unexplored state. The Ithorians, commonly called "hammerheads" or "Meerian hammerheads," consider their jungle sacred and only set foot in it during emergencies. Instead, they have constructed vast floating cities (including the Tree of Tarintha, the Cloud-Mother, and the Grand Herd Ship Tafanda Bay) which float above the Bafforr treetops in no particular pattern. Ithorian starships, essentially herd cities with hyperdrives, travel the spacelanes selling unusual and rare merchandise. Brathflen Corporation, which operates on Belsavis, is a major Ithorian trading company. At times the Mother Jungle has been known to "call" certain Ithorians to live on the surface as ecological priests, who then never return to their herd cities. All Ithorians are bound by the Ithorian Law of Life, which states that for every plant harvested, two must be planted in its place. A large grove of semi-intelligent Bafforr trees, located in the Cathor Hills, was half-destroyed by the Empire. This grove acts as an intelligent hive mind and is worshipped by the Ithorian people. In addition to the Bafforr, Ithor's flora includes blueleaf, tremmin, fiddleheaded bull-ferns, donar flowers, and indyup trees; animal life includes the manollium bird, the arrak snake, and the flitter-- a small flying rodent that can mimic speech. One of the most beautiful attractions on the planet is the Falls of Dessiar. Every five years Ithorians gather at their planet for "The Meet," where the most important decisions regarding Ithorian society are made. During this Time of Meeting the herd cities link up through an intricate and graceful network of bridges and antigrav platforms.

Years ago, the Imperial captain Alima, commanding the Star Destroyer Conquest, forced the Ithorian Momaw Nadon to reveal secret agricultural and cloning information. Nadon, High Priest of the Tafanda Bay, gave up the information to save the rainforests and his herd city from destruction. For this transgression Nadon was exiled from Ithor, and lived on Tatooine for many years until exacting his revenge on Alima. Ithor's herd cities are a common destination for tourists, especially young couples. Wedge Antilles and Imperial scientist Qwi Xux once visited Ithor as a safe haven, though they were attacked by Kyp Durrion who partially erased Xux's mind. [SWS, MTS, SWR, DA, COTJ, TFTC]

Ithull

Ithull was the homeworld of both the incredibly huge Colossus Wasps and the now-extinct Ithullan race. Four thousand years ago in the Steness node, the tough exoskeletons of the Colossus

Wasps were hollowed out, fitted with hyperdrive engines and other necessary hardware, and used as cargo ships. Several hundred years ago, the warlike Ithulls were attacked by the even more fierce Mandalore. The Mandalorians succeeded in completely exterminating the entire Ithull race. The bounty hunter Dyyz Nataz was known to wear a suit of Ithullan battle armor. [TOTJ, TFTC]

Ixtlar

Ixtlar is said to have a "multicolored skyline" due to its numerous holographic advertising boards. [CSSB]

Jaemus

Located in the system of the same name within the Pentastar Alignment, Jaemus is home to a major shipyard and repair facility. Almost as large as the massive shipyards at Sluis Van, the Jaemus yards are operated by Galentro Heavy Works and home to branches of the massive Imperial suppliers Kuat Drive Yards and Sienar Fleet Systems. Both corporations are jointly producing the Enforcer-class picket cruiser at Jaemus, for use by the Pentastar Alignment navy. [SWAJ]

Jagga-Two

Located in the Venjagga system at the edge of the Galactic Core, Jagga-Two is the site of an Imperial base. The base manufactures a supply of concussion missiles and supports the Imperial Star Destroyer-II Eviscerator, which is stationed in the system to protect the missile output. Some three years after the Battle of Endor, the Alliance staged a feint in on Jagga-Two to cover their simultaneous assault on Borleias in the nearby Pyria system. [XWRS]

Janara III

A world of green, rolling hills containing the city of Sreina. A number of years before the Battle of Yavin, Imperial officer Matt Turhaya left his little girl Alex with relatives on Janara III, while he reported for duty on the Star Destroyer Relentless. When he returned a year later, he discovered the city of Sreina had been devastated by an Imperial raid on suspected rebels. Though Turhaya believed his daughter was dead, she had actually been rescued and adopted by the Imperial governor of Garos IV. [SWAJ]

Jandoon

Located in the system of the same name in the Corva sector of the Outer Rim, Jandoon is an abandoned world of plains and hills, dotted with the moss-covered ruins of an ancient alien species. The builders of the ruins mysteriously died out centuries ago, and the world is rumored to be a haunted realm of ghosts. After the Battle of Endor, the Gotal crimelord Mahk'khar planned to sell an ancient relic to the Dark Jedi Durrei, at a rendezvous on Jandoon. [SWAJ]

Janodral Miznar

Han Solo once fought a group of Zygerrian slavers off Janodral Miznar and gave the ship and cargo to the freed slaves. Janodral Miznar has a local law that pirate or slaver victims get to split the proceeds if the pirates are captured or killed. [HTTE]

Jendar

Ral Shawgrim, a former Alliance technician turned traitor, was hospitalized twice during the Jendar Campaign. [SWAJ]

Jerijador

The exports of Jerijador include cheap shoe kits, which are sold in the markets of Belsavis. [COTJ]

Jerrilek

A blue, tropical world with a rapid rotation, Jerrilek has no moons but boasts an impressive set of rings. The planet's land makes up only 15% of the surface area, is concentrated around Jerrilek's equator, and consists of two main continents (covered with mountainous forests) and many smaller island chains. The planet is used as a vacation and retirement spot by many of the galaxy's wealthy and powerful. One of Jerrilek's largest cities is Galeca, which is located on a small island and is an important part of the local aquaculture industry. Jerrilek's population consists of twelve million humans and five million Lthorians, and many inhabitants travel across the waters in vehicles called seaskimmers. Though Jerrilek has no native intelligent life, an aquatic species seems to have existed on the planet over one million years ago-- several of their ancient ruins can be still seen beneath the water's surface. Retired Imperial Admiral Chel Dorat lives on Jerrilek, in an estate located on the coast of Galeca. [SWAJ]

Jeyell

Located in the Mid-Rim, Jeyell is home to the corporate offices for Reiber Manufacturing, a major producer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Reiber Manufacturing along with several other droid corporations, giving them control of the Mid-Rim droid market. [SWAJ]

Jodaka

The planet Jodaka has vast oceans surrounded by rocky reefs. The seas house many unusual animals including the deadly Jodakan needler crab, which fires poisonous darts to catch its natural seagull prey. [SWAJ]

Joiol

Joiol, in the Orus sector, was investigated as a possible stopover point in Grand Admiral Thrawn's clone trafficking by Clyngunn the Ze'Hethbra, who found nothing significant. The smuggler Mazzic was picked up by Thrawn in the Joiol system and informed that the Empire was not behind an attack on the smugglers at Trogan. [TLC]

Jomark

Jomark is an isolated, watery planet with three small moons located in the Jomark system. Its 300,000 square kilometers of surface area are taken up in strings of tiny islands and one modest continent. Although no one has taken official notice of the planet for years, the last census reported its population as a sparse three million. The High Castle of Jomark sits on the main continent 400 meters above Ring Lake, on a volcanic cone between rocky crags. Jomark's colonists are reverent towards the ancient castle, which was constructed by a long-vanished alien race. Several villages lie clustered near the southern shore of Ring Lake including Chynoo, where Joruus C'baoth meted out justice to the villagers from a High Castle throne placed in the town square. Cracian Thumpers are used as riding mounts by Jomark's colonists. [HTTE, DFR]

Jurzan

Site of the Jurzan spaceport. An Imperial supply fleet carrying a shipment of bacta stopped at Jurzan for refueling. [SWAJ]

Kaal

Kaal, a blue world covered with vast oceans, is located in the Yushan sector in the Mid-Rim. Now a major exporter of agricultural goods, Kaal also boasts many luxurious resorts and casinos, including the Grand Imperial. The planet's only starport is located on a string of islands forming a resort city. When the Emperor died at Endor, a Dark Jedi was so overwhelmed by his master's agony that he crashed his ship (rumored to be carrying a functional cloaking device) into Kaal's ocean. The crash created a tidal wave, which wiped out the Unis Islands resorts in the northwest and damaged several other areas. Kaal was an Imperial resort world until the Empire abandoned

it soon after the Battle of Endor, at which point the world was taken over by the local crimelord Tirgee Benyalle. Realizing that the Empire had never exploited the rich agricultural potential of Kaal, Benyalle purchased ten huge repulsorlift harvesters (including the Sea Sprite), which travel over the planet's oceans extracting and processing massive quantities of foodstuffs. Two years after Endor, the New Republic sent representatives to Kaal to negotiate for control of its valuable aquaculture industry. Among the other negotiators were the heads of two Imperial factions and the smuggler Talon Karrde, who was interested in retrieving the crashed Jedi ship and its supposed cloaking device. Kaal's population numbers around 4.5 million. [SWAJ]

Kabaira

Kabaira, located in the Teilcam system of the Outer Rim, has a surface nine-tenths covered with water and dotted by over two million volcanic islands. The few active volcanoes are located in the southern hemisphere, while the eight million Kabairans live in the north, primarily on the two island continents of Madieri and Belshain. Eponte Spaceport, the center of Kabaira's corporate government, is located on the north coast of Madieri and is bordered by mountains. Eponte's high altitude means its climate is typically cool, damp, and foggy. Along Eponte's ancient brick-lined streets one can find the disreputable Drayhar's Cantina, and corporate offices for Delgas Medical and Hydrospeare Corp. Kabaira's main industry is the mining of islands in the southern hemisphere, and indigenous animal life includes the white snow-wolves that inhabit the mountains. Though the planet is controlled by the Empire, underground Rebel activities have been making their hold on the planet more precarious. A number of years before the Battle of Yavin, the smugglers Tere Metallo and Matt Turhaya were involved in a dangerous adventure on Kabaira. [SWAJ]

Kabal

Kabal is an outworld that was officially neutral in the Galactic Civil War, aligned with neither the Empire nor the Alliance. Following the Battle of Yavin, Princess Leia Organa attended a conference on Kabal and met with the leaders of several uncommitted worlds, including Aquaris. An Imperial Star Destroyer, alerted by a tip from the Freeholder Kraaken, arrived at Kabal to wipe out this conference and to punish the planet for its neutral stance. Waves of TIE bombers leveled the city, but the Princess was saved by the timely arrival of the Millennium Falcon. Kabal is also the homeworld of Lady Lapema Phonstom, one of Lando Calrissian's candidates for marriage. Lying near the planet is a small dwarf star with an artificially- accelerated gravitational pull, surrounded by a vast graveyard of derelict starships. [CSW, AAC]

Ka'Dedus

An ultraviolet supergiant star orbited by Af'El, home planet of the Defel. [GG4]

Kaelta

A purple star orbited by Toola, homeworld of the Whipids. [GG4]

Kail

A planet in the Corporate Sector. Torm Dadefferron, an associate of Han Solo, had family on Kail who controlled several large tracts of land known as the Kail Ranges. Torm's father and brother disappeared after a dispute with the Corporate Sector Authority over land-use rights and stock prices. [HSSE, SSB]

Kalarba

A terrestrial planet in the remote Kalarba system, Kalarba is orbited by the moons Hosk and Indobok. Sites on the planet include Kalarba City, the Great Sea, and the Three Peaks of Tharen - a revered symbol of the spirit. Before their service to Captain Antilles, R2-D2 and C-3PO worked for the Pitareeze family on Kalarba. Meg and Jarth Pitareeze operated Kalarba Safari and booked tours of the planet's ancient ancestral lands, while Baron Pitareeze ran a spaceship factory where they manufactured the MT-5 hyperdrive unit. Animal life on the planet includes the flying Vynock. [D]

Kalior V

Kalior V is the location of the Imperial aquaria, whose maintenance is entrusted to a group of Sedrians known as the Shalik family. [GG4]

Kalist VI

The site of an Imperial labor colony for political prisoners. Alliance gunner Dak Ralter was born in this colony, and lived there for 17 years until escaping with the help of a downed Rebel pilot. [MTS]

Kalla

Kalla, in the Corporate Sector, is the site of a Corporate Sector Authority university intended for the education of Authority members' children. Consequently, major fields of study include technical education, commerce, and administration with very little emphasis on the humanities. Rekkon was an instructor at the university prior to his adventures with Han Solo, and Fiolla of Lorr attended the University of Kalla prior to taking a position in the Corporate Sector Authority. General Evir Derricote, commander of the Imperial base on Borleias, was a native of Kalla. [HSSE, CSSB, XWRS]

Kalla VII&127;

Prior to the Battle of Yavin, a group of Alliance X-wings eliminated a large Imperial base located near Kalla VII, in an attempt to strand arriving Imperial ships. This resulted in the capture of the frigate Priam. [FP]

Kamar

A dry, hot planet orbiting a white star, Kamar is located just outside the Corporate Sector border and is the homeworld of the insect-like Kamarians. Kamar's native flora includes miser-plants, barrel-scrub, and sting-brush, while its fauna includes digworms, stingworms, bloodsniffers, nightswifts, and howlrunners-- canine hunters with heads resembling human skulls. The nocturnal Kamarians live in small groups called tk'skqua, and their more sophisticated nations have developed technology such as nuclear explosives and fluidic control systems. Members of the unique Kamarian Badlander culture choose to live in the most arid and harsh areas of the planet. Han Solo inadvertently started a new religion among the Kamarian Badlanders based on the holofeature Varn, World of Water during a visit to the planet. [HSR, CSSB]

Kamori

Kamori, whose cities include Tandaro, Jandal, Hyra, and Kimora City, is ruled by Chamber President Thane Dregond. The planet was the site of a powerful earthquake, centered on the Zethusian plains. The quake caused tidal waves, killed hundreds of thousands of citizens, and severely damaged Jandal, Hyra and Kimora City. One of those killed was Glanthe school master painter Dana Dragond, one of Kamori's "living treasures." [SWAJ]

Kamparas

The Jedi Master Jorus C'baoth attended a Jedi training center on Kamparas for two years, from 2/15/90 until 8/33/88, Pre-Empire date. [DFR]

Karfeddion

Located in the Senex sector, Karfeddion is the site of several slave farms run by the House Vandron. Breeding farms are designed to produce Ossan and Bilanaka slaves, tailored for agricultural work. During an economic depression on Karfeddion, Lady Theala Vandron was summoned to the High Court of Coruscant to defend the slave farms on her homeworld. [COTJ]

Karideph

The Nikto assassin Ma'w'shiye, during his time as an Alliance agent, served with Lieutenant Akul Witig during the Karideph operations. During this time, Witig gave Ma'w'shiye a heavy overcoat. [SWAJ]

Karnak Alpha

Karnak Alpha, located beyond the Hapes Consortium near the Deep Galactic Core, is home to the fur-covered alien species called Karnak Alphans. The shy, easygoing Alphans hold children in high esteem, always serving them first at meals. Having a large number of children means greater status in Alphan society, and their government has a children's council. They also love unusual zoological specimens, and keep elaborate zoos and beautiful holographic dioramas. Nineteen years after the Battle of Endor, Chief of State Leia Organa Solo met with the Karnak Alpha ambassador and her eight children, and presented the ambassador with a rare Coruscant hawk-bat egg. [YJK]

Karra

A small, dense planet in the Rayter sector, Karra is covered with flat, grassy plateaus separated by jungle canyons and is home to the alien species called Karrans. The planet's temperature is uncomfortably hot and its lifeforms consist almost entirely of insects. Karra's vast variety of insect life includes beetles, leapers, legworms, clouds of tiny swarmers, and a walker-sized mantis. The native Karrans are large, fur-covered insectivores whose primitive technology is centered around pottery and simple hand tools. The Karrans seem to have recently developed sentience based around a communal hive mind, and can apparently control the planet's insect population. Several hundred years ago, a colony was established on Karra to mine varmiglio, a material used in hyperdrive cores. When no varmiglio was found, the colonists were abandoned. Recently the Empire opened a varmiglio mine for the same purpose, but met with no greater success. The Imperial base was later destroyed by swarms of attacking insects, presumably operating under the control of the native Karrans. [SWAJ]

Kashi

The former homeworld of the long-extinct Kashi Mer culture. Soon after the formation of the Old Republic, the planet and its system were destroyed when their star inexplicably went nova. A force-user named Reda Jalooz had previously stolen a small gray stone-- an heirloom of the Kashi Mer monarchy-- but when she came back to return it, she was killed in the sudden supernova. After the Battle of Endor, this strange artifact mysteriously reappeared in the Corva sector. [SWAJ]

Kashyyyk

A jungle planet covered with kilometers-high wroshyr trees, Kashyyyk is the homeworld of the fierce but loyal Wookiees. Various ecosystems exist along each layer of the trees, with each level growing progressively more deadly the farther one travels to the planet's surface (dangerous webweavers, for instance, set traps in the lower levels). The Wookiees inhabit the highest levels in huge cities that are naturally supported by the thick tree branches, since wroshyr branches grow together when they meet. One such city, Rwookrrorro, is over a kilometer wide and built on a flat platform of meter-thick spongy material. It features two- to three-story buildings and a landing platform made from the stump of a wide limb. The most prestigious homes are built on the trees themselves, and nursery rings for young Wookiees are built in the tops of the very highest wroshyrs. The kshyy vines that grow among the trees cannot be cut with blasters and are strong enough to support liftcars. Wookiees have easily incorporated modern technology into their society and can accommodate visiting starships, though they sometimes prefer to use archaic items like their traditional quarrel-firing bowcaster. Colored searchlights in the cities help attract native birds called kroyies, a prize food.

Customs of the Wookiee people include the "life debt," where Wookiees feel they must repay the person who has saved their life, and the "honor family," or those people to whom a Wookiee feels a particular bond of friendship. Wookiee adolescents undergo a dangerous rite of passage into adulthood by harvesting silky strands from the heart of the carnivorous syren plant. The Wookiee species was treated as slave labor by the Empire and many were forced to toil on various

Imperial construction projects. Many Wookiees still resent humans for the actions of the Empire. Leia Organa Solo hid on Kashyyyk until discovered by a team of Noghri commandos, who made an unsuccessful attempt to capture her. [HTTE, SWS, HSL, YJK]

Kauron?

The possible homeworld of the alien Kauronians. The bounty hunter Greedo observed a Kauronian bounty hunter during Greedo's first visit to the Mos Eisley Cantina. [TFTC]

Kelada

Located in the Anarid Cluster, Kelada is an industrial planet (home to a major Arakyd factory) that supplies the Empire with repulsorlift components and parts for Imperial walkers. Recent increases in Alliance activity have resulted in the Empire struggling to maintain control of Kelada, and they have diverted ten Star Destroyers to the system to cement their hold after the disastrous Battle of Endor. Once, Kelada kept an ecological balance between industry and the environment, but the balance is now threatened as forests and savannas are cleared to support greater production. An industrial wasteland is growing just outside the Kelada starport. The starport contains the popular tavern Lorana's Labyrinth, which features mirrored walls and a mazelike bar. The smuggler Dirk Harkness' companion Chessa was tragically killed by Imperial stormtroopers in the Kelada starport. [SWAJ]

Kelrodo-Ai

Site of the Kelrodo-Ai gelatin mines, famous for their water sculptures and formerly operated by Baron- Administrator Drom Guldi. Guldi and his aide were killed by Wampa ice creatures while on a hunting expedition to Hoth, eight years after the Battle of Endor. [DS]

Kerensik

A frozen planet located in the protective federation of worlds called the Botor Enclave. New Republic navigator Kane Griggs grew up on Kerensik and joined the Alliance following the Battle of Endor, after working in the Botor Income Ministry as an economist. Kerensiki trees have spines and needles instead of leaves. [DESB]

Kessel

Kessel is a potato-shaped planet with one large moon located somewhat near Fwillsving and Honoghr. It is home to the city of Kessendra, is the only source of the telepathy-inducing glitterstim spice, and was the former site of a brutal Imperial prison and spice mining operation. Kessel's surface is covered with crumbled salt flats and atmosphere-producing factories, which make the air breathable when filtering breath masks are used. Kessel is too small to hold this artificial atmosphere, however, so much of it trails off behind the planet in the wake of its orbit. Beneath the surface of the planet live energy spiders, which spin glitterstim webs as a method of catching their prey (primarily the luminous "bogey").

Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the Eye of Palpatine were reassigned to punitive duty at Kessel. The Kessel system is adjacent to a cluster of black holes known as the Maw, which makes navigating to the planet difficult and helped glamorize the smugglers' "Kessel Run." While Kessel was under control by the Empire it was a common smuggling destination for those dealing in spice, and Han Solo once boasted he had made the Kessel Run in "less than 12 parsecs" by flying dangerously close to the Maw. Solo's life was also saved on one Kessel run by his old associate Badure. Prior to the Battle of Yavin, a bold Alliance rescue operation freed a group of Rebel POWs during a prisoner transfer operation. During the chaos surrounding the Battle of Endor, a Rybet prison official named Moruth Doole (who had secretly been supplying glitterstim to smugglers) staged a prison revolt and took control of the planet from the Empire. Several years later, after Doole's operation was dismantled, the administration of the mines was taken over by Lando Calrissian. Kessel's moon, which once held an Imperial garrison and Doole's ragtag defensive fleet (which was decimated in a battle with Admiral Daala's Star Destroyers), was utterly destroyed by a Death Star prototype from Maw Installation. Lujayne Forge, a member of the famed Rogue Squadron,

was from Kessel, daughter of a man who had taught inmates under an Old Republic social program. [SW, JS, COTF, TLC, HSL, COTJ, FP, XWRS]

Ketal

The unique ID number on a particular bacta shipment allowed the Xucphra bacta-harvesting corporation to uncover an Alliance base on Ketal. Xucphra promptly informed the Empire, who eliminated the base. [SWAJ]

Ketaris

A major trade center as successful as Svivren, Ketaris was the target of an attack by Grand Admiral Thrawn which became stalled at one point. There was hope from Alliance pilots that Wing Commander Varth could escape the Qat Chrystac battle and hook up with a unit at Ketaris. During Thrawn's attack on Coruscant, Admiral Ackbar was on an inspection tour of the Ketaris region. [TLC]

Khomm

Khomm is a pale green world lying very close to the Deep Galactic Core. It has moonless, has no unusual geologic features, no axial tilt, and a regular orbit. A thousand years ago, the planet's alien inhabitants decided that their society had reached perfection. They froze their bureaucratic culture at this "perfect" level, and began producing clones of previous generations. The genderless clones of Khomm like to keep to their own affairs, rarely leaving their planet and keeping the same roles and schedules from generation to generation. The planet remained neutral during the Galactic Civil War. Khomm's cities are laid out in perfect gridworks, with almost all buildings and residences looking identical and made from the same green-veined rock. Large cloning facilities in each city hold a record of all the major family lines. Dorsk 81 (the eighty-first clone of Dorsk) surprisingly showed unexpected Force aptitude and became one of Luke Skywalker's Jedi Academy students seven years after the Battle of Endor. The following year, Dorsk 81 returned to Khomm, and the planet was devastated by Colonel Cronus and his fleet of Victory-class Star Destroyers. [DA, DS]

Khuiumin

The Khuiumin system was the primary base for the infamous Eyttyrmin Batiiv pirates, until they were systematically destroyed by the Imperial Victory-class Star Destroyers Crusader and Bombard. The two warships eliminated all 150 craft in the pirate armada and chased the last survivors to the surface of Khuiumin-- where their stronghold was wiped out by the Crusader's concussion missiles. [SWS, SWAJ]

Kiffex

The site of a colony, where the twin con-artists Brea and Senni Tonnika were raised and where they perfected their deceptive money-making skills. [MTS]

Kiilimaar

A planet possibly in the Eva-T system. It was at Kiilimaar, following the Battle of Hoth, that the Rneekii pirates arranged to turn a captured TIE Defender scientist over to the Empire in exchange for a substantial ransom. The Imperial forces, however, double-crossed the pirates and recovered the ransom money. [TSC]

Kimanan

Kimanan is home to the animals known as furballs-- tiny, tubby, clownish marsupials which are considered premium pets. They are sold at Sabodor's pet shop on Etti IV. [HSSE]

Kintan

The Nikto assassin Ma'w'shiye, a former Alliance agent, hails from Kintan. [SWAJ]

Kinyen

The home planet of the highly social, three-eyed aliens known as Gran. A common sight on the world are gently waving fields of goatgrass. Ree-Yees, one of Jabba the Hutt's courtiers, was exiled from Kinyen after committing the highly unusual (for Gran) crime of murder. [MTS, TFJP]

Kirido III

A hot, arid world in the Outer Rim marked by red, cracked plains of dried mud and the white sands of the Kurdan desert. Kirido III is also the homeworld of the patient, resilient Kitonaks, who live among the dunes where windstorms can reach speeds of 400 km/hr. To withstand the milder storms Kitonaks stand still, angling their bodies into the onrushing wind. This is similar to their method of feeding on the small, burrowing chooba by mimicking the sulfaro plant, the choobas' main feeding site. The vanilla-smelling Kitonaks stand still for hours until a chooba climbs close enough to be swallowed, which is enough food to feed a Kitonak for a month. The Kitonaks roam Kirido III in nomadic tribes of around 100 individuals, following the migrating chooba. Kitonaks have no natural predators and fear only quicksand and caves, both of which hold mysterious and deadly dangers. Once each decade a great rainstorm covers Kirido III, flooding the dry riverbeds and ushering in the Kitonak mating ritual known as the "Great Celebration of Life." Kitonaks are skilled at playing beautiful music on chidinkalus, the hollowed-out reeds of chidinka plants, which sometimes results in their capture by slavers and subsequent employment as professional jazz wailers. Droopy McCool, the stage name of one of the band members in Jabba the Hutt's palace, was a Kitonak. Eight years after the Battle of Endor the Imperial battlemoon Eye of Palpatine apparently stopped at Kirido III to pick up a contingent of stormtroopers, but brought in a group of Kitonaks instead. [GG4, ROTJ, COTJ, TFJP]

Kirrek

One of seven planets in the Teta system, Kirrek had three of its cities destroyed when it resisted the Tetan political coup headed by Satal Keto and Aleema. [DL0S]

Kirtania

Kirtania, the fourth planet in the Yyrtan system, is a green-blue world of jungles, deserts, and mountains, and is home to the arachnid alien species called the Araquia. Kirtania was originally colonized by several groups of humans, who founded the competing economic states of Surana, Kinkosa, and Dulai. Over the years, the states have seriously depleted the planet's natural resources and polluted the environment. The population of the planet includes two million humans and only 1,500 remaining Araquia. Kinkosa has recently agreed to become an Imperial supply station in exchange for the modernization of Kinkosa City and privileged trading status within the Empire. Shiarha Root, the only known cure for the deadly Direllian Plague, grows in Kinkosa's humid rainforests. Some of the many forms of life in the rainforests include river serpents and predator lizards. [SWAJ]

Klatooine

The home planet of the alien species known as Klatooinians. It is a Klatooinian custom to sell their disrespectful youths into indentured service, and Jabba the Hutt picked up the contract of a Klatooinian manservant named Barada. Barada then became the head of Jabba's repulsorpool, but was killed during the rescue of Han Solo. Animal life on the planet includes the ill-tempered Klatooine paddy frog. Jabba was sometimes known to snack on live paddy frogs, served in brandy to keep them from attacking and killing each other. [MTS, TFJP]

Klaymor 4-2

An Imperial reconnaissance mission discovered a Rebel spy probe located near Klaymor 4-2. A single TIE fighter, dispatched from the corvette Astin, was sent to destroy it. [TSC]

Knolstee

A planet in the Corporate Sector. Knolstee is one of the stops made by the luxury liner Lady of Mindor during its voyage from Roonadan to Ammuud. [CSSB]

Kobbahn

Location of the Kobbahn starport. [SWAJ]

Korbin

Outlaw stations on Korbin will service any ship, including those belonging to pirates and wanted criminals. [SWAJ]

Koros Major

One of seven planets in the Teta system, Koros Major was the last planet to resist the system's brutal subjugation by the Krath. The Krath leaders, headed by Satal Keto and Aleema, dispatched hundreds of ground troops to the planet and clashed with a joint Republic/Jedi space force in Koros Major's orbit. The Republic ships were badly damaged in the battle and were forced to retreat. [DLOS]

Korriban

A hidden world, Korriban holds the mummified remains of many Sith lords within great temples located in the Valley of the Dark Lords. The tombs are designed to focus and amplify Dark Side energy, which permeates the entire valley. The temples' exterior is guarded by human skeletons, activated through a combination of machinery and Sith magic. Within the temples was an immense crystal, which held the trapped spirits of Jedi Masters who had dared oppose the Sith. Four thousand years ago, Exar Kun visited Korriban to learn Sith secrets and was tormented by the spirit of Freedon Nadd. Nadd destroyed the crystal and unleashed guardian creatures on Kun, who eventually surrendered to the Dark Side of the Force. Emperor Palpatine was known to frequent Korriban, and referred to it as his "place of power." One of Palpatine's last visits occurred around the time of Battle of Yavin. He eventually returned, ten years later, to try to convince the Sithlord spirits to halt the decay of his last remaining clone body. [DLOS, EE]

Kothlis

Kothlis is a colony world of the alien species called Bothans. New Republic Councilor Borsk Fey'lya grew up on this colony world, instead of on the Bothan homeworld of Bothawui. Prior to the Battle of Endor, Bothan spies captured an Imperial freighter carrying highly-classified data about the second Death Star. The Bothan space station Kothlis II, orbiting near Kothlis, allowed the stolen freighter to dock and take on supplies. The Empire soon seized this station, searching for any evidence of the classified information. [DFR, TSC]

Ksiczzic III

The young heiress Tinian I'att and her traveling companions were picked up by the ship Quandary on Ksiczzic III, after their departure from Druckenwell. [SWAJ]

Kuan

Kuan, orbited by several moons, is located in the Taroon system on the outer edges of the Rim. For nearly twenty years, Kuan was involved in a devastating war with its sister planet Bordal, until the conflict was suddenly ended by the intervention of the Empire. The long interplanetary struggle destroyed much of Kuan's main city, home to illegal swoop races and a popular hangout called The Maze. Animal life on Kuan includes the rondat, and plant life includes the pleasant-smelling shimsha flower. A planetary crop is tarine tea. The highly-decorated Imperial pilot Maarek Stele was a native of Kuan. [TSC]

Kuar

The planet Kuar is located in the system of the same name, near the Teta system. Nearly four thousand years ago, the masked warrior clans led by Mandalore made their base in the ruined underground cities of Kuar. From there they struck at the heart of the Teta system, prompting the Tetan leader Ulic Qel-Droma to fight Mandalore in single combat on Kuar's plains of Harkul.

Battling on an unstable web of chains, Qel- Droma defeated Mandalore, thereby winning the loyalty of the warlord and his fierce soldiers-of-fortune. [TSW]

Kuat

Kuat, located in the Kuat sector in the most densely-populated section of the galaxy, is the location of the massive Kuat Drive Yards starship construction facility. Kuat Drive Yards, or KDY, is one of the Empire's primary producers of warships and manufactures the feared Imperial-class Star Destroyer. Due to the strategic importance of the Kuat Drive Yards, the Empire defended the Kuat system with fifteen Star Destroyers after the Battle of Endor, and rigged the starlocks with explosives in case it was necessary to scuttle them. [SWS, ISWU, XWRS, SWAJ]

Kubindi

Kubindi, the fifth planet in the Ku'Bakai system, is the homeworld of the insect-loving Kubaz. Due to the unpredictable solar flares of Ku'Bakai, Kubindi suffers baths of intense radiation and constantly-changing weather patterns. The adaptability of insects have made them particularly successful lifeforms on Kubindi, and be found in many varieties including the bantha-sized sun-beetle. Insects are considered a true delicacy on Kubindi, and the civilized, cultured Kubaz have organized their society around insect trading circles. Kubaz families farm designer insect hives and trade with others; the largest trading families make most planetary governmental decisions. Kubindi is isolated and seldom sees galactic traffic. As a result, many Kubaz are attempting to develop their own starship technology. Garindan, the Mos Eisley spy known as "Long Snoot," was a Kubaz. Several years after the Battle of Endor, the Kubaz negotiated with the Barabel to purchase Verpine body parts to use in their cuisine. [GG4, MTS, COPL]

Laakteen Depot

Laakteen Depot was the Alliance base closest to Fondor, around the time of the Battle of Yavin. It took the Alliance almost a year to capture the depot, which was subsequently wiped out by the Super Star Destroyer Executor during the ship's maiden voyage. [CSW]

Laboi II

A small planet orbiting the red giant Er'Dox Kaan, Laboi II has an extremely slow, retrograde rotation which means that one side of the planet faces the sun for almost 2,020 hours at a time. The side facing the sun becomes so hot it melts rock and the night side is cooled to sub-zero temperatures, though these effects are lessened somewhat by temperature-distributing wind storms. There is no plant life on Laboi II, but there are many animal species including the highly intelligent aliens known as the Laboi. The carnivorous, aggressive Laboi, who can survive the extreme temperature differences of their planet, primarily hunt the bantha-sized ovolyan. Laboi, who appear to be fur-covered snakes, make up for their lack of manipulative appendages with a limited telekinetic ability that may be linked to the Force. Laboi II's main export is Laboian mineral crystals, which are popular in the Core Worlds. [GG4]

Lafra

Home planet of the humanoid aliens called Lafrarians. The grey-skinned Lafrarians have vestigial soaring membranes, feathery growths on their heads, and a keen sense of flying skills and spatial relationships. The planet has a variety of terrain, and most Lafrarian settlements are built into mountainsides and on treetops. One of Doc's "outlaw-techs" was a Lafrarian. While on a mission to Belsavis, Han Solo watched the final puttie game of the series between Lafra and Gathus. [HSSE, CSSB, COTJ]

Lamuir IV

The normally serious, sensible world of Lamuir IV erupts in a week of parties, parades and dramas during the famous, planet-wide Priole Danna festival. The annual celebration has been a tradition for thousands of years, and attracts revelers from all over the galaxy. One of the

festival's greatest attractions is the five-day Anapolla Musical Splash, an eclectic concert of varying styles, where many up-and-coming musicians are first discovered. During the celebration, the priceless antique pistols belonging to jazz musician Fitz Roi were stolen by the Tombat, a mysterious art and jewel thief. The planet's municipalities include Gryle City. [SWAJ]

Lan Barell

The fourth planet in the Lan system, Lan Barell is a remote, desolate world home to the small insectoid aliens known as the Qieg. The planet is an arid desert, with most of its moisture found in two thin polar ice caps. The habitable land lies atop three vast, blue-tinged plateaus, which are separated by toxic, ash-filled lowlands. Lan Barell's economy is based on the sales of valuable ore to Mid-Rim communities. The planet once had three moons, but one of the satellites has been broken into rubble due to massive strip mining operations. The world's population includes eight million humans and nearly 135 million native Qieg, who live in colony nests built inside hollowed-out cacti. The Qiemal, a radical sect of militant Qieg, dislike all humans and cling to their old-fashioned ways deep within the cacti forests. Predatory, canine dingories, a natural enemy of the Qieg, are the main source of food for all of the planet's inhabitants.

The major city of Lan Barell is Shulell, an eclectic mixture of human and Qieg species and structures. Shulell encompasses the planet's only spaceport, the center of the Lan Barellian government within the Quilan Hive, and the district known as the Grill. The Quilan Hive is a 5000 year-old network of cacti settlements tied together with stone walls, and is the base of operations for the Human-Qieg Guild (a consortium of mining operations that runs the planet). The Grill, a bustling black-market district, is a haven for refugees and exiles and contains a small Rebel Alliance cell. The small community of Carmelle is located about twenty kilometers from Shulell. Nearly 1300 years ago, the mining conglomerate Gaminne Group, Inc. purchased mining rights to the ore-rich inner planets from the Qieg, and built Shulell City on Lan Barell. The system was officially taken over by the Empire fifteen years ago, but the Empire has not bothered with direct control. Due to its extreme isolation, Lan Barell is now a refuge for smugglers and refugees trying to avoid the Empire's attentions. [SWAJ]

Lan Fellov

The second planet in the remote Lan system, Lan Fellov is a barren rock world with a single moon. [SWAJ]

Lan Tundi

The third planet in the remote Lan system, Lan Tundi is a barren rock world with four moons. [SWAJ]

Lanthrym

Located in the Elrood sector. Outlaw stations on Lanthrym will service any ship, including those belonging to pirates and wanted criminals. The criminal Morana Fal, who had escaped from the Soruus system with a suit of prototype battle armor, was last sighted on Lanthrym. [SWAJ]

Lar

An orange star orbited by Mima II, homeworld of the Bilars. [GG4]

Laramus

An Imperial convoy was leaving Laramus when it was ambushed by a Rebel cruiser, several shuttles, and X-wing fighters. None of the Imperial transports were able to escape the Laramus system, and the Rebels captured all 14 without any losses. [SWS]

Lazerian IV

Lazerian IV, in the Lazerian system, contains the city of Lazeria and serves as one endpoint of the Kira Run. The recent interest in the Kira Run by mainstream corporations is expected to greatly help the system's economy. [SWAJ]

Lelmra

A temporary base for Senator Garm Bel Iblis' private army. While on Lelmra, a violent thunderstorm triggered the "flip-flop" on several buildings made of memory plastic, which folded them up with nearly fifty people still inside. The smuggler Mazzic had a backup base for his organization on Lelmra. [DFR, TLC]

Lenniera

The controversial jazz musician Fitz Roi had a family estate on Lenniera, where he lived until relocating to Calamar on Esseles. [SWAJ]

Leria Kersil

Leria Kersil is a backwater world, but is pleasant, clean, and quiet. Its capital city's streets are lined with blue and purple trees, and the city is adjacent to a well-maintained spaceport. The planet is the only source of "life-witches"-- those who can sustain another's failing life for years but eventually withdraw support, causing that person to die. Life-witches appear rarely and are born seemingly at random. Karia Ver Seryan, a wealthy woman who lives in a large, well-defended mansion, was one of Lando Calrissian's marriage candidates until he discovered she was a life-witch. [AAC]

Lesser Galam

The first planet in the remote Lan system, Lesser Galam is a moonless rock seared by its nearby sun. [SWAJ]

Lianna

The manufacturing world Lianna instituted home rule following the Empire's defeat at the Battle of Endor. The New Republic respected the planet's new non-aligned status, but Imperial reprisals on Lianna for treason seemed inevitable. Lady Santhe, head of the powerful Santhe/Sienar manufacturing corporation, threatened to cut off Lianna's production of TIE fighters unless the planet was left alone. This threat, along with secret payments to the local Moff, resulted in Lianna receiving a special charter of secession from the Empire. One of the products manufactured after Lianna's secession was the compact but powerful TIE tank, also called the Century tank. The inhabitants of the planet are called Lianns. [DESB]

Linuri

The site of a former confrontation between Senator Garm Bel Iblis' private army and the forces of Grand Admiral Thrawn. Apparently, Thrawn's forces did some damage to Bel Iblis' men or scared them out of the system. [DFR]

Loovria

The Sludir slavelord known as Big Quince once fought in the gladiator pits of Loovria, and still carries his gladiator's force pike as a reminder of his time there. [SWAJ]

Lorahns

The planet Lorahns is controlled by a strict religious oligarchy of the Ffib sect. The bounty hunter Boba Fett once earned a 500,000 credit reward for capturing Nivek'Yppiks, a Ffib heretic wanted by Lorahns' leaders. [TFJP]

Loronar

The location of the Loronar space construction center, one of the facilities used by the Emperor to build his largest warships and special weapons platforms. [ISWU]

Lorrd

A planet located in the Kanz sector. Four thousand years ago during the Kanz Disorders, Lorrd was bombed from orbit and its human inhabitants enslaved by the Argazdans. The Lorrdians, forbidden by their masters to communicate verbally, developed an advanced system of kinetic

communication through gestures and facial expressions. After nearly three centuries, the Lorradians were finally freed from servitude by the Jedi Knights. The planet's inhabitants have retained many of their non-verbal communication patterns and are among the galaxy's best mimics. Hart-and-Parn Gorra-Fiolla, Assistant Auditor-General of the Corporate Sector, was a Lorradian. [HSR, CSSB]

Loth

Organocrystalline structures, a possible form of primitive life in the oceans of Stroiketcy, have been compared with the rubygrub cysts that are found on Loth. [GG2]

Lumea

The orange star orbited by twelve planets in the Sevarcos system. [SWAJ]

Lur

An icy planet with slightly higher than standard gravity, Lur is located just outside the borders of the Corporate Sector. The upper layers of Lur's atmosphere are heavily ionized, which creates intense electrical storms. This, when combined with Lur's gale-force winds and freezing temperatures, makes starship landings often hazardous. The fur-covered, bipedal inhabitants of Lur have an innate expertise in genetic manipulation and live in cities of a few thousand each. They are peaceful and sociable, and very few ever choose to leave their homeworld. The frozen planet has many lifeforms, some of which were genetically engineered by the Lurrians: noahounds are used as guards, grebnar herds are used for food, and asgnat swarms burrow subterranean cities from the hearts of glaciers. Due to the remarkable abilities of Lur's inhabitants, the Empire quarantined the planet. Unfortunately this has proven ineffective against slavers, who can sell the Lurrians for four to six thousand apiece on the Invisible Market. Han Solo and Chewbacca were unwillingly involved in a Lurrian slavery operation during their early adventuring. [HSR, CSSB]

Lusankya

The location of an Imperial interrogation and brainwashing facility. Some three years after the Battle of Endor, Internal Security Director Ysanne Isard considered capturing Rogue Squadron pilot Bror Jace and sending him to Lusankya. [XWRS]

Lweilot Asteroid Belt

Located in the Bseto system, the Lweilot Asteroid Belt occupies the third orbital position around the white dwarf star Bseto. The Belt, 90 million kilometers wide, was once another planet in the system. [SWAJ]

Lwhekk

The homeworld of the Ssi-ruuk, in a distant star cluster. This planet is the center of the Ssi-ruuvi Imperium. [TAB]

Maires

An ocean planet in the Hapes Cluster, Maires is the homeworld of a water-breathing alien species known as the Mairans. The large, tentacled Mairans can leave the sea for brief periods, but must spray seawater on their black, rubbery skin to keep it moist. They speak a strange musical language by blowing into drilled shells. The Mairans have long been rivals with the inhabitants of the planet Vergill. Nineteen years after the Battle of Endor, the Vergills began an undersea ditanium mining operation on the planet Hapes, next to the newly-opened Mairan consulate. The Mairans filed an official protest against the noise and mining debris stirred up by the Vergills' actions, but in reality they had deliberately placed their consulate near the richest vein of ditanium in order to spark a confrontation. [YJK]

Mall'ordian

A planet in the Corporate Sector. Mall'ordian is one of the stops made by the luxury liner Lady of Mindor during its voyage from Roonadan to Ammuud. [CSSB]

Maltorr?

The possible homeworld of the insect-like alien species referred to as Maltorrans. A stocky Maltorran was killed during the attack of Xim's war-robots on Dellalt. [HSLL]

Mantessa

The home of dangerous predators called panthacs. Han Solo and Chewbacca had an encounter with these animals while on Mantessa. [TLC]

Mantooine

Mantooine, in the system of the same name, is located in the Atrivis sector in the Outer Rim. The government of Mantooine considers spice smuggling to be a capital offense. Years ago, a group of Mantooine freedom fighters called the Liberators were massacred by the Empire when they took refuge in a captured Imperial base. If the group had been allied with another resistance group in the nearby Fest system, however, the Liberators could have been warned of the coming strike fleet and taken cover in Mantooine's impenetrable forests. This example of the benefits of communication helped build a strong case for a single, unified Rebel Alliance. In a separate incident, the probe droid D-127X's self-sacrifice may have saved Mantooine from an Imperial surprise attack. [FP, SWAJ]

Markbee's Star

The fourth planet orbiting the star is Zeffliff, home to the seaweed-like aliens sharing its name. [TCS]

Marngar III

Site of an Imperial University. The Imperial spy Benald Orlan was an honors student at this university, where he attended the Thene campus. [SWAJ]

Matra VI

The gunman Gallandro, hired by Odumin to bring down the Malorm family, killed the group after luring them to Matra VI. This earned Gallandro the wrath of the Assassins Guild, who claimed to have an exclusive contract on the Malorm family. [CSSB]

Mattri asteroids

Garm Bel Iblis' private army had a temporary base in the Mattri asteroids during their hit-and-fade attacks against the Empire. [DFR]

Mayro

A resort world in the Corporate Sector. Torm Dadefferron, inheritor of the Kail Ranges, was first approached by undercover Corporate Sector police while visiting Mayro. [CSSB]

Mendicat

Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of successfully commanding the Massacre of Mendicat without losing a single stormtrooper. In actuality, Mendicat was merely a scrap mining and recycling station, which was destroyed when Sulamar incorrectly programmed the station's orbital computers. [DS]

Mepha'as Prime

The Outer Rim smuggler Jin-Jin won half a million credits in the Arenas of Mepha'as Prime, but lost it all when his real-estate investment on Alderaan was destroyed along with the planet. [SWAJ]

Merisee

Merisee, known for its medicine and agriculture, is home to two intelligent alien species-- the Teltiors and the Meris. Meris are tall, blue-skinned humanoids with webbed hands and a prominent brow ridge; Teltiors are similar in appearance but lack the ridge. Meris have an innate ability to predict the weather. Honn Dangel, a Meris meteorologist in Bepin's Cloud City, gained his current post after leaving the Merisee military. [GG2]

M'haeli

M'haeli, an agrarian planet with several moons, is a well-situated refueling point for several nearby systems. The capital city is N'croth, where Governor Grigor rules from the Imperial garrison. The planet's population is made up of two primary species-- human colonists and native H'drachi. Each year the H'drachi hold a mid-summer conclave where they consult the timestream for news of the future. Sights on M'haeli include W'eston Falls, Demon's Brow, and a secret mine of valuable Dragite crystals located in the D'olop Range (which includes Selon Mountain). Years ago, an off-world attack led by Grigor devastated the palace of the human ruling house and paved the way for the planet's takeover by the Empire. Mora, infant heir to the ruling house, was abandoned during the attack and adopted by the H'drachi seer Ch'no. Seventeen years later, the Imperial pilot Ranulf Trommer was assigned as a spy to M'haeli and uncovered an illegal Dragite mining operation being run by Governor Grigor. [ROC]

Miglar 2

The Nikto assassin Ma'w'shiye suffered injuries in a speeder bike accident on Miglar 2, where he lost the facial horns characteristic of the Nikto species. [SWAJ]

Mima II

A small, tropical world orbiting the orange sun Lar. Mima II has a fast rotation and year, and very unstable tectonic plates which are drawn across the planet's surface by the nearby gravitational influence of Lar. Mima II is abundant with plant and animal life, and the sentient Bilars inhabit the lush jungles. The Bilars, pink-skinned, timid vegetarians, are unique in that they can form group minds called claqas. While one Bilar is about as intelligent as a rodent, claqas of six or seven Bilars approach genius-level intelligence. The Bilars have developed sophisticated technology, but there is little on Mima II that is useful in galactic trade. [GG4]

Mimban (Circarpous V)

The fifth planet in the Circarpous system, the cloud-covered swamp world of Circarpous V is often referred to by its local name of Mimban. The planet is largely unexplored, save for a single expedition by Circarpousian xenoarcheologists and an early Imperial scouting survey. The rainy world is a lush green crisscrossed with muddy brown rivers, and is teeming with many forms of life. The foliage is concentrated in dense clumps which leaves plenty of open space for travel, though the incautious can sink to their deaths in pockets of thick gray mud. Mimban was never colonized by the Circarpousians, but the Empire secretly established a mining operation on the planet without the knowledge of the system's inhabitants. The Empire's miners live in five makeshift towns, and perform their work with energy drills. These drills, illegal on populated worlds, create harmful fallout and are a serious hazard for arriving ships, since they shunt their excess electrical charges into the sky.

At least three intelligent Mimban species are known to exist on the planet-- the large-eyed "greenies" who beg in the mining towns for alcohol; the thin gray Coway who live underground, and an unnamed furry species with four legs and four arms. The mysterious, long-extinct species known as the Thrella are believed to have built the hundreds of temples and cities that dot the damp surface of Mimban. "Thrella wells," near-bottomless shafts surrounded by interlocking hexagonal stones, often have side passages called Coway shafts, leading to the underground world of the Coway. One particular Coway shaft, lit by a type of luminous fungi, contains a vast subterranean lake which the Coway cross on large lily pad plants. The lake houses a dangerous, amorphous pseudopod-creature, and an abandoned Thrella city is located on the lake's far edge. This shaft's 200 Coway live in a primitive village built in a huge natural amphitheater. Their tribes are ruled by a triumvirate of leaders, who appeal to their god Canu for judgment on important matters. One of the world's more dangerous animals are the huge pale worms called wandrellas,

who have black eye- spots surrounding a gaping mouth and are too stupid to be slowed by most attacks. Imperial control of Mimban was entrusted to Captain-Supervisor Grammel, who ruled from the Imperial planetary headquarters built into an ancient towering ziggurat. The legendary Kaiburr crystal, rumored to have properties that focus and intensify the Force, was located deep in the jungle, in the temple of a minor local god named Pomojema. The powerful crystal rested within a ceremonial statue of the god, and was guarded by a sluggish but deadly lizard-creature. Soon after the Battle of Yavin, Luke Skywalker, Princess Leia, and the droids R2-D2 and C-3PO crashed on Mimban while traveling to a conference on Circarpous IV. After facing many dangers, including a showdown with Darth Vader, the Rebels were able to retrieve the Kaiburr crystal and leave Mimban. [SME]

Mindabaal

A politically influential world in the system of the same name, Mindabaal was the birthplace of the notorious Outer Rim smuggling sisters Josephine and Jericho. The rebellious Jericho attended the Mindabaal Royal Academy boarding school and later escaped, while Josephine began a distinguished career in the Mindabaal Diplomatic Corps. While on a mission to formalize Mindabaal's official entry into the Empire, Ambassador Josephine was kidnapped by her sister. The two later returned to their homeworld only to find it devastated by an Imperial orbital bombardment, at which point the sisters began working the smuggling trade together. [SWAJ]

Mindar

Han Solo and Princess Leia Organa once shared rations on a Mindar battlefield, amid the dead bodies of Imperial stormtroopers. [COPL]

Mirshaf?

Captain Dorja, of the Star Destroyer Relentless under Grand Admiral Thrawn, was known to use an ancient Mirshaf gesture of victory. [TLC]

Miser

The innermost planet of the Bespin system, Miser is a small world lacking atmosphere but rich in valuable metals. The planet's powerful magnetic field interferes with most electronic equipment. Miser was heavily mined for raw materials during the construction of Bespin's Cloud City, and deep craters from the operation can still be seen on its surface. The inhospitable temperature extremes made the mining hazardous, and hardy Ugnaughts were needed to staff the operation. The mines have since been abandoned, and are now infested with mynock. The desolate planet has frequently been used over the centuries as a hideout for smugglers and pirates. Lord Ecclessis Figg, the founder of Cloud City, once proposed a rolling mining center that could stay permanently on the cooler, shadow side of Miser. It was never built, but it provided the inspiration for Lando Calrissian's Nomad City mining operation on Nklon. [HTTE, GG2]

Moltok

The oxygen-rich planet Moltok is one of the inner worlds of the Dartibek system and is the homeworld of the Ho'Din. Active volcanoes fill Moltok's skies with ash, which helps protect the planet's surface from the harmful effects of its sun. The Ho'Din live in the hot rainforests of the lower latitudes and have a deep religious reverence for the plant life found there. Moltok is a heavy exporter of high-priced medicinal plants, but technology is discouraged by the Ho'Din due to an early ecological catastrophe resulting from an attempt at mining. The government on Moltok is controlled by the clergy of the dominant [Dinante Fli'R] religion. The Jedi master Plett, who built a house and laboratory on Belsavis, was a native of Moltok. [GG4, COTJ]

Monor

Located in the system of the same name in the Doldur sector. Just after the Battle of Yavin, resistance leader Una Poot was planning to deliver a cargo of blaster carbines to the Rebels on Monor from her base on Silver Station. [SWAJ]

Mons Calamari (see [Calamari](#))

Morvogodine

The vandfillist artist Maxa Jandovar was arrested by Imperial forces on Morvogodine. She later died in custody. [TFTC]

Movris

Located in the Noonian sector. Rebel privateers, presumably operating from Movris, were able to steal nearly a quarter of the foodstuffs being produced by Nebula Consumables in the Noonian system. [SWAJ]

Mrisst

The Old Republic through the Tenth Alderaanian Expedition first contacted Mrisst, and one of the interesting discoveries was that none of the dozens of Mrisst cultures had developed any type of three-dimensional art. Wedge Antilles and Rogue Squadron planned to deliver a convoy of food and supplies to Mrisst but were ambushed on Cilpar by a group of TIE fighters. Mrisst was a target in a planned assault by Grand Admiral Thrawn due to its proximity to the heart of the New Republic, and was also intended as a lure to defeat the New Republic fleet if they made a concerted effort to defend the planet. [TLC, XW]

Munto Codru

Munto Codru is home to the four-armed aliens known as Codru-Ji, and is considered of only marginal interest to the rest of galactic society. The planet features several moons, beautiful mountains, and ancient castles in its temperate zone, which are famous for their elaborate carvings on translucent rock walls. The castles were constructed by a now-vanished civilization and are now used as provincial capitals by the Codru-Ji. Codru-Ji society is based on a complicated system of political families and entities (including the Sibiu, the Temebiu, and the province of Kirl) and is headed by Chamberlain Lyon. Coup abduction and ransom in this society is a common and expected political maneuver, during which no one of noble birth is to be injured. Animal life on Munto Codru includes a four-winged bat and the six-legged, fanged wyrwulfs, which are actually the Codru-Ji themselves in the earliest, infant stage of their lives. Leia Organa Solo's three children were abducted while she was on a diplomatic mission to Munto Codru. [TCS]

Mussubir Three

A planet possibly in the Senex sector. The uncommitted ex-governor of Mussubir Three took a "vacation" to attend a meeting on Belsavis with Roganda Ismaren. [COTJ]

Mutanda

The homeworld of the leonine alien species known as the Gorvan Horansi. Myrgaanti Shi-iki, a Gorvan Horansi, was a freelance Alliance operative until he stole a prototype fighter and deserted for unknown reasons. [SWAJ]

Myomar

The location of Imperial maintenance facilities. Han Solo reportedly acquired several powerful deflector shield generators from these facilities for installation on the Millennium Falcon. [SWS]

Mylock IV

A small, gray planet located in the Mylock system of the Outer Rim, Mylock IV is the homeworld of the Nharwaak and Habeen. The two races developed a new hyperdrive together, though the Nharwaak balked at the Habeen decision to deliver this technology to the Empire. In a rendezvous near Mylock IV, the Habeen officially turned the technology over to Admiral Zaarin's forces in exchange for their planet's formal entry into the Empire. The Nharwaak attempted to sell the same technology to the Rebels, but were destroyed by Imperial attacks. [TSC]

Myrkr

Although Myrkr has been settled for 300 years and was well within the Old Republic's boundaries, both the Old Republic and the Jedi always avoided the planet. As a result, Myrkr is unknown to virtually all galactic citizens, with the exception of smugglers and other lawbreakers. The historical aversion of the Jedi was due to one of Myrkr's native life forms, the tree-dwelling ysalamir. The ysalamir has evolved a defensive mechanism allowing it to push the Force from itself in a protective bubble, and many ysalamir grouped together can create a vast region in which the Force does not exist. Another of Myrkr's animals, the predatory vornskr, uses the Force to assist in hunting and tracking prey. The high metal content of Myrkr's trees make sensor readings unreliable, which is one reason why the smuggler Talon Karrde built his chief base deep in the western part of the Great Northern Forest. This base was overrun by Grand Admiral Thrawn's forces after Karrde helped Luke Skywalker escape in Hyllyard City, Myrkr's major population center. Myrkr is located about 350 light years from the planet Wayland. Ood Bnar, a five thousand-year old Jedi master, was a member of the Neti-- an alien species that evolved from trees on Myrkr. [HTTE, DFR, TOTJ, DE2]

Mytus VII (Stars' End)

A small, rocky planet with low gravity and no atmosphere, Mytus VII is located in the debris-cluttered Mytus system and was home to the Corporate Sector Authority prison known as Stars' End. Mytus VII orbits at the edge of its system, whose small star is located at the distant end of the galaxy and the farthest border of Corporate Sector space. The prison, where inmates were kept in suspended animation between interrogations, was commanded by Authority Viceprex Mirkovig Hirken. Stars' End was destroyed by Han Solo and his companions during an attempted jailbreak. Prior to the Battle of Yavin, a group of Alliance pilots escaped from Mytus VII in a freighter and were subsequently rescued by a Rebel shuttle. [HSSE, CSSB, FP]

Backwater Worlds & Moons

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The following works have been a major inspiration in creating this conversion to GURPS.

Cinematography:

George Lucas & Lucas films

- Star Wars, Episode I, The Phantom Menace
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Literature:

Timothy Zahn

- Star Wars, Heir To The Empire
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West End Games

The Official Star Wars Role Playing Game