

STAR WARS LORDS OF THE EXPANSE

GAMEMASTER GUIDE



Introduction

The *Gamemaster Guide* presents most of the political and social organizations present in Tapani sector (you'll find a few more in the *Campaign Guide*). The organization of the book is fairly straight-forward. We'll look first at the houses of the Expanse and the culture of the Tapani nobility, then check out the Freeworlds. From there, we'll branch out to examine the various other organizations active in the sector, from the Empire and the Mining Guild to the Rebel Alliance and fringe groups like pirates and smugglers.

Each chapter will introduce at least a couple of gamemaster characters (complete with accessories) which tie in to the subject matter. Some of these characters represent key leaders of the sector, while others are more generic representatives of a group.

You'll easily find applications for characters like the saber rake Alec Lamere or the Mining Guild recruiter Jinjur Tomas in your adventures. You can use the higher-ranking characters like Moff Gustavu or Captain Lin Nunsck as backdrop characters if you like. However, if your players are running nobles, these moffs, governors, and house lords might be peers rather than superiors. In this case, they might develop as major gamemaster characters the characters interact with regularly.

The personalities of the high lord or lady of each house are established in the section devoted to each house. Stats are not provided for these characters in this book (you probably won't need them).

The Icons

The *Campaign Guide* is devoted to giving you pointers and material you can use in developing your own Tapani sector campaign. However, there are spots in this book where we decided additional gamemaster-oriented comment on specific issues and ideas might be useful. We've put such commentary in sidebars. In addition to the general-purpose sidebars we usually use, there are two kinds of specialized sidebars in this book: Gamemaster Tips sidebars and Adventure sidebars.



The Gamemaster Tips sidebar features tips on handling certain situations and issues raised in the text. It may suggest ways to introduce or use a character or organization, or talk about ways to handle players in certain situations. In general, the Gamemaster Tips sidebars focus on applying the source material text to adventures and campaigns.



The Adventure sidebars feature short adventure ideas which develop some concept or situation introduced in the text. Hopefully, these ideas will serve to get you thinking of ways you can apply the source material or get the creative juice flowing into new channels.

Chapter One

The Expanse

The Expanse was the area of Tapani space first settled by Core colonists. It was here that the first clans and houses thrived, and it was in the Expanse that the Tapani forged an empire which lasted 6,000 years.

Up until very recently, every momentous decision bearing on the sector was made in the Expanse; in the halls of the Great Council on Procopia, and also in the castles and palaces of the houses that still rule the sector (Cadriaan is the only house not located in the Expanse). Nowadays, the Freeworlds, the Mining Guild, and the Empire all have something to say about sector affairs, but many who live in the Expanse chose to overlook this embarrassing new reality.

The population of the Expanse is split into two basic socio-economic classes—the nobles and the common people. The ruling class, of course, is made up of the house nobles—who govern within their designated spheres. The common class includes the merchants, manufacturers, and service providers who keep the sector economic engine running smoothly.

The Nobility

There are approximately 345 noble families residing in the Tapani sector. Most of these families have been around in one form or another since the mid-Dynastic Era, though some have changed house affiliation over time as one house died and another was born.

While elsewhere in the Old Republic the idea of universal suffrage and equality has long existed, in Tapani sector the philosophy has persisted over the millennia that the power of rule belongs by right to the well-born. Nobles and commoners alike subscribe to this point of

view, and find it right and natural. Perhaps this attitude helps explain both why Tapani citizens adjusted readily to the rise of the Galactic Empire, and why the Rebellion has difficulty in igniting the flame of freedom in the Expanse.

The nobles of Tapani consider it subversive to seek power through popularity among the non-noble populace or by serving the selfish needs of the more needy, least educated, and least well-informed members of the nobility. Though there have been many popular and charismatic rulers over the centuries, few nobles have attempted to head a public uprising against the established noble class, and none successfully. Those who are thought to harbor populist sympathies are shunned, both by their peers and the lower classes.

The Houses

All noble families are members of a particular house; a coalition of families which lay claim to certain territories and sector assets. House membership is accorded to those who are born into or marry into an established house family.

There are currently seven houses in Tapani. Mecetti, Cadriaan, and Melantha are greater houses, which means they command major factions in the Great Council (see below). The upper families of the greater houses are the most powerful in the sector, and have connections not only throughout the sector, but often on Coruscant and within the Imperial military as well.

Barnaba, Pelagia, Reena, and Calipsa are the lesser houses. They have less direct influence on the Great Council than the greater houses, but since the greater houses depend on them

to provide the necessary votes to build commanding coalitions, they can often nudge events in directions favorable to themselves.

Each house conducts its internal affairs a bit differently, but all have certain similarities. Each house is governed by a High Lord (or Lady) and a privy council of advisors. The High Lord is appointed by the heads of each house family, and usually serves until he chooses to retire or dies (in some cases, either event might be hastened by house members anxious for another to take the reigns). The nobles eligible to the privy council come from the house's uppermost noble families, which make up perhaps ten percent of the house's noble class (most of these are lords).

The role of the privy council varies from house to house. In some houses, it is simply an advisory body with no power to enforce its decisions. In others, it is the real power behind a figurehead High Lord, who serves to rubber-stamp its decisions. In most cases the High Lord has a fair amount of leeway in formulating public policy, but rare is the High Lord who can run roughshod over the wishes of his privy council (which, after all, represents the interests of the most powerful families in the house). Those who do are usually replaced sooner or later.

Titles and Rank

Nobles are considered equal before the law, but some nobles are more equal than others. In fact, there are three different levels to the aristocracy—and three different corresponding titles.



Tommy Brundage



Dearly Despised

Everyone thought the wedding was just lovely—except the newlyweds, who hate each other's guts! It's an arranged marriage between two rival houses (or families) that *has* to work. The house-affiliated characters must keep the two lovebirds from killing each other (or escaping) during the honeymoon so that the two houses can cement an alliance.

If the characters have just completed a tough adventure, a slightly amusing scenario like this can help relieve the tension and add variety to the campaign. Such adventures are also great opportunities to introduce those annoying but harmless gamemaster characters that players love to hate (like Lady Agatha, who you'll meet in a bit).

ever, observing a noble code of conduct is important, because if nobles do not hold themselves to a higher standard than commoners, there is nothing to separate them from the commoners other than mere money and an empty title. While each house has its own take on how members should conduct themselves in public, all agree on certain common denominators which make up an informal but extremely important code of conduct.

While lying is acceptable and even required in some situations, breaking one's word is tantamount to spitting on one's high lord. It brings dishonor and disgrace to the individual, his family, and his house. The word of a Tapani noble is not given lightly, because he knows he will be held to it by very rigid social codes.

Those caught breaking their word publicly or privately given are ostracized by the nobles of every house at the very least, and often sent away to live in another sector for years. Youngsters are occasionally permitted to reenter society after a suitable period of time, but for nobles in their majority there are no second chances—once branded a word-breaker, a noble is forever tarnished.

Cheating and stealing are other unforgivable offenses, which are perversely considered more serious crimes than murder. Murder itself is frowned upon in noble circles, but viewed as a viable method of taking care of intractable obstacles. (Murder is of course illegal in Tapani and Imperial courts, but you have to be charged with a crime to be persecuted, and nobles tend to cooperate in concealing their own messes.) The exception to this are patricide and fratricide, which are very serious offenses against the social order, and threaten the very fabric of noble society.

Naturally, there are scoundrels and blackguards among the nobility who engage in all manner of dark deeds, but even they are careful to hide their activities.

Dueling

Because of the serious consequences of being found lacking in honor, questioning a noble's word is dangerous. Traditionally, the noble has two choices when faced with an insult; kill the offender (if a commoner), or challenge him to a duel (if a fellow noble).

The times have become more civilized in recent centuries, and commoners are no longer slain outright for insulting a lord or lady (roundly beaten perhaps, but not slain). Dueling has been declared illegal by the Empire, but it still goes on—quietly and behind the scenes.

Duelists each choose a second, and agree on a suitably isolated place for the duel. Blasters are used in most duels—either set to stun or to

kill depending on the seriousness of the offense and the houses involved.

Most house leaders pretend to being unaware that the tradition of dueling continues, though they must investigate if the duelers become too obvious. Fortunately for all concerned, dueling is rare enough that Empire law-enforcement agencies do not feel obliged to step in and launch investigations.

The Saber Rakes

Some years ago, some young Calipsan nobles discovered a small cache of lightsabers which once belonged to the House Pelagia Jedi. They began sporting the things, and made an incredible impression amongst the young sector nobles.

It wasn't long before Imperial Dark Adepts came along to confiscate the lightsabers, but by then the fad had spread to other houses. Some of the more delinquent young nobles began wearing replica sabers they called lightfoils. The lightfoils were not as powerful or energy-efficient as the Jedi antiques, but just as deadly in the end—it wasn't long before several well-developed rivalries and feuds ended in deadly lightfoil duels. A new subclass of noble youth emerged—the saber rakes.

All houses (with significant Imperial pressure) have since agreed to ban functioning lightfoils in the sector. This hasn't stopped the saber rakes from wearing non-functioning ornamental lightfoils at their belts (some of which just *happen* to activate if the right hidden buttons are pushed), and some daring and resourceful souls have managed to locate real lightsabers which they hide in plain sight.

The duels continue, of course, in isolated locations agreeable to both parties. It is considered in bad taste to actually kill one's opponent among the saber rakes, unless the rivalry is particularly serious. Most duels are concluded with the first lost limb (deaths due to shock are not considered dueling deaths by the saber rakes—though the authorities may disagree). Not surprisingly, prosthetic limbs are in big demand among certain cliques of young nobles.

Naturally, the sight of dozens of highly influential young nobles traipsing about with lightsabers of any kind makes the ISB and Ubiquitorate nervous. Some Imperials are convinced that the saber rakes are showing subversive support for the Jedi Knights, while others are more concerned that pro-rebels might be using the fad as cover for their own activities. Most Imperial officials see the fad for what it is—a simple infatuation with an elegant antique weapon vested with a rich and regal history. Few saber rakes have more than a passing knowledge of the Jedi Knights.



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Lord Alec Lamere

Type: Saber Rake

DEXTERITY 4D

Archaic guns 4D, blaster 4D, dodge 5D+1, lightsaber 6D+1, melee combat 5D, melee parry 4D, running 3D+2

KNOWLEDGE 3D+1

Alien species 4D, cultures 4D, intimidation 5D, languages 4D+1, streetwise 4D, value 4D+2

MECHANICAL 2D+1

Beast riding 3D+2, jet pack operation 3D, repulsorlift operation 4D+1, swoop operation 4D

PERCEPTION 3D+1

Bargain 5D, command 5D+2, hide 5D, persuasion 5D+2, search 4D+2, sneak 5D+1

STRENGTH 2D+2

Brawling 4D, lifting 3D, stamina 3D+2

TECHNICAL 2D+1

Computer programming/repair 3D+2, droid programming 2D+1, first aid 3D, lightsaber repair: mock lightsaber 4D+2, repulsorlift repair 3D+2

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Fine clothes and cloak, short walking stick with lightfoil concealed in the handle (3D+2), sporting blaster (3D+1)

Capsule: Alec Lamere is a cocky 17-year-old lord from House Barnaba. He is a thin and rather gawky fellow, with a long solemn face and sandy blonde hair. He dresses well, however, and favors striking blue cloaks with gold and black lining.

Though not much to look at, Lamere is all the rage among certain young ladies of House Barnaba, and of several other houses as well (namely, those drawn to dangerous men). His status is entirely due to his skill with the lightfoil, which is sufficient to ensure him victories against most likely opponents.

Lamere's apparent awkwardness is deceiving. Once he has ignited his lightfoil, his hesitation and clumsiness disappears, and he becomes a deadly duelist of the highest caliber. Few have faced Lamere and walked away unharmed. He himself has only one trophy to mark a lost duel—a cybernetic left hand.

Lamere is aware of the secret arrangements between his house and the fringe elements which operate on Vycynith (see page 76). He is willing to use this information against those in his house who want to curtail his dueling, and has done so twice already. His family has already decided to send him to the Imperial Academy on Raithel when he turns 18 to get him out of the sector.



Tom Blundell

The Imperial Leash

The Tapani nobles have a relatively free hand in governing their domain, at least when compared to other Imperial sectors. In other areas, the Empire rules directly through its network of moffs, governors, and military leaders. In Tapani, the local government has a lot more power, and the Tapani Imperial governors serve more as ambassadors and advisors than as sector rulers.

Palpatine is content to allow the sector its independence for the time being, but he is not about to let the houses forget who has the ultimate power and authority in the galaxy. A large Imperial fleet is stationed at the freeworld of Tallaan. Ostensibly, it roves the sector to protect the bacta pipeline which runs

from Thyferra to the Core, but it is as much there to remind the locals of his power as to protect trade.

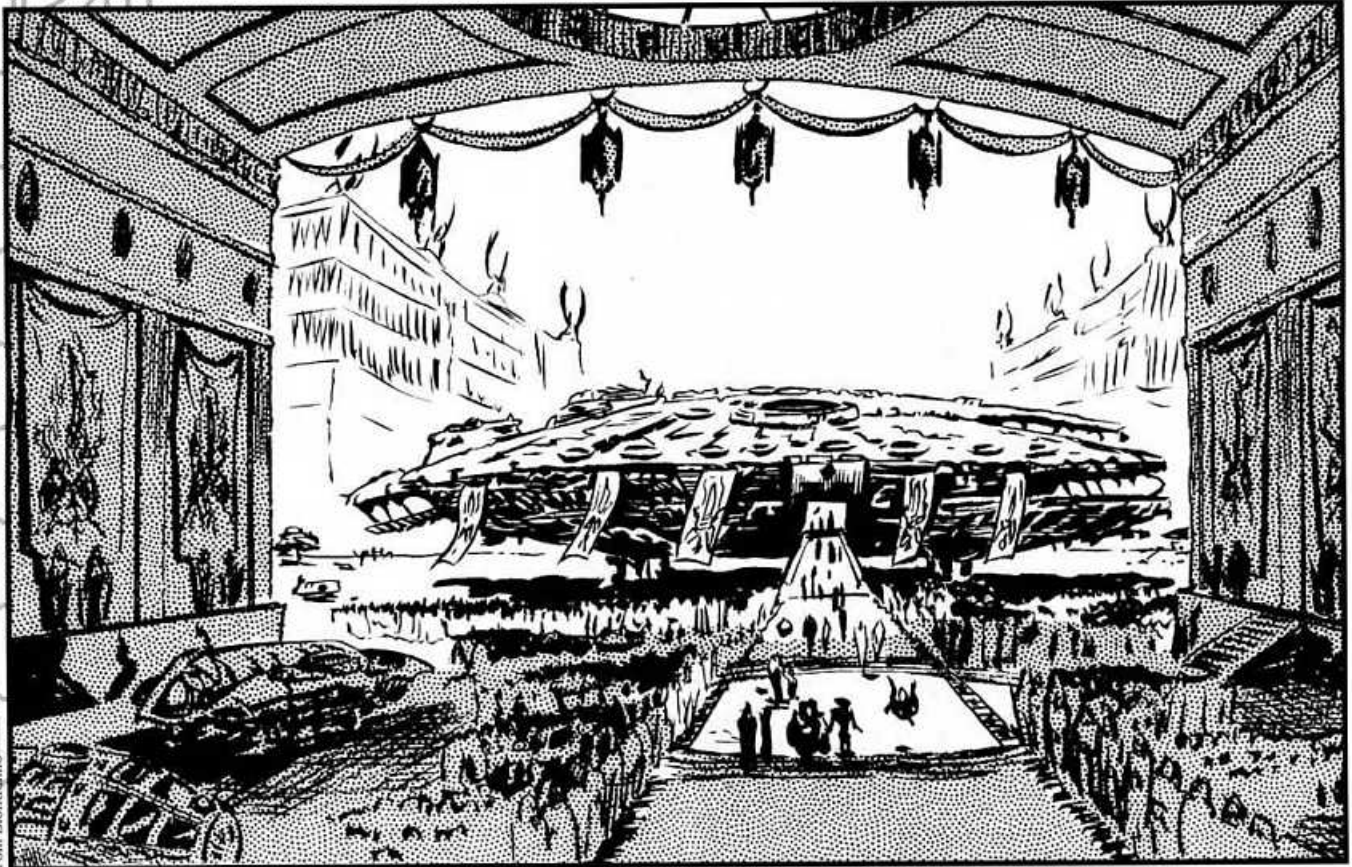
Palpatine has established a system to ensure the loyalty of the Tapani houses and prevent the house leaders from becoming too entrenched in their powerbases. Every two years, the extended family of each High Lord travels to Coruscant (also known as Imperial Center) to join the Imperial Court for a year, while the leader himself stays in the sector to govern with his advisors. The families are "invited" to Imperial Center in a rolling rotation



Using Saber Duels

Duels make for great role-playing. If the characters are themselves young nobles, they will be dueling rivals sooner or later. If they are house operatives, they might find themselves charged with keeping a young hothead noble out of trouble—not easy when he is picking fights with every peer in sight.

The dueling culture can impact the characters even if they have no direct dealings with nobles. They may decide to have a meeting or rendezvous in some out-of-the-way location, only to have their plans interrupted by a band of saber rakes who have picked the same spot for a rowdy duel.



Tom Burdette

which ensures that each cluster of allied houses has at least one major family living in Imperial City at any given time.

Everyone pretends to treat this as a great honor, but everyone knows that the expatriate families are hostages to ensure the continued support and loyalty of Tapani sector. With their loved ones held hostage on Coruscant, few house leaders would contemplate defying Palpatine or conspiring with Rebels.

The great migration of a household to and from Coruscant is an event accorded with great fanfare, and the tradition does have its beneficial side. By maintaining a constant presence at Imperial Court, the Tapani nobles have greatly increased their standing in the Core community. In past generations, the Tapani gentry were regarded by the Core elites as rather provincial and backward. In recent decades, however, the Tapani nobles have become accepted as peers (though the occasional snub must be expected from time to time).

The constant exposure to the Core has also begun having an effect in Tapani society, especially among the more impressionable young nobles. Some have begun looking down their

noses at their own houses and preferring Coruscant to Procopia, their own capital. Others are becoming more open to Imperial High Culture, and its anti-alien philosophies. This is not an accident—Palpatine has his own plans for Tapani sector (for more on that, see Chapter 5).



The Road to Coruscant

A noble family is being forced to emigrate to Coruscant as per the Emperor's edict. Unfortunately, its leaders have it on good authority that a rival house will assassinate them there—with the Emperor's blessing. They ask the characters to help them flee to safety, but where in the Expanse is truly safe? Can the characters help them fake their own deaths enroute or spirit them away some other way? The Rodian Dramatist from *Heroes and Rogues* might be a cool addition to the plot (pages 83 and 121).

Noble Life

To be well-born in Tapani sector is to be a cut above the rest. Even though equal to commoners by law, a nobleman or woman is nonetheless accorded honors and privileges rarely extended to others on a less formal and official level. Even knights can expect a certain level of respect and honor from commoners, though the real royal treatment is reserved for barons and lords.

Nobles are accustomed to getting the red carpet treatment wherever they go in the sector. Nobles never have to wait in line—except behind a higher-ranking noble. They seldom make reservations at the exclusive restaurants they frequent, since even the most overbooked establishment bumps commoner guests off the reservation list to be able to seat a noble's entourage. By the same token, exclusive seating in stadiums and concert halls are never a problem.

Nobles are also, according to temperament and interest, often invited by various companies to try out complementary new products—

everything from new racing airspeeders to new guardian droids, in the hopes that the noble will endorse it. This practice is frowned on by some nobles as being beneath one's dignity, but many younger nobles jump at the chance to play with the galaxy's newest toys.

The drawback to celebrity, of course, is that the more prominent nobles get little privacy when traveling. There is a special section of the newsnets media that do nothing but dog the heels of popular nobles, watching their every move, waiting for something newsworthy to happen (like duels, rivalries, love affairs, betrayals, and so on).

This becomes tiresome, especially for the more prominent nobles who get little privacy when traveling (having to elude the media when plotting is an unwelcome chore). Celebrity status is less of a problem for the lesser nobles, who can move about in relative obscurity when they wish—the media don't care what knights do unless the knight in question is a great warrior or has otherwise distinguished himself.

Sector Media

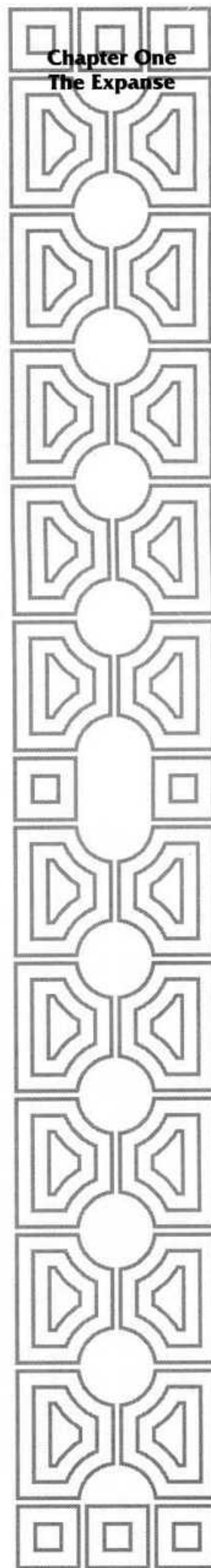
Most of the media networks available in the Colonies are active in Tapani sector. There are many newsnets which send courier droids into Tapani sector (courier droids shoot out micro-broadcasts before hypering off to the next scheduled system).

The press is fairly free in Tapani sector, though houses can occasionally bribe or threaten a reporter into silence when he uncovers a particularly sensitive bit of information (either that or just disappear him). Here is a sampling of news services that cover the sector.

- **Colonial News Net.** A network which covers most of the sectors in the Colonies. Colonial News Net is pro-Imperial and very much a champion of law and order. This causes some friction between Imperial political offices and the Colonial News Net, because the latter expects the Empire to obey its own edicts and laws. When its representatives fail to do so, Colonial News Net does not hesitate to criticize the offending officials.
- **Coruscant Daily NewsFeed.** The CDF reports on events in the Imperial capital, and gives readers and viewers a glimpse into life on Coruscant. It often can be relied upon to profile those in favor at Court (it is always useful to know whom one must flatter), and

report on surface events at Court.

- **HoloNet Free Republic.** The HFR is a pro-Rebel newsnet that broadcasts in nearly every Imperial-held system, including all the inhabited Tapani systems.
- **Imperial HoloVision.** One of the most influential and powerful of the galaxy's news services. IHV has over 28,000 bureaus on planets throughout the Empire and the various independent powers around it, including Hutt space, the Corporate Sector Authority, and the Tion Hegemony.
- **Independent Traders' Infonet.** The ITI is a semi-legal publication which serves the spacer community. It covers a wide range of issues of interest to small time independent traders and merchants. It is not circulated through normal newsnets channels, but is easily found in spaceport kiosks.
- **Tapani Free Press.** The TFP is based on Procopia and acts as the general newsnet for the entire sector. Ostensibly, the TFP is an independent newsnet beholden to no one, but in reality several of its key reporters and producers are Melanthen agents who subtly reinforce the idea of Tapani-Empire unity. Thus far they have escaped suspicion by chewing as much on Melanthen as on the other houses.





HoloNet Free Tapani

Being sent in to set up a HoloNet Free Republic broadcast station is a ideal beginning to a Rebel-centered campaign. The characters must get to know the region, strike up alliances and get the contacts to allow them the stories and resources to broadcast. If the hyperwave station was on a ship, say, a refitted bulk freighter, the group could travel around the sector, investigating stories and broadcasting from a different site each time. See *Classic Adventures* (page 84) for an Imperial Broadcast ship you could adapt.

Young Nobles

Young nobles—those in their late teens through late twenties—are not expected to do much other than attend school and spend whatever allowances their families allow them. The idea is that they are spending this time forming the contacts and networks with other nobles that will make them more effective rulers later in life. The fun part for the young nobles is that they get to do this at parties,

balls, sports events, and social clubs.

Clothing plays a significant role in noble society. It allows the young and ostentatious to parade about in extravagant clothing to display the wealth of their families and houses (mature nobles eschew such trappings, favoring the more somber traditional Tapani robes and dresses). Young men and women dress in highly varied and colorful clothing, often a colorful mix of Core and Tapani fashions. Many, like the saber rakes, form social clubs devoted to the pursuit of courtly fashion and cutting the proper image.

Social Expectations

Life isn't fun and games forever, unfortunately. Eventually, nobles have to settle down, get married, and find some aristocratic vocation. Nobles enter their majority at age 30, at which time they can vote, participate in sector affairs, inherit from their elders, and marry. Those wishing to marry at a younger age can get special permission from their high lords. Early marriage is fairly common, especially when the joining represents a political alliance between families or houses.

There are a number of acceptable career paths for nobles—the military, the arts and sciences, and house and Imperial government service. More common careers, especially those



Tom Biscardi/Orion

Idle Amusements

Nobles seldom amuse themselves in a mundane fashion. Why have a simple house party for a dozen when a one can throw a gala ball for a thousand? Commoners may follow a popular sports team; the noble will buy one. Commoners race swoops; nobles race yachts, either on the seas of Tapani's worlds or in the spaces between them.

This tendency to go over the top is one part competition with other nobles ("We can't let that upstart Baron Munk top our traditional gunfa race! Let's make ours even bigger and better!") and one part borne of a desire to impress the common populace with the lifestyles of the immensely wealthy. For some inexplicable reason, commoners love to read about their lords and ladies living it up, and the nobles are happy to oblige them.

The pressures of running a sector are immense. Nobles often need to get away from their work to keep themselves sane (or to find a quieter place to hatch plots). Going to race tracks, yacht races, and balls are ways they use to relieve pressure and to network with other nobles (in a sense, a noble never gets away from his work if there is another noble in the room).



Social Torture

If you are going to be running your players as nobles, you need special tools to handle them. An important weapon in your arsenal is Lady Agatha.

Lady Agatha is the domineering social matriarch of the house. She runs her manor like a stormtrooper, and relentlessly attempts to match all the young nobles within sight with "appropriate" mates. She is also a fearless advocate of finding something useful for these same young nobles to do, who are still under the mistaken impression that they can party all night and sleep all day.

Young nobles who are too slow to escape the clutches of Lady Agatha soon find themselves paired off with the weirdest dates at hoosepow horn recitals, and sitting on the boards of philanthropy societies. She is hard to refuse, too, since she has a lot of influence in the house. The best escape is faking rapt interest and skittering off the moment her back is turned.

Obviously, Lady Agatha is the perfect "friendly" foil for players running nobles, and a great source of comic relief. Just place her in the appropriate house and proceed to have inordinate amounts of fun torturing the players. ("Where do you think you're going with that blaster, young lady? Come back here and introduce yourself to handsome Baron Bertrum!")

involving physical labor, are considered beneath a noble, and only a black sheep who does not value his reputation would consider becoming a freighter captain, programmer, or common laborer. Knights have a bit more flexibility than barons and lords, but not much.

Those opting for military service can obtain a commission in one of the elite house regiments, or attend one of the Imperial academies and move up the Imperial chain. Nobles can become scientists, artists, and academicians but only at the highest, most dignified levels—while being a gene-splicing specialist, a sculptor, or university professor is acceptable, being a family doctor, a cantina jatz musician, or basic education teacher is not.

Finally, a noble can take a job managing house or Imperial assets. Many lords inherit jobs from their parents; if a mother runs a spynet or an agricultural enterprise, her child is likely to take over when she retires, providing he is competent. Others can obtain desired jobs by cultivating a higher-up sponsor who will see they get good jobs. This is how most

knights get work (especially the poorer ones).

Imperial service is also an attractive option, especially for those who think Tapani is too provincial in the grand scheme of things. There are enough Tapani nobles working in the upper realms of the Imperial infrastructure on Coruscant and other Core worlds now that a young noble can get placed in a promising position with little difficulty.

The Common Citizens

The common citizens of Tapani sector are in general quite supportive of noble rule. There have been several occasions in the past where segments of society have attempted to throw off the rule of the nobles, but civil unrest is extremely rare. This is because sufficient guards against revolt are woven into the fabric of Tapani society, both from above and below.

From above, the network of councils and magistrates give nobles plenty of opportunities to productively channel their personal ambitions. The scenario of a vengeful noble





Tom Bronquille

denied some honor rallying the people to overthrow the system has yet to be realized. The current system sufficiently blunts such ambitions.

From below, the common people have their system of guilds, juries, boards, and local community governments which allows them to be heard and take part in the governing of the sector. While most of the sector's planets are claimed by the nobles, most day-to-day decisions affecting these planets are made by civil servants, most of whom are commoners (others are knights).

Civic festivals such as Tapani Day, Expansion Week, and numerous lesser holidays observed by various houses are occasions of communal celebration which help unite the classes. Such government-sponsored holidays are heavy on pageantry and lavish displays of house might (including popular sporting events), as well as elaborate public feasts. Such activities generate goodwill toward the sponsoring houses, and, by extension, the entire system of government.

As a rule, common citizens seldom concern themselves with the intrigues and feuds of the houses. Life is complicated enough without making powerful enemies, and few commoners have the resources to protect themselves and

their families from the displeasure of vindictive lords and ladies. Still, there is always the opportunity for ambitious commoners to enter the service of their respective houses, and those willing to risk the slings and arrows of inter-house intrigue can and do go far. It is more difficult for outsiders to enter house employment, but not impossible. Alek Ben-Faris, one of House Pelagia's greatest diplomats and advisors during the Clone Wars, was from the Core world Brentaal.

The body politic is not entirely homogeneous throughout the Expanse, of course. Each house has its own character and traditions, which tends to influence the culture of the worlds it rules. Citizens of Obulette (the Mecetti capital), for example, tend to be a bit more insular and distrustful of outsiders than are citizens of Achillea (the seat of House Cadriaan).

Aliens in the Expanse

Aliens have long been a part of the social fabric of Tapani sector, though they are more commonly seen on the tradelanes of the Freeworlds Region than in the Expanse. There are sizable populations of Herglics and Mrlssti living in the Expanse. Sullustans and Givin are also active in the region as traders, and to-

gether with Herglics and Mrlssti, make up the majority of the transient alien class.

Historically, the human settlements and businesses have given the best contracts and the most lucrative trade agreements to fellow humans. This isn't because the populace is especially anti-alien, but since most sector affairs are dominated by members of all-human houses, it is only natural that they claim the best of everything. Even so, up until very recently, aliens have been welcome as employees of companies working in the Expanse.

With the rise of the Empire and its anti-alien High Culture, attitudes about aliens have become increasingly negative. While relatively few people are violently opposed to aliens living on Expanse worlds, the feeling that they shouldn't be in prominent positions, even in the private sector, is growing more wide-spread. Socially acceptable professions and roles for aliens are being slowly but perceptibly downgraded year by year. Whereas once aliens were welcomed as corporate executives, engineers, and community leaders, now they are being increasingly relegated to lesser roles; common laborers, entertainers, traders, and other politically harmless occupations. This anti-alien attitude has not yet infected the house militaries.

There is a small but vocal faction which is bent on forcing alien communities to leave Expanse worlds through a campaign of terror. Violent episodes have been isolated and sporadic thus far, and it remains to be seen whether support for terrorist activities is growing. Certainly the alien communities view the trend with great concern.

With human affiliates of houses getting the prime real estate and trade deals, working in the Expanse has always been tough going for alien firms. With the rise of anti-alien attitudes, the Expanse has grown less hospitable toward individual aliens as well. More and more alien natives are leaving the Expanse every year, even those whose families have lived there for centuries. Many others remain, nervously watching the trends and hoping that things turn around soon.

The Government

Each house province is governed by house-appointed leaders and nobles, and individual settlements within the provinces are governed by community leaders, most of whom are common citizens. In the day-to-day affairs, the house nobles usually defer to the common government officials, reserving their energies for establishing overall house directives and sector policy. The Expanse itself is governed by the



“Aliens get out!”

Just who is behind the anti-alien violence is up to you. It may be random and unorganized. It may be affiliated with one of the sector's secret societies (see Chapter Six), or a new one operating in one or more houses.

The saber rakes make a promising source of these attacks, being spoiled hotspurs susceptible to the Emperor's propaganda. If your players are playing saber rakes, an interesting story arc might be to start the saber rakes as relatively innocent delinquents who begin to fall into a violent anti-alien orbit over time—unless the characters take steps to prevent it.

You can always ignore the anti-alien bit, of course. Not everyone feels such stuff is appropriate for swashbuckling *Star Wars* adventure.

nobles through the Great Council, located on the sector capital of Procopia.

Most of the houses fear full absorption into the Empire, which has weakened opposition to Mecetti's dominance. Most house leaders feel it important to present a more or less united front to the outer galaxy. Should the houses become absorbed in a lengthy battle for sector dominance, the Empire may well take the opportunity to play each camp against the others, and step in to take over when the various factions have exhausted themselves. This, more than anything else, keeps inter-house squabbles from getting too serious.

The Great Council

The Great Council, along with its many sub-councils, is the primary legislative body in the sector. It is made up of the noble families of Tapani sector, each associated with one of the houses. The houses influence affairs by forming coalitions within the Great Council, hopefully gaining enough votes to get their way. For two decades, Mecetti has held together a strong coalition which allows to impose its will on the rest of the sector. There are signs that this coalition is weakening, however.

The Great Council is led by a prime minister who is elected by a majority vote in the Great Council. To gain the required number of votes, a prospective prime minister must assemble a coalition among Great Council members. At any time, the Great Council can call for new elections, though this is traditionally done only once every five years (unless a radical shift in the balance of power occurs, or the sitting prime minister makes a grave error).

Procopia

Procopia has been the seat of Tapani politics for thousands of years. Its many islands are dotted with halls, buildings, and complexes devoted to government and accompanying service industries, while other islands are given over to private resorts occupied by the nobility.

The intelligentsia of the sector gather on Procopia year round to establish sector policy, plot against other houses and factions, and entertain. The population swells in the summer months, as still more nobles flock to Procopia for capital season.

See the Procopia entry in the *Sector Guide* for more information on this key Expanse world.

House Defense Forces

Because the Empire can't be everywhere at once, it permits most of its subject planets to protect themselves militarily. For most worlds, the forces permitted are fairly small, often just barely enough to beat back a small pirate fleet.

The Tapani sector is trusted (and factionalized) enough to be given permission to maintain somewhat larger domestic forces. Each house has its own fleet which patrols within its own province, and its own armies to protect its worlds. Collectively, the houses patrol and protect the entire Expanse.

Theoretically, the houses could band together and field quite an army and fleet to fend off some great external threat. This hasn't happened in centuries, though, and *definitely* won't happen while the Empire is in power.

The House Fleets

Each house protects its worlds and assets with its own small fleet. The strength of a house navy is regulated both by the sector government and the Empire. The fleets exist primarily to provide civil rather than military protection, and only ten percent of a house navy may be jump-capable. This means the bulk of a house's navy are limited to intrasystem patrols.

The primary duties of the house navy are customs duties and apprehending criminals such as smugglers and pirates. They are also intended to stave off actual invasions, though the Tapani sector hasn't seen a planetary assault in centuries (except for a few performed by the Empire, but no one counts those in mixed company).

Each house makes its own purchasing decisions regarding specific ship designs and models. Some houses have arranged to buy and upgrade surplus *Victory II*-class Star Destroy-



Secret Armament

How long do you suppose it will be before houses defy the Emperor and start secretly installing hyperdrive engines in their system-bound navy ships? Probably not long, and the more aggressive houses have already probably started. You can spin a few adventures around the discovery that a house is arming its ships with jump systems—lots of people will want that secret safe by killing the characters.

The characters can always leverage this information to obtain favors from the offending house (though some Rebels might have a moral problem with blackmail, even for a good cause).

ers from Imperial ordnance centers, while others have opted for alternate designs such as Kuat Yard Drive's Nebulon-B Frigate and augmented Dreadnaughts from Rendilli StarDrive. Still others have pooled resources to charter new designs built in the Tallaan shipyards.

See the Assets category under each house listing for an idea of the sort of ships used by each house. These listings include significant jump-capable ships only. Each house also has numerous support vessels and local defense forces lacking hyperspace capabilities.

Navy Personnel

Both male and female citizens of a house are admitted into a house navy, as well as aliens. The anti-alien trends which have begun to infect Expanse culture have not yet made an impact within the military culture. Few Herglics enter naval service, mostly due to their pacific tendencies, but also because navy ships are built on a human scale. Mrlssti, however, excel as capital ship pilots and technicians.

Typical Navy Officer

Type: House Navy Officer

DEXTERITY 2D

Blaster 3D, dodge 3D+1

KNOWLEDGE 2D

Planetary systems: Tapani sector 5D, tactics: capital ships 4D+1

MECHANICAL 3D

Astrogation 4D, capital ship piloting 4D, sensors 4D, starship shields 3D+1

PERCEPTION 2D

Command 5D

STRENGTH 1D

TECHNICAL 2D

Capital ship repair 3D

Character Points: Varies, typically 0–5

Move: 10

Equipment: Blaster pistol (4D), comlink



The House Guards

The House Guards protect house assets, both within a house's province, and beyond. House Guard regiments are the only military assets allowed to travel outside the house province.

Most guards are stationed within the house's province. Each world has its own law enforcement agencies; the House Guards enforce the will of the nobles. When official envoys from Tapani travel to other areas of the galaxy, the military escort is made up of hand-picked Tapani Guards. Small garrisons also exist in house embassies on worlds controlled by other houses.

Not surprisingly, there is a lot of rivalry (usually but not always friendly) between House Guards regiments of varying houses. Spies and partisans are commonly found in the ranks—who may answer to superiors in their own house, handlers in other houses, or even Imperial or Rebel masters.

House Guard Personnel

Like the House navies, the House Guard is open to both human males and females. However, the physical requirements demanded of a trooper or officer are much, much higher. There is no double standard—females must pass the

same tests with the same scores as the males. Only twenty percent of human male applicants made the grade, and a scant two percent of human females. Strong aliens like the Herglics almost always pass the tests. No Mrlssti ever has.

House Guard officers are primarily drawn from the house's pool of nobles, though many capable officers are commoners who came up through the ranks. Officers are highly trained, and given the best resources their houses can afford.

Due to the nature of the house patron system, many utterly incompetent men and women manage to get themselves past the admissions requirements and into the Guard to "play soldier" and wear the pretty uniforms. The officers corps is fair adept at ferreting these people out and encouraging them to seek their fortunes elsewhere—very unofficially, anonymously, and off the record. Such unofficial tactics include intense hazing and sabotaging of careers (but never in a way that would endanger house security or the troops under their command). Only a stubborn few stick it out for more than a year of this.

Uniform regulations are relaxed a bit for nobles of more powerful house families, and they may supplement standard issue armor and equipment with their own special touches.

It is not uncommon to see a House Guard officer wearing custom-made armor or carrying non-regulation weapons. The officer listed below is a typical soldier who has a good bit of experience but not a lot of political pull; he has standard issue armor and weapons.

Enlisted Guards are highly trained soldiers. They wear battle armor which looks very similar to that worn by Imperial stormtroopers, except that colors range from chalk-white to a deep royal blue depending on house affiliation (unlike stormtroopers, the Guards also wear camouflaged armor when appropriate). The helmet is slightly different in design as well. The house crest is displayed on the right side of the chestplate and the rank of the soldier on the left shoulder.



Typical House Guard Officer

Type: House Guard Officer

DEXTERITY 2D

Blaster 6D+1, brawling parry 4D+2, dodge 5D+1

KNOWLEDGE 2D

Law enforcement: House systems 5D

MECHANICAL 2D

PERCEPTION 3D

Command 5D, investigation: House systems 5D+2, search 4D

STRENGTH 4D

Brawling 7D

TECHNICAL 2D

Security 5D

Character Points: Varies, typically 0-5

Move: 10

Equipment: Battle armor (+2D physical, +1D

energy, -1D to *Dexterity* and related skills), blaster rifle (5D+1), blaster pistol (4D)



Typical House Guard Trooper

Type: House Guard Trooper

DEXTERITY 2D

Blaster 4D+1, brawling parry 3D+2, dodge 4D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

Search 3D

STRENGTH 4D

Brawling 6D

TECHNICAL 2D

Character Points: Varies, typically 0-5

Move: 10

Equipment: Battle armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D+1), blaster pistol (4D)



House Cadriaan

Systems: Achillea, Cesya, Gilliana, Listoria, Nista, Pavia, Shopani

Values: Situated on the edge of Herglic space and the greater galaxy, House Cadriaan has always had a more open and mercantile bent than the other houses. It has only recently emerged as a major player in the sector, having spent many centuries in the shadow of House Pelagia. It is eager to prove itself, but not at the expense of its ancient mentor and ally. Cadriaan finds spying and underhanded tactics distasteful, and only resorts to them when absolutely necessary — killing one's political opponents is not considered good form.

High Lady: Lady Bathos was born into one of the lower noble families of House Cadriaan. She rose in society through a series of shrewd marriages. Her last marriage was to the former High Lord of the house, who lived long enough to allow her to consolidate her own powerbase and claim the leadership after him.

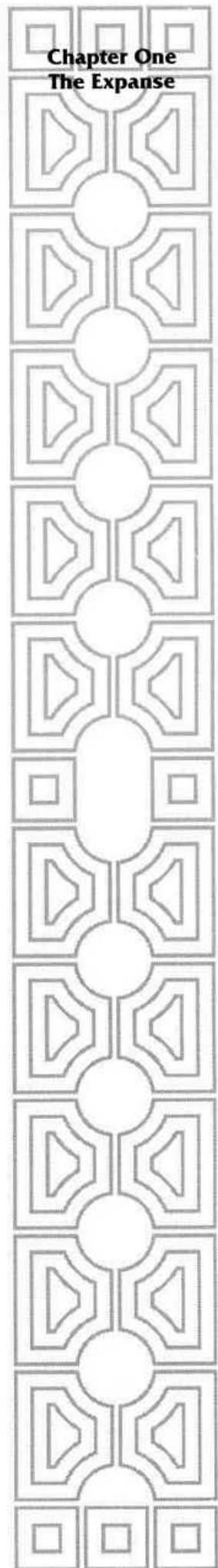
Lady Bathos has maintained her position through her ability to forge strong alliances with key factions and individuals. She has cultivated friendships among key titled commoners, who are impressed with her business sense. She also has a strong personality cult within the ranks of the house's officers corps, and is very popular with the troops.

She is not universally loved, however. There are several lords and ladies who see themselves as more legitimate and capable house leaders, any one of whom might challenge her if they sense weakness. Lady Bathos knows this, and is careful to protect her flanks.

Lady Bathos maintains a sprawling island garden paradise on Procopia, where she lavishly entertains both her allies and enemies (see Chapter Five in the *Campaign Guide*). Her soirées are considered the best in the Expanse and everyone who is or means to be Somebody endeavors to be seen on her grounds during capital season.

Description: The worlds of House Cadriaan were settled in the Tapani Dynastic Era by Pelagian colonists. Eventually, the colonies seceded to form an independent house, but Pelagia and Cadriaan have always had a close and friendly relationship.

With the establishment of the Shapani By-



pass, little Cadriaan found itself sitting on some of the most valuable real estate in the sector. If Pelagia had not protected it (in return for free access to the lanes), it would have been rapidly absorbed by Mecetti or Barnaba.

Over time, Cadriaan grew and bolstered its defenses, but always with the thought that should it be threatened, House Pelagia would come to its defense. That all changed when Pelagia fell. Cadriaan realized it had to rapidly build up its economy and military to prevent being absorbed by either the Empire or one of the other houses—as a friend of Pelagia, Cadriaan knew it was particularly vulnerable.

Faced with the loss of its ally Pelagia and the threat of being eclipsed by the other houses, Cadriaan opened its doors to wealthy investors operating in the sector (many of them Freeworlds merchants and Mining Guild officials). While the other houses continued to restrict membership and powerful positions to those in the bloodline, Cadriaan allowed wealthy and powerful commoners (even a few Herglics) to buy titles and contribute to its fortunes. So far, the bloodline has been careful to admit only a select few outsiders to its number, and will never willingly allow its own families to be outnumbered by newcomers.

As a result, Cadriaan has emerged as a major player in the sector. The huge influx of business has super-charged its economy, and its military has begun expanding at a great rate. Of the houses, it has the most pull in industrial and trade quarters.

By allying itself with Aleron, Cadriaan has ensured its safety from open attacks from Mecetti and the other houses. Cadriaan is playing a dangerous game, of course. Not only does its alliance with the Freeworld antagonize the other houses (and their mining companies), it has made itself the most attractive candidate for annexation should the Empire decide to expand into Tapani sector.

Allies: Cadriaan openly supports House Pelagia, even though doing so is not encouraged by the Empire—its people have not forgotten the centuries they prospered under Pelagia's protection. The solid support for this policy is largely because Pelagia and Cadriaan share many common cultural bonds, but is also due in part to the iron leadership of Lady Bathos—weaker and more malleable leaders might have been fearful of retribution from the Empire and the other houses (especially Mecetti).

Cadriaan also has strong ties with Aleron, though its alliance is compromised by another alliance which is kept very secret. See "Secrets" below for more details.

Enemies: House Cadriaan's enthusiastic support for Pelagia has not come without cost. House Mecetti, which was historically cool toward Cadriaan, became outright hostile when Cadriaan helped form the coalition which prevented Mecetti from entirely destroying Pelagia. Over the years, Cadriaan agents have detected the hand of Mecetti in numerous plots designed to weaken Cadriaan.

Following the lead of Mecetti, Calipsa and Reena also oppose Cadriaan. Fortunately, for Cadriaan, its rival houses are not in a position to do much more than oppose it politically and engage in occasional sabotage.

Assets: The economy of Cadriaan is booming, thanks to the bustling trade it does with the rest of the galaxy. Its import/export tariffs are lower than those in the Freeworlds (except for House Calipsa), which draws in a lot of business. Its policy of selling titles to megacorp tycoons has also brought in a lot of investment.

Cadriaan has invested a lot of its capital into upgrading and expanding its defense forces. It has a huge fleet of patrol lighters (including a wing of Skipray Blastboats) and starfighters (mostly *Manta*-class craft) which keep the spacelanes clear of pirates and smugglers. It also has a comprehensive sensor net which allows it to detect most craft passing through its space.

Cadriaan has six *Tapani*-class Frigates and one *Tapani*-class Carrier on active duty. It has orders in for another seven Frigates. The new ships, currently under construction in the Tallaan dockyards, are due to be completed over the next three years.

Secrets: House Cadriaan secretly supports the Expanse mining companies in their efforts to split the Freeworlds off into a new sector, despite its friendship with Aleron. If the Freeworlds were to become a sector, Cadriaan would be in the enviable position of being the only house in Tapani sector with access to the Shapani Bypass.

Most house leaders are confident that Cadriaan could retain control of both worlds should this scenario come to pass, since there are two buffer states between itself and its nearest potential threat, House Mecetti.

Needless to say, Cadriaan keeps its collusion with the mining companies in advancing the idea of a new Freeworlds sector very quiet. Should its position become public knowledge, House Cadriaan fears it would face political and economic sanctions from the other houses (though it does not know it, Melantha might actually support it).

House Mecetti

Systems: Bianas, Blyte, Dorellia, Estaph, Javis, Lastelle, Nella, Nyssa, Obulette, Pella, Pozzi, Tanda, Tanya, Tanzis, Tumus

Values: Nothing matters to House Mecetti more than gaining and holding power. Not sector security, not the Old Republic, not the Empire—even the well-being of individual house members. The ends justify the means—always.

High Lord: Bodé Leobund XI is the High Lord of House Mecetti. He rose to the position 24 years ago when his father succumbed to the assassin's poison.

No one knows who did the deed, though some whisper that it was Lord Bodé himself who poisoned his father. Certainly, there was no shortage of suspects, since his father's inept leadership was allowing Melantha to grow more powerful at Mecetti's expense.

Leobund quickly turned things around and Mecetti today is as strong as it has ever been. Only the need to keep the sector stable and therefore out of Imperial hands keeps him from moving more aggressively against his neighbors.



Leobund maintains a strong house navy and a very effective spynet. His spynet does have a blind spot; its director, Lady Estalle Balis, is a Mecrosa member (see below). Balis has orders to keep the High Lord in the dark regarding the Order's activities. Actions initiated by the Mecrosa are

always attributed to other organizations or people in official Inquiry reports.

Description: House Mecetti is one of the most ancient and powerful houses of Tapani sector. It has a well-deserved reputation for being ruthless and vindictive, with a history filled with marauding surprise attacks, bloody revolutions, betrayal, murder, and vast internal struggles for power.

For many long centuries, Mecetti's aggressions were largely held in check by House Pelagia and the Old Republic. This restraint passed with the rise of the Empire and the elimination of House Pelagia as a sector power.

Ironically, the same Empire which made it possible to take down Pelagia now prevents House Mecetti from realizing its ages-long ambition of annexing much, if not all, of the sector. Leobund knows that the disarray such an attempt would generate in the sector would pro-



Tom Broedelillo

vide the Empire the justification it needs to step in and “restore order.” He is content to wait things out.

Mecetti still finds ways to exert its will, of course. To maintain its dominance, it keeps the other houses divided and turned against one another. Traditional distrust and old feuds make this task all too easy. Should Melantha, Pelagia, Cadriaan, and Barnaba ally, Mecetti would lose control of the sector. Just Melantha and Cadriaan alone could muster enough Great Council votes to render Mecetti’s ruling coalition impotent.

Many centuries ago, House Mecetti openly sponsored the Mecrosa Order, a society of assassins and expert poisoners (and, according to some, Sith disciples). For several centuries, the Mecrosa Order sat in its fortress on Nyssa and used its black talents to influence affairs. Fortunately, House Pelagia destroyed the powerbase of the Mecrosa four thousand years ago with the help of the Jedi Knights.

While the Mecrosa had faded from sight, their legacy of poisoning continues. Poison is a time-honored tool of expressing displeasure and enacting public policy directives within the estates and halls of House Mecetti. Mecetti nobles routinely analyze food set before them, as do the outsiders who dine with them.

Fortunately for the galaxy at large, House Mecetti has the sense to keep its quaint poison

traditions to itself. Usually. Unexplained or mysterious deaths in Tapani sector often give rise to speculations.

Allies: Mecetti has no true friends or allies. It prefers to sit at the center of an ever-shifting maelstrom of its own creation, forging temporary links with whatever useful entity happens to bob into view. Because Mecetti is so powerful, of course, there is no shortage of such entities eager to prove their utility in return for favors only Mecetti can bestow.

Its current allies are Calipsa and Reena, which provide it enough votes in the Procopia Great Council to control the sector. The ruling coalition has been stable for nearly three decades, though of late, Melantha shows signs of wooing Reena away.

Enemies: Mecetti’s chief rival at the present is House Melantha, both because it is the second-most powerful house in the sector and because it has a great deal of influence on Coruscant (possibly more so than Mecetti). But Melantha is simply the enemy of the hour; there is nothing personal in Mecetti’s opposition to the other house.

In another case, the opposition is quite personal. The members of House Mecetti have an unreasoning hatred of those of House Pelagia, because Pelagia has for so long prevented it from having its way in the sector. If it could have, it would have crushed Pelagia years ago, but each time it moved to do so, enough houses intervened to prevent it. Mecetti will oppose Pelagia in any forum and in any circumstances.

Assets: All key industries located on Mecetti worlds were nationalized eleven years ago. As a result, the house owns several megacorporations, and has a controlling stake in dozens of others ranging from the Core to the Colonies. The individual families of the Mecetti house also have large holdings.

Starship manufacturing and food production are two important industries in the house, and Mecetti takes pains to keep competitive in these fields. Unfortunately, the underside of a command economy is beginning to make itself known; the state-owned businesses are growing both top-heavy and less productive. Some house leaders are beginning to openly express doubts about Leobund’s nationalization policy, especially since Mecetti now has difficulty in attracting outside investment in its businesses.

Mecetti’s 14 systems are largely self-sufficient, in the sense that deficiencies in one world can be made up by goods and services imported from one of the others. Tanya and Pella produce vast harvests of grains and vegetables each year, making them two important agriculture producers for the sector.



Collection Agency

When House Mecetti nationalized a number of industries, it confiscated a great deal of valuable data, prototypes and hardware. Well, Plexcorp wants some of it back; namely the prototype for a new repulsorlift engine that its research and development teams had been on the verge of creating when their offices were occupied. They hire the characters to burglarize their old offices on Obulette to find the data—and hopefully the prototype engine. The problem: the data has been overwritten (the inefficient Mecetti administrators did not know what it was) and only a trained slicer can get it out. The characters must steal the computer memory core and find a top notch slicer in the Obulette underworld to help them retrieve the data. Of course, there may be other, more interesting bits of data in the core as well...and House Mecetti wants it back.

House Mecetti maintains its own army and navy, known collectively as the Mecetti House Guard. The Guard Navy has 12 capital ships, most of which are *Victory II*-class Star Destroyers purchased second-hand from the Empire and extensively refurbished in the Obolette shipyards (Mecetti pushes the envelope in terms of what the Empire will allow in fleet build-up). Supporting these mighty vessels are dozens of picket ships, corvettes, assault boats, and snubfighters.

Mecetti has a vast and centuries-old spynet organized under the aegis of the House Ministry of Inquiry (MI). The MI has thoroughly infiltrated most of the other houses. It regularly

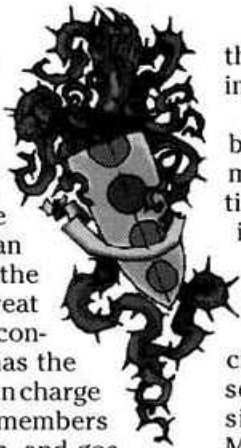
uses these spies to keep tabs on what the other houses are plotting, and occasionally uses them to more devastating effect by setting off internal house wars. With its rise to power in the sector, it has used the power of the state to bolster its spynet to the extent that it now has agents within the sector headquarters of both the ISB and the Ubiqtorate.

Secrets: Unbeknownst to all but a select few, the Mecrosa Order still exists. It is largely inactive to prevent detection, but its members are well-trained, and occasionally move to still the heart of an internal or external enemy of the house. See page 64 for more details on the Mecrosa Order.

House Melantha

Systems: Bilios, Cauper, Gania, Lupani, Rellio, Rianon, Ricaldi, Shella, Shindra, Soterios, Tocco

Values: House Melantha feels it is the rightful ruler of the Tapani sector and believes it can realize this dream by bringing the Empire to Tapani. Since of the great houses Melantha has the most contacts on Coruscant, it feels it has the greatest chance of being placed in charge of a new Imperial sector. House members tend to be arrogant, obnoxious, and gossipy. They feel they have stood in the shadow of Houses Pelagia and Mecetti for centuries, and resent it greatly.



the sector will serve the house's long-term interests.

There is quiet talk among some key members about replacing him with someone a bit more loyal to Tapani—someone who can continue to advance House Melantha by maintaining friendly but independent relations with the Empire. Thus far, the search for the next Shey Tapani has not borne fruit.

Description: House Melantha, as an ancient greater house, has been near the apex of sector power for a long, long time. However, since the time of Shey Tapani's empire, Melantha has ruled the sector only a handful of times. Historically, Pelagia and Mecetti have commanded more prestige and power, and Melantha has had to content itself serving as the spoiler house. Nonetheless, the nobles of House Melantha have not forgotten that it was one of Melantha's sons who united the sector 6,000 years ago, and hunger for the chance to restore the glory of bygone eras.

With the rise of the Empire, House Melantha saw its opportunity. It began to forge ties with the Imperial Court, and sent many of its best leaders to Imperial Center. Moreso than any other house, Melantha has contributed to the Imperial effort. Several dozen moffs and governors hail from Melantha, and three Melanathan Dark Adepts serve the Emperor himself. Hundreds of lesser officials serve in the government and military as bureau chiefs, ministers, Navy captains, and so on.

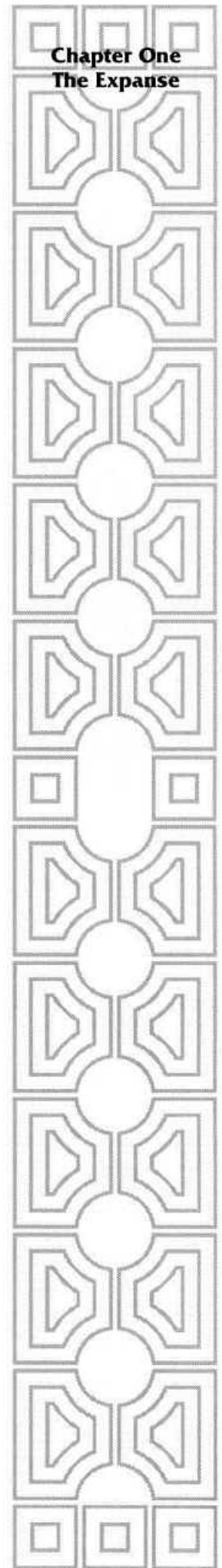
While the early prizes of Imperial association have largely gone to Mecetti, the balance is slowly shifting, especially now that Jaset has returned from Coruscant. It is becoming more and more obvious that the Empire favors Melantha over Mecetti. Recently, several prized Imperial shipping contracts shifted from Mecetti to Melantha control, and Imperial

High Lord: Lord Bal Jaset presides over House Melantha. Lord Jaset began his reign just under a decade ago, after serving on Coruscant for 12 years as a Court advisor.

Palpatine sent him back to Tapani to serve as one of his agents in the sector. In exchange for his loyalty to the Empire, Jaset has access to a certain level of Imperial covert support. As long as he works to undermine Tapani independence, he can count on the continued favor of Coruscant.

On the surface, many of Jaset's actions as House Lord have served to strengthen his house and weaken House Mecetti. At the moment, few outside his privy council know the true goal of these actions; to weaken and divide the sector, leaving it ripe for Imperial annexation (with House Melantha poised to serve as the local Imperial rulers, of course).

Some house lords in the know are not altogether pleased with Jaset's actions. They approve of strengthening Melantha, but are not wholly convinced that inviting the Empire into





megacorps have shown a renewed interest in setting up shop on Melantha worlds.

Allies: Melantha's closest allies are not in the sector at all, but on Coruscant. The Emperor's blessing will be a great help when the time comes, but Melantha still trails behind Mecetti in terms of domestic political, military, and economic power. For the time being, House Melantha must be careful not to draw too much attention with bold military or political moves.

House Barnaba is considered an ally. At first, this was an alliance of convenience, as House Melantha didn't particularly care for Barnaba's absorption with style and appearance. But over time, the two houses have become close allies.

Enemies: Historically, Melantha has played middleman in the Pelagia-Mecetti feud, playing one side against the other to best advantage. With Pelagia gone, Mecetti and Melantha have butted heads with increasing frequency, and the contest for Tapani is developing into a bitter rivalry. Calipsa and Reena, as loyal allies of Mecetti, join in the greater house's rivalry against Melantha.

House Melantha has not yet moved directly against Mecetti except in the Great Council. However, should an opportunity arise to strike

out at Mecetti through another house, Melantha will almost certainly take it.

Assets: Financially, House Melantha has a secure foundation, both within and without the sector. Through its expatriates on Coruscant and other Imperial worlds, it holds considerable investments in foreign megacorps, and funnels these outside credits back into the sector. It also owns or at least has a hand in many sector-based businesses. By diversifying its holdings, it hopes to ensure its survival even should its domestic assets be seized or destroyed.

Melantha maintains an impressive fleet of 11 capital ships, including two *Victory II*-class Star Destroyers and five Dreadnaughts. These ships are kept in prime shape, and the crews are constantly drilled. The navy also consists of several wings of snub fighters, complete with well-trained and disciplined pilots.

Melantha's Coruscant-based members are perhaps its greatest assets. The three Dark Adepts, who serve and advise Palpatine himself, give Melantha a potential edge no other house can match. If one or more of the Adepts were to return to the sector, it could sway the balance of power in House Melantha's favor. Rumors persist that a Dark Adept really calls

the shots for House Melantha, but these are just well-placed newsnet tidbits to cause fear.

Secrets: Unbeknownst to the other houses, Melantha maintains an operating HoloNet transceiver. The HoloNet allows Melantha to keep stay several days ahead of the rest of the sector in terms of tracking events on Coruscant and other worlds. This gives the house a real edge in formulating plans and policies.

It is not commonly known, but House Melantha is the driving force behind the Tapani Free Press. The TFP is based on Procopia and acts as the general newsnet for the entire sector. Ostensibly, the TFP is an independent newsnet beholden to no one, but in reality its news reports pass through House Melantha censors, who work their subtle magic to bring the sector closer to the Empire (they are wise enough to chew on Melantha

as much as the other houses to keep suspicious minds from suspecting TFP's link with Melantha).

Certain nobles of the house are playing a dangerous game even Jaset and the Empire do not know about—they are providing covert support to the Justice Action Network. JAN is a cult-like band of terrorist dedicated to performing terrorist acts against the Empire, in the name of the Rebellion. The rogue nobles hope the destabilizing acts perpetrated by JAN will provide the Empire the pretext it needs to step in and take control (for more information on the JAN, see page 62). Should the Empire or the other houses hear of this, Melantha's position in the sector would be seriously jeopardized. For this reason, Jaset himself would likely have the conspirators slain if he discovered their plans.

House Barnaba

Systems: Barnaba, Cor I, Cor II, Cor III, Crella, Garobi, Hellios, Vyncinyth

Values: The nobles of House Barnaba tend to be rather hedonistic in nature, in the sense that they want only the best of everything for themselves. Other houses may toil to achieve a few years of sector dominance, but Barnaba is content to play one side against the other and be the set that's smart; establish fashion trends, "discover" new vacation spots, fads, causes, and so on. Barnaba is not unwilling to play the Game—in fact, it does so quite well—but it must look good doing it.

High Lady: Lady Varin Arabella ascended to the head of House Barnaba nearly five years ago at the tender age of 17. Her parents succumbed to a mysterious illness, although some nobles quietly suspect a Mecetti plot to destabilize their house. No proof to support this claim has ever surfaced.

The elegant and high-spirited Lady Arabella was the natural successor and popular with the people, but the house high council named her High Lady only reluctantly, fearing that her youth would weaken the house. They did so only because they were confident that they could control her from behind the throne.

As it turned out, Arabella wasn't interested in being a puppet leader, but fortunately for the sector, she didn't need her advisors to make good policy, either. A natural diplomat, she strengthened ties with House Melantha, and has begun drawing closer toward Cadriaan as well (though this is kept quiet).



Lady Arabella is an attractive, physically fit woman with long golden hair. She served in the Barnaba House Guard until her call to leadership, and she still keeps in top shape and practices with several weapons. Lady Arabella is kind, just, and possesses a strict set of moral ideals that could rival a Jedi's. However, she is headstrong, and shares her house's arrogance and pursuit of opulence.

Lady Arabella cares deeply about House Barnaba, and has sworn to do her best to lead the house into a new era. Unfortunately, the



Tom Biondolillo

house council has its own view on policies, and it clashes with Lady Arabella on even minor issues. But the public's love for their leader gives her the strength to uphold her ideals and endure her plight.

Description: For many centuries, Barnaba remained aloof from the machinations of the other houses, content merely to dabble in intrigue and enjoy its posh lifestyle. Its easy access to Mrlsst allowed it to tap into the lucrative trade passing up and down the Shapani Run, giving it more than enough credits to support the extravagant lifestyles of its nobles.

About a hundred years ago, however, House Mecetti drew it into the thick of politics by passing laws targeting Barnaba's trade with the Freeworlds. Its economy threatened, House Barnaba moved quickly to seal a treaty with House Melantha, one of Mecetti's chief rivals. This alliance took some pressure off, but House Barnaba needed a source of income to continue to fund the nonstop skirmishes. Through a secret credit source, it managed to prolong the takeover for nearly a year. At that point, Mecetti backed off, content to plot for another day.

Ever since, House Barnaba has been more involved in the political side of sector life, especially under Arabella. Its tastes for high living have not slackened in the least, however. It continues to host impressive galas and celebrations, now more than ever. If there is a high society function being held anywhere in the sector, members of House Barnaba are sure to be there, dressed to the nines and determined to steal the show.

Barnaba's leaders suspect that Melantha is plotting with the Empire to turn the sector over to direct Imperial rule, and haven't yet decided what to do about it. Some are sure that Barnaba would fare well as a Melantha ally, while others don't like the idea of surrendering what autonomy they have to the Empire.

Allies: House Barnaba has remained a loyal ally to House Melantha over the past century, though the ties are weakening somewhat as Melantha's ties with the Empire grow stronger. Arabella has begun holding a series of secret meetings with Cadriaan to discuss a potential alliance. Should Cadriaan and Pelagia join Barnaba and Melantha, they will together have enough votes in the Great Council to cast out Mecetti's coalition.

Enemies: House Mecetti has been an enemy for the last century. However, House Barnaba never goes out of its way to cause it harm. Far better to drop a damaging rumor or juicy tidbit in the proper ear and let another house do the dirty work.

Assets: House Barnaba takes its playing and socializing very seriously. One of the sector's premier vacation spots, the resort world of Vycinyth, is located in Barnaba space. All the profits generated by Vycinyth go straight to the house's coffers.

House Barnaba also has a secret source of credits. Although not a huge amount, the constant flow allows for shrewd investing. Many speculate on the origin of this wealth, and most agree it is coming from outside the sector. Most believe it's either the Empire or the Rebellion, but no one can confirm this. See secrets below.

House Barnaba maintains a small fleet of five capital ships (all *Tapani*-class Frigates). It has a host of system patrol craft it uses to ensure the safety around Vycinyth. Not only does House Barnaba patrol Vycinyth, but the Imperial fleets make a point of regularly visiting the vacation planet to break up the monotony of their patrol around the sector. House Barnaba also has three luxury cruisers that have concealed weapons for added protection. These can be pressed into service if absolutely needed.

Secrets: House Barnaba has a secret alliance, one which, if made known, could easily cause real trouble with Mecetti—Boss Tosk's crime syndicate is alive and well in the Tapani Sector, currently allied with House Barnaba. Infuriated by Mecetti paying them off and tossing them to the wayside, Boss Tosk moved his organization deeper underground and joined forces with Barnaba, providing the credits needed to prolong the offensive with House Mecetti.

Toth pays credits to operate freely in Barnaba space—with one exception. The syndicate is forbidden to operate on Vycinyth, although Toth maintains a few quiet schemes there anyway. See page 75 for details on Boss Tosk's syndicate.

House Barnaba has a contract with a large mercenary band stationed outside the sector. The first sign of trouble could bring this force of roughly 400 Gammorrean ground troops into any fray. See Grrytok's Band on page 76 for details.

These secrets are closely guarded, not only from other houses, but also from many members of House Barnaba. Lady Arabella, for example, is unaware of her house's ties to Toth's organization. Like the rest of the sector, she believes they were purged by Mecetti years ago. If this ever leaked out to her, she would make every effort to put an end to Toth's syndicate, a move that would jeopardize her status as High Lady, and perhaps even her life.

House Calipsa

Systems: Betolio, Calipsa, Coorimbus, Dampher, Grella, Jinda, Kamper, Lorenz, Netolio, New Javis, Riesa, Setolio, Shifa

Values: To all outward appearances, Calipsa is the conservative sibling of all the houses. House Calipsa cares little for politics and bureaucratic red tape. Its members tend to be thin on patience, but have an admirable tenacity when it comes to turning a legitimate profit. It prefers alliances with the most powerful allies, in an effort to avoid long, drawn-out political maneuvering.

High Lord: Lord Weston Warsheld has ruled House Calipsa with a benign hand for 87 years. But at the age of 108, time has taken its toll on the once physically fit human. He is banished to a repulsochair and requires a permanent link to a portable life support system. His MD5 medical droid is never far from his side. These days, he rarely ventures off planet, so it's become necessary for advisors and assistants to represent him at the Great Council.

Warsheld typifies House Calipsa's conservative outlook. By making shrewd business



deals and careful economic decisions, Warsheld has brought Calipsa through the many crises which have rocked the sector since the fall of the Old Republic and the rise of the Empire. Calipsa is, for the first time in history, on the verge of becoming a greater house. The recent acquisition of eight of Pelagia's systems has given the house a big financial boost, and some economic forecasters believe that Calipsa will in time absorb more if not all of Pelagia. However, its new-found strength is not entirely stable, and others believe that it could as easily fall back.

Despite the house's relative success and stability, a younger, more aggressive generation is making a push to remove Warsheld from power. They see Calipsa's resources underutilized, and feel that with aggressive leadership, Calipsa could replace House Mecetti as the highest ranking house. It's been over three decades, yet Calipsa still wallows indecisively while it slowly builds up the economic support to maintain the new systems. However, Warsheld has many supporters and, given the house's outlook, neither side wants to seize the initiative.

Description: Calipsa controls more systems than any house aside from Mecetti. But of the thirteen, only two are heavily populated, Calipsa and New Javis. The remainder are ore-rich systems dotted with small mining settlements. These systems are Calipsa's main source of income. The raw materials mined from these systems are shipped back to the urbanized planet Calipsa where they are processed into alloys for export.

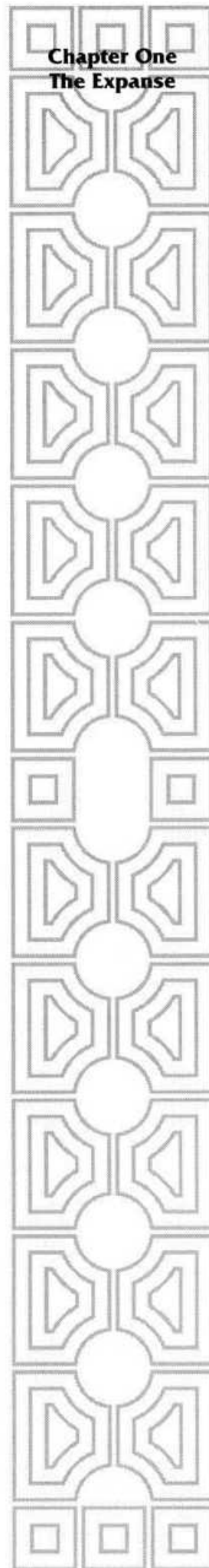
The Calipsa province has not always been so large. When the Empire routed the Jedi out of House Pelagia, and Mecetti moved in to finish the deed, eight of Pelagia's systems became available (Betolio, Dampher, Grella, Kamper, Lorenz, Netolio, New Javis, and Setolio). With the support of Mecetti, Calipsa seized control of these systems.

House Calipsa finds its new province somewhat large and unwieldy, and has a difficult time policing the province with its small fleet. More ships are desperately needed—pirate fleets are beginning to exploit the weakness by hitting cargo convoys filled with ore. Imperial patrols must devote more time to protecting Calipsa than the other houses, which is beginning to annoy the Moff.

Calipsa is content to sit on its resources and quietly make a profit. Its mineral wealth, coupled with its manu-



Tom Bendelillo



facturing capabilities not only provide the house with its livelihood, but it protects it from overeager competitors. Other houses know that if another ever moved against House Calipsa, it would sabotage its facilities, rendering its real estate worthless and causing sector-wide economic distress.

Allies: Calipsa is allied with House Mecetti, but the alliance is one borne of convenience, not friendship or loyalty. If Melantha or another house were to dethrone Mecetti as the top power of the sector, Calipsa would throw its support to the newcomer. It really doesn't matter who is at the top, as long as Calipsa is allied with that house. By necessity, Calipsa also calls Reena an ally, completing the triumvirate that currently holds sway in Great Council votes.

Enemies: As a result of the triumvirate, House Melantha is an enemy of Calipsa. Actually, since Melantha has considerable pull with the Empire, Calipsa would probably oppose it anyway. The Empire takes a keen interest in ore-rich worlds, so Calipsa continues to support Mecetti in an effort to keep the Empire at bay. To a lesser extent, Barnaba is considered an enemy, but mostly in name. Since the fall of Pelagia and the acquisition of its eight systems, relations with Cadriaan have been cool, and downright frigid with Pelagia. For a long while, Pelagia banned Calipsa ships from its space, but recently relented and now allows them through—after paying a stiff tariff.

Assets: Calipsa is on the verge of an economic explosion. With the relatively recent addition of eight systems, mining operation efforts have nearly tripled. However, the acqui-

sition of such an expansive territory does not come without huge overhead costs. In the past few years, the house has actually shown quite a profit loss while purchasing new equipment, ships, and facilities necessary to keep up with the new demands. Despite this, investors can sense the potential boom, and continue to support Calipsa's tedious expansion.

Calipsa has a modest navy consisting of 10 Nebulon-B Frigates and a score of patrol craft to patrol its space lanes. The house boasts a huge fleet of container ships used to transport raw materials back to Calipsa for processing. These ships bristle with enhanced shields, and also contain a few lasers for added protection. Two years ago, Calipsa added four Star Galleons to its fleet in an effort to protect its mineral wealth. Calipsa would jump at the opportunity to purchase more of these Imperial ships if it presented itself.

Secrets: Unknown to any other house, Calipsa has always controlled a little-known gas giant located on its outer periphery called Coorimbus IV. The Coorimbus system is so remote, there isn't even an established hyperspace route to it. To reach the planet, a delicate series of microjumps, known only by a select few, is required. The planet produces corusca stones, a rare gem highly prized by the galaxy's elite. Calipsa maintains a base cloaked in the Coorimbus asteroid belt to service the clandestine fleet. The gems are smuggled out of the sector and sold for a huge profit. Despite Calipsa's newfound resources, the corusca stones are its true source of wealth. Indeed, the funds generated by the gems has made the expansion of Calipsa's mining ventures possible over the past few decades.

House Pelagia

Systems: Bethal, Obelia, Pelagon

Values: Though honor is a value embraced by all the houses, it is especially dear to the Pelagian noble. Assassination and lying are traits actively discouraged though acceptable in other houses. Because of this, Pelagian nobles are masters at twisting the truth to their own ends, and often promise much less than they seem to.

High Lord: Theus Paddox was very young when his house fell, but he grew up quickly in the hard years that followed. In his first few years as ruler of his house, Paddox consoli-



dated ties with Cadriaan by marrying the daughter of Lady Bathos and opening up his worlds to Cadriaan investment. In more recent years, he has taken steps to rebuild Pelagia and regain some of the ground lost in the Mecetti purge.

Description: Once one of the most powerful houses of Tapani sector, House Pelagia has fallen on hard times. The Jedi who were once the pride of the house proved at last to be its curse; with the rise of the Empire, the Jedi bloodlines in House Pelagia were rooted out and destroyed by the Emperor's servants.

Motivated by fear of Imperial reprisal and jealousy of Pelagia's power and influence, most of the other houses joined Mecetti for the first time in opposing Pelagia militarily. The initial battles were spectacular, and it looked for a time that Pelagia could stave off the combined fleets of five houses.

In the end, a number of Mecetti agents successfully disabled Pelagon's planetary shields, and the world was lost. House Cadriaan interceded to prevent Mecetti from totally destroying Pelagia, and the once-mighty house expended nearly all of its considerable resources in its struggle to survive.

Survive it did, but it is a mere shadow of its former self. Eight of its systems were ceded to House Calipsa, and it lost seventy percent of its seats in the Great Council. Its historic ties to the Old Republic have rendered it politically suspect, and rival houses use this to keep Pelagia powerless. They occasionally circulate propaganda that the house continues to shelter rogue Jedi who survived the initial purges. Pelagia is carefully watched by the Empire and its allies in Tapani Sector. Only Cadriaan is openly supportive of the fallen house.

Very much aware that another purge will destroy it entirely, House Pelagia is very careful not to make waves—at least not openly. Under the surface, Pelagia plots its comeback.

Allies: House Cadriaan is without doubt Pelagia's closest friend in the sector. Pelagia is aware that the Freeworlds, for their own reasons, act in Pelagia's interests by petitioning to break away from Tapani sector—the new sector trade route would necessarily pass through Pelagon. Pelagia is attempting to delay the

succession until it can rebuild sufficiently to prevent Calipsa and Mecetti from seizing Pelagon in that event.

Enemies: House Mecetti is an implacable foe, as are Reena and Calipsa by extension.



Sleepers

Many of House Pelagia's families were spread to the winds during the purge. Many started new lives in the Freeworlds while others were taken into other houses as refugees or second-class aristocrats. While most adapted to their new lives, some maintained their old loyalties.

These few have acted like a spy network for House Pelagia, routing information and resources to the crippled house where they can. Now, one family in House Melantha is in danger of discovery. Either it must be evacuated or exonerated, preferably the latter.

The characters are brought in to help draw suspicion to another Melantha family by acting like Pelagian contacts trying to make an info pick-up from them, thus clearing the Pelagian relations. But what if the new targets aren't bad people? What if they are merely pawns as well? Can the characters set up innocents to save another noble family?



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Melantha has historically been Pelagia's ally in opposing Mecetti, but has always been an alliance of convenience; Melantha has had nothing to say to Pelagia since the great house fell, though this may be changing.

Assets: Pelagia has little in the ways of assets these days. Many businesses left the house for safer climates when it became clear that the house was disgraced. However, Cadriaan investment is helping Pelagia obtain enough hard currency to rebuild. Fortunately, Pelagia is largely self-sufficient, and can provide for its own citizens.

The fallen house does have one asset; the fastest and cheapest hyper-route to Cadriaan space and the Shapani Run from Calipsa province. As long as Calipsa allies with Mecetti, however, Pelagia will charge Calipsa ships high tariffs for passing through.

Pelagia has, with the help of Cadriaan, spent the last two decades quietly rebuilding its defense forces. By placing most of its orders through the Cadriaan government, it has successfully prevented Mecetti's spies from discovering the full extent of its rearmament (there is no hiding the fact that there is a rearmament, unfortunately). The house now has two *Tapani*-class frigates, and five Rendili StarDrive *Neutron*-class bulk cruisers bought second-hand. It expects to take delivery of several more capital ships in the near future.

Pelagia lost much of its military and political power in the purge, but retained its powerful intelligence and diplomatic assets. It is putting these to full use in opening up a dialog with Barnaba and Melantha behind the scenes. The intelligence community in particular is hard at work to prevent Mecetti's agents from discovering the house's reconstruction activities.

Secrets. Just about everything Pelagia does to rebuild its strength must be done in secret, to prevent Mecetti from interfering. The diplomatic talks with Melantha and Barnaba must be kept quiet—should the two other houses join Cadriaan and Pelagon, Mecetti's hold on the Great Council, and hence on the sector, would be broken. Obviously, Mecetti would perceive such talks as a grave threat if it knew about them, and take decisive measures to put a stop to them.

Pelagia's rearmament is its most militarily significant secret, but not its most dangerous one. Despite persistent rumors to the contrary, there are no Jedi remaining in House Pelagia—the Empire got them all. However, unbeknownst to all, the house has preserved a small but comprehensive Jedi library of the Pelagian holocrons. This is an extremely closely-guarded secret, known only to a handful of trusted family members.

House Reena

Systems: Caloria, Canti, Reena, Tanger, Tavitz, Tillo

Values: House Reena has been a lesser house for several centuries. It relies on its ore-rich systems to provide income, and has established a university system it hopes will someday rival that of Mrlsst Academy. House members tend to be quiet, polite, and educated in the disciplines of history, the arts, and science.

High Lord: Lord Galen Panos has resided in his position for nearly 30 years. A former Dean of Reena University, he seemed to be the safest choice to succeed the previous lord. His reign has been quiet, a stark contrast to the lords who came before him. Lord Panos is in a stable position and is popular with the public and the movers and shakers of his house. His hand is deep into the affairs of the university and house politics alike. Unlike his predecessors, he is content with the house's position in the sector. House Reena has become the crucial house that holds the swing vote. As part of the Mecetti-Calipsa alliance, its pull gives the triumvirate majority in the Great Council.

Lord Panos is a brilliant man, possessing degrees in a variety of scientific fields. He is a master computer programmer with an analyti-



Tom Bronfortillo



Brainwashing
101

Lord Panos' brain plug gives him tremendous abilities, but also makes him vulnerable. If one of the other houses found out about it, there is a possibility that they could devise a program that might influence his thinking, making him a puppet to their whims. What if the characters notice that he suddenly starts acting strangely? Can they help? Is there a slicer in the house?

cal flair. Unknown to many, he has a concealed neuro-computer jack to facilitate the downloading of information into his brain.

Description: House Reena has always been a lesser house and seems destined to remain one for quite some time. Its mining economy has provided it with a steady and stable source of income, but it has never had much to splurge on extensive spynets and huge military fleets—investments necessary to rise to greater house status. It is also isolated from the rest of the sector by powerhouse House Mecetti, which makes expansion into other areas of the sector out of the question.

Merrick and Kalb Industries—the largest mining megacorp operating in the Expanse—is based in Reena Province. It controls most of the mining in the province, and because of the income it brings into the province, its officials have a lot of pull with house members. See chapter 45 for more information on MKI.

Geological analyses predict that some of the most ore-rich worlds in the province will begin to tap out within two centuries (they have been mined for thousands of years already), and house leaders have begun looking for ways to diversify. Manufacturing firms have been lured to Reena from other sectors with very attractive offers, and the investment has begun to pay off as Reena's tax base rises.

Perhaps Reena's most successful experiment was the opening of Reena University two hundred years ago. By offering subsidized salaries far above and beyond anything else being offered in the rest of the Inner Rim, the university was able to attract some of the best and brightest professors and researchers from the sector—including from rival Mrlsst. The university is known throughout the sector for its

excellence, and has enrolled the sons and daughters of many house nobles who cannot bear to send their children to a Freeworld for their educations.

Allies: House Reena is allied with Mecetti and Calipsa, mostly because it depends on the goodwill of these houses for its imports and exports. Reena would prefer not to be involved in political plotting, and of the three houses is the least likely to let the alliance affect its dealings with other houses. It has no idea that officials of MKI are plotting to bring the Empire into the sector (see page 45).

Enemies: Again, House Reena has no outright enemies. At least, none that would say so to a House Reena member. However, due to its position in the triumvirate, House Melantha and Barnaba are noticeably cool toward it. Until Melantha can woo (or force) Reena away, this relationship will probably stay the same.

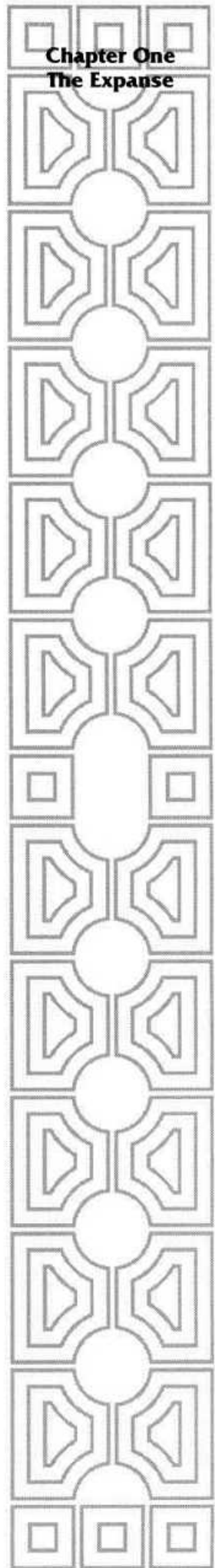
Assets: Reena has many ore-rich worlds, which it leases to MKI and other mining companies. The university also brings it a lot of credits from the rest of the sector.

House Reena possesses three rather decrepit *Marauder*-class Frigates. In addition, a score of light vessels are in service, primarily limited to planetary patrols. House Reena has always felt a need to sink resources into the university, not the military. However, current leadership is contemplating a gradual build-up, just to keep options open.

Secrets: House Reena maintains one potentially devastating secret: there is a safe hyperspace route which runs from Canti out of the sector. That the hyper-route exists at all is a closely guarded secret known only to those at the highest levels of house government—who rightfully fear that Mecetti would instantly move to secure the route for itself at the expense of Reena independence.

Reena is so afraid of being annexed it would rather pay the Freeworld tariffs for its exports than allow its domestic companies to ship their goods out of the sector using the secret route — none of the mining companies operating the province know about the route.

There is one exception. Xizor Transports Systems found out about the route a few years ago (no one in House Reena knows how), and in return for its silence, is permitted to use it for occasional tariff-free trade runs. What house members don't know is that XTS is really using the route to smuggle weapons to House Pelagia. See page 50 for more information on XTS.



Chapter Two

The Freeworlds

Looking at a modern map of Tapani sector, it is difficult to imagine that the cosmopolitan Freeworlds Region, located on two major spacelanes, was once regarded as the backwater of the sector. But before the establishment of the Shapani Bypass, there wasn't much reason to settle these worlds.

For a long time the only settlements were mining concerns controlled by house sponsors. Most of the periphery worlds were rich in ore, but poor in credits. Since without major trade routes it wasn't cost-effective to process and transport raw materials out of the sector, the houses were the only market for Freeworlds ore, and the houses expected and got below-market prices.

The establishment of the Giju Passage opened up Tallaan and Neona to galactic trade, but the other colonies continued to languish in the backwaters for another 18 centuries, until a new trade route was opened up by Sullustan scouts.

The new route, which linked together many of the periphery worlds, cut days off the heavily traveled Rimma Trade Route which runs from the Core to the Outer Rim Territories. The Shapani Bypass, as it became known, quickly became a route favored by traders eager to shorten trips up and down the Rimma hyperlanes (especially the shippers transporting bacta from Thyferra to the Core).

The establishment of the Shapani Bypass brought the colonies into a major trade stream, just as the Giju Passage had done for Tallaan and Neona. No longer were they simply sources of raw materials and convenient places to exile house member and factions who were out of favor. Now they were the hottest real estate in the sector.

Competition for the worlds became fierce among the houses, and several skirmishes nearly escalated into sector-wide war before a brokered agreement between the houses diffused the situation by declaring the worlds freeworlds. Like Procopia, they would be independent worlds open to any and all comers.

No doubt most house officials thought that the Freeworlds could be controlled, but it wasn't long before the five principal worlds of the Freeworlds Region—Tallaan, Mrlsst, Aleron, Lamuir, and Neona—had the economic power to shake off external influence. They signed trade deals with Core worlds, and grew in power and prestige as the credits of the Republic flooded their coffers.

The Freeworlds nationalized the mining companies formerly owned by various house concerns, and sold them to investors both domestic and foreign. Sabotage was a problem for a time (some house lords were particularly vindictive), but ceased when the various companies joined the powerful galactic Mining Guild, and gained access to its many resources—from high-priced barristers to paramilitary Guild "asset protectors."

Piracy became a problem once the houses withdrew their navies from Freeworld space, so each world began to build up its own navy of patrol ships. Procopia objected to an armed build-up on its borders, but the Freeworlds were feeling confident enough to announce that the navies would not only remain, but would henceforth be subsidized by a new tariff applied to all goods passing through Freeworlds space—namely those heading for the Expanse.

Over the next three centuries, the Freeworlds thrived. The Shapani Bypass became a major

Freeworlds in Flux

The essays presented in this section represent the Freeworlds at the onset of the campaign. However, the Tapani sector is not a static place, and these conditions will not apply indefinitely.

At the beginning of the campaign setting, the Freeworlds are as independent as the Expanse. Like the other Tapani worlds, they are nominally governed by an Imperial governor, who defers in most matters to the local government officials.

Eventually, however, the Empire is fated to take over the Freeworlds directly and violently. This is when Mrlsst is invaded and the Jedi Taj Junak, long in hiding, sacrifices himself to protect Mrlsst Academy (see page 8 of the *Campaign Guide* for more on this). The Freeworlds are officially split off into an

independent rump sector, and a new moff arrives to take charge of the newly formed Shapani sector.

The adventure and adventure outlines in the *Campaign Guide* set up the pretext for this takeover, though the timing for the actual event is entirely up to you. Play using the current setup as long as you like, and when the time is right, start crushing Freeworlds left and right (or ignore the whole idea and run the sector your own way). See page 8 in the *Campaign Guide* for more advice on handling the take-over.

The upcoming *Gilded Rebellion* adventure book will feature the aftermath of the annexation, and the new opportunities for Rebel sedition that arise among the nobles of Tapani sector in the last days of the Empire.

regional hyperlane, and Tallaan, Mrlsst, Aleron, Lamuir, and Neona diversified and built up economies less dependent on the variable price of raw materials. Tallaan's already bustling shipyards developed into the largest shipping hub in the region, and Mrlsst became as well-known for its high tech research and development facilities as for its university system. The other worlds in the Freeworlds were slowly developed and settled.

The Freeworlds Today

The Freeworlds have successfully maintained a high level of independence from the houses for several centuries. At the same time, as Tapani sector worlds, they have been protected from gross Imperial interference by the arrangements the houses have made with the Emperor.

This state of affairs, this taking the best of both worlds, has worked for nigh on thirty years, but it cannot last forever. In fact, various forces within the sector and the Empire are on the verge of initiating a plot to force the Empire to take direct control of the Freeworlds. (The subversion and takeover of the Freeworlds is the subject of the mini-campaign in the *Campaign Guide*—see the "Freeworlds in Flux" sidebar above for more details.)

On the surface at least, it's business as usual in the Freeworlds Region, and usual business is brisk and profitable. Goods flow through the Shapani Bypass on their way from the Rim to the Core, and back out again.

The Empire, while it does not yet control the Freeworlds outright, maintains a distinct pres-

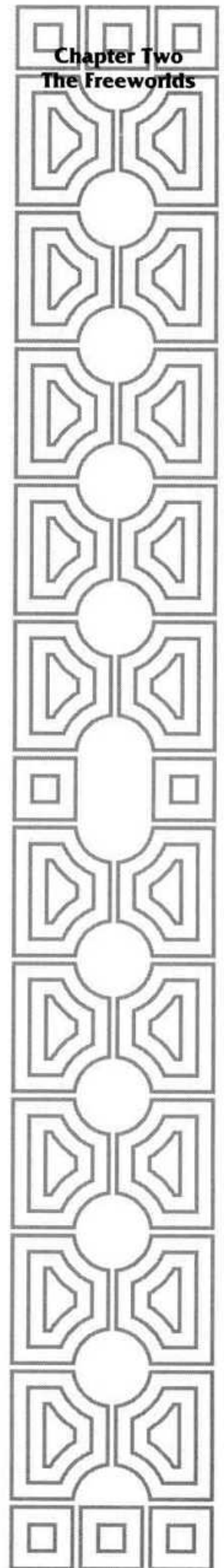
ence in the Freeworlds Region. Imperial trade offices and diplomats bustle about on Tallaan, Mrlsst, Aleron, Lamuir, and Neona, and the military leases land and space locations for naval bases and army installations.

By law, Imperial vessels have free passage everywhere in the sector, and the Navy often sends its own patrols along the Shapani Bypass to discourage smuggling and piracy. It does not do this so much for the sake of the Freeworlds economy, but because the flow of goods—especially the bacta bound for the Core—along the Shapani Bypass is of strategic importance to the economic health of the Empire, and because the Imperial Navy uses it to transport ships and troops to trouble spots in the Outer Rim Territories.

Powers of the Freeworlds

There are several levels of government in the Freeworlds and they overlap in several areas, which give government officials, barristers, and judges fits. Each world is independent politically from the others, and maintains its own government and defense force. There is an Imperial governor assigned to each world as well, who officially at least, has final say over planetary policy.

But the five Freeworlds are also members of the Tapani Great Council, and are partially affected by decisions made within its halls. They are also members of the League of Tapani Freeworlds, which is mostly a trade organization, but also provides for a common defense in case of attack.



League of Tapani Freeworlds

While each of the Freeworlds is an independent political power, the five major worlds are banded together in the League of Tapani Freeworlds (the other Freeworlds are non-voting members). The League is a loose-knit alliance which allows the Freeworlds to collude in setting tariffs, provide for a common defense, and make other arrangements which protect and advance their goals.

The League is made up of representatives from each Freeworld. It concerns itself with only the broadest of issues; setting economic policies, providing defense for the Region, and making treaties with outside powers. Other governmental duties, including enacting and enforcing laws, levying taxes, and so on, are reserved for each world, which also elects its own leaders in its own fashion. The Freeworlds value their independence (if only in name; the mining companies pretty much call the tune in most area of the Region).

The League Center is located on Tallaan, and has executive branches on Mrlsst and Leona as well. League representatives also have offices on key Imperial worlds, among them Thyferra and Coruscant.

The Freeworlds and the Great Council

Long ago, when the Freeworlds were directly ruled by the houses, they were represented on the Tapani Great Council along with every other world of the sector. When they declared independence, the representatives became non-voting members, but continued to attend sessions, mostly to maintain links with Expanse governments and trading associations.

The Freeworlds representatives are in a distinct minority on the Council, and are not admitted in either the Senate or the Council of Ten. This isn't particularly surprising, really; none of the houses are interesting in giving outsiders (as they view the Freeworlders) a voice in what they see as internal affairs. The Freeworld representatives would have been removed from the Great Council years ago, but the houses fear that doing so would cause the League to come down hard on house-owned firms on the Freeworlds.

The Expanse Houses

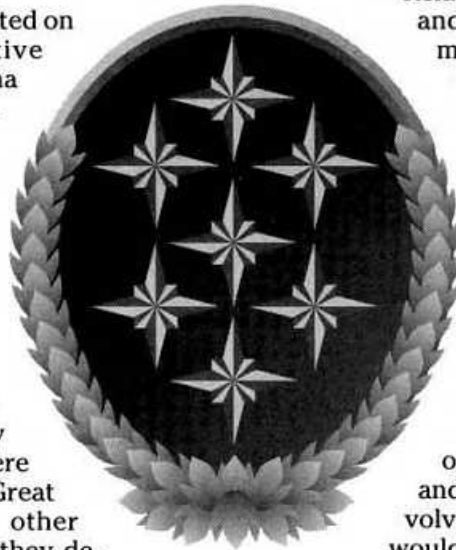
Not surprisingly, the houses of the Expanse are quite active in the Freeworlds Region, and maintain embassies, trade lobbies, and businesses on all of its planets. The houses own quite a few lucrative businesses on the Freeworlds, which gives the Freeworlds a bit of leverage.

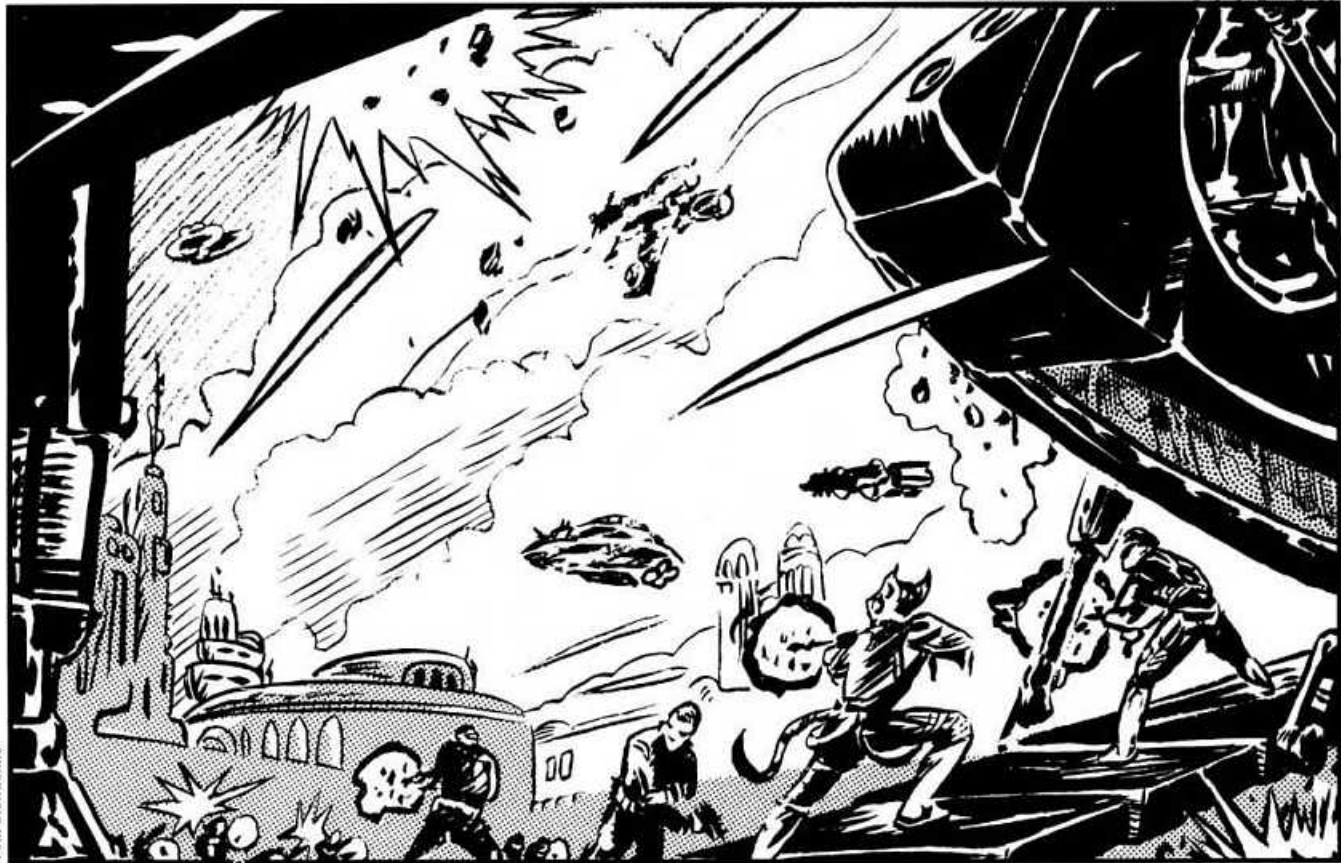
A far greater source of leverage the Freeworlds have over the houses is that they control every major trade route into the sector except one, and can raise trade tariffs anytime they like (the tariff issue is a continuing point of hot contention between the two parties). The houses dislike the hold the Freeworlds have on their economy, but there isn't much they can do about it officially. Even more alarming is the increasingly friendly relationship between Cadriaan and the League. Should the two unite, the Freeworlds would have a lock on the sector's trade routes.

Relationships between the houses and the Freeworlds runs very much from hot to cold. On the surface, relations are stable and cordial, but just underneath the surface, an intense enmity born of competition and rivalry seethes unseen. A vast shadow war is underway. Industrial espionage, occasional bouts of sabotage, suspicious pirate raids, blackmail, and such are part of the game. Thus far, diplomacy has prevented the hostilities from breaking out into trade wars, embargoes, and armed conflict. Everyone involved knows that such activities would bring in the Empire and few want to see that happen. Still, things are tense between the two segments of the Tapani sector, and have been for a long time.

Other Powers

The Empire has assigned an Imperial governor to supervise each Freeworld. Officially, the governor has supreme authority over his world, but in day-to-day affairs he tends to defer to local government officials. The Tapani sector is supervised by a moff appointed by the Emperor, and this territory includes the Freeworlds as well as the Expanse. Again, the moff is less powerful in fact than in theory, though some believe this could change if Imperial interest in the sector grew. The Imperial interests in the sector are discussed in more detail in Chapter Five.





Tom Blomdillo

Mining is big business in the Freeworlds Region, and the prominent mining companies are all members of the Mining Guild. This gives them a lot of pull in the governments of each Freeworld, and in the League. See Chapter Three for more details on the Mining Guild and its interests in the sector.

Freeworld Citizens

The Freeworlds are egalitarian societies; its citizens don't care where you come from or who your family is as long as you are good at what you do. Naturally, this is more true in theory than in practice. As everywhere, certain families and individuals tend to hang on to power over the years, especially those affiliated with the mining corporations.

Still, those who come here with a good work ethic and skills to match can and do build good lives for themselves. Those who work for the mining and merchant companies sometimes achieve near-nobility status if they play their cards right—enough do to keep the dream alive for the rest.

Visiting nobles are accorded a certain level of polite deference, but the influence doesn't stretch too far—at least not without money. People are far more impressed by a corporate or military title than a family name.

Some Freeworld families are descendants of houses which split away from the Expanse centuries ago. They have long since been absorbed into the general population, but certain of them retain something of their heritage (the first merchant families to be admitted into House Cadriaan were long-lost splinters of Pelagian noble families).

Aliens in the Freeworlds

Aliens are very common along the Shapani and Giju Runs. Local communities welcome aliens, more or less, since they bring with them economic growth and new opportunities. Herglics and Mrlssti are most common, but Sullustans, Bith, Givin, and Vratix are also active in the region.

Generally, relations between humans and aliens are better in the Tapani Freeworlds than in the Core worlds — aliens have always formed an integral part of life here, and while Imperial indoctrination has cooled relations somewhat, the links between human and alien communities are still strong.

There is growing concern that the younger generations, which were educated in the Imperial education system, are less tolerant of aliens than their parents. Anti-alien societies and dem-

onstrations, backed and encouraged by Imperial social organizations, are becoming more common, and this is beginning to cause great rifts in Freeworlds society. These organizations are doing a good job of focusing resentment and jealousy on the alien communities.

So far, there hasn't been any real trouble—the anti-alien organizations are still in their infancy, and there is still plenty of goodwill between human and aliens communities. But the number of pro-Imperials grows every month, and they are beginning to test their strength.

The greatest fear on the part of the Freeworlds governments is not that events will soon get out of hand—the greatest fear is that when they do, the public will support the radicals. This would be a disaster for the Freeworlds. The economies of the Freeworlds depends on aliens, and should alien communities pull out of the sector, their departure would have a devastating effect on the economy.

The Freeworlds Common Navy

The five major Freeworlds pool a certain portion of their defense fleets to patrol the Shapani Bypass—both to supplement the Imperial patrols, and to constantly reinforce the idea of Freeworlds hegemony along the trade route. This fleet is known as the Freeworlds Common Navy.

By convention, every Freeworlds navy is standardized along the same lines to make maintenance of the Common Navy vessels less expensive and command less complicated. Vessels rotate in and out of the Common Navy on a set schedule, to allow the ships to return to their homeworlds for home patrol.

The capital ships of the Common Navy are all *Tapani*-class ships built in the Tallaan shipyards (mostly Frigates, but also one or two Carriers). Support craft are more varied, and range from Carrack Cruisers to Corellian Corvettes. Starfighters are mostly TIE/Ins and Mantas, peppered with a few squadrons of Blastboats.

Common Navy Personnel

The Common Navy recruits males and females equally. The Freeworlds have no separate navy and army. Each world sees to its own defenses, and its forces are supplemented by Common Navy Troopers who travel with the Common fleets. By and large, the troopers are not as well trained as the house Army units, but are better armed. The regular Navy personnel are about equal with their Expanse counterparts.

Typical Common Navy Officer

Type: Common Navy Officer
DEXTERITY 2D
Blaster 3D+1, dodge 3D+1
KNOWLEDGE 2D
Planetary systems: Tapani sector 5D, tactics: capital ships 4D+2
MECHANICAL 3D
Astrogation 3D+1, capital ship piloting 4D, communications 4D, sensors 4D+1, starship shields 3D+1
PERCEPTION 2D
Command 5D
STRENGTH 2D
TECHNICAL 2D
Capital ship repair 3D
Character Points: Varies, typically 0–5
Move: 10
Equipment: Blaster rifle (5D+1), blaster pistol (4D), comlink

Typical Common Navy Trooper

Type: Common Navy Trooper
DEXTERITY 2D
Blaster 5D, brawling parry 2D+2, dodge 3D
KNOWLEDGE 2D
MECHANICAL 2D
Ground vehicle operation 3D+2
PERCEPTION 2D
Search 3D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Character Points: Varies, typically 0–5
Move: 10
Equipment: Battle vest (+2 energy), blaster rifle (5D+2), heavy blaster pistol (5D), comlink

The Five Freeworlds

The Freeworlds as planetary bodies are covered in the *Sector Guide*. There you'll find general essays on their businesses, cultures, and physical resources. Here we examine them primarily as political entities—how they interact with one another and with outside bodies such as the houses and the Empire.

On the whole, the Freeworlds operate more as a unit than do the houses. They are more cooperative, and are far less likely to feel it necessary to spy on one another (though they all do, to an extent).

Aleron

Government: Aleron is ruled by the Aleron Trade Cooperative (ATC), which is made up of prominent business leaders. Nominally, everyone on the ATC board has an equal say in how the world is to be governed, but in reality the representatives of Macander Heavy Ores dominate proceedings, because it is the mining company which keeps the planetary economy healthy and stable. Macander officials seldom throw their weight around—but put a definite stop to anything which might threaten their interests. Brutally, if necessary.

Allies: Of the Freeworlds, Aleron has the closest ties with Cadriaan, which settled the Freeworld centuries ago as one of its first colonies. House Cadriaan and Aleron have been trading partners for centuries, and seem happy with the current arrangement (though some on the political fringe argue that Cadriaan is plotting to reclaim Aleron to obtain a bigger piece of the Shapani Run). Aleron also gets on well with all of the other Freeworlds except for Neona.

As a member of the Mining Guild, Macander (and by extension Aleron) has little to fear from the Empire, though it would prefer not to be annexed (the threat of nationalization, though slight, is ever-present on an Imperial world). The local Imperial governor is already in the pocket of Macander, however.

Enemies: There is some friction between Aleron and most of the houses except Cadriaan, but this is more because Aleron is a Freeworld than because of anything specific. Calipsa is particularly hostile—Aleron can undersell it on the galactic rawmat market because, unlike Aleron, it must pay a sizable tariff to ship its goods through Pelagian space and the Freeworlds.

In recent decades, there have been increasing problems between Aleron and Neona, because the two worlds are dominated by competing mining companies. The tension has not boiled over into subversive action as yet, but any shake-up in the Freeworld could cause that to change. For the moment, Freeworlds unity is more important than company competition.

Assets: Aleron is blessed with rich deposits of rare and valuable ores, which has enabled it to maintain a strong standing in the local rawmat markets. Its position on the Shapani Run is another great asset, one which means a wealth of shipping traffic and opportunities for industries set up to service transports laying over.

Aleron maintains a powerful but compact navy headed by three *Tapani*-class frigates. The navy ostensibly protects traders passing through Aleroni space. In reality, the navy is far more interested in guarding Macander ore ships and bacta transports than other sorts. Traders who pass through the area on a regular basis know this, and time their passages to coincide with Macander shipping schedules to ensure escort protection. Those who do not occasionally find themselves in the middle of a pirate attack with no available back-up. Pirates too, you see, know the habits of the Aleroni navy.

Secrets: Aleroni aren't much for plotting; most are too busy being industrious to play games with worlds with less work on their

hands. There is a growing interest in keeping a step ahead of Neona among Macander executives, however, which is slowly taking form in an industrial espionage program. The program is in its early stages, and has yet to achieve much.

Lamuir

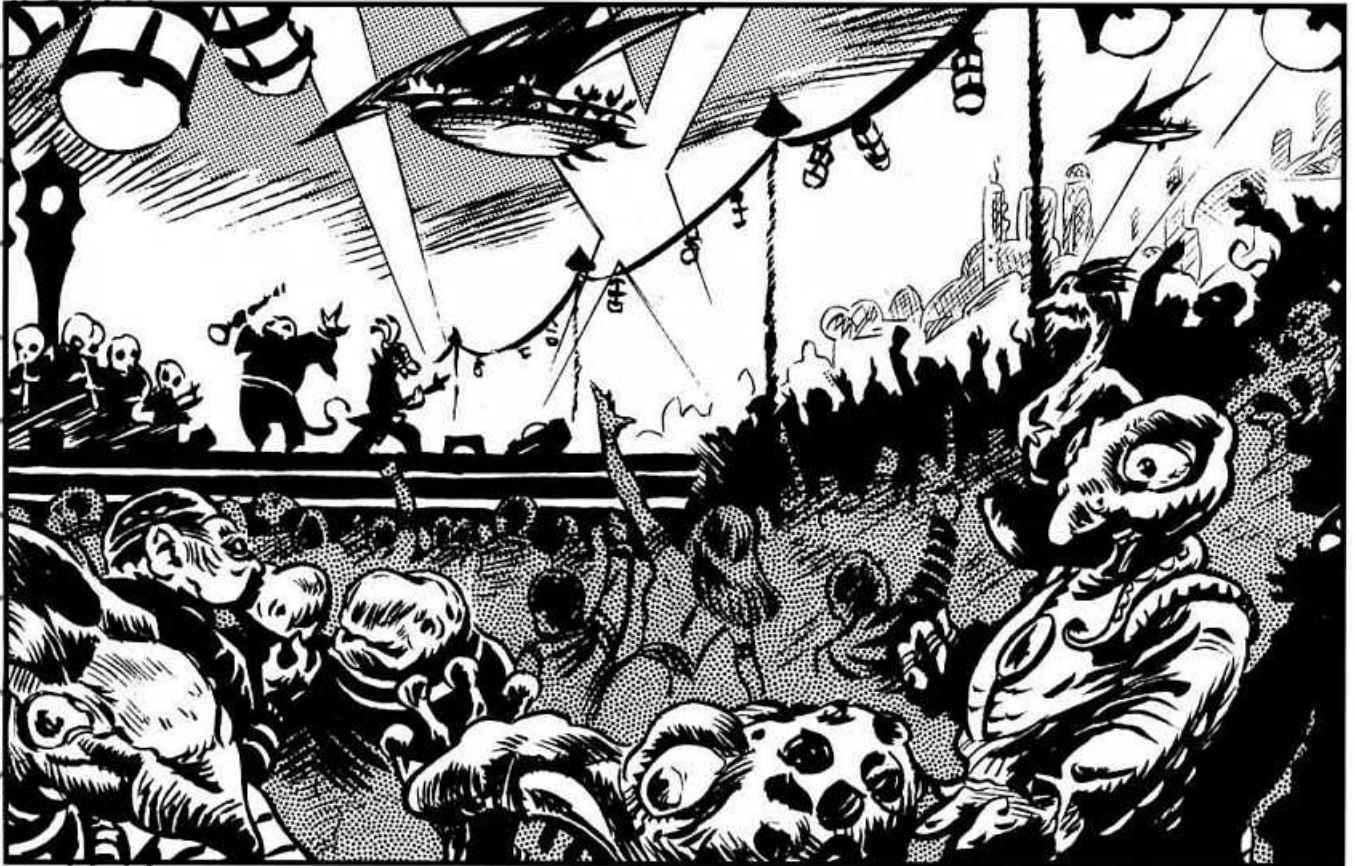
Government: The democratic Lamuir government is dominated by Herglics, who make up the majority of its citizens. Unlike most of the Freeworlds, Lamuir's economy is not dominated by Mining Guild interests, and Lamuir attracts a variety of businesses which do not want to exist in the shadow of powerful mining cartels. The Herglics are great appeasers and their government is often willing to compromise principles to get along peacefully with other worlds. Some elements of the human population find this attitude intolerable, and there is a good bit of friction in Lamuir politics because of the clashing values systems.

Allies: Lamuir gets along with just about everyone, mainly because it lacks strategic assets (other than its location on the Shapani Bypass), but also because the Herglic culture emphasizes compromise and appeasement. The other Freeworlds know of this pacifist nature and look out for Lamuir to maintain the union. Of the houses, Pelagia is closest to the Lamuir government (Lamuir granted many of its nobles asylum during the Purge).

Enemies: Few of the human governments in the sector have much respect for Lamuir, but most maintain a disinterest in annexing Lamuir as long as the other Freeworlds are backing it. This is not the case with neighboring Barnaba, who has long coveted Lamuir's lucrative position on the Shapani Bypass. In the last century alone, the Freeworlds have had to band together and protect Lamuir from two annexation attempts mounted by Barnaba. Things have quieted down since the rise of the Empire, however, though Barnaba "merchant ships" still routinely probe system defense nets and shadow Lamuir fleet exercises.

Because Herglics dominate politics on Lamuir, anti-alien factions in the houses are discouraging new investment in the Freeworld. This hasn't had the desired effect on Lamuir's economy thus far, since aliens dislocated from other sector worlds are bringing their businesses to Lamuir in droves—more than compensating for the loss of business the anti-alien movement is actually causing.

Assets: Though a pacifist community, Lamuir has a small defense force of three Corellian gunships and a handful of lesser craft to main-



Tom Bronchillo

tain order in its shipping lanes and protect merchants transferring cargo in orbit. It also has one lone *Tapani*-class Frigate which it bought to contribute to the Common Navy. Because it has no ships to substitute in the navy's rotation schedule, the frigate stays with the Common Navy all year round.

All ships of the Lamuir defense force are fast—built to intercept the smaller capital ships favored by pirates and smugglers. They excel in this task, but are no match for a large fleet of capital ships. Fortunately, the Common Navy and the Imperial Navy patrol Lamuir and its neighboring systems heavily, since they serve as ideal staging areas for an attack on the shipyards of Tallaan. Most personnel in the defense force are humans.

Secrets: Secreted deep within Lamuir's moon is an artifact of an ancient Herglic trading empire ten thousand years dead. Very few outside a secret cabal of Herglics on Lamuir know of its existence, and even they have no idea what it does, except that it manipulates gravitational forces when activated. No one knows how to get to the ancient machine, either. Ancient scrolls hint at access passages leading from the surface to the control rooms, but the occasional expeditions mounted from the moon base turn up nothing.

Mrlsst

Government: The Mrlsst government is controlled by a council of regional leaders. Most of the members are humans, but a wide variety of aliens hold seats as well. Because of its educational and research facilities, it has maintained cordial relations with all of the Freeworlds and all of the houses as well. Like Lamuir, Mrlsst is free from Mining Guild interests.

While some of Mrlsst's academicians oppose the Empire, most appreciate the stabilizing influence it has had in the sector. It is so much easier to go about one's research when one doesn't have to worry about sudden invasion from Barnaba or Melantha. The Empire has been good for Mrlsst's economy as well. Several defense firms have large research and development offices on the world.

Allies: Just about every world in the sector has some project in the works which involves Mrlsst; Obulette is paying a research firm to develop new mass transportation networks for its aging cities, while Soterios has contracted a university team to develop sensor arrays for a new line of survey probes. The bottom line is that Mrlsst is worth more to most parties as it is than as a pawn in a sector power struggle. Of the Freeworlds, Mrlsst has the closest ties with

the Empire. In fact, it has the closest ties of any Tapani entity after Melantha and Mecetti.

Enemies: Mrlsst has few real enemies as such, though Barnaba is very interested in the concept of owning the key jump-off point from Tapani sector into the Inner Rim. It isn't likely to do much to realize this dream unless the sector becomes a lot less stable than it is, and certainly not as long as the Empire is strong enough to prevent it. The greatest threat to Mrlsst's social order comes from within; of the Tapani worlds, Mrlsst is most vulnerable to the corrupting influence of the Rebel Alliance.

Assets: Like Lamuir, Mrlsst does not have much in the way of natural resources. But while Lamuir focuses primarily on the arts and entertainment, Mrlsst focuses as much on technological research and applied science as on the arts. It has a very valuable commodity in the form of its brain trust of researchers, scientists, academicians, and technicians who man its think tanks, research facilities, laboratories, and classrooms. These resources are in high demand in the Colonies and Inner Rim.

Mrlsst maintains a small defense force, including two *Tapani*-class Frigates and one *Tapani*-class Carrier, which protects the space immediately around its settled worlds. A comprehensive network of sensors monitors the rest of the system. Imperial and Common Navy patrols provide additional security. There are always at least two Imperial capital ships (usually Carrack Cruisers) present in the system to protect Imperial assets in the system from Rebel strikes.

Secrets: Mrlsst organizations are conducting a myriad of classified projects for various clients. Imperial-affiliated companies make up the lion's share of the business, but Tapani and various Colonies' governments and firms also have contracts with Mrlsst companies and government bodies. One research team has an Imperial contract to design a cloaking device (the Phantom Project, which is actually a sham), while another, working in a base in Mrlsst's asteroid ring, is using ancient Herglic technologies to develop a gravitic polarization beam (these plot threads are further developed in the four-issue comic series *X-Wing Rogue Squadron: The Phantom Affair*).

The Mrlsst government provides a lot of the cutting-edge technology the Freeworlds Common Navy uses, from more powerful tractor beams to sophisticated encryption codes. While this service is not especially secret, the extent of Mrlsst's involvement is not widely known.

Neona

Government: The planet of Neona is owned by Hanson Mining Consolidated, a consortium of mining companies which settled the ore-rich planet centuries ago. Neona is not divided into states or provinces; local government is maintained by the various Hanson-affiliated companies on the planet, each of which is responsible for its employee-citizens. How leaders are chosen varies from company to company. In some companies, leaders are elected, while in others they are appointed by the company owners or managers.

The global government is run by Hanson Mining Consolidated's board of directors and its many sub-boards. The board members, of course, are appointed by each company to represent both it and its employee-citizens.

The whole system seems unwieldy to outsiders, but it works somehow. Hanson and its member companies make a great deal of money, and because they pay their employee-citizens well, there is little unrest.

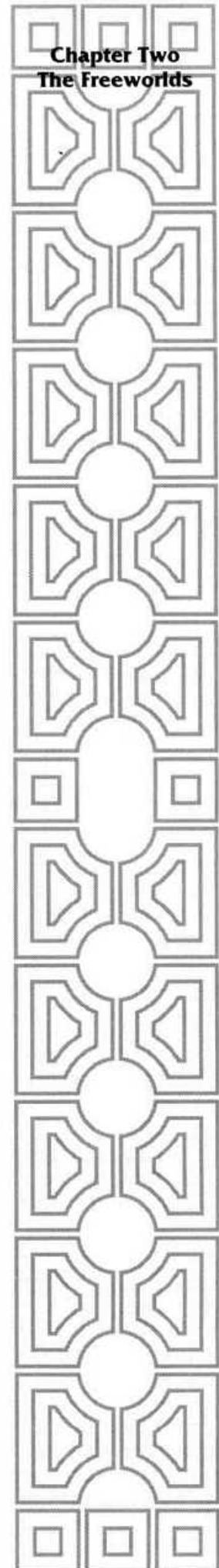
Allies: Neona gets along with the other Freeworlds, though there is some friction with Aleron and Macander. Of the houses, Neona gets along with most of the houses except for Mecetti and Calipsa. It leases portions of Sheva to Pelagia, though this arrangement is not widely known. In return, Pelagia keeps an eye on Calipsa ships that pass through its province.

Enemies: Neona gets a lot of flak from Houses Mecetti and Calipsa because they ship most of their ore through Neona, and do not appreciate the tariffs placed on their goods (the tariff raises the price of their ore, allowing Hanson to undersell them in the galactic market). Occasional sabotage occurs at Hanson facilities which most industry observers assume is the work of Mecetti (there is never direct proof, of course).

There is also some rivalry between Neona and Aleron, though nothing as serious as that with Calipsa and Mecetti. Neona does not like the fact that Aleron mining companies do not have to pay as many tariffs to ship their ore Core-ward.

Assets: Neona has a sizable mining fleet to transport its goods to various galactic markets, and a well-armed navy to protect its assets in Neona and neighboring systems.

Because Neona is not directly on the Shapani Bypass, it does not see as many Imperial patrols as the bacta route and must rely more on its own resources than the other Freeworlds. With eight *Tapani*-class Frigates and one *Tapani*-



class Carrier, it has more capital ships than all of the other Freeworlds except Tallaan, and more than most houses.

Neona controls several surrounding star systems, filled with worlds unsuitable for terraforming or settlement but heavy with valuable ore. These worlds are patrolled by the Empire even less than the Giju Passage, so Neona must devote a lot of its navy to protecting its bases there.

Secrets: Hanson doesn't have much in the way of secrets, though it has begun hiring bounty hunters to pursue those who sabotage its facilities. It is also in secret communication with the Mining Guild, and is negotiating the use of one of its talented troubleshooters. If the Mining Guild moves in and traces the activity back to Mecetti, things could get interesting.

Tallaan

Government: Tallaan is governed by a council elected by popular vote. The council appoints one of its numbers to serve as first executive—the leader of the world—and other members serve in other government capacities. One of the most powerful ministries is that of Orbital Commerce, which controls the civilian dockyards and the millions of financial transactions which take place there and in other orbital stations every day.

While nominally each member represents the citizens of his community, in fact he spends more time seeing to the needs of industries and businesses in his domain. Many of the council members are affiliated with the Mining Guild, while many others are representatives of trading companies, high tech firms, communications companies, and so on.

Allies: Of the Freeworlds, Tallaan is the most central to sector and galactic trade, and this focus permeates its relationships with other governments. Tallaan maintains good relations with all of the Freeworlds, and with most of the houses. The Empire and the Tallaan government work in tandem to maintain system security, though the arrangement is getting just a little *too* cozy for the comfort of many Tallaan patriots.

Enemies: As the centerpiece of the League of Tapani Freeworlds and the Freeworlds Region, Tallaan naturally draws the ire of all organizations and individuals who have reason to detest the Freeworlds. These include the usual suspects: Mecetti, Calipsa, and Barnaba, and the mining cartels based in the Expanse.

Tallaan has another enemy, one it doesn't know about. Though House Melantha has no economic reasons to plot against the Freeworld, it does have political ambitions which can only

Tallaan Imperial Shipyards

The Tallaan Shipyards have been an integral cog in the interstellar operations of the Republic for several hundred years. Its employees reflect the multicultural environment of the system.

Like many worlds close to the Core (at least politically and socially), Tallaan became part of the Empire through fiat rather than subjugation. The Republic Shipyard became an Imperial base and began to gear up for wartime production.

The shipyards are made up of several hundred orbit docks, each able to service several dozen bulk freighters or hundreds of smaller craft. Hundreds of thousands of dock workers, technicians, loadlifters operators, mechanics, droid supervisors, cargo inspectors, and mynock exterminators team in and around the various ships in their docks and cradles. Many of the orbit docks are dedicated to servicing Imperial vessels. There is always at least one Imperial Star Destroyer docked in the Imperial zone, undergoing routine maintenance. There is also a tor-

pedo sphere in drydock, undergoing refurbishing.

The Yards are protected by both patrolling Imperial cruisers and armored defense platforms. The defense platforms are modern facilities manufactured by Golan (see page 217 of the *Thrawn Trilogy Sourcebook*). Most of the orbit docks themselves are over 200 years old, and are continually being updated and revamped to keep them safe and up to current technological standards.

Typical Tallaan Yards Orbit Dock

Craft: Corellian Engineering Corporation Space Dock
Type: Orbiting Multi-Space Dock
Scale: Capital
Length: 6,890 meters
Crew: 10,000, skeleton: 4500/+5
Passengers: 15,000
Cargo Capacity: 1,000,000 metric tons
Cost: Not for sale to civilians
Maneuverability: 0
Space: 0; immobile
Hull: 6D
Shields: 5D
Weapons: None

be realized if the Freeworlds are annexed directly by the Empire.

Assets: Tallaan is a world made wealthy and powerful because of its location at the nexus of two major trade routes. Its location is its single most important asset. To protect this asset, Tallaan maintains a large fleet of capital ships, patrol lighters, and interceptors.

With 12 *Tapani*-class Frigates and two *Tapani*-class Carriers, only Mecetti and the Empire have larger fleets active in the sector. Together with the fleets of the other Freeworlds, Tallaan has one of the most powerful independent navies in the Colonies at its disposal. For centuries, the Common Navy kept house invasion fleets at bay. Peace through strength is a philosophy Tallaan lives by.

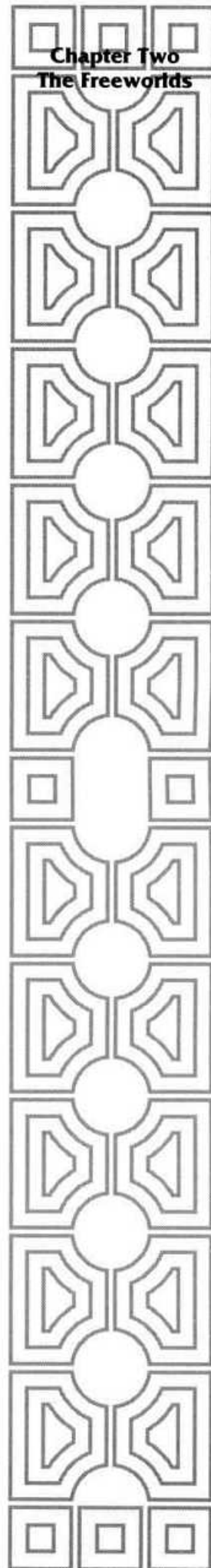
Tallaan has several large dockyards in orbit around the homeworld and throughout the Tallaan system. The most paramount of these is the Tallaan Shipyards, which are located at the midpoint between Tallaan and its largest

moon. Millions of ships are serviced here each solar year, and billions of tons of goods are transferred from ship to ship and from ship to land.

The Imperial zone of the Tallaan dockyards is the major Imperial base in the region, and serves as a major layover port for Star Destroyers on deep patrol in the Outer Rim Territories. There are always several Star Destroyers and dozens of lesser craft being serviced here.

The government of Thyferra leases a large portion of the dockyards to service its fleet of bacta transports. There are also enormous storage tanks and silos in the Bacta Yards, as the compound is called, where bacta is stored while Imperial inspectors clear it for transport to the Core (inspecting the bacta in Thyferra space is not permitted, to prevent the various bacta factions from interfering in the process).

Secrets: Tallaan doesn't have any particularly overwhelming secrets, amazingly. It is rather happy with the status quo.



Chapter Three

The Mining Guild

The Mining Guild is a loosely knit trade organization that represents companies and megacorporations which control the extraction, processing and transportation of roughly 75 percent of the Empire's raw materials. The other 25 percent is produced by intrasystem mining companies, government operations, and non-members.

As a trade association, the Guild represents the interests of the owners of member companies. It exists primarily to allow member companies to pool resources, collude in fixing rawmat prices, and present a united front to governments and megacorporations bent on controlling them. Resources and services are made available to member companies as requested.

The range of resources and services is vast. The Guild possesses an immense fleet of rawmat transports which can be leased out to member companies. A large team of high-powered lawyers and lobbyists look out for the Guild's interests on Coruscant, and ensure that Imperial nationalization efforts do not encroach on the assets of Guild member companies. The paramilitary Guild Enforcers step in when member assets need protecting from harm—usually from pirates, civil wars and, increasingly, Rebel strikes at Imperial production centers.

There are also hundreds of lesser services which are nonetheless important to members, from commercial insurance packages offered at below-market rates and access to exclusive commodity trading markets, to legal services and negotiators who can step in and arbitrate with local governments. The high Guild dues partially subsidize these services, but most come with additional charges.

To outsiders looking at the mighty marble Guild headquarters on Coruscant and other Core worlds and the huge fleets of ships bearing Guild markings teeming through space, the Guild looks all-powerful. The Guild leadership likes to encourage this belief, but despite its many resources, the Guild's power is greatly diluted because it is an extremely decentralized organization.

With over 300,000 member companies in the Guild, this is only to be expected. While the upper echelon may attempt to devise grand strategies of resource allocation and price fixing, the whole system is far too complex and unwieldy to be manipulated by any one group of individuals. This doesn't keep Guild officials from trying, but even they know there are limits; the Guild has traditionally been highly wary of external authority—a definition broad enough to include overzealous Guild administrators.

Were the Mining Guild actually as powerful as its reputation suggests, Palpatine would almost certainly disband it at all costs—a unified entity controlling 75 percent of the Empire's raw materials would pose a threat to his regime impossible to ignore.

There is one area where Guild officers are very focused in their duties, and that is in locating non-member mining operations and inviting them to join the Guild. Guild membership is strongly encouraged (read "required") for mining installations which do most of their business in intersystem trade, and most "outed" companies prefer to pay the exorbitant Guild initiation fees than face the crippling sanctions and boycotts which amazingly always follow a refusal to join. Naturally, there are many opera-



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tions, like Cloud City on Bespin, which get by without Guild membership, either because they are especially clever in evading detection, or too small or remote to warrant attention.

The Guild has no interest in installations genuinely operated by governments. Some companies, however, try to get out of Guild membership by being “acquired” by pliant local governments, but Guild investigators keep a close watch on government-controlled companies, and usually ferret out the abusers.

Mining Guild Recruiters

Such rogue operations are sought out and invited to join the Mining Guild by specialized operatives employed by the Mining Guild. These operatives, called recruiters, vary in skill and capabilities, but the best of them rival bounty hunters and scouts in their resourcefulness and ability to avoid “accidents,” ambushes, and other deadly surprises arranged by rogue mine officials who don’t want them filing a report with the Mining Guild.

Recruiters are also empowered by the Guild and the Empire to apprehend claim jumpers when they find them. Few actually make ar-

rests, preferring to gather evidence and turn it over to local law enforcement agencies.

Not surprisingly, recruiters spend a lot of their time in odd, out-of-the-way locales, and turn up in the most surprising places. A number of recruiters secretly freelance for other groups, including the Empire, the Rebellion, and criminal organizations, all of whom are always on the lookout for new places to hide secret bases. Some recruiters can be bribed to ignore illegal settlements they discover that don’t involve mining, but even they balk at accepting bribes from rogue mining officials. Other, more law-abiding types, will report any questionable site to local law enforcement officials.

Jinjur Tomas

Type: Mining Guild Recruiter

DEXTERITY 3D+2

Blaster 5D+1, dodge 4D+2

KNOWLEDGE 3D+2

Business: mining 4D+2, planetary systems 5D, streetwise 5D, survival 4D+1

MECHANICAL 3D

Astrogation 4D+2, sensors 4D, space transports: MRX-BR Pacifier 5D, starship gunnery 4D, starship shields 4D

PERCEPTION 3D+1

Investigation: illicit mines 4D+2, search 4D

STRENGTH 2D

Brawling 4D+1, climbing/jumping 3D

TECHNICAL 2D+1

Computer programming/repair, first aid 3D+2, space transports repair: MRX-BR Pacifier 4D

Character Points: 12

Move: 10

Equipment: Blaster pistol (4D), comlink, surveying equipment, *Shindra Lily*

Capsule: Jinjur Tomas is a human woman in her thirties, one of many Mining Guild recruiters who comb the unexplored systems of the Rimma Trade Route for rogue mining operations. Her travels take her through Tapani sector often, and she usually swings through the inner systems of the Expanse to check things out.

She is always on the hunt for leads to new rogue mining sites, and will often exchange scouting services for information leading to new sites. She has no qualms about dealing with the fringe. She discovered Alabard’s Comets’ secret base a few months ago, and keeps her silence because they pay her well to make occasional deliveries, and because she likes them.

Jinjur is the stoic and silent type, a lone wolf who engages in conversation only when necessary. At least in person—over the comlink, she is chatty and talkative.

Shindra Lily

Craft: Sydon Vehicle Works MRX-BR Pacifier

Type: Exploration fighter

Scale: Starfighter

Length: 25 meters

Skill: Space transports

Crew: 1

Passengers: 3

Cargo Capacity: 24 metric tons

Consumables: 1 year

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 600; 1200 kmh

Hull: 2D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 120/3D

Focus: 10/3D+2

Weapons:

Two Proton Torpedo Launchers

Fire Arc: Front

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50–100/300/700m

Damage: 9D

Three Laser Cannons

Fire Arc: One rear, one each side

Crew: One each (can be fired remotely from cockpit)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1–3/12/25

Atmosphere Range: 100–300/1.2 km/2.5 km

Damage: 3D

Capsule: The *Shindra Lily* is Jinjur's pride and joy, a stock and almost-new Sydon Vehicle Works MRX-BR Pacifier. She saved for six years to buy it, and is fiercely protective of "her baby."

History of the Guild

The Mining Guild is an extremely ancient organization. No one knows today how it began, when it began, or even where. Like the Old Republic, it reaches back into the shadowy early days of human civilization. About the only thing historians can say for sure is that the Mining Guild originated in the Core.

In one respect, the Mining Guild has never left the Core. Coruscant has been the center of human galactic power for millennia, and the Guild has always concentrated its best agents, lobbyists, and representatives on key Core worlds, the first of which has always been Coruscant.

However, those who look beyond the imposing buildings and skyhooks of the Coruscant offices soon discover an interesting fact: the

true power of the Guild no longer resides on Coruscant. Indeed, it no longer resides in the Core.

The reasons for this are not hard to fathom. The early Core power brokers of the Guild obtained their positions because their worlds produced vast amounts of raw materials. They represented billions and billions of tons of ore being produced per month, and behind that, still more billions of credits pouring into the coffers that bought their Guild positions.

Eventually, these Core worlds exhausted their raw material reserves, and shifted their economies into new channels. Naturally, the Core's need for raw materials did not change, and new concerns and young settlements in the Colonies and Mid-Rim began to fill in the void. Through sheer inertia, Core concerns controlled Guild activities for a few more centuries, but gradually and inevitably the center of power shifted to the Mid-Rim.

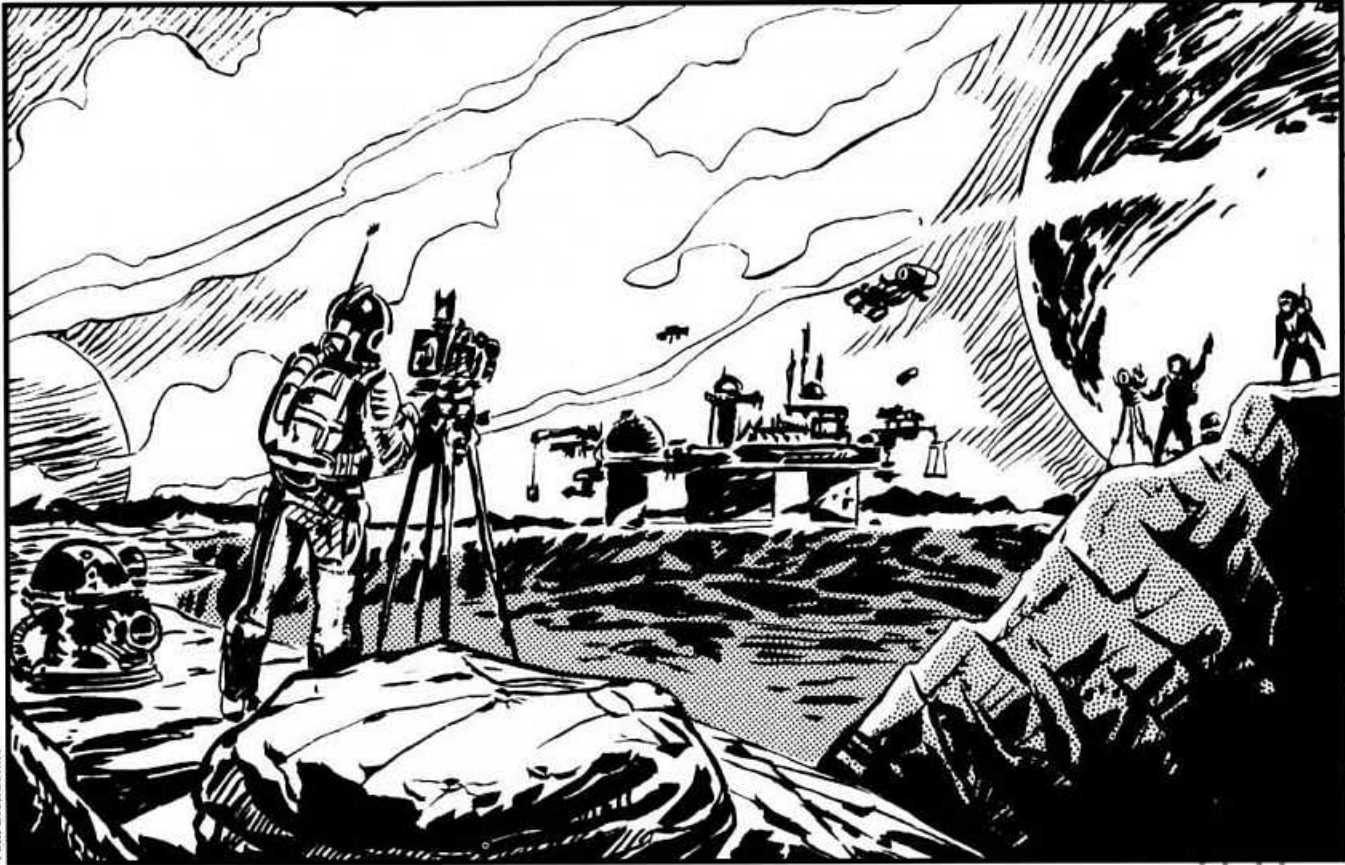
There it has remained ever since. Unlike the early Core worlds, the Mid-Rim companies did not divest themselves of mining concerns when local resources were depleted. Instead, they sponsored new digs even further out in the unsettled systems in the Outer Rim, and thus kept the flow of rawmats under their control.

The Empire and the Mining Guild

When Palpatine came to power, he immediately realized that he could not build the mighty war machine he desired without the support of the Mining Guild. Gaining the support of the Guild would be a delicate procedure, since the Guild historically had always held itself at arms length from all governments large and small. But Palpatine was a master at seduction, and set about bringing the Guild into his camp by offering honors and powerful government positions to its most prominent and influential officers.

This had the desired effect, and the Guild is now both an Imperial puppet and a fiercely independent entity in roughly equal parts. The dichotomy is, at least for now, largely invisible because the leadership and the body of the Guild support Imperial ends. Should Imperial goals ever diverge from Guild goals, however, the fault line would rupture—and likely spell the end of the Guild as it has existed for thousands of years.

The Emperor has taken measures to prevent this, of course, by infiltrating his own operatives and servants into leadership positions. Such the Guild ever show signs of opposing Palpatine, they are prepared to help him na-



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tionalize its assets and bring it directly under the control of the Empire.

They also eliminate data the Guild gathers which might tell outsiders too much about Palpatine's activities. For example, since the Guild tracks rawmat shipments everywhere in the Empire, a trained intelligence analyst could readily determine where certain strategic ores were disappearing from sight, and so locate top secret installations where components of the Emperor's arsenal—from Super Star Destroyers to Death Stars—are built. The agents quietly and efficiently slice such incriminating data out of the Guild databases on a regular basis.

The Guild and the Underworld

Naturally, such a powerful organization has its dark underbelly and dealings with criminal elements. Because the guild is so decentralized, crime guilds and organizations often come to dominate various member elements of the Mining Guild. Control of a mining cartel brings many advantages to a crime syndicate: economic power through regional control of rawmat shipping; a large fleet of transports

available for smuggling, and businesses which can be used to launder funds generated through the sell of spice, slaves, and other contraband.

Laundering money through mining concerns is especially attractive to crime organizations because huge amounts of credits can be processed over a relatively short period of time with very low risk. Galactic governments from the Old Republic to the Empire do a moderately good job of tracking ore and the credits generated from ore sales, but the job is simply too massive to catch everything. There are plenty of opportunities for clever crime lords to exploit the situation.

It is the decentralized nature of the Mining Guild which allows criminal elements to take over bits and pieces, but this same decentralization makes it extremely difficult for them to have much of an effect on the Guild as a whole. Some crime lords have managed to penetrate the inner circle of the Guild over time, but only those with an immense legitimate power base can make a mark. Few criminal syndicates can provide their leaders with such power; Black Sun is the only such organization to survive into the Imperial era.

The Many Faces of Ore

Throughout this text, the term "ore" is used generically to represent any mineral extracted from a given physical environment. In most cases, such products are rocks or metals (either precious or base), but can be more exotic. Tibanna gas, as found in the atmosphere of Bespin and other gas giants, is one such exotic "ore."

Most ores are mined and sold on the same world, because the costs of lifting bulk cargoes out of a gravity well are prohibitively expensive. Unless there are no feasible substitutes available in a region, useful but common ores such as copper, iron, and titanium are seldom exported from a planet, and only in very rare cases out of a system. Silicon raw materials (like sand and gravel) are never transported offplanet, since their unit value barely covers the cost of getting them to the spaceport, let alone into orbit and out to other systems (they can be found virtually anywhere anyway).

Only ores valuable enough to turn a profit after the transportation costs are taken into account are shipped to other galactic markets. These are fairly uncommon and useful ores which are not found in every star system, and thus must be transported from where they are extracted to the buyer (the term "common" is relative, of course—in a huge galaxy, even a rare ore may be available in great enough quantities to meet demand).

Following is a list of some of the less common ores which can be found in the *Star Wars* galaxy (i.e., those most likely to be shipped to other systems). Mining companies often process their own ores before shipping them offplanet, so a few common alloys are listed as well.

Carbonite: Carbonite is an alloy used to preserve certain gases and organic matter for transport (tibanna gas is shipped in carbonite blocks). Because the component ores used to produce carbonite are often found near one another in nature, on-site foundries which process carbonite into its final form are not uncommon.

Chanlon: Chanlon is a relatively uncommon and very dense metal used in a variety

of alloys where great strength is required. Chanlon is a primary component of phobium.

Durellium: This ore is used in hyperdrive construction.

Havod: Havod is a crimson metal alloy made up of chanlon and hfredium used in the construction of spaceship hulls. Havod is too difficult to process for mass production model ships, but is often used in the manufacture of custom yachts and racing vehicles.

Hfredium: This is a raw metal integral to the construction of spaceship hulls.

Lommite: Lommite is a major component used in the manufacture of transparasteel. The Empire's primary source of lommite is the planet Elom, though other lesser sources are active.

Phrik: An extremely rare metal used in the construction of extremely light and durable battle armor. Because of the strategic value of phrik, the Empire nationalizes phrik mining operations as it becomes aware of them. However, there are many small-scale phrik mining facilities the Empire does not know about, which process the precious ore for other clients—local governments, crime syndicates, and rebel organizations among them.

Phobium: A metal alloy used to coat the power core of extremely large-scale power plants. Such power plants are most commonly found in planetary shield generators and space stations. The power cores of both Death Stars were sheathed in phobium.

Quadrillium: A raw metal integral to alloys used in the construction of starfighter hulls. Ships plated with quadrillium take on a light blue coloration (most Tie fighter models have quadrillium-based hulls).

Note: Though spice is extracted and processed much like an ore, it is not considered one because it is not a naturally occurring mineral. Though some mining companies mine spice as well as ores, either illegally or under special government contract, such operations do not constitute mining as recognized and regulated by the Mining Guild.

The Tapani Mining Companies

The systems of Tapani sector are extremely rich in both common and rare ores. Several hundred mining operations are active in the sector at the moment: a handful of large corporations, a few dozen major cartels and cooperatives, and hundreds of smaller concerns. Nearly all of these organizations are members of the Mining Guild.

Tapani Mining Guild Concerns

Mining in the sector has become highly politicized over time, because ore originating from the Expanse must pass through the Freeworlds, where it is saddled with tariffs, thus raising its price above competitive levels on the galactic market. This is a problem for the Expanse-based companies, because *most* of the sector's ore is located in the interior.

The only alternative to shipping through the Freeworlds is to ship through Pelagian and Cadriaan territory. This is a very roundabout route for most companies not based in Calipsa Province and thus just about as expensive a detour as paying the Freeworlds tariffs. Not that the Calipsa-based companies get off scott-free—since House Calipsa is a political rival of Pelagia and Cadriaan, companies based in its territory pay a tariff even larger than that demanded by the Freeworlds!

Needless to say, there is a lot of friction between mining companies located in the Expanse and those based in the Freeworlds, who can get their goods to the Shapani Bypass and thence to the rest of the galaxy for a good deal less expense and bother.

The governments of the Expanse and Freeworlds have gotten involved in turn, as has the Mining Guild itself. Despite endless talks, strikes, walk-outs, acts of sabotage, accords, and agreements, nothing ever seems to change for long. Sooner or later some incident arises which the Freeworlds and their client mining companies use as a pretext to boost the tariffs back up to previous levels (or in a few extreme incidents, temporarily shut down the trade routes to Expanse ore shipping—which causes untold economic chaos).

The Expanse mining companies don't much like being at the short end of the stick, and continuously plot to get around the situation (they have even sponsored scouting expeditions charged with blazing new hyper-routes out of the sector, none of which have met with satisfactory results yet). Naturally, the mining companies in the Freeworlds like the current arrangement just fine and do all they can to maintain the status quo.

A few individuals and groups within the Expanse mining community have begun plotting with Imperial firebrands to force the Empire to take over the Freeworlds Region outright so the despised tariffs can be done away with. This dangerous game is as likely to blow up their faces as succeed, but a recent alliance may have tipped the balance toward the conspirators (the mini-campaign in the *Campaign Guide* covers this situation in more detail).

The Mining Guild, while ready to rush to the aid of member companies being repressed by local governments, is loathe to get drawn into local inter-Guild feuds. Thus far, it has done little more than send arbitrators to assist at the periodic talks, and, at the bequest of member companies suffering suspicious losses and accidents, sabotage investigators.

Expanse Mining Companies

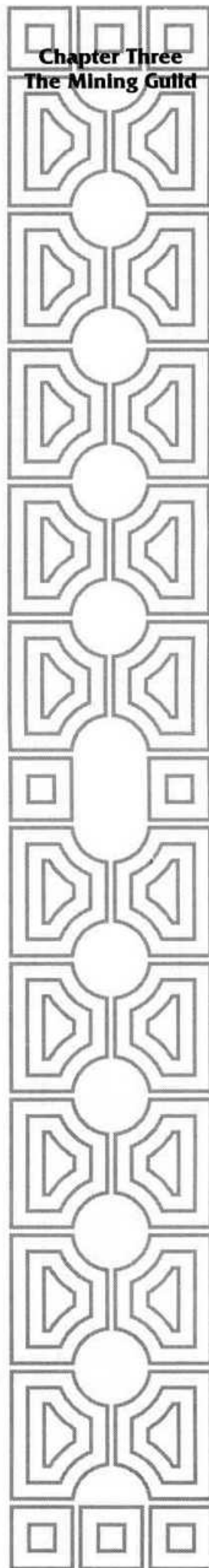
The majority of the mining companies operating in Tapani sector are located in the Expanse. While in theory most of the companies fall under the jurisdiction of the various houses, the reality is that the mining companies get more or less a free hand to operate as they see fit (within certain reasonable boundaries of the law).

Many mining company executives have loyal patrons among house lords, while many nobles serve on the boards of these companies, making the issue of who is running what a little hard to define. In the final analysis, each side knows it need the other to thrive, which tends to curb excesses on either side.

Merrick and Kalb Industries. Merrick and Kalb Industries (more commonly known as MKI) is the largest mining megacorp operating in the Expanse, and has operated for thousands of years. Its holdings are located in Reena Province. MKI's distance from Procopia and House Reena's ability to avoid controversy has enabled it to survive numerous house revolutions, nationalization attempts, and wars, even though Mecetti Province is close by.

Being the remotest major mining concern does come with a price; MKI gets the worst of the Freeworlds tariffs. Its officials do what they can to prod Reena into doing something about the tariffs, but the house is not nearly confrontational enough for their tastes. A few of MKI's executives are members of the secret society known as the Chamber. They are plotting to bring the Empire into the sector in the hopes that it will abolish the tariffs (see page 61 for more information on the Chamber).

Gantor Mining Company. Unlike most of the major mining companies in the Expanse, Gantor is not associated with any one house,



Losk Tenchi

Type: Claim Jumper

DEXTERITY 3D

Blaster 4D+1, dodge 4D+1

KNOWLEDGE 2D

Business: mining 3D+2, planetary systems: Tapani sector 4D+1, streetwise 4D, survival 5D+1, value: ore 5D

MECHANICAL 3D+1

Astrogation 4D, ground vehicle operation 3D+2, sensors 3D+2, space transports 4D

PERCEPTION 2D

Bargain 4D, search 3D+2

STRENGTH 2D

Brawling 3D, climbing/jumping 3D+2, lifting 3D

TECHNICAL 3D

Demolition 4D, first aid 3D+2, space transports repair 4D

Character Points: 6

Move: 10

Equipment: Blaster pistol (4D), fusion cutter (4D+2), portable surveying unit

Capsule: Losk is a pudgy middle-aged man who looks much older than he actually is, thanks to his weather-beaten face. He has been working illegal claims in Tapani sector for nearly thirty years, and knows more about its systems and mines than just about anyone else in the field, legitimate or not.

Losk has made millions and lost them just as quickly. He's a fantastic miner, but isn't much of a businessman. In his youth, he had a series of partners, all of whom cheated him. Now he works alone, with not even a droid to keep him company.

Several yeas ago, Losk stumbled on to the secret corusca stone mining operation in Calipsa Province.

Returning to planet Calipsa for supplies, he was arrested on other charges and imprisoned for several years. He has recently gotten out, and plans to return there and make his final claim before retiring in style—as soon as he can get together enough credits to make the trip in a new ship.

Meanwhile, he takes whatever jobs he can to earn credits. He often hires himself out as a guide for fringers who want to be shown out-the-way locations in which to do business.

and has mining facilities in three provinces (Calipsa, Pelagia, and Cadriaan). This means it operates without a strong sponsor, but it also means that it can steer clear of most of the political infighting among houses as well.

Gantor can ship its Pelagia and Cadriaan ore without paying tariffs to Cadriaan, but must pay full tariffs on ore originating from Calipsa. Though some directors in the past have tried to play games with ore transport manifests to avoid paying tariffs on Calipsa ore, the current leadership values its unique position as the only independent company allowed to ship two-thirds of its ore without paying tariffs too highly to monkey around with shipping origins.

Freeworlds Mining Companies

There are several major mining companies active in the Freeworlds Region, and dozens of smaller ones as well. Hanson Mining Consolidated and Macander Heavy Ores are fairly representative of the larger concerns. Both companies are affiliated with the Mining Guild, and have sympathetic representatives in the League of Tapani Freeworlds.

Hanson Mining Consolidated. The planet of Neona is owned by Hanson Mining Consolidated, a consortium of mining companies which settled the ore-rich planet centuries ago. It also owns mining rights on several of the systems near Neona. See the Neona entry in Chapter Two for more information on Hanson.

Macander Heavy Ores, Inc. At one time, Macander was affiliated with Gantor, but split away when the Freeworlds declared independence. It dominates the economy of Aleron, and all but rules the world. See the Aleron entry in Chapter Two for more information on Macander.

Claim Jumpers

Some Tapani worlds contain valuable ore veins—valuable enough to make it worthwhile for small-time claim jumpers to slip into established mining operations and strike small claims in inactive areas. Skilled and stealthy miners can extract several tons of ore before being discovered. Many pull out before this unhappy event occurs, so they can return to the same spot later. Others continue to load ore into the bellies of their ships until the last second, fleeing only moments before security forces arrive to apprehend them.

Claim jumpers usually sell their ore to shady buyers in the Freeworlds who ask no questions. Since they mine only the most valuable of ores, they need only small ships to transport their cargoes.



Tom Broughton

Chapter Four

The Megacorps

The houses and the Freeworlds are not the sole domestic sources of power in the Tapani sector. The various large companies which operate in the region also have a certain amount of influence on political and economic decisions made in the sector.

The mining companies affiliated with the Mining Guild are by far the most powerful of these, but there are other companies which have enough juice to influence sector affairs, many of them high tech manufacturers and shipping firms.

Because the Empire has not yet begun to nationalize businesses in Tapani sector, it has become a haven for businesses in the Colonies that wish to operate with a minimum of Imperial interference. The last fifteen years have seen a massive influx of business relocating their headquarters to the worlds of Tapani sector.

Whether a company settles in Tapani sector proper or the Freeworlds Region depends on the needs of the company. The Freeworlds offer greater autonomy, but are more vulnerable to Imperial meddling. The house worlds, in contrast, demand a greater say in company affairs, but offer in exchange protection against the Empire.

House-Affiliated Companies

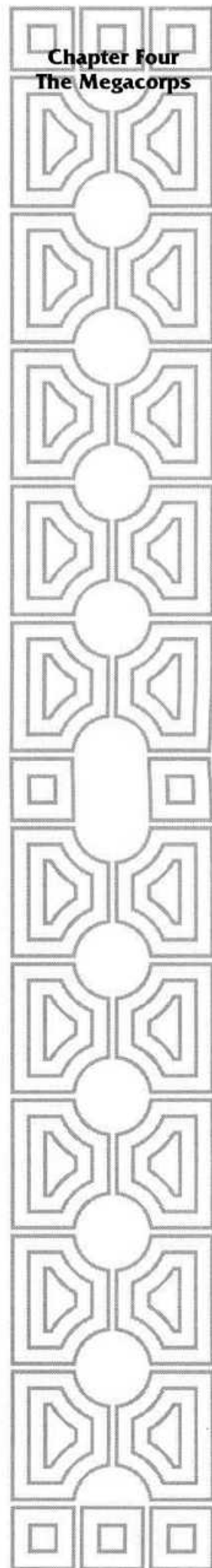
Many businesses chose to ally themselves with a house and settle on a house world. These companies tend to be either very powerful and self-sufficient, or in need of protection against outside sources. A more powerful company can gain the benefits of dealing with a

house, while protecting itself from house entanglements because it can deal more as an equal with the sponsoring house. A weaker company is far more likely to be swallowed whole by house interests, but gains in exchange the protection of the house from extra-sector rivals.

An alliance with a house comes with a host of enticing benefits. The tax breaks offered by most of the houses to companies willing to relocate are extremely generous. Labor pools are well-educated, hard-working, and relatively honest. There are often very lucrative exclusive contracts to be had. For the upper management, there are often privileges not available elsewhere. Most importantly, house sponsorship affords partial protection from the Empire. A company based on a house world need not fear Imperial annexation—at least not in the immediate future.

Becoming a house client company is not all wine and roses, however. There are significant drawbacks to the arrangement. Settling on a house world immediately introduces a firm to the often-sordid dealings of house politics.

Even before opening for business on a house world, a company must make concessions to the sponsoring house. Such concessions might be relatively benign, depending on the power of the company and the character of the house itself. The company might be required to submit to oversight by the house, admit house representatives to the board, or support local philanthropies and institutions. In less ideal situations, the company might be required to pay immense bribes to house members or institutions, merge with other client companies, or surrender autonomy altogether.



Every company allying itself with a house immediately buys into the house's list of allies and enemies. It may be required to trade or deal with companies on worlds allied with the sponsor house, or be forbidden to trade with those under rival houses. It must also be prepared to deal with sabotage—as a client of a specific house, it is now a target to rival houses who may wish to strike at the sponsoring house through it.

Pelagon Aquatic Components Corporation

Pelagon Aquatic Components Corporation, or PACC, is based on Pelagon and is affiliated with House Pelagia. When House Pelagia realized it needed to develop all manner of water craft to continue to inhabit Pelagon, it put the word out in an effort to attract a company to its world to aid them in their pursuit. With an attractive package of low interest loans, stipends, and other bonuses, an enterprising engineering team left Sienar Fleet Systems to settle on Pelagon and create a company. Today, few employees at Sienar Fleet Systems even remember PACC's roots.

PACC developed an impressive line of water craft to serve House Pelagia's needs. These include waveskimmers, skiffs, boats, and undersea submersibles. None of these designs include weapon mountings, but it's not difficult to convert them. In recent years, PACC instituted an entire line of waterborne pleasure craft, and almost has a monopoly selling these popular designs to the vacation world Vycinyth. PACC also has a complete line of aquatic parts for all their vessels, and is developing other items used in underwater endeavors. These include breathing apparatus, air and water purifiers, aquaculture equipment, and fishing equipment.

PACC largely escaped unscathed during Pelagia's fall from grace. As the planet struggles to climb back to respectability, PACC makes great strides with its current clientele. But PACC knows it depends on House Pelagia for its livelihood, so using funds procured from sales to Vycinyth, it has begun to develop weapons. This research and production is conducted in huge underwater complexes on the bottom of Pelagon's oceans. So far, it has managed to keep these facilities secret, but if the Empire discovers these factories, its retribution will likely be swift.

Tampson Consolidated, Incorporated

Tampson Consolidated, Incorporated (TamCo) is a large, multi-faceted megacorp based on Javis. Sponsored and now totally

controlled by House Mecetti, TamCo first came to the sector two decades ago from the Mid Rim.

When it came to Tapani sector, it was a producer and shipper of transparasteel, ferrocrete, and other staples of construction. In need of such industries, Mecetti readily agreed to sponsor it and settled the firm on Obulette, offering it several large and attractive loans to allow it construct super-advanced production centers.

Accepting the loan was TamCo's first and final mistake—Mecetti took steps to ensure that TamCo defaulted. Shippers affiliated with Mecetti abruptly refused to transport its goods. Mecetti gradually restricted TamCo's market to its own worlds and Freeworld traders through seemingly unrelated trade agreements and policy shifts. TamCo's own fleet of transports was crippled by a dock workers strike at the worst moment, and a mysterious shortage of freighter replacement parts made maintenance all but impossible.

TamCo begged Mecetti for help, and the house moved sluggishly to "help" its client company. But the aid was strictly for show. Eventually, inevitably, TamCo defaulted.

When it did, House Mecetti moved in. The board was sacked, and replaced by house members determined to "protect the jobs of the company workers who had been so misled by their former managers and owners."

With House Mecetti's full and genuine support, TamCo enjoyed a swift and prosperous recovery. In ensuing years, Mecetti folded other smaller companies it had taken over into TamCo, building it up into the large megacorp it is today.

TamCo now deals in everything from battery cell production to toy manufacturing. Its original building materials concern was sold to another Mecetti-held business eight years ago.

Lanthe Artifice

Lanthe Artifice, based on Gilliana, produces a stunning array of droid lines and AI neurobrains. Lanthe Artifice was once based on the planet Lanthe in the Mid-Rim, along with its sister company Danthe Artifice. Both companies left eleven years ago, when an aggressive new moff began nationalizing high tech businesses in the sector, ostensibly to "protect" them from anti-Empire terrorists.

Lanthe opted to settle in Tapani sector as a client company of House Cadriaan, while Danthe went on to set up shop on the Core world Corulag. Ironically, against all expectations, today it is Danthe which has been taken over, not Lanthe. While Lanthe continues to enjoy autonomy, Danthe is now but a subsidiary of Arakyd Corp.

Lanthe recently lost a key manufacturing plant in a mysterious explosion, which has all but shut down its production of security probots for at least a year. It is whispered that House Calipsa was behind the strike, since it is widely known that rival houses Cadriaan and Pelagia were the principal contractors for the new probot design.

Freeworld Companies

Companies settling on one of the Freeworlds face a far different situation. The Freeworlds are far less intrusive in the affairs of the company, but can offer less protection against Imperial meddling unless the company is affiliated with the Mining Guild.

Like the house worlds, the Freeworlds offer prospective companies protection from direct Imperial intervention, low tax rates, and an educated labor pool. Unlike a house client company, however, a company settling on a Freeworld need not become entangled in house politics and its ever-shifting list of allies and rivals. A neutral Freeworld company may often do business with anyone in the sector without restriction, though some house are reluctant to do business with any organization based in the Freeworlds.

Many of the Freeworlds are located on at least one prime shipping lane, which is a major consideration for many businesses involved in the transportation of goods. Only House Cadriaan can offer such immediate access to Imperial space. Easy access to the shipping lanes is a major advantage the Freeworlds have over the house worlds.

Another attractive aspect of settling on a Freeworld is that a company can mind its own affairs without a lot of outside supervision. While a Freeworld might require a certain level of legal oversight to protect itself and ensure it is collecting the proper amount of taxes, it is far less likely to muscle in and try to influence business decisions than a house world.

The disadvantages of settling on a Freeworld are few but significant. Imperial interest in Tapani sector is growing, and of the worlds in the sector, the Freeworlds are most vulnerable to eventual outright Imperial annexation. Imperial edicts set into place by the governors or Moff are slowly but surely beginning to impact business decisions.

Some farsighted companies are already leaving the Freeworlds for regions which still offer havens to businesses fleeing Imperial encroachment. Some are moving to house worlds within Tapani sector, but most are heading to the CSA



Tom, Blodgett

or Darpa sector in the Core. Since the number of companies arriving from elsewhere where conditions are worse still outnumbers those leaving, this trend is largely invisible to those who aren't looking for it.

Data Equity Management, Inc. (DEMI)

Based in a huge corporate park on Procopia, DEMi manages data and inventories for hundreds of Tapani-based companies. Other megacorporations generate huge amounts of information and inventories, usually needing millions of credits of computer equipment and hundreds of employees just to perform data entry updates. DEMi provides this service with the latest supercomputers and a staff of tens of thousands of employees, for a modest fee. This service frees up important credits and personnel to perform more useful duties.

DEMi is a relatively young company, founded only 15 years ago. At first, the concept of another company managing your own company's information (often private) on sales, pricing, and availability of product seemed too risky, despite a confidentiality clause in the contract. But DEMi got a huge vote of confidence when the Tapani Great Council contracted them to handle the sector-wide census information. Suddenly, it became a bragging right to have DEMi "handle the scandocs" as it was called. DEMi flourished with new public contracts, and profits funded upgraded computer systems and a new corporate headquarters.

DEMi has an active, skilled field staff that ply the spacelanes of the sector. Staffers have earned the nickname "inforunners." Using portable computers, these field technicians travel to companies on a monthly, weekly, or even daily basis to download information. This information is then brought to Procopia and added to the mainframe. With technicians and droids working around the clock, the information is updated and sent back to the company, often within a few days.

But DEMi has a deep, dark secret it keeps hidden from all its clients. DEMi was founded and is still run by the Empire. Devton Cirrilla, a member of the Imperial Ubiquorate, brainstormed the company's concept and pitched it to upper command in Coruscant. With funding, he created the company and took the pseudonym "Carill Benton." He still acts as the CEO.

Not only does the company generate ample revenue to fund the Imperial regime, but the access to corporate information puts the Empire at an unfair advantage. It should be noted that during DEMi's procedures, it never

breaches its confidentiality agreement between clients. But since the Empire rules the galaxy, it feels it has the rights to this data. As a result, the Empire can keep track of market trends in this sector with much greater accuracy than anyone else. It can use DEMi's resources to keep tabs on the various house purchases as well. For example, in the last two years House Cadriaan has been purchasing many capital ships. The Empire has spies working on the reasons for this, but so far has drawn a blank. (Actually, the purchases are made through Cadriaan for Pelagia.)

Carill Benton (Devton Cirrilla)

Type: CEO of Data Equity Management, Inc. (Ubiquorate official)

DEXTERITY 2D+1

Blaster 3D+2, dodge 4D+2

KNOWLEDGE 4D

Bureaucracy 7D, business 8D+1, business: DEMi 10D+2, languages 5D+1, law enforcement 6D, law enforcement: Imperial 7D+1, value 6D+2

MECHANICAL 2D

Repulsorlift operations 3D+1

PERCEPTION 3D+2

Bargain 4D+2, command 4D, forgery 6D+1, investigation 7D+1, persuasion 4D+2, search 5D+2

STRENGTH 2D+1

Brawling 3D+2

TECHNICAL 3D+2

Computer programming/repair 7D+2, droid programming 5D+1, droid repair 4D+2, security 5D

Force Points: 1

Character Points: 9

Move: 10

Equipment: several datapads, pocket computer, stylish clothes, matching carrying case

Capsule: Carill Benton is the mild-mannered CEO of DEMi. He is polite and thoroughly dedicated to his work, often spending in excess of 12 hours a day in his office on Procopia. Always fascinated with statistics and other information, he is never far from a computer terminal. He enjoys proving points to colleagues with well-defined and researched facts to back up his claims. To all outward appearances he's a typical CEO.

In reality, he is Devton Cirrilla, an Imperial Ubiquorate official. DEMi is his main source of information to keep tabs on the Tapani sector. Once a month, he sends a Plexus Droid vessel to Coruscant with his latest findings. Devton is prone to mood swings and high emotions, but otherwise is capable of performing his duties. He's well respected in the Ubiquorate for his bold ideas and successfully implementing the DEMi charade.

Xizor Transport Systems

Xizor Transport Systems, or XTS as it is often called, is an immense shipping megacorporation which has a territory encompassing all of Imperial space and various peripheral regions such as the Tion Hegemony, Hutt space, and the Corporate Sector Authority. Its huge fleet of container ships and bulk



Slice and Dice

The characters are assigned to make a raid on the DEMi database on Procopia to get info on an enemy House. While there, they stumble across information that indicates that DEMi has been shifting funds via data transfer to various houses, particularly House Melantha. This might link DEMi to the Ubiqtorate...and the Ubiqtorate knows they have it. Can they get off Procopia before the Imperial spies find and silence them? If they do, who can they take the info to?

freighters haul cargo throughout the galaxy, and its many exclusive Imperial contracts allow it to enter markets other shippers can't. It also maintains a large fleet of extremely fast and well-armed courier ships for high-paying clients with small but valuable cargoes.

XTS is not based in Tapani sector, but it does maintain a regional office and major shipping hub on Tallaan. Generally, the regional office keeps a low profile and stays out of sector politics, but it is widely known that XTS's Imperial connections give it a lot of weight. Should its regional interests be threatened, it is sure to take immediate action to protect its holdings. Idle speculators enjoy debating who would come out on top should the Mining Guild and XTS ever come to grips.

Note: XTS is owned and controlled by Prince Xizor. Publicly, Xizor is a wealthy shipping magnate who maintains a palatial business complex on Coruscant. He is certainly that, but unbeknownst to most, he is also the extremely

powerful and ruthless crime lord of the Black Sun syndicate. That Xizor is a criminal is a closely guarded secret known to only a select few, and Xizor insists that XTS be run as a completely above-board and legitimate Imperial company. The only ties between XTS and Black Sun are through Xizor and a few of his trusted associates.

As a result, the Tapani office of XTS is completely legitimate—not even the regional director knows of XTS's ties to Black Sun. This does not mean that its representatives can or will not resort to underhanded means to protect its assets (it is an Imperial company, after all). It does mean that its powerbase is limited to the legitimate contacts and resources of the company. These resources are still considerable, and more than enough to protect XTS and advance its goals. No one crosses XTS with impunity.

One of XTS's "legitimate" assets in the sector is knowledge of the secret hyperlane out of the sector in Reena Province. In exchange for occasional use of this route, XTS agrees to keep this knowledge to itself.

Although most of the cargo that passes through the secret Reena route is legal, XTS is slipping a fast one under House Reena's nose. XTS cargo transports are smuggling weapons and other military equipment into the sector for delivery to House Pelagia, bypassing the spies Mecetti has set at the traditional ports leading into the sector (ironically, it is easier to ship goods through the Obulette system than some of the Mecetti systems closer to the Freeworlds). The contraband includes blasters, explosives, and the components to several KDY-150 planet defender ion cannons. House Pelagia requires these items for its military build-up and eventual return to power.

Chapter Five

The Empire

In the early years of the Empire, the Emperor was slow in bringing outlying sectors directly under his control as he consolidated his powerbase in the inner systems of the collapsed Republic. While other systems spent those years pretending that they could maintain independence indefinitely, the Tapani leaders knew better. Eventually the Emperor would turn his eye on the independent systems, and, on some convenient pretext, send his fleets out to claim them, one by one.

On various levels, the powers of Tapani sector set out to curry favor with the new Empire. The Senate representatives of Tapani declared themselves converts to the New Order and Tapani brokered a number of trade deals advantageous to the Empire. The large numbers of Tapani officers in the Republic starfleet proved to be loyal to the new regime, and many were entrusted with important commands as less malleable officers were cashiered or simply disappeared.

Of the houses, Mecetti and Melantha were the most enthusiastic supporters of the new regime. Melantha in particular fared well; several key house nobles entered Palpatine's inner circle and immediately began arranging matters to protect Tapani sector. Pelagia supported Palpatine in his early efforts to reform the Republic, but grew less supportive over time as the new Emperor revealed his true nature.

Mecetti found a way to make up the ground it had lost to Melantha when the Emperor moved to disband the Jedi Knights. The purges

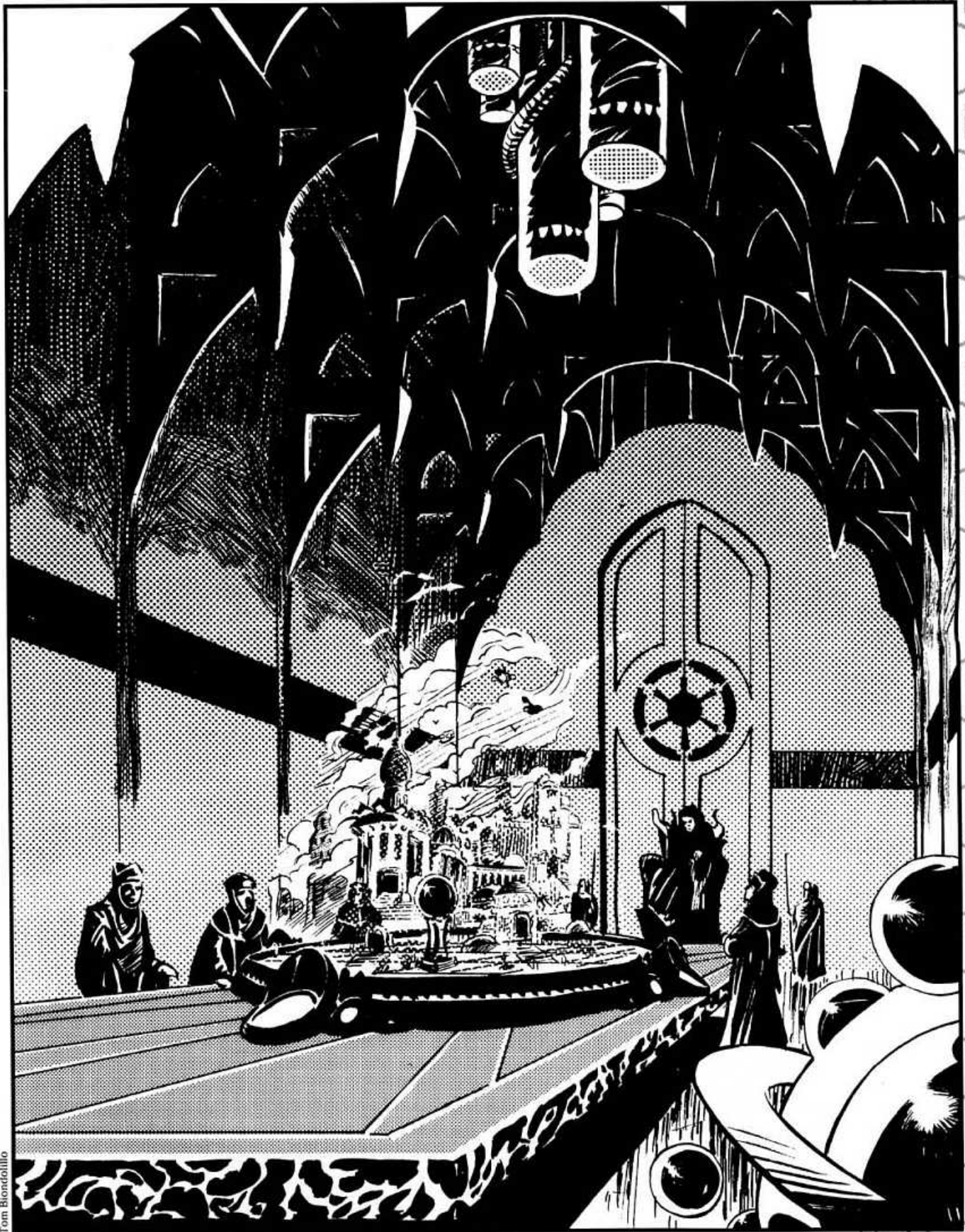
brought the inquisitors to Tapani, and Mecetti used its spynet resources to help ferret out the Jedi members of House Pelagia.

After the purges came the Imperial governors, and the two events created a great deal of fear that the Empire would soon begin taking over the sector. Mecetti successfully harnessed the fear and formed a new coalition with the mandate to stamp out all anti-Imperial sentiment in the sector.

Another purge followed, one which rid the sector of more Mecetti enemies than Imperial ones. Mecetti moved immediately against Pelagia, and ultimately rendered the oncemighty house nearly impotent. Several worlds were taken from Pelagia and acquired by neighboring House Calipsa. In the process of the purges, Mecetti established a lock on Procopia which it has held ever since.

After the disbanding of the Imperial Senate and the elevation of the Imperial governors, most worlds of the Empire passed directly into the control of Palpatine and his military and civil servants. However, Tapani sector managed to escape this fate, and is one of the few regions of Imperial space beyond the Core to retain a fair degree of autonomy.

The rise of the Empire changed the nature of Tapani politics forever. The Old Republic, though it intervened in a few wars and spates of violence, generally left the Tapani Federation to its own devices. With the rise of the Empire, a new paradigm was introduced; for the first time in Tapani history, there was a greater external power both capable and willing to interfere in local affairs.



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The Imperial Relationship with Tapani Sector

The Empire is vast, and some sectors are more volatile than others. Even with apparent limitless resources, the Emperor can't maintain an iron grip in every single sector. To tighten his grip in troubled sectors, he must loosen it in other sectors that are more secure.

The practice of indirect rule is common in the Core, the hub of the Empire. The local Core governments are permitted to control their own worlds and systems, with a minimum of Imperial interference. Of course, with Coruscant and the might of the entire Imperial Navy a scant few lightyears away, the local governments are all too aware that their freedom has definite limitations.

Because the Imperial starfleet is spread much thinner beyond the Core, simply the threat of force is not enough to keep systems from wandering from the Imperial fold—direct pressure must be applied. Moffs, governors, and representatives of the military have a lot more authority to step in and take control of a local government. Indirect rule for sectors far removed from Imperial Center is very rare.

Tapani sector has proven itself to be both stable and loyal over time, and it is one of the few sectors beyond the Core to be so trusted. It is largely left to govern itself in most matters. The Empire does not police it nearly as heavily as it does some surrounding sectors, and permits it to maintain its own government, social policies, and military.

This is not to say that the Emperor is casual about ruling this sector. A nominal Imperial rule is maintained—as in other sectors, order is ultimately maintained by the Imperial military, and a political system controlled by a sector moff and governors assigned to each world. The Empire's agents are active in the sector, ever-diligent for treason and traces of anti-Imperial sentiment. A more obvious sign is the powerful Imperial navy which patrols the spacelanes to protect shipping—and also to remind Tapani citizens who is the ultimate master of their fates (see the next chapter for details on the Imperial armed forces active in the sector). However, though the Empire has the final authority, it rarely takes the time or expend the resources to directly involve it in Tapani affairs.

Palpatine's Designs

Unlike many sectors outside the center of the Empire, the Tapani sector is not an insignificant cog in the scheme of Imperial affairs. It

has had a close relation with the Core worlds for centuries, and is a major layover on a major trade route—one which carries precious bacta to the seat of Imperial power on Coruscant.

Ultimately, Emperor Palpatine would like to see the sector firmly under his direct control. However, Tapani is extremely independent and a strong Imperial supporter. Invading by force and deposing its current rulers, many of whom have important connections on Coruscant itself, would create major problems where there currently are only minor ones. That Imperial forces are currently stretched thin combating the Rebel threat is an added complication to the direct approach.

With characteristic subtlety, Palpatine has opted for a long-term plan which will bring the sector under his control within another generation. He has already accomplished his first step, placing a moff over the sector and appointing governors to replace the disbanded Imperial senators. He did this in the name of representing Imperial interests, and allayed fears by appointing men and women who are less powerful in Imperial Center than some of the more prominent house lords.

Once Tapani citizens get accustomed to nominal rule by "harmless" Imperial representatives, Palpatine plans to gradually replace them with more powerful leaders who will slowly begin to gather to themselves power now held by the sector rulers. Creating the incidents—such as terrorist strikes, corruption among local leaders, and the like—that will create the excuse for increased Imperial intervention is a simple matter. At the same time, he plans to blackmail or remove key political or popular obstructionists, while supporting pro-Imperial politicians and organizations.

This is all in the future, however, reserved for a time when the Rebellion has been crushed and is no longer a threat. For the time being, Palpatine has contented himself with planting seeds he can harvest in a decade or two—by initiating cultural and social programs in the sector designed to instill in younger Tapani citizens a greater loyalty to the Empire, and a weakening loyalty to Tapani traditions. These programs are still in their infancy, and have yet to bear real fruit, though anti-alien sentiments are rising in various spots in Tapani sector. This is the gist of Palpatine's plan, one of the thousands of minor plans he keeps in the back of his mind while he attends to more pressing matters.

Though the Empire has allowed Tapani autonomy for several decades, the relationship is a delicate one. Should the Rebellion or some other anti-Empire organization begin to achieve a foothold there, the Empire would step in



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immediately to deal with the threat before it spread, possibly by breaking the Freeworlds and Expanse into two separate sectors.

The relationship, especially with regard to the Freeworlds, is increasingly being undermined by various factions which desire, for their own reasons, to see the Empire play more of an active role in the sector. Other factions want to maintain sector autonomy, and the conflict is bound to break out into the open eventually, and probably sooner than later.

The Imperial Leadership

As in other sectors, there is a moff assigned to represent the Emperor in Tapani sector, and Imperial governors assigned to each inhabited planet. Officially, the moff and governors have the same power sector rulers elsewhere in the Empire. But in reality, most are just glorified diplomats with a lower Imperial pecking order back on Coruscant than some of the Tapani house lords. The governors with any real power derive it from connections with Coruscant.

Many Imperial political officers regard an assignment to Tapani as a reward from the Emperor for a job well-done elsewhere. This is a safe assumption, and certainly there are few moffs and governors who make it to the highest

levels of Imperial government without learning a thing or two about leadership. However, assuming that the governors and moffs assigned to Tapani sector are of the iron-willed and resourceful breed found ruthlessly enacting the Emperor's edicts in the Outer Rim Territories might be a mistake.

There are certainly capable men among the Imperial masters of Tapani sector. However, many are bureaucrats and the sons of New Order champions who have obtained rank and position through political connections, and have served their entire lives in safe and secure sectors close to the Core. Few have been personally exposed to the more unpleasant sides of Imperial rule—such as the prospect of assassination, Rebel unrest in their jurisdictions, or being required to order extremely unpleasant things done to people to restore Imperial order.

Palpatine knows which of his servants are best suited for the dirty work, and assigns them to the sectors where unrest is a chronic or likely problem. The rest, especially those who have the influence and patrons to gain a plum appointment, but not the backbone and common sense to be entrusted with real power in a less stable environment, he sends to safe little sectors where the battle for the Imperial way has already been won.

As far as anyone knows, Tapani sector is one of those sectors. Only time (and possibly the acts of the characters) will reveal whether he has made a critical error.

The Imperial Moff

Moff Laird Gustavu sits in Procopia as the highest-ranking Imperial official of the Tapani sector, and one of the few Imperials in the sector with the patronage back on Coruscant to go head-to-head with the best-connected house nobles. But, perhaps because he is already thinking of retirement, he rarely exercises these rights, preferring to let the houses squabble as they've done for centuries. He prefers to push scandocs in his office or attend the latest celebration. His true joy is visiting the vacation world of Vycinyth to absorb the local sports scene or unwind from the responsibilities of his position.

The house leaders see Gustavu as an inconvenient obstacle, but a harmless one if handled properly. They might have cause to revise their opinions should unrest come to Tapani sector—Gustavu's carefully-concealed cowardice may well drive him to commit unreasoning and tyrannical acts unforeseen by his watchers.

Moff Laird Gustavu

Type: Imperial Moff

DEXTERITY 3D+1

Archaic guns 7D+1, blaster 5D+2, dodge 4D+1, firearms 6D+2, grenade 4D, missile weapons 5D+1

KNOWLEDGE 4D

Alien species 6D, bureaucracy 6D+2, bureaucracy: Tapani sector 8D+2, business 5D+2, cultures 6D+1, cultures: Tapani sector 7D+1, law enforcement 7D, planetary systems 5D+2

MECHANICAL 2D+1

Archaic starship piloting 5D+1, repulsorlift operation 5D, sensors 4D+2

PERCEPTION 3D+2

Bargain 5D+1, command 6D+2, con 4D+2, investigation 5D+1, persuasion 6D, search 4D+1

STRENGTH 2D+2

TECHNICAL 2D

Blaster repair 3D+2, blaster repair: archaic weapons 6D+1

Force Points: 1

Character Points: 15

Move: 10

Equipment: several datapads, pocket computer, comlink, Imperial uniform, archaic blaster (3D), archaic weapon tool kit (adds +1D to *archaic weapon repair* rolls)

Capsule: Moff Laird Gustavu served a long and distinguished career in the Imperial juggernaut. He has served as an Imperial governor on five different Core worlds, and excelled at each post. Recently, he agreed to take the helm of Tapani sector, and keep a fatherly eye on the distant cousin of the Core.

To his peers and subordinates, Gustavu is an able and inspiring leader. In reality, his career and winning personality are largely a sham. The man has a remarkable gift for surrounding himself with competent advisors and subtly delegating responsibility downward while leaving himself open to claim the credit for successful actions and programs. Though an able leader, he is an abject coward (when faced with the threat of actual violence—he is fearless in a rhetorical fight), prone to strike out blindly at perceived threats before thinking—or consulting with his advisors.

Gustavu's career has thrived largely because his duties have not placed him in a situation where his flaws can be exposed. His posts have been in tame, placid sectors where the Imperial ideal is celebrated. There his networking and hearty manner have won him promotions other moffs have had to win through taming hostile populaces.

Gustavu's final reward before retirement is his appointment to govern Tapani sector as moff. It is supposed to be his crowning triumph; the final duty in a brilliant career. That scenario only plays out if the sector remains peaceful, however. If there is civil disruption, war, outbreaks of anti-Imperial unrest, or rioting in the alien quarters, it is likely to be an utter disaster, as a panicked Gustavu throws everything in his arsenal at quelling the problem before it can threaten him personally. Should the Rebellion ever find out what sort of man the moff is, his tenure is doomed, since they will likely exploit this weakness to the hilt. Should the Emperor learn the true extent of his flaws, Gustavu is a dead man.

Gustavu has a depressing, pessimistic outlook. Even when the situation looks good, he acts like it's grim. He's in his late 50's and his hair and beard betray this fact with a shading of gray. His hobby is archaic pistols and he enjoys collecting and repairing them. His palace contains an entire wing dedicated to his collection of over two thousand pieces.

The Governors

There are Imperial governors assigned to each planet in Tapani sector. Officially, they have the same powers as governors stationed elsewhere, but in reality, most serve as glorified diplomats. Some have real authority, but only because of their own connections in the Imperial Court on Coruscant. Most are lower in the Imperial pecking order than the varies House leaders.

A governor with good cause is empowered to bring in Imperial forces and do what he likes, but his career (and possibly life) is over if he does so without an extremely good reason, like proof that the sector is about to revolt. At this level of the game, the Emperor himself is likely to arbitrate.

ISB-Ubiqtorate Rivalries

Despite the apparent low profile maintained by the Empire in the sector, Palpatine's agents are hard at work subverting the houses and bringing them further into his orbit or pushed further out where they can be eliminated as enemies of the Empire. Most of these duties fall to the local offices of the ISB and Ubiqtorate.

The Ubiqtorate sprang out of the ashes of four Old Republic intelligence agencies, and though it is sworn to protect the Empire, its employees do not necessarily belong to Palpatine body and soul. The Ubiqtorate relies heavily on its spynet for information—its spies are everywhere—but also gathers information from public sources like the newsnets and government reports. Specialists analyze incoming data, decrypt codes, handle interrogations, and so forth.

The Internal Security Bureau arm of COMPNOR, on the other hand, was created by Palpatine to back up (and keep an eye on) the Ubiqtorate, and is staffed exclusively by those ideologically committed to the New Order and the Emperor himself. The ISB is more of a police agency than the Ubiqtorate—its agents often openly identify themselves with the organization when on investigations (except when undercover, of course). ISB agents have far more ready access to military assets than the Ubiqtorate.

For many years, the ISB and the Ubiqtorate have been engaged in a not-so-friendly rivalry within the Imperial intelligence community. Each organization views the other with deep suspicion, especially where duties cross into a common sphere. Those in the Ubiqtorate view the ISB as a group of ideologically fanatical amateurs who put their New Order crusades ahead of the Empire's security. Those in the ISB regard the Ubiqtorate as an aging dinosaur whose time has past, and its employees as politically suspect opportunists who would work as readily for the Old Republic—or heaven forbid, a restored new Republic—as the Empire.

The Tapani sector has become the latest battleground for the insidious and endless war between the ISB and the Ubiqtorate. The natural differences these Imperial entities share, coupled with the sector's delicate governmental situation, made the Tapani sector a natural hotbed for the conflict.

The ISB Tapani Branch

The ISB in the Outer Rim Territories is accustomed to ruling through intimidation and fear. Being circumspect and deferential is alien

Brak Dunell

Type: ISB Special Agent
DEXTERITY 3D+1

Blaster 5D, brawling parry 4D+1, dodge 5D+1, running 4D, vehicle blasters 4D+2

KNOWLEDGE 3D+2

Alien species 5D+2, bureaucracy 5D+1, cultures 4D+2, intimidation 6D+1, languages 5D, law enforcement 7D, streetwise 5D+1, willpower 6D

MECHANICAL 2D+2

Ground vehicle operation 4D+2, hover vehicle operation 4D, repulsorlift operation 5D+1, swoop operation 4D

PERCEPTION 4D

Bargain 6D, command 7D+1, con 5D+1, forgery 5D+2, hide 5D, investigation 7D, investigation: Tapani sector 8D+1, persuasion 5D+2, search 6D, sneak 5D+1

STRENGTH 2D+1

Brawling 4D+1, stamina 4D

TECHNICAL 2D

Droid programming 3D+1, first aid 3D+1, security 6D+1

Force Points: 1

Character Points: 17

Move: 10

Equipment: ISB identification card, blaster (4D), Imperial uniform (rarely used), unlimited credit line for Imperial business

Capsule: Brak is loyal to the Empire. For the past 20 years, all of his efforts have been to further the cause of the new regime. He has forsaken entertainment and family, for his beloved Empire. His loyalty is so intense, others would call it a fanaticism.

Indeed, his sponsorship of the Mrlsst JAN cell is an example of misplaced loyalty. And Brak sees himself as a hero when the joyful day arrives that Imperial government institutes its law on the Tapani sector. The arrogance and self-indulgent style of many of the house members annoys him endlessly. Although he works with House Melantha on the JAN, he secretly despises the arrangement. He eagerly awaits the day when the Empire "puts them in their place."

Brak is an arrogant, condescending individual. He is self-centered, caring little for human life save his own, and dedicated to the Empire. He has a complex on his treatment by the Empire however, and hopes that his actions in bringing Imperial rule to the sector will gain him the rewards and respect he deserves. He couldn't be further from the truth, but is blinded by his devotion and misplaced values.

Brak is a tall and lanky man with a non-discreet face. He is very knowledgeable, but always yearned to be an army trooper. However, he lacks the physical skills to achieve that position, so he found a niche in the ISB. He rarely wears his uniform, preferring stylish fashions which don't quite suit him. He is quick to waste credits to further his goals.



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to it, and not a welcome variation on its normal way of doing business. However, in the Tapani sector, that is how the ISB must behave.

The Tapani ISB office is convinced that the Empire's hands-off policy in Tapani sector is a mistake; anti-Empire forces and organizations have all the leeway they need to plot sedition and treason. The ISB's mission is to ferret out the traitors and unearth their plots. With proof in hand, they can petition the Emperor to move in and take over the sector directly, and then they can run the sector as they do the others in the region.

Suspected rebels are rounded up immediately and questioned. Occasionally, they even lead to further arrests and the break up of a small cell. Thus far, however, big leads have been few and far in between.

One of the ISB's primary agents in Tapani sector, Brak Dunell, is not above manufacturing his own plot and threats to make his points. Unbeknownst to his superiors, he is, through a front man allied with House Melantha, the driving force behind the Mrisst Justice Action Network cell. The JAN is a secret organization of cult-like fanatics intent on performing terrorist acts on Imperial civilians in the hopes of proving that the Empire cannot truly provide absolute order and security (see Chapter Six for more information on the Tapani JAN cell). Dunell hopes that the JAN cell's activities in Tapani sector will force the Empire to intervene in sector affairs.

For more information on the ISB, see Chapter Two of the *Imperial Sourcebook*.

Ubiquitorate Tapani Station

Like the ISB, the Ubiquitorate recognizes that the sector could be a breeding ground for anti-Imperial plotting. But rather than see that as an argument for moving in by force, the local Ubiquitorate station chiefs feel that Tapani sector is an excellent place to set up a long-term investigation of Rebel activities. Over time, anti-Imperial operatives can be identified here, and tracked back to cells and organizations in other systems and sectors, thus allowing the Ubiquitorate, after a suitably thorough investigation, to shut down numerous cells at one fell stroke.

This theory hasn't borne much fruit until very recently, especially since most promising leads are snatched off the street by the ISB before a proper investigation can be mounted. The ISB's lack of interest in long-term planning is maddening to the Ubiquitorate.

Within the last year or so, however, very

faint but persistent anti-Imperial sentiments have begun popping up in isolated quarters, convincing the Ubiquitorate that the Rebels had finally begun actively operating in the sector. Ironically, the traces of sedition the Ubiquitorate is picking up are mostly emanating from the Mrisst JAN cell—which is controlled by the ISB! Dunell is aware of the situation, but few other ISB agents are aware of the ISB-JAN connection. Thus far, no one in the Ubiquitorate office has tumbled to the fact. If the ISB is ever linked to the JAN cell, the ISB will have hell to pay.

Unlike the ISB, the Ubiquitorate keeps a low profile, preferring to rely on contacts and "favors" than acting as a police force. The Bureau of Operations (simply, "the Bureau"), spearheads this department's maneuvering in the sector. The branches pertaining to surveillance, infiltration, and diplomatic services are the most active. This is not to say they are the only Ubiquitorate factions operating here. The Analysis Bureau maintains several listening posts plus several house and illicit contacts.

For more information on the Ubiquitorate, see Chapter Three of the *Imperial Sourcebook*.

The Military

Though the Tapani sector does see a lot of Imperial military traffic, the Empire does not concentrate a great deal of its military resources in the sector itself. Most of the naval vessels in the sector are assigned to protect the shipping on the Shapani Bypass (especially the bacta shipments enroute to the Core), or are undergoing maintenance and repairs at the Tallaan dockyards.

The Army

The Imperial Army has installations on nearly every inhabited world. For the most part, these bases train local forces and supplement the local defense forces in the event of a ground invasion. Of course, they are also on hand to put down local revolts and anti-Imperial movements.

The Empire also maintains stormtrooper barracks on worlds with an Imperial governor. These stormtroopers have strict orders not to get involved in local law enforcement unless a dire situation arises. However, they remain highly visible as a constant reminder of the Empire's overall might. There are approximately 10,000 stormtroopers based in the Tapani sector, not counting those stationed aboard Navy vessels assigned to patrol the sector.

Major General Tessala Corvae

Type: Imperial Army Major General

DEXTERITY 3D

Blaster 5D+1, blaster artillery 4D+1, dodge 5D, melee combat 5D, melee combat: vibroknife 7D, thrown weapons 6D+1

KNOWLEDGE 3D

Alien species 5D+2, bureaucracy 4D+2, intimidation 5D+1, law enforcement 5D, planetary systems 5D, tactics 7D+1

MECHANICAL 4D

Capital ship gunnery 5D, ground vehicle operation 5D+1, communications 4D+2, repulsorlift operation 6D+1, sensors 5D+2, walker operation 6D

PERCEPTION 2D+2

Bargain 4D+1, command 7D, investigation 5D

STRENGTH 2D+2

Brawling 4D+1, stamina 3D+2

TECHNICAL 2D+2

Blaster repair 4D+2, computer programming/repair 5D, first aid 4D+2, walker repair 4D+2

Force Points: 3

Character Points: 22

Move: 10

Equipment: Colonel's uniform, comlink, blaster (4D), pair of concealed vibroknives (STR+2), several datapads

Capsule: Major General Tessala Corvae is one of the rarest sights in the Imperial Army—a high-ranking female officer. She got into the Imperial Academy on Carida thanks to her father's legacy (he was a famous general in the Clone Wars). Despite the discrimination at every turn and numerous setbacks, she graduated with honors. She began her career as an AT-ST walker jockey and continued to obtain promotions thanks to her flair for command—and the family name.

Tessala was elated at finally getting her promotion to Major General, and eagerly awaited her first Corps HQ appointment. Her joy faded considerably when she learned she would be stationed in Tapani sector—which isn't even considered true Imperial space, and certainly sees little action. Her command, the 1st Tapani Assault Battlegroup, is based on Tallaan.

To her disgust, Tessala finds herself acting more in the capacity of a diplomat than a warrior. She is anxious to get an appointment in the Outer Rim where the real fighting is, but she is prepared to bide her time and score enough political points in Tapani to make the transfer possible. And if the chance to distinguish herself in battle comes, she will grab it with both hands. The *second* there is unrest in the sector, Major General Corvae will be in the saddle and on the move with her battlegroup.



Tom Blondolillo

In the meantime, she keeps her troops in fighting shape. Tessala is a fiery individual with a cruel streak. She treats her troops fairly but is extremely harsh on cut-ups and slackers. They fear but respect her, and that's how she likes it. She has a very bitter, but strongly determined outlook.

Tessala is quietly organizing a band of women warriors with which she hopes to challenge the anti-woman attitudes of the Empire (see the Firebird Society, page 65). She has added as many female officers to her command staff as she thinks she can get away with.

Tessala is tall with long jet-black wavy hair. Her skin is ghostly white, a stark contrast to her blood-red lips. She has dark-brown eyes.

The Navy

The primary task of the naval assets assigned to the sector is to protect shipping on the Shapani Bypass. They are also meant to counter the strength of the domestic house and Freeworlds fleets.

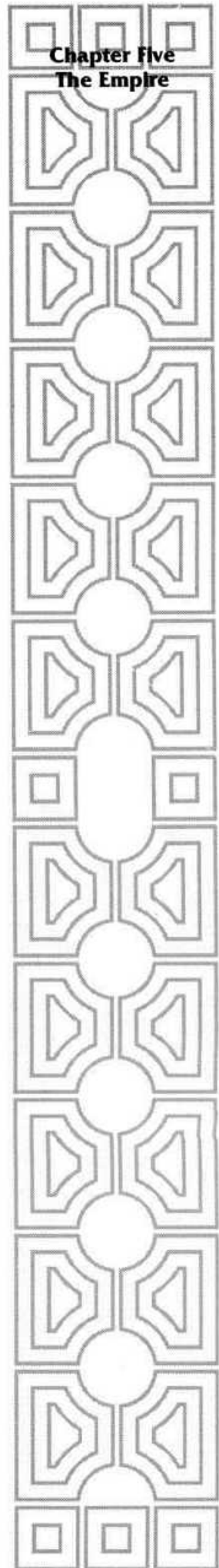
Four worlds of the sector are deemed important enough by the Empire to warrant full-time protection by *Imperial-class* Star Destroyers. The *Leonides* is assigned to Achillea, the *Reyna* to Mrlsst, the *Riesa* to Tallaan, and the *Nitsa* to Procopia.

The Star Destroyers assigned to Achillea and Mrlsst are strategically located to control the only known routes into and out of the Tapani sector. The Tallaan Imperial Ship yards are defended not only by the *Riesa*, but also by Golen arms defense platforms and various cruisers. In addition, there is usually at least one Star Destroyer undergoing repairs in the dockyards which can in some situations provide additional defenses.

In addition to these ships, there are three roving fleets which patrol the sector. Because there are only three fleets assigned to the sector, two of them are highly specialized to perform specific functions and missions.

The Tapani Defense Force is the main battle group that patrols the Shapani Bypass. It is the largest of the roving fleets and the most disciplined and trained. Occasionally the Defense Force goes on a protracted tour of the entire sector to give the locals a strong dose of Imperial might.

The "Ground Pounders" fleet is small and



highly mobile. Its specialties are intercept and seizure, and air-to-surface bombing (though there isn't much call for the latter in the Tapani sector). The Gee-Pees spend most of their time on extended patrols through the interior of the sector. Their patrol duties are secondary to special assignments, so it's not uncommon for them to break a routine patrol to respond to an emergency.

The "Swift Wing" fleet is the fastest fleet in the sector. It has a relatively short patrol route, primarily focused on the middle of the sector. This way it can respond to an emergency anywhere and is normally the first to arrive on scene. It is mainly intended to intercept and engage pirate fleets, though its relatively low firepower means that it must team up with one of the other fleets to take on more powerful forces. Unlike the Ground Pounders fleet, however, the Swift Wing is designed to destroy its targets rather than seize them whole.

In addition to the fleets described above, there are the usual complements of small patrol boats and customs vessels active in the sector as well.

Captain Lin Nusk

Type: Imperial Navy Captain

DEXTERITY 3D

Blaster 4D+1, dodge 4D, melee combat 4D+2

KNOWLEDGE 3D

Alien species 4D, bureaucracy 4D, bureaucracy: Imperial Navy 6D+2, bureaucracy: Tapani: 5D+2, cultures 6D, languages 5D+2, law enforcement: Imperial law 6D+1, planetary systems 5D+2, tactics 5D+2, tactics: capital ships 6D



Tom Biondolillo

MECHANICAL 4D

Astrogation 6D+1, capital ship gunnery 6D, capital ship piloting 6D+1, capital ship piloting: Imperial Star Destroyer 8D+1, capital ship shields 5D+1, communications 4D+2, repulsorlift operation 6D+1, sensors 5D+2

PERCEPTION 2D+2

Bargain 4D+1, command 7D, command: *Gauntlet* officers 5D+2, investigation 5D

STRENGTH 2D+2

Brawling 4D+1, stamina 3D+2

TECHNICAL 2D+2

Capital ship repair 5D, capital ship weapon repair 5D, computer programming/repair 5D+1, droid programming 5D+2, first aid 4D+2, security 5D+1

Force Points: 3

Dark Side Points: 1

Character Points: 22

Move: 10

Equipment: Captain's uniform, comlink, blaster (4D), several datapads

Capsule: Lin Nusk is the captain of the *Gauntlet*, one of the sector's leading Imperial Star Destroyers. He is a capable commander who has served with distinction in the

Core and Colonies. Nusk has been stationed in Tapani sector for six years now.

The *Gauntlet* spends most of its time escorting bacta convoys through the Shapani Bypass, and occasionally makes forays into the sector proper. Thus far, Nusk and his crew have engaged in only small skirmishes with bacta pirates along the Shapani Bypass. Neither he nor his crew have seen real combat in years.

Though an efficient commander, Nusk is somewhat risk-averse and dislikes making major moves until he has eliminated as many variables from a situation as possible. A knowledgeable enemy could use this weakness to his advantage by overwhelming the captain with conflicting signals.

Nusk spends his leave time on Tallaan and Procopia, associating with various noble and military acquaintances he has made over the years.

Chapter Six

Secret Societies

With so much plotting and counter-plotting going on in the Tapani sector, that there are secret societies running around should come as no surprise. Tapani sector is filled with secret societies, alliances, cells, clubs, and partisan activist organizations.

Some are more effective or active in politics than others, and some are more likely to resort to violence and dirty tricks, but all play a part in weaving the complex fabric of Tapani politics. A few, like the Order of the Kilmar Bange, are sleeping giants—content in peaceful times to hold meetings, have picnics, and raise funds for various benign projects, but fearsome to behold when provoked.

This chapter presents some sample secret societies you can work into your campaign. They can serve to move the plot of an adventure along, or provide the characters enemies and allies foils.

You can also allow the players to start their characters off as members of one of these groups, or allow them to join later in the campaign. It is probably best to either start everyone off in the same organization, or limit membership to one or two characters. Having a group filled with members of competing societies may be a bit much for the campaign to handle. On the other hand, if you and your players want a cut-throat campaign filled with paranoia and backstabbing, here's your chance.

Feel free to come up with your own secret societies to suit your own campaign. Depending on where you want your campaign to go, those described here may be too weak or too powerful to suit your needs.

Rebel cells, which technically qualify as secret societies, are covered in the next chapter.

Note that more than one society mentioned here could be brought into the Rebel camp if properly approached and manipulated.

The Chamber

Membership: The Chamber is an organization made up of some of the sector's leading mining company presidents, CEOs, and owners. Mining Guild officials can also be found among their number, along with a few high-ranking Imperials.



Using Secret Societies

You can use the secret societies as foils for your players; the societies already have agendas—just give the characters conflicting goals and nudge the two groups together until sparks fly. Introduce gamemaster characters who are members into the campaign early on, and try to get the characters to trust them. Then the members can begin manipulating the characters. Though they aren't covered in this chapter, the ISB and Ubiquitorate also qualify as secret societies in terms of having spies everywhere. If the characters are pro-Imperial, Rebel spies are also a danger.

If you want more paranoia in your game, induct some or all of the characters into one or more of the secret societies. Things can get interesting if some of the characters are secretly working at opposing goals—especially if neither knows the other is in a secret society.

Goals: To ensure that the Freeworlds Region secedes from Tapani sector, and position members to run the new rump sector.

Description: The Chamber was formed by enterprising figures in the mining industry who have a vested interest in seeing the Freeworlds split off from Tapani sector. Its members pool their individual resources in an effort to bring this about in such a way that they are left in charge of the new sector—with Imperial blessings, of course.

The Chamber does not advocate violence as a means of getting its way, though individual members are free to do whatever they see fit to advance the fortunes of the organization. Black-mail, bribes, and offers of powerful positions in the new sector are tactics the Chamber is more comfortable with.

Chamber representatives have begun meeting with House Cadriaan to ensure its support when the time comes. Securing Cadriaan will neutralize both it and Pelagia, leaving the Chamber poised to claim the ore-rich planets of Calipsa.

The Chamber has already used its Imperial members to approach key figures on Coruscant to work out a deal where it hands the Freeworlds over to the Empire in exchange for custodianship of them afterwards. A dangerous game, but the rewards are worth the risk.

Assets: The Chamber's members funnel billions of credits into its coffers from various corporate accounts, giving it liquid assets some planets would envy. Most of the money is reinvested in Core businesses, so that the Chamber will have ready funds when the new sector is born. An odd million here and there are allocated to paying bribes, funding research, and meeting other expenses.

The Chamber has a number of spaceships, sea-going vessels, and buildings it uses for meeting places. Individual members provide additional resources as needed, from network slicers to security personnel.

Justice Action Network Cell

Membership: Members of House Melantha, Mrlsst Academy radicals, and out-of-sector vagrants. Members of the JAN are cult-like fanatics who would toss their lives aside to forward the Network.

Goals: To perform terrorist actions against the Empire to reveal to the public how incapable it is of protecting them, thus destroying confidence in the New Order.

Description: The JAN is a dedicated anti-Imperial organization that represents those that believe the Rebel Alliance is too soft on Imperial society. While the JAN charter calls for armed resistance against the Empire, it doesn't call for doing it by bugging dressing rooms and tailing drunk troopers. That is far too subtle for JAN. No, it calls for blowing up the Imperial infrastructure in a big bad noisy way—not only military transports and ordnance factories, but also malls, spaceports, rail stations, and other heavily populated areas frequented by Imperial citizens. The Justice Action Network, in short, is a terrorist organization.

The JAN has its power base in the Colonies. A local offshoot has recently sprung up in Tapani sector and has begun to strike out at Imperial targets. The leader of the Mrlsst cell is Dr. Arkeld, a professor at Mrlsst University (see page 46 in the *Campaign Guide* for a description of Arkeld). Arkeld has recruited many of his members from radical students and fellow faculty members. Because of the technical expertise of some of his recruits and the resources they have access to, Arkeld has the capability to build some fairly powerful weapons, get them into the places where they can do the maximum damage, and cover his tracks afterwards.

The cell receives its primary funding from sympathetic members of House Melantha. Unbeknownst to Arkeld and the other cell members, the money ultimately comes from Brak Dunell, an ISB special agent. Dunell is using the cell to achieve his own pro-Empire schemes—namely, hastening the Empire's entrance into the sector by encouraging lawless acts such as the JAN's strikes against Tapani society.

Assets: Mrlsst students and House Melantha contacts provide many in-sector contacts as well as supplying manpower, credits, and equipment. The JAN has an asset it doesn't know about: the ISB. As long as it is serving Dunell's interests, the special agent uses ISB resources to cover up JAN activities from local or Imperial authorities, especially the Ubiquitorate.

Order of the Kilmar Bange

Membership: The Order accepts only pro-Empire Melantha alumni of the Imperial Academy on Raithal as members (Corulag graduates qualify for associate memberships).

Goals: To promote brotherhood among members and uphold the honor of House Melantha and the Empire. To strengthen ties between Melantha and Coruscant.



Tom Biondofille

Description: The Order was founded several centuries ago as a social club where the military leaders of Melantha could gather and relive old campaigns and tell tall tales. Over time, it became more exclusive and more influential in house affairs, because all of the senior military officers of the house were members.

When the Empire came to power, the order was torn apart by factions loyal to the memory of the Old Republic, and those who supported the new Emperor. The pro-Republic faction left, and, officially at least, the order died. In reality, it simply went underground and became a place where pro-Imperial officers could gather in fellowship.

Initially, membership was limited to officers who could prove their loyalty to the Empire, but this practice has largely fallen by the wayside, since these days, only pro-Imperial Melantha men are sent to the Academy. (There is no official rule that women and aliens can't be order members, but few make it through the Academy these days—those sponsored by House Melantha have thus far declined to join.)

While all members of the Kilmar Bange are patriots of the Empire, they are also loyal sons of Melantha. Thus far, the divided loyalties have not placed an undue strain on the order, since what the Empire wants and what Melantha wants

currently coincide. However, should the Empire move directly against House Melantha, the loyalty of order members will be sorely tested.

Though the revived order was a closely guarded secret 30 years ago, its members aren't all that secretive about their activities these days. Most Melantha House members with an interest in military affairs knows about the order, as do the intelligence organizations of the other houses.

Most view the order as inconsequential or unworthy of close observation, since its members tend to content themselves with cookouts, retreats, policy papers (always submitted through anonymous channels), and other such activities.

Discounting the order might be a fatal mistake, however. Though it currently has little interest in taking a more direct role in influencing sector politics, this could change quickly if Melantha were threatened, and especially if its members were forced to choose between the Empire and their home province. Many members are nobles, and all have good connections in business and political realms, thanks to the fraternal bonds forged at the Imperial Academy. Should the Order decide to take a more active role in sector affairs, it could take a lot of observers by surprise.



Tom Blundage

Assets: The Order has a lodge on a wooded estate on Soterios, and owns private clubs on Procopia, Tallaan, Raithal, and Coruscant. It owns two large space yachts, several repulsorlift vehicles, and has a small security force. It does not have military assets of its own, but through connections in the military, can easily get them if required.

The Mecrosa Order

Membership: Very select members of House Mecetti, usually groomed from a very young age.

Goals: To pull the stings of sector politics from behind the scenes. To protect the secret of its existence.

Description: The Mecrosa Order is an ancient society of assassins and expert poisoners which operates with utter secrecy from within House Mecetti. Not even the house leaders know it still exists.

The Mecrosa Order took root in House Mecetti in the middle years of the Tapani Dynastic Era. It began as an order of knights sworn to protect the leaders of the Mecetti house, and was granted tax-free holdings on Nyssa.

For centuries, its members erected chapter houses and fortresses on the Mecetti worlds, and grew wealthy, even as they fulfilled their primary directive by developing sophisticated spynets active throughout the sector, and beyond.

There are conflicting stories about how and why the Order became corrupted. According to some, Sith disciples infiltrated the Order, while others say it was a band of Malkite Poisoners. Others claim the Sith were there from the beginning, and yet others that Sith and Malkites had nothing to do with it. Whatever the reason—perhaps simply out of a thirst for power—the Mecrosa turned to dark pursuits and harnessed its many assets to achieve its own evil goals.

For several centuries, the Mecrosa Order was the terror of the region. Its leaders sat in their fortress on Nyssa, appointing leaders and assassinating others. The houses were fearful to oppose Mecrosa directly. No one knew who might be a Mecrosa agent, or worse yet, a Mecrosa member. At last, House Pelagia destroyed the powerbase of the Mecrosa 4,000 years ago with the help of the Jedi Knights and the Mecrosa Order died; at least to public knowledge.

Though the Mecrosa have become popular

The Mecrosa and the Sith

No one knows for certain whether the ancient Mecrosa were led by Dark Lords of the Sith, except perhaps its inner circle of leaders. You can choose from several options for your campaign, depending on your inclinations:

- The Sith have never been affiliated with the Mecrosa. This legend arose because the Jedi Knights disbanded the Order in the aftermath of the Great Sith War, and many assumed the two events were related.
- Sith Lords founded the Mecrosa, and ruled it for many centuries, but all were destroyed by the Jedi who crushed the Order. The contemporary Order uses purely conventional means to achieve its ends. This is the "official" option West End Games will use in any future Tapani sector products concerning the Mecrosa.
- The Sith have always had a hold on the Order, and continued to rule it until the coming of Emperor Palpatine. With the aid of Darth Vader and other minions, the Emperor destroyed most the weaker Force-wielding Mecrosa, and banished the rest to Byss to serve him as Dark Adepts. The current organization is still recovering from the purge.

subjects for holovids, few suspect that the Order has survived. In truth, the Mecrosa Order is still very much alive.

Most Mecrosa members are recruited from the nobility and their servant class. Legend has it that only males are admitted into the Mecrosa. This is false; many women serve as well. Only those who prove to be blindly and fanatically loyal to the Order survive apprenticeship.

Needless to say, the Mecrosa protects its secrets, beginning with that of its existence, with deadly force. Members cannot reveal their affiliation to even the closest family members—they know full well that those who know what they should not are marked for death. At times, even the High Lord or Lady is unaware of the house's secret asset; especially if he or she is opposed by the Mecrosa leadership.

The Mecrosa has been relatively inactive since the Pelagia Purge decades ago, and has gone into a sort of reflective state. Other than gathering information for Mecetti and protecting its secrets, it has done little. Its current leadership is timid and conservative, and prefers to wait and see what the Empire does, what the Mining Guild does, and what the other players in the sector do before acting.

However, there are more aggressive mem-

bers poised in the wings to take over, and should the balance of power in the sector change (especially if it threatens Mecetti), they will likely emerge as the new leaders. Once in place, they are sure to use their intelligence gathering resources to identify the threat, and eradicate it.

The Mecrosa have a steadfast rule that no member may harm another through use of Order arts or poisons. Conventional dueling is the preferred lethal method of dealing with internal disagreements. Those caught dealing death within the Order are purged; not only are they slain, but their entire extended families as well. This brutal but effective deterrent helps protect the Order from bloody internal civil wars which would weaken it.

Assets: The Mecrosa has many assets at its disposal, but few it can use openly. Its greatest asset is its spynet, which is one of the best in the sector (few of its non-member agents know who they really work for). It has few blind spots, though; Pelagia and Cadriaan have managed to keep some of their secrets from the Mecrosa, as have some of the Freeworlds plotters.

It has a vast knowledge of poisons and assassination techniques, and operates an assassin droid manufacturing facility in an underground plant on one of Pella's moons. Its human assassins are quite skilled, and include specialists in such areas as disguise, computer slicing, sharp shooting, and demolitions. All are expert poisoners.

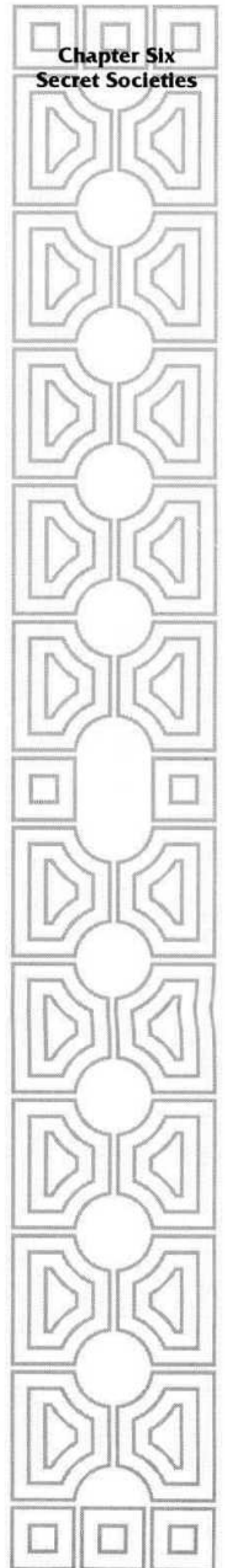
More mundane assets include a variety of ships, safehouses throughout the sector and some in other sectors, and an arsenal of weapons.

Firebird Society

Membership: The Society restricts its membership to females loyal to the Imperial regime. Although it doesn't specifically discriminate against aliens, there are none among its 100-plus roster.

Goals: The Society is a paramilitary organization bent on proving female equality to the Imperial government.

Description: The Firebird Society was founded by Tessala Corvae, an Imperial Major General. When she was stationed in the Tapani sector, the once galaxy-wide organization moved its powerbase here. The tribulations of Corvae's own life have given her the fire to





Tom Biondelli

make a difference and educate Coruscant on women's usefulness in war.

The Society spends most of its time honing its member's skills and planning their moves. It drills its members in all facets of combat, including blaster, melee, and martial arts skills. The remainder of its efforts are merely in planning operations to test these skills. Currently, the Society acts as a vigilante group, instituting its own form of justice in the name of the Empire. These operations have just begun to attract the notice of local law enforcement agencies, but not yet by the Imperials. The Society plans to step up its activities however. A favorite target of the Society's activities is the Rebel Alliance. Foiling Alliance operations and disbanding their cells tends to get the attention of Imperials. Therefore, the Society plans to continue battling the Alliance at every turn.

When performing an operation, members wear form-fitting black commando jumpsuits, including a black knit cap with a cloth veil that can be pulled across the face to hide it during combat (the uniforms make clear the sex of the members while concealing identities). Members prefer small concealable weapons, and favor melee versus blaster weapons.

Assets: As matron of the Society, Corvae can funnel resources to her unit by altering manifests. This has netted the sorority an ample supply of blasters, ammo packs and other equipment. She has even acquired a pair of *Lambda*-class shuttles, and their ace in the hole: a score of stormtrooper uniforms. These uniforms are used for special operations. Corvae could obtain a great deal more in a pinch, of course, but she is extremely cautious, and does not want to risk revealing her affiliation with the Society without good reason.

Rerouting credits is a more delicate matter, so Corvae provides most of her personal wealth to fund the sorority. She also requires an annual membership fee to generate income. Lately, with the increase of activities, Corvae is considering pulling a few operations to generate credits.

Each member must provide a useful service or item to the cause. This can be a generous donation, weapons, a ship, or even a location to train. This has netted the Society several light freighters, and a myriad of Tapani sector locales to train and use as meeting areas.

Chapter Seven

The Rebellion

There isn't much Rebel activity in Tapani sector. As independent as it is, it is still an Imperial sector, and both the Emperor and the sector leaders take pains to keep the Rebel infection from spreading into the sector. If anything, the house leaders tend to be even more ruthless than the Empire in eradicating Rebel cells, since they know a perceived inability to deal with the Rebels will end their independence.

Despite the incredible danger, there are a number of Rebel cells operating in the sector. They are necessarily ignorant of one another, and have very little in the way of resources. Most are simply intelligence-gathering bodies; only Alabard's Comets and the PFF have military resources.

House Pelagia harbors those with Rebel sympathies, though the house itself will have nothing to do with Rebels themselves, for fear that they are actually spies seeking to bring down what remains of the house.

Rebel Cells in Tapani Sector

Here is a brief overview of a few of the cells now operating in Tapani sector. You can use these cells as support organizations if your players are pro-Rebel, or as opponents if they are anti-Rebel. The descriptions of these groups are intentionally broad, to allow you to develop them as you see fit.

The assets sections list only the major items each group has at its disposal—the sort of resources that might come into play during an adventure. Naturally, most of these cell groups have other resources, like hand weapons,

bombs, a few droids, and so on. You are encouraged to customize these group to fit the needs of your own campaign.

Alabard's Comets

Description: One of the few Rebel military units in the sector, Alabard's Comets maintain a small force of snub fighters hidden in a canyon on an unsettled and barren moon in Sheva system located in the backwater of the Freeworlds.

The base is maintained as a listening post, and uses a captured HoloNet receiver to intercept and analyze Imperial sector orders. The resulting intelligence is forwarded to Alliance Intelligence, vetted, and then disseminated back among cells needing it. The fighters, posing as pirates occasionally strike at key targets moving along the Shapani Bypass.

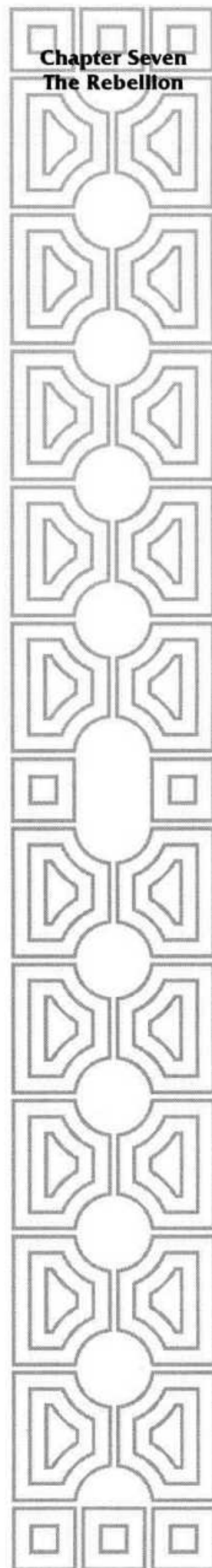
The base personnel are jacks-of-all-trades rather than specialists. They fly their ships, maintain them, and operate the HoloNet receiver.

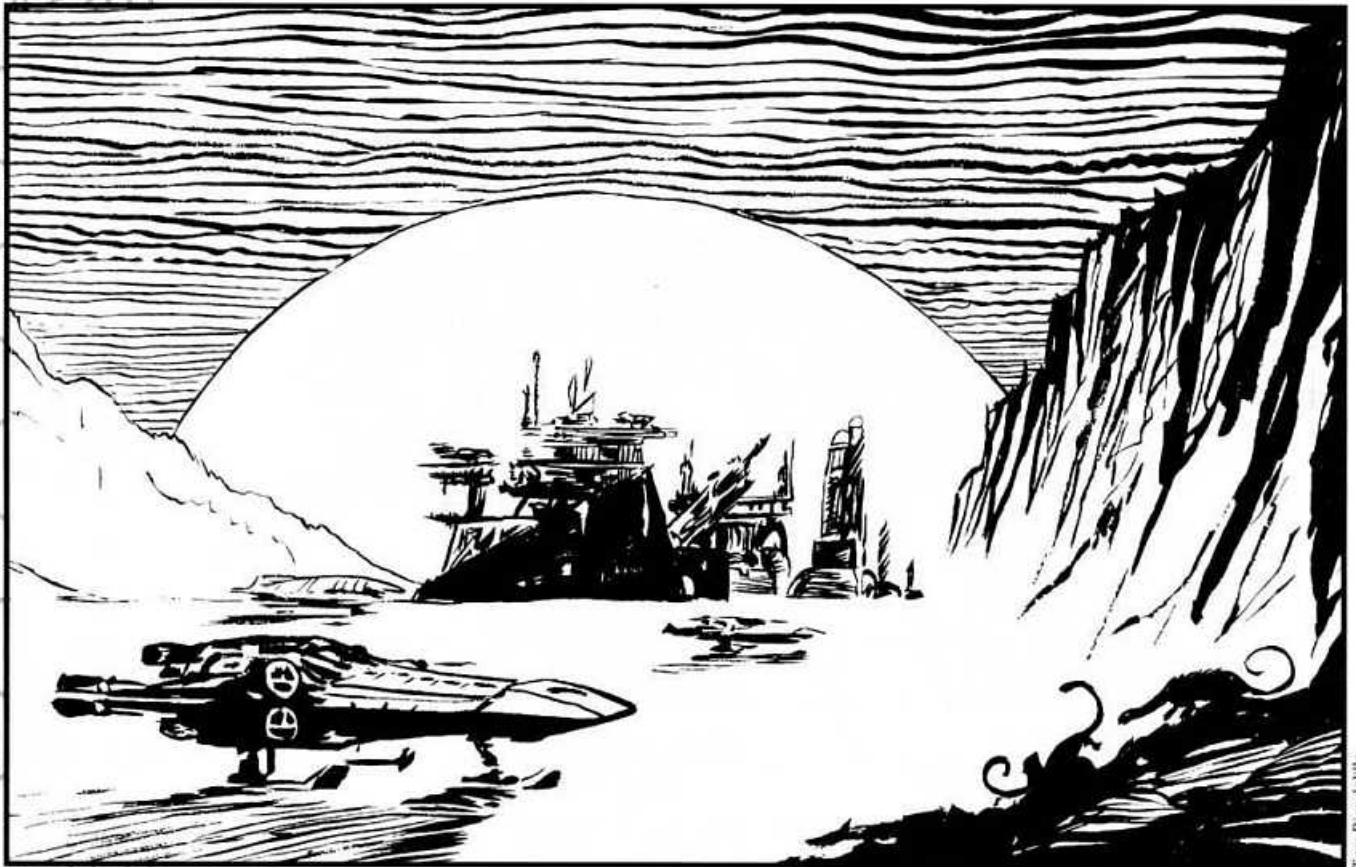
Assets: Eight Y-wing fighters, two X-wing fighters, one shuttle, HoloNet receiver, bacta tank.

22 Pilots. All stats are 2D except: *blaster* 4D+2, *dodge* 3D, *communications* 5D, *sensors* 4D+2, *starfighter piloting* 5D+2, *starship gunnery* 4D, *starship shields* 4D, *brawling* 3D+1, *computer programming/repair* 2D+2, *first aid* 3D, *starfighter repair* 4D+2. Move 10. Blaster (4D).

Pelagia Freedom Force

Description: The Pelagia Freedom Force is a small Rebel Alliance cell run by the flamboyant but reckless Zanthé Nadia, a native of Pelagon.





Tom Bronzillo

Despite its roots, the PFF is based, not in Pelagia Province, but on Nista in Cadriaan Province. Even this is just the location of the central meeting place; there are several other branches throughout the sector.

The PFF maintains a listening post on Neona. It has numerous spies in various Vycinyth resorts; since just about everyone in the sector comes to Vycinyth eventually, it is an excellent place to pick up information. Nadia has also placed several spies on the workforce of the torpedo sphere orbiting Tallaan.

A native of Pelagon, Nadia has spent the last two decades reliving the horror of the Imperial attack on her homeworld. She has sworn to fight the Empire any way possible, but though her intelligence-gathering efforts have been very useful to the Empire, she longs to hurt the Empire more directly. She is looking for the right opportunity to make a big hit.

Assets: Two shuttles, two Y-wing fighters, two safehouses on Nista and one each on Neona and Vycinyth.

Zanthe Nadia, Rebel Leader. All stats are 3D except: *blaster 5D, blaster: heavy blaster 6D+1, dodge 4D+2, grenade 4D+1, vehicle blasters 4D, intimidation 3D+2, planetary systems 4D, streetwise 3D+2, astrogation 4D, repulsorlift op-*

eration 4D+1, sensors 3D+2, space transports 4D+1, starfighter piloting 6D+1, starship gunnery 5D+2, starship shields 4D+2, command 5D, investigation 3D+1, persuasion 4D, sneak 4D, brawling 4D+2, blaster repair 3D+2, computer programming/repair 4D+1, demolition 5D+1, first aid 3D+2, security 4D, starfighter repair 4D+1. Move 10. Two heavy blasters (5D), blast vest (+1D vs. physical, +1 pip vs. energy), 4 fragmentation grenades, 4 kg. of detonite with timer fuses, vacuum suit.

14 Cell Operatives. All stats are 2D except: *blaster 3D+2, dodge 3D, grenade 2D+2, starfighter piloting 3D+2, starship gunnery 3D, starship shields 3D, sneak 3D, brawling 4D, computer programming/repair 2D+2, demolition 3D, first aid 3D.* Move 10. Blaster (4D), blast vest (+1D vs. physical, +1 pip vs. energy), fragmentation grenade (5D), 2 kg. of detonite with timer fuses, vacuum suits.

Shimper Ale

Description: Shimper Ale is the cover name for a small cell group operating on Obulette, where they track the doings of House Mecetti. Most of them are actually young nobles from House Mecetti's lesser families. They are best thought of as enthusiastic amateurs rather

than highly trained professionals, but their dedication is real and they are careful about their activities.

Their intelligence is not all that useful militarily, since they are not “in the loop,” but they are in an excellent position to offer support for Rebel operatives sent in on specific missions. They can provide safe places to stay, supplies, and even the occasional access code or ID card.

Assets: A lot of money, limited access to House Mecetti resources, one manor house on Tanya, one safehouse on Obulette and one on Tanya.

18 Cell Operatives. All stats are 2D except: *blaster 3D, dodge 3D+2, melee combat 3D+2, Knowledge 4D, bureaucracy: House Mecetti 6D, space transports 4D, sneak 3D, brawling 4D, computer programming/repair 4D+1, first aid 3D.* Move 10. Blaster (4D), comlink.

Tingel's Ghosts

Description: The Rebel operative known as Tingel heads a cell of spies known as the Ghosts. Tingel and her Ghosts haunt the information networks on Mrlsst, tracking Imperial movements in the sector.

They also keep tabs on the houses. But rather than do their own spying, they concentrate on obtaining access to the Imperial intelligence gathered by the ISB. They are able to do this because one of the Ghosts is a slicer employed by the ISB to protect its local Mrlsst databases from other slicers.

Tingel and her operatives are under deep cover, which they will not break under any circumstances. However, they might be able to funnel information to other agents operating in the region via a dead drop or some other secure manner. Tingel's contact is a high-level Rebel agent who frequents Mrlsst posing as a shipping magnate.

Assets: Access to Mrlsst's many academic databases and computer systems, access to limited ISB intelligence.

9 Cell Operatives. All stats are 2D except: *blaster 3D, dodge 3D+2, Knowledge 3D, bureaucracy: Mrlsst 5D, streetwise: Mrlsst 5D+1, sensors 3D+2, forgery 6D, sneak 3D+1, brawling 4D, computer programming/repair 6D, droid programming 4D+2, security 5D+2.* Move 10. Hold-out blaster (3D), comlink.

Rebel Spies

Far more common than cell groups in the Tapani sector are individual spies. These independent agents quietly infiltrate Imperial or

house organizations, and ferret out information of value to the Rebellion. Most of these spies are located on Procopia, Tallaan, and Mrrlst, though there are also operatives working on other Tapani worlds.

Kijo Mnuue

Operative Role: Yards Manager, alien Guild leader, Rebel agent

Current Location: Tallaan Imperial Shipyards

Species: Herglic

Sex: Male

Age: 96

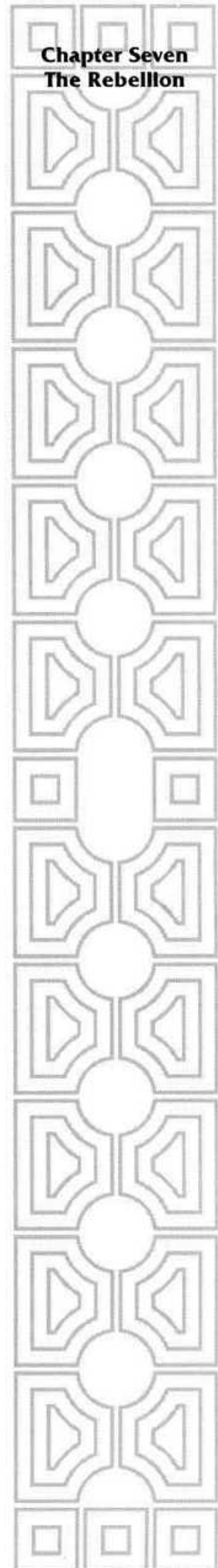
Slow-moving but powerful Kijo Mnuue has been a major figure among the various workers and technicians of the Tallaan Imperial Shipyards for decades. His even temperament and calm demeanor, even in the midst of crisis and panic, have made Kijo a strong leader among shipyard workers. His slow, deliberate manner of speaking makes him appear slow-witted by human standards, but nothing could be further from the truth. He was here before the Empire rose to dominate the system (economically if not yet politically), and he hopes to be here when it withdraws.

With the Empire's influence on Tallaan growing, the yard's hundreds of thousands of non-human workers have begun to be slowly worked out of the labor pool. Kijo has risen to protect their interests, and was instrumental in forming the Guild of Nonhuman Skilled Laborers—the labor organization which gave the alien workers bargaining power.

Needless to say, Tallaan and the Empire have little love for a boat-rocker, but dare not move against him without reason, since he is a very popular leader. Kijo has become accustomed to finding himself being tailed by Imperial agents from time to time, and has narrowly avoided Imperial plots to draw him into gambling on several occasions.

In a career spanning three human career-spans, Kijo has held many jobs, from zero-gee hull welder and loadlifter foreman to cargo inspector and department manager. He is presently director of the Yard's Department of Environmental Maintenance, which is charged with maintaining the Yard's many life support systems. He is also the president of the Guild.

Kijo wears a third hat as a lone spy operating in the yards. Though many of his race have decided to submit to Imperial rule, Kijo has decided he cannot remain a docile second-class citizen in a human Empire. Kijo is in a position to gather information of value to the Alliance, both through his numerous contacts at the yard, and others in the Corellian Ship-



builders Union and the Mon Calamari community. He passes his reports on to his handler by way of a blind drop.

With the eye of Imperial agents already upon him, Kijo's espionage activities are extremely dangerous, and the odds of eventually undergoing an Imperial interrogation high. For this reason, he knows nothing of other Rebel activity in the sector.

Kijo Mnuue

Type: Herglic Leader

DEXTERITY 2D

KNOWLEDGE 2D+2

Alien species 5D, bureaucracy 6D+1, bureaucracy: Tallaan Imperial Shipyards 7D, business 4D+2, business administration 5D+1, cultures 5D, language 4D, streetwise 4D+2

MECHANICAL 2D

Repulsorlift operation 3D, space transports 3D+2

PERCEPTION 3D+1

Command 6D, con 4D+1, investigation: Tallaan Imperial Shipyards 8D, persuasion 6D, persuasion: oration 6D+2

STRENGTH 5D

Brawling 6D, stamina 7D

TECHNICAL 3D

Computer programming/repair 4D, droid programming 5D+1, first aid 4D, repulsorlift repair 4D+1, security 6D, space transport repair 5D+2

Special Abilities:

Natural Armor: +1D to resist damage from physical attacks. Does not apply to energy attacks. See page 146 of the *Thrawn Trilogy Sourcebook*.

Force Points: 1

Character Points: 12

Move: 7

Equipment: Comlink, badge of office, hand-held computer

The Ghost Jedi

Operative Role: Mrlsst Academy professor of philosophy, independent anti-Empire agent

Current Location: Mrlsst Academy

Species: Human

Sex: Male

Age: 52



The Mighty Mnuue

It is certain that some pro-Imperial hoodlum will eventually attempt to bring down such a high-profile alien as Kijo Mnuue. He is jumped by an anti-alien gang of human youths who try to beat him. While defending himself, several youths are injured and one later dies in the hospital. Public sentiment turns ugly as the call goes up to run him off Tallaan—and out of the sector. Even Mnuue himself is guilt-ridden over having killed a child and is ready to throw himself to the mob.

The characters are asked to help investigate the incident, since Imperial justice is not known to be unbiased in such matters. The real story: the kids were put up to assaulting Mnuue by an ISB agent to undermine support for aliens in high authority positions. He then went to the hospital and arranged the death of the boy in intensive care—all to make Mnuue look like a killer. Can the characters find these facts before mob justice finds Mnuue, even as the ISB agent sends his own people to stop them?

To his students, fellow faculty, and acquaintances, Professor Shellery Kint is a groomed philosopher in his early fifties, a pleasant enough fellow but given to brooding. He is popular with the students, always pressing them to rethink their assumptions and willing to hear their thoughts out over a hot drink in one of the Academy's many pubs. Little do they suspect that the kindly man they are speaking to is in reality Lord Taj Junak, the last surviving Jedi native to Tapani.

Junak, a junior Jedi of the Pelagian bloodline, was on sabbatical in the Outer Rim when news of the Tapani Jedi purges reached him. Thus warned, he went into hiding and was able to build up a new identity as a professor teaching in Outer Rim universities. Six years ago, he returned to Tapani and began teaching in the universities and academies of Mrlsst.

Junak has begun his own quiet campaign to sabotage the Empire's war machine. Relying on his stealth, slicing abilities, and Jedi powers, Junak slips into secret Imperial research labs and wipes data from their computers. He always wears black commando clothing while on his raids, his only identifying mark the metallic turquoise lightsaber that hangs from his belt.

Those who have glimpsed him have nicknamed him the Ghost Jedi, and the name has spread in law enforcement and university circles. No data is safe from the Ghost Jedi, it is whispered, and no one has ever captured his image on film. Junak gets most of his inside scoops from the unsuspecting Academy president, Gyr Keela, who he plays holochess with every week.

Junak is not affiliated with the Rebel Alliance or any other resistance group (in particular, he is not connected with Tingel's Ghosts), and has no ties with Rebel or JAN agents active in the sector.

Junak is healthy and fit for a man of his age, and can be seen in the early morning jogging around campus while breathlessly dictating early drafts of papers and articles to an attending hoverdroid. He is a tall man with long blonde-gray hair.

Using Junak in Your Campaign

Fans of the Dark Horse *X-Wing* comics will recognize Junak as the Jedi who was burned down by invading Imperials defending his beloved adopted academy. This horrible event is still in his—and Mrlsst's—future.

For now, feel free to use him as an occasional ally of the players, or even as a foil if they are colluding with the Empire. Be careful not to overuse him, or let the characters rely on him as a crutch.

Perhaps the best way to use Junak is off-stage, where the characters hear of his actions, and perhaps the Empire's impotent response, but rarely see him in person, and never in a situation where they can identify him as Dr. Kint. Try not to kill him off before he has a chance to die his fated heroic death, though!

For an idea of how Kint might be used in an adventure, and for ideas on handling the Imperial invasion of Mrlsst and Junak's heroic death, see Chapter One in the *Campaign Guide*.



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Dr. Kint (Taj Junak)

Type: Jedi Knight

DEXTERITY 3D

Blaster 6D, brawling parry 6D+2, dodge 8D, melee combat 5D, melee parry 11D+2, lightsaber 12D

KNOWLEDGE 3D

Alien species 6D+2, bureaucracy 5D, intimidation 6D, languages 5D, planetary systems 6D, scholar 8D, scholar: philosophy 10D, streetwise 6D+2, survival 8D+2, value 5D, willpower 7D

MECHANICAL 4D

Astrogation 5D+2, beast riding 6D+1, communications 4D+2, repulsorlift operation 6D, space transports 6D+1, starship gunnery 5D+1, starship shields 6D+1

PERCEPTION 3D

Bargain 5D, command 8D, con 5D, hide 7D+2, search 6D, sneak 8D+1

STRENGTH 3D

Brawling 6D+2, climbing/jumping 7D+2, lifting 6D, stamina 8D+2

TECHNICAL 2D

Computer programming/repair 5D+2, droid programming 6D+1, droid repair 6D+1, droid repair: astromech 7D+1, first aid 5D+1, lightsaber repair 9D, repulsorlift repair 7D+1, security 5D+1, starfighter repair 6D+1

Special Abilities:

Force Skills: Control 9D+1, sense 7D+1, alter 5D+2

Control: Absorb/dissipate energy, accelerate healing, control pain, concentration, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Control another's pain

Control, Sense and Alter: Affect mind, doppelganger, force harmony

Sense and Alter: Dim other's senses, lesser force shield

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 1

Character Points: 16

Move: 10

Equipment: Lightsaber (5D damage), comlink, cloak

Chapter Eight

Tapani's Fringe

In some areas of the galaxy, fringe enclaves can be found everywhere, operating in the open. In Tapani sector, the law is a lot less tolerant of fringe activities, and those engaging in them must be more subtle and circumspect.

The fringe world was not always so small and insignificant. At one time, the entire Freeworlds Region was a haven for smugglers, pirates, and claim jumpers. Those wild and lawless days disappeared as civilization came to the frontier, and brought with it law and order.

Traces of the fringe culture can be still seen on some worlds and there are still places, especially in isolated mining installations in uninhabited systems, where one can find a certain fringe element at work and at play.

In the Expanse, the ore worlds along the Calipsa Run play host to a number of fringe societies, as do the worlds of the Cor Lane. Tanger, Lupani, and Rellio are other notable fringe worlds. The Freeworlds most receptive to fringe communities include Sheva, the Three Ellas (Sorella, Dorella, and Pernella), and Jappe.

Fringers in Tapani sector tend to fall into three categories: pirates, independents, and house-sponsored operatives. Pirates are most commonly those who prey on the bacta trade on the Shapani Bypass, but also include more typical shipjackers, and the occasional Rebel privateers. Independent fringers are the freelance gamblers, smugglers, thieves, and so on who haunt the less-policed areas of the sector. House-sponsored fringers are the people who do the work that is too dirty for a house to do itself or work which requires expendable assets (i.e., fringers who no one will miss).

Port Bianco

On the face of it, it isn't very smart to locate a shadowport so close to a major Imperial depot. But because of the great interstellar interference present in Tapani sector, it is possible to maintain a small but active shadowbase just off the Shapani Bypass.

Port Bianco is about seven centuries old, which is fairly young for a community in this region of the galaxy, and fairly old for a shadowbase. It was founded by the Herglic pirate Lamuu Bianco, who was infamous for hitting luxury ships which cruised the Rimma Run. He founded Port Bianco as a safe haven for his ships to "winter" in between tourist seasons. It has thrived ever since, despite several attempts by the Old Republic and the Freeworlds to shut it down.

Port Bianco is a spaceport community located on the surface of Lammax, the only airless world in the Danju system. It has shield generators and two anti-orbital ion guns protecting it, but its major defense is the nearby ever-shifting nebula which makes reliable hyperspace jumps to the system extremely difficult.

Invited and expected guests fly to a remote area of the Tamber system, where a hidden hyperspace buoy broadcasts safe hyperjump coordinates to those with the proper codes (the coordinates are updated regularly by Port Bianco techs, as are the codes). The buoy does not advertise the fact that it requires a password for coordinates; those who don't give one or who give the wrong one are given fake coordinates which pass through the heart of the Tamber star. The buoy itself is on a mobile

platform which speeds back to Port Bianco if any ship comes within 100,000 kilometers of it (if it cannot leap to hyperspace—either because it is caught in a tractor beam or gravity well—it flash-erases its data banks and self-destructs).

Smuggling and illegal ship services are the primary functions of Port Bianco, though it has a thriving bacta blackmarket as well (and plenty of bacta pirates to feed it). The port can be deadly to those who don't watch themselves, and extremely dangerous for obvious nobles—anti-Expanse feelings run strong here, and the port is thick with those on the run from one or more of the houses.

The Empire, the Freeworlds, and the houses of the Expanse know Port Bianco exists just one jump off the Shapani Bypass, but few know where the hyperspace buoy is, and still fewer have access to the ever-changing codes (those who do aren't telling). Spies that manage to get to the shadowport are routinely sniffed out and die horrible deaths.

Port Bianco

System: Danju
Starport Type: Standard class
Traffic: Moderate
Control: Controller
Landing: Tractor beam
Docking Area: Docking bays
Docking Fee: 300 credits a day
Customs: Local inspection
Services: Food, lodging, repair, entertainment

Pirates

The Rimma Trade Route has its piracy problems in the Outer Rim Territories, but piracy incidents in the Colonies are almost unheard of—except in the Shapani Bypass, where the disruptions caused by nearby nebulae and drifting debris make it easier for pirates to strike at ships which drop out of hyperspace to update their navicomputers.

Trade goods of all kinds pass up and down the Shapani Bypass, but there are easier places

to snatch mundane cargoes. The most prized cargo, and that which brings pirates to Tapani sector, is the precious bacta fluid which ships out of Thyferra bound for the Core worlds. Pirate gangs are about evenly split in tactics between those who shipjack the entire bacta transport, and those who prefer to pump the bacta from victim ships into their own cargo tanks.

Here is a major pirate figure active in Tapani sector. For many other pirate crews and a great deal of information on pirating and pirate tactics, see *Pirates and Privateers*.

Shanto Dhil

Shanto Dil is a bacta pirate in his fifties. For many years, Dhil commanded a fleet of three pirate vessels which preyed on bacta shipping along the Shapani Bypass. He is semi-retired now, and serves as the mayor of Port Bianco.

Dhil is a gruff and mean man to strangers, though he is a good and loyal employer to those who do not try to cross him. He is very good at sizing up a new acquaintance, a skill which has saved his life a number of times—and kept Port Bianco clear of Imperial and house spies for two decades. Dhil is always extremely hospitable to new arrivals at Port Bianco, and always insists they join him for dinner. Few spies survive the meal, though honest thieves, cut-throats, and slavers have little to fear.

Dhil has been going out in his own vessel with increasing frequency in recent months, for his own unknown reasons. (The truth is that Dhil has discovered that some organization or government in Tapani sector is mining and shipping corusca stones. He doesn't know who yet, but has come out of retirement to find out.) Dhil ships out only with trusted and able crewmen.

Shanto Dhil

Type: Bacta pirate

DEXTERITY 2D

Blaster 4D+2, blaster: pistol 7D, brawling parry 5D, dodge 6D+2

KNOWLEDGE 3D

Alien species 6D, business: bacta pirating 8D+2, intimidation 5D, languages 5D+2, planetary systems 6D+1, streetwise 8D+1, streetwise: Tapani sector 12D, value 7D, value: starships 7D+2

MECHANICAL 4D

Astrogation 7D, capital ship piloting 7D+1, ground vehicle operation 5D+2, repulsorlift operations 6D, sensors 6D, space transports 8D, starfighter piloting 8D, starship gunnery 7D, starship shields 6D+2

PERCEPTION 3D

Bargain 6D, con 7D, forgery: ship ID's 6D+2, persuasion 6D+1, search 6D, sneak 6D+2

STRENGTH 3D

Brawling 5D+2

SecuriDex Traveling Advisory

Port Bianco

Planet: Lammax

Designation: Shadowport

Major Locals: Shanto Dhil

Industries: Smuggling, illegal ship services

Overall Personal Threat: High (very high for slumming nobles)

Threat Register: Moderate



TECHNICAL 3D

Capital starship repair 5D+1, capital starship weapon repair 5D, computer programming/repair 5D+2, ground vehicle repair 5D, hover vehicle repair 5D, security 6D-1, space transports repair 6D+1, starfighter repair 5D

Character Points: 9

Move: 10

Equipment: Heavy blaster pistol (5D damage), hold-out blaster (3D+2 damage), comlink

Four crewmembers: All stats are 2D except: *blaster 4D+2, brawling parry 5D, dodge 4D+1, business: bacta pirating 4D+2, planetary systems 3D+2, streetwise: Tapani sector 5D, value 4D, astrogation 4D, sensors 3D+2, space transports 5D, starship gunnery 5D, starship shields 5D+2, Perception 3D, con 4D, brawling 3D+2, Technical 3D+2, security 4D+1, space transports repair 4D+1.* Move 10. Blaster (4D), comlink, vaccsuit.

Avatar's Needle

Craft: Customized Sienar Fleet Systems *Guardian*-class light cruiser

Type: Pirate ship

Length: 42 meters

Skill: Space transports: *Guardian* cruiser

Crew: 5, gunners: 4

Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

Passengers: 2

Cargo Capacity: 1,000 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 3D+2

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 5D

Shields: 3D

Sensors:

Passive: 45/1D

Scan: 80/2D

Search: 120/4D

Focus: 4/4D+1

Weapons:

4 Heavy Laser Cannons

Fire Arc: 2 front, 2 turret

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D+2

Capsule: The *Avatar's Needle* is a small ship for a pirate vessel, but then, Dhil isn't pirating to make money these days. He keeps his hand in mostly to keep in practice and show the brash young toughs how it's done.

Dhil refuses to tell anyone where he got his hand on an Imperial customs frigate, but he's been tinkering with it for years in his private landing berth at Port Bianco. He has made many modifications to it, but the most significant is the modifications he made to the controls which allow five people to pilot the ship rather than the usual minimum of eight.

Dhil greatly increased his cargo capacity by removing both the original hold and the brig. In its place is a half-spherical cradle which is designed to mate with the standard bacta storage tanks used by the large corporate bacta transports.

Dhil makes his catch by posing as an Imperial customs vessel, which allows him to get close enough to a bacta transport to swoop quickly in and "dock" with one of the large tanks via his bacta tank cradle. The cradle latches fast to the sphere, and when Dhil backs his ship away, he plucks the tank clean out of its moorings. Dhil is good enough at doing this that he can be in and out before the target ship is sure what is going on.

House-Sponsored Fringers

House-sponsored fringers are those who have direct ties with a particular house. The relationship is beneficial for both sides.

The house directs its fringers to do whatever dirty work it doesn't want its own people associated with. Such activities may include smuggling, sabotage, robbery, piracy, and even assassination. Fringers are not always reliable and professional, but they *are* utterly expendable and occasionally get the job done right.

The fringers, in turn, receive a steady income (on top of whatever they scam for themselves on the side), and often obtain better



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equipment, more accurate information and intelligence, and better protection from the law than if they were on their own. The fringers aren't idiots, however. They know that, from the house's perspective, they are both deniable and expendable. Though they can expect a certain amount of protection from their employers, they know that they can expect no help from their house sponsors if they get caught red-handed in the middle of some awful deed.

Some houses hire outsiders to smuggle certain cargo or to perform duties that span outside the Tapani sector. Most of these smugglers are independents with light transports. They are either down on their luck, short on credits, or (more likely) forced through blackmail to do the house a favor.

House Smugglers

Most of the houses maintain at least one elite smuggling team made up of trained house members (Houses Calipsa and Pelagia use this tactic more than the other houses). While the risk of embarrassment to the house is greater because its agents are directly linked to the sponsor house, the house smugglers are also apt to be more reliable and loyal, and thus able to take on more difficult and delicate jobs.

House smugglers often have covers, which are often their regular identities—masquerading as members of the sector's idle elite, but secretly running their house's more delicate errands.

The Jalk Syndicate

The Jalk Syndicate is the only local crime syndicate to survive into the Imperial Era, and even it is much diminished from its former glory. In the centuries following the apparent fall of the Mecrosa, the Jalk Syndicate rose to take its place as House Mecetti's primary doer of dirty deeds.

However, the partnership ended with the rise of the Empire. Eager to impress Palpatine with its Imperial zeal, Mecetti feigned routing out the crime syndicate by paying the Jalk Syndicate's crime lord Boss Tosk to shut down his network.

Though outraged at being ordered to shut down the ancient syndicate, Boss Tosk had enough sense not to cross Mecetti. He accepted the credits and feigned the shutdown of his syndicate. In reality he just shifted it deeper underground, and forged a new alliance with House Barnaba.

Tosk has his hand in several different illegal activities. He employs several smugglers who

specialize in making covert runs from province to province. He maintains several illegal gambling houses, most located on Vycinyth, despite an agreement with House Barnaba that Vycinyth is off limits to any illegal activity. Theft, blackmail, information, and limited extortion round out his illegal activities.

The Jalk Syndicate also runs an effective ring of assassins. What makes them unusual is that all members are assassin droids. Currently, six are in operation and due to the nature of the sector, most are constantly on assignment. These droids can also be programmed as bounty hunters, should the need to capture live prey become necessary.

Tosk is rarely ever seen, except by his closest advisors. He prefers to rule his syndicate through underlings.

Boss Tosk

Type: Columi Crime Lord

DEXTERITY 0D+2

KNOWLEDGE 7D

Alien species 8D, bureaucracy 10D, bureaucracy: Tapani sector 11D+2, business 9D+2, business: Tapani sector 10D+2, languages 8D+1, law enforcement: Tapani sector 10D, streetwise 12D+2, value 9D+1, value: droids 10D+2

MECHANICAL 2D+1

Repulsorlift operation 6D+2, sensors 4D

PERCEPTION 4D

Bargain 7D+1, command 8D+1, con 6D+2, persuasion 9D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 6D+2, droid programming 9D+1, droid repair 7D+1

Special abilities: Capable of generating radio frequencies with mind to communicate and control their droids.

Force Points: 1

Character Points: 18

Move: 0 (6 with repulsor suit)

Equipment: Repulsor suit (controlled via mental commands, provides a movement of 6 and added +1D to *Strength* to resist damage.)

Capsule: The current Boss Tosk is a Columi. The 1.5 meter tall alien has an overdeveloped head with bulbous eyes and a deteriorated torso. The Tosk achieves movement from a gray repulsor suit and the assistance of numerous droids. Despite his physical weakness, the Tosk is a brilliant, highly respected crimelord.

The Tosk is a loner, content to remain on his hideout secluded in the Cor III system. There he surrounds himself with super computers to track his exploits in the sector. With these computers, he has an unlimited source of information on enemies, allies, and the happenings in the sector. He has numerous servant and worker droids. These droids assist him with his information gathering and take care of essential everyday tasks that the Tosk is not physically able to complete.

Grrtok's Band

Grrtok's Band is a mercenary unit based outside of the Tapani sector. However, over the past few decades, it has been hired by numerous factions in the sector, such as the Jalk Syndicate, House Barnaba, and even the Empire. Currently it is under contract with House Barnaba.

The unit consists of 400 Gamorrean heavy infantry, armed with two-handed vibro-axes. Although a crude, obnoxious bunch, they are well-trained in the art of battle (as long as the tactics are simple). Recently the unit has added five tanks for extra punch. The unit travels in a modified bulk freighter, and occasionally headquarters out of Port Bianco (though it does not bring clients there).

Grrtok

Type: Gamorrean Mercenary Leader

DEXTERITY 4D

Archaic guns 5D+1, blaster 6D, brawling parry 6D, dodge 5D+1, melee combat 7D, melee parry 5D+2, thrown weapons 4D+2

KNOWLEDGE 2D

Business 5D+1, intimidation 8D+1, streetwise 5D

MECHANICAL 1D+2

Astrogation 3D, capital ship piloting 3D+2, ground vehicle operation 6D+1, starship shields 4D

PERCEPTION 3D

Bargain 6D+1, command 7D, con 4D+1, search 3D+2



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STRENGTH 5D

Brawling 7D+2, lifting 6D+1, stamina 8D

TECHNICAL 1D+1

Armor repair 3D+1, first aid 2D+2

Special abilities:

Voice Box: Unable to pronounce Basic, but can understand it.

Stamina: If first roll fails, may make another.

Force Points: 1

Character Points: 9

Move: 7

Equipment: Reptilian hide armor (+1D to *Strength* to resist damage), heavy blaster (5D), force pike (STR+2D)

Capsule: Grrtok is an aging warrior, well past his prime. Yet when compared to other species, he is still a powerful foe in battle. These days, Grrtok spends more time leading, training, and developing battle plans for his unit than actually fighting. He is educated (for a Gamorrean), respected, and a brilliant tactician.

His unit is a motley collection of his people, essentially gathered from the galaxy. He frequently travels the galaxy looking for his kin and freeing them from slavery. Then they become part of his unit, which he runs much like a familial clan. It gives the outcast Gamorreans a purpose and makes him a well-liked leader.

Typical Gamorrean Mercenary. All stats are 1D except: *Dexterity* 3D, *dodge* 3D+2, *melee combat* 5D, *melee parry* 4D, *intimidation* 4D+1, *Perception* 2D, *Strength* 4D, *brawling* 5D+2. Move 7. Reptilian hide armor (+1D to resist damage), two handed vibro-ax (STR+3D).

Heavy Tank. Speeder, maneuverability 0D, move 21, 60 kmh, body strength 4D. Weapons: 1 heavy concussion missile launcher (fire control 0D, damage 6D).

Grrtok's H'muck ("Hammer"). Modified bulk freighter. Capital, crew skills vary, maneuverability 0D, space 2, hull 2D+2, shields 1D+1. Weapons: 2 light laser cannons (fire control 1D, damage 3D).

Melchi's Medical Relief

Melchi is an aging Herglic spacer native to the Tapani sector. He spent decades running a small transport company based on Pelagon. His route took him to all corners of the sector, either running cargo or acting as a messenger service. He made an honest living, but by no means a financially secure one. However, he was popular with all the houses and has friends in every spaceport and cantina.

But then the Empire purged House Pelagia of its Jedi, and House Mecetti moved in to remove Pelagia from power. Melchi was away during the purge and when he returned to Pelagon, all he found was the remains of Pelagia's impressive fleet shattered and drifting in Pelagon's orbit. He assumed control of a damaged medical frigate *Benevolence* and co-

ordinated a relief effort. House Pelagia rewarded his efforts with the command of the *Benevolence* and urged him to become a mobile relief unit to aid the entire sector after Pelagia got back on its feet. Melchi complied.

Since then, Melchi has plied the sector, bringing medical help and supplies to war zones, disaster areas, and anywhere else his services are needed. The Great Council voted to fund the unit, since it operated without charging fees. Today, the ship contains state-of-the-art equipment and talented personnel. The medical frigate has 550 beds, and a dozen bacta tanks. The personnel includes 25 medics and 50 medical droids of the Emdee line. It also contains five operating theaters.

Unbeknownst to most, Melchi's relief work is actually a cover. With the blessing of Procopia, Melchi is able to move from province to province without raising eyebrows. This makes him the perfect smuggler of both cargo and information. Only Melchi and a few high ranking crew members know of the unit's true motives.

Melchi, with his extensive contacts and easy-going attitude, excels at getting information for House Pelagia. With the recent push to build up Pelagia's military, he finds himself more a smuggler than a spy, running weapons and war supplies. Although this makes him uncomfortable, his ship is never searched by sector authorities, due to his reputation. The Empire, however, has no such respect, and Melchi is careful to avoid larger Imperial patrols.

***Benevolence*, modified Nebulon B-frigate.** Capital, *astrogation* 3D, *capital ship gunnery* 3D+1, *capital ship piloting* 3D+2, *capital ship shields* 3D, *sensors* 3D+1, *starship gunnery* 4D+1. Maneuverability 1D, space 4, hull 4D+2, shields 2D. Weapons: 6 turbolaser batteries (fire control 3D, damage 4D), 8 laser cannons (fire control 2D, damage 2D), 2 tractor beam projectors (fire control 2D, damage 4D).

Melchi

Type: Herglic Captain (smuggler)

DEXTERITY 2D

Blaster 4D, vehicle blasters 3D+2

KNOWLEDGE 2D

Bureaucracy 4D+1, cultures 4D+2, intimidation 5D, planetary systems: Tapani sector 9D+1, streetwise 6D

MECHANICAL 3D+1

Astrogation 5D+2, capital ship gunnery 5D, capital ship piloting 6D+2, capital ship shields 4D+1, space transports 6D+1, starship gunnery 5D, starship shields 4D

PERCEPTION 3D

Command 5D+1, con 5D, gambling 7D+1, persuasion 6D

STRENGTH 4D+2

Brawling 6D+2, lifting 6D, stamina 7D, swimming 5D+2

TECHNICAL 3D

Capital starship repair 5D, capital starship weapon repair 5D+2, first aid 5D, space transports repair 6D, starship weapon repair 4D+2



Christina Wald

Special abilities:

Natural Armor: +1D to resist damage from physical attacks. Does not apply to energy attacks. See page 146 of the *Thrawn Trilogy Sourcebook*.

Force Points: 1

Character Points: 16

Move: 6

Equipment: Captain's uniform, ornate heavy blaster (5D), datapads with Tapani sector astrogation information, ornate walking stick

Capsule: Melchi is a typical Herglic. His skin is a wrinkled pasty-gray and he always wears his captain's uniform. He carries a stout walking stick that also serves to make points in conversation. He speaks with a booming voice punctuated by air blasts from his blowhole.

Melchi is a kindly person, willing to sacrifice his own enjoyment to ease the pain and sufferings of others. He is very loyal to House Pelagia. He's extremely stubborn on his moral beliefs and has no problem voicing his opinion on others in an aggressive manner. He enjoys a good debate, but they tend to end up in shouting matches before they can fully develop. His recent assignment to smuggling for House Pelagia has breathed new life into the aging Herglic. He hopes to live through the conflict that places House Pelagia back in power in the Tapani sector.

Independent Fringers

Independent fringers are on their own. Although greater profits are possible, if things go sour, there is no-where to turn. Most of these fringers are individuals or small groups, so their influence is limited.

IX-2A (Ix-twoay)

Twoay used to be in the service of Bosk-Tosk as a capable assassin droid. He provided many years of competent duty and excelled at both killing and live capture. Three years ago, while preparing to dispose of a House Mecetti noble at a busy monorail station, the assassination was disrupted and the noble fled by scooting out a window and escaping along the monorail track. Twoay pursued the noble, but his metallic body came in contact with a power conduit. The resulting electrical shock did considerable damage to the droid's circuitry.

Twoay shambled from the monorail track before authorities arrived. The droid's original programming was rendered useless and scrambled and he sustained considerable physical damage. The droid made his way to a

repair shop and offered considerable credits (from Boss Tosk's stash) in return for repairs. The mechanic completed the physical repairs, but Twoay killed him when he attempted to access his programming.

Twoay has forgotten his employment to Boss Tosk, and now works as a freelance assassin. His scrambled programming gives him a "cruel streak," and he never considers capturing a target alive. He completes all of his contracts, but in addition to his assigned targets, also occasionally takes out random targets (mostly nobles), who are as meticulously researched and cased as his paying jobs.

Twoay is a loner and constantly on the move. Most sightings occur on Procopia (the planet of the fateful accident), but he has managed to arrange transport off planet on several occasions.

Boss Tosk realized he had a rogue droid on his hands soon after the accident. He mobilized his bounty hunters and other assassin droids to track the droid down. Thus far, Twoay has avoided capture. Not only has his altered programming made him unpredictable, but Twoay was the Tosk's best hunter.

IX-2A (Twoay)

Type: Lanthe Artifice BDG-7 Bodyguard Droid (Assassin Droid)

DEXTERITY 3D

Blaster 6D, brawling parry 4D, dodge 4D+2, melee combat 5D

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+1, investigation 5D, search 3D+2, sneak 4D+1

STRENGTH 5D

Brawling 6D+1, lifting 6D

TECHNICAL 1D

Equipped with:

- Humanoid body (two arms, two legs)
- Visual sensor recorder with infra-red scanning
- Power boosted auditory sensor recorders (twice human range)
- Body armor (+1D to Strength to resist damage)
- Vocabulator speech/sound system
- A-1 verbobrain
- Retractable heavy blaster rifle (5D+1)
- Retractable heavy stun pistol (4D+2 stun damage)

Move: 12

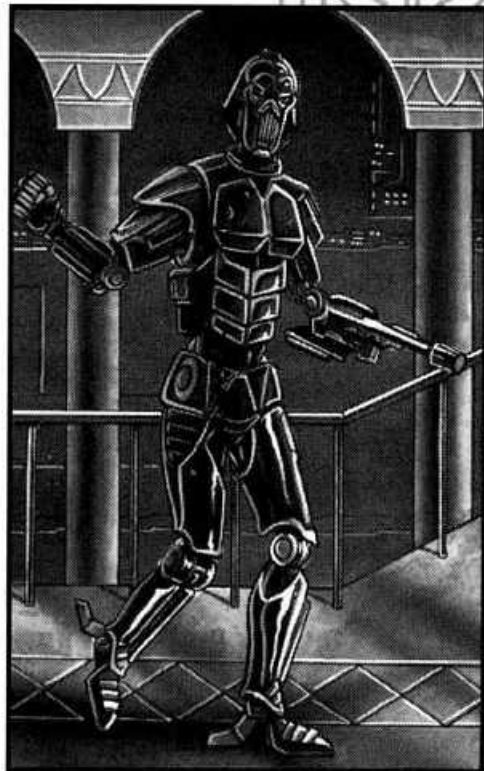
Size: 2.2 meters tall

Cost: Not for Sale

Capsule: Twoay is a converted BDG-7 bodyguard droid—a design commissioned by Lanthe Artifice based in the Tapani sector. Since all the rich of the sector possess one or more of these models, Twoay blends in suitably.

Twoay has a compulsive "personality." He is obsessed with completing his current task. But due to circuit damage, as soon as he kills a mark, he comes up with another mark. Also due to the damage, he has a nervous hand twitch that he is unaware of and lacks any control over. He constantly mumbles to himself in a low-tone series of jumbled mish-mosh.

Twoay is tall, with broad shoulders. His body is composed of thick metal armor, all jet-black. His visual sensors are covered with an IR sensing visor. His blasters are attached to his arms and can be deployed from concealment in an instant. The bodyguard droid is truly a fearsome sight.



Christina Wald

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: _____

Gender/Species: _____

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____

Perception _____

Knowledge _____

Strength _____

Mechanical _____

Technical _____

Special Abilities

Move _____

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Equipment:

Background:

Personality:

Objectives:

A Quote:

Connection With Other Characters:

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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Player Name: _____



House Melantha



House Pelagia



House Reena



**League of Tapani
Freeworlds**