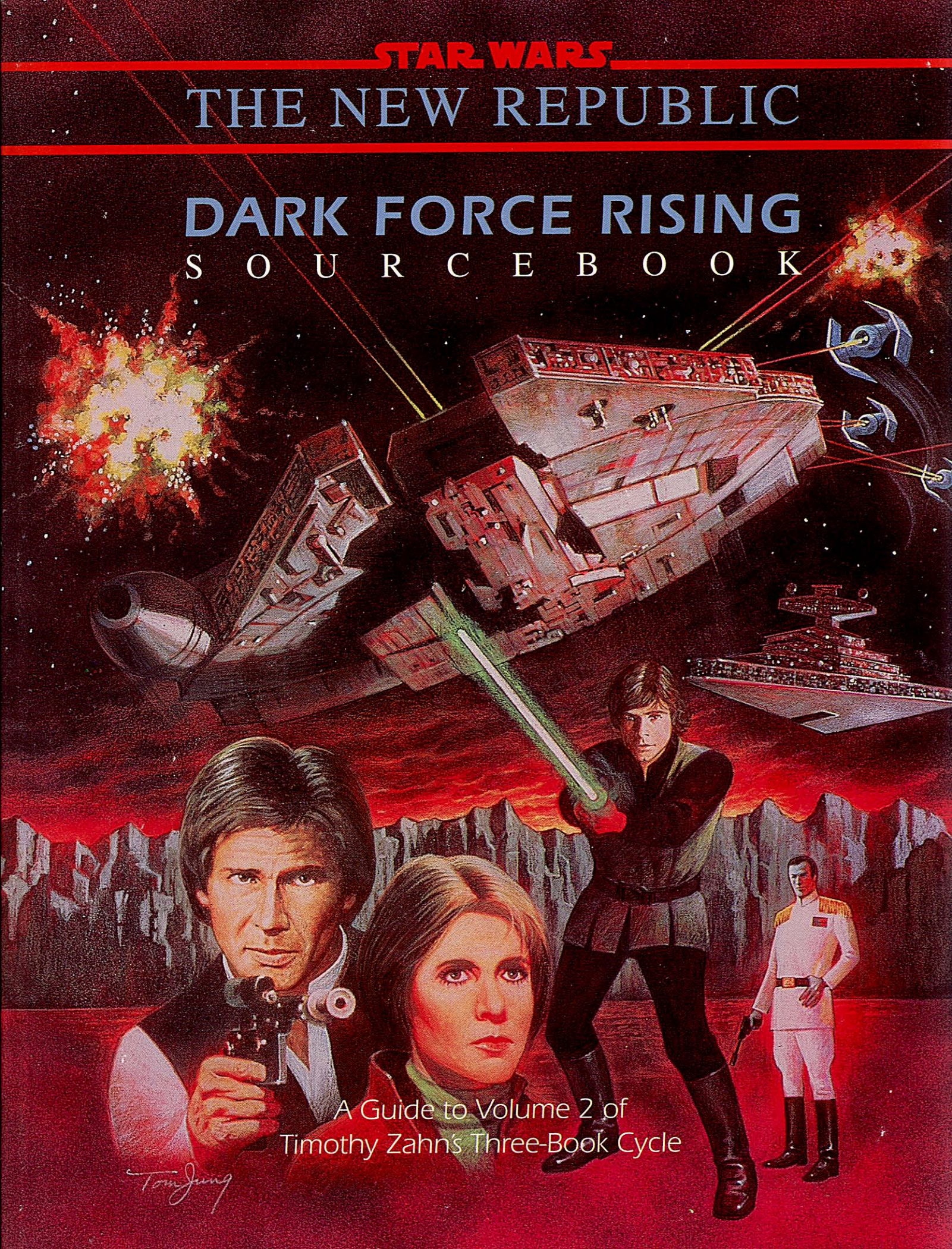


**STAR WARS**

# THE NEW REPUBLIC

## DARK FORCE RISING

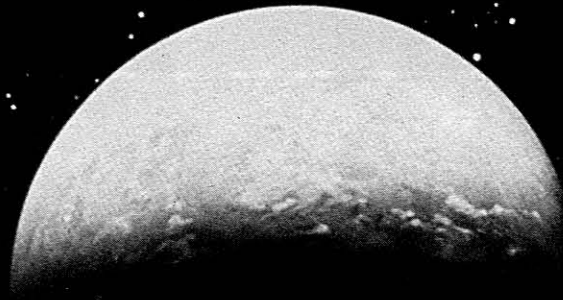
S O U R C E B O O K



A Guide to Volume 2 of  
Timothy Zahn's Three-Book Cycle

*Tom Jung*

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



The New Republic was victorious at the battle of the Sluis Van shipyards, but it has by no means won the war. Dissension and personal ambition threaten to tear the Republic apart.

Princess Leia — pregnant with Jedi twins — risks her life to bring a proud and lethal alien species into alliance with the Republic, while Han Solo and Lando Calrissian race against time to find proof of treason inside the highest circles of the Republic Council.

But most dangerous of all is a new Dark Jedi, risen from the ashes of a shrouded past, consumed by bitterness ... and thoroughly, utterly insane. Now he schemes to use his awesome mastery of the Force to summon Luke Skywalker, allay his misgivings, cunningly enthrall him, and ultimately corrupt him to the Dark Side ...

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This and all other products that take place after the events depicted in *Return of the Jedi* are the author's vision of what may have happened. The true fate of the heroes and villains of the *Star Wars* universe remains the exclusive province of George Lucas and Lucasfilm, Ltd.

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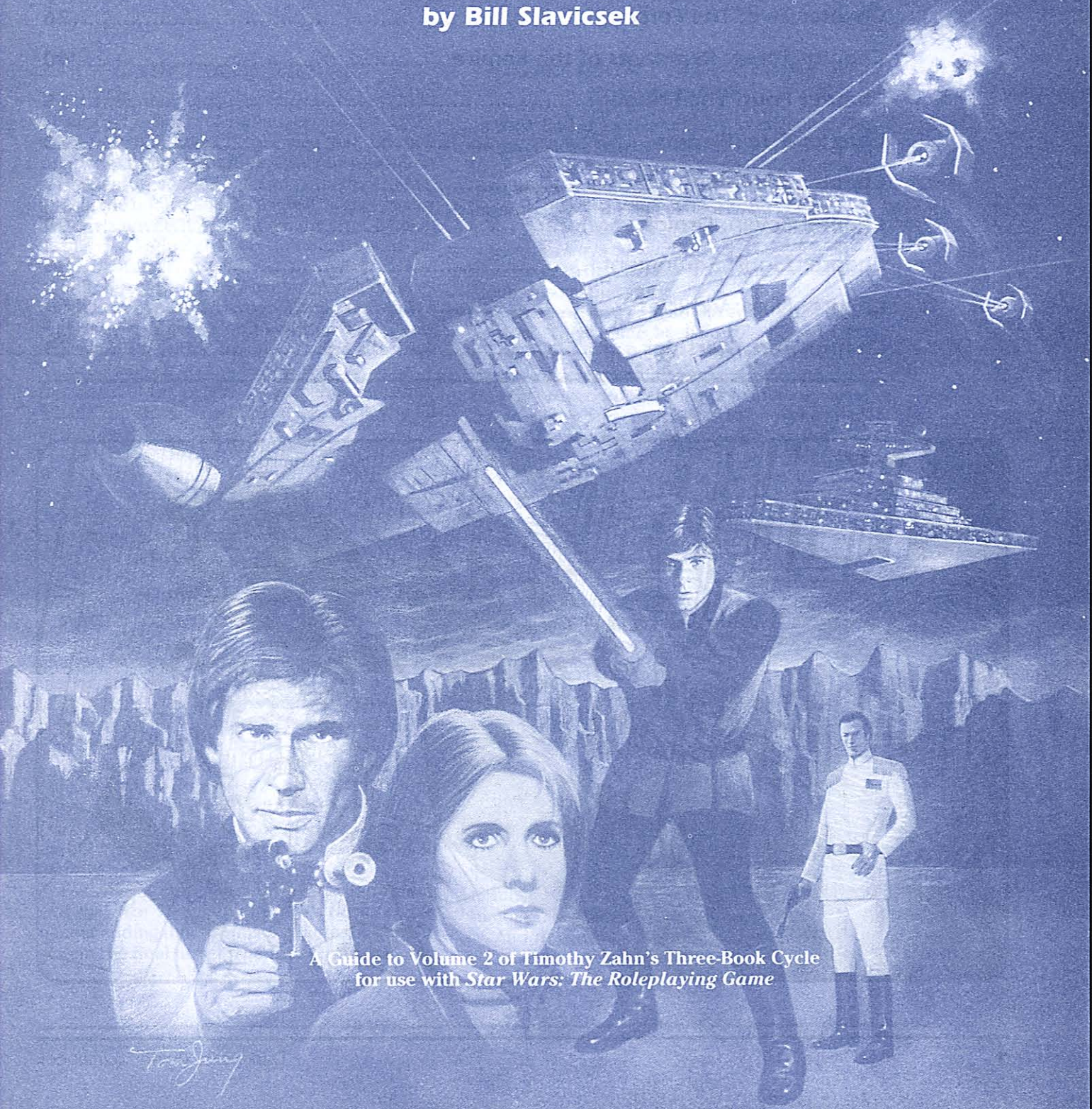
# STAR WARS™

# THE NEW REPUBLIC™

## DARK FORCE RISING

### S O U R C E B O O K

by **Bill Slavicsek**

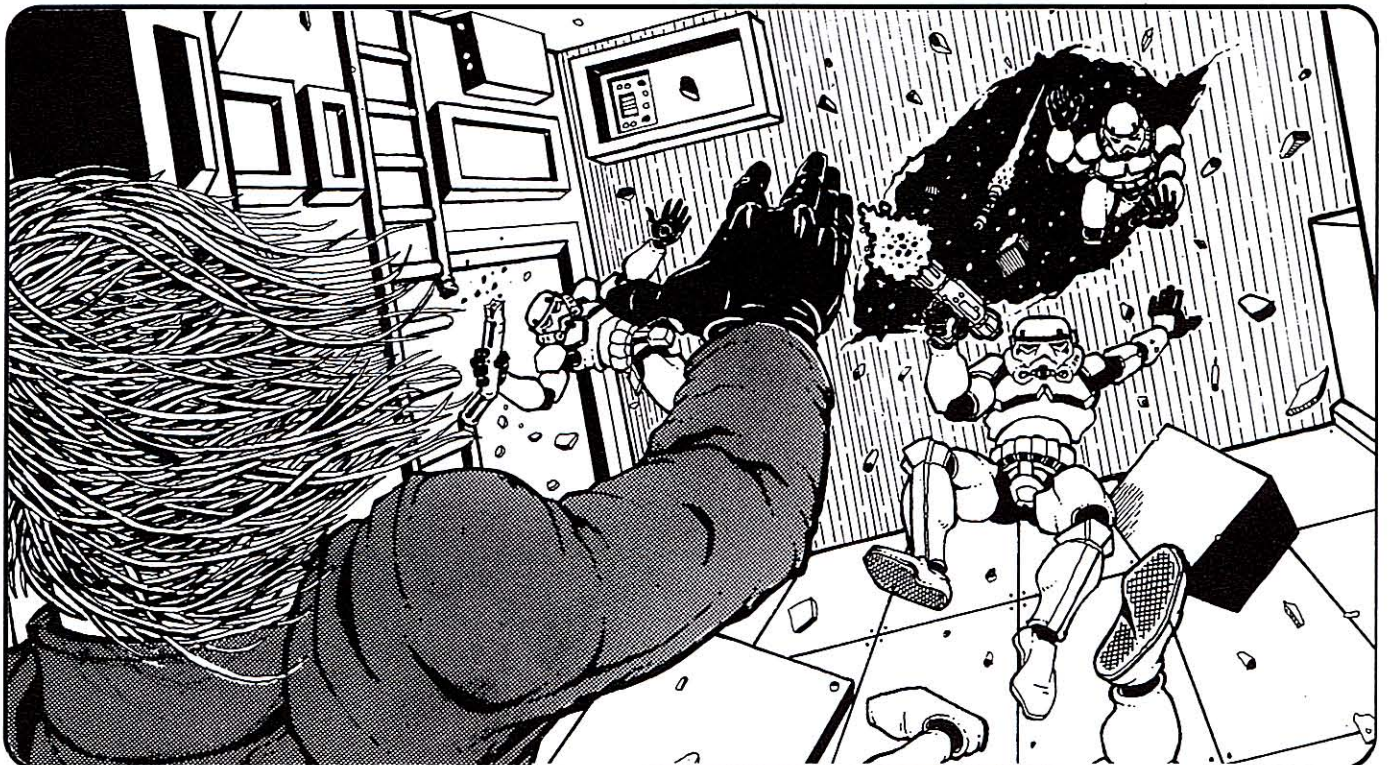


A Guide to Volume 2 of Timothy Zahn's Three-Book Cycle  
for use with *Star Wars: The Roleplaying Game*

*Timothy Zahn*

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Mike Nielsen

# Introduction

## Dark Force Rising

Let's talk about sequels. They have long held a place in the heart of audiences. Episodic television was built upon the premise that the audience would come back time and again to witness the adventures of heroes and comedic characters. In the book trade, "trilogies" that go on for five or six novels have become the rage. Even in the movies, sequels have become entrenched in the marketplace.

Still, sequels are approached by audiences with a host of mixed feelings. They can't wait to rejoin the characters and settings they loved, but there is fear that to continue the story will lead to some kind of massive mistake. What if the magic of the original is somehow missing? What if the story is bad? What if ... well, you fill in the blank.

*The Empire Strikes Back*, the sequel to *Star Wars*, was in a similar situation when it was released in the spring of 1980. *Star Wars* had set box office records around the world and was almost universally loved by the audiences that flocked to see it over and over again. It has been said that no film since *Gone with the Wind* had been as eagerly awaited as *The Empire Strikes Back*.

When it finally reached the big screens, the crowds were not disappointed. All the main characters were back, along with new things to marvel at, new heroes to admire, and new villains to hate. The *Star Wars* saga had been taken in an exciting and dramatic new direction. When the credits rolled, the crowds wanted more.

The same can be said of Timothy Zahn's *Dark Force Rising*. Its predecessor, *Heir to the Empire*, spent over six months on the best-seller lists. *Dark Force Rising* is a much-anticipated second part of a projected trilogy. And it delivers on all counts.

Fascinating characters, an intricate storyline, and just like *The Empire Strikes Back*, a cliff-hanger ending that promises a fantastic conclusion in the final novel, *The Last Command*.

## The Dark Force Rising Sourcebook

West End Games continues to chronicle the people, places, items and events depicted in Timothy Zahn's novels with the same dedication and attention to detail that have been the hallmark of its entire *Star Wars* line of books and game products. This book is a sequel as well, picking up where the *Heir to the Empire Sourcebook* left off — it is a guide to the characters, worlds and items of Zahn's fascinating story.

If you have not yet read *Dark Force Rising*, do so now. Then come back to this book to immerse yourself in the rich texture and exciting detail of the expanding *Star Wars* galaxy. Note that this sourcebook attempts to maintain all of the suspense and surprises of the novel trilogy. However, because of the nature of its descriptive entries, sometimes a vital plot point may slip out. This should be no problem if you've already read the novel, but if you haven't, be warned that you may spoil the story for yourself by reading this sourcebook first.

The *Dark Force Rising Sourcebook* is a collection of entries on many subjects presented in the novel, and details all of the characters, ships and worlds that move through the tale at light-speed. Consider it a score card for the galaxy of the New Republic.

For fans of the movies and readers who enjoyed the novel and want to know more, this sourcebook provides many of the answers. For game enthusiasts, each entry features complete statistics for use with *Star Wars: The Roleplaying Game*.

This sourcebook is the first major *Star Wars* reference book completely compatible with *Star Wars: The Roleplaying Game, Second Edition*. The statistics found in this book reflect the new abilities and skills open to characters, and the major changes in rules systems.

And now, with appropriate fanfare, the *Star Wars* saga continues ...

# Prologue

*From the data pad journal of Voren Na'al,  
Director of New Republic Council Research.*

## **The State of the Galaxy**

When everything seems to be going along well, that's the perfect time to panic. Take the situation currently facing the New Republic. Only a few months ago it looked like the new government was well on its way to stability. The Empire was slowly dying, being pushed back by New Republic warriors. Republic territory was expanding, as planet after planet accepted the invitation to join the galactic government. The seat of free government had been returned to Coruscant, and progress was being made on the massive job of establishing standardized galactic laws and governmental procedures. Then, without warning, the forward momentum begun five years before with the victory at Endor was slowed by a series of terrible blows. Blows, some say, that have mortally wounded our fledgling Republic.

I am Voren Na'al, Director of Council Research for the New Republic. I have been serving in some research capacity since the days of the Rebellion. My initial assignment back then, when Mon Mothma first ordered that a running history be compiled to show the galaxy why the Alliance rebelled, was to record the actions of the group known as the Heroes of Yavin — a group which included Princess Leia Organa, Luke Skywalker, Han Solo, Chewbacca, and the Droids R2-D2 and C-3PO. I have followed their exploits ever since, and do not find it the least bit surprising that they are at the heart of these newest occurrences.

Trying to make sense of history as it happens is not an easy undertaking. Without the distance of time and the knowledge of outcome to draw upon, current events can be confusing, even unfathomable. There are too many missing pieces to see the whole picture. Still, this is what I do, and I will attempt to be accurate and

complete. My critics have often scoffed that I cannot see the galaxy for the systems, for I tend to get bogged down on individual personalities. I believe the smallest pieces are as important as the whole they help make, which is why I approach history — even current history — from the individuals who help create it.

This particular period in New Republic history began with a series of seemingly unrelated Imperial raids along the Borderland Regions. First, an Elomin task force disappeared while in pursuit of Imperial scout ships fleeing the library world of Obroa-skai. Then a number of attacks were directed at Princess Leia Organa Solo — on Bimmisaari, Bpfassh, and Kashyyyk. At the same time, Imperial ships raided Nkllon, and three systems in the Sluis Sector. These raids turned out to be part of an elaborate trap designed to call in the forces of the New Republic, despite the fact that our government was understaffed and poorly equipped (or more accurately, as far as the Empire was concerned, because of it).

The Empire, believed to be a dying shadow of its former self, showed signs of revitalization when it used hit-and-fade tactics to cause horrifying amounts of damage to three Sluis sector systems. The New Republic responded, as predicted by the Empire, with a relief effort. It gathered over one hundred capital ships at the Sluis Van shipyards. Everything the Republic had available, including top-of-the-line warships, was stripped to skeleton crews and pressed into cargo hauling duty.

The systems needed supplies to treat their wounded and to rebuild. They needed emergency rations of food and water. If the New Republic was to be considered a viable government, it had to respond with aid as quickly as possible. We had fallen for a most primitive type of trap, the Empire taking advantage of the New Republic's compassion and concern for the well-being of its citizens.

At the time, the increase in Imperial attacks did not seem ominous. The Republic's best strategists were surprised when the Empire made its bold move. Using TIE fighters and personal boarding craft hidden within a disguised freighter, the Imperials infiltrated the Sluis Van shipyards, and came very close to stealing the warships-turned-cargo-haulers. The Imperials somehow managed to foil Sluis Van and Republic sensors, allowing the boarding craft to get past the shipyard's perimeter defenses. Then, while an Imperial taskforce (which included several Star Destroyers) kept the perimeter battle stations busy, boarding craft attached themselves to the undermanned, underdefended Republic warships. With TIEs and zero-gravity stormtroopers providing back-up, the boarding craft moved into position with little trouble.

The Battle of Sluis Van almost ended in victory for the Empire. Luckily for the Republic, the *Millennium Falcon* chose that moment to visit the shipyards. Han Solo wanted to get medical assistance for a wounded Lando Calrissian, and he hoped the Sluissi techs would be able to repair Luke Skywalker's X-wing starfighter, which the *Falcon* had in tow. Instead, the Sluissi needed Solo's aid — as did the New Republic vessels.

While I am still gathering data, it seems that the personal boarding craft used by the Empire were mole miners stolen from Nklon — stolen, in fact, from Lando Calrissian's mining operation. Calrissian knew the radio remote command codes which controlled the mole miners.

Under the Empire's control, the miners simply cut their way through the hull and deposited the armed troops into the Republic ships; the undermanned Republic soldiers had little choice but to surrender or die fighting. The Imperials quickly gained control of the Republic vessels that they had invaded.

With the remote codes, however, Calrissian was able to take control of the craft. He forced the miners to cut their way entirely through the ships until they took out enough wiring and communication systems to disable the vessels. With these vital systems knocked out, the vessels were helpless in space — unable to be used by the Republic in defense of Sluis Van, but more important, they couldn't be stolen by the Empire. It was an expensive solution, but it was

better than letting the Empire fly off with fifty Republic warships.

All of which brings me to the current situation. The Republic could be on the verge of civil war. One of the members of the Provisional Council, the Bothan representative Borsk Fey'lya, has had Admiral Ackbar arrested on charges of treason and removed from his position as Commander-in-Chief of all military operations. Fey'lya has somehow implicated Ackbar in the Sluis Van attack, charging that Ackbar was aiding the Imperials. This seems unlikely considering Ackbar's remarkable record, but it is a very serious matter that must be resolved through official government channels.

Then there are the rumors. As the Director of Council Research, I am checking into past Imperial records. We have heard so many outlandish stories over the years that we never knew what to believe. Even now, rumors are surfacing that some kind of "Imperial Ruling Council" is actively preparing for war, although our best research indicates this to be improbable.

Still, the most recent rumors are particularly disturbing, especially considering that they come from reliable sources. It is believed that a Grand Admiral has returned to take control of the Imperial remnants. We believed that we had accounted for all of the Emperor's warlords, but what if we were wrong?

If there indeed were such a disciplined military mind at the helm, it would certainly explain the sudden rash of successes the Empire has been experiencing. Could a Grand Admiral have taken command of the shattered Imperial fleet? Could he be behind this new campaign to destroy the fragile government we have worked so hard to establish? Could there really be an heir to the dark evil of the Empire out there, readying the Imperial fleet for another war?

If the Battle of Sluis Van was the first shot in a new war, then Ackbar was the first casualty. Without him to match the wit and tactics of an Imperial Grand Admiral, the New Republic may be doomed! Of course, our own internal bickering may destroy us before the weapons of the Empire can be brought to bear. What a dark time this is! But there have been dark times before. Through them all, the Republic has found a way to survive. I hope this is another one of those times.



# Chapter One

# The New Republic

## History Lesson

*From the data pad journal of Voren Na'al, Director of Council Research for the New Republic.*

The history of our galaxy extends back beyond the walls of memory, to an ancient time when every world was alone in the sea of stars. Modern history, however, must start somewhere, and I have chosen to begin with the creation of the Old Republic. No, I won't bore you with ancient history, for the dawn of the Old Republic goes back more than a thousand generations. Suffice to say that it was a Republic of awesome power, bringing together all of those solitary worlds into a union that spanned the reaches of known space.

Under the wise rule of the Senate and the protection of the Jedi Knights, the galaxy enjoyed a period of growth and prosperity that no one believed would ever end. But it did end, as the great civilization began to rot and decay. It started in the core, as corruption filled the ranks of the Senate, and then it spread outward, affecting leaders, politicians and businessmen on all levels of society. As the corruption spread, the galaxy became restless.

A solution seemed to appear in the guise of Senator Palpatine. He promised an end to the corruption with a program of sweeping changes. When he declared the Old Republic dead and named the Empire to replace it, the first cries of rebellion were heard in the galaxy. These cries were drowned out by the cheers of the Core Worlds, however, who were taken in by Palpatine's promises of glory, power and riches undreamed of even in the best times of the Old Republic.

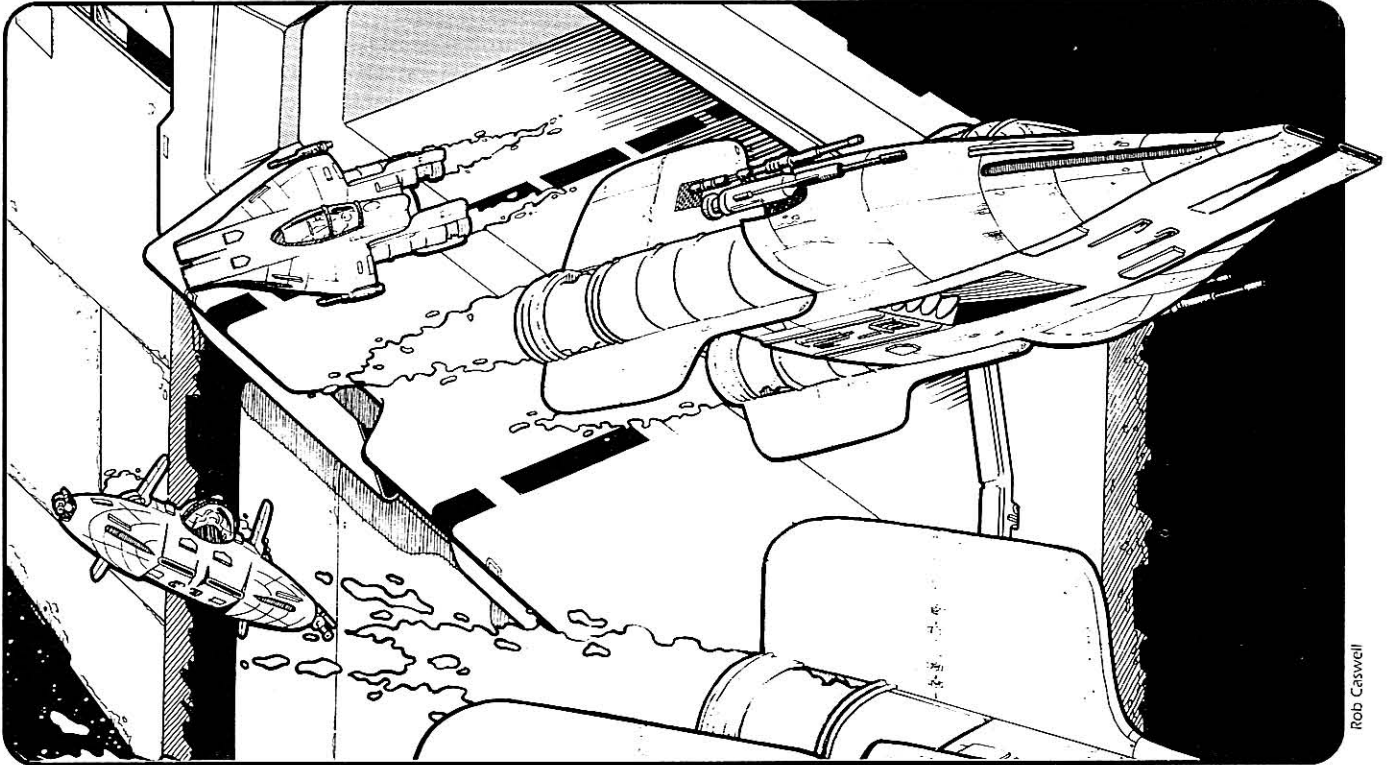
There were still those with vision and honor, however, and these few saw beyond the fancy words of the new Emperor. Bail Organa, Mon Mothma, Garm Bel Iblis and others began to form secret plans in case the dark times they foresaw came to pass. When the first hints of

tyranny and enslavement reached them from the Rim Territories, the Rebellion had already started. It was up to them and others to turn the disorganized few into a force worthy to challenge the Empire. Mon Mothma vowed to bring them together into an alliance to restore freedom to the galaxy. She had her work cut out for her.

The Empire was better organized, better trained, better equipped, and possessed nearly limitless resources with which to enslave the galaxy. But the Rebels had spirit and a cause worth fighting for. And they had individuals who actually made a difference in light of the Emperor's faceless, nameless hordes. For years, the Rebellion was little more than a nuisance to the Emperor. He paid little attention to it, for he believed that nothing could threaten his rule.

The Emperor was wrong. The Alliance could threaten his hold on the galaxy — provided it could find an event to sway the galactic masses into action. The Battle of Yavin was that event, and it rocketed the galaxy into full-scale civil war. The key players in the events leading up to the Battle of Yavin were Princess Leia Organa, Senator from Alderaan and secret member of the Alliance; Luke Skywalker, farmboy from Tatooine and Jedi Knight in training; Han Solo, smuggler and captain of the *Millennium Falcon*; his co-pilot, Chewbacca the Wookiee; and the Droids, See-Threepio and Artoo-Detoo (who carried the technical plans for the Death Star Battle Station in his memory banks). At Yavin, the Alliance fought to protect its base from the approaching Death Star, but it was Luke Skywalker who fired the proton torpedo that won the battle. The Alliance had won its first major victory, and the Rebellion took on a new meaning.

For three years, the Alliance struck at the Empire from hiding, all the while trying to stay one step ahead of Darth Vader and the Imperial fleet. More and more worlds joined in the



Rob Caswell

struggle, and the Emperor demanded an end to what he termed “the pitiful Rebellion.” Countless probe Droids, mercenaries and bounty hunters scoured the galaxy, looking for telltale signs which would give away the Alliance’s bases. Finally, one probe Droid hit pay dirt on the isolated frozen world of Hoth, and the Alliance was quickly thrust into a battle it was ill-prepared for.

As Imperial ground forces made planetfall and Star Destroyers took up orbital positions, it was all the Alliance could do to hold them off long enough for High Command to get away. This was the start of a bleak period in Alliance history.

Over the next few months, the Empire threw everything it had at the Alliance. In the end, many of its brightest stars had been wounded or killed in the fighting. It was a dark time, but Mon Mothma pulled the Alliance through it.

Mon Mothma rallied her forces, gathering a massive fleet in the Sullust system. The Imperial strikes had spurred her to drastic action, as had the news which Bothan spies had brought her — there was another Death Star under construction around the forest moon of Endor.

The Battle of Endor, which came to be known as the most decisive and important battle of the galactic civil war, was fought on three fronts. In space, the Alliance armada clashed with the Imperial fleet and the second Death Star. On the

forest moon of Endor, Han Solo and his commandos fought Imperial troops for control of the Death Star’s shield projector. And in the Death Star, Luke Skywalker waged a war of wills with the Emperor and Darth Vader.

The end result was the death of Palpatine and the defeat of the massive Imperial fleet. While many of the famed warships escaped from Rebel guns, the Empire had seen its fate in that battle — destruction, loss and retreat.

When the second Death Star exploded in a blaze of brilliant colors, the Imperial forces lost direction and purpose. The Alliance even captured several Star Destroyers in the chaos, although the damage they suffered keeps them in repair docks to this day.

One by one the Star Destroyers fell, until one lone captain seemed to come to his senses and ordered a hasty retreat. The Empire has been retreating steadily since then, pulling back and giving up system after system to the New Republic.

The New Republic emerged from the fires over Endor, rising like a phoenix from the flames of Rebellion. The new government, barely five years old, still has much to do before peace again settles over the galaxy. There are laws to write, procedures and constitutions to ratify, and there are wars to win.

The war of vigilance, the fight for freedom, is not over. The Empire is not dead. It is but a

quarter of its former size, but it has shown recent signs of resurrection and rebirth. Rumors persist that a Grand Admiral leads the remnants of the Empire, and tales of a Dark Jedi at his side grow more ominous with each telling.

Can we learn anything from history? I hope so. But can we learn it fast enough? May the Force be with us ...

## Structure of the New Republic

The Alliance was structured to wage war, not to rule in peace. It was a benign dictatorship empowered to lead a Rebellion, not govern a galaxy. With news that the Emperor was dead, Alliance High Command convened a Constitutional Convention to establish the Second Galactic Republic. The Convention went on for months as the representatives of the member worlds debated, proposed, set forth, and held court.

Everyone had a chance to speak.

Nothing was resolved.

It became clear that a new galactic constitutional government could not be formed quickly. They established a provisional government to handle the everyday work of the New Republic while the formal details were ratified.

Now, five years later, the Provisional Council is working toward the formal reestablishment of the principles and laws of the Old Republic. "That is our primary task," Chief Councilor Mon Mothma has declared, "to become the New Republic in fact as well as in name." The task has not been easy, and horrendous strain is evident in all the members of the Council.

The Provisional Council divides its time between constitutional conferences, diplomatic relations, governmental administration, planetary aid, and military actions. It works to keep the wheels of government turning while a permanent structure is being built. Until a full constitution and complete set of laws has been ratified, many of the member worlds will continue to govern themselves using local laws and customs. The Provisional Council hopes to end this soon by introducing laws which can be applied equally to all member worlds, thus making the New Republic more unified. In a galaxy weary of war, the people are ready for peace and freedom of choice. The Republic aims to give them those ideals soon, but not at the expense of stability.

The Provisional Council is headed by an Inner Council of executive officers. Many of these are the same people who served as the leaders of the Alliance. The most well known of the

group include Chief Councilor Mon Mothma, Commander-in-Chief Admiral Ackbar, Bothan Councilor Borsk Fey'lya, and Alderaan Councilor Leia Organa Solo. Of course, the recent accusations leveled at Ackbar have caused him to be suspended and relieved of his duties, setting off an internal power struggle among some of the more ambitious members of the group.

This is unfortunate, for it is with this small group of individuals from different worlds that the true fate of the New Republic lies. In many cases, these people were the architects of rebellion, and through heated debate and compromise they are striving to be architects of government, building a system of laws upon the foundation of the Old Republic's ideals concerning liberty, equality and freedom. This is no time for petty conflict.

## New Characters

*Dark Force Rising* introduces a number of new characters from the ranks of the New Republic who did not appear in *Heir to the Empire*. They are presented here for the first time.

### General Madine

Crix Madine joined the Alliance after the Battle of Yavin, coming to the Rebellion from Imperial ranks. His career with the Empire was distinguished by bravery and a remarkable success record. He rose through the ranks with valor and determination, finally receiving command of an elite army commando unit. Although he has never spoken of it, rumors persist that his last mission for the Empire — under orders which came directly from the Emperor — was so criminal in nature that Madine left in the middle of it. Whatever the circumstances, Madine defected to the Alliance at a time when his Imperial career was on the rise.

Other Imperials had defected before Madine, and it was those men who vouched for his character and brilliance. General Rieekan in particular, the commander of many Rebel bases including the ill-fated Echo Base on Hoth, convinced Mon Mothma that Madine was a man the Alliance desperately needed in its ranks. Mon Mothma agreed and assigned Madine to the High Command Advisory Council. She wanted his fresh perspective and knowledge of Imperial ground tactics to help develop strategies and battle plans best suited for the Alliance's capabilities.

He quickly demonstrated his trustworthiness and expertise, becoming one of Mon Mothma's most important military advisors. While Admiral Ackbar plotted the course of the space war, it fell to General Madine to develop effective

ground defenses and strike teams for planetary assaults.

The Corellian-born Madine placed top priority on getting things done right, as opposed to making friends. Because of his aggressive nature, he was considered cocky and arrogant by some, but most respected his confidence in those under his command and in himself.

Madine's dedication to strict military discipline and strong work ethic filtered down to his officers and soldiers. He formed the Alliance special forces division, establishing crack commando squads and strike teams to take on the toughest assignments. He even performed field work when he could get away with it (and Mon Mothma wasn't around to forbid it).

Madine's strategies have helped the Alliance when it needed success above all else. Before the Battle of Endor, when the Alliance needed an Imperial shuttle, Madine and his team went out and got one. He devised the plans for the commando raid on the shield generators situated on the forest moon, putting together a daring, almost reckless, assault scenario. If General Han Solo hadn't volunteered to lead the command crew, Madine would have even gone on the mission. As it was, Mon Mothma asked him to remain at her side to serve as advisor during the massive battle to come.

General Madine still holds a high post in the New Republic, but he decided against accepting a position in the Provisional Council. "I'm a warrior, not a politician," he said. "Leave that work to those with more knowledge and experience." Instead, he opted for the position of field commander of New Republic forces, taking the battle to the disintegrating Imperial forces. However, even Madine's genius can accomplish only so much when faced with such limited resources.

In five years there have been many victories, but the battles haven't gotten any easier. In fact, the most current reports indicate that the war is intensifying. Madine hopes that there really isn't a Grand Admiral out there leading the Empire, because if there is, his job is going to get a whole lot harder in the coming months.

Currently, Madine is torn between two courses of action. If there is a Grand Admiral controlling the Empire, then he is needed at the forefront of the war, directing field operations as a counter to the Imperial warlord. However, with Admiral Ackbar no longer in charge of the overall military picture, it might be necessary for him to return to the Provisional Council and assume the role of commander-in-chief before some bureaucrat like Borsk Fey'lya takes the job. He doesn't believe that Ackbar is guilty of the charges leveled against him, but he has too

many other battles to worry about without taking on a political squabble. He'll wait for word from Mon Mothma — and will abide by whatever decision she makes.

### **General Madine** **Roleplaying Game Statistics**

**Template Type:** New Republic General

**Loyalty:** To the New Republic

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corellia

**Age:** 40+

**Quote:** "I've been a warrior all my life. It's what I do, what I am."

**DEXTERITY 2D+2**

Blaster 6D+2, blaster artillery 5D+2, blaster artillery: anti-infantry 8D+2, blaster artillery: anti-vehicle 7D, brawling parry 4D+2, dodge 6D+2, grenade 5D+2, melee combat 4D+2, melee combat: force pike 6D+2, melee parry 3D+2

**KNOWLEDGE 3D**

Alien species 4D, bureaucracy 6D, languages 4D, military history 11D+1, planetary systems 7D, streetwise 5D, survival 5D, tactics: ground assault 10D+2, tactics: squads 13D+2, willpower 5D+1

**MECHANICAL 3D+2**

Beast riding 5D+2, beast riding: cracian thumper 6D+2, capital ship gunnery 4D+2, ground vehicle operation 5D+2, powersuit operation 5D, repulsorlift operation 4D+2, starship gunnery 4D+2

**PERCEPTION 3D+1**

Bargain 5D+1, command 10D, hide 6D+1, persuasion 5D, search 7D, sneak 6D+1, sneak: forest 6D+2

**STRENGTH 2D+1**

Brawling 6D, climbing/jumping 4D+1, stamina 6D+1, swimming 3D+1

**TECHNICAL 3D**

Computer programming/repair 4D, demolition 6D, Droid repair 4D+2, first aid 4D+1, ground vehicle repair 4D+2, security 7D+2, space transports repair 6D, starfighter repair 4D+2

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 3

**Dark Side Points:** 0

**Character Points:** 18

### **Admiral Drayson**

Admiral Drayson is one of the rare high-ranking New Republic officers who did not come from the

ranks of either the Old Republic military or the Imperial fleet. He attended the Academy, training to be an officer in the galactic military, but he did not complete his education. Instead, he was called back to his home world, Chandrila, when his father became ill. Drayson had to take over the family business, a space barge fleet which ferried cargo and passengers from outer-system docks to orbit-locked space ports or Chandrila's surface. Drayson missed his chance to serve in the military, but he turned his attention to his family's business and made it the most profitable ferry company in the system.

After years of business success, Chandrila's ruling council approached him and asked him to take command of the system's defense force. They believed that his Academy training, minimal as it was, combined with his pragmatic ability to make a company successful no matter what the circumstances, was a combination that would serve Chandrila well. Drayson agreed.

It was in this capacity, as admiral of the Chandrila Defense Fleet, that Drayson became acquainted with Senator Mon Mothma. While he didn't consider himself a friend of the senator, he did admire her work and positions in the Senate. She, in turn, was impressed with the job he was doing with the star system's defenses. She never realized how many holes existed in the protection network, from customs inspections to perimeter patrol ships. Drayson evaluated all of the various elements, demonstrated where the problems existed, then set out to restructure the entire network. Within months of his restructuring program, smuggling and piracy in the system dropped off dramatically.

Years later, when the Alliance was formed, Mon Mothma asked Drayson to come aboard. She put him in charge of her command ship, and he set about designing the defenses needed to keep it safe. Whenever the command ship was in motion (and it was always in motion), no less than a dozen smaller ships were in picket line patrols around the vessel. As before, Drayson did his job with quiet efficiency and dedication. He demonstrated no ambitions and did not push for rank or power. He just did his job, and for that Mon Mothma was grateful.

When the New Republic was established, Drayson was granted the rank of admiral. He was given command of the fleet attached to the Provisional Council and the capital system, containing the planet of Coruscant. Now he oversees the space port and fleet facilities, making sure the system is secure from attack. The vessels under his command constantly patrol the star system, and at least half of the defensive fleet is in orbit or system space at all times. The

rest can be scrambled at a moment's notice.

Recently, Admiral Drayson was forced to stretch his limited resources in order to provide ships for the Bpfassh relief effort. Now he must keep Coruscant and the Provisional Council safe with a much reduced force while he waits for the mechanics and techs at Sluis Van to finish repairing the vessels that were damaged in the Imperial raid on the space yards. In the meantime, with the internal problems plaguing the fledgling government, Drayson concerns himself with planning how to defend Coruscant from the Imperial attack that must inevitably come.

### Admiral Drayson Roleplaying Game Statistics

**Template Type:** New Republic Admiral

**Loyalty:** To the New Republic

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Chandrila

**Age:** 46

**Quote:** "The fleet is the most important tool for galactic peace. It must be kept primed, at the ready. If it is cared for, it will care for us."

#### **DEXTERITY 3D+2**

Blaster 4D+2, blaster: blaster rifle 6D, blaster artillery 4D+2, dodge 5D+1

#### **KNOWLEDGE 3D+1**

Alien species 4D+1, bureaucracy 6D+1, business 5D+1, business administration 7D+1, languages 4D+1, planetary systems 6D+1, planetary systems: Chandrila 8D+1, planetary systems: Coruscant 7D+2, survival 4D+1, tactics: capital ships 8D, tactics: fleets 4D

#### **MECHANICAL 3D**

Astrogation 6D, capital ship gunnery 4D+2, capital ship piloting 6D, capital ship shields 6D, communications 6D+1, repulsorlift operation 5D, sensors 4D+2, space transports 6D+2, starfighter piloting 3D+2, starship gunnery 4D, starship shields 4D

#### **PERCEPTION 2D+2**

Bargain 4D+2, command 7D+2, con 4D+2, gambling 3D+2, hide 3D+2, persuasion 5D+1, search 4D+2

#### **STRENGTH 2D+1**

Brawling 3D+1, lifting 3D+1, stamina 4D+1, swimming 3D+1

#### **TECHNICAL 3D**

Capital ship repair 5D, capital ship weapon repair 4D+1, computer programming/repair 5D, Droid programming 4D+2, Droid repair 3D+2, first aid 4D+2,

security 5D, space transports repair 7D+2

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 9

### Captain Virgilio

Captain Sarin Virgilio was a young Alliance officer when the Bothan spies carrying the plans to the second Death Star battle station came aboard his ship. He was third officer on a beat-up old Corellian Gunship which had seen a lot of action since the Imperial push that began with Hoth. He saw the ship the Bothans came in on—a flaming wreck that was disintegrating around their furry ears. In the last few moments before catastrophe, his vessel picked up the Bothans' emergency call.

Of a large intelligence team that had been working in the outer regions, only the six standing on Virgilio's bridge remained. But they brought with them the plans and location of the new Death Star, as well as the Emperor's personal schedule for visiting the hidden construction site. Virgilio was impressed with the bravery these Bothans demonstrated, and over the years that have passed since that fateful day, he has been a staunch supporter of the Bothans and their appointed leader, Borsk Fey'lya (though it should be noted that Fey'lya was not among the handful of spies Virgilio's ship picked up that day).

Two promotions and five years later, Virgilio is now captain of the escort frigate *Quenfis*, one of the ships of the line in Admiral Drayson's Home Guard Fleet assigned to protect Coruscant and the Provisional Council. Virgilio has a profound respect for Admiral Ackbar and his abilities, but until recently he found himself siding with Fey'lya. The Bothan seemed more interested in the big picture, while Ackbar always appeared to be focused only on the task at hand. Fey'lya had vision and respect for the average warrior—at least that's what Virgilio believed. Add to that his memories of those six Bothan spies fighting every parsec of the way in order to get the knowledge they had to Alliance High Command, and you can understand why he felt a special kinship to Fey'lya and his people.

All of that changed, however, as events unfolded during the *Quenfis*' most recent mission. Virgilio's ship had been ordered to track down Han Solo and his party and place them under arrest for disobeying orders. Councilor Fey'lya was aboard and in command of the overall operation. Councilor Organa Solo was also

aboard, and she was none too happy about the situation. Fey'lya even gave commands to Virgilio. Organa Solo thought this strange, as most warship captains would be highly annoyed at the prospect of taking line orders from a civilian with negligible military experience. But she didn't know about Virgilio's past, or his admiration for the Bothan people.

They found Captain Solo aboard a derelict Dreadnaught which turned out to be the legendary *Katana*. After a tense exchange, Virgilio had to pull rank on Commander Wedge Antilles, whose X-wing squadron was working with Solo. That's when the Star Destroyer showed up. Things may have gone terribly wrong had Leia Organa Solo not been able to trick Fey'lya into showing his true loyalties. When the captain discovered that he was being used as a pawn in some game of politics, he quickly moved to rectify the situation. No matter what he thinks of the Bothans, Virgilio is a New Republic officer—when the truth was shown, his loyalty to the cause he has defended so long was never in doubt.

### Captain Virgilio Roleplaying Game Statistics

**Template Type:** New Republic Captain

**Loyalty:** To the New Republic

**Height:** 1.9 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Masterra

**Age:** 36

**Quote:** "You see, Councilor, some of us don't consider loyalty to be outmoded."

**DEXTERITY 2D+2**

Blaster 5D+2, blaster artillery 5D+2,

brawling parry 3D+2, dodge 5D+2,

grenade 3D+2, melee combat 3D+2,

melee parry 3D+2, running 3D+2

**KNOWLEDGE 3D**

Alien species 5D+1, bureaucracy 5D+1,

intimidation 4D+1, planetary systems

5D+2, tactics: capital ships 5D, street-

wise 4D, survival 5D, willpower 4D+2

**MECHANICAL 3D+2**

Astrogation 5D+2, capital ship gunnery

5D+2, capital ship piloting 5D+2, capital

ship piloting: Corellian Gunship 6D+2,

capital ship piloting: escort frigate 7D+2,

repulsorlift operation 5D+2, sensors

5D+2, space transports 4D+2

**PERCEPTION 3D+1**

Bargain 4D+1, command 6D+1, con 4D+2,

gambling 4D+2, hide 4D+1, persuasion

5D+1, search 5D+1, sneak 4D+1

**STRENGTH 2D+1**

Brawling 4D+1, brawling: boxing 5D+1,



John Paul Lona

climbing/jumping 4D+1, lifting 4D+2, stamina 5D+1  
**TECHNICAL 3D**  
 Capital ship repair 5D, computer programming/repair 3D+2, first aid 4D, security 4D+2

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 8

### Tav Breil'lya

Tav Breil'lya serves as one of Councilor Borsk Fey'lya's top aides. He can be distinguished from other Bothans by the ornate neckpiece he wears. It is his family's crest, showing his impressive lineage to all with the culture and background to appreciate such things. The Council-Aide is extremely loyal to Borsk, and often goes on fact-finding missions for the Councilor. Like all Bothans, he plays the games of politics to the exclusion of all else, believing the game to be more important than the outcome.

Unfortunately, Breil'lya is not as subtle or clever as his boss, and he often plays the game with a heavy, obvious hand. But it is not an equal that Fey'lya requires of Breil'lya, but a subordinate who is loyal and unquestioning. Tav Breil'lya fits that bill nicely.

One of Breil'lya's regular tasks was to go to

New Cov to meet with Garm Bel Iblis. It was Breil'lya's job to keep working on Bel Iblis, to persuade him to join the Republic by allying with Fey'lya's faction; Breil'lya had met with little success. Fey'lya especially wants Bel Iblis' help to take away some of Mon Mothma's considerable power — and shift it over to himself. Now, with Councilor Fey'lya in significant trouble, Council-Aide Breil'lya stands to lose his own position. While he is nervous over this prospect, he still believes that Fey'lya will figure out a way to win the game — after all, that's what Bothans do best.

### Tav Breil'lya Roleplaying Game Statistics

**Template Type:** Bothan Aide

**Loyalty:** To Borsk Fey'lya

**Height:** 1.4 meters

**Species:** Bothan

**Sex:** Male

**Homeworld:** Kothlis

**Age:** 34

**Quote:** "It doesn't matter who he is. He's seen you, and he must certainly know that we have some kind of arrangement."

**DEXTERITY 3D+1**

Blaster 4D+1, dodge 4D+1, melee combat 4D+1, melee parry 4D+1, pick pocket 4D+1

**KNOWLEDGE 3D**

Alien species 4D, bureaucracy 5D+2, bureaucracy: Bothan clans 7D+1, bureaucracy: New Republic Provisional Council 6D+2, business 4D+2, cultures 4D+2, cultures: Bothans 6D+1, languages 4D, planetary systems 3D+1, streetwise 4D+1, survival 4D, value 4D+1

**MECHANICAL 2D**

Astrogation 3D, repulsorlift operation 3D, space transports 3D+2

**PERCEPTION 4D**

Bargain 5D, con 5D, gambling 5D+1, hide 5D+1, investigation 4D+2, search 4D+1, sneak 5D+1

**STRENGTH 2D+2**

Climbing/jumping 3D, lifting 3D+2, swimming 3D+2

**TECHNICAL 3D**

Computer programming/repair 4D, first aid 4D, first aid: Bothans 5D, security 4D+1

**Special Abilities:** None

**Story Factors:**

*Opportunist:* Bothans, as a species, are very opportunistic and predatory. They try to take advantage whenever possible, and also think that everyone who isn't allied with them is actively plotting against them. As a result, they seem greedy, selfish and paranoid to many other species.

*Communication:* Bothans can manipulate their fur to express emotions and further clarify any statements they make. In Bothan society, this ability is as important to communication as speech — the rippling conveys subtleties that mere words cannot express (or so Bothans believe). Control requires practice and can be affected by strong emotion, just as it is often easy to tell if a Human is angry by the tone of his voice.

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 6

**Anselm**

Anselm is an engineer working for the New Republic military. His rank of lieutenant was not gained due to combat heroics, but for his technical expertise. Even before the famous Battle of Yavin, he had been a fleet tech for the Alliance. He joined the Rebels after he saw his homeworld ravaged by Imperial forces.

He had no military training or combat experience, but he had heart, courage, and a skill with machinery of all types, especially starships. His skills were put to use maintaining and repairing

the starfighters and starships in the Alliance Fleet.

Even when assigned to bases where combat was imminent, Anselm refused to carry a blaster unless directly ordered to do so — and even then he often left it lying in some forgotten corner while he worked. He first met Luke Skywalker in the Yavin base, as he was assigned to prep Skywalker's X-wing for battle. He remembers thinking that the kid was going to get himself killed, for it was obvious he had no more military training than Anselm did. Of course, Skywalker soon showed his natural abilities.

When Princess Leia asked him to head a tech team to accompany Han Solo and Skywalker on a special mission, he leapt at the chance. When Solo handed him a blaster, he realized just what sort of mission this was going to be. Still, he reluctantly strapped the weapon to his waist, grabbed his tool kit, and assembled a team of techs with starship repair skills. He was sure to include some of his newest and brightest technicians, including Tomrus, Shen and Kline — together, they were some of the best in the New Republic!

When he learned that they were going to examine the *Katana* fleet, he forgot all about his nervousness and the danger. Two decades of experience seemed to disappear in a sudden rush of excitement. To actually be the first tech to step aboard one of those legendary Dreadnaughts was an honor and opportunity he could not pass up!

**Anselm**

**Roleplaying Game Statistics**

**Template Type:** Engineer

**Loyalty:** To the New Republic

**Height:** 1.6 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Baffop

**Age:** 41

**Quote:** "It looks fine. Better than it should after all these years. Must still be some Droids on housekeeping duty."

**DEXTERITY 2D+1**

Brawling parry 3D+1, dodge 3D+1

**KNOWLEDGE 4D**

Bureaucracy 5D, value 7D

**MECHANICAL 2D+2**

Repulsorlift operation 3D+2, starship piloting 3D+2, starship shields 3D+2

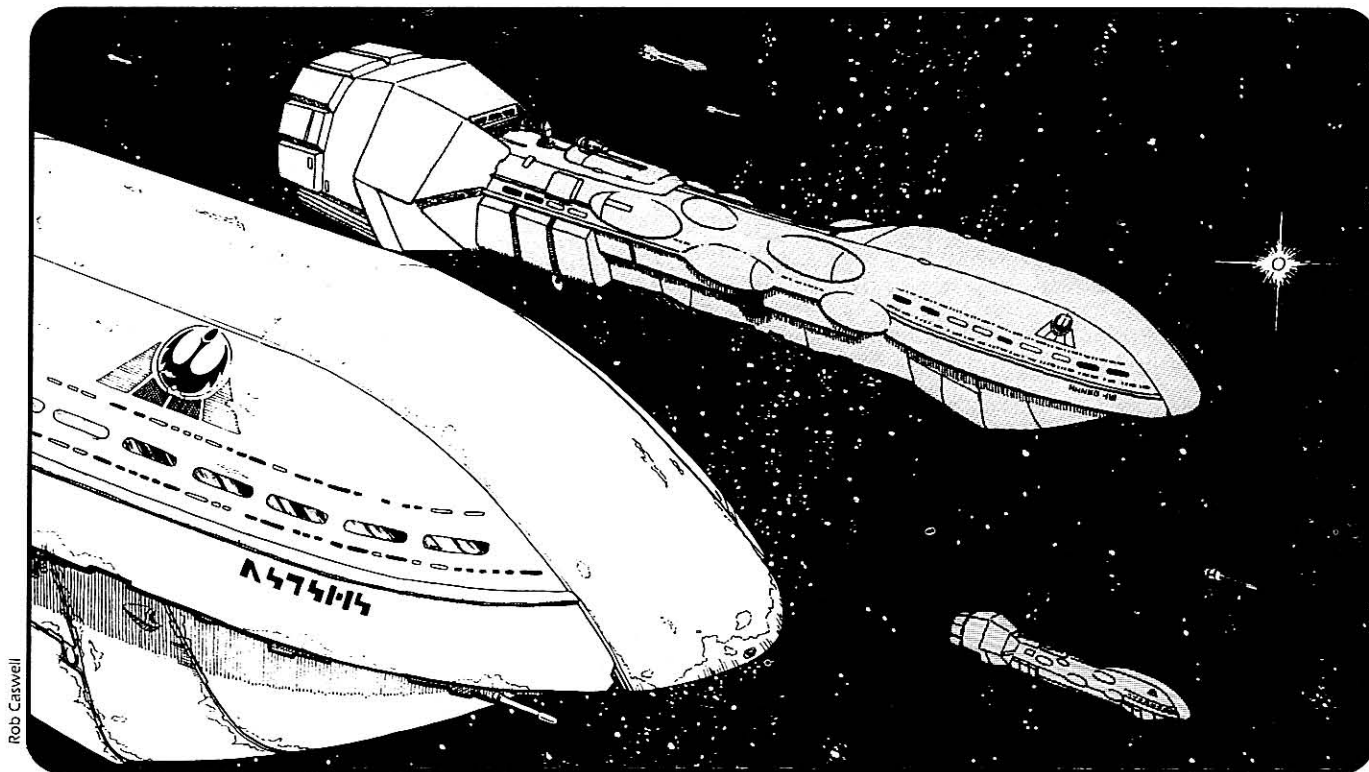
**PERCEPTION 2D+1**

Bargain 3D+1, command 3D+1, command: New Republic engineer corps 4D+2, search 4D+1

**STRENGTH 2D+2**

Brawling 3D+2, climbing/jumping 3D+2, lifting 3D+2, stamina 4D+2



**TECHNICAL 4D**

Capital ship repair 10D+2, capital ship weapon repair 7D+1, computer programming/repair 6D, repulsorlift repair 6D+1, space transports repair 9D+1, starfighter repair 8D+2, starship weapon repair 7D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 3

**Tomrus**

Tomrus was a young lad of sixteen when he saw the Imperials come to Cloud City. His parents had been citizens of the floating city for decades. Tomrus himself had been born there, and he grew up learning to gamble, to run a con, and to sneak around where he wasn't supposed to be. He also learned to tinker with computers and Droids, and by the time he was fifteen he could take a cloud car apart and put it back together again. This was a natural progression, as both of his parents worked for Bespinn Motors as engineers and designers.

His happy adolescence ended abruptly with the arrival of Darth Vader and his stormtroopers. When he saw those armor-clad soldiers marching through the airy corridors he loved, he learned to hate them and everything they stood for. Things turned bad a few days later, and Baron Adminis-

trator Calrissian ordered everyone to evacuate Cloud City. His mother died in that frenzied escape, and he vowed to have his revenge on the Empire no matter what happened.

While his father retired back to the Outer Rim colony he was born on, Tomrus sought out the Rebel Alliance. He offered his technical skills to use against the Empire, and he soon found a place as an Alliance tech.

He has worked under the supervision of Lieutenant Anselm for three years now, and he is still considered "the kid." But Anselm respects his abilities, and often assigns him to the head tech's own team. He was selected to accompany Anselm to the *Katana* fleet, which Anselm made a big deal about. Tomrus was more excited to be working with Lando Calrissian, whom he admired since his days growing up in Cloud City. He had never even heard of the *Katana* fleet, so he couldn't get as worked up about it as Anselm. Still, there was something ... *unusual* about it—even a skeptical young man could sense the history and ghosts of that fleet.

**Tomrus**  
**Roleplaying Game Statistics**

**Template Type:** Engineer

**Loyalty:** To the New Republic

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Bespin

**Age:** 21

**Quote:** "Six of the eight power converters have been knocked out of alignment. This ship's not going anywhere without a complete overhaul."

**DEXTERITY 2D+1**

Blaster 3D+1, dodge 3D+1, melee combat 4D+1, melee parry 4D+1, pick pocket 4D+1

**KNOWLEDGE 4D**

Cultures 4D+1, languages 5D, planetary systems 4D+2, streetwise 5D, value 5D+2

**MECHANICAL 2D+2**

Capital ship shields 3D+2, repulsorlift operation 4D+2, sensors 3D+2, space transports 4D, starfighter piloting 4D+1, starship shields 3D+2

**PERCEPTION 2D+1**

Bargain 4D+1, con 4D+1, gambling 5D+1, gambling: tregald 6D+1, hide 4D+1, search 3D+1, sneak 4D

**STRENGTH 2D+2**

Climbing/jumping 3D+2, stamina 4D+2

**TECHNICAL 4D**

Armor repair 4D+1, blaster repair 4D+1, capital ship repair 7D+2, capital ship weapon repair 5D+2, computer programming/repair 5D, Droid repair 6D, repulsorlift repair 5D, repulsorlift repair: cloud cars 7D, security 6D, space transports repair 7D+2, starfighter repair 6D+1, starship weapon repair 5D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 2

### Winter

Tall, beautiful, regal. All of these words and more describe the woman named Winter. To those who do not know her except as Princess Leia's aide and companion, she often seems as cold as the season she is named after, but there is a fire burning beneath the outer appearances that warms those she calls friends. She glides with ease and grace, moving as though on a pillow of repulsor energy instead of her two shapely legs. Her well-formed face is framed by a mane of silky white hair. At her worst, she gives off a confident aura and a regal presence. At her best, she is royally dazzling.

Winter grew up on the planet Alderaan. As a member of the Royal Family, she lived in the palace and was a constant companion and playmate of Princess Leia Organa. As children, Winter was often mistaken for the Princess by visi-

tors, for she always looked more the part than the rough-and-tumble Leia. As the two girls grew into adulthood, their friendship deepened and the bond between them became a thing of iron. They were inseparable. When Leia began to take on royal duties and later became a Senator, Winter remained at her side as her royal aide and executive assistant.

Winter's organizational abilities are augmented by the young woman's perfect memory. She can remember whole conversations verbatim, as well as events, times, places, dates, faces, bits of trivia, and anything else that passes before her senses. To her, these memories are like holo-recordings that can be recalled instantly and in total detail. If she experienced it, she can remember it — with every sound, smell, sight, taste and touch intact. Currently, as Leia's aide in the Provisional Council, Winter sits silently beside her Princess and effectively records every word said.

Like the other survivors of the destruction of Alderaan, Winter was off-planet when the Death Star used its devastating Super Laser on the peaceful and helpless world. She had just begun work for Viceroy Bail Organa that had sent her away from Leia's side. She was sent to assist Alliance agents with a supply run. That is, she helped them find and acquire supplies from a variety of sources that were less than legal, but fundamentally necessary for the fledgling Alliance. Her talents in this regard were so strong that for most of the period from the Battle of Yavin to the Battle of Endor, Winter was assigned to Alliance Procurement and Supply.

Because of her perfect memory, she was able to enter Imperial or private supply caches and memorize every detail of the location. In this way, she was able to provide strike teams with perfectly detailed maps and information regarding stock, defenses and personnel, thus making supply raids less dangerous and more likely to succeed. She became so important to the Alliance in this capacity that she earned a place on the Empire's most-wanted lists. Of course, the Imperials never learned anything more than her code-name, or at least, one of the code-names she used. By the time of the Battle of Endor, the Empire's escort ships and supply station officers had come to dread the name of "Targeter."

Perhaps nothing rattles Winter's rigid control like her memories of Alderaan's destruction. Side-by-side with her memories of friends, family and good times, the pain of loss remains a constantly burning ache that will never subside. Unlike Leia and the other survivors of Alderaan, Winter does not have the numbing benefit of fading memory to look forward to. After eight years, every memory

remains fresh and vivid, accompanied by all of the original pain and sorrow. She can push it back to the recesses of her mind, but Winter can never forget. She has learned that any gift can be a curse.

### Winter Roleplaying Game Statistics

**Template Type:** Councilor Aide

**Loyalty:** To the New Republic

**Height:** 1.7 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Alderaan

**Age:** 28

**Quote:** "Princess Leia would like to see you whenever you're finished here."

**DEXTERITY 3D+1**

Blaster 5D+2, blaster: hold-out blaster 6D+1, brawling parry 4D+1, dodge 6D+1, grenade 4D+1

**KNOWLEDGE 4D**

Alien species 6D, bureaucracy 6D, bureaucracy: New Republic Provisional Council 7D+2, cultures 5D, cultures: Alderaan royalty 9D, Imperial supplies 6D, languages 7D, planetary systems 6D+2, streetwise 5D, value 7D+1, will-power 6D

**MECHANICAL 2D**

Beast riding 4D, communications 5D, repulsorlift operation 3D, sensors 3D+2, space transports 3D+2, starfighter piloting 3D+1, starship shields 3D

**PERCEPTION 3D+1**

Bargain 6D+1, bargain: military supplies 8D+2, command 4D+1, con 7D+1, forgery 5D+2, hide 6D+2, persuasion 5D+1, search 4D+2, sneak 5D+1

**STRENGTH 2D+2**

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

**TECHNICAL 2D+2**

Computer programming/repair 4D+2, Droid programming 3D+2, first aid 4D+2, security 6D+2

**Special Abilities:**

*Perfect memory:* Winter has a "photographic memory" — she can always remember minute details about anything she has seen, heard or otherwise experienced. She can recall details of any event she has witnessed or any information she has researched.

**Force Sensitive?:** No

**Force Points:** 2

**Dark Side Points:** 0

**Character Points:** 15

## Character Updates

*The characters which follow were detailed in the previous volume, the Heir to the Empire Sourcebook. As they continue to play important roles in Dark Force Rising, their profiles are updated here in a much briefer format.*

### Mon Mothma

Mon Mothma has seen much tragedy in her lifetime. As a young woman, she served the Old Republic as an outspoken and aggressive Senator. She knew that if the old values, ideals and morals weren't reclaimed, then the government was doomed. She knew her struggle was lost when Senator Palpatine was elected president of the Old Republic. Her fears proved true when he abolished the Republic and instituted the Empire and his New Order. While she visibly fought to oppose Palpatine through the law, she secretly formed the Alliance to Restore the Republic.

The Alliance, under Mon Mothma's wise and farsighted guidance, waged a galactic civil war against the Empire. With the Battle of Endor and the death of the Emperor, the Alliance had achieved its main objective. On that day, the New Republic was born. She now holds the position of Chief Councilor of the Provisional Council as she works to build a true and working government out of ideals and good intentions.

While Mon Mothma's appearance evidences the struggles of the years, it belies her fervor and commitment to freedom. She has never lost her commitment, never lost sight of her goal. She can be swayed at times, though, and she has slowed her pace in recent years. She relies more and more on Princess Leia to be her hands and voice around the galaxy, as she rarely leaves Coruscant anymore. But Mon Mothma is still the New Republic's leader, and her words remain inspirational to all those who believe in freedom and liberty.

### Mon Mothma Roleplaying Game Statistics

**Template Type:** Chief Councilor

**Loyalty:** To the New Republic

**Height:** 1.6 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Chandrila

**Age:** 50+

**Quote:** "There seems little value in holding a debate in a vacuum. Council Research is hereby directed to look into the possibility that a Grand Admiral might still be alive."

**DEXTERITY 3D**

Blaster 3D+1\*, dodge 4D+1\*

**KNOWLEDGE 4D**

Alien species 9D+1, bureaucracy 11D+1, bureaucracy: New Republic Provisional Council 12D+1, cultures 10D+1, intimidation 7D, languages 8D, planetary systems 9D, survival 7D, value 6D, willpower 8D

**MECHANICAL 3D**

Astrogation 5D, beast riding 3D+2, communications 5D+2, repulsorlift operation 4D+1, space transports 4D, starfighter piloting 4D

**PERCEPTION 4D**

Bargain 11D, command 10D, command: New Republic bureaucrats 10D+1, command: New Republic soldiers 11D+1, con 9D, gambling 6D, hide 6D+2, persuasion 8D, persuasion: debate 10D+1, persuasion: oration 11D, search 7D, sneak 4D+2

**STRENGTH 2D**

Stamina 4D\*, swimming 3D\*

**TECHNICAL 2D**

Computer programming/repair 6D, Droid programming 5D, Droid repair 4D, first aid 7D, security 5D+1, starfighter repair 2D+1

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 4

**Dark Side Points:** 0

**Character Points:** 34

\* **Note:** Some skills have been lowered from previous listings to reflect aging and lack of use (see *The Star Wars Sourcebook* for more information).

**Admiral Ackbar**

Admiral Ackbar, a Mon Calamarian with a high-domed head and huge, sad-looking eyes, has been a member of the Alliance since his homeworld was enslaved by the Empire. He himself was enslaved to Grand Moff Tarkin before finding escape and refuge with the Alliance. He eventually became commander of the Alliance fleet. Until recently, he served as commander-in-chief of New Republic military operations. But that was before his duties were suspended and he was placed under house arrest on suspicion of treason.

The circumstances of his arrest are curious indeed. The morning of the Sluis Van attack, there was a sophisticated electronic break-in at the central clearing bank on Coruscant. Investigations revealed that a large transfer of credits was made into Ackbar's account from the central bank on Palanhi. The investigators are still trying to trace the origin of the transfer, but some feel that these events surely implicate the Admiral.

Some people are claiming he sent the ships to



Sluis Van as part of a deal with the Empire. Councilor Fey'lya has been the most vocal proponent of this theory, claiming that all those ships would never have been launched without proper defenses and crews unless Ackbar wanted them to fall into the hands of the enemy.

While Ackbar faces political troubles, his supporters are still in contact with him. Ackbar has met with Han Solo and Princess Leia. He pointed out that the presence of an Imperial Grand Admiral would explain a great many of the problems the Republic had been experiencing. He told them that Council Research wouldn't find anything on the Grand Admiral in the computers. He had made a thorough search of the records when they came to Coruscant, but there was little more than a list of names and assignments.

He carefully listened to what Solo knew of Commander Antilles' report about the Sluis Van attack. He is most concerned about the report that TIE fighters were smuggled inside a freighter whose hold registered empty. If that was true, Ackbar reasoned, then the Empire has finally developed a workable cloaking shield. "They cannot cloak an entire task force," he explained. "By its very nature, a cloaking shield would be more danger to the user than it was worth. A cloaked warship's own sensor beams would be as useless as those of its enemies, leaving it to flail about totally blind."

He warned, however, that for all its weaknesses, a cloaking shield in the hands of a Grand Admiral can still be a dangerous weapon. "He would find ways to use it against us," Ackbar said.

### Building the B-wing Starfighter

*As told to Voren Na'al by Admiral Ackbar while he was under house arrest on Coruscant ...*

"The B-wing starfighter? You want to know about that? It's ancient history, young man. It seems like that whole event happened a life time ago. Oh, very well. I have nothing else to do at this moment — if my guard Droid doesn't object. No? Then, where shall I begin?"

"The Empire was using escort frigates with alarming regularity after the Battle of Yavin. While the fleet was relentlessly hunting for the hidden Alliance bases, the Empire introduced a new frigate to guard its supply convoys — the Nebulon B. Of course, as you know, the Empire was one of our greatest suppliers — without the ability to hijack Imperial convoys, the Alliance would have been crippled for lack of material. This new Nebulon-B frigate was more than a match for our starfighters, and it threatened to cut off our ability to capture Imperial ships. We couldn't get at the Imperial convoys without suffering excessive damage.

"I knew our only course was to throw capital ships at it, of which we had precious few at the time, or come up with a specially-equipped starfighter to use against it. My plan called for the construction of a new starfighter, but it hinged on my being able to enlist the aid of the Verpine, the renowned ship builders from Roche system.

"While I could not convince the insectoids to join the Alliance, I was able to get them to commit to the project. I described what type of ship I needed, and they used their unique design skills to make it a reality. They built two prototypes for us, and showed my team of engineers how to build more. They applied their ship stabilization system to the B-wing, creating a secure weapons platform, containing the cockpit, that the rest of the ship rotates around. It is capable of a wide variety of maneuvers, while still packed with enough firepower to deal with a Nebulon B.

"Of course, the Empire found out about the operation when one of my own men turned out to be a traitor. If not for the efforts of a daring Rebel strike team, we might not have escaped Roche system with the starfighters, let alone our lives and the lives of the Verpine."

Currently, between Councilor Fey'lya's blunder concerning the *Katana* fleet incident and Talon Karrde's promise to provide a skilled slicer to check the computers, it looks as if Admiral Ackbar will soon be back at the helm of the New Republic's military forces. With luck, it will be in time to make a difference.

#### Admiral Ackbar Roleplaying Game Statistics

**Template Type:** Mon Calamari Admiral  
**Loyalty:** To the New Republic  
**Height:** 1.8 meters  
**Species:** Mon Calamari

**Sex:** Male

**Homeworld:** Calamari

**Age:** 50+

**Quote:** "You must get me cleared of this ridiculous charge, Councilor. As soon as possible. For all his ambition and self-confidence, Councilor Fey'lya hasn't the tactical skills we need against a threat of this magnitude."

#### DEXTERITY 3D

Blaster 5D+1, blaster artillery 4D+1, dodge 4D, melee combat 5D+1, missile weapons 4D+1, missile weapons: power harpoon 5D+1

#### KNOWLEDGE 3D

Alien species 7D+1, bureaucracy 8D, intimidation 5D+1, languages 6D, planetary systems 8D, survival 4D, survival: ocean/undersea 6D, tactics: capital ships 8D, tactics: fleets 9D, tactics: starfighters 7D+1, value 5D+2, willpower 6D

#### MECHANICAL 3D+1

Astrogation 8D, capital ship gunnery 7D+2, capital ship piloting 8D+1, capital ship piloting: Mon Calamari battle cruiser 9D+1, capital ship shields 6D+1, repulsorlift operation 5D+1, sensors 5D+1, space transports 5D+2, starfighter piloting 6D+1

#### PERCEPTION 2D+1

Bargain 7D, command 9D, command: Mon Calamari crewmen 11D+2, hide 4D+1, persuasion 6D, search 5D+1, sneak 4D+2

#### STRENGTH 3D

Lifting 4D, stamina 6D, swimming 8D+2

#### TECHNICAL 3D+1

Capital ship repair 5D+1, capital ship weapon repair 4D+2, computer programming/repair 4D+1, Droid programming 4D+1, first aid 4D+1, first aid: Mon Calamari 5D+1, repulsorlift repair 5D+1, security 7D+1

#### Special Abilities:

**Moist Environments:** When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

**Dry Environments:** When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

**Force Sensitive?:** No

**Force Points:** 4

**Dark Side Points:** 0

**Character Points:** 28

## Borsk Fey'lya

Councilor Borsk Fey'lya is the main Bothan leader in the New Republic government, and is suspected of orchestrating a campaign to have Admiral Ackbar convicted of treason. In truth, Fey'lya is not so much a greedy, self-serving politician as he is a typical Bothan.

Fey'lya serves on the Provisional and Inner Councils of the New Republic. He is a master diplomat, and he plays the games of politics with the same skill and zest as Lando Calrissian plays sabacc. He has had himself placed in a prominent position as one of Mon Mothma's advisors both through his considerable skills and the fact that it was his people who uncovered the plans for the second Death Star, securing the Rebel Alliance's final victory over the Empire.

Fey'lya exhibits the typical Bothan greed and lust for power. He has always considered himself a rival to Admiral Ackbar and the Mon Calamari—he feels that the contributions of his people (and himself) have been down-played, while the Mon Cals have been undeservedly elevated to a position of prominence.

Due to this jealousy, the Councilor is master of an anti-Ackbar scheme, and is pushing to gain more power. Fey'lya also believes that Mon Mothma wields too much personal power—he has some ideas about how that power should be reappointed.

Recent events have played perfectly to Fey'lya's greed and strong points, although like anyone blinded by the pursuit of power, he has exceeded his capabilities.

When the first discrepancies were revealed regarding Admiral Ackbar's involvement at the Battle of Sluis Van, Fey'lya went on the attack. Leading the charge to have Ackbar imprisoned and accused of treason, he talked the Council into letting him take over some of Ackbar's internal security duties, but he has behaved more like a caretaker than a new administrator. He is not above dropping hints that he's available to take over supreme command, but he hasn't pushed for the appointment yet, either. He needs to walk a careful line between competent politician and greedy opportunist—he cannot afford to appear as the latter because he knows he needs broad support to succeed.

Make no mistake—although Fey'lya is glad to see Ackbar foiled, he isn't a traitor and doesn't want to see the Empire succeed. In fact, Fey'lya was quite relieved that Han Solo and Lando Calrissian foiled the Empire's attempt at grand larceny at Sluis Van, even if the method was costly. But if he gains power through weakness or faulty judgement on the part of other Republic officials, so much the better for him. To this

end, he pointed out that the whole Sluis Van incident showed signs of serious military mismanagement—or even treason.

With Ackbar safely discredited, Fey'lya decided to be less aggressive in the hopes of gaining more power in the long run. Still, his efforts to take the *Katana* fleet have revealed his true nature. Now that his motives and perspective—seeing all others as pawns to be manipulated at will—are out in the open, his power and prestige is likely to dwindle quickly.

Fey'lya, from all accounts, had a distinguished rise to power. He grew up on the Bothan colony world of Kothlis, instead of on Bothawui proper. He joined the Rebel Alliance right after the Battle of Yavin, bringing a good-sized group of his fellow Bothans in with him. His people served mainly in support and reconnaissance, though they saw occasional action as the war intensified.

Fey'lya has also been involved in a few wide-ranging intergalactic business activities—shipping, merchandising, mining, and assorted ventures. He continues to administer some of these businesses, even though he has a firm position in the New Republic.

Secretly, Fey'lya provided support to Corellian Senator Garm Bel Iblis throughout the war, who had gone rogue and was waging his own war upon the Empire. The Bothan helped set up a supply line through New Cov, shifted funds for Bel Iblis, and even helped him defend his base against a *Victory*-class Star Destroyer. He believes that Bel Iblis should be more grateful than he has been.

Fey'lya's goals and objectives are predictable. Fey'lya thinks in terms of political and persuasive influence, not military power. His goal is to go through life getting more and more people to listen to what he has to say. As a rule, he won't stick his own neck out far enough to concoct elaborate plots of his own, but he has no hesitation taking advantage of the plots of others—even if those others happen to be Imperials.

That's what happened between Fey'lya and Ackbar. In Bothan society, when another leader stumbles, he is invariably jumped on by all those who want to take over his position. But Bothans are more scavengers than hunters. He believes that Solo and the others want to use the *Katana* fleet to force his downfall and reinstate Ackbar. He believes everyone plays the same games that he does, basing decisions on prestige.

This became evident when he ordered the *Quenfis* to desert Rogue Squadron and Han Solo's tech team aboard the *Katana*. Luckily, through the manipulations of Talon Karrde and Princess Leia, Fey'lya was fooled into revealing his greed.



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Councilor Borsk Fey'lya has been placed under military arrest pending his return to the Provisional Council on Coruscant.

### Borsk Fey'lya Roleplaying Game Statistics

**Template Type:** Bothan Councilor

**Loyalty:** To himself, then the Bothan people

**Height:** 1.4 meters

**Species:** Bothan

**Sex:** Male

**Homeworld:** Kothlis

**Age:** 40+

**Quote:** "No one cares if their enemies die. And all those who are not on my side are my enemies. I trust that I need not say more."

#### DEXTERITY 3D+1

Blaster 5D+1, dodge 7D, melee combat 4D+1, melee parry 4D+1, running 5D+1

#### KNOWLEDGE 3D

Alien species 6D, bureaucracy 8D+1, bureaucracy: New Republic Provisional Council 9D+2, business 5D+2, cultures 4D+1, cultures: Bothan 7D+2, intimidation 4D+1, languages 3D+2, planetary systems 4D, streetwise 7D, survival 4D, value 4D

#### MECHANICAL 2D

Astrogation 3D, beast riding 3D+1, communications 3D+1, repulsorlift operation 4D+1, space transports 3D+1, starfighter piloting 3D

#### PERCEPTION 4D

Bargain 9D, command 6D, con 10D, forgery 6D, gambling 8D, hide 9D+2, search 8D, sneak 7D

#### STRENGTH 2D+2

Climbing/jumping 5D+2, stamina 4D+2

#### TECHNICAL 3D

Computer programming/repair 7D, demolition 4D+1, Droid programming 5D, repulsorlift repair 4D+2, security 8D+1

**Special Abilities:** None

#### Story Factors:

*Opportunist:* Bothans, as a species, are very opportunistic and predatory. They try to take advantage whenever possible, and also think that everyone who isn't allied with them is actively plotting against them. As a result, they seem greedy, selfish and paranoid to many other species.

*Communication:* Bothans can manipulate their fur to express emotions and further clarify any statements they make. In Bothan society, this ability is as important to communication as speech — the rippling conveys subtleties that mere words cannot express (or so Bothans believe). Control requires practice and can be affected by strong emotion, just as it is often easy to tell if a Human is angry by the tone of his voice.

**Force Sensitive?:** No

**Force Points:** 2

**Dark Side Points:** 0

**Character Points:** 13

### Leia Organa Solo

Leia Organa Solo has been many things in her young life — princess, senator, hero, diplomat, councilor, daughter, sister and wife. Soon she will add one more title to that impressive list — mother — for she carries unborn twins inside

her, twins who are already strong with the Force. Since the beginning of the current crisis, she has had barely a moment's rest. She has spent much of her time with Chewbacca and C-3PO, running, hiding, and working to promote the cause of the New Republic.

Her love for her husband, Han Solo, is strong, but she wishes she had more time to spend with him. It seems that they have been fighting non-stop since the plans for the original Death Star came into her possession. She knows him well, though there are times when even she cannot see through his unreadable sabacc face. She has an equal but different kind of love for her brother, Luke Skywalker, and even for Chewbacca and the Droids, Artoo and Threepio.

Leia, when not busy handling a dozen Council assignments at once, tries to find time to meet with Luke for her Jedi training. Unfortunately, her time is very limited right now. The threat of the Empire against her and her unborn children cannot be ignored, and Leia has worked to eliminate one major source of danger.

With Chewbacca and C-3PO beside her, she accompanied the Noghri Khabarakh to his homeworld to meet with the Noghri leaders. To the Noghri, Leia is both prey and prophet, wanted by the Empire and daughter of Darth Vader. Leia sees two solutions to the threats against her and her children — head-on confrontation or a fortified tower guarded by a Wookiee army. She has never been one to need protection, and high towers leave little room for a normal life, so she has opted for the direct approach.

With Chewbacca's help, she was able to show the Noghri that the Empire had lied to them and forced them into slavery for no good reason. What they do with that information is up to them, but she believes they will stop hunting her. Now all she has to do is find a way to stop the rest of the Empire from coming after her.

**Leia Organa Solo**  
**Roleplaying Game Statistics**

**Template Type:** Young Councilor

**Height:** 1.5 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Alderaan (by adoption)

**Age:** 28

**Quote:** "The Empire once destroyed an entire world because of me. I don't ever want that to happen again."

**DEXTERITY 3D**

Blaster 8D+2, blaster artillery 4D+1, brawling parry 5D, dodge 8D, grenade 4D+1, melee combat 6D, melee parry 6D, running 5D, vehicle blaster 4D



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**KNOWLEDGE 4D**

Alien species 8D, bureaucracy 9D+2, bureaucracy: New Republic Provisional Council 9D+1, cultures 9D+1, languages 7D+2, law enforcement 7D+1, planetary systems 9D, streetwise 6D+2, survival 8D, value 6D, willpower 7D

**MECHANICAL 2D+2**

Astrogation 5D, beast riding 4D+1, communications 5D+2, hover vehicle operation 3D+2, repulsorlift operation 5D+1, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D+2, starship shields 5D+1

**PERCEPTION 3D+1**

Bargain 7D, command 11D, con 6D, gambling 5D, hide 7D, persuasion 9D, persuasion: debate 10D+1, persuasion: oration 11D+2, search 6D, sneak 6D+1

**STRENGTH 3D**

Brawling 4D+2, climbing/jumping 5D, stamina 7D, swimming 5D+1

**TECHNICAL 2D**

Computer programming/repair 4D+2, demolition 3D, Droid programming 5D, first aid 7D, security 5D+1, starship repair 4D

**Special Abilities:**

*Force skills: Control 3D, sense 3D, alter 1D. Force powers (these are only some of the powers which Leia has so far demonstrated):*

*Control: Absorb/dissipate energy, control pain, resist stun*



*Sense:* Danger sense, life detection, life sense, magnify senses, receptive telepathy  
*Alter:* telekinesis  
**Force Sensitive?:** Yes  
**Force Points:** 8  
**Dark Side Points:** 0  
**Character Points:** 35

### Han Solo

When Han Solo first agreed to take two passengers and two Droids from Tatooine to Alderaan, he never imagined where the ride would actually lead. He has left his old life behind, giving up smuggling and piracy to take on the robes of responsibility and the cause of freedom. From helping the Alliance overthrow the Empire to fighting to keep the New Republic alive, the self-proclaimed scoundrel has matured greatly over the years.

His friendship with Luke Skywalker has taken on an almost brotherly affection, and his love for his wife, Princess Leia, knows no bounds. Add to that his special relationship with the Wookiee Chewbacca and the imminent arrival of his twin children, and it can be said that Han Solo is a happy man. But he is not content, for his life is far from normal. It is filled with adventure and danger, and sometimes he gets tired of taking on the troubles of the galaxy just because he has the skills and luck to get the job done.

He has been attacked by bounty hunters and interstellar criminals. He has dodged asteroids and Star Destroyers. He has been shot at by stormtroopers and tortured by Darth Vader. After all that, it would seem that nothing could frighten Han Solo. But he is frightened nevertheless, scared to death over the safety of the woman he loves and the children she carries.

Her determination, her strong, caring voice, and her cool skill are but a few of Leia's qualities which Han loves. He knows that no matter how much he tries, he will never be able to protect her from the dangers of the galaxy. No matter how much he loves her, no matter how much of himself he might give to her, she can never be content with that alone. There will always be a place in her heart for him, but her vision extends beyond husband and wife, taking in all beings in the galaxy. To try to take that away from her would be to diminish the soul he has fallen in love with. He only wishes they can find some time for themselves in the middle of saving the galaxy again.

### Han Solo

#### Roleplaying Game Statistics

**Template Type:** Smuggler  
**Height:** 1.8 meters

**Species:** Human  
**Sex:** Male  
**Homeworld:** Corellia  
**Age:** 40+  
**Quote:** "I understand. I won't let you down."

#### DEXTERITY 3D+1

Blaster 8D+1, blaster: blaster rifle 5D+1, blaster: heavy blaster pistol 10D+1, blaster artillery 6D+1, brawling parry 8D, dodge 8D, dodge: energy weapons 9D, grenade 6D+1, melee combat 6D+1, melee parry 5D+1, missile weapons 6D+1, pick pocket 5D+2, running 5D+2, thrown weapons 5D+1, vehicle blasters 6D+1

#### KNOWLEDGE 2D

Alien species 7D, bureaucracy 6D, business 6D, business: smugglers 7D, cultures 6D, intimidation 8D, languages 6D, law enforcement 6D, planetary systems 8D, streetwise 9D, streetwise: Jabba the Hutt's organization 10D+1, survival 8D, value 6D, willpower 6D+2

#### MECHANICAL 3D+2

Astrogation 9D, beast riding 5D+2, beast riding: tauntaun 6D, capital ship gunnery 6D+2, capital ship piloting 8D+2, capital ship shields 6D+2, communications 5D+2, ground vehicle operation 5D+2, repulsorlift operation 8D, sensors 6D, space transports 8D, space transports: YT-1300 transports 12D, starfighter piloting 7D+2, starship gunnery 9D, starship shields 7D+1, swoop operation 8D+2

#### PERCEPTION 3D

Bargain 8D+1, command 7D+2, con 8D+1, forgery 5D, forgery: ship IDs 7D, gambling 8D+1, hide 8D+2, persuasion 6D+1, search 6D+1, sneak 6D

#### STRENGTH 3D

Brawling 7D+2, climbing/jumping 6D, lifting 5D+2, stamina 8D, swimming 4D+2

#### TECHNICAL 2D+2

Blaster repair 5D, computer programming/repair 7D+1, demolition 6D+2, Droid programming 6D+1, first aid 3D+2, ground vehicle repair 5D+2, repulsorlift repair 7D, security 7D+1, space transports repair 7D+2, space transports repair: YT-1300 transports 9D+2, starship weapons repair 5D

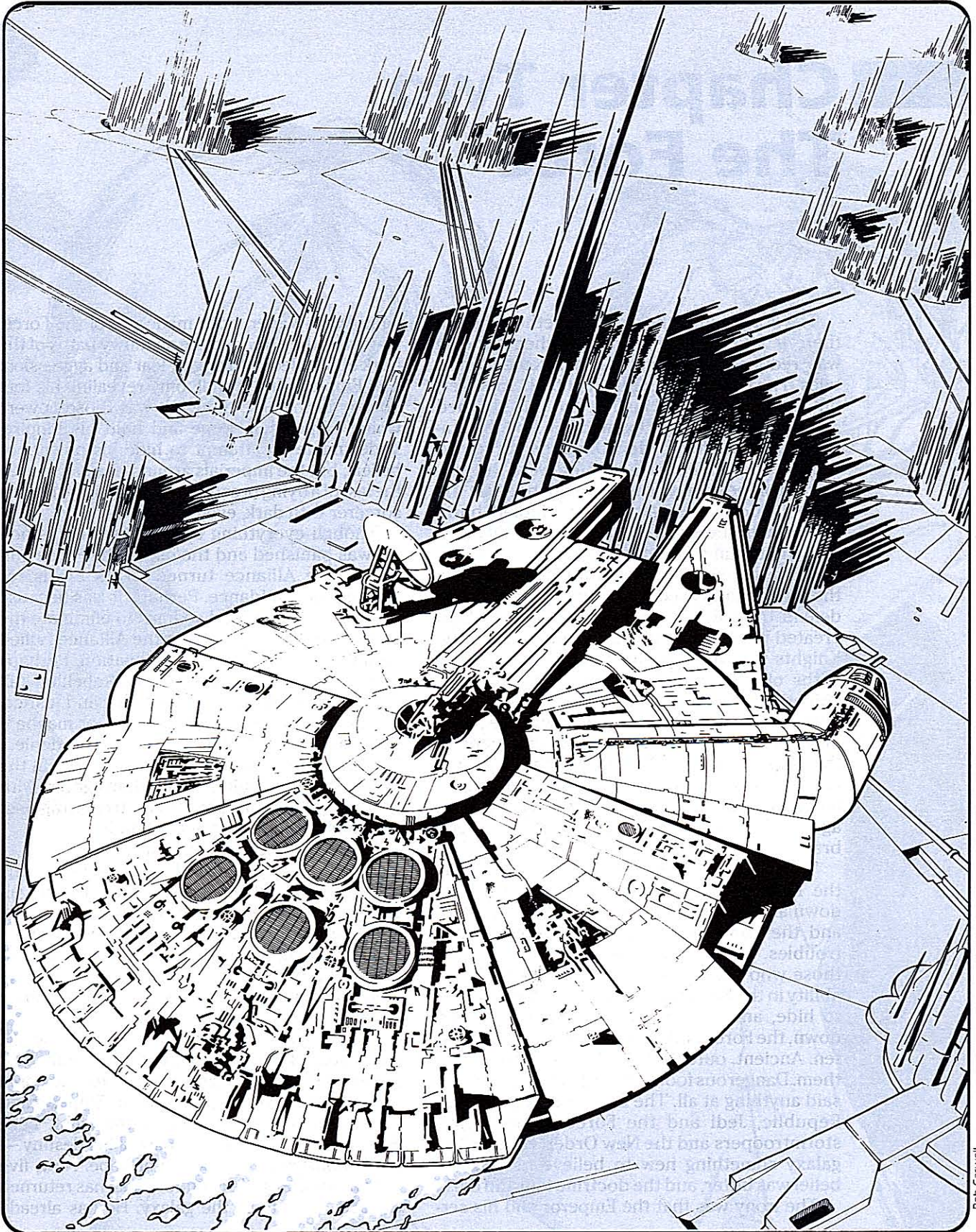
**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 5

**Dark Side Points:** 0

**Character Points:** 40



Rob Caswell

# Chapter Two

## The Force

The Force binds the galaxy together, though there was a time not so long ago when its belief was reduced to legend and half-remembered tales. The Force gives Jedi Knights their power, but the mighty fire of justice that once burned so brightly was all but extinguished by the Emperor and his New Order. Once the Force and those who wielded its Light Side were the protectors of the galaxy. There is evidence that the fire of justice has already been rekindled, burning through the evil that has held the galaxy in fear and tyranny for so long.

From the earliest days of the Old Republic, the Jedi Knights used the power of the Force to defend the galaxy. The Force, an energy field created by all living things, affirms life, and the Knights who drew power from it followed the paths of light and goodness. When Emperor Palpatine established his New Order, he wiped out the Jedi and drove the memory of the Force into the far, forgotten corners. By command of the Emperor and his New Order, the Force became a fairy tale — to be ignored, ridiculed, outlawed, and finally destroyed by his dark agents. Perhaps that's why the Alliance embraced its memory.

The galaxy witnessed the death of the Jedi as the Emperor and Darth Vader hunted them down and destroyed them. For a time, the Jedi and the Force were blamed for the galaxy's troubles. In this Empire-sanctioned hysteria, those who demonstrated even the least bit of ability in the Force learned to deny their talents, to hide, and to run. When the hysteria died down, the Force and the Jedi were all but forgotten. Ancient, outdated charlatans, some called them. Dangerous fools, said others. Then no one said anything at all. The Emperor replaced Old Republic, Jedi and the Force with Empire, stormtroopers and the New Order. He gave the galaxy something new to believe in, but the belief was bitter, and the doctrine foul and dark.

The irony was that the Emperor and his ser-

vant, Darth Vader, both made use of the Force. However, they treaded the shadowy paths of the Dark Side, filled with anger, fear and aggression. The Emperor hid it well, only revealing his foul powers in the end, though it was those powers which helped him forge and hold his Empire. Vader made no attempt to hide his powers or beliefs, but the Imperials around him saw him as the last of a dying breed, a strange and mysterious sorcerer with dark, even foolish ways.

Though everything the Old Republic stood for was banished and the use of the Force outlawed, the Alliance turned to its ideals for strength and guidance. Perhaps it was because the Emperor had tried so hard to eliminate the Light Side of the Force that the Alliance rallied behind its long-neglected affirmation. Perhaps it was because the leaders of the Rebellion still remembered those times of honor and justice. Maybe it was both of these things, or maybe it was simply that the Force could not be denied. For whatever reason, the words echoed in the hidden bases, imbuing the freedom fighters with a binding power that gave them strength against the superior numbers of the Empire.

"May the Force be with you."

A simple rallying cry that explained all the Alliance believed in, all it stood for. The slogan called forth the echoes of the past to inspire hope for the future. For a time, the words held little meaning to many of the young beings joining the Rebellion. Slowly, then with a momentum that shook the Empire, the meaning became bright and clear.

When Luke Skywalker appeared on the scene, his heroics helped wipe away the doubt and uncertainty. Belief in, and respect for, the Force was returning. With the defeat of the Emperor and the return of Darth Vader to the Light, Luke Skywalker fulfilled the first part of his destiny — he demonstrated the power of hope. Now, five years after the Battle of Endor, Luke has returned the Jedi Knights to the galaxy. He has already



Mike Vilardi

begun teaching his sister the ways of the Force, and soon others will come to him to learn.

The Light Side was denied for a time, forgotten, hidden away, ignored. Already those who once turned away from the call of the Force are beginning to listen to its binding, penetrating song. When they are ready — when Luke Skywalker is ready — they will come to learn, and the Jedi Knights will once again take their rightful place as defenders of the galaxy and protectors of the Republic.

## Luke Skywalker

*From the data pad journal of Voren Na'al, Director of New Republic Council Research.*

I met Luke Skywalker on the planet Thila, shortly after the Battle of Yavin. The Alliance was setting up one of its bases, and I had just been assigned to compile a history of the Rebellion. My assignment was to record the actions of a particular group of Alliance soldiers — the Heroes of Yavin. That was what they were calling Princess Leia Organa and her companions. They had just helped destroy the Death Star battle station, saving the Alliance High Command which was hiding in a base on Yavin's fourth moon. Leia's companions hold a special interest for me — Han Solo, Chewbacca, the Droids Artoo-Detoo and See-Threepio — but none as much as Luke Skywalker.

To me, Luke Skywalker represented the heart and soul of the Alliance soldier. He was a dreamer from an out-of-the-way world called Tatooine. He did not believe he was special or important. He simply set his mind on the task at hand — first saving Princess Leia from the Death Star and then joining the starfighter run against the battle station — and did whatever he could to complete it. Even when he fired the shot which actually destroyed the Death Star, he played it down. He pointed to the spies who had given their lives to find the weakness which he exploited. He reminded everyone of Leia's contribution, and Han Solo's, and the other starfighter pilots. It didn't matter. He was a hero, and his protests only helped solidify that view in the minds of the Alliance soldiers.

Over time, I learned that he was a great many things. Pilot, warrior, brother, son, friend and Jedi Knight, to name a few. He had a simple philosophy that permeated everything he did: Luke Skywalker cared. When I first met him, he had just received the rank of Commander and was given control of Rogue Squadron. I watched him serve the Alliance well, through the many campaigns leading up to the Battle of Hoth and

the decisive Battle of Endor. I saw him mature into a Jedi Knight. I recorded the day he resigned his commission, the day he was nearly killed by Darth Vader, when he learned that Princess Leia was his sister. In my own way, I shared in his joys, his sorrows, his great accomplishments, and his rare failures.

I met the young dreamer. I know the man that grew to replace him. For all his power, he displays no bravado. He is wiser from his experiences, older more from loss than from years. He has lost his childhood illusions, and his dependency on mentors. He has lost friends to war. He lost his right hand. He has also gained many things, including knowledge. In some ways, there are things he knows now that he wishes he could forget.

Since the rise of the New Republic, Luke Skywalker has become a symbol of all the new galactic union stands for. One of his principal missions calls for him to visit member worlds and those worlds being courted to join the Republic. His role in the success of the Rebellion has become legend and, along with his station as Jedi Knight, make him a sought after guest and a living testament for the New Republic. This type of attention continues to make him uncomfortable, even after five years as a recognized object of hero worship, but he goes along with it for the good of the fledgling government and because Mon Mothma requests it.

He has also started to train his first apprentice — his sister, the Princess Leia Organa Solo. Of all the things he has seen, done and accomplished since leaving the desert world of Tatooine, I believe that nothing causes him more worry than his role as a teacher. He remembers the lesson Obi-Wan Kenobi taught him, a lesson about how good intentions can turn to evil. Obi-Wan failed as a teacher once, and his student became a champion of the Dark Side — Lord Darth Vader. Luke does not want to repeat the mistakes of the past, especially since it will also fall upon Luke's shoulders to train Leia's unborn twins.

Through all of this, Luke Skywalker continues to take an active hand in the galactic situation. Luke often leaps into the middle of situations others would run from, or at least approach slowly and with great caution. Perhaps it's a Jedi trait, or a result of the training he received. I tend to think he would be a hero even without the awesome powers that are his to command. It goes deeper than Jedi techniques and lightsabers. It resides in the heart, and Luke's heart is as large and as good as they come.



Mike Nielsen/John Paul Luna

**Luke Skywalker**  
**Roleplaying Game Statistics**

**Template Type:** Jedi Knight

**Loyalty:** To the New Republic

**Height:** 1.72 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Tatooine (by adoption)

**Age:** 28

**Quote:** "I can't just leave him, Artoo. Not with him like this. Not when there's a chance I can help him."

**DEXTERITY 3D+2**

Blaster 6D+2, brawling parry 6D+2, dodge 8D+2, melee combat 5D+2, melee parry 10D+2, lightsaber 10D+2

**KNOWLEDGE 3D**

Alien species 5D, bureaucracy 5D+2, languages 4D, planetary systems 5D, scholar 4D+2, streetwise 6D+1, survival 7D+2, value 5D, willpower 8D

**MECHANICAL 2D+1**

Astrogation 7D, beast riding 5D+1, beast riding: tauntaun 6D+1, communications 3D+1, repulsorlift operation 8D+1, repulsorlift operation: airspeeder 8D+1, sensors 4D+1, starfighter piloting 8D+1, starfighter piloting: X-wing 10D+1, starship gunnery 8D+1, starship shields 7D+1

**PERCEPTION 3D**

Bargain 5D, command 8D, con 4D, hide 7D,

persuasion 5D+1, search 6D, sneak 7D

**STRENGTH 3D+2**

Brawling 6D+2, climbing/jumping 7D+2, lifting 5D+2, stamina 8D+2

**TECHNICAL 2D+1**

Computer programming/repair 5D+1, 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 13D, sense 11D, alter 10D*

*Force powers (these are only some of the powers which Luke has so far demonstrated):*

*Control:* Absorb/dissipate energy, accelerate healing, control pain, 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:* Injure/kill, telekinesis

*Control and Sense:* Farseeing, lightsaber combat, projective telepathy

*Control and Alter:* Control another's pain, inflict pain

*Control, Sense and Alter:* Affect mind, telekinetic kill  
*Sense and Alter:* Dim other's senses  
**Force Sensitive?:** Yes  
**Force Points:** 30  
**Dark Side Points:** 0  
**Character Points:** 65

## Jorus C'baoth

Jorus C'baoth, Dark Jedi and Jedi Master, has been working with Grand Admiral Thrawn since being discovered on the planet Wayland. This partnership has been strained at best — in fact, both are beginning to play out the schemes and traps they have set for each other.

For now, the alliance holds, no matter how tenuously. C'baoth's Jedi powers serve Thrawn well, providing the combat coordination that the Empire has been missing since the Emperor's death over Endor's forest moon. In turn, C'baoth has been promised new Jedi to mold and train. Luke Skywalker, Leia Organa Solo, and Leia's unborn twins have been pledged to C'baoth's care by Grand Admiral Thrawn. The Jedi Master, however, has already begun to put his own plans into motion, as Thrawn has so far been unable to produce either Skywalker or his sister.

Jorus C'baoth is not the good Jedi named Jorus C'baoth who once defended the galaxy alongside his fellow Knights. He is a clone of the original Jorus, a clone who was corrupted and turned to the Dark Side to defend the Emperor's personal storehouse on Wayland. Unfortunately, the cloning process was not perfect, and C'baoth's mind is deteriorating rapidly. The threads of his past are hard for his mind to follow, easily lost in the activity of the present. What he remembers are only glimpses of memory, like scenes from a history record.

Memory isn't important to Jorus C'baoth, however. Or concentration, which is harder and harder for him to manage. Even his own past is unimportant.

The Force is the only thing of importance. The Force is his to call upon whenever he needs it. As long as the Force is with him, he believes himself safe from those who would harm him or try to take away all that he has.

Although all evidence points to the fact that Jorus C'baoth was the Emperor's guardian at Mount Tantiss on Wayland, the Jedi Master believes that he defeated the guardian long ago. He remembers that it was a grand battle, but the details are lost to him. Grand Admiral Thrawn recognizes Jorus for what he is, but he may be underestimating the Jedi Master's true powers. Thrawn believes that a man with Jorus C'baoth's mental and emotional instabilities

could never be a threat to his new Empire. Thrawn acknowledges that it is true that C'baoth has a great deal of power and could certainly do considerable damage to Imperial personnel and equipment, but his instability makes him weak. Concentration, focus and long-term planning are the qualities that separate a warrior from a flailing fighter. C'baoth is a flailing fighter, and therefore not a true threat, or so Thrawn has convinced himself.

Jorus C'baoth is old. His gray-white hair, long beard and deeply-lined face are evidence of that. His eyes, however, are usually keen and alert, his posture straight and tall. He wears a brown robe over his strongly-muscled frame. Only when you talk to him do you notice that something is terribly wrong. His mood shifts constantly, and he jumps from conversation to conversation, sometimes picking up the ancient strands of discussion with a companion who is long gone. He is mercurial. He is mad.

Jorus believes that a culture is not defined by its social laws and technological breakthroughs, but by its understanding and use of the Force. He remembers a half-glimpsed image of the Old Republic. It was a shining and vast example of the heights all could aspire to, he remembers. And for a thousand generations, the Jedi stood tall among the lesser beings of the galaxy, guardians of justice and order. The Jedi, his twisted memories tell him, were the true creators of civilization. The Senate debated and passed laws, but the Jedi made those laws into reality. And in return, his twisted memories remind him, the galaxy destroyed them. He believes that all lesser beings hate the Jedi. They hate the power, the knowledge and the maturity that is a Jedi birthright. The hatred still exists, he believes, waiting for the Jedi to return before it flares up again.

There is madness in the Jedi Master, but there is something more. He has hard steel at his center, and a ruthless, calculating nature that goes beyond insanity. He has a sense of supreme power and supreme confidence, and that just serves to make him more dangerous. As for Luke Skywalker and Mara Jade, Jorus believes that the future is fixed. He has foreseen Mara kneeling before him and believes once she is his, Skywalker will follow, and he believes that nothing can change that destiny from occurring.

Luke Skywalker found C'baoth on the planet Jomark, but soon discovered that the teacher he had longed for did not exist. Instead, he found a Jedi Master who had gone mad and was far along the path to the Dark Side. Luke did learn that C'baoth wants him and his sister, as well as Leia's unborn children. But C'baoth re-





lies on deceit and coercion, and Luke wants none of that for his niece and nephew. He left the Jedi Master in order to help Mara Jade rescue Talon Karrde from the Empire, but he has promised himself that he would return to try to help Joruu C'baoth. Though he isn't a healer, Luke hopes that he can bring Joruu back from the Dark Side, as he did his father.

C'baoth, however, has other plans. Now he has joined Grand Admiral Thrawn aboard the Star Destroyer *Chimaera*, no longer content to wait on some backwater world for Skywalker to return to him. The Grand Admiral has made many promises to C'baoth since the two met on Wayland, and Joruu has decided to make sure those promises are kept. He has decided to take command of the Mount Tantiss project — a project that holds the key to Thrawn's current campaign against the New Republic. "The Jedi will rule again," C'baoth has proclaimed. In his mind, it is now no longer Thrawn's Empire, but *our* Empire — his and the Grand Admiral's. Who knows how long before the Grand Admiral becomes expendable in C'baoth's twisted mind?

### The Teachings of Joruu C'baoth

*Joruu's teachings are distinctly different than those Luke received from Yoda, the Jedi Master. To the young Jedi, Joruu's beliefs are dangerously misguided.*

"To be a Jedi is to be a servant of the Force. I called you through the Force; and when the Force calls, you must obey."

"We are the true justice of the galaxy. We two, and the new legacy of Jedi that we will forge to follow us. Leave the petty battles to others, and prepare yourself for the future."

"Droids are an abomination — creations that reason, but yet are not genuinely part of the Force."

"He required a lesson, and pain is the one teacher no one will ignore."

"If you allow your justice to be forgotten, you will be forced to repeat the same lessons again and again."

"Maturity is defined solely by the understanding and use of the Force."

"A Jedi uses the Force for knowledge and defense, never for attack? A platitude for the simpleminded. Or for those with insufficient wisdom to make their own decisions. I am beyond such things."

### Joruu C'baoth Roleplaying Game Statistics

**Template Type:** Jedi Master

**Loyalty:** To himself

**Height:** 1.9 meters

**Species:** Human

**Homeworld:** Bortras

**Age:** 120+

**Quote:** "Come now, Jedi Skywalker. Do you really believe that Joruu C'baoth — *Joruu C'baoth* — would ever turn to the Dark Side?"

**DEXTERITY 3D+2**

Archaic guns 5D+2, bows 5D+2, brawling parry 9D+2, dodge 9D+2, lightsaber 9D+2, melee combat 8D+1, melee parry 8D+1, thrown weapons 6D+2

**KNOWLEDGE 2D+1**

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

**MECHANICAL 2D+2**

Astrogation 4D+2, beast riding 4D+1, repulsorlift operation 5D+1

**PERCEPTION 3D**

Bargain 8D, command 11D, con 10D, hide 9D, persuasion 7D, search 9D, sneak 8D

**STRENGTH 3D**

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

**TECHNICAL 2D+1**

Lightsaber repair 10D, first aid 5D+1, security 5D+1

**Special Abilities:**

*Force skills: Control 13D, sense 12D, alter 11D*

*Force powers (these are only some of the powers which Joruu has so far demonstrated):*

*Control:* Absorb/dissipate energy, accelerate healing, control pain, 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:* Injure/kill, telekinesis

*Control and Sense:* Farseeing, lightsaber combat, projective telepathy

*Control and Alter:* Force lightning, inflict pain

*Control, Sense and Alter:* Affect mind, control mind, enhanced coordination, telekinetic kill

**Force Sensitive?:** Yes

**Force Points:** 22

**Dark Side Points:** 25

**Character Points:** 21

Jorus C'baoth was born of human parents on the planet Bortras, in the Reithcas Sector. When he was seventeen, he began studies at Mirnic University. His interests and an innate ability in the Force led him to the Jedi Training Center on Kamparas after he graduated from Mirnic. Two years later, he began private Jedi training with an unknown master. Another two years passed, and Jorus was granted the title of Jedi Knight. After twelve years of service to the galaxy, he officially assumed the title of Jedi Master.

As a Jedi Knight, Jorus C'baoth participated in many important happenings. He was part of the demilitarization observation group that went to Ando on behalf of the Old Republic. He served as a member of the Senate Interspecies Advisory Committee. He was even the personal Jedi advisor to Senator Palpatine, although the details of that service are no longer available in the Old Senate Library Records.

When a Jedi task force was assembled to oppose the Dark Jedi insurrection on Bpfassh, Jorus C'baoth was a part of it. He helped battle, hunt down, and eventually defeat the Dark Jedi who had wreaked havoc throughout the sector. When Alderaan had an ascendancy contention, Jorus was among the delegation sent to resolve the problem. When Alderaan's ruling council had deadlocked three times trying to decide which family line should receive the Viceroy title, they appealed to the Senate to mediate the contention. In less than one month, Jorus C'baoth and his delegation decided that the Organa family had the proper claim.

His record doesn't end there. Jorus assisted the Jedi Master Tra's M'ins in the mediation of the Duinuogwuin-Gotal conflict. He was named ambassador-at-large to Xappyh Sector. And it was his influence and convincing argument that allowed the Senate to authorize and fund the Outbound Flight Project. The project was an attempt by the Old Republic to search for life outside the galaxy proper. Jorus was one of six Jedi Masters attached to the project. The project launched from Yaga Minor, but no further record exists of what it may have found — or even if it ever returned.



Mike Vitarci

## Force Powers in the Roleplaying Game

The following Force powers appear in *Dark Force Rising* or *Heir to the Empire*. Some of these powers are described here for the first time, others are updated from other *Star Wars: The Roleplaying Game* products. Note that these descriptions are complete, but you need the rules given in the *Star Wars: The Roleplaying Game, Second Edition* rulebook to make full use of them.

If a Force-using Jedi has a power not listed here, it can be found in the Force section of *Star Wars: The Roleplaying Game, Second Edition*.

## Control Powers

### Detoxify Poison

**Control Difficulty:** Very easy for a very mild poison (alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

**Time To Use:** Five minutes

**Effect:** This power allows a Jedi to detoxify or eject poisons that have entered his body. If the Jedi makes the power roll, the poison doesn't affect him.

### Enhance Attribute

*"And suddenly Luke was gone, a single leap taking him to the top of the X-wing ..."*



**Control Difficulty:** Moderate.

**Effect:** A Jedi uses this power to increase a single attribute for a limited amount of time. An increased attribute can help a Jedi jump higher, dodge quicker, see better, and run faster. All skills controlled by the enhanced attribute are increased by the appropriate amount for as long as the power is in effect.

An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase is determined by how much a character's *control* skill roll beats the difficulty number. Duration can be extended through the use of character points — for every character point a Jedi spends after invoking this power, the duration is extended by one combat round. The points can be spent at any time before the power fades.

A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the benefit.

Skill Roll Beats Difficulty By	Attribute Increase	Duration
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

### Short-Term Memory Enhancement

*“Luke closed his eyes, reaching inward with the Force. Short-term memory enhancement was one of the Jedi skills he’d learned from Yoda. The*

*pictures flowed swiftly backward in time: his walk to the medical wing, his conversation with Wedge, his hunt for a public comm desk ...”*

**Control Difficulty:** Difficult.

**Required Powers:** *Hibernation trance*

**Effect:** When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but did not register consciously at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember with this power is determined by the success of his *control* skill roll.

Skill Roll Beats Difficulty By	Memory Extends Back ...
0-8	Through Current Episode
9-20	Through Last Episode
21+	Through Last Two Episodes

## Sense Powers

### Combat Sense

*“Luke held his ground, feeling the Force flowing into him and out through his arms, evoking an odd sort of tunnel vision effect that turned mental spotlights on the attack itself and relative darkness on everything else ...”*

**Sense Difficulty:** Moderate for one opponent, modified by +3 for every additional opponent a Jedi wants to defend against.

**Required Powers:** *Danger sense, life detection*

**Effect:** *Combat sense* helps a Jedi focus on the battle at hand. Everything else becomes dulled and muted as the Jedi's senses are all turned to the combat happening around him. All targets become mentally highlighted in the Jedi's mind, aiding him in attack and defense. In game terms, by focusing his attention on his opponents, a Jedi gains certain important advantages.

First, he gets to decide when he wants to act during a round — no initiative rolls are needed

while the power is in effect. If more than one Jedi is using this power, whichever Jedi rolled highest when invoking the power gets to determine exactly when they are acting in the round.

Second, his attack and defense rolls are increased by +2D. *Combat sense* lasts for ten combat rounds and doesn't count as a "skill use" for determining die code penalties.

### Danger Sense

*"It came as a flicker of movement from one of the doorways, and an abrupt ripple in the Force. 'Duck!' Luke barked, igniting his lightsaber. With a snap-hiss the brilliant green-white blade appeared—and moved almost of its own accord to neatly block the blaster bolt that shot toward them ..."*

#### NEW POWER

**Sense Difficulty:** Moderate or attacker's *control* roll.

**Required Power:** *Life detection*

*This power can be kept up.*

**Effect:** *Danger sense* allows a Jedi to extend his senses around himself like protective sensors, creating an early warning system for as long as the power is in effect.

When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger.

In game terms, if any character is going to attack a Jedi on the next round, they must declare their action the round before it happens. Characters who are going to attack the Jedi may roll their *control* skill to increase the difficulty of using the power.

## Control + Sense Powers

### Farseeing

*"I wouldn't trust Jedi farseeing all that much if I were you," Mara retorted. "The Emperor did a lot of that, too. It didn't help him much in the end ..."*

**Control Difficulty:** Very Easy. Modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see into the past. Add +10 to +30 or more if the character wishes to see into the future.

**Sense Difficulty:** Very Easy if the target is friendly and doesn't resist. If the target resists, make a *control* or *Perception* total for the difficulty. Modified by relationship.

**Required Power:** *Life sense*

**Time To Use:** At least one minute

**Effect:** The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the past or the future. The Jedi also sees the

immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence.

*Farseeing* requires calm conditions and at least one minute, but often takes a few minutes. *Farseeing* cannot be done in the face of danger. The Jedi's visions may not be entirely accurate:

Power roll ≥ Sense difficulty	Past/ Present	Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%
31+	100%	75%

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present — therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in their vision.

For example, 10% means that the character will only be able to make out the most basic details of a situation, such as "My friends are in danger." 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has or will transpired. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details.

When a character *farsees* into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. *Farseeing* is a great mechanic for the gamemaster to reveal part of the story — enough to tantalize the players, without ruining the story.

## Control + Alter Powers

### Control Another's Pain

*"Laying his hand gently on the worst of the burns, Luke reached out with the Force, doing what he could to alleviate the other's pain ..."*

**Control Difficulty:** Very Easy. Modified by

proximity and relationship.

**Alter Difficulty:** Easy for *wounded* characters; Moderate for *incapacitated* characters; Difficult for *mortally wounded* characters.

**Required Power:** *Control pain*

*This power can be kept "up." If the power is dropped, the characters suffers pain and penalties normally.*

**Effect:** A Jedi can use this power to ease the pain of another and functions in the same manner as the *control pain* power in *Star Wars: The Roleplaying Game, Second Edition*.

A wounded character who has his pain controlled can act as if he has taken no wounds starting with the round after the power roll is made. The wounds are not healed, but the character suffers no pain from his injuries and doesn't suffer from the penalties of being wounded (-1D to all actions, for example).

However, the character is still injured and will suffer additional injuries normally. When a character who has had his pain controlled is injured again, a new power roll must be made at the higher difficulty to see if the pain can be controlled.

### Force Lightning

**Control Difficulty:** Difficult. Modified by proximity, but limited to line of sight.

**Alter Difficulty:** *Perception* or *control* roll of target.

**Required Power:** *Absorb/dissipate energy, injure/kill, inflict pain*

**Warning:** A Jedi who uses this power for any reason immediately gets a Dark Side Point.

**Effect:** This power is a corruption of the Force, harnessing pure hatred and evil from the user and the Dark Side. When used, it produces bolts of white or blue energy which fly from the user's fingertips, like sorcerous lightning. These bolts tear through the target, causing intense pain and injury.

The user must make a *control* roll to summon the energy for these bolts. These lightning bolts cannot be *parried* or *dodged*. Once the lightning bolts are called forth, the victim's only hope is to roll higher with his *Perception* or *control*. If the victim does roll higher, the lightning bolts reach out toward the victim, but are deflected or go around. A Jedi armed with a lightsaber can use the *lightsaber combat* power to block *force lightning* by rolling a higher *control* total, but *force lightning* cannot be deflected to other targets. This power can be dissipated with the *absorb/dissipate energy* power — the intended victim simply absorbs the bolts.

When someone uses *force lightning*, the damage is 1D for each 1D of *alter* the user has. The

victim resists damage with their *Strength*; armor is useless against *force lightning*. *Force lightning* courses over and into its target, convulsing him with pain, siphoning off his energies and eventually killing him. If this power *stuns*, *wounds* or causes any other injury to a character, he is so convulsed with pain that he is incapable of performing any actions for the rest of the round and the next round.

### Inflict Pain

**Control Difficulty:** Very Easy. Modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception* roll. Modified by proximity.

**Required Power:** *Control pain, life sense*

**Warning:** A character who uses this power immediately receives a Dark Side Point.

**Effect:** The target experiences great agony. The user causes damage by rolling their *alter* skill, while the target resists damage with their *control*, *Perception* or *willpower*. Damage is figured as if the attack was a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

## Control + Sense + Alter Powers

### Affect Mind

*"Clenching his teeth, Han raised his blaster. But even as he did so, his peripheral vision caught Luke's hand making some sort of gesture; and suddenly the Imperial spun around in the opposite direction, pointing his blaster rifle toward a patch of empty floor. 'He thinks he heard a noise,' Luke whispered. 'Let's go ...'"*

**Control Difficulty:** Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

**Sense Difficulty:** The target's *control* or *Perception* roll.

**Alter Difficulty:** Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the target doesn't care one way or the other. Easy for brief, visible phenomena, for memories less than a year old, or if the target feels some emotion about the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features or hallucinations which can be sensed by two senses, or for memories less than a minute old, or if the matter involving the conclusion is extremely important

to the target. Very Difficult for hallucinations which can be sensed by all senses, if the memory change is a major one, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

**Effect:** This power is used to alter a character's perception so that he senses an illusion or fails to see what the user of the power does not want him to see. This power is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the character must describe *exactly* the effect he is looking for. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times.

A character believes he is affected by any successful illusions — a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel pain, or if he thought he had been killed, he would fall unconscious. However, the character suffers no true injury.

This power cannot affect Droids or recording devices.

**Control Mind**

**Control Difficulty:** Easy for a Jedi who has turned to the Dark Side. Moderate for a Jedi who is of the Light Side.

**Sense Difficulty:** Target's *Perception* or *control* roll. Modified by relationship.

**Alter Difficulty:** Variable, depending upon number of targets and whether the Jedi is of the Dark Side or Light Side. See chart below. Modified by proximity.

Number of Targets:	Dark Side:	Light Side:
1	Very Easy	Moderate
2	Easy	Difficult
3	Moderate	Very Difficult
4-5	Difficult	Heroic
6-8	Very Difficult	—
9-15	Heroic	—

**Required Power:** *Receptive telepathy, telekinisis, affect mind*

**Warning:** A Jedi who uses this power gains a Dark Side Point. A Jedi who has *not* turned to the Dark Side gains a Dark Side Point for each evil action he forces a person under his power to perform, but a Jedi who has turned to the Dark Side does not.

*This power may be kept "up," but the Jedi must make a new power roll whenever he adds or*



*switches targets.*

**Effect:** The use of this power allows Jedi to take control of other people, turning them into puppets who must obey the Jedi's will — they must serve the Jedi like automatons. This power may not be used on Droids or computers.

Controlled characters may attempt a new roll to escape versus the Jedi's *sense* roll whenever the Jedi adds new characters to his control.

**Enhanced Coordination**

**Control Difficulty:** Moderate.

**Sense Difficulty:** Difficult.

**Alter Difficulty:** Variable, depending upon number of targets. Modified by proximity.

Number of individuals to be affected:	Difficulty:
1-10	Very Easy
11-100	Easy
101-500	Moderate
501-5,000	Difficult
5,001-50,000	Very Difficult
51,000-500,000	Heroic

**Required Power:** *Life sense, affect mind*

*This power may be kept "up," but a new power roll must be made whenever the Jedi wishes to coordinate new troops or skills are to be changed.*

**Effect:** The use of this power allows a Jedi to coordinate the activities of a group in order to increase the group's effectiveness at a given task. This power was often used by Emperor Palpatine to increase the fighting ability of his troops, mentally driving them on and supple-



menting their will to fight; Joruu C'baoth currently uses the power to increase the abilities of Grand Admiral Thrawn's troops.

This power may only be used on targets who are in agreement with the intent of the Jedi (such as, "to defeat the Rebellion"). It does *not* grant the Jedi mental control over the affected troops.

Instead, this power links all of the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific *Dexterity*, *Mechanical*, or *Strength* skills. All troops receive a bonus of 1D for every 3D (rounded down) that they have in the given skills.

**Example:** *Joruu is using enhanced coordination. He picks capital ship gunnery, capital ship piloting, and capital ship shields as the three skills. If the troops have 2D+2 or less in the skill, they receive no bonus. If they have 3D to 5D+2 in the skill, they receive +1D to their skill while the power is in effect. If they have 6D to 8D+2 in the skill, they receive +2D to the skill while it is in effect.*

#### Telekinetic Kill

*"Mara glared at him and lashed out again, this time with the Force. Thrawn frowned slightly,*

*fingers moving across his neck as if trying to brush away an intangible cobweb. Mara leaned into her tenuous grip on his throat; and he brushed again at his neck before understanding came ..."*

**Control Difficulty:** Easy. Modified by proximity.

**Sense Difficulty:** Easy. Modified by proximity.

**Alter Difficulty:** The target's *control* or *Perception* roll.

**Required Power:** *Control pain, inflict pain, injure/kill, life sense*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** This power is used to telekinetically injure or kill a target. When the user makes his *alter* roll against the character's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse the trachea, stir the brain, squeeze the heart, or any number of other methods.

## Sense And Alter Powers

### Dim Other's Senses

**Sense Difficulty:** Easy. Modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception* roll.

*The attribute and skills are reduced as long as the power is kept "up."*

**Effect:** This power greatly reduces the *Perception* of the target character. If successful, reduce the character's *Perception* and all *Perception* skills, depending upon the result:

<b><i>Alter roll <math>\geq</math> control or Perception roll by</i></b>	<b><i>Reduce Perception</i></b>
0-5	-1 pips
6-10	-2 pips
11-15	-1D
16-20	-2D
21+	-3D

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.



# Chapter Three

# Remnants of the Empire

## Dark History

*From the data pad journal of Voren Na'al, Director of Council Research for the New Republic.*

The rise of the Empire is as much the fault of the people of the Republic as the Emperor himself. After all, it was they who allowed Palpatine to seize power.

We know that the Old Republic became corrupt as time went by. At its height, the galactic union was invulnerable to external threats. But, the Old Republic was destroyed from the inside by those who were charged with sustaining it. This corruption led to anger, outrage and a lack of faith in the member worlds.

In a last ditch effort to preserve the union, the Senate voted to install a compromise candidate as its head. That candidate was Senator Palpatine, but he had his own secret plan for the galaxy, his own dark agenda.

For a time, President Palpatine seemed to be the answer to the Old Republic's problems. His flowery speeches and drastic policies cut through much of the red tape. Even his most vocal opponents, who seemed to suspect his ultimate intentions, had to admit that he had succeeded in revitalizing a government that had been stagnant for far too long. The president reached out to trade guilds and corporations, building bonds of unity and cooperation. He developed a strong military, ostensibly for defense from any external threats. Then, his true motives began bubbling to the surface.

For glory, he established the Empire, casting aside the last vestiges of the Old Republic. For convenience, he declared himself Emperor, eliminating all but the weakest powers of the Senate. For ultimate power, he created the fleet, stormtroopers, and the rest of the Imperial war machine. By the time his plans of dark domination were evident to all, it was too late — the galaxy was firmly locked in the Emperor's grip of tyranny and fear.

Over the years, rebellion slowly simmered, finally boiling over as the Alliance to Restore the Republic. The galaxy erupted in the fires of civil war. The war raged on for years, finally coming to an end, of sorts, with the death of the Emperor at the Battle of Endor.

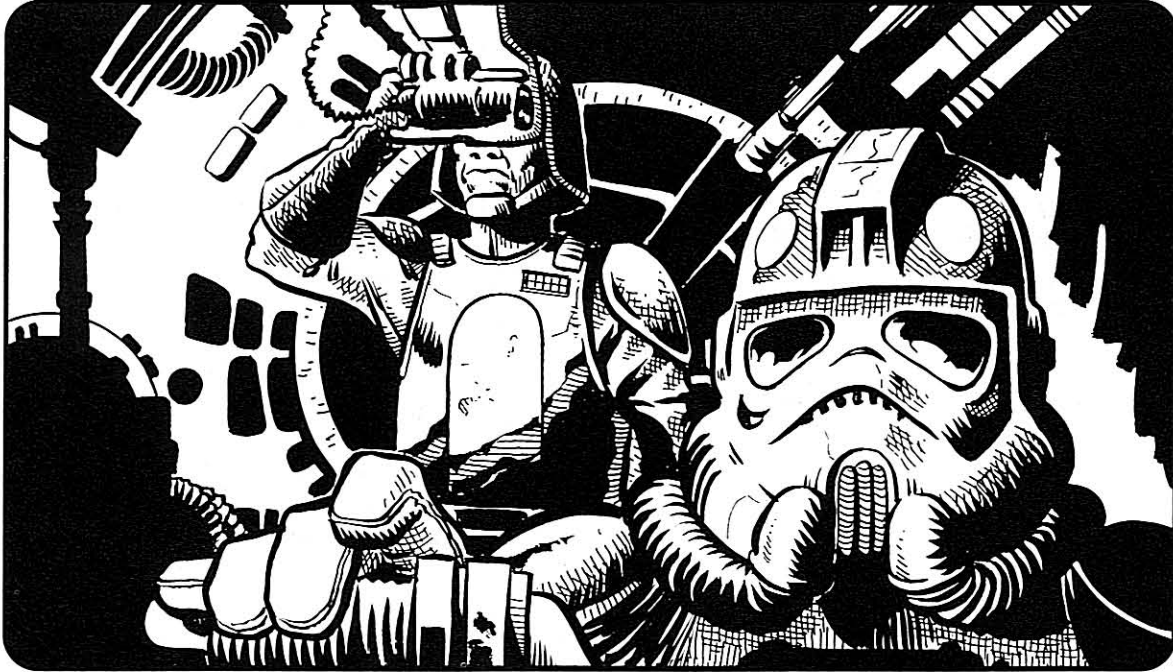
For five years, the New Republic has continued a smaller war, pushing the remnants of the Empire closer and closer to complete destruction. The Empire has been reduced to a quarter of its original size.

Recently, however, the tide has taken an ominous turn. The Imperial remnants have suddenly turned and struck back. The Empire has successfully raided the library banks of Obroa-skai, neither taking goods nor destroying facilities, but stealing raw data. Republic sources have learned that the Empire seeks capital ships to replace those lost in the Battle of Endor and in the years since. The Empire has also engaged in a number of assaults on Princess Leia Organa Solo in an effort to capture her and her unborn children.

Then there are the rumors. Talk of a Grand Admiral leading the Imperial fleet has spread throughout the Borderland Regions, and Captain Solo even claims to have seen the white-uniformed leader.

It is difficult to verify the truth of this rumor. The records at Coruscant are incomplete, stolen or erased during the panicked Imperial evacuation of the capital planet, so it is impossible to piece together a complete, fully detailed image. Many of the current New Republic strategies are based on supposition and intuition.

The role of the Grand Admirals in the Empire is known. As Palpatine sought greater control over the galaxy and his own military, the Grand Admirals were key to his objectives. The Grand Admirals were the greatest military strategists in the Empire, and all were reputed to be fanatically loyal to Palpatine. They were being primed to take control of different galactic regions, perhaps as replacements for the Moffs and Grand Moffs.



The other rumor concerns the emergence of another Jedi. Some tales call this being a Jedi Master. Others refer to him as a Dark Jedi. A few name him as Jorus C'baoth, a prominent Jedi Master of the Old Republic. The return of both a Grand Admiral and a Dark Jedi seems like too much of a coincidence to be merely a random act of fate.

Clearly, these events and rumors indicate a master plan yet unrevealed. The Empire seems to have been revitalized, given new purpose and direction. I fear, as do many on the Inner Council, that these incidents are only a prelude to darker, more dangerous times.

## New Characters

*Dark Force Rising* introduces a number of new characters from the ranks of the Empire who did not appear in *Heir to the Empire*. They are presented here for the first time.

### General Covell

General Covell is somewhat young to hold such a high rank in the Empire, but his background and experience made him the perfect choice for the position considering who else there was to choose from among the Imperial remnants. He has contempt for his naval counterparts, for they never get dirty, never sweat, never leave the safety of their clean, pristine ships. Of course, he tries not to let this contempt show, for even the unusually patient Grand Admiral has been known to punish subordinates from time to time (and Covell still has

vivid memories of Lord Darth Vader's punishment techniques).

Covell was fresh out of the Academy when he was assigned as a junior officer to Colonel Veers' regiment. Under Veers' tutelage, Covell learned the intricacies of commanding ground forces and grew to love the AT-AT walker divisions as much as Veers himself. Like Veers, he understood the power of the massive walkers, and he respected the fear they were able to generate in opposing forces. Nothing satisfied him like sitting in the pilot's seat of a walker, high over the field of battle, feeling the unstoppable power rumbling through the metal beast. Veers recognized himself in the younger man, and when the colonel received his promotion to general in charge of Lord Vader's ground troops, he took Covell with him.

Covell excelled in his work, soon earning the rank of high colonel in charge of one of General Veers' battlegroups. He was chosen to serve as Veers' first officer in the Battle of Hoth, personally commanding one of the AT-AT walkers assigned to the battle. Though his walker was taken down by the Rebels' tactics, he nevertheless made a good showing of himself and his command abilities. Even though he had been wounded in the destruction of his walker, he was able to get to safety and take charge of a group of snowtroopers. Under his command, the snowtroopers were able to rout a superior number of Rebels before they could dig into defensive positions.

After Endor, with so many of the older, more



John Paul Lana

experienced officers eliminated, Captain Pellaeon promoted Covell to major general in charge of the *Chimaera's* ground troops. In the years since, Covell has done his best to prepare those soldiers assigned to him, but ground forces have had little place in a fleet that was more concerned with staying alive than taking back planets. With the return of Grand Admiral Thrawn, all that has changed. The Empire has again begun planning for the eventual taking of planets, and Covell, now a general, has been ordered to prepare his forces for the action that is to come.

General Covell has relished the assignment, calling on everything he learned in the Academy, in the field, and from his mentor, General Veers, in order to train his troops. He has taken them as far as he can without getting the opportunity for field exercises. The attack on Myrkr was a start, but more such exercises will be needed before his young and inexperienced troops are ready to take on real Rebel outposts. He, of course, cannot wait to reclaim the Core Worlds — especially the Imperial capital of Coruscant. That is a battle he dreams about. When the opportunity comes, he vows that his troops will be ready to meet the challenge — and win the day.

### General Covell Roleplaying Game Statistics

**Template Type:** Young Imperial General

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corulag

**Age:** 38

**Quote:** “General Covell to all units: we’ve got the light. Let’s go.”

#### DEXTERITY 2D

Blaster 5D, blaster: repeating blaster 5D+1, blaster artillery 3D+2, blaster artillery: anti-vehicle 5D+2, brawling parry 4D, dodge 5D, grenade 4D, vehicle blasters 5D, vehicle blasters: heavy laser cannon 8D+1

#### KNOWLEDGE 3D+1

Bureaucracy 6D+1, intimidation 5D+2, languages 4D+1, law enforcement 4D+1, law enforcement: Imperial law 6D+1, streetwise 5D+1, survival 6D+1, tactics: ground assault 10D+1, tactics: squads 7D+2, value 4D+1, willpower 5D+1

#### MECHANICAL 3D+2

Ground vehicle operation 4D+2, hover vehicle operation 5D+2, repulsorlift operation 4D+2, sensors 4D+2, walker operation 6D+2, walker operation: AT-AT 9D+1

**PERCEPTION 3D**

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

**STRENGTH 3D**

Brawling 5D, stamina 5D

**TECHNICAL 3D**

Armor repair 4D, demolition 4D, hover vehicle repair 4D+1, security 4D, walker repair 5D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 2

**Character Points:** 17

**Captain Brandei**

Captain Brandei commands the Imperial Star Destroyer *Judicator*, one of the ships in Grand Admiral Thrawn's personal armada. Like Captain Pellaeon, Brandei was a senior officer who survived the Battle of Endor. His survival guaranteed his promotion, and the *Judicator* has been his ever since.

Brandei has made a study of the Rebels and Rebel tactics, working to understand the motivations and possible responses of the enemy he has dedicated his life to destroying. Perhaps this obsession to be the best at what he does stems from his background, for Brandei does not come from the Core Worlds like most of his contemporaries. He was born in the Outer Rim colony of Mantooine, and he had to fight to be accepted into the Academy. Once there, he had to struggle past prejudice and discrimination to advance, and his work had to be exemplary to gain him even marginal notice from professors and superior officers. Important posts rarely went to aliens or Humans from beyond the Core Worlds while he was a student. Still, Brandei showed that he was more than capable, and he made his mark despite the discrimination facing him.

Some believe that his contempt for the Rebellion relates to the fact that most of its members were drawn from the type of world that spawned him. He refuses to say, for his past is something he wishes to put behind him. He is an Imperial officer now, and that is enough. He has total faith in his ship, for he believes that the *Imperial-class* Star Destroyer is the mightiest vessel currently flying the space lanes. And the *Judicator*, he firmly believes, is among the best of that regal, unstoppable class.

Brandei knows that the Rebels have an uncommon and unrealistic view of life in all its forms. They will go to great lengths — even so far as to endanger their mission — to preserve the lives of their fellows, and that can often be used against

them in the thick of battle. That is only one of the reasons that Imperials are far superior to Rebels, for the Imperial will sacrifice any number of lesser beings to ensure victory. What are a handful of deaths compared to the winning of a war? The Rebels fight like crazed animals when they have nothing to lose and their backs are against the wall, but they grow soft after a taste of victory. Allow them time to enjoy the spoils of success, and the Rebels lose the will to risk their lives. That, Brandei believes, is why the Empire will ultimately defeat them.

For all his confidence and daring, Captain Brandei is not reckless. He will press the attack when the odds are with him, but he will not sacrifice himself and his ship in a meaningless gesture. To live and fight another day is much more important than dying spectacularly in a lost cause. Losing a battle is not significant compared to winning the war. And the war, Brandei knows, will be the Empire's to win. For the Empire has men like himself, ships like Star Destroyers and the Dark Force fleet, and the genius of Grand Admiral Thrawn to command it.

**Captain Brandei  
Roleplaying Game Statistics**

**Template Type:** Imperial Captain

**Loyalty:** To the Empire

**Height:** 1.75 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Mantooine

**Age:** 54

**Quote:** "Send a message to the *Chimaera*. Inform the Grand Admiral that we have engaged the enemy."

**DEXTERITY 2D+2**

Blaster 4D+2, dodge 4D+2, melee combat 3D+2, melee parry 5D+2, thrown weapons 3D+2

**KNOWLEDGE 3D**

Alien species 4D, bureaucracy 5D, cultures 3D+2, intimidation 6D+1, languages 4D, law enforcement 6D, law enforcement: Imperial law 7D, planetary systems 6D, scholar 5D, streetwise 5D, survival 5D, tactics: capital ships 7D, tactics: starfighters 6D, willpower 5D+1

**MECHANICAL 3D+2**

Astrogation 7D+2, capital ship gunnery 4D+2, capital ship gunnery: turbolasers 5D+2, capital ship piloting 5D+2, capital ship piloting: Imperial Star Destroyer 7D, capital ship shields 4D+2, space transports 4D+2

**PERCEPTION 3D+1**

Command 6D+1, command: Imperial

Navy officers 8D+1, investigation 5D, persuasion 6D+1, search 5D+1

**STRENGTH 2D+1**

Stamina 5D+1

**TECHNICAL 3D**

Capital ship repair 4D+1, computer programming/repair 6D, first aid 4D, security 5D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 2

**Character Points:** 14

### Captain Dorja

Captain Dorja commands the Imperial Star Destroyer *Relentless*. He has been in command of the Star Destroyer since before the Battle of Endor, and his ship has the distinction of not suffering any casualties during that infamous conflict. Of course, some say that his cautious command style and reluctance to engage the enemy in direct combat resulted in his ship being somewhat removed from the main battle lines during the Endor incident. He dismisses that notion with a nervous wave of his hand, and records do indicate that his prudence is not misplaced. However, one wonders if his hold-back tactics would be rewarded or even tolerated by the Emperor or Lord Vader if they were still alive.

Dorja comes from a family that has a rich tradition in Imperial and Old Republic military life. His father, his grandfather, and back four more generations were all naval officers. More than one commanded a ship of the line, and at least one of his ancestors was an admiral. Dorja has followed the family tradition, embracing the call of space, the thrill of command, and the tenets of the New Order.

He almost refused to follow Captain Pellaeon when the junior officer announced that he was now in command of the *Chimaera* and was taking command of the fleet. However, he could not disagree with Pellaeon's evaluation of the situation and orders to retreat. After that, it became increasingly hard to wrest power from the man, even though Dorja had seniority over him. The rest of the fleet officers respected him and believed he was worth following. More than once in the intervening five years, though, Captain Dorja has come very close to taking command of the Empire himself. In fact, he was about to make his move when Grand Admiral Thrawn returned.

Captain Dorja does not like the Grand Admiral. His return marked an end to Dorja's plots to take power for himself. When the *Relentless* was left out of Thrawn's personal armada, Dorja saw the

oversight as a slight against him. What's worse, Thrawn is obviously not Human. To have a non-Human in charge of the Empire seems unthinkable to Dorja, who holds the tenets of the New Order firmly in his heart. He does his best not to let his dislike of the Grand Admiral show, for Thrawn has shown himself to be as unforgiving as either the Emperor or Lord Vader ever were. And Dorja's recent failure to capture Han Solo and Luke Skywalker at New Cov has not gone unnoticed. So the captain keeps his head low and his opinions to himself, waiting for an opportunity to make his own move. On that day, he promises, the New Order — in all its undiluted glory — will be reinstated, and Dorja will replace Pellaeon and Thrawn as the head of the Empire.

It is, Dorja believes, the way the Emperor would have wanted it.

### Captain Dorja Roleplaying Game Statistics

**Template Type:** Imperial Captain

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Coruscant

**Age:** 75+

**Quote:** "Aliens have no place in the Empire. The Grand Admiral is an unfortunate, but necessary, exception. At least for the time being."

**DEXTERITY 2D+2**

Blaster 5D+2, blaster artillery 3D+2, blaster artillery: surface to space 4D+2, brawling parry 4D+2, dodge 3D+2, vehicle blasters 3D+2

**KNOWLEDGE 3D**

Bureaucracy 4D+2, intimidation 5D, law enforcement 3D+1, law enforcement: Imperial law 4D+1, planetary systems 5D+1, scholar 3D+1, survival 4D, tactics: capital ships 7D+2, willpower 4D+2

**MECHANICAL 3D+2**

Astrogation 5D+2, capital ship gunnery 6D+2, capital ship gunnery: tractor beams 6D+2, capital ship piloting 5D+2, capital ship piloting: Imperial Star Destroyer 8D+2, capital ship shields 5D+2

**PERCEPTION 3D+1**

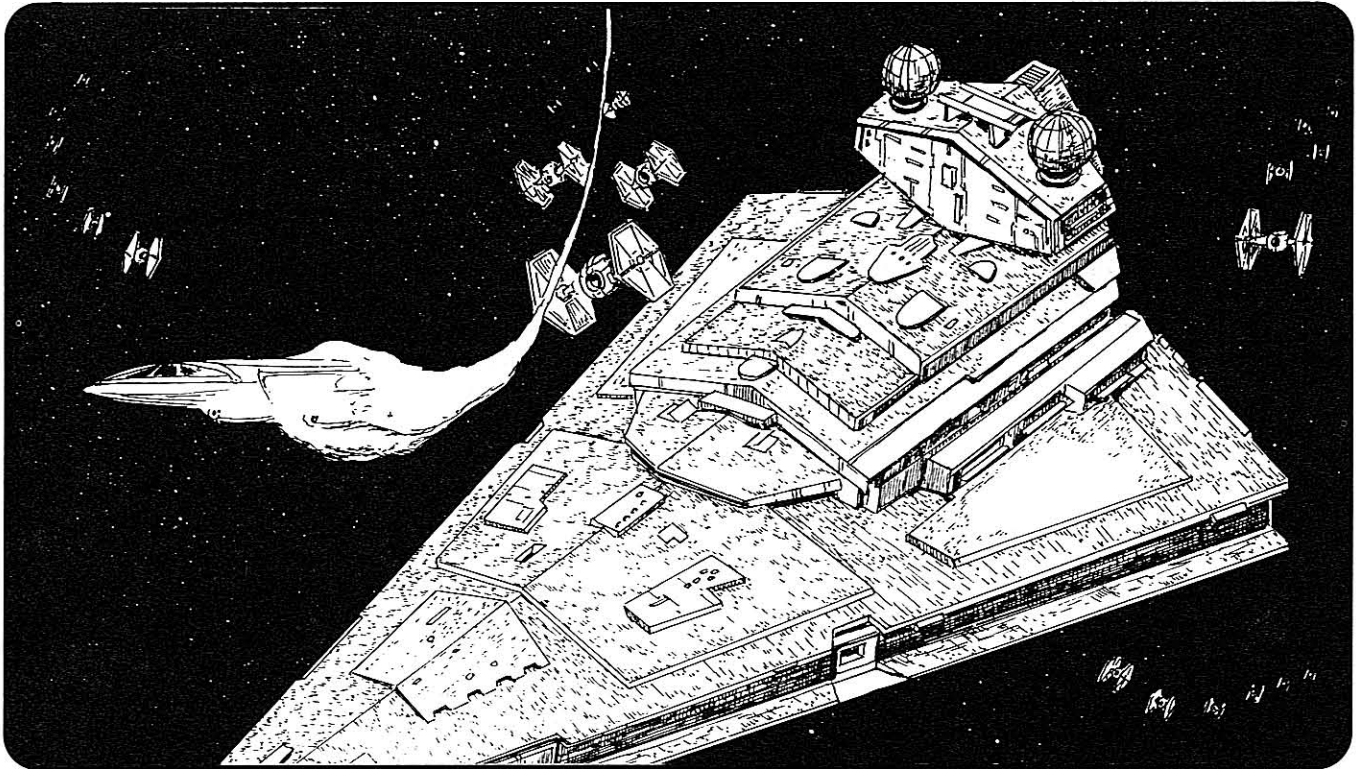
Command 7D+1, gambling 5D+1, hide 4D+2, persuasion 4D+1, search 4D+1, sneak 4D+1

**STRENGTH 2D+1**

Brawling 4D+1, lifting 3D+1, stamina 6D+1

**TECHNICAL 3D**

Demolition 4D, Droid programming 4D+1, security 4D



Mike Nielsen/Dana Knutson

**Special Abilities:** None  
**Force Sensitive?:** No  
**Force Points:** 2  
**Dark Side Points:** 5  
**Character Points:** 11

## Imperial Forces

### Naval Personnel

Naval personnel man the ships which make up the Imperial fleet. Perhaps the most important of these are the pilots, for they fly everything from the huge capital ships to the small starfighters. At one time, almost all of the top pilots in the galaxy were found in the Imperial navy. Even in this period of decline, the Empire still has enough good pilots to give the New Republic trouble, and Grand Admiral Thrawn is doing his best to reinstate a training program for the new pilots he has ordered to be conscripted into service.

TIE pilots still form an elite corps within the navy, though their current training is much less rigorous than before the Battle of Endor. The best ship pilots have been reassigned to the *Chimaera*, Thrawn's personal Star Destroyer. He demands that the best pilots serve on his ship, and on the other ships currently in his hand-picked armada. New pilots are often teamed with older pilots and officers who had at

least some Academy training, though this is becoming harder to do as time goes on. Once they were taught duty and how to maintain order. Now they are drilled to fight a conquering war, for that is the ultimate plan of the Grand Admiral—to retake the galaxy from the upstart Rebellion.

Ships which have more than a single pilot also carry gunners. These weapons masters are trained to use the high-tech armament found in capital ships. In perfect times, gunners must have keen eyes, superior reflexes, and a rapport with specialized equipment. More and more, however, gunners are culled from conscripts who cannot be used in other posts. Thus, fire accuracy is not as great as it was in the Empire's glory days, when gunners were considered a breed apart. True, some of the old-timers are still serving, but increasingly the ranks are being filled with those who do not have the dedication or ability of old-style Imperial gunnery crews. Some of these inadequacies can be compensated for by the gunner's specialized computer helmets — which are filled with sensor arrays, fast-target compensators and macrobinocular viewplates — but not all.

Naval troopers protect capital ships, serving as onboard guards and soldiers. Once naval troopers wore the distinct uniform and helmet of the legendary Death Star troopers, but now they wear outfits similar to ground troops except they are black in color as opposed to gray.

Those troopers assigned to special details or to the Grand Admiral personally continue to wear the Death Star uniforms. Other naval troopers serve as military police, hangar traffic controllers, and even sensor array monitors when not needed for combat duties.

### Standard Imperial Pilot Roleplaying Game Statistics

**Template Type:** Imperial Pilot

**Loyalty:** To the Empire

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Any Human

**Age:** 20+

**Quote:** "The ship is drifting to starboard! Activate the aft compensators and bring us around two degrees!"

**DEXTERITY 2D+1**

Blaster 3D+1, dodge 3D+1

**KNOWLEDGE 1D+1**

Planetary systems 2D+1, survival 2D+1, value 2D+1

**MECHANICAL 3D**

Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, communications 3D+1, sensors 3D+1, space transports 4D

**PERCEPTION 2D**

Hide 3D, investigation 3D, sneak 3D

**STRENGTH 2D**

Climbing/jumping 3D, stamina 3D+1

**TECHNICAL 1D+1**

Capital ship repair 3D+1, capital ship weapon repair 2D+1, computer programming/repair 2D+1

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 0-3

### Standard TIE Fighter Pilot Roleplaying Game Statistics

**Template Type:** TIE Fighter Pilot

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Any Human

**Age:** 20+

**Quote:** "I have the Rebel scum in my sights! Firing now!"

**DEXTERITY 3D+1**

Blaster 4D+1, dodge 4D+1

**KNOWLEDGE 2D**

Planetary systems 3D, survival 3D, value 3D

**MECHANICAL 4D**

Communications 4D+1, starfighter piloting 6D, starship gunnery 5D

**PERCEPTION 3D**

Command 4D, hide 4D, search 4D, sneak 3D+2

**STRENGTH 3D**

Climbing/jumping 4D, stamina 4D

**TECHNICAL 2D**

Computer programming/repair 3D+1, starfighter repair 5D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 0-4

### Standard Imperial Gunner Roleplaying Game Statistics

**Template Type:** Imperial Gunner

**Loyalty:** To the Empire

**Species:** Human

**Sex:** Male

**Homeworld:** Any Human

**Age:** 20+

**Quote:** "Keep firing those turbolaser batteries while I calculate the targeting for the proton torpedo barrage."

**DEXTERITY 2D+2**

Blaster 3D+2, blaster artillery 4D+2, dodge 3D+2, thrown weapons 3D+2, vehicle blasters 4D+2

**KNOWLEDGE 1D+1**

Value 2D+1

**MECHANICAL 3D**

Capital ship gunnery 5D, capital ship shields 4D, communications 4D, sensors 4D, starship gunnery 4D, starship shields 3D+2

**PERCEPTION 1D+1**

Bargain 2D+1, con 2D+2

**STRENGTH 1D+1**

Climbing/jumping 2D+1, lifting 3D+1, stamina 2D+1

**TECHNICAL 2D+1**

Capital starship weapon repair 4D+1, computer programming/repair 3D+1, starship weapon repair 4D+1

**Special Equipment:** Computerized gunnery helmet (+1D to *capital ship gunnery* or *starship gunnery*; tongue operated comlink, +1D to *sensors*)

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 0-2

**Lieutenant Creb: TIE Fighter Pilot**

When the orders blare through the comm unit in the pilots' ready room of the Star Destroyer *Chimaera*, Lt. Creb is among the first to strap into the cockpit of his TIE fighter. Creb was a rarity in the days of the Emperor, for he was a TIE fighter pilot who had survived more than ten missions. In fact, when his TIE landed back in its bay aboard the *Chimaera* after the Battle of Endor, he had finished his sixteenth combat engagement in less than two years.

Creb has turned down numerous promotions in order to remain at the controls of his TIE. He loves the speed and excitement that his job entails. He craves the glory and honor of battle, and hopes to one day test his skill and courage against the pilots of the infamous Republic's Rogue Squadron. He has modeled his own squadron after the Rebel model, though he would never admit it. Grand Admiral Thrawn would be especially upset to find that one of his squadron commanders had an inflated respect for anything of the Rebellion.

Creb and his Black Wing Squadron have become something of a legend throughout the Imperial Fleet. While the squadron commander has been reprimanded for taking too many risks, his success record cannot be denied. He hopes to add to the legend as part of Thrawn's Mount Tantiss campaign.

**Lieutenant Creb  
Roleplaying Game Statistics**

**Template Type:** TIE Fighter Pilot  
**Loyalty:** To the Empire  
**Height:** 1.8 meters  
**Species:** Human

**Sex:** Male  
**Homeworld:** Bettok  
**Age:** 29  
**Quote:** "I had to take it easy before they gave us combat shields. Now I don't have to hold back."  
**DEXTERITY 3D+1**  
Blaster 6D+1, brawling parry 5D+1, dodge 7D+1, missile weapons 4D+1  
**KNOWLEDGE 2D**  
Intimidation 6D, planetary systems 6D, survival 6D, tactics: starfighter 5D+2, value 4D, willpower 5D  
**MECHANICAL 4D**  
Astrogation 6D, communications 5D, starfighter piloting 8D, starship gunnery 7D, starship shields 5D+1  
**PERCEPTION 3D**  
Command 5D, command: Black Wing Squadron 6D, hide 5D, persuasion 4D+2, search 5D, search: tracking 5D+1, sneak 6D  
**STRENGTH 3D**  
Brawling 5D, climbing/jumping 5D, stamina 6D  
**TECHNICAL 2D**  
Computer programming/repair 4D, first aid 5D, security 3D+2, starfighter repair 6D, starship weapon repair 4D  
**Special Abilities:** None  
**Force Sensitive?:** No  
**Force Points:** 1  
**Dark Side Points:** 5  
**Character Points:** 11

**Standard Imperial Navy Trooper  
Roleplaying Game Statistics**

**Template Type:** Imperial Navy Trooper  
**Loyalty:** To the Empire  
**Height:** 1.8 meters  
**Species:** Human  
**Sex:** Male  
**Homeworld:** Any Human

**Age:** 20+  
**Quote:** "No one can enter this corridor. Grand Admiral's orders. Do you have a problem with that?"

**DEXTERITY 2D+1**  
Blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2  
**KNOWLEDGE 1D+1**  
Intimidation 2D+1, streetwise 2D+1  
**MECHANICAL 1D+2**

Repulsorlift operation 2D+2, capital ship shields 2D+2

**PERCEPTION 3D**  
Command 4D, search 4D  
**STRENGTH 2D+2**  
Brawling 4D+2, stamina 3D+2  
**TECHNICAL 1D**  
Security 2D  
**Special Abilities:** None  
**Force Sensitive?:** No  
**Force Points:** 0  
**Dark Side Points:** 0  
**Character Points:** 0-3

**Army Personnel**

The Imperial army lost much of its prestige after the Battle of Endor. The reason was simple: with the Empire retreating from the forces of the New Republic, there was little use for ground troops. All of the rigorous training and high-profile recruitment programs were forgotten as



the Empire gave up system after system to the advancing forces of the New Republic. The army units which had been mated to naval vessels after the Battle of Yavin in order to form more complete combat units remained in place, but they found little to do in the remnant fleet.

Grand Admiral Thrawn changed all that when he returned to take command of the Empire, instituting a revitalization program aimed at getting the army back in fighting shape. Commanders were ordered to recruit whole battalions of troopers in anticipation of a new, aggressive campaign against the New Republic. To take back planets, Thrawn required a well-trained and well-armed assault force. Officers like General Covell and General Rekis are currently working around the chrono to prepare their troops.

Army troopers make up the vast majority of the Empire's ground soldiers, especially in light of the dwindling number of stormtroopers. Army troopers wear gray uniforms, protective helmets and partial body armor. They are drilled in a number of combat techniques, including blaster weapons, grenades, hand-to-hand combat, heavy weapons and even melee weapons.

In addition, the army employs many specialized units and soldiers. Assault troopers, for example, are trained to work in tandem with assault vehicles such as walkers and hover craft. Like the vehicles they fight with, these troopers are heavily-armed and armored, carrying maximum fire power into battle with them. Many also train to handle the controls of the support vehicles, doubling as pilots, gunners and crew when the need arises.

### Standard Imperial Army Trooper Roleplaying Game Statistics

**Template Type:** Imperial Army Trooper

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Any Human

**Age:** 20+

**Quote:** "I have my orders."

#### DEXTERITY 3D

Blaster 4D+1, blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, dodge 4D, grenade 3D+2, melee combat 4D, melee parry 3D+2, missile weapons 4D

#### KNOWLEDGE 1D+1

Intimidation 2D+1, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1

#### MECHANICAL 1D+1

Ground vehicle operation 2D+1, hover

vehicle operation 2D+1, repulsorlift operation 2D+1

#### PERCEPTION 2D

Command 3D, hide 2D+2, search 3D, sneak 2D+2

#### STRENGTH 3D+1

Brawling 4D+1, stamina 4D+1

#### TECHNICAL 1D

Blaster repair 2D, first aid 2D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 0-3

### Standard Imperial Assault Trooper Roleplaying Game Statistics

**Template Type:** Imperial Army Assault Trooper

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Any Human

**Age:** 20+

**Quote:** "Take that hill? No problem, sir."

#### DEXTERITY 2D+2

Blaster 5D+2, blaster: blaster rifle 7D+1, blaster: repeating blaster 6D+2, blaster artillery 4D+2, brawling parry 3D+2, dodge 4D+2, grenade 4D+2, melee combat 3D+2, melee parry 3D+2, running 3D+2, vehicle blasters 5D+2

#### KNOWLEDGE 1D

Intimidation 3D, streetwise 2D, survival 3D

#### MECHANICAL 3D+2

Communications 4D+2, ground vehicle operation 5D+2, hover vehicle operation 4D+2, repulsorlift operation 4D+2

#### PERCEPTION 2D+1

Command 3D+1, hide 3D+1, search 3D+1, sneak 3D+1

#### STRENGTH 1D+1

Brawling 3D+1, climbing/jumping 2D+1, stamina 3D+1

#### TECHNICAL 1D

Armor repair 2D, blaster repair 2D, first aid 2D+2, ground vehicle-repair 2D, hover vehicle repair 2D, repulsorlift repair 2D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 0-5

### Imperial Intelligence

Imperial Intelligence is an integral portion of the Imperial military; its civilian counterpart is

**Corporal Terkuss: Assault Trooper**

He rides in the back of a hovescout, waiting for the order to disembark. He has memorized the battle plan and gone over it a dozen times in his head. Now he checks his blaster rifle, secures his body armor, and prepares himself for the coming battle. He is Corporal Terkuss, one of the assault troopers under the command of General Covell.

Terkuss remembers when the Imperials conscripted him into the ranks. He tried to refuse at first, but they threatened to destroy his homeworld if he and the rest of the new recruits didn't cooperate.

After the training began, he learned what the Empire stood for and he dedicated himself to the Imperial cause. He has learned that the Empire is right, and that it is the legitimate force for order in the galaxy. Before he was so very unclear about this, but now, with all of the training and education he has received in the Empire, he is eagerly, unquestioningly serving the Empire.

In the two years since being assigned to General Covell's command, Terkuss has become one of the general's best soldiers. Once the general even complimented him on his change of heart.

What made Terkuss convert to the Imperial doctrine? The fact that they were teaching him to fight and that they were encouraging him to hurt others was all that it took. Terkuss had always been a rough sort, a bully, a thug. He enjoyed using his strength to hurt those weaker than himself. Now he has discovered that he also enjoys testing himself against those who could defeat him. This, he knows, only serves to make him a stronger, better soldier — a worthy weapon in the Imperial arsenal.

**Corporal Terkuss  
Roleplaying Game Statistics**

**Template Type:** Imperial Army Assault Trooper

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Plesstil

**Age:** 23

**Quote:** "I love the smell of corpses on the battlefield."

**DEXTERITY 3D+2**

Blaster 6D+2, blaster: blaster rifle 9D, blaster: repeating blaster 7D+2, blaster artillery 5D+2, brawling parry 5D+2, dodge 6D+2, grenade 4D+2, melee combat 5D+2, melee parry 5D+2, running 4D+2, vehicle blasters 6D+2

**KNOWLEDGE 2D**

Intimidation 5D, streetwise 4D, survival 5D

**MECHANICAL 4D+2**

Communications 5D+2, ground vehicle operation 6D+2, hover vehicle operation 7D+2, repulsorlift operation 5D+2

**PERCEPTION 3D+1**

Command 5D+1, search 6D+1, sneak 4D+1

**STRENGTH 2D+1**

Brawling 5D+1, climbing/jumping 4D+1, stamina 5D+1

**TECHNICAL 2D**

Armor repair 3D, blaster repair 3D, first aid 3D+2, repulsorlift repair 3D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 2

**Dark Side Points:** 6

**Character Points:** 8

the Imperial Security Bureau (ISB). While ISB's activities remain shadowy, Imperial Intelligence has rallied to the cause of Grand Admiral Thrawn due to his background as a career military man.

Imperial Intelligence is made up of four distinct divisions, each of which has specific functions to handle. These functions have been greatly reduced in light of the limited resources available to the remnants of the Empire, but each division remains among the best trained and professional portions of the Empire to survive.

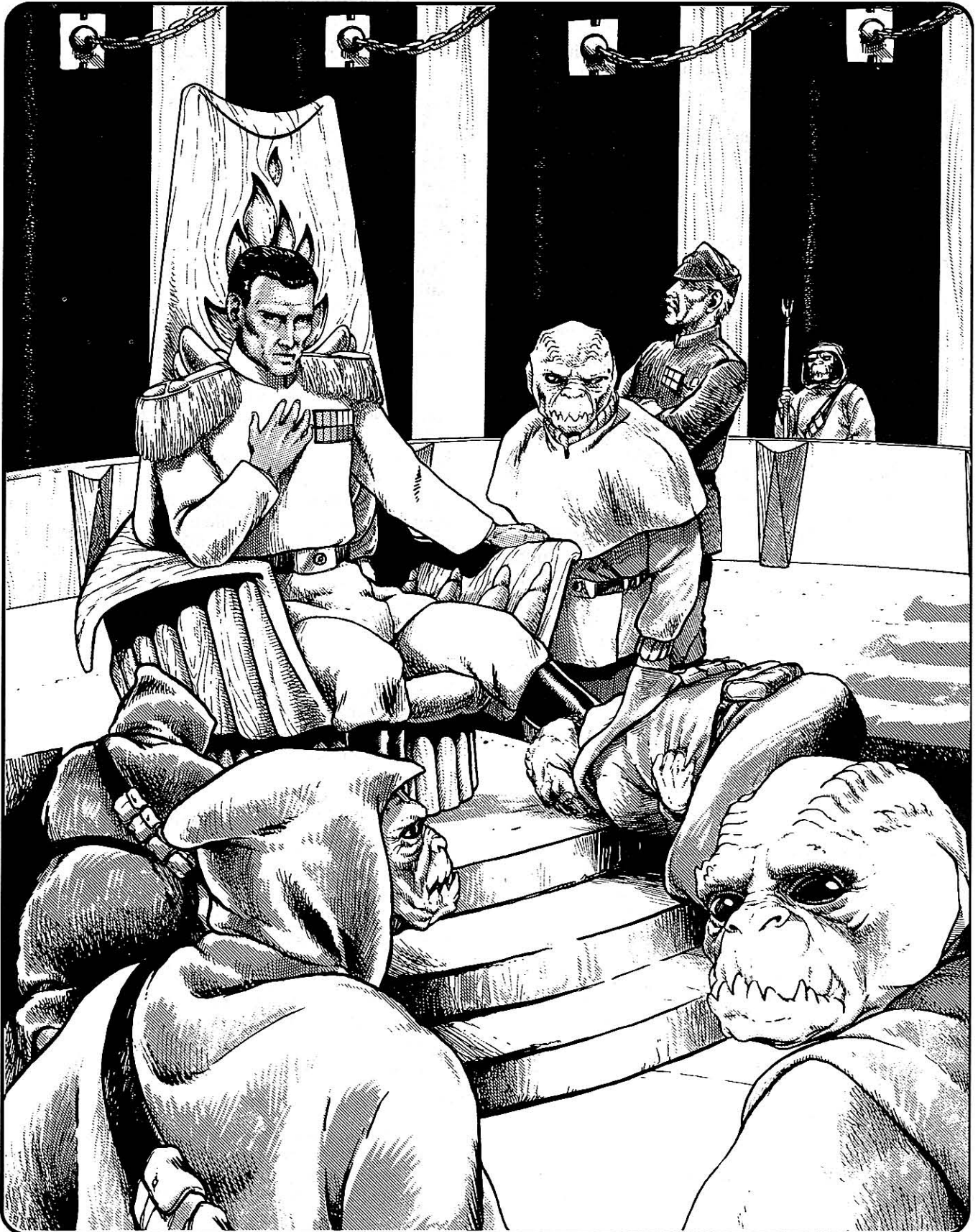
**Ubiqtorate**

The Ubiqtorate is considered the true center of Imperial Intelligence by many of its agents. This division oversees all of the activities of

Imperial Intelligence at the highest levels. It formulates strategies and presents the other divisions with goals and very broad grand strategies. Ubiqtorate members are anonymous, often unknown to their subordinates. In recent events, they have been dealing directly with Grand Admiral Thrawn and his selected agents, although they are undoubtedly undertaking clandestine activities beyond the scope of the Grand Admiral's plans.

**Internal Organization Bureau**

The Internal Organization Bureau, or IntOrg, protects Imperial Intelligence from all threats — both internal and external in nature. These agents are responsible for policing other intelli-



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gence agencies to verify loyalty and reliability. The agents, rather than relying upon secrecy, appear highly civilized and have an air of political etiquette about them. However, they can be completely ruthless when the situation calls for it. There are also a smaller number of covert agents who operate in anonymity. This bureau is divided into two distinct divisions, Internal Security (IntSec) and Internal Counterintelligence (IntCon).

IntSec provides for the physical safety of Intelligence personnel, material and facilities. They regularly engage in bold attacks against the New Republic, seeking to identify and neutralize trouble before it becomes a problem.

IntCon searches out enemy agents operating within the Empire. This division also works to root out enemies of the Empire who pretend to be loyal to the Imperial way. Moffs who seek to take control of the remnant worlds or captains who go rogue have been a particular problem since the fall of the Emperor.

### Analysis Bureau

Analysis Bureau handles the data gathered by the other bureaus and sifts through it to detect patterns and other relevant information. At one time this division also examined trends in social data, but the Empire has turned away from such mundane tasks. It continues to sample and check carrierwave codes to see if hidden messages are being sent between comm broadcasts. In this way, it looks at communications the New Republic doesn't want anyone else to know about. It also regularly decrypts coded communications.

### Bureau of Operations

The Bureau of Operations handles the covert operations which are beyond the scope or resources of the other bureaus. It participates in surveillance and infiltration operations, counterintelligence, and assassination missions.

### Other Operations

No matter how dedicated the personnel of Imperial Intelligence, the fact remains that the organization can't handle every conceivable task. The chaos and instability of the past five years have dealt Imperial Intelligence many striking blows, greatly diminishing the quality of information from various agents.

One of the most important intelligence operations currently in progress is a program code-named "Delta Source." Delta Source is not being handled by Imperial Intelligence, however, and it bothers the organization to no end. Delta Source operates within the New Republic's In-

ner Council, providing Grand Admiral Thrawn with sensitive and highly-classified information.

This information goes directly to Thrawn, without being handled by any subordinates. It feeds him clear and precise information from the very heart of the Imperial Palace. Whatever Delta Source is, it is firmly established and the information it passes along is absolutely reliable. Intelligence has tried to find out who or what Delta Source is, but they have been unable to determine if it is a person, Droid or some exotic recording system.

## Character Updates

The characters which follow were detailed in the previous volume, *Heir to the Empire Sourcebook*. As they continue to play important roles in *Dark Force Rising*, their profiles are updated here in a much briefer format.

### Grand Admiral Thrawn

He sits in his command station aboard the Star Destroyer *Chimaera*, his blue-skinned face expressionless, his glowing red eyes always focused on the status readouts, his white uniform spotless and pristine. The rest of the command crew has stopped trying to figure out Grand Admiral Thrawn, to second-guess what his next ingenious move will be. They know that the late Emperor saw fit to make Thrawn one of his twelve Grand Admirals, and if the Emperor had utmost confidence in him, how could the rest of the Empire have less? The amazing thing about Thrawn is his not-quite-Human heritage, which the Emperor apparently saw fit to ignore despite his well-known prejudices in such matters.

In the year since Grand Admiral Thrawn has taken command of the *Chimaera* and begun to rebuild the Imperial Fleet, he has demonstrated his military genius time and again. He likes to play hunches, often reaching conclusions through leaps of logic that totally surprise his subordinates and opponents alike. He has an uncommon knack for predicting his enemies' strategy.

He has started a campaign against the New Republic, which he refuses to refer to as anything but the Rebellion. He planted the evidence against Admiral Ackbar, striking with a subtle attack aimed at neutralizing the Mon Calamari while sending ripples of uncertainty and confusion through the entire political structure. He hopes this will weaken them at the moment he launches his Mount Tantiss campaign. Perhaps it will even be enough to split the Rebellion apart.

Thrawn is a Grand Admiral, with all the cunning, subtlety and tactical genius the title implies. He wears the mythos of infallibility like a cloak, though he has made a mistake or two

### In the Unknown Regions

The *Victory*-class Star Destroyer *Iron Fist* orbited high above the planet designated UR41-284. Like so many of the worlds in the Unknown Regions, the small red planet had no official name in the Imperial charts. If the inhabitants of the world had a name for their planet, it was not recorded on Captain Ferob's datapad. In fact, little more than the raw planet specifications appeared on the Captain's glowing datapad screen. He knew its orbital path, its gravity, its atmosphere content. He knew where the primitive centers of civilization were, what kind of technology level the inhabitants possessed. But he knew nothing of a personal nature. To him, the planet was just another sphere to be charted as his ship continued its five year mission through the Unknown Regions.

The comm unit beeped once, calling for Captain Ferob's attention. It was the command frequency, which meant that Grand Admiral Thrawn was calling from the planet's surface. Ferob reached for the toggle switch without hesitation. To delay, to keep the Grand Admiral waiting, would be to risk the Grand Admiral's wrath. After serving under Thrawn for almost three years, he knew how terrible that wrath could be.

"Ferob here, sir" the Captain said into the comm unit, trying to keep his voice steady. He respected Thrawn, he even feared him, but he still had trouble keeping his revulsion to himself. How could the Emperor make this ... this *alien* ... a Grand Admiral?

"The inhabitants of this world refuse to submit to the Emperor's will, Captain Ferob," Thrawn informed him, his voice full of the calm ruthlessness the Cap-

tain had come to know so well since heading into the Unknown Regions with Thrawn. "I am providing you with the coordinates of a portion of the major village cluster. Begin bombardments on my mark. I want you to level everything within a seventy-kilometer radius of those coordinates without touching the coordinates themselves. I want that portion of land to remain intact."

"Understood, Grand Admiral," Ferob responded, entering the orders into his datapad. He ejected the data card and handed it to his first officer, who would pass along the orders to the gunners and make sure they were carried out to the letter.

"A question, Captain Ferob?" the Grand Admiral asked through the still open comm channel.

Perceptive as always, Ferob thought. "If I may, sir," he started tentatively. "What's so important about those coordinates?"

"Art, Captain," Thrawn said, a touch of excitement creeping through his command voice. "The coordinates bound the village cluster's museum district."

"Of course, sir," Ferob said, remembering the Grand Admiral's peculiar obsession. "Should I prepare your pick-up team?"

"In good time," Thrawn responded. "For now, let's teach this world what it means to deny the Empire. You may begin the bombardment, Captain Ferob."

"And then the art, sir?"

"And then the art."

The bombardment began ...

since this campaign started. But make no mistake — Thrawn rules the Empire now; not some long-dead Emperor, not Captain Pellaeon, not some unseen Moff or General. His Empire isn't in the habit of wasting its resources, but he is not above teaching his subordinates valuable — and sometimes permanent — lessons.

With the items Thrawn uncovered at Mount Tantiss, a working cloaking shield and Spaarti cloning cylinders, and the Dark Force Dreadnaughts to empower his fleet, he is about to set the last phase of his campaign against the Rebellion into motion.

#### Grand Admiral Thrawn Roleplaying Game Statistics

**Template Type:** Imperial Grand Admiral

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Unknown

**Sex:** Male

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "Economics and psychology, Captain. For now, the more civilian survivors there are to spread the tale of Imperial power, the better. There'll be time enough for destruction later."

**DEXTERITY 2D+1**

Blaster 9D+1, blaster artillery 8D+1, bows 5D+1, brawling parry 6D, dodge 9D, grenade 7D+1, melee combat 8D+2, melee parry 8D+1

**KNOWLEDGE 3D+1**

Alien species 11D+1, art 12D, bureaucracy 12D+1, business 11D+1, cultures 11D+1, intimidation 10D, languages 12D, planetary systems 11D, streetwise 8D, survival 8D, tactics: capital ships 11D, tactics: fleets 12D+1, tactics: ground assault tactics 7D, tactics: starfighters 8D+2, value 7D, willpower 8D+2

**MECHANICAL 3D+2**

Astrogation 7D+2, beast riding 7D+2,

capital ship gunnery 9D+2, capital ship piloting 10D+2, capital ship shields 9D+1, communication 7D+2, repulsorlift operation 6D+2, sensors 8D+1, space transports 6D, starfighter piloting 5D+2, starship gunnery 6D+2, starship shields 5D+2

**PERCEPTION 3D+1**

Bargain 12D+1, command 12D+1, command: Imperial Navy officers 13D, con 10D+1, forgery 9D, gambling 9D+1, hide 7D, investigation 9D, persuasion 8D+2, search 11D+1, sneak 7D+1

**STRENGTH 2D+1**

Brawling 6D+1, stamina 9D+1, swimming 4D+2

**TECHNICAL 3D**

Computer programming/repair 8D, demolition 6D+2, Droid programming 6D, first aid 7D, security 9D+1

**Special Abilities:** None known

**Force Sensitive?:** No

**Force Points:** 5

**Dark Side Points:** 21

**Character Points:** 45

**Captain Pellaeon**

Captain Pellaeon never wanted to rule the Empire. When he was forced to take command after the Emperor and many of the senior officers died in the Battle of Endor, he saw himself as simply a caretaker. From the bridge of the Star Destroyer *Chimaera*, he struggled for five years to hold the shattered remnants of the once-great Empire together. He ordered retreat after retreat in the face of the Rebels, though it went against all of his training and pride to do so. He kept ambitious Moff's and greedy officers in line. Though it was reduced to barely a fourth of its original size, at least the Empire has survived.

Without the Academy to draw crew from, he had to order his ships to raid worlds for conscripts. These subjugated crews and the new volunteers that complement them must train on the job, which is a situation that Pellaeon finds distasteful but necessary due to the current situation.

As a caretaker, Captain Pellaeon was more than happy to turn command of the Empire over to Grand Admiral Thrawn when he returned from the Unknown Regions about a year ago. Of course, it took a bit of getting used to seeing a non-Human wearing the uniform of a Grand Admiral. Now he works closely with Thrawn, admiring the Grand Admiral's tactical mind and complex plans which he unfolds with calculating precision. He doesn't always understand how the Grand Admiral comes to his conclusions, but he rarely questions where they lead.



**Captain Pellaeon  
Roleplaying Game Statistics**

**Template Type:** Imperial Captain

**Loyalty:** To the Empire

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

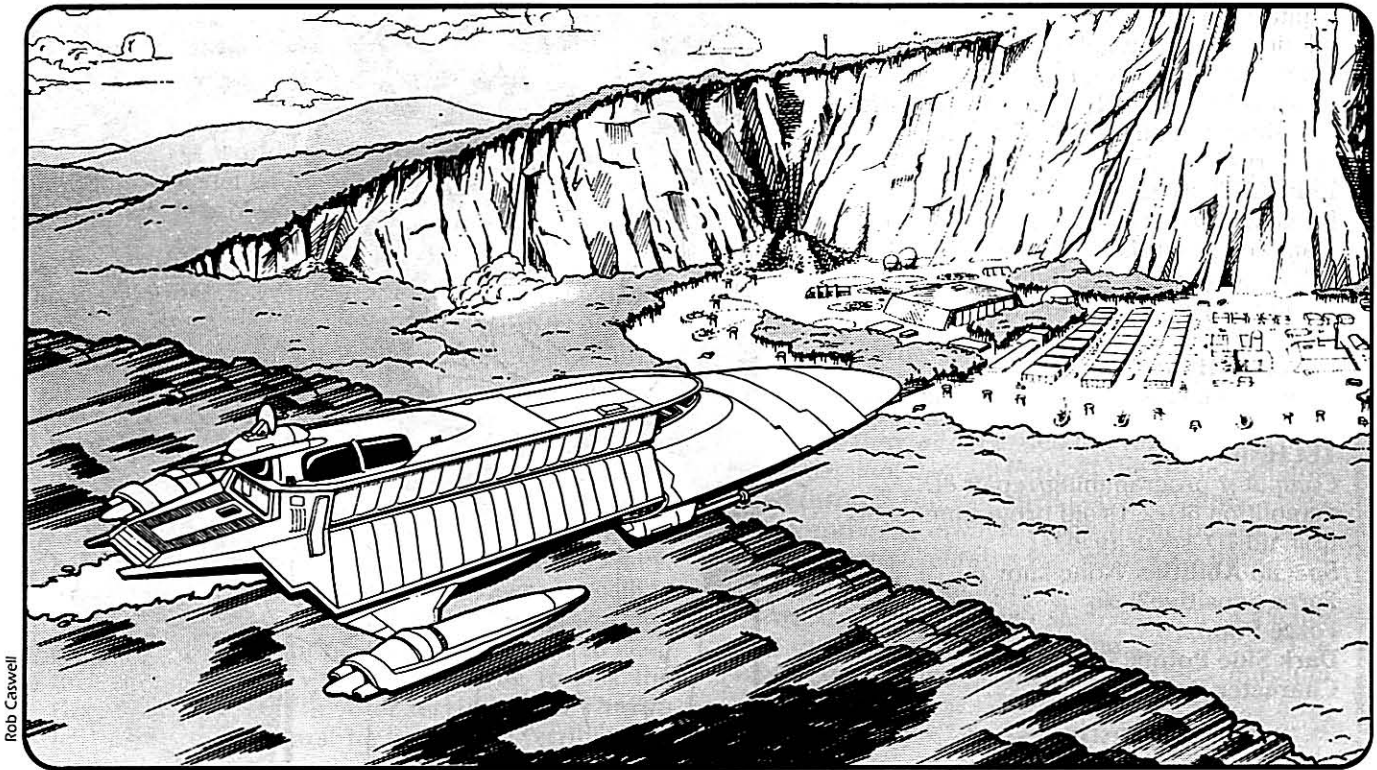
**Homeworld:** Coruscant

**Age:** 70+

**Quote:** "I have the feeling, Admiral, that our final offensive against the Rebellion may be ready to launch a bit ahead of schedule."

**DEXTERITY 2D+2**

Blaster 7D+2, blaster: blaster pistol 8D+2, dodge 7D+2, grenade 7D+2, melee combat 6D+2, melee parry 6D+2, missile



Rob Caswell

weapons 6D+2

**KNOWLEDGE 3D**

Alien species 6D, bureaucracy 9D, business 5D, cultures 5D, intimidation 7D, languages 6D, law enforcement 6D, law enforcement: Imperial law 8D+1, planetary systems 10D, tactics: capital ships 9D, value 6D+1, willpower 7D

**MECHANICAL 3D+2**

Astrogation 8D, capital ship gunnery 6D+2, capital ship gunnery: concussion missiles 7D+2, capital ship piloting 8D+2, capital ship piloting: Imperial Star Destroyer 9D+2, capital ship shields 7D+2, communications 6D+2, repulsorlift operation 6D+2, sensors 6D+2, space transports 7D+2

**PERCEPTION 3D+1**

Bargain 7D+1, command 8D+1, command: Imperial Navy officers 9D+1, con 7D+1, gambling 6D+1, hide 7D+1, investigation 7D+2, persuasion 6D+1, search 8D+1, sneak 7D+1

**STRENGTH 2D+1**

Brawling 3D+1, stamina 7D+1

**TECHNICAL 3D**

Capital ship repair 6D+1, capital ship weapon repair 5D, computer programming/repair 6D, demolition 5D, Droid programming 5D, Droid repair 4D, first aid 6D, repulsorlift repair 5D, security 8D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 4

**Dark Side Points:** 12

**Character Points:** 26

# Chapter Four

# The Fringe

There is more to the galaxy than just the New Republic and the Empire. For every person completely dedicated to the cause of the Republic, there is a person who couldn't care less about the political situation as long as there is money to be made. These people are part of "the fringe."

The fringe is a separate society with its own rules and hierarchy of authority. It exists within society's cracks, in the shadowy places, outside the scope of law and order. All manner of loners, individualists, criminals, rebels, scoundrels, free agents and galactic scum inhabit this fringe society. Smugglers, crime lords, rogues, bounty hunters, pirates and black marketeers claim it as their domain.

Not everyone occupying the fringe is a criminal, however. Some choose to operate outside the more conventional channels of authority for their own reasons. These can be as varied as the individuals themselves, ranging from distrust of established authority to a need to provide an alternative to societal norms. At one time, the Alliance was considered a fringe group, because the Empire was the only mainstream authority in place — as is usually the case with tyrannical dictatorships. Some other fringe operatives come close to joining the establishment, such as Lando Calrissian. Others fight to keep their autonomy, like Talon Karrde.

The fringe will always exist, for it provides a place for society's rejects and castaways. It provides an alternative to established practices, a method for making quick credits without using proper channels. It has always played an important role in the course of galactic events, and this will continue as well. The current situation, for example, has attracted the attention of various members of the fringe. Some will work with the New Republic, others against it, but make no mistake, the fringe will play a big part in determining the outcome of current events.

## New Characters

*Dark Force Rising* introduces a number of new characters from the fringe society who did not appear in *Heir to the Empire*. They are presented here for the first time.

### Niles Ferrier

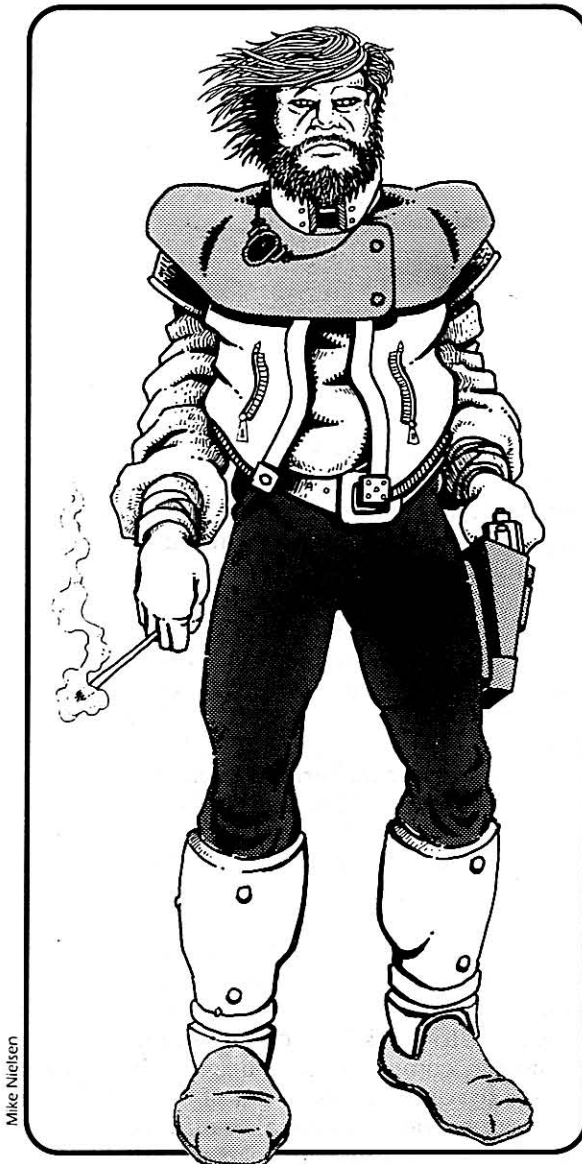
Niles Ferrier is a large Human, big and thickly built. He has dark hair, usually wears a beard, dresses in ornate tunics, and always smokes a long thin cigarra whose distinctive aroma of carababba tabac and armudu spice follows him wherever he goes. He is a jack of all trades, but is considered one of the best spaceship thieves in the galaxy. It is said that Niles Ferrier can palm a Corellian Gunship while the Corellians are still aboard.

Ferrier's typical method of operation involves breaking into a space station's computer and comm systems to monitor security and look for ships ripe to pluck from desolate hangar areas. Using his computer hook-up, he alters work orders to route everyone out of the area. Then he picks up the ship and takes off at his leisure, one ship richer, and ready to move on to his next conquest.

Ferrier became involved in the current struggle between the Empire and the New Republic when Grand Admiral Thrawn put out a call for capital ships. The current bounty of twenty percent above market value for any ship over one hundred thousand tons that can fight was too good to pass up. He assembled his usual gang of assistants — five Humans, a Verpine and a Defel (or wraith).

His first attempt to acquire ships — at the Sluis Van shipyards after the Imperial attack — was spoiled by the untimely arrival of Luke Skywalker and Lando Calrissian. The Jedi, his reputation for eliminating Jabba the Hut<sup>†</sup> preceding him, convinced Ferrier's men not to fight.





Ferrier himself knew Calrissian from the failed Phraetiss operation about ten years ago. He also knew of Calrissian's reputation, which had grown much greater in the intervening years, so he decided to cut his losses and fold to the gambler and the Jedi — this time.

As a businessman, Ferrier prefers not to fight if he can at all avoid it. He defines everything in terms of credits, but he doesn't take well to threats or others trying to cut into his territory. While he prefers to deal in ships, he also dabbles in other trade when necessary. While watching for ship opportunities or planning for a job, Ferrier takes on shipping contracts.

While Ferrier tends to stay out of the galactic struggle, he has taken on Imperial jobs from time to time. He has smuggled contraband from the New Republic into Imperial territory on

more than one occasion, and he recently delivered three Sienar patrol ships to the Empire. The patrol ships were part of his deal with Calrissian for leaving the Republic ships at Sluis Van alone. Calrissian gave him a tip on where the Cavrillhu pirate gang was storing them, and Ferrier and his team did the rest.

Dealing with the Empire, especially with the Grand Admiral himself, does not always go as planned. Ferrier was contracted to locate the precise location of a group of old Rendili StarDrive Dreadnaughts that had attacked Imperial ships over the planet New Cov. The contract gave Ferrier three standard months to deliver. In case Ferrier felt compelled to abandon the assignment and run, his freighter had been equipped with an unbreakable doomsday mechanism set to detonate in exactly three months time. Ferrier was unhappy about the arrangement, but he couldn't directly challenge the might of Grand Admiral Thrawn's armada.

In the course of his search for the Dreadnaughts, Ferrier realized the true nature of the prize he was after. Thrawn wanted nothing less than the *Katana* fleet. With only a name to go on, a Captain Hoffner, Ferrier decided to go to Lando Calrissian for some more "help." His scam slipped slightly when he revealed Thrawn's name to Calrissian and Han Solo, but two homing beacons he planted on Calrissian's *Lady Luck* made their cooperation inevitable. The fortune the Empire offered was one prize; taking out the smart-mouthed gambler could be an added bonus.

Ferrier and his gang trailed Calrissian to the *Coral Vanda*, then he called in Imperial support to make sure Hoffner was going to fall into his hands and not the gambler's. It was a simple matter to find the man and lock him in a suite until after the shooting was done. Although he was not able to eliminate the troublesome Calrissian, he did manage to give the Grand Admiral what he wanted — the location of the legendary Dark Force.

### Niles Ferrier Roleplaying Game Statistics

**Template Type:** Spaceship Thief

**Loyalty:** To himself

**Height:** 1.84 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "They didn't say, and I didn't ask. I'm a businessman; I give the customer what he wants. You here to deal, or just talk?"

**DEXTERITY 3D**

Blaster 5D, blaster: hold-out blaster 6D, brawling parry 6D, dodge 7D, melee combat 5D, melee parry 5D+2, pick pocket 7D, running 6D, thrown weapons 5D+1

**KNOWLEDGE 2D+1**

Alien species 4D+1, bureaucracy 4D+1, business 5D+1, intimidation 5D+1, languages 5D+1, law enforcement 6D+2, planetary systems 5D+1, streetwise 7D+1, survival 4D+1, value 5D+1, value: starships 10D+2

**MECHANICAL 3D+2**

Astrogation 4D+2, capital ship piloting 6D+2, communications 6D+2, ground vehicle operation 5D+2, hover vehicle operation 5D+2, repulsorlift operation 5D+2, sensors 4D+2, space transports 7D+2, starfighter piloting 6D+2, starship gunnery 6D+2, starship shields 4D+2, swoop operation 4D+2

**PERCEPTION 2D+1**

Bargain 7D+1, command 4D+1, con 7D+1, gambling 6D+1, hide 6D+1, investigation 7D+1, persuasion 5D+1, search 6D+1, sneak 6D+2

**STRENGTH 3D**

Brawling 6D, climbing/jumping 5D, lifting 5D, stamina 6D

**TECHNICAL 3D+2**

Capital starship repair 6D+2, computer programming/repair 7D+2, computer programming/repair: spaceport security systems 10D, demolition 4D+2, Droid programming 5D+2, Droid repair 4D+2, first aid 4D+2, repulsorlift repair 5D+2, security 8D+2, starship repair 7D+2

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 4

**Character Points:** 15

**Garm Bel Iblis**

Senator Garm Bel Iblis of the Corellian system was part of the faction that gave birth to the Rebellion. But he did not join the Alliance when it emerged to fight the galactic civil war. Instead, Bel Iblis decided to fight his own war. It was a secret war against the Empire, fought with a private army and dreams of triumph. Years after the civil war had ended, Bel Iblis and his army remained in hiding, waiting for a threat that will never surface.

Few Corellians could ever forget the famous Senator Bel Iblis who disappeared long ago. So great is the respect and admiration of the

Corellian people that even Han Solo calls him "sir," a title he reserves for only a handful of individuals. It is commonly believed that Bel Iblis died on Anchoron, but the Empire failed. It did take everything else from the Senator — his family, his profession, and his contacts with mainstream Corellian society. It forced Bel Iblis to become a rebel.

Now the Senator's face is lined with age and stress, and he commands a private army from a hidden location known as Peregrine's Nest. There are times when the legendary charm of the man comes through, breaking past the stress and weight of age that presses down on him.

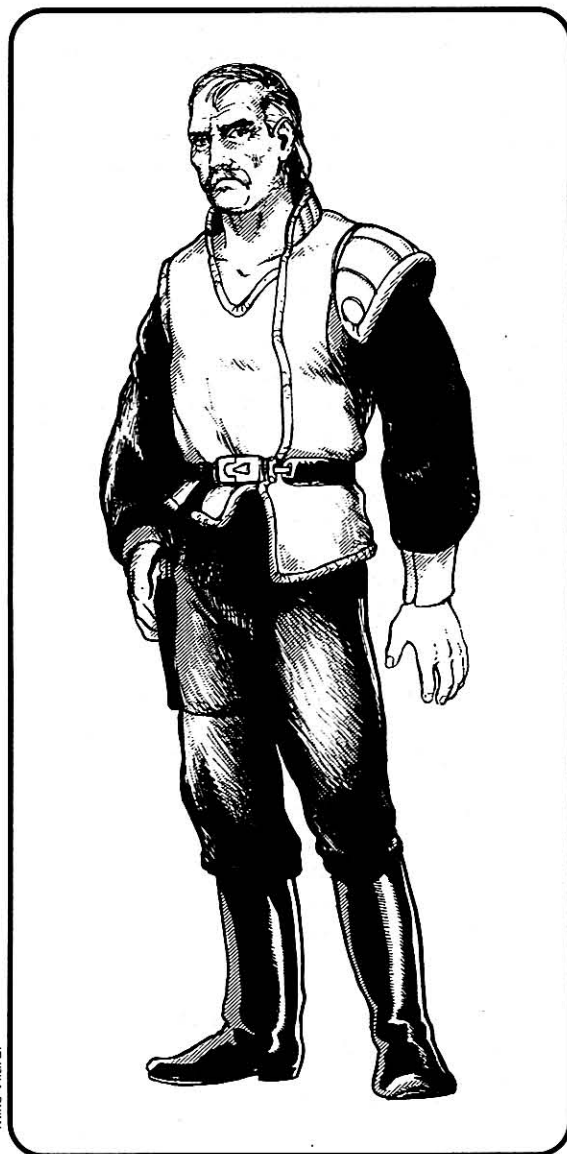
He first met Han Solo when he was a lad of eleven. The Senator was visiting Solo's school, and the lad asked two irreverently phrased yet highly pointed questions. The first concerned the ethics of the anti-alien bias creeping into the Republic's legal structure. The second involved some very specific instances of corruption in the Senate. Bel Iblis made a note of the young man's name, and watched him from time to time as he grew into adulthood. The Senator was extremely disappointed when Solo was dismissed from the Imperial Academy, and even moreso when he was thrown out of the Navy itself. The Senator felt that a loyal officer corps was the best defense against the emerging intolerance of the Empire, but in retrospect he believes it was fortunate Solo left when he did. Those with an obvious disdain for authority were quietly eliminated in the Emperor's purges.

For a time, Peregrine's Nest did not stay in one place for too long. That time has passed. His chief advisor and unofficial ambassador-at-large is Sena Leikvold Midanyl, and one of her main aides is the soldier/pilot Irenez.

Bel Iblis' crowning achievement since forming his private army was the incident at Tangrene. They had been sniping at the Imperials for three years, hitting small bases and military supply shipments, but the Empire had not been paying much attention to them. At Tangrene, the warriors of Peregrine's Nest blasted a major Ubiquitorate center into fine dust, even though three Star Destroyers were in orbit guarding the facility. After that mission, mobility became a top priority.

Though he pretends to still be at war with the Empire, Bel Iblis and his army have not launched a major attack in quite some time. Peregrine's Nest cannot pack up and move on a moment's notice anymore, and the warriors have grown soft and comfortable in their surroundings. The base had been sitting in the same spot for more than three years.

Bel Iblis' army includes six Dreadnaughts



Mike Vliardi

from the *Katana* fleet, including his flagship, the *Peregrine*. His base features bi-state memory plastic buildings for quick break down and set up, as well as anti-infantry, anti-vehicle and anti-orbit artillery, assault vehicles, and a huge cache of personal armaments.

A month after the Tangrene mission, Bel Iblis met Borsk Fey'lya. The Bothan helped the Senator set up a supply line through New Cov, then called up some Alliance Star Cruisers to draw away Imperial ships that got too close at an awkward moment. In addition, he and some other Bothans shifted various funds to Bel Iblis so that he could buy equipment. Of course, Fey'lya believed Bel Iblis would be more grateful than he has been, but the Senator refused to be drawn into the internal politics of the New Republic.

The reason was, Senator Garm Bel Iblis did

not trust his one-time colleague, Mon Mothma. He believed she was up to something. It was because of her that he had chosen to run his own private war against the Empire and not join the Alliance. There were a number of reasons he felt it better to remain independent. Security, for one, as many Rebel cells were lost during the war due to security sloppiness, and even now Imperial communiques speak of a leak called Delta Source which is reporting directly to the Imperial Grand Admiral. Bel Iblis also believed Mon Mothma was setting herself up as a new dictator.

Bel Iblis and Mon Mothma had a running conflict whose origins laid with the creation of the Alliance itself. Once, he was a part of the Alliance, working with Mon Mothma and Bail Organa to convince three of the biggest resistance groups to join forces and form the Alliance. The agreement was called the Corellian Treaty because Senator Bel Iblis convinced the three to come to the meeting, and he personally guaranteed their safety. Senator Bel Iblis was far better at strategy and tactics than Mon Mothma or many of the other generals and admirals in those early days, but Mon Mothma had the gift of inspiration. She took over the meeting, using her abilities to bring diverse groups and species together. She became the visible symbol of the Rebellion, with Organa and Bel Iblis relegated to background roles.

Bail Organa had been a strong moderating influence on Mon Mothma. He was one of the few people she respected and trusted enough to pay serious attention to. When he died in the destruction of Alderaan, no one remained with status enough to stand up to her. She took more and more power for herself, and Bel Iblis suspected she planned to overthrow the Emperor and set herself up in his place.

In recent years, Bel Iblis had cut back his raids against the Empire so that his army would be ready to move against Mon Mothma the moment she turned the New Republic into a dictatorship. *Peregrine's Nest* was set up three years ago to be close to New Republic space, and all raids except those for materials and supplies were suspended. Bel Iblis worked up tactical contingency plans, and the army settled in to wait for the moment of the Senator's vindication. They have been waiting ever since, for the event that will trigger that return will never happen.

As time went by and he realized his mistake, Bel Iblis refused to go to Mon Mothma like a beggar pleading to be let in. He did not want to look like an old fool. Once he dreamed of building a fleet to rival the best the New Republic had

and of gaining decisive victories over the Empire. With those things, he could have returned with dignity and respect, but all he had created was a strike force.

Still, Bel Iblis has found a way to return. His strike force arrived at the site of the *Katana* fleet in time to offer badly needed assistance to the New Republic. Han Solo sent the coordinates of the battle to Sena, asking for assistance. Princess Leia quickly made the request an official New Republic invitation to save the Senator's pride. Now all that remains is for his reunion with Mon Mothma to go as smoothly as the battle.

### **Garm Bel Iblis** **Roleplaying Game Statistics**

**Template Type:** Old Senatorial

**Loyalty:** To the Old Republic

**Height:** 1.75 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corellia

**Age:** 60+

**Quote:** "This is Senator Garm Bel Iblis aboard the warship *Peregrine*. May I offer our assistance?"

#### **DEXTERITY 3D**

Blaster 8D, blaster artillery 7D, brawling parry 6D, dodge 7D, grenade 5D, melee combat 5D, melee parry 5D, missile weapons 5D+2, thrown weapons 4D+2, vehicle blasters 6D

#### **KNOWLEDGE 4D**

Alien species 8D, bureaucracy 8D, business 8D, cultures 7D+2, intimidation 6D+2, languages 7D, law enforcement 6D, law enforcement: Old Republic law 7D+2, planetary systems 7D, streetwise 6D, survival 6D, tactics: ground assault 9D, tactics: capital ship 8D+2, tactics: starfighters 8D+1, value 5D, willpower 7D

#### **MECHANICAL 3D**

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

#### **PERCEPTION 4D**

Bargain 9D, command 9D, command: Peregrine's Nest troops 10D, con 6D, gambling 7D, hide 7D, investigation 6D, persuasion 7D, persuasion: debate 8D+1, persuasion: oration 8D+1, search 5D, sneak 7D

#### **STRENGTH 2D**

Brawling 6D, climbing/jumping 3D, lifting 3D, stamina 5D, swimming 4D

#### **TECHNICAL 2D**

Capital ship repair 3D+2, capital ship weapon repair 3D+2, computer programming/repair 3D, demolition 3D, Droid programming 3D, Droid repair 3D, first aid 5D, ground vehicle repair 4D, repulsorlift repair 4D, security 5D, starship repair 4D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 3

**Dark Side Points:** 0

**Character Points:** 32

### **Peregrine's Nest**

*This textdoc describes specific areas shown on the Nest map. Note that all buildings are covered in camo-netting and sensor-diffusing materials. The whole base is considered to have a sensor mask of +2D (increases difficulty to detect with sensors).*

**Living Quarters.** Between twelve and twenty-four soldiers share each standard cabin. While furnishings are spartan and functional, the soldiers often add touches to give the space a comfortable feeling. Every spare locker and open space is filled with emergency supplies — medpacs, food and water, glowrods, comlinks and weaponry.

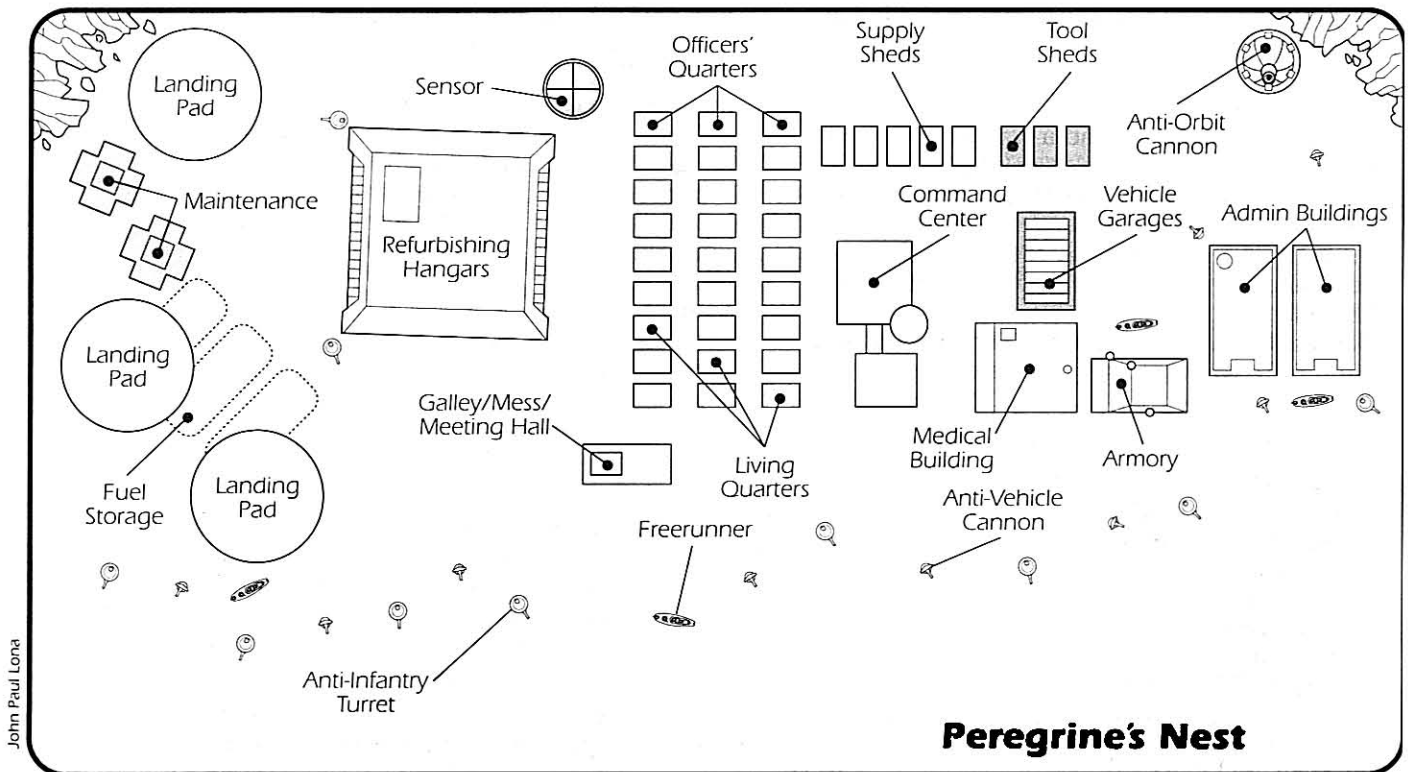
**Officer Quarters.** Six to ten officers share the "deluxe" cabins. While they have a little more privacy and a little more room than the soldier cabins, these quarters also stockpile more equipment and supplies for emergency situations.

**Admin Buildings.** The daily workings of the base and its personnel occur in these offices. The Nest's intelligence units, long-range planning teams, supply and procurement details, and other vital services are performed here.

**Supply Sheds.** Supplies, parts and equipment fill these designated storage areas. Special vaults keep perishables at a constant temperature, pressure and humidity. Only supply officers or the command personnel can open supply sheds.

**Maintenance Buildings.** Each of these areas are designed to handle a variety of tasks, from keeping shuttles and other small starships in top shape to repairing ground and repulsorlift vehicles. Maintenance teams serve as jacks-of-all-trades, learning to service vehicles and starships as well as Droids, weapons, computers and other vital gear.

**Tool Storage Sheds.** Extra tools for the base



### Peregrine's Nest

are stored here, including power tools such as cutters, shovels and drivers.

**Refurbishing Hangars.** The reinforced hangars can shelter small transports and shuttles, and contain everything needed to strip and rebuild damaged ships. The hangars include computer and navigation links, cold engine starters, external power sources, overhead winches and lifts, repulsor tractors, and emergency crash wagons.

**Anti-Infantry Batteries.** Perimeter defense towers provide protection against approaching ground assault troops. Each has its own crew, power source, and ammunition supply. The towers are constantly crewed.

**Anti-Vehicle Cannons.** Perimeter defense towers provide protection against approaching ground assault vehicles. Each has its own crew, power source, and ammunition supply. The towers are crewed around the chrono.

**Anti-Orbit Cannons.** Two types of anti-orbit weapon towers protect the Nest: capital ship defenders and anti-starfighter turbolasers. Each has its own crew, power source, and ammunition supply, and all are crewed around the chrono.

**Vehicle Garages.** Camo-net protected and sensor defusing jammers hide these garages from prying eyes. Each can store a number of vehicles, depending upon what type of vehicles are parked

within. Various ground, hover and repulsorlift vehicles are stored here, from unarmed transports to heavily-armed combat vehicles. Each is equipped with cold engine starters, external power sources, and maintenance lifts.

**Armory.** Weapons and ammunition are stored in this heavily-armored vault. Everything from personal weapons and grenades, to blaster artillery, to ship and vehicles weapons can be found here, depending on the supply status of the Nest.

**Medical Building.** This field-tested medical facility can treat up to one hundred wounded at a time. It features a full range of diagnostic sensors, medical computers, two surgical theaters, and twelve bacta tanks. Six doctors, twelve medical aides, and six medical Droids crew this facility.

**Command Center.** Duty officers constantly monitor communications and sensor readings from this building. A variety of sensors, including the Nest's above ground array, secret remote units, and ship board arrays feed into the command center for evaluation. All missions are monitored from here, and Bel Iblis maintains an office here and in the main administration building. All primary base systems are controlled from here.

**Galley/Mess/Meeting Hall.** The galley features a full kitchen, walk-in freezers, and dry-

food lockers. The adjoining room serves as a mess hall and meeting hall, as it is large enough to handle a quarter of the Nest's personnel at one time.

**Sentry Towers.** These concealed and open towers are crewed around the chrono to watch for approaching targets. The sentries use macrobinoculars and portable sensor arrays, and they stay in constant contact with roving patrols, the command center, and other sentries.

**Fuel Storage.** High energy capacitors store power for recharging vehicle and ship power cells. The Nest's hidden generators constantly charge these cells so that power is available whenever needed. These capacitors can also be routed to provide energy to vital base systems and even the protective shields should the main generators fail.

### Sena Leikvold Midanyl

Sena Leikvold Midanyl is a tall woman with an unmistakable air of authority about her. She serves as chief advisor to Garm Bel Iblis and unofficial ambassador-at-large for Peregrine's Nest.

She first went to work for Bel Iblis while he was a Senator of Corellia, rising through the ranks until she became his chief aide. Sena worked beside the Senator as he battled the Emperor's policies on the floor of the Senate. She helped him draft bills and proclamations that were either ignored or buried by the corrupt members of the Imperial Senate. She was at his side when he met with Mon Mothma and Bail Organa to plan the Rebellion.

She was also with him when the Corellian Treaty meeting became Mon Mothma's show. The Senator had been so proud of his work to bring the members of that gathering together. A part of him died when attention turned from him to the charismatic woman from Chandrila. When Bel Iblis decided to leave, Sena went with him.

In the early years of the fledgling Alliance, Sena helped Bel Iblis plan his own war against the Empire. She listened to his fears concerning Mon Mothma and believed them, as she believed everything the man said. After the failed assassination attempt at Anchoron, Sena helped the Senator get over his loss and his grief. Then she helped him put his plan into action, and Peregrine's Nest was born.

Though there were victories at first, Bel Iblis was more interested in protecting the galaxy from the imagined threat of Mon Mothma. When the Empire lost the Battle of Endor, Peregrine's Nest dug in to wait for Mon Mothma's move to declare herself dictator. When Han Solo stumbled upon Peregrine's Nest during a mission on New Cov, he

found that Bel Iblis was still waiting.

Sena had come to realize that Bel Iblis was wrong about Mon Mothma. But she has great love and respect for the man, and she will do everything in her power to help him keep his pride and honor. Still, she was not blind to the fact that Peregrine's Nest had to join up with the New Republic or die on its own. It was her idea to have Han Solo invite Bel Iblis back into the fold of the Republic. It was an idea that Han wholeheartedly agreed with.

### Sena Leikvold Midanyl Roleplaying Game Statistics

**Template Type:** Chief Advisor

**Loyalty:** To Garm Bel Iblis

**Height:** 1.7 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Corellia

**Age:** 56

**Quote:** "A properly brought up guest should know better than to wander unescorted around sensitive areas."

#### DEXTERITY 2D+2

Blaster 6D+2, blaster artillery 5D, brawling parry 5D, dodge 6D+2, grenade 5D, melee combat 4D, melee parry 4D, missile weapons 4D, thrown weapons 4D, vehicle blasters 5D+2

#### KNOWLEDGE 4D

Alien species 6D, bureaucracy 6D+2, business 6D+2, cultures 6D, intimidation 5D, languages 8D, planetary systems 5D, streetwise 7D, survival 6D+2, value 7D, willpower 6D

#### MECHANICAL 3D

Astrogation 7D, beast riding 4D, capital ship gunnery 6D, capital ship piloting 6D, capital ship shields 6D, communications 7D, ground vehicle operation 6D, hover vehicle operation 4D, repulsorlift operation 5D, sensors 7D, space transports 6D, starfighter piloting 4D, starship gunnery 4D, starship shields 4D

#### PERCEPTION 4D

Bargain 8D, command 7D, command: Peregrine's Nest 8D, con 6D, gambling 5D, hide 6D, investigation 7D, persuasion 6D, search 6D, sneak 6D

#### STRENGTH 2D+1

Brawling 4D+1, climbing/jumping 3D+1, lifting 3D+1, stamina 4D+1, swimming 4D+1

#### TECHNICAL 2D

Capital ship repair 4D, capital ship weapon repair 4D, computer programming/repair 6D, demolition 3D, Droid

programming 6D, Droid repair 5D, first aid 6D, ground vehicle repair 3D, repulsorlift repair 3D, security 7D, starship repair 4D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 11

### Irenez

Irenez is Senator Garm Bel Iblis' chief of security. Physically, she is short and slender. She has close-cut graying hair and a thin, friendly face. She is in excellent shape, a fully-trained and battle-hardened warrior of the finest degree. When the circumstances allow, she can be cheerful and full of humor. When she is working, she is all business — and her business is deadly.

Her activities as chief of security keep her busy at all times. She sometimes undertakes missions of extreme delicacy and importance. She received her initial training in the Old Republic Military Academy on Corellia, but lost her commission as the Empire gained more influence. Her tendency to question authority raised the hackles of her immediate superiors, and with the change in power, they had the perfect opportunity to remove the troublemaker from the military.

She worked as a mercenary and soldier-for-hire for a few years, eventually forming her own platoon for hire. Irenez and her soldiers were extremely successful and in high demand among the trade worlds along the edge of the Core, as Imperial protection against crime lords and pirates was not always available. Her association with Senator Garm Bel Iblis went back to her adolescence, and it was the Senator who sponsored her admission to the Academy. When he quietly put out a call for soldiers, she did not hesitate to answer it. She brought her platoon with her, and soon Irenez proved her worth to Peregrine's Nest.

Irenez longed to prove herself against the Empire and its combat forces. As a commander in Bel Iblis's army, she has been given that chance on more than one occasion. For example, she played a pivotal part in the raids on Tangrene and Gestron, using her commando skills for one and her piloting skills for the other. When Peregrine's Nest settled in to wait for Mon Mothma's long-anticipated and feared move, Irenez was assigned to Chief Advisor Sena Midanyl's staff. There she served as chief of security, intelligence coordinator, pilot and body guard for Sena and Bel Iblis.

Now that Peregrine's Nest has joined the New Republic, Irenez longs for one last campaign

against the hated Empire. The battle for the *Katana* fleet has simply made her anxious for the battles ahead. With a full army to back them up, Irenez and the soldiers of Peregrine's Nest know they can deal a deadly blow against the Imperials.

### Irenez

#### Roleplaying Game Statistics

**Template Type:** Private Mercenary

**Loyalty:** To Garm Bel Iblis

**Height:** 1.55 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Corellia

**Age:** 53

**Quote:** "I think I'm insulted. That has to be the oldest trick on the list."

#### DEXTERITY 3D+2

Blaster 7D+2, blaster: blaster pistol 8D+2, blaster artillery 5D+2, brawling parry 6D+2, dodge 7D+2, grenade 6D+2, melee combat 6D+2, melee parry 6D+2, missile weapons 5D+2, pick pocket 5D+2, running 5D+2, thrown weapons 5D+2, vehicle blasters 6D+2

#### KNOWLEDGE 2D+2

Alien species 3D+2, bureaucracy 4D+2, cultures 3D+2, intimidation 7D+2, languages 5D+2, planetary systems 5D+2, streetwise 6D+2, survival 7D+2, tactics: ground assault 6D+2, tactics: starfighters 5D+2, value 4D+2, willpower 5D+2

#### MECHANICAL 2D+2

Astrogation 6D+2, beast riding 5D+2, capital ship gunnery 6D+2, capital ship piloting 5D+2, capital ship shields 5D+2, communications 6D+2, ground vehicle operation 6D+2, hover vehicle operation 5D+2, repulsorlift operation 7D+2, sensors 6D+2, space transports 7D+2, starfighter piloting 8D+2, starship gunnery 6D+2, starship shields 6D+2

#### PERCEPTION 2D+1

Bargain 5D+1, command 6D+1, con 7D+1, gambling 5D+1, hide 6D+1, investigation 6D+1, persuasion 5D+1, search 7D+1, sneak 8D+1

#### STRENGTH 3D+2

Brawling 7D+2, climbing/jumping 5D+2, lifting 4D+2, stamina 7D+2, swimming 4D+2

#### TECHNICAL 3D

Armor repair 5D, blaster repair 6D, capital ship repair 4D, capital ship weapon repair 4D, computer programming/repair 5D, demolition 7D, Droid programming 4D, Droid repair 4D, first aid 6D, ground vehicle repair 5D, hover vehicle repair 5D, repulsorlift repair 6D,



Mike Vliard

security 8D, starship repair 6D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 11

### The Cavrilhu Pirates

Captain Zothip stood before the full-wall viewport in his private quarters aboard the gunship *Void Cutter*. Anger shimmered around him like heat and light around a sun. He was the captain of the Cavrilhu Pirates, the scourge of the Amorris star system. Passing freighters cowered before him. Supply ships went out of their way to avoid him. Even military ships were loath to get in his way. It had been that way for almost ten years, and Zothip was not going to let anything change that.

"We plunder, we raid, we take," Zothip growled, staring past his own reflection to the stars and blue-black space beyond. "We do *not* get taken!"

The door chime sounded, daring to interrupt the pirate captain's brooding. Without turning away from the viewport, Zothip called, "Come, and you better have the information I requested."

The first mate entered, carrying a datapad. She was a Togorian, a tall feline biped covered with soft fur. Her powerful muscles flexed as she padded toward Captain Zothip, displaying both fearlessness and respect to her superior. With a flick of clawed fingers, she handed the datapad to Zothip.

He glanced at the report with cold, hard eyes. They were the eyes of vacuum, the eyes of a twisted leader, the eyes of a killer. The first mate liked those eyes. "I know what we lost, Keta," Zothip growled. "What I want to know is who took our three patrol ships!"

Keta nodded her head slightly, never taking her cat eyes off her master. "Keep reading, Captain. The data you seek is there."

He scanned the rest of the textdoc, then let his anger explode. "Ferrier? Niles Ferrier was at our base? Why wasn't I informed?"

"We were raiding a New Republic convoy at the time," Keta said evenly. "The patrol ships were being refurbished at our base on Morr Three. Ferrier arrived with a shipment of power converters that he claimed you requested. Fudot had no reason to doubt him, as he had asked for the parts to finish the refurbishing work."

"Ferrier is nothing more than a common thief!" Zothip shouted. "Common thieves do not steal from the Cavrilhu Pirates! He knows that, but it seems he has forgotten. We must remind him, Keta. We must make an example of the foolish Niles Ferrier."

"I understand, sir," the first mate purred. "I'll have the scouts watch for him."

"And his crew," Zothip added. "He normally travels with a wraith and a Verpine. I want them all." With his orders made clear, Captain Zothip turned back to the viewport and the stars, contemplating the punishments he would inflict upon the wayward starship thief that had dared steal from him.



## Captain Zothip

### Roleplaying Game Statistics

**Template Type:** Pirate

**Loyalty:** To himself

**Height:** 1.85 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Bestine

**Age:** 46

**Quote:** "Put them in the airlock. Maybe a few minutes in hard vacuum will convince them we mean business."

#### **DEXTERITY 3D+2**

Blaster 7D+2, brawling parry 7D+2, dodge 7D+2, melee combat 6D+2, melee parry 6D+2, missile weapons 6D+2, pick pocket 6D+2, thrown weapons 5D+2

#### **KNOWLEDGE 2D**

Alien species 4D, business 6D, cultures 3D+1, intimidation 8D, languages 4D, planetary systems 6D, planetary systems: Amorris 7D, streetwise 7D, survival 6D, value 5D, willpower 5D

#### **MECHANICAL 3D+2**

Astrogation 8D+2, capital ship gunnery 6D+2, capital ship piloting 6D+2, capital ship piloting: Corellian Gunship 7D+2, capital ship shields 6D+2, communications 5D+2, sensors 5D+2, space transports 6D+2, starfighter piloting 4D+2, starship gunnery 5D+2, starship shields 4D+2

#### **PERCEPTION 3D**

Bargain 6D, command 6D, command: Cavrilhu Pirates 8D, con 7D, gambling 7D, hide 6D, persuasion 6D, search 7D, sneak 8D

#### **STRENGTH 2D+2**

Brawling 8D+2, climbing/jumping 4D+2, lifting 5D+2, stamina 6D+2

#### **TECHNICAL 3D**

Blaster repair 4D, capital ship repair 5D, capital ship weapon repair 5D, computer programming/repair 4D, security 6D, starship repair 4D

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 1

**Dark Side Points:** 4

**Character Points:** 14

## Character Updates

The characters which follow were detailed in the previous volume, *Heir to the Empire Sourcebook*. As they continue to play important roles in *Dark Force Rising*, their profiles are updated here.

## Lando Calrissian

Lando Calrissian got involved with the Alliance when his old friend and partner Han Solo showed up at his mining operation at Cloud City. After "a few initial problems" (as he would put it), Lando joined the Alliance. He served with Han, Princess Leia and Luke Skywalker until after the Battle of Endor.

Then, with Mon Mothma's help, he set up a new mining operation on the planet Nkllon. But the Empire has again reared its terrible head, pulling Calrissian back into the galactic struggle.

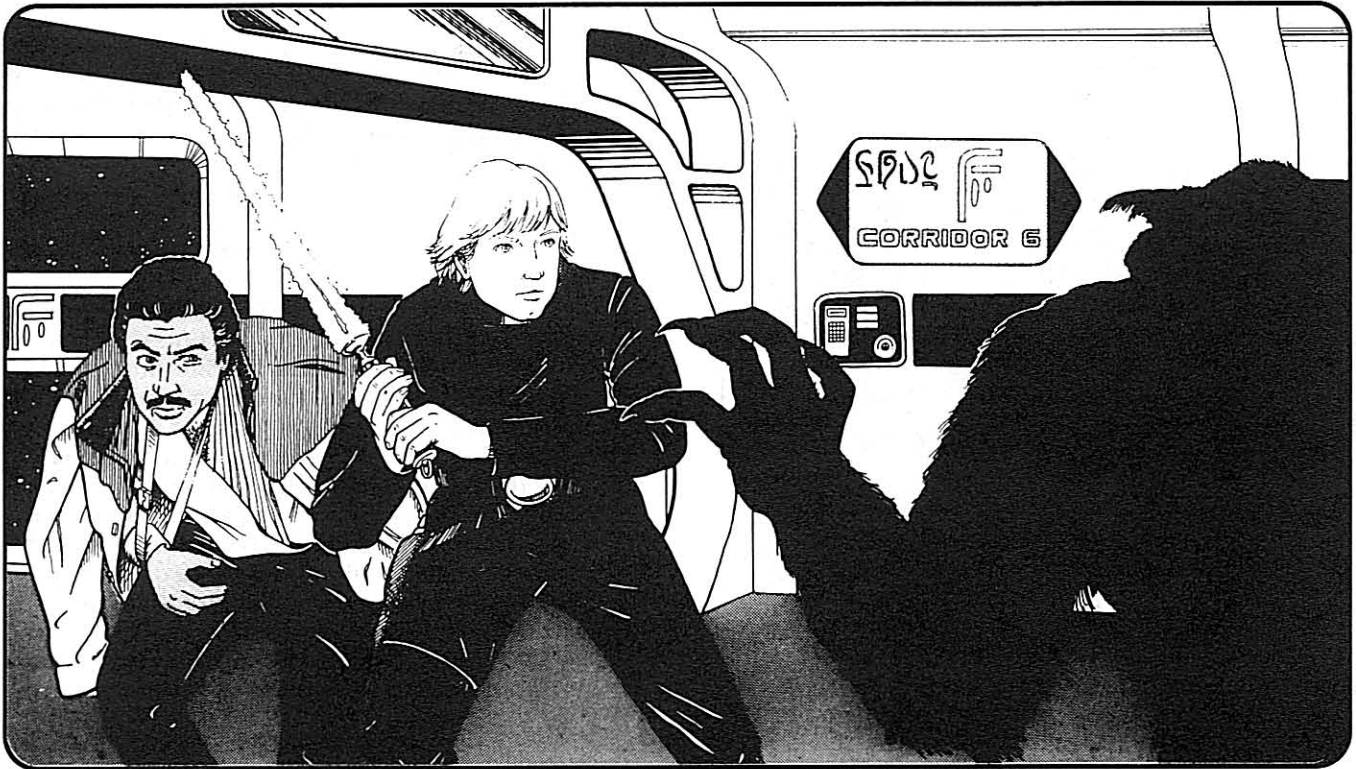
Calrissian is a gambler, a rogue, a scoundrel, and a businessman. Circumstances have also forced him to be a warrior at various times during his life, and he has learned to excel at even that deadly occupation. After all, Calrissian figures, if you're going to do something, you might as well do it right.

After receiving some light wounds on Myrkr and participating in the defense of the Sluis Van shipyards (some say he and Han Solo saved the day), Calrissian was set to return to Nkllon. He had a business to repair, especially since the Empire had stolen his mole miners to use in the Sluis attack. But fate would not let him out of the current struggle so easily.

Han Solo told him he could leave for Nkllon whenever he wanted, but if he hung around and helped for a little longer, Han would help him swing a deal to unload a stockpile of hfredium. "All you have to do is listen and dig out a lead or two, then we'll never bother you again," Han declared. Lando Calrissian had heard that one before, but he also decided to lend a hand.

When the possibility of finding the *Katana* fleet surfaced, Lando knew he was in this game to stay. He once searched for the legendary Dark Force himself, but he couldn't find so much as a seat cushion from one of the Dreadnaughts. From New Cov, to the casino ship *Coral Vanda*, to the bridge of the *Katana* itself, Lando Calrissian has been an invaluable part of the top New Republic strike team of Han Solo and Luke Skywalker.

Today, Lando Calrissian is a respectable businessman who happens to aid the New Republic every so often. Well, almost respectable. He has come a long way from his earlier days, when he used to hop around at the helm of the *Millennium Falcon*. Now he flies the very elegant and proper *Lady Luck*, a modified space yacht with a few hidden extras. In his recent adventures with Han and Luke Skywalker, he has made a new enemy. The spaceship thief, Niles Ferrier, has decided to eliminate Calrissian at the first opportunity. Lando, of course, has faced such threats before. He's still around to laugh about them.



Rob Caswell

**Lando Calrissian**  
**Roleplaying Game Statistics**

**Template Type:** Gambler

**Loyalty:** To himself and the New Republic

**Height:** 1.77 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "Trust me. We're going to win this one."

**DEXTERITY 3D+2**

Blaster 8D+2, blaster: hold-out blaster 7D+2, brawling parry 6D+1, dodge 7D, grenade 5D, melee combat 5D+1, melee parry 5D+2

**KNOWLEDGE 3D**

Alien species 5D+1, bureaucracy 8D, business 8D+1, business: mining 11D+2, business administration 8D, languages 6D, planetary systems 5D+2, streetwise 9D, survival 6D, value 7D, willpower 6D

**MECHANICAL 2D+1**

Archaic starship piloting 5D+1, astrogation 7D, communications 5D+1, ground vehicle operation 5D+1, hover vehicle operation 5D+1, repulsorlift operation 5D+1, sensors 5D+1, space transports 9D, starfighter piloting 9D, starship gunnery 8D, starship shields 8D+1, swoop operation 5D+1

**PERCEPTION 4D**

Bargain 9D, bargain: minerals 10D+2, bargain: tibanna gas 11D+2, command 8D, con 10D, forgery 7D, gambling 10D+1, hide 7D+2, persuasion 7D+1, search 5D, sneak 7D+2

**STRENGTH 2D+2**

Brawling 6D+2, climbing/jumping 5D+2, lifting 4D+2, stamina 6D+2, swimming 4D+2

**TECHNICAL 2D+1**

Computer programming/repair 5D+1, demolition 3D+1, Droid programming 4D+1, Droid repair 4D+1, first aid 4D+1, repulsorlift repair 5D+1, security 7D+1, starship repair 7D+1, starship weapon repair 6D+1

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 5

**Dark Side Points:** 0

**Character Points:** 34

**Talon Karrde**

Talon Karrde has replaced the crime lord Jabba the Hutt as the prime actor on the underworld stage. When a recent deal with the Empire went sour, Karrde was forced to abandon his base on Myrkr. Karrde and his group have been running ever since.



Talon Karrde is not merely a smuggler, though that is how he earns his living. His real love is not for goods or credits, but for information. More than anything else in the galaxy, he craves knowledge. In short, he is the most elite information broker in the galaxy.

One bit of knowledge that has remained with him for over fifteen years is the location of the *Katana* fleet. He was a navigator/sensor specialist for a small, independent smuggling group. When the group botched a pickup, they had to make a run past a pair of Carrack cruisers. Karrde didn't have time to do a complete astrogation calculation, so he jumped the ship a half light year out to buy time to recalculate. The ship emerged into the middle of a fleet of Dreadnaughts. From all appearances, the ships appeared to be functioning — external and in-

ternal lighting was on, and a standby sensor scan was active. Karrde and his captain assumed that it was part of the force they had fled from, so they made another emergency jump to get away. This rushed jump almost proved fatal, for the ship hit the mass shadow of a large comet, causing massive damage to the ship and crew. Five died instantly, and three more of injuries before the ship could limp back to civilization.

Karrde realized what they had found after he checked the sensor readings. He memorized the coordinates and erased the information from the nav computer. Of the six members of the crew who survived, he thought that only he knew the value of what they had stumbled into. He didn't realize that his captain, Hoffner, also checked the computer. Karrde always planned to go back and salvage the Dreadnaughts, but he never seemed to find the time to do it properly — or had buyers for two hundred capital ships. With the Empire swift to exact vengeance and the New Republic likely to win in the end, Karrde decided not to take the Grand Admiral up on his offer to buy warships.

Grand Admiral Thrawn has placed a twenty thousand credit bounty on Karrde's head, and there are similar bounties on the rest of his organization. His second in command, Mara Jade, attempted to have the bounties removed, but all she accomplished was to lead the Empire to Karrde's new base.

Jade, desperate, asked Luke Skywalker for help, and the Jedi was quick to participate in a rescue of Karrde. Imagine Karrde's surprise when Skywalker entered his detention cell on the Star Destroyer *Chimaera*. He was even more surprised to see Mara, and quite relieved that they were able to escape before he was forced to reveal the location of the Dark Force to Thrawn.

With all that has happened, Karrde decided to give the location to the New Republic. They arrived too late to beat the Empire, who had found Captain Hoffner and pulled the coordinates from him. The Empire got away with almost one hundred and eighty of the Dreadnaughts — leaving the New Republic a mere fifteen. For the time being, though, Karrde has thrown his lot in with the New Republic. He has provided his slicer, Ghent, to help prove Admiral Ackbar's innocence. After that, who knows where the vapor trails will lead the smuggler chief and his loyal associates?

### Talon Karrde

#### Roleplaying Game Statistics

**Template Type:** Smuggler

**Loyalty:** To himself

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "I'm authorizing it, Councilor. The *Katana* fleet is still mine, and it will remain so until the New Republic takes possession of it. Until then, I make the rules."

**DEXTERITY 3D+1**

Blaster 5D+1, brawling parry 5D+1, dodge 6D+1, melee combat 4D+1, melee parry 4D+1, pick pocket 6D+1, running 5D+1

**KNOWLEDGE 2D+1**

Alien species 7D+1, bureaucracy 7D+2, business 8D+1, cultures 7D+1, intimidation 6D+1, languages 7D+1, law enforcement 7D+1, planetary systems 5D+2, streetwise 8D+1, survival 4D+1, value 5D+1, willpower 6D+1

**MECHANICAL 3D+2**

Astrogation 7D+2, beast riding 4D+2, communications 6D+2, repulsorlift operation 5D+1, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D

**PERCEPTION 3D**

Bargain 8D, command 9D, con 7D+1, forgery 6D, gambling 6D+2, hide 6D+2, investigation 8D, persuasion 7D, sneak 6D+2

**STRENGTH 3D**

Brawling 4D+2, stamina 6D

**TECHNICAL 2D+2**

Computer programming/repair 4D+2, first aid 4D+2, security 6D+2

**Special Abilities:** None

**Force Sensitive?:** No

**Force Points:** 2

**Dark Side Points:** 2

**Character Points:** 26

## Mara Jade

Mara Jade is a slender woman with green eyes and a dancer's figure. She moves with a catlike athlete's grace. Her spectacular green eyes are cool, measuring. They take in everything all the time. Her shimmering red-gold hair adds to her beauty, but few ever try to get close to the woman. She reeks of loss and deep hatred, and few fail to recognize the fact that she is very dangerous. She has served as part of Talon Karrde's smuggling operation for six months, turning her luck and raw talent into a position as second in command.

Before the Emperor died, Mara Jade served as his Hand, one of his personal assassins and spies. She was trained in the Dark Side of the Force. The Emperor's intensive training included

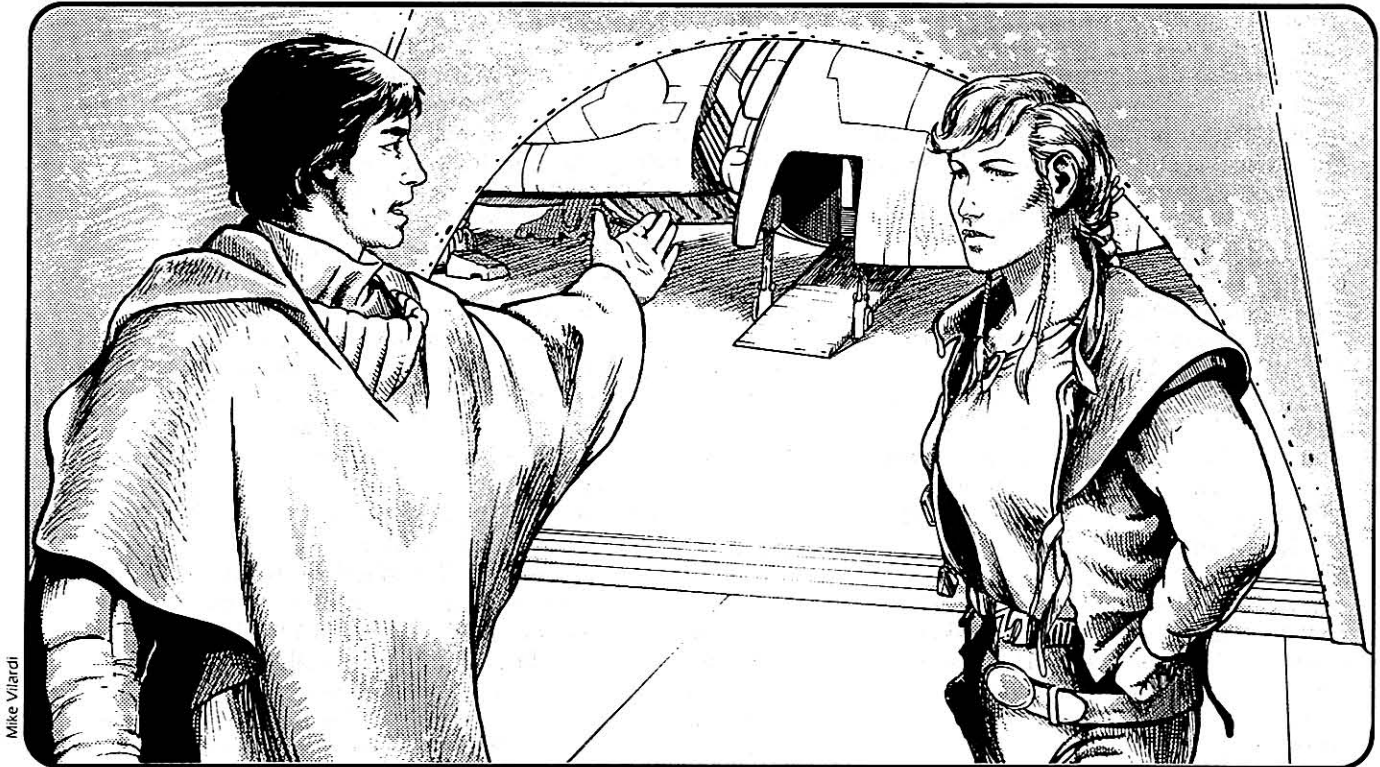
direct manipulation of the Force, as well as long-range communication techniques that served in her primary function. Mara believed her abilities had died with the Emperor, for they vanished at the moment of his death. They reappeared briefly and erratically in the years since, but never in full. Recently the old feelings have begun to return, the tingling hunches, the inner feelings. The feelings make her try to do things she knows she cannot do — and many times they help her succeed. It was all coming back to her, the hunches and sensory flickers from out of nowhere, urges and compulsions she had little control over. Soon, she knows, the dreams will start again, compelling her to kill Luke Skywalker, for with his death she believes the voices will finally go away.

Once she was the Emperor's Hand, but no one else in the Empire knows who she is. When the Emperor died, her old life ended. In the five years since, she has held a number of different positions. She was a serving girl in a Phorliss cantina, a come-up flector for a Caprioril swoop gang, and even a hyperdrive mechanic in the backwater of the Ison Corridor. Her previous employers had reacted to her strange hunches with fear, or anger, or hatred when they manifested. Karrde showed none of these things. At best, he seemed to be going for polite exploitation. However, Mara cannot turn it on and off like a sensor pack — at least not anymore.

The Empire had placed a bounty on Karrde's head because he helped Luke Skywalker escape on Myrkr. The bounty extended to the other key members of Karrde's organization, including Mara.

In the face of imminent capture by an Imperial Star Destroyer, she decided to play an old card. She sent a message to Grand Admiral Thrawn. It was the old recognition code that she had carried in her memory — Hapsir, Barrini, Corbolan, Triaxis; the Emperor's Hand has returned. She quickly told Thrawn that they had met at his secret promotion to Grand Admiral. She had been introduced as the Emperor's favorite dancer, Lianna. She explained that she stayed away for five years because there was nothing in the Empire for her — at least not until the return of a Grand Admiral. She made a deal to have the Empire lift Karrde's death mark in exchange for the *Katana* fleet.

Thrawn, of course, decided to change the deal to his own advantage. He followed her back to Karrde's base and captured the smuggler chief. Now came the hard part for Mara, for she wasn't the kind who gave her loyalty easily. And her loyalty, for the time being, was to Talon Karrde. She even tried to use the Force to kill



Mike Vilardi

Thrawn, but her powers were not that great, her control not that complete. For her trouble, he promised to deliver her to Joruus C'baoth for proper training. This only served to enforce her previous conclusion: the Empire she had once served proudly was gone forever.

Mara Jade had other resources to call upon. As Emperor's Hand, she knew about the private back door the Emperor had installed in the main computers of every Star Destroyer in the fleet. She could not be locked out of one of the Emperor's ships. She discovered the location of Karrde's cell aboard the *Chimaera*, then went in search of Luke Skywalker. She would ask the man she hated above all else to help her, because only he could. What surprised her was that he readily agreed, without threat or force or coercion.

Someday she will still kill Skywalker, but fate seems to keep turning them into allies at the most inopportune moments. He helped her rescue Karrde, then went with Karrde to Coruscant as guests of the New Republic. Entering the Imperial Palace brought back a flood of memories. It was here that her life had effectively begun. And it was here, five years ago, that it had ended while she waited for the Emperor to come back from a trip that ended in his death. She saw the Emperor's frowning, wrinkled face in every palace window. She felt his overwhelming presence still commanding her: **YOU WILL KILL LUKE SKYWALKER**. She told the memory voice that

she was trying, but she wasn't sure if that was still true.

The danger to Karrde and herself was gone and she was out of excuses, yet Skywalker was still alive. Mara Jade has no idea why. Skywalker even saved her from death during the battle for the *Katana* fleet. He should have let her die. At least then she wouldn't be faced with the decision that now hangs over her — what to do about her dark dreams.

### Mara Jade Roleplaying Game Statistics

**Template Type:** Merc

**Loyalty:** To the Emperor and Talon Karrde

**Height:** 1.6 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Unknown

**Age:** 28

**Quote:** "I wouldn't trust Jedi farseeing all that much if I were you. The Emperor did a lot of that, too. It didn't help him much in the end."

**DEXTERITY 3D+2**

Blaster 9D+1, blaster: hold-out blaster 10D+2, brawling parry 7D+2, dodge 8D+2, melee combat 8D+1, melee parry 7D+2, missile weapons 6D+2, pick pocket 8D+2, running 6D+2, thrown weapons 6D+2

**KNOWLEDGE 2D+2**

Alien species 8D+2, bureaucracy 7D+2, business 5D+2, intimidation 7D+2, languages 8D+2, planetary systems 5D+2, streetwise 6D, streetwise: Talon Karrde's organization 7D+2, survival 7D, value 4D+2, willpower 6D+2

**MECHANICAL 2D+2**

Astrogation 8D+2, beast riding 5D+2, communications 6D+2, ground vehicle operation 6D+2, repulsorlift operation 5D+2, sensors 5D+2, space transports 9D+2, starfighter piloting 9D+2, starship gunnery 9D+2, starship shields 8D, swoop operation 7D+2

**PERCEPTION 2D+1**

Bargain 5D+1, command 7D+1, con 6D+1, gambling 4D+1, hide 8D+1, investigation 4D+1, persuasion 5D+1, search 7D+1, sneak 8D+1

**STRENGTH 3D+2**

Brawling 6D+2, climbing/jumping 7D+2, lifting 5D+2, stamina 8D+2, swimming 6D+2

**TECHNICAL 3D**

Blaster repair 6D, computer programming/repair 7D, demolition 4D, Droid

programming 3D+2, Droid repair 3D+2, first aid 5D, ground vehicle repair 6D, repulsorlift repair 5D, security 8D, starship repair 6D+1, starship weapon repair 5D+1

**Special Abilities:**

*Force skills: Control 2D, sense 2D+2, alter 1D+1*

*Force powers (these are only powers which Mara has demonstrated to this point):*

*Control:* Absorb/dissipate energy, accelerate healing, control pain, emptiness, enhance attribute, hibernation trance, remain conscious, resist stun  
*Sense:* Danger sense, life detection, life sense, magnify senses, receptive telepathy, sense force

*Alter:* Injure/kill, telekinesis

*Control and Sense:* Projective telepathy

*Control and Alter:* Inflict pain

*Control, Sense and Alter:* Telekinetic kill

**Force Sensitive?:** Yes

**Force Points:** 4

**Dark Side Points:** 5

**Character Points:** 21

# Chapter Five

# Planets

The galaxy is a big, big place. It stretches beyond the imagination, encompassing countless billions of stars, planets, and species. Even the Known Galaxy — that area of space that once fell under the control of the Empire — is so huge as to make full understanding almost impossible. Because hyperdrives are taken for granted and make travel from one end of the Known Galaxy to the other as easy as (or easier than) traveling across the face of a single world, its true size is rarely realized by the average galactic citizen. Only in the void of space, as vessels move under the slower power of sublight drives, does the full scope of the galaxy take shape in the minds of restless crewers.

Out of this endless swirl of stars and void, the boundaries of the Known Galaxy have been established. But the borders are not set, for expansion is possible in an endless number of directions. From the Core Worlds to Wild Space, from the Rim Territories to the Borderland Regions, the galaxy's stars and planets engage in an eternal dance of orbits and gravitational fluctuations. As members of this galactic dance, the sapient beings of the galaxy seem almost insignificant. They are easily dwarfed by the size and scope of the galaxy around them. They have divided and defined portions of the galaxy in ways their minds can understand, slicing known space into sectors and star systems for ease of reference. Three quarters of these known systems fall under the marginal control of the New Republic. The Empire maintains control of barely one fourth of its original member systems.

The systems and planets described below are far from the total number of worlds known in the *Star Wars* galaxy. These have been selected for inclusion because of the significant roles they play in *Dark Force Rising*.

## Churba System

The star system Churba is full of life and planets with enterprising operations. Of the

eight worlds orbiting the sun, only the first planet, Barhu, a high-temperature ball of rock, and the distant cold world of Hurcha, the eighth planet, do not serve some civilized purpose.

The most important planets in the system are Churba, the fourth planet which gave the system its name, and New Cov, the third world orbiting the sun.

Churba is a high-tech world of Humans and assorted alien species, metropolitan and cosmopolitan, although on a smaller scale than Corellia and Coruscant.

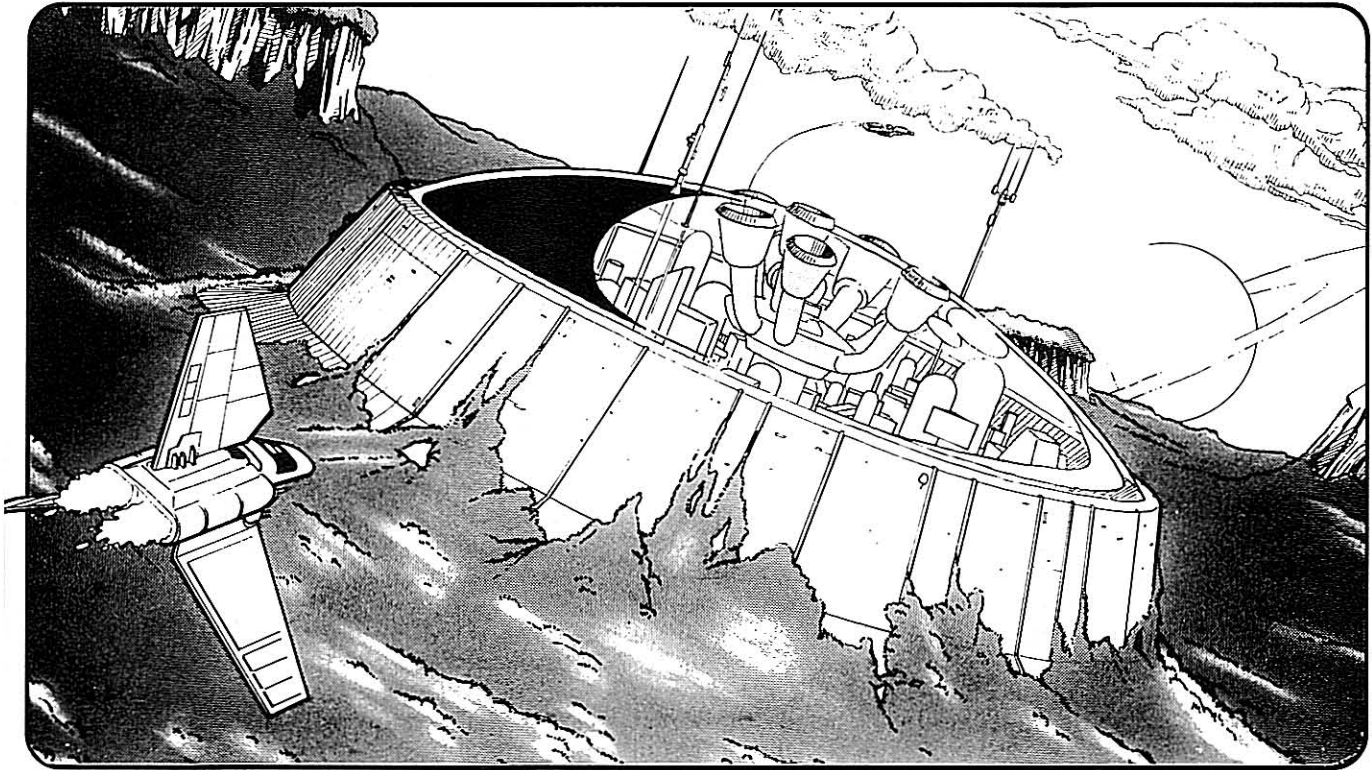
New Cov has no indigenous intelligent species, but its jungles and vast amounts of natural resources have made it an ideal corporate colony.

## New Cov

The great walled city of Ilic is but one of eight that have been built in the jungles of New Cov. The tops of the cities poke through the clutching trees of the tight-pressed jungle, looking like the silver-skinned domes of Droids that have been dropped into green quicksand. Visiting ships must enter the cities through vents near the top, which are large enough to admit anything up to the size of a W-class space barge.

New Cov is a planet where the dangers of the environment are the source of its economic value. New Cov is home to numerous sentient exotic plants that produce biomolecules. However, the plants seem to take great exception to the harvesting of the molecules — they have been known to eat the occasional careless molecule harvester, and the reason the cities are armored and domed is to prevent the plants from infiltrating or casting spores into the cities. However, despite the danger, economics rule out, and the Covies are even building two more cities to increase living space and processing facilities.

Biomolecules cannot be synthesized, so sources of these important manufacturing components are highly sought after and jealously guarded; they are needed for synthesized medi-



cines and some partially organic industrial processes. Harvested biomolecules are processed for their variety of uses (many of them military), and prepared for shipment to heavy-industry planets.

While the dangers of New Cov are numerous, the residents, all employees of the New Cov Biomolecule Company, earn high pay for their efforts. All manner of alien species can be found in the armored cities, though the majority of citizens are of Human origin (many coming from Churba itself). The planet is allied with the New Republic, but the cities make periodic tributes to the Empire in the form of sanctioned Imperial raids. The Empire takes whatever refined biomolecules it needs, leaves, and New Cov remains in the good graces of both governments.

Ships enter the cities through the top vents, following the curved pipes down and inward to a bright landing area beneath a transparisteel dome. Inbound customs are a mere formality, for the inhabitants depend on these same ships to export their goods. Outbound scrutiny, of course, is much tighter.

Professional greeters welcome visitors, providing data card maps of the city and surrounding area. From there, visitors are free to go to the market, administrative, living and processing areas of the city.

### New Cov

- Type:** Terrestrial
- Temperature:** Hot
- Atmosphere:** Type I (Breathable)
- Hydrosphere:** Moist
- Gravity:** Standard
- Terrain:** Jungle
- Length of Day:** 27 Standard Hours
- Length of Year:** 301 Local Days
- Sapient Races:** Humans, assorted aliens
- Starport:** Imperial Class
- Population:** 90 million
- Planet Function:** Natural resources, biomolecule harvesting
- Government:** Corporate Owned (New Republic allied)
- Tech Level:** Space
- Major Exports:** Biomolecules
- Major Imports:** High tech, workers

### Endor

The Endor system was nothing more than a footnote in the Old Republic astrogation logs before it became the most famous location in history. It was an insignificant, out-of-the-way system, with few planets and only one sphere capable of supporting life. An Imperial outpost had been established on the sphere, and from there the necessary preparations were begun so that



the second Death Star battle station could be constructed in the sphere's protective orbit.

The system was named for its main planet, which had faded away at some time in the distant past. All that remained in the planet's orbit was a small, nameless moon of the previous world. For ease of reference, some refer to it as Endor, but it is really only Endor's moon.

Three other planets orbit the system's ancient sun. They float too far from the warm rays to support life, but they contain a wide variety of minerals and rare ores. The Imperials set up mining operations on these three worlds to provide materials for the second Death Star project, but only one of these remains in operation. On the nearest world to Endor's Moon, a large, dark orb designated Eloggi, the mining operation continues to churn out ore. The New Republic granted the rights to the facility to an enterprising company from Sullust in recognition of the support and assistance it provided the Alliance throughout the civil war.

### Endor's Moon

Endor is appropriately labeled "the forest moon." Vast forests cover most of the moon, full of trees that reach over three hundred meters into the air. The trunks are covered with shaggy, rust-colored bark. They rise as straight as columns, some extremely wide, others seemingly impossibly thin. Spindly foliage of lush colors fill the upper branches of these living giants, scattering the bright sunlight in delicate blue-green patterns across the forest floor.

A wide array of flora grows among these ancient giants, including pines and leafy deciduous varieties. Ferns cover the ground like a rippling sea of green. The entire moon follows this verdant, primeval pattern. Even the air seems full of life, alternating between warm and cool as day gives way to night.

The day on Endor's moon belongs to the Ewoks, a small, furred hunter/gatherer species that lives in the giant trees. They build villages in the trees, and live in close-knit tribal units.

The night, however, belongs to a thousand different predators. While Ewoks are certainly the most intelligent species native to Endor, the cunning and physical strength of many less-intelligent predators forces the Ewoks into their elevated villages at night.

The Ewoks worship the trees as life-givers and great, ancient spirits. They understand the concept of the Force, but do not call it by such a name. Prior to the Battle of Endor, Ewoks had minor contact with scouts and traders, but they developed no lasting galactic ties. Since the defeat of the Empire, in which the Ewoks played

a major role, the people of the New Republic have been made leaf-brothers and members of the Ewok tribes. The Ewoks continue to have sporadic contact with their Republic friends, welcoming the occasional freighter with awe and friendship. The Ewoks gladly provide plants for medicine and food to the Republic, but have asked for little in return. They accept teachers and the occasional technological trinket, but they remain tribal and primitive.

A curiosity over Endor is a "psychic bloodstain" of sorts. This spot is dark and brooding and marks the area where the second Death Star burst into a thousand colors and then cooled to unrecognizable wreckage. Here is where the Emperor died, and those who are sensitive to the Force can feel his presence when they pass through the spot. It is a malign, hateful presence, chilling to all Force-wielders who pass through it.

### Bright Tree Village

Built among the wide trunks of the tall trees of Endor's moon, Bright Tree Village is a typical Ewok settlement, located near the ruins of the Imperial outpost. Named for the tall central tree that catches the rays of the sun throughout most of the day, Bright Tree houses nearly two hundred of the Ewoks. The healthy cluster of trees in which they live, the good hunting, and the abundant supplies of food and fresh water make these Ewoks feel particularly blessed among the children of the trees.

The village hangs fifty meters over the forest floor. The main platform features a wide, open work and meeting area built around a central hunters' hall. Other, smaller platforms rise above and hang below the main platform.

The lowest levels of the village feature the sentry posts. Here the most experienced Ewok warriors team with young novices to guard the approach to the village and teach the novices what they know. Sentries watch for approaching dangers, greet and announce visitors, and raise and lower the climbing vines needed to reach the forest floor. Sentry posts, like all of the lower portions of the village, are camouflaged to hide the platforms above from unwanted guests.

The main platform features the chief's hut, the shaman's hut, the hall of elders, and the hunters' meeting place. Other huts on this platform and the smaller platforms that cling to the trees above include storage areas, family dwellings, huts for unmated females and unmated males, visitor huts, and the place of sickness where ills and wounds are treated.

The highest platforms house additional sentries. These watchers constantly observe the

horizon, looking for anything which might threaten the safety of the village or the hunters and gatherers in the forest below. Additionally, special platforms serve as launching pads for Ewok gliders. Gliders are used as both offensive weapons and to quickly get news to those outside the village.

### Salfur's Trading Post

The New Republic has set up a number of semi-permanent trading posts and landing platforms near the Ewok villages. One of these is Salfur's Trading Post, taking up a significant portion of a clearing near Bright Tree Village. Following the pattern established by the Ewoks, Salfur's Post rises above the forest floor on ten meter columns. These columns serve the same function as the Ewoks' trees (which the Republic decided not to use for fear of offending the religious Ewoks), holding the post up above the reach of most predators. Four of the columns contain lift tubes to ferry people and supplies from the post to ground level.

When night falls, the darkness activates the boundary field which surrounds the post and its nearby landing platform. The force field serves as an additional level of protection during the hostile nights of Endor's moon. Of course, this field can be raised and lowered manually when the need arises.

The landing platform can accommodate shuttles and small freighters, but maintains few other services. There are no maintenance hangars, no refitting stations, and no cargo handlers. There is only a landing beacon, directional lights, a flat place to touch down, and a power recharging hook-up.

The post itself contains a living area, storage rooms, and a limited entertainment center — all that a few traders and perhaps a diplomat, medic and teacher need for a short stay on Endor's forest moon. The post is not staffed throughout the year. Instead, it serves as a base of operations when Salfur and his New Republic associates come for one of their periodic visits.

### Deadly Predators

Two of the more lethal predators which hunt the forest nights are the *divto* and the *preducor*. Both names cause even the mightiest Ewok hunters to shiver, and few dare challenge their mastery of the night.

#### Divto

The divto is a fearsome three-headed snake that grows to a length of three meters. Each head can strike the same target, delivering a numbing poison which renders prey helpless.

Once the poison takes effect, the divto drags its prey into the deep woods where it can consume it at its leisure.

#### Divto

### Roleplaying Game Statistics

**DEXTERITY** 3D+2

**PERCEPTION** 3D+2

Sneak 5D+2, sneak: forest 6D+2

**STRENGTH** 4D

Brawling 5D, stamina 5D

**Move:** 7

**Size:** 3 meters long

**Scale:** Creature

**Attacks:**

Teeth: 5D damage

**Special Abilities:**

*Multiple Attacks:* The divto can make three attacks per round (one per head) without suffering any multi-action penalties. Additional attacks incur normal penalties.

*Poison:* Once every round (up to three consecutive rounds), the divto can deliver a powerful poison to its prey with a successful bite attack. The poison causes stun damage of 6D+2.

**Combat:** These predators lie in wait in the tall grass, springing at the last minute when prey passes by. They seek to strike three times in quick succession with their three heads, trying to deliver poison to their intended prey.

#### Preducor

The preducor is a true monster. It stands on four powerful, clawed legs, has a terrible head surrounded by a mane of razor-sharp hair, and a long, spiked tail. The preducor's protruding maw is filled with fearsome teeth, and its eyes glow malignantly in the night which is its hunting grounds. The preducor grows to a height of four meters and its body stretches as much as five meters from nose to tail. Great folds of skin protrude from its back, the vestiges of wings that no longer work.

The preducor makes its home anywhere in the forest; it roams, without even making so much as a temporary lair. They are normally docile during the day, but as soon as darkness comes to Endor, they begin prowling for any large creature that would make a suitable meal.

#### Preducor

### Roleplaying Game Statistics

**DEXTERITY** 4D

**PERCEPTION** 3D

Sneak: forest 4D

**STRENGTH** 6D

**Stamina:** 8D  
**Move:** 8  
**Size:** 4 meters tall, 5 meters long  
**Scale:** Creature  
**Attacks:**

**Teeth:** 7D damage

**Claws:** 6D damage

**Tail:** 5D+1 damage

**Special Abilities:** None.

**Combat:** These predators are not subtle. When they detect prey, they go after it. Little can throw off the attention of a hungry predator once it has captured the scent of prey. When it closes with its target, it attacks savagely with its front claws and its terrible rending teeth. It uses its tail as a secondary attack and to keep others away while it feeds.

### Endor's Moon

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (Breathable)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Forest

**Length of Day:** 18 Standard Hours

**Length of Year:** 402 Local Days

**Sapient Races:** Ewoks

**Starport:** Limited services (landing port; seasonally staffed)

**Population:** 10 million

**Planet Function:** Homeworld, trade

**Government:** Tribal (New Republic allied; non-participating member)

**Tech Level:** Stone

**Major Exports:** Foodstuffs, medicinal goods

**Major Imports:** None

### Honoghr

Seven planets orbit the Honoghr sun, from tiny Logru with its oceans of boiling lava, to distant Kuthul, the frozen giant. Of these seven worlds, it was the fourth planet that was blessed with life. Honoghr was the paradise in this turbulent system, though its hold on life was tenuous at best. It was not a world of abundance, like Alderaan, but it was the best this system had to offer. That changed drastically after the violence of the galaxy intruded on the world.

### The Planet Honoghr

The Noghri, the species of savage hunters turned into killing machines by the Empire, hail from the distant and nearly unknown world of Honoghr. Little of the world is fit for habitation. The area that can still support life is called the Clean Land, and its major city is Nystao. There

are also a number of smaller villages spread throughout the Clean Land.

From high orbit, visitors can see the results of the cataclysm that devastated the Noghri homeworld. The surface of the world is almost uniformly brown with a few deep blue lakes and small oceans. There are no greens or yellows, no signs of plant life. From above, Honoghr looks dead. Only on closer examination does any evidence of life appear in the middle of the brown landscape. A small, irregularly-shaped patch of pale green sits lonely vigil on the world of dusty browns. This is the Clean Land — Honoghr's only hope for life.

What happened to the world? Long ago Honoghr was caught between two combating warships. When the battle was over, the planet was left for dead, an innocent bystander hit by the stray shots of high-tech war.

Life on Honoghr has always been hard, but it became impossible after the battle in the sky. To the Noghri, it was like a war between gods. The warships shot bolts of lightning across the sky all through the night and into the next day. The distant mountains flashed with their fury. The Noghri were more frightened by the silence than by the light, for there was no thunder to accompany the great flashes. When the lightning finally stopped, the Noghri hoped the gods had gone and taken their war with them. Then the groundshake started.

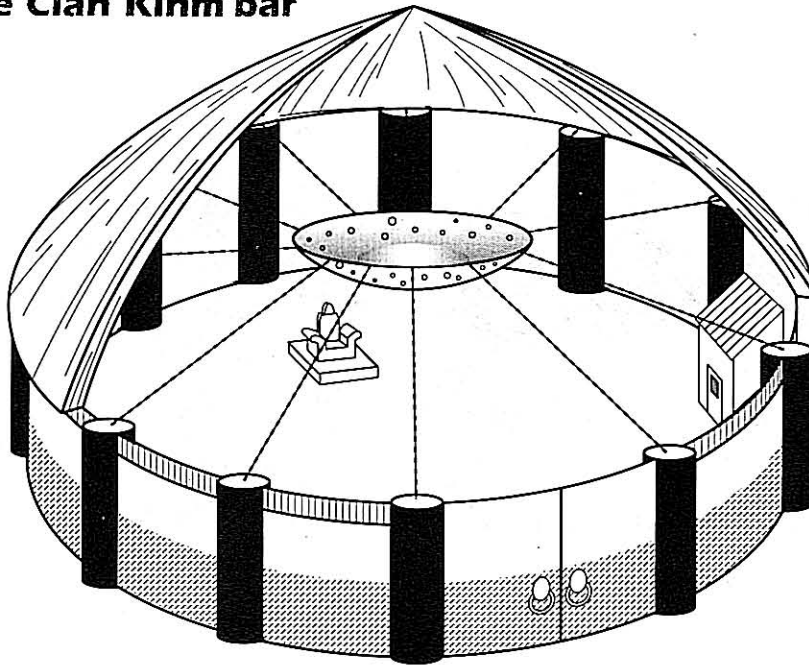
Whole cities vanished in the earthquakes which shook the world. Forests and fields burned, as did villages and cities which survived the quakes. This was followed by terrible sickness, and more people died. Then the strange-smelling rain began to fall.

In more civilized terms, one of the great warships crashed into the planet, triggering massive earthquakes and releasing toxic chemicals into the air. Older starships carried such potent toxins, like the ships of the Old Republic.

A twist of fate left only one portion of the planet habitable, and that was the ancient truce ground that the clans had long used as a neutral site. All the surviving clans migrated to the truce ground in search of a way to live in the dying world. It was here, in the Clean Land, that Lord Vader found the Noghri.

The Noghri feared him as a god, but they were also angry with the gods for what they had done. Some of the Noghri attacked, killing many of Vader's attendants despite their blasters and armor. Only three of the twenty Noghri fell before Lord Vader stopped the battle. He offered peace and the aid of the Emperor. Vader provided food, medicine and tools at first, and later he brought decon Droids to clean the land.

## Dukha of the Clan Kihm'bar



Stephen Crane

Vader, who the Noghri believed was the only being in the galaxy that cared for them, became their master.

Once the Noghri clans were many, full of discord and death. The history carved into the walls of each dukha show the terrible destruction of life created by the conflicts of old. Clan battled clan, and war was a way of life. This changed after the destruction on Honoghr. Now the clans are one, serving the Empire.

Outside the Clean Land, the only plant that continued to grow on the world was the kholm grass, and the few animals that have managed to survive are those that can eat it. To this day, the Noghri depend on supplies brought from other worlds by their Imperial masters, or they will perish as a species.

The Noghri leaders, called the dynasts, have been Imperial vassals since Lord Darth Vader arrived. For many years they faithfully served Vader and his Emperor, gladly giving their sons and daughters over as commandos in exchange for the help their planet needed.

The current Imperial lord of the Noghri is Grand Admiral Thrawn. The day Lord Vader presented him to the dynasts has been etched in Noghri memory, for it was a sad day. The Lord Vader, who had saved the Noghri from total destruction, explained that his duties against the Emperor's enemies would require his full attention. From that day forth, the Grand Admi-

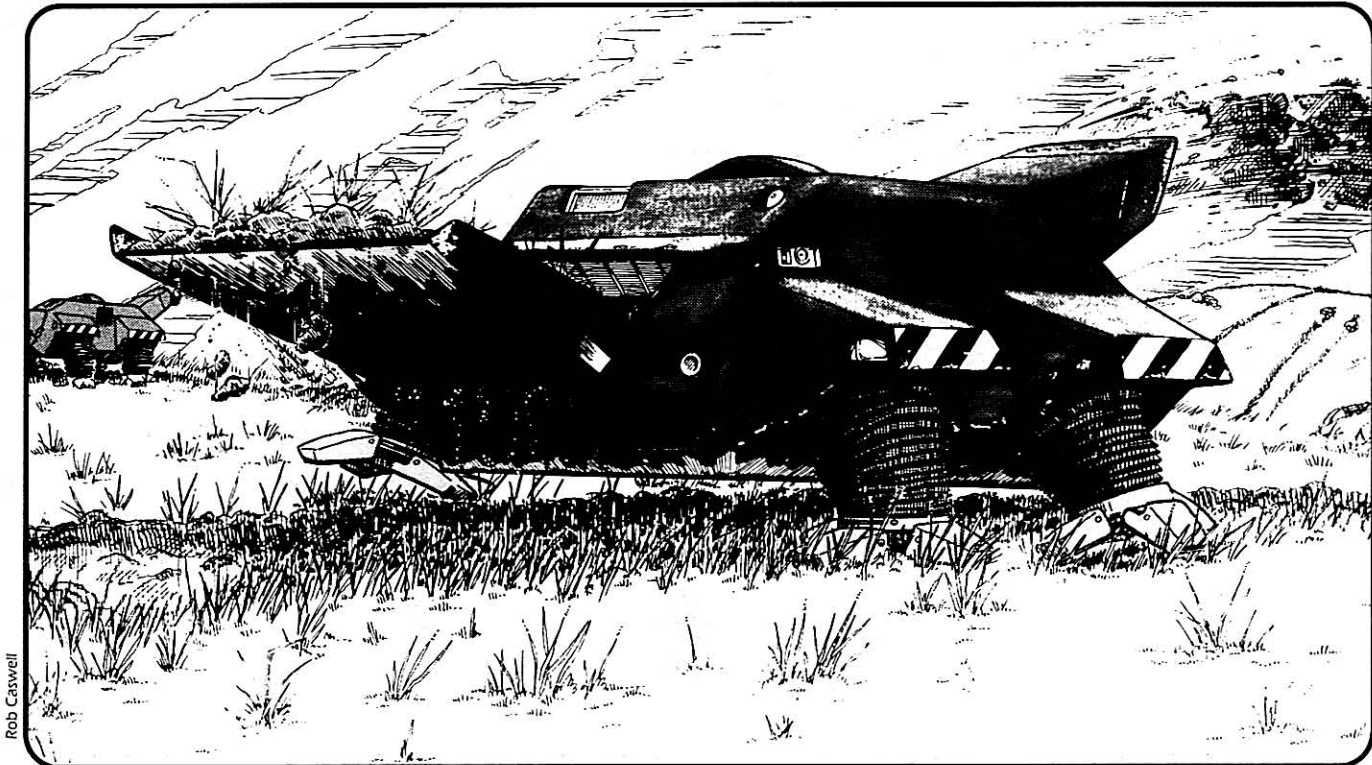
ral would be their lord and commander. Sadness spread, for the Lord Vader had been the only one other than the Emperor who cared for the well-being of the Noghri. He had given them hope and purpose. It took time for the Grand Admiral to give them such things as well.

### The Dukhas

Noghri culture is clan-oriented, made up of close-knit family groups that engage in many customs and rituals. It has all of the social customs of primitive pre-spaceflight cultures, though the Empire has provided spaceships and high-tech machinery to Noghri.

Every clan has a dynast, or clan leader, and a village it calls home. Each clan village has a dukha at its center, and all village life revolves around it. A dukha is a large cylindrical building with a flat cone-shaped roof. The circular wall is composed of massive vertical wooden pillars alternating with a lighter wood. Just beneath the eaves, a metal band circles the entire building. The pillars of the elaborate structure are made of whole sections of tree trunk which have been stripped of bark and smoothed to a black marble finish. The lighter wood is covered with intricate carvings, as is the reinforcing metal band, showing both function and art.

Each dukha is twenty meters across and four meters high, plus an additional four meters for the conical roof. The interior is a single open



Rob Caswell

room with a throne-like chair two-thirds of the way toward the back — the clan High Seat. There are no internal support pillars. Instead, great chains are strung from the top of each wall pillar to the edge of a large concave dish hanging over the center of the room. The weight of the dish keeps the pillars upright and as stable as any other support structure could. Hidden lights in the dish's rim glow upward, providing soft, diffused illumination.

### The Empire's Deception

Of course, the Empire has used the situation to its own advantage, binding the Noghri into a debt of honor in order to make full use of their natural fighting skills. Princess Leia learned that the disaster took place forty-eight Noghri years ago, which the maitrakh of clan Kihm'bar told her was the same as forty-four Imperial years. The disaster did not take place during the Rebellion, as she had assumed, but during an earlier conflict, perhaps even during the Clone Wars.

By lies, the Empire has held the Noghri in bondage for too long. They have not been cleaning the soil, but contaminating it to perpetuate the lie. The Empire actually infested the world with a hybrid strain of *kholm* grass which killed all other forms of plant life; the decon Droids slowly eliminated patches of this dangerous *kholm* grass — only enough to make it appear as though the Empire was trying to save the world, but never

enough to free the Noghri from their dependence upon the “generosity” of the Empire.

Princess Leia, going before the Grand Dukha as the daughter of Lord Vader, convinced the Noghri that the Empire had not been helping them. The Empire had been poisoning their world. She proved that the Empire could have repaired the damage to Honoghr in a few short years, not over the course of half a century.

“The Noghri are a free people,” Leia told them, “I came only to try to restore that freedom to you.” She also told them not to openly throw off the shackles of the Empire just yet, for to do so would bring swift retribution and death. She has promised to return with more fresh, living seed so that they can restore their croplands. What happens next to Honoghr is up to the Noghri.

### Nystao

In the city of Nystao sits the Common Room of Honoghr, in the Grand Dukha. Within rests the gleaming High Seat, from which the Grand Admiral holds his convocates of dynasts. Each dynast comes to present himself before the Grand Admiral, affirming his loyalty to Thrawn and Empire. There is also an Imperial spaceport in the city, primitive by Core standards but a paradise compared to the rest of the backwater world.

The spaceport is maintained by Noghri who have been specially trained by the Empire. They can service and repair transports and small

starships, though they have little understanding of the skills they have been provided with. The spaceport maintains a control tower and sensor station for monitoring near-space traffic and remains the most technologically-advanced area on the planet.

As the capital of the Clean Land and the seat of Imperial power, Nystao houses the supply warehouses. The Empire periodically fills these warehouses with food and water, and the dynast of Nystao distributes the supplies to the outer clan villages as needed. Though all dynasts are considered equal, the dynast of Nystao remains slightly superior than the rest because of his more prominent contact with Thrawn and the Empire.

Nystao is larger than the other clan villages, with more Noghri living within its confines. In addition to the Grand Dukha, there are all of the other features of smaller villages on a larger scale. Huge bakehouses prepare food for the families. Large areas are set aside for the training of the young and for the daily practices which the Noghri warriors engage in. Family huts are everywhere, using the limited space of the Clean Land to best advantage.

The city isn't open to visitation from outsiders — the Empire intentionally keeps the ravaged world isolated, and there are no modern trading center or luxury accommodations for visitors. In fact, only Imperial officials are welcome on this world. There are few places for non-Noghri to hide. If one member of a clan knows something, it isn't long before the entire clan knows it. Princess Leia's presence on Honoghr was almost revealed to Grand Admiral Thrawn — only Leia's lineage, the *Mal'ary'ush*, or daughter and heir of Lord Darth Vader, protected her.

### Honoghr

**Type:** Terrestrial (Toxic)  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Dry  
**Gravity:** Standard  
**Terrain:** Toxic plains, some clean land  
**Length of Day:** 23 Standard Hours  
**Length of Year:** 352 Local Days  
**Sapient Races:** Noghri  
**Starport:** Imperial Class (for Imperial ships only)  
**Population:** 10 million  
**Planet Function:** Homeworld  
**Government:** Clan (Empire allied)  
**Tech Level:** Stone, with space components  
**Major Exports:** None  
**Major Imports:** Food, water, medicine, tech

### Jomark

The planet Jomark is the second of six worlds orbiting a medium-sized sun. It is the only world in the system capable of supporting life, and the only planet which has been colonized. There is not even so much as a transmission relay station on any of the other worlds.

### The Planet

Jomark is a colony world that has not had much contact with the galaxy (even its last star chart update, over fifteen years ago, was little more than a cursory fact check). It was the perfect place for Joruu C'baoth to set his trap for Luke Skywalker, for it is just the sort of world a Jedi Master would choose to hide on. The planet is mostly ocean, with one small continent and an endless number of smaller islands.

The Jedi Master ruled the world from the "High Castle," though he did not believe it deserved its name. It was a short, dirty castle, as alien as the long-gone species that had built it before the Human colonists had arrived; its intended purpose remains a mystery. The castle was nestled uneasily between two large crags on an ancient volcanic rim. He appreciated the location, for the rim provided a good view of the brilliant blue waters of the Rim Lake four hundred meters below. He moved into the castle because the colonists held the place in awe. The dark island in the center of the crater also made a well-hidden landing site for the Imperial shuttles continuously sent by Grand Admiral Thrawn.

The bulk of Jomark's land area is taken up by the small continent of Kalish. There are thousands of even smaller islands scattered in clusters around the ocean world. Most of the population of the main continent lives along the coast, but there are a few smaller settlements in the interior. One such settlement lies on the southern shore of the almost perfectly ring-shaped Rim Lake. The lake itself had formed inside the remains of a cone-shaped volcano, and a smaller cone formed an island in its center. This wilderness region, thick with mountains, provided isolation and secrecy for Joruu.

The colonists came to Jomark during one of the Old Republic expansions a few thousand years ago. Like many colonies of the period, it was quickly forgotten about, precipitating the slide into a state of primitive technology and superstition. The Human colonists found a rich world full of paradise islands and crystal water. The colonists stay away from those relics the aliens left behind; they consider these places haunted, and do not wish to disturb whatever alien spirits may still reside within the strange constructs.

The colonists have had only minor contact



Rob Caswell

with the galactic community, but that suits them fine. Even after all these generations, they still call themselves colonists, though few understand exactly what the term means. To them, it identifies who they are — the second intelligent species to make its home on Jomark. They have an industrial level of technology, and many turn to the sea for sustenance. The Jomark colonists are excellent fishermen, sea farmers, and sailors. They have no spaceport facilities other than the temporary one set up in the Rim Lake for Joruu C'baath. Few visitors come to their world, and most colonists do not believe in starships and other worlds (though all of their legends and histories tell them they came from space sometime in the past).

The Jomark colonists are content with their world. They care nothing about the far-away events of the galaxy, for the concerns of their island paradises are enough for them. They lack the knowledge to develop beyond their current tech level, looking upon the magical wonders of Joruu and his Imperial visitors with awe and fear. They are a superstitious lot, eager to explore the islands that dot their seas but afraid to sail too far into unknown waters. To date, they have settled only a quarter of the world's land mass, and only those areas closest to the continent of Kalish.

After a short visit to the world, Luke Skywalker left Joruu C'baath to accompany Mara Jade on

a rescue mission. Now Joruu has also abandoned the world, leaving it the way he found it so that he can set his own plans into motion — whether the Grand Admiral approves of them or not. The colonists were more than glad to see him leave.

### Cracian Thumpers

Cracian Thumpers have long been used as workbeasts by the natives of their world of origin. When the Cracians decided to market them to the galaxy, Thumpers became indispensable for use as both riding and pack animals. The original Jomark colonists brought a few of these animals with them, and now the main continent and a few of the larger islands have herds of wild Thumpers living in the wilderness, in addition to the stocks of domestic Thumpers the colonists use for a variety of tasks.

The Thumper got its name from the sound it *should* make when it runs. However, the remarkably agile creatures have such a light touch that they hardly make any sound at all. They are extremely loyal and obedient animals. They can be taught to follow verbal or touch commands, and can even distinguish between friends and enemies if their masters train them. Some can be taught to attack on command.

Sharp foreclaws and a whipping tail provide these creatures with remarkable offensive capabilities.

**Cracian Thumper  
Roleplaying Game Statistics**

**DEXTERITY** 3D

**PERCEPTION** 3D+2

Sneak 4D+2

**STRENGTH** 3D

**Orneriness:** 1D

**Move:** 12

**Size:** Adults stand 1 to 1.8 meters at the shoulder

**Scale:** Creature

**Attacks:**

**Claws:** 3D+1 damage

**Tail:** 4D+2 damage

**Special Abilities:**

*Silent movement:* Thumpers can move very silently, adding 1D+2 to *sneak* attempts if they make only two moves or less per round. They can carry up to 100 kilos of cargo, or a rider and up to 50 kilos.

**Combat:** These animals are not aggressive, but will attack if threatened or trained for combat. They fight with sharp foreclaws and by striking with their tail, using it like a whip. Because Thumpers are herbivores, they have hard, flat teeth which are not useful as biting weapons.

**Jomark**

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (Breathable)

**Hydrosphere:** Moist

**Gravity:** Standard

**Terrain:** Ocean, island (varied terrain)

**Length of Day:** 23 Standard Hours

**Length of Year:** 312 Local Days

**Sapient Races:** Humans

**Starport:** Limited Services

**Population:** 2.8 million

**Planet Function:** Colony, subsistence

**Government:** Cooperative communities

**Tech Level:** Industrial

**Major Exports:** None

**Major Imports:** None

**Pantolomin**

Three planets orbit the Panto sun. The planet closest to the sun is Pantolomin, but it orbits at a comfortable distance and supports a huge number of life forms. This is the paradise of the system, a diamond among the jewels. The second planet, Toloran, also supports life, but it is a colder, harsher world. The distant Atloran does not have a life-sustaining atmosphere, but has been utilized nonetheless.

This entire system has been established as a resort. From the tropical climes of Pantolomin to the wintry wonderland of Toloran, from the zero-gee camp grounds of Atloran to the deep space station Panto Prime, the system features vacation packages for all tastes and species.

Pantolomin features a tropical and semi-tropical climate. It is an ocean world, with eighty percent of the planet covered in deep blue water. The land masses, from the three large continents to the five major islands to the hundreds of small islands, are jungle paradises of thick rain forests. The underwater coral reefs are renowned throughout the galaxy for their unique beauty.

Toloran is a cold world of snow and mountains. Mountain top resorts provide a variety of winter activities, including repulsor skiing, hover sledding, wilderness survival camps, and even mundane single and double snow-contact skiing. Perhaps the highlight of the world is the great *Snow Nara* ice barge. The ice barge sails across the great ice floes of the northern reaches, taking its passengers to the most isolated areas for sightseeing, ice skiing, and hunting of the terrible ice dragons of Toloran.

The lifeless sphere called Altoran has even been colonized for recreational activities. Seven zero-gee space camps surround a modern spaceport facility. Alien species which have special gravitational needs find these camps great fun, and more humanoid species come for the challenges and benefits of a limited stay in weightless conditions.

Panto Prime, a deep space station orbiting between Pantolomin and Toloran, is a luxury facility that doubles as a functional spaceport and a deluxe resort and casino. Panto Prime is a popular gambling resort, but always is playing second-best to those of Pantolomin.

**Pantolomin**

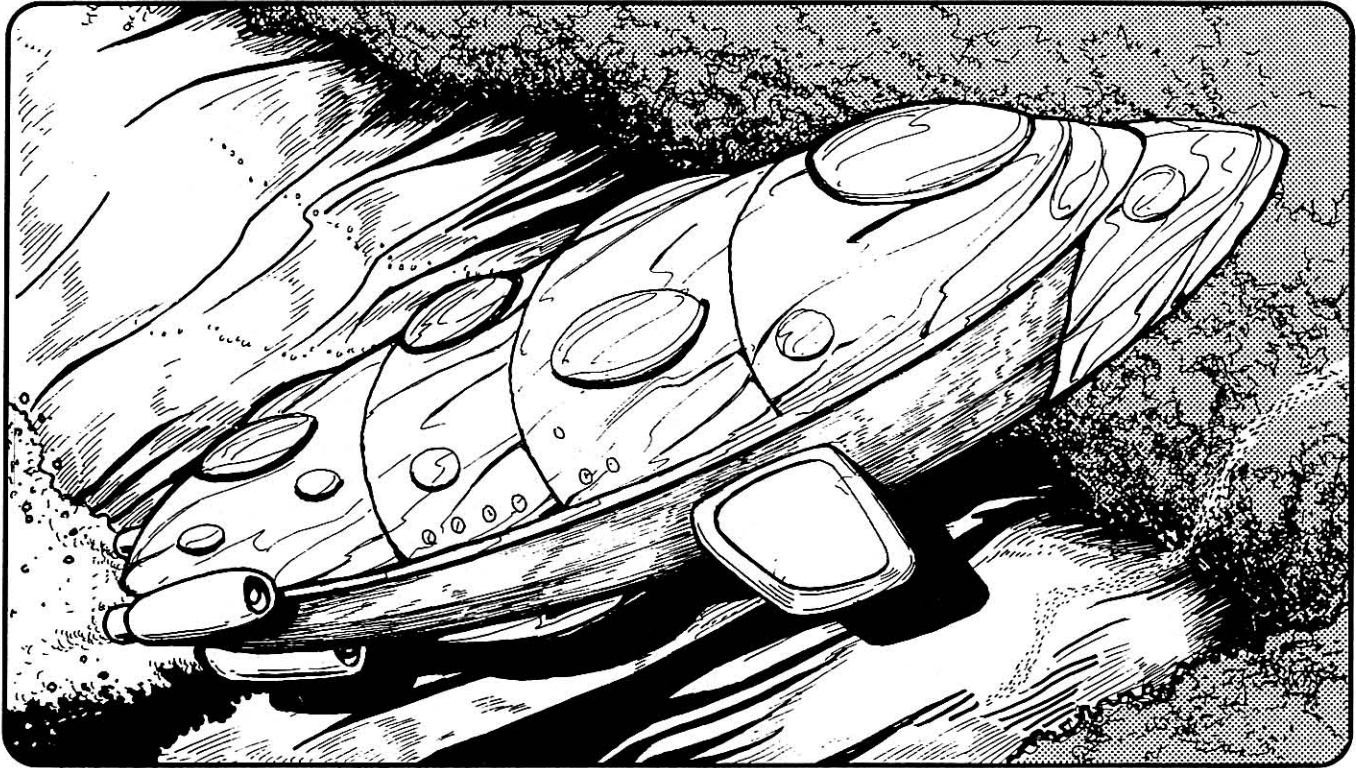
Pantolomin is a wonder to behold. From the clear blue oceans to the colorful rain forests, from the blue-sand beaches to the intricate coral reefs, Pantolomin is a galactic paradise.

Tourists come from all over to bask in the sun, dance beneath the triple moons, swim in the green-blue waters, frolic on the vast beaches, and explore the scenic tropical forests. For those who prefer even more amazing sights, there are always the luxury cruises atop the waves and beneath them, which wind through the fabulous coral jungles that fill the ocean depths.

One of the more popular subocean cruise ships is the luxury casino *Coral Vanda*. The submersible makes three and seven day excursions through the huge network of reefs off the coast of



Mike Nielsen/Dana Knutson



Pantolomin's northern continent of Tralla.

The planet's Board of Tourism bills this ship as the most impressive and luxurious casino in the galaxy, and no one has ever challenged that claim. It has eight gambling rooms, each one as huge and ornate as the next. These rooms are filled with sabacc tables, lugjack bars, tregald booths, holo-game tables, warp-top booths, and other games of skill and chance. A multi-species bar bisects each room, and there are even serving windows which can provide an assortment of snack foods. From the Tralla Room to the Saffin Room, the *Coral Vanda* contains eight of the finest casinos in the galaxy — all in one location.

When passengers tire of the games, they can step over to the full-wall transparisteel hulls that separate each casino room from the ocean beyond. The sights beyond the clear walls are breathtaking. Rippling blue-green water sparkles in the ship's running lights, revealing huge schools of brilliantly-colored fish. Small sea mammals swim and play among the fish, putting on grand shows for those who care to watch. And then there are the reefs. The *Coral Vanda* moves around, over, under and through the winding forests of coral that grow in this part of the ocean. The coral reefs grow in wondrous patterns of loops and fans, and the colors are as varied as those of the fish that live among them.

Pantolomin's native race, the amphibious Lomins, have created a luxury world that thrives

on tourism. They produce all types of luxury goods to go with the exotic locales, and Pantolomin items sell for exorbitant prices throughout the galaxy. Though a large number of Humans have settled on the world because of its beauty or to make money, most businesses and the government itself are owned and operated by the Lomins, who share the system's tourist board governing duties with the Tolos of Toloran.

The three continents of Tralla, Kossi and Brint have modern cities which have been designed to blend into the natural beauty of the land. Wherever possible, beaches and deep forest have been left in a natural state, only being intruded upon in the environmentally safe tour barges. Cities tend to be coastal, for the amphibious Lomins prefer to be near the sea.

### Pantolomin

**Type:** Terrestrial

**Temperature:** Hot

**Atmosphere:** Type I (Breathable)

**Gravity:** Standard

**Hydrosphere:** Moist

**Terrain:** Ocean, tropical jungle

**Length of Day:** 24 Standard Hours

**Length of Year:** 349 Local Days

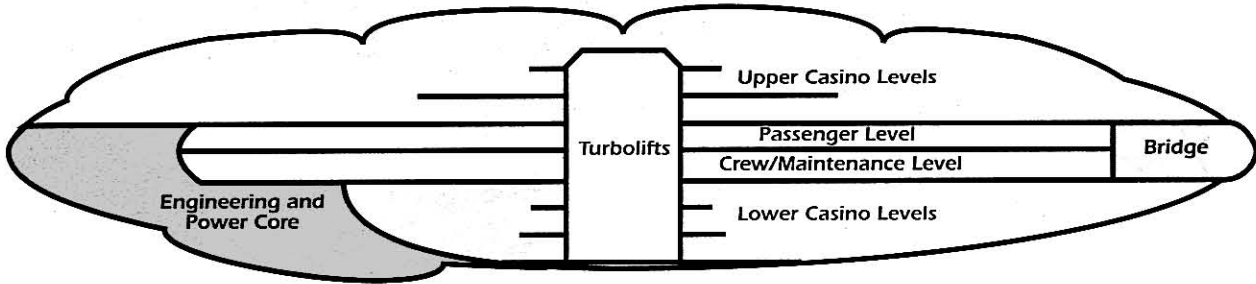
**Sapient Races:** Humans, Lomins, assorted aliens

**Starport:** Imperial Class

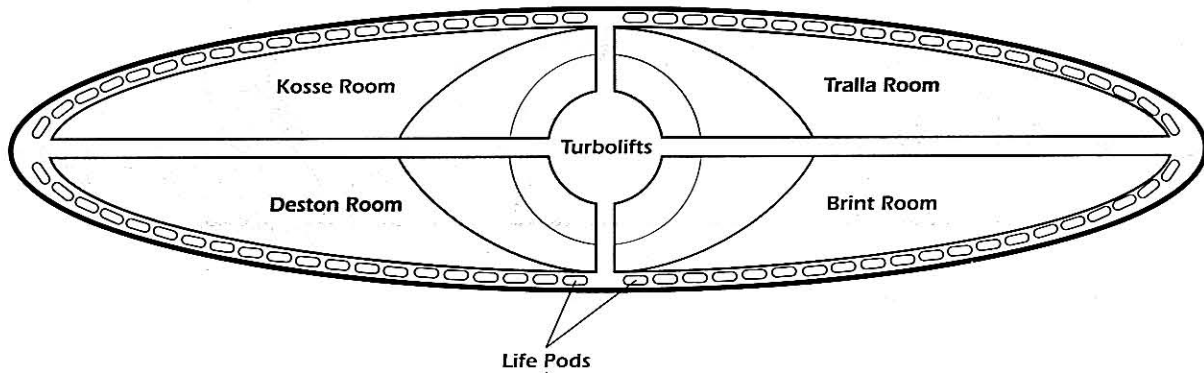
**Population:** 1 billion

### Coral Vanda

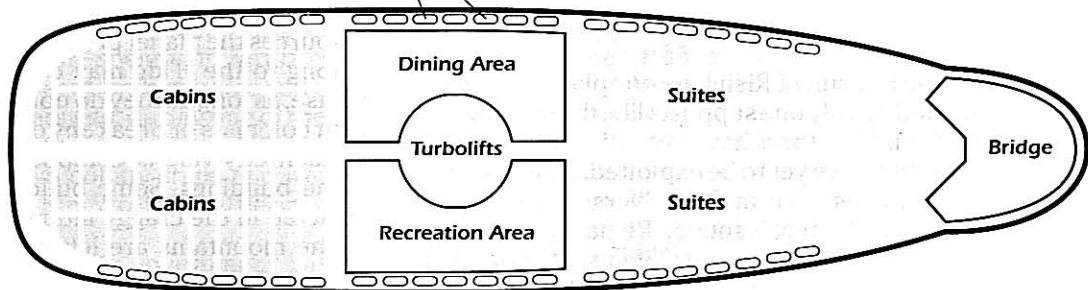
Side View – Interior



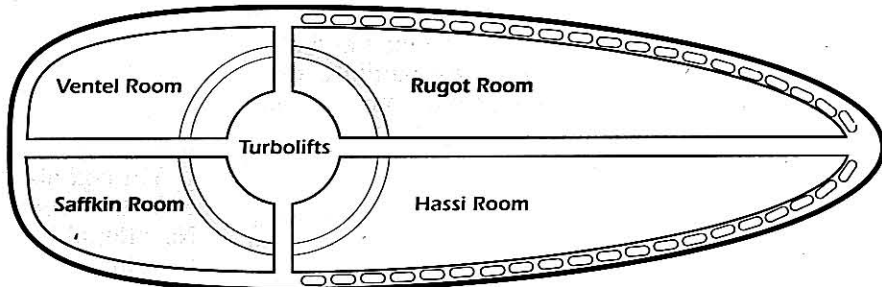
Upper Casino Levels



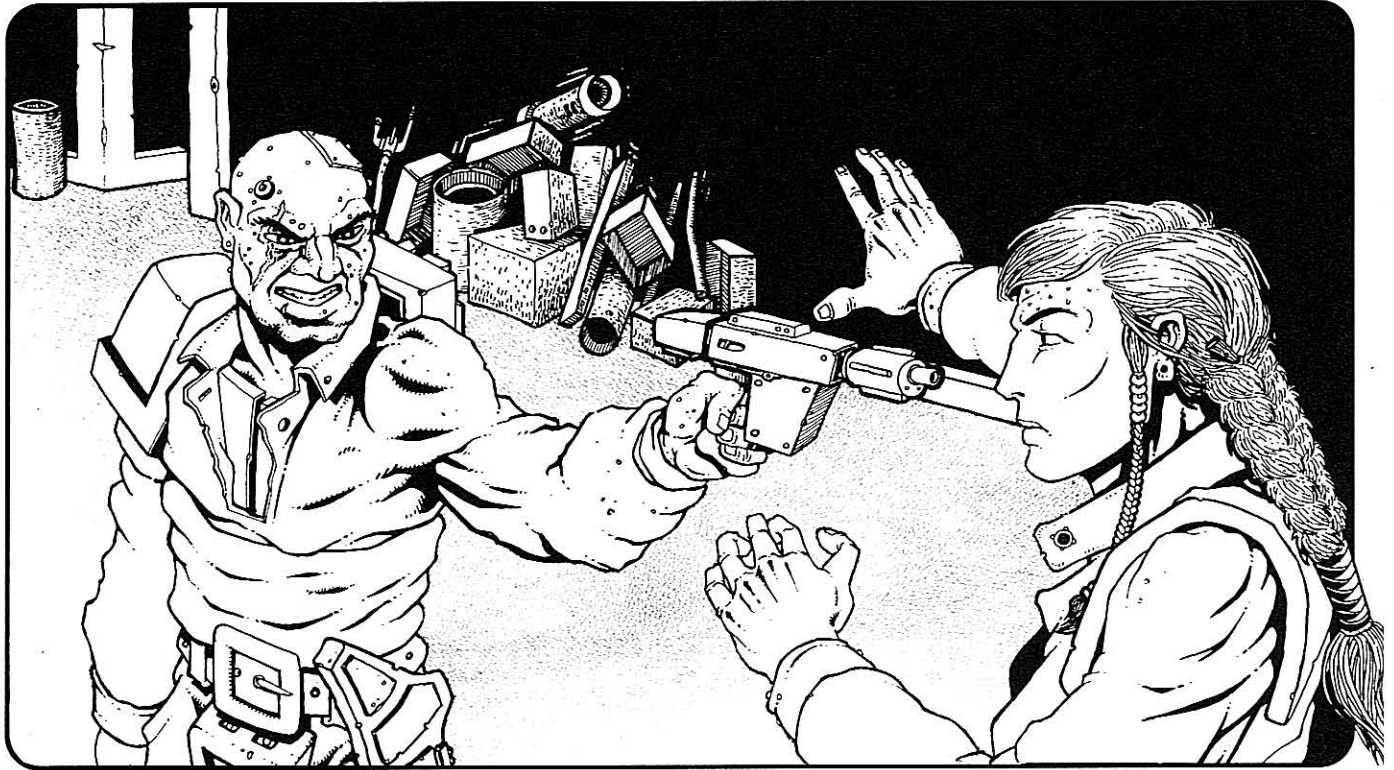
Passenger Level



Lower Casino Levels



John Paul Lona



Mike Nielsen

**Planet Function:** Service/tourism  
**Government:** Representative Democracy  
 (New Republic allied)  
**Tech Level:** Space  
**Major Exports:** Luxury Goods  
**Major Imports:** Tourists

## Rishi

The hot sun of Rish has four planets orbiting around it. Only one supports life, the third planet of Rishi. The others have potential for corporate uses, but have yet to be exploited. Small Risha is a hot planet with molten rivers and steaming lakes of chemical soups. Rishal, the second planet in orbit, is a barren, lifeless world rich in metals and ores. The far planet of Rishos is a gas giant that has a promising store of gases waiting to be harvested by enterprising companies.

### The Planet Rishi

The only viable places to live on the planet Rishi — at least as far as the Human and alien colonists are concerned — are a handful of deep valleys. As such, the living conditions are quite crowded. The colonists live in low-lying swamps, while the native Rishii live among the high mountain peaks.

The colonists who settled Rishi belong to the fundamentalist H'kig religion. They follow strict standards of propriety concerning clothing, length of hair, and social mores. Specific laws

forbid the use of repulsorlifts before the hour of the first meal and after the hour of last prayer. These, and other laws and standards, as well as information about joining the H'kig sect, are provided on data cards when visitors land in the spaceports. The colonists chose Rishi as a haven of religious freedom, and for the natural resources the planet provided. Those who don't belong to the H'kig may come and go as they please, as long as they do not disturb the permanent colonists or break any of the religious laws.

Each city-vale is composed of cream-white stone buildings. Some buildings are also constructed in the craggy mountains, but the tops of the mountains are left alone. Far up in the mountain peaks live the loose avian tribes of native Rishii. These avians have a peaceful relationship with the colonists, but they do not understand why the wingless ones want to live in the most uncomfortably hot and humid spots on the planet. Some of the colonists have tried to convert and civilize the Rishii, but these attempts have been to no avail. The avians look on with bemusement at their strange wingless neighbors, then fly back to their mountaintop nests to go about their regular business.

The colonists have decided to remain neutral as far as the conflict between the Empire and the New Republic are concerned. They do not believe in violence, though visitors are not forbidden from carrying weapons while on the planet.

They allow anyone to come to the city-vales, and trade with any who deal fairly with them.

Many underworld organizations have established bases on Rishi because of the colonists' tolerance. Talon Karrde even maintains a base on the planet, and he was forced to make use of it after his Myrkr base was no longer open to him. A number of bounty hunters followed Karrde to Rishi, in search of a huge bounty decreed by Grand Admiral Thrawn; most of the hunters left Rishi empty-handed.

Rishi colonists export a number of different types of minerals and ores which they extract from the lower portions of the craggy mountains surrounding their swamps. They also extract and process a few different types of primitive fuels which they sell or trade to nearby Rim Territory colonies. Perhaps their most well known export are the H'kig missionaries. These followers of the faith often set up ministries in spaceports, spreading the tenets of their faith and seeking donations from the heathens of the galaxy.

### The H'kig Religion

H'kig was a religious leader on the Core World of Galand. He preached a message that went against the opinions of the day and even referred to the Galand leaders as devoid of morals and spiritually evil. When he insulted the Viceroy of Galand, H'kig was put to death. However, his death did not destroy his teachings. Instead, H'kig became a martyr and his followers established a full religion around the memory of their leader.

Over the centuries since, the followers of H'kig continued to preach against the excesses of Galand's "decadent" society. In return, they faced religious persecution, prejudice and open hatred. Seventy years ago, during one of the Old Republic's colonization pushes, the followers of H'kig purchased two colony ships and went in search of a suitable Rim World to settle on. They found Rishi.

Though the theocratic government has established a number of laws based on their religious beliefs, the world is extremely tolerant of other faiths. As long as visitors and other colo-

nists do not break any of the laws provided on data cards when they arrive, they are free to worship or behave as they see fit. This tolerance comes from the years of intolerance the H'kig's had to endure on Galand.

The rules which cannot be broken concern the use of repulsorlifts and other high-tech machinery. There are set times when these items cannot be used, no matter the religion of the user. There are also community standards concerning the length of hair and the manner of dress. What a person wears in the privacy of his own dwelling is his business — what he wears in public is the business of the community. The tolerance of the H'kig's is shown in the way they enforce their laws.

First offenses of community standard laws are handled with a warning and a small fine. Further offenses meet with more serious punishments, and multiple offenders may be banished from the planet. Of course, the H'kig government has little tolerance for capital crimes. Murder, kidnapping and grand theft meet with punishments that fit the crime — including death sentences for those found guilty by the court of elders.

### Rishi

**Type:** Terrestrial

**Temperature:** Hot

**Atmosphere:** Type I (Breathable)

**Hydrosphere:** Moist

**Gravity:** Standard

**Terrain:** Mountains, swamps

**Length of Day:** 20 Standard Hours

**Length of Year:** 268 Local Days

**Sapient Races:** Humans, Rishii

**Starport:** Standard Class

**Population:** 2 billion

**Planet Function:** Mining, natural resources, homeworld

**Government:** Theocratic colony

**Tech Level:** Space, primitive

**Major Exports:** Minerals, ores, fuel sources, missionaries

**Major Imports:** High tech, mid tech, low tech

# Chapter Six

## Aliens

The galaxy is full of diverse intelligent species. Many have joined the galactic community, traveling the space lanes as traders, explorers and diplomats. Many more have yet to discover the means to achieve space travel, and so remain mysterious and unknown to the galaxy at large.

The Empire has no respect for the non-Humans of the galaxy. To the Imperial mindset, non-Human intelligents were meant to be exploited, persecuted and enslaved. At the Empire's height, Mon Calamarians, Wookiees, and dozens of other alien civilizations were forced to labor for the Imperial war machine.

Today, the New Republic has sought to rebuild the spirit of unity and cooperation that once filled the Old Republic. The process of mending the shattered bonds of trust is a slow, meticulous one, but the effort is worth it. The galaxy must again learn to celebrate the differences of its peoples and live in peace. A large part of the process was started during the Rebellion, for the Alliance drew many of its members from the persecuted alien species. While the memory of the Empire has not been forgotten, neither has the memory of the Alliance and the effort it undertook to banish the tyranny and restore freedom to the galaxy.

*Dark Force Rising*, like *Heir to the Empire* before it, introduces a number of aliens on both sides of the continuing galactic conflict. The entries below describe some of the more interesting and important ones in depth, providing background information as well as statistics for use in the roleplaying game.

### Barabels

Barabels are vicious, bipedal reptiloids. They stand from 1.75 to 2.5 meters tall. The horny black keratin scales that cover their bodies, as well as the long, needle-like teeth which fill their huge mouths, give them a fierce, frightening countenance.

Barabels inhabit the dark, humid world of

Barab I, which orbits the red-dwarf star called Barab. The world has long been the refuge of spice smugglers and other criminals, and it occasionally serves as a hunting ground for sport hunters, but otherwise it rarely receives galactic traffic. For this reason, few Barabels have made their way off-planet, and the species is not widely known.

Barabels have a complex and unusual physiology, due to the harsh nature of their homeworld, Barab I. The planet orbits close to its red-dwarf sun, which bathes it with intense radiation throughout the daylight hours. The heat and radiation cause most of the free-standing water on the planet to evaporate, leaving Barab a humid, hazy world.

Because of the intense radiation, Barabels, animals, and even some mobile plants, take refuge in caves, deep crevices, and other natural shelters. Other plants have survived by wrapping themselves in reflective cocoons, taking on the appearance of mirror-like bulbs, stalks and pods.

When darkness falls, the world becomes a different place. The plants open, the animals emerge from their hiding places, and rain falls as the world cools. In this arena of nocturnal life, Barabels rule supreme. They evolved as hunters, and they have made an art out of finding prey and bringing it down.

Physically, Barabels have slit-like pupils which collect energy from the infrared to yellow spectrums, allowing them to see in darkness as well as normal daylight conditions. The black scales which cover their bodies are made of sturdy, protein-based keratin. It provides the hunters with natural body armor which is resistant to punctures and blows. They have even been known to shrug off light blaster bolt hits.

The major Barabel city is Alater-ka, an interlocking network of caverns surrounding an underground spaceport. The spaceport's facilities are crude, but sporting hunters fill the tourist lodges as they come from all over the



Mike Vierdt

galaxy to hunt the terrible beasts which roam Barab I's nights. Barabels serve as porters and guides, and a few have accepted commissions as bounty hunters in other parts of the galaxy.

However, the majority of the species remains untamed and uncivilized, living as they have for thousands of years despite the advanced technology that has been brought to their world.

Barabels have a deep respect for the Jedi Knights of old, and a few have even tried to emulate the Jedi tradition — despite little aptitude in the Force. Even in the face of Imperial persecution, many Barabels refused to denounce the Jedi or the Force. They point to the legend of the Barabel War. When the vicious hunters split into two warring factions over access to choice hunting grounds, it seemed the entire species was destined to join the coming battle. But Jedi Knights passing through the system intervened. They listened to both sides and passed fair judgment, stopping a war that would have killed many Barabels and restoring peace to the world.

**Barabel  
Roleplaying Game Statistics**

**Attribute Dice:** 12D  
**Attribute Minimum/Maximums:**  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/2D+1  
**MECHANICAL** 1D/3D

**PERCEPTION** 1D+1/4D+2

**STRENGTH** 3D/5D

**TECHNICAL** 1D/2D+1

**Move:** 11/14

**Height:** 1.9-2.2 meters

**Quote:** "You lie. You cheat. I know."

**Special Abilities:**

*Natural Body Armor:* Gives the Barabel +2D against physical attacks and +1D against energy attacks.

*Radiation Resistance:* Barabels have natural resistance to most forms of radiation. They receive a +2D when defending against the effects of radiation.

*Vision:* Barabels can see in the infrared spectrum, allowing them to see in complete darkness provided that there are heat sources.

**Story Factors:**

*Jedi Respect:* Barabels have a deep respect for Jedi Knights, though they have little ability in the Force. They almost always yield to the commands of a Jedi Knight.

*Reputation:* Barabels have a reputation as fierce warriors and great hunters. They are often feared, and always given a wide berth except by the most fierce individuals.

## Defel

Defel, or wraiths, look like bipedal shadows with red eyes and long, white fangs. In ultraviolet light, they can be seen in all their glory. Defel have stocky, fur-covered bodies. Their long, triple-jointed fingers end in vicious claws. They have protruding snouts, and gill-like slits at the base of their jaws. These beings stand about 1.3 meters in height, and usually have shoulder widths of 1.2 meters.

Defel originated on the planet of Af'El, which orbits the ultraviolet supergiant sun of Ka'Dedus. The chemical makeup of Af'El's atmosphere blocks all forms of light except for ultraviolet, forcing life on the world to evolve visual senses which could respond to the ultraviolet rays. Defel and other life forms on Af'El are completely blind to other wavelengths.

Defel have an additional adaptation which cause the beings to absorb other wavelengths of light. This gives the Defel the appearance of shadows. Some speculate that this adaptation was in response to a now-extinct predator which was able to produce light in ranges below ultraviolet in order to locate prey.

Defel live in great underground cities. The terrible storms spawned by Af'El's churning atmosphere make surface living difficult at Defel society's level of technology. The major industries on the planet are mining and metallurgy. Because of the world's climate, agriculture has never been developed and the planet's inhabitants survived by simple hunting and foraging.

The planet is rarely visited. A freighter from Vulca Minerals Corporation braves the heavy gravity once every standard year in order to pick up cargo and bring trade goods.

The Defel people are tough, independent beings who hold their words above all else. A Defel who makes a promise will do his best to keep that promise. Because of this, they will have nothing to do with beings who break promises made to them.

When they leave their planet, Defel wear special visors which allow them to "see" light wavelengths other than ultraviolet. They often find employment as hired muscle, spies and even assassins because of their shadowy forms.

### Defel

#### Roleplaying Game Statistics

**Attribute Dice:** 12D

**Attribute Minimum/Maximums:**

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 3D/4D+1

### TECHNICAL 1D/3D

**Move:** 10/13

**Height:** 1.1-1.5 meters

**Quote:** "There was no danger. Humans need movement to see. Not-moving shadows are of no concern."

#### Special Skills:

*Dexterity skills:*

*Blind Fighting.* Time to use: One round.

Defel can apply dice to this skill, which allows them to fight using melee weapons or hand-to-hand combat when deprived of their special sight visors or when otherwise rendered blind.

A Defel may ignore all blindness penalties when using this skill, since this skill trains the Defel to use their sense of smell and hearing to aid them in combat.

#### Special Abilities:

*Invisibility:* Gives the Defel a +3D when using the *sneak* skill.

*Claws:* Defels have natural claws which they can use in hand-to-hand combat.

Claws cause damage of *Strength* +2D.

*Light Blind:* Defels can only see in ultraviolet wavelengths. In any other type of light, they are completely blind. To rectify this problem, Defels wear special sight visors which allow them to "see" by blocking out all light waves except ultraviolet.

However, if the Defel loses his visor, and must make any skill checks requiring sight (such as combat, *search* or *sneak* attempts), the difficulty is increased by one level.

#### Story Factors:

*Reputation:* Defels are considered nothing more than a frightening myth by the majority of the galaxy. Therefore, when they are encountered, they are considered to be supernatural beings to many, especially unsophisticated individuals. Even the least superstitious beings are unsettled by these "invisible" aliens.

## Duinuogwuins

Duinuogwuins, or Star Dragons, are a sad, noble species given to championing lost causes. They are huge, snake-like multipeds with gossamer wings and expressive, intelligent eyes. Star Dragons average about ten meters in length, but legends persist that a few ancient Duinuogwuins have reached sizes of over one hundred meters. Large scales cover their bodies, giving them a reptilian appearance. They also have floppy, external ears which are characteristic of mammalian life forms. Their sharply keeled sternums and overdeveloped pectoral muscles hearken to avian

design, yet they also have segmented bodies, like many varieties of insects.

Star Dragons have one pair of legs for every body segment. Their diaphanous wings are attached to the upper portion of the body and spread out one and a half times their body length. They hold the upper segments of their bodies erect, and the limbs in this area have evolved into arms and hands.

The scales that cover a Duinuogwuin's body are gray, dirty white, silver, pale blue or black. This coloration remains constant throughout a Star Dragon's life — those born pale blue remain pale blue until their dying day.

Duinuogwuins are an ancient species. They are so old that the location of their homeworld is unknown. They guard the secret carefully, and have learned to treat questions about their natures, their pasts, and their origins with polite indifference. Duinuogwuins have adapted to a variety of environments. They have been encountered on diverse worlds and even in deep space without apparent protection from vacuum and void, thus earning the name Star Dragons.

They are secretive about their physical natures: they always refuse medical treatment and never die in public places. Legends speak of planets known as Dragon Graveyards, though no one has ever reported finding such a place.

They are unusual, to say the least, in light of their biological adaptations. Normally, when a species evolves, the process is gradual, each new adaptation occurring over countless generations. Star Dragons seem to evolve with each succeeding generation — a Duinuogwuin dragonling can emerge with new physical characteristics that are not even hinted at in prior generations. The creatures obviously have a highly evolved and readily adaptable genetic code, probably ensuring their ability to survive climatological or environmental changes that would surely exterminate a less hardy species.

Duinuogwuin have a mysterious society, often choosing to be solitary beings. They have a deep-rooted sense of morality, and an almost genetic predisposition toward the Force. During the height of the Empire (and even now in many places in the galaxy), Duinuogwuin denied any sensitivity toward the Force. If pressed, they claimed that if any Star Dragons ever made use of the Force, they died out long ago. Tales that Duinuogwuin once served as Jedi Knights remain nothing more than stories and rumors, since much of the Jedi history records were destroyed during the reign of Emperor Palpatine.

The Star Dragons may not always have been so secretive. There are numerous myths, whose origins go back thousands of years, of Star Drag-

ons being directly involved in the affairs of the Old Republic. However, the myths seem to directly contradict each other regarding the details of the stories, and thus it is impossible, at this time, to learn the facts behind the assistance of the Star Dragons. The few members of this species still known to exist remain secretive and alone, perhaps waiting to see how the galactic conflict finally ends before rejoining the galactic community.

Legends persist that this self-imposed isolation has to do with a genetic flaw which exists in the species. When Duinuogwuins mate, legends report that they often give birth to offspring who are unintelligent and extremely violent. While fully intelligent Duinuogwuins are the norm, the unintelligent forms are purported to be quite common. Such offspring are ravaging monsters which the parents are forced to destroy rather than risk their being loosed upon the galaxy. Perhaps this trait is a result of their flexible genetic code.

### Duinuogwuin Roleplaying Game Statistics

**Attribute Dice:** 18D

**Attribute Minimum/Maximums:**

**DEXTERITY** 2D/5D

**KNOWLEDGE** 2D/5D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 3D/6D

**TECHNICAL** 2D/4D

**Move:** 18/25

**Length:** 10-100+ meters

**Quote:** "My race is old, my memory ancient. I have seen much, and remember even more."

**Special Abilities:**

*Flight:* Duinuogwuin can fly in both space and atmosphere. They have the following speeds, which may not be improved over time:

Space: 5. Atmosphere: 210; 600 kmh

*Space Survival:* Duinuogwuin can survive in deep space without artificial protection for long periods of time; they must make an Easy *stamina* roll after one month, increasing the difficulty by one level per additional month continuously in space.

*Force skills:* Control 2D, sense 2D, alter 1D.

It is believed that approximately one in three Star Dragons possess Force skills, although the true number is unknown.

*Force powers:* Varies by individual.

**Story Factors:**

*Isolation:* Duinuogwuin live in self-



imposed isolation. They are mysterious beings who will only be encountered in very rare circumstances.

**Note:** It is strongly suggested that players not be allowed to play Star Dragons.

## Ewoks

Ewoks are curious, good-natured, furred bipeds that stand about one meter tall. They have a primitive, tribal culture that has not yet advanced beyond spears, bows and arrows. They inhabit the forest moon of Endor, living in tree-top village clusters high above the forest's floor.

Ewoks communicate in a liquid, expressive language that can be learned and spoken by Humans. They have developed a trade language that combines simple Basic with the Ewok tongue. Since the Battle of Endor, this Basic-Ewok combination has served to solidify their friendship with the New Republic. The Ewoks are clearly intelligent and are quick learners, showing both fear of and fascination with technology.

The giant trees of the forest moon, many of which grow taller than three hundred meters, are home to the Ewok people, and much of the Ewok culture is tied into these majestic giants.

While Ewoks tend to be easily startled by the new and unexpected, they are also fierce warriors, expert hunters and remarkable trackers. Life in their predator-filled forest has made them cautious and suspicious by nature, but they are also brave, alert, exceedingly curious and extremely loyal once their trust has been earned.

The forest moon appears peaceful, but the

inhabitants know that appearances can be deceiving. Days are spent foraging for food along the forest floor, but the night belongs to larger predators than the Ewoks. At night, the forest takes on a darker, more dangerous air, and few Ewoks leave the safety of the trees once the sun has set.

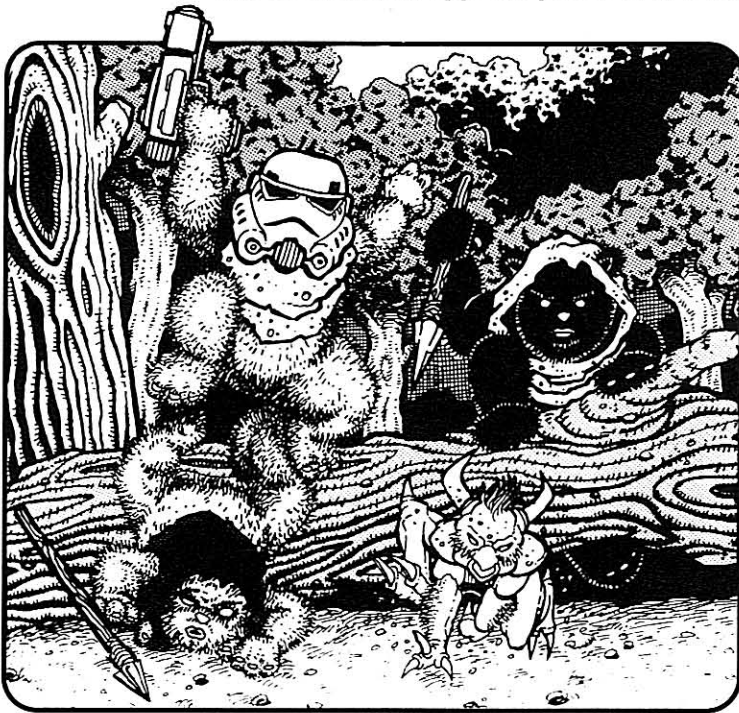
Village clusters are built around the wide trunks of the massive trees. Where trees crowd together, public squares are constructed of open platforms spread between the closely-spaced trunks. Huts are made of mud, thatch, wood and cloth, often using the tree trunks as inner walls. The villages are suspended high above the forest floor, connected one to another by wooden walkways, stairs, ladders, and swinging vines.

Ewok religion is complex and highly spiritual, centered around nature and the giant trees. Legends refer to the trees as guardian spirits, and the name Ewok actually means "people of the trees." The trees are believed to be intelligent, long-lived beings who care for and protect the Ewoks. Village shamans interpret the many signs and portents that fill the superstitious lives of the Ewoks. The Ewoks have a strong belief in the supernatural, and it is believed that many of the shamans can call upon miraculous powers — a clear indication of some aptitude with the Force, although the Ewoks don't recognize the Force as such.

The Ewoks have a rich musical culture. Music plays a major part in religious ceremonies, celebrations and storytelling. It is also used as a means for long-range communications. Visitors can often hear moving, haunting religious ballads echoing through the forest, many of which harken back to the earliest period in Ewok culture. Drums resound among the massive trees, relaying information and warnings from one village cluster to the next. Ewok dance and celebratory music shows the true nature of these tree-dwelling people — it expresses a wide range of emotions, but is often happy and full of joy. Though their instruments are primitive, a talented Ewok musician can coax the most expressive and beautiful sounds out of them.

Ewoks are totally loyal to their tribes, pledging their very lives to the defense of their people, communities and trees. They have a natural sense of community, and this has shown itself even among those Ewoks who have chosen to join the New Republic. Ewoks adopt whatever companions they are with, creating surrogate tribal clusters when they are away from their homes.

While they are technologically primitive by galactic standards, Ewoks are nevertheless inventive. They are experts at crafting tools, weapons and simple traps, and more challenging devices have been made using wood, stone,



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cloth and vines. Ewoks have even designed and built crude gliders for traveling between the trees. Advanced machinery often makes Ewoks nervous and wary — at first. Once their natural fear wears off, their curiosity sets in. Then a child-like desire to play forces them to experiment with the unfamiliar items. Many Ewoks have learned to operate repulsorlift vehicles and blasters, but they remain committed to their traditional bows, slings and spears.

Ewoks have poor vision, but a heightened sense of smell has been developed to compensate for this deficiency. They can track by scent alone and can use this sense of smell to detect predators and prey.

Endor's forest moon has had little contact with the Empire since the Imperial defeat at the Battle of Endor. The New Republic has set up a trading post, but the absence of a central Ewok government has made further diplomatic missions impractical. The tales of Luke Skywalker, the golden Droid See-Threepio, and Princess Leia have spread throughout the village clusters, however, and they and their New Republic companions are considered trusted friends of the people of the trees.

### Ewok

#### Roleplaying Game Statistics

**Attribute Dice:** 12D

**Attribute Minimum/Maximums:**

**DEXTERITY** 1D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/2D+2

**Move:** 7/9

**Height:** 1 meter

**Quote:** "Eee chu wawa."

**Special Skills:**

*Dexterity skills:*

*Thrown weapons:* bow, rocks, sling, spear.

*Time to use:* One round. The character may take the base skill and/or any of the specializations.

*Mechanical skills:*

*Glider.* *Time to use:* One round. This ability allows characters to pilot gliders.

*Technical skills:*

*Primitive construction.* *Time to use:* One hour for gliders and rope bridges; several hours for small structures, catapults, and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only primitive tools. This skill is used to build sturdy houses, vine

bridges, and rock-hurling catapults (damage value: 2D, Speeder scale).

**Special Abilities:**

*Skill bonus:* At the time the character is created only, the character receives 2D for every 1D placed in the *hide*, or *search* skills.

*Skill limits:* Beginning characters may not place any skill dice in any vehicle (other than glider) or other high tech operations or repair skills.

*Smell:* Ewoks have a highly developed sense of smell, receiving a +1D to their *search* skill when tracking by scent. This ability may not be improved.

**Story Factors:**

*Protectiveness:* Most Human adults will feel unusually protective of Ewoks, wanting to protect them like young children. Because of this, Humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive — and unusually tolerant of the Human attitude.

### Gotals

Gotals are large bipeds who are easily recognized by the two cone-shaped growths which rise from the tops of their heads. Gray-brown skin, flat noses and protruding brows highlight their faces. The rest of their bodies are covered in shaggy gray fur.

These beings hail from the fourth moon orbiting the gas giant world of Antar. Gotals have developed the ability to sense emanations which are invisible and undetectable to most other species. The cones atop their heads are filled with sensitive nerve endings and receptor cells which have adapted to the fluctuations in magnetic fields and other energy waves. Infrared emanations, radio waves, and most other forms of energy can be detected and distinguished by the nerves and cells in the Gotals' cones.

The typical Gotal's eyes and ears are primitive compared to the sensory organs in his head cones. These cones can detect and analyze energy waves which most other beings are not even aware of. A Gotal also has a sense of touch and taste, but he lacks the ability to smell.

Gotal hunters on their homeworld have learned to sense prey as far away as ten kilometers. Without visual confirmation, a Gotal can determine the number of animals in a particular area, what types are present, and which ones are healthy or ill. When a Gotal gets closer to its intended target, he can sense the animal's electromagnetic aura. This provides him with information concerning the prey's mood, aware-

ness, and state of mind. These same sensory abilities have made Gotal some of the most sought after hunters in the galaxy.

In Gotal communities, sensory cones are used to monitor the moods, desires and thoughts of community members. This allows them to avoid angry Gotals, to share in the joy of happy Gotals, and to seek out depressed Gotals in order to cheer them up. They converse to convey abstract ideas and specific information, but never to express emotion or feelings. For these reasons, Gotal communities are among the most harmonious civilizations in the galaxy.

In mating and rearing young, Gotals have avoided the elaborate courting rituals favored by so many other species. These beings sense love as soon as it occurs, and act accordingly. They mate for life and bear young as soon as their life styles permit.

The Gotal civilization is technologically on par with the more-advanced non-human societies. Like the Mon Calamarians, they have succeeded in reaching the stars, but it wasn't until the Old Republic arrived with hyperdrives that they truly joined the galactic community. Even so, many species are uncomfortable around Gotals. They consider themselves to be at a disadvantage when dealing with the overly sensitive Gotals, who sometimes appear to have supernatural powers to the more-superstitious species. Because of their ability to sense in a wide variety of spectrums and to analyze this data logically, Gotals make shrewd competitors in the business, political and gambling arenas.

Gotals do not like Droids, for the high-energy output from Droid brains overloads their senses. This also occurs with some other forms of technology, especially those machines which combine or produce different forms of energy at the same time.

The species also has a hard time interpreting the emotions of alien races. Affection is often mistaken for love, anger for imminent violence, envy for murderous intent. With sufficient exposure to alien species, most Gotals learn to overcome this difficulty. It is rumored that the Duinuogwuin-Gotal conflict had its roots in this problem, and only the intervention of Jedi mediators were able to stave off full-scale war.

Antar Four has yet to respond to the overtures of the New Republic. It remains neutral, sending its people out to act as scouts, trackers, mercenaries and even bounty hunters for the other unaligned societies. While they are considering the offer to join the New Republic, the Gotals have made it clear that they want nothing to do with the Empire, for they sense nothing but evil in the emotions of the Empire's agents.

Because Gotals can practically read the minds of other species, they are usually diplomatic and polite—unless they sense evil intentions in those they are interacting with. They speak in monotones, and many species mistrust them.

### Gotal Roleplaying Game Statistics

**Attribute Dice:** 12D

**Attribute Minimum/Maximums:**

**DEXTERITY** 1D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/5D

**STRENGTH** 2D+1/4D+1

**TECHNICAL** 1D/3D

**Height:** 1.8-2.1 meters

**Move:** 10/15

**Quote:** "Your aura appears dark. What troubles you, my friend?"

**Special Abilities:**

*Energy Sensitivity:* Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their *search* skill when hunting targets in wide open areas of up to 10 kilometers around them. In crowded areas, such as towns and cities, the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to *search* because their senses are overwhelmed by radiation static.

*Mood Detection:* By reading the auras and moods of others, Gotals receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotal makes a Moderate *Perception* check and adds the following bonus to his *Perception* skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By:	Penalty
6 or more	-3D
2-5	-2D
1	-1D
Roll Beats Difficulty By:	Bonus
0 to 7	1D
8 to 14	2D
15+	3D

*Fast Initiative:* Gotals who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

**Story Factors:**

*Droid Hate:* Gotals dislike Droids because

the emissions produced by Droids overwhelm their special senses. They receive a -1D to all *Perception*-based skill rolls when within three meters of a Droid.

**Reputation:** Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. This often hurts them in matters of haggling, as any species who knows their reputation will not put themselves into a situation where any dealing must take place. Assign modifiers as appropriate.

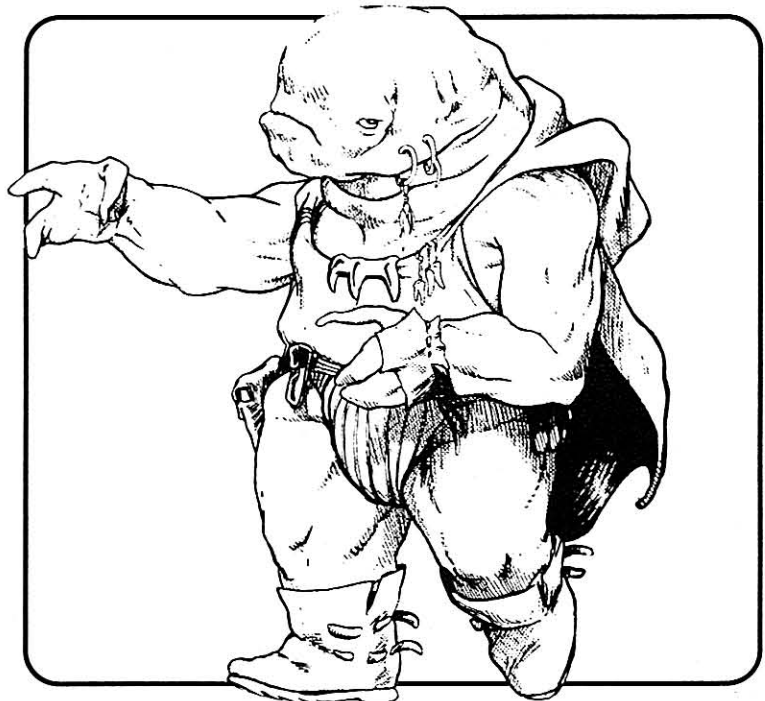
## Herglics

The planet Giju has a wide variety of life forms, but it is the Herglics who rule the world. Herglics are huge bipeds who seem to have evolved from water-dwelling mammals. They are tall, extremely wide, and fairly strong, with smooth, hairless skin that ranges in color from light blue to nearly black. Most evidence of a water origin has been bred out of the species. Fins and flukes, for example, have been replaced by arms and legs. They still breathe through a blow hole on top of their heads, however.

Herglics became traders and explorers early in their history, reaching the stars of their neighboring systems about the same time as the Corellians were reaching theirs. Because of their size, Herglics built everything slightly larger than Human scale. This is easy to understand, as the average Herglic has a width span slightly larger than two good-sized Humans standing side by side. Their box-like, functionally-designed freighters became common throughout their neighboring regions once they were admitted into the Old Republic. Their inquisitive but practical natures made them welcome members of the galactic community, and their even tempers helped them get along with other species.

Giju was hit hard by the Empire, for its manufacturing centers were among the first to be commandeering by the Emperor's New Order. The otherwise docile species tried to fight back, but the endless slaughter which followed quickly convinced them to be pragmatic about the situation. It was not practical to die fighting a superior enemy, the Herglics decided. When the smoke cleared and the dead were buried, they submitted completely to the Empire's will.

This submission has made them a less-than-trusted member of the currently neutral worlds. Many in the New Republic feel that the Herglic betrayed the rest of the non-Human worlds when they openly joined the Empire. Though they did not enjoy freedom and the rights of Humans, they did live comfortably as they la-



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bored for the Imperial war machine. For this reason, once the Empire fled from their sector of space, the Herglics were left with a largely intact manufacturing infrastructure, which has allowed them to get back into the competition of galactic trade much faster than worlds such as Kashyyyk and Mon Calamari.

Herglics can be encountered throughout the galaxy, though they are more likely to be seen on technologically-advanced worlds or in spaceports or recreation centers. There are two things that can disturb the otherwise docile, practical natures of these gentle giants.

The first is gambling. Once introduced to some type of game of chance, a fever seems to come over a Herglic. He spends his free time — and his credits — trying to develop a “system” which will make him rich. Before the Imperial takeover of Giju, Herglics were regularly encountered in places like Cloud City. Now they can be found in the gambling halls of the *Coral Vanda* and the *Kuari Princess*, among others, placing bets and losing credits.

The second is their size. Living in a galaxy with beings who are mostly smaller than they are has made Herglics somewhat self-conscious of their size. As most galactic facilities are built to accommodate Human dimensions, the Herglics feel uncomfortable, crowded and out of place when away from their homeworld or out of their ships. They must take up two seats in restaurants and cantinas because of their bulk. They fill corridors designed for thinner beings. And doorways require a good deal of



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effort to push through.

Because of the distrust much of the member worlds still feel toward the Herglics, the New Republic has yet to ask them into the new government. This has not stopped them from setting up diplomatic relations, but some believe this was done to keep an eye of them. If any evidence exists that the Herglics are still working with the Empire, these diplomats will find it.

### Herglic

#### Roleplaying Game Statistics

**Attribute Dice:** 12D

**Attribute Minimum/Maximums:**

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 3D/5D

**TECHNICAL** 1D+1/4D+1

**Height:** 1.7-1.9 meters

**Move:** 6/8

**Quote:** "You want to get past me? Just what are you trying to imply with that remark?"

#### **Special Abilities:**

*Natural Armor:* The thick layer of blubber beneath the outer skin of a Herglic gives +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

#### **Story Factors:**

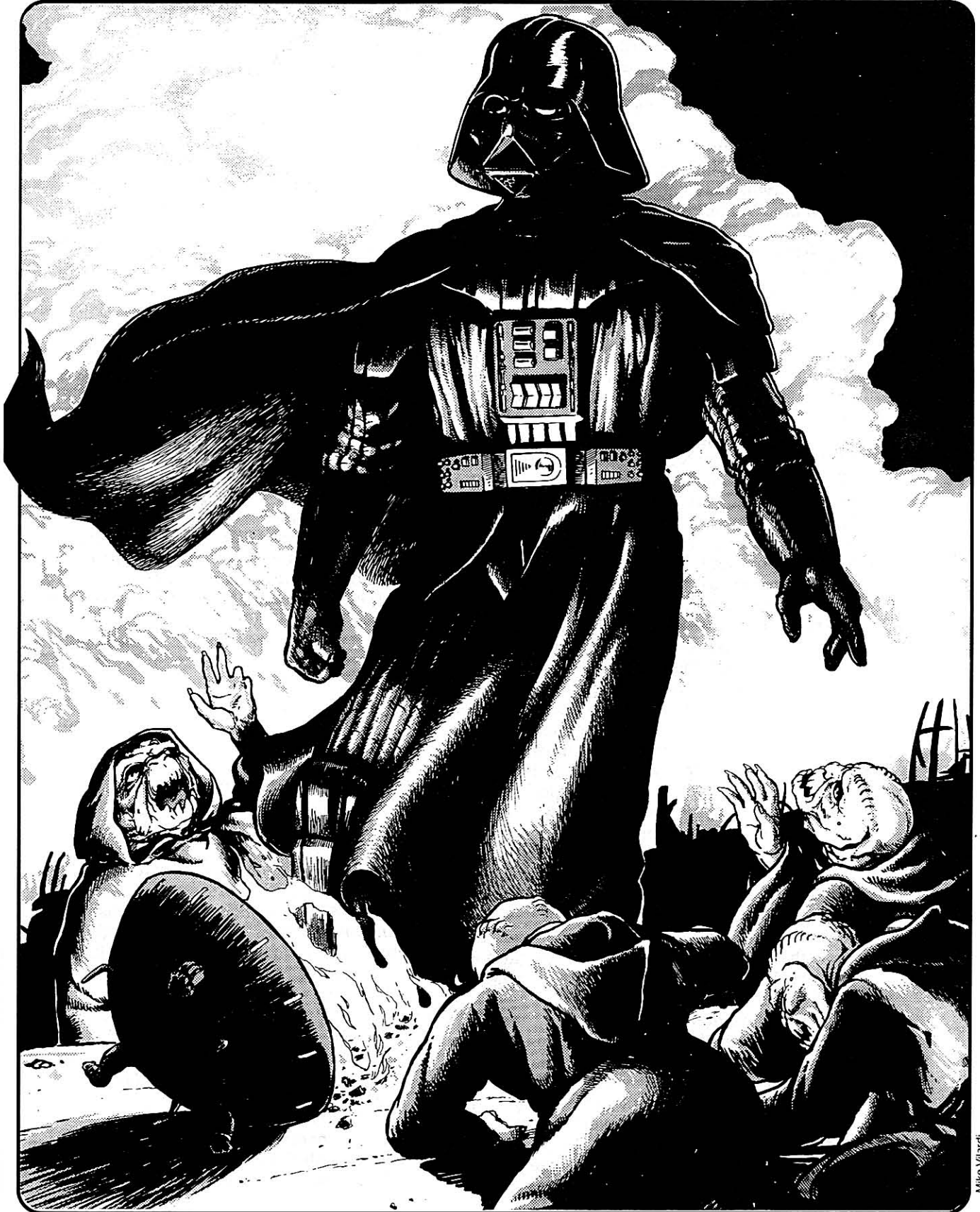
*Distrust:* Because the Herglics openly joined the Empire in order to survive, they have come to be seen as less than worthy of trust. Many still believe that the neutral Herglics are still working with the Empire, which gives others a +1D when making opposed *Perception* checks against the Herglics.

*Gambling Frenzy:* Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a *Moderate willpower* check not to feel compelled to play, although they may be granted a bonus to their roll if it is critical or life-threatening for them not to play.

### Noghri

The Noghri are servants of the Empire. More to the point, they are servants of Grand Admiral Thrawn. They have served the Empire since the species was discovered by Darth Vader, becoming the Emperor's private death commandos under the dark lord's tutelage. Now they kill and die for the ambitions of Grand Admiral Thrawn, though a few seeds of doubt have been spread among their ranks.

The Noghri are amazingly developed physi-



cal specimens, but they also evolved a high intellect. Noghri are perfect compact killing machines, small in size but large in ability and skill. Their abilities and physical appearance are nightmarish to many other species; their large eyes, protruding, teeth-filled jaws, gray skin, and thin, powerful muscles not only aid them in their natural role of hunters, but are also intimidating to other intelligent species.

The Noghri have a primitive, tribal culture dominated by customs and rituals. Though they make use of space vessels and modern technology, it is evident that they have only been introduced to such things recently in their history. They have a code of honor which has similarities to that of the Wookiees of Kashyyyk, and they take a personal pride in whatever work they set out to do. They are an honorable people, in their own way, who have pledged themselves to the Empire as payment of what they perceive to be a life debt.

Before pledging themselves into the service of the Empire, the Noghri experienced the terrible destruction of life in conflicts between the clans. Now they are one clan, in service to the Empire. Life on their world of Honoghr has always been a struggle. The land required hard labor to tame, and great amounts of sweat were needed to coax food from its poor soil.

Then, the battle in the sky made things much worse. At the time, the Noghri knew nothing of starships and blasters. To them, it was a war between the gods, fought with flashes of brilliant lightning. When one of those ships was severely damaged, it crashed into the world. This set off massive earthquakes and released toxic chemicals into the air. When it was over, the Noghri who survived put aside their differences and gathered in what little land was still inhabitable. That was where Darth Vader found them.

Most non-Human primitives were ignored by the Empire, but the Noghri displayed natural fighting skills which could be exploited for the cause of the New Order. The Empire supplied food, medicine, tools and Droids to clean the land. They taught the Noghri Imperial ways, and gave them a mission that suited the hunters. The service they provide is a debt of honor to their saviors.

Noghri have great knowledge of the subtlety of combat. They do not seem to mind that they are stuck in a permanent debt relationship, which is closer to slavery than a debt to be repaid. They have always loved the stars, and the Empire allows them to travel among them as part of the service they must provide.

Princess Leia, who the Noghri see as Lady Vader, heir to the Lord Darth Vader, has re-

cently shown the Noghri that the Empire has been deceiving them all these years. Instead of cleaning the land as they promised, the Imperials have been maintaining the level of contamination in order to keep the Noghri in their debt. How this will effect the Noghri and their relationship with Grand Admiral Thrawn has yet to be revealed.

### Noghri Roleplaying Game Statistics

**Attribute Dice:** 16D

**Attribute Minimum/Maximums:**

**DEXTERITY** 2D+1/5D+2

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 2D+2/5D+2

**TECHNICAL** 1D/3D+2

**Height:** 1.3 meters

**Move:** 11/18

**Quote:** "Ilyr'ush mir lakh svoril'lae. Mir'lae karah siv Mal'ary'ush vir'ae Vader'ush."

**Special Skills:**

*Strength skills:*

*Brawling: martial arts.* Time to use: one round. This specialized form of *brawling* combat employs techniques that the Noghri are taught at an early age. Because of the deceptively fast nature of this combat, Noghri receive +2D to their skill when engaged in *brawling* with someone who doesn't have *brawling: martial arts*. Also, when fighting someone without this skill, they also receive a +1D+2 bonus to the damage they do in combat.

**Special Abilities:**

*Claws:* Noghri have powerful claws (add +1D to damage in *brawling* combat) and sharp teeth (add +2D to damage in *brawling* combat).

*Stealth:* Noghri have such a natural ability to be stealthy that they receive a +2D when using their *hide* or *sneak* skills.

*Enhanced Senses:* Because the Noghri have a combination of highly-specialized senses, they receive a +2D when using their *search* skill.

*Ignorance:* Noghri are almost completely ignorant of galactic affairs. Noghri may not place any beginning skill dice in any *Knowledge* skills except for *intimidation*, *survival* or *willpower*.

**Story Factors:**

*Enslavement:* Noghri are indebted to Lord Darth Vader and the Empire; all Noghri are obligated to serve the Empire

as assassins. Any Noghri who refuse to share in their role are executed.  
*Strict Culture:* The Noghri have a very strict tribal culture. Noghri who don't heed the commands of their *dynasts* (tribal leaders) are severely punished or executed.

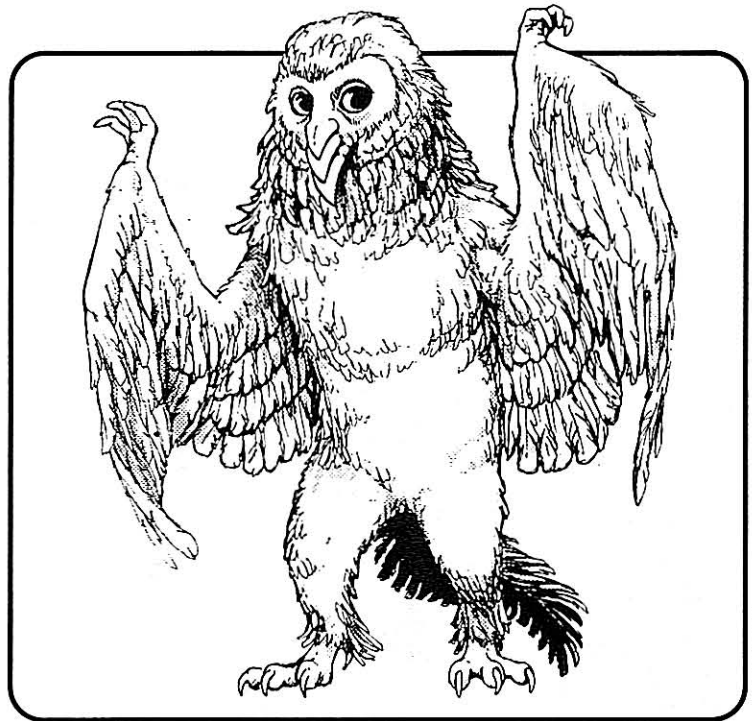
## Rishii

Rishii are small avians who live in primitive tribal clusters high in the mountains of their homeworld, Rishi. The feathered wings which spread from a Rishii's body gives him the ability of true flight. Their Human-like hands have made them tool users, but they have not advanced much beyond working with stone and wood. In many ways, the Rishii are more primitive than the Ewoks of Endor's forest moon.

The loose tribal clusters of the Rishii, or nests, are made up of a small number of family groups. Neighboring nests live in peaceful harmony, respecting the territory of other Rishii tribes. Their peaceful coexistence has been extended to the Humans and aliens who have set up cities and a spaceport in Rishi's lowlands. Though the Rishii do not understand why these strangers want to live in the most undesirable parts of the planet, they do not object to their presence. In fact, a few of the nests have started to trade with the strange, wingless ones. They are most interested in the shiny rocks which allow the wingless ones to fly.

Rishii have an uncanny knack for languages. They can learn new languages quickly, though their methods are sometimes misunderstood by the Human colonists. The Rishii learn by mimicking the sounds made by newcomers. They can produce the words perfectly, sounding exactly like the person they are mimicking. To the Rishii, this is learning. To the person being mimicked, it sometimes appears as if the primitive avians are making fun of them. This caused a few problems when the two species first were introduced, but has since been seen for what it is.

The Rishii hunting weapon of choice is a sling which can be used while perched or in flight. Rishii senses are extremely good, especially sight and hearing. Their nests are open air living perches, either natural, or constructed when no suitable formations are available. They have no interest or understanding of modern technology, and those items which have been traded to them have become nest liners and perch decorations—whether they be blasters, credit vouchers, or power generators.



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### Rishii Roleplaying Game Statistics

**Attribute Dice:** 11D

**Attribute Minimum/Maximums:**

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/3D

**Height:** 1.6 meters

**Move:** 7/9 (walking), 13/18 (flight)

**Quote:** "Why you want to live in hot, humid lowlands? Mountains are much better."

**Special Skills:**

*Dexterity skills:*

*Thrown weapons: sling:* This skill allows a Rishii to use their individually built slings (STR +1D; ranges: 3-5/10/15).

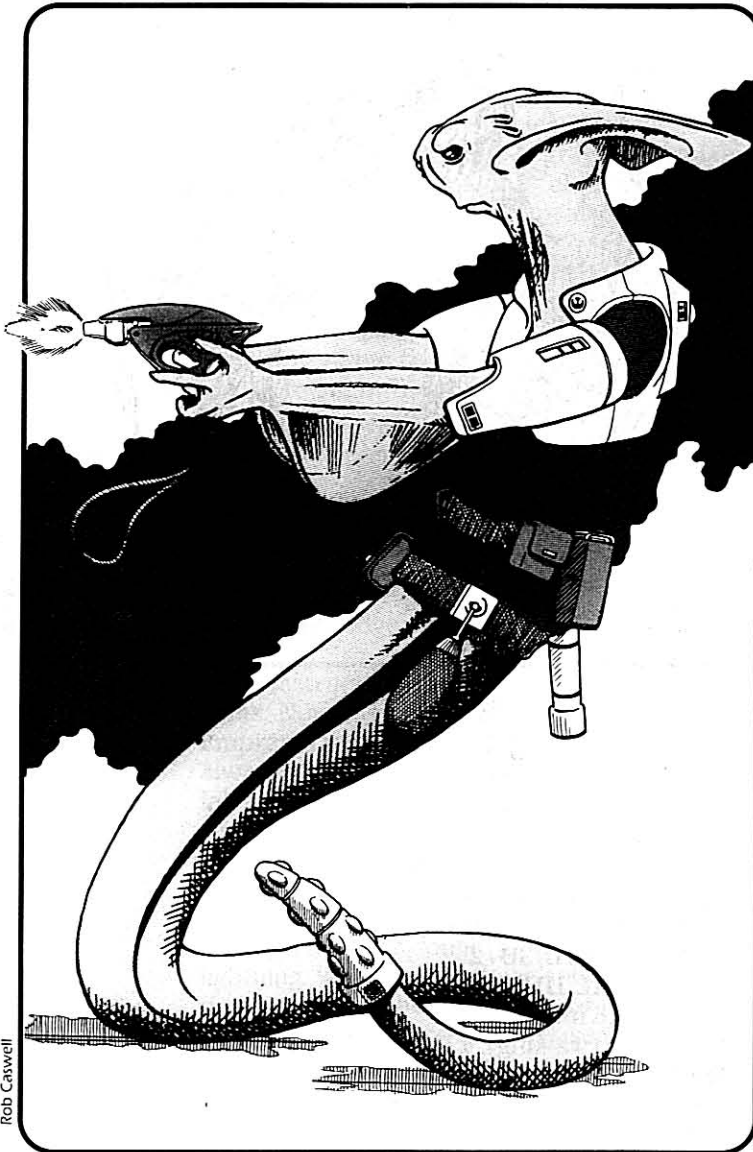
*Strength skills:*

*Flight:* Rishii characters use this skill to fly, much like Humans and other land-based creatures use running. Their speed is 13/18, or 37/52 kmh and may be improved in the same manner as ground movement (see page 15 of *Star Wars, The Roleplaying Game: Second Edition*).

**Special Abilities:**

*Learn Languages:* Rishii receive a +2D when checking to see if they understand a new language; they need only make 5 Very Difficult *languages* checks to learn a new language.





**Enhanced Senses:** Because of their keen eyesight and hearing, Rishii receive a +1D when using the *search* skill.

**Ignorance:** Rishii can only place beginning skill dice in the following *Knowledge*, *Mechanical* or *Technical* skills: *Knowledge: languages, survival; Mechanical: beast riding; Technical: first aid*. They may not place any beginning skill dice in the following *Dexterity* skills: *blaster, firearms, grenade, lightsaber, or vehicle blasters*.

## Sluissi

Sluissi are Humanoids from the waist up, but from the waist down they have a snake-like body that ends in a slithering tail. The technologically-advanced Sluissi inhabit the star system of

Sluiss Van, where they are renowned for their ability to repair and maintain starships.

Sluissi joined the Old Republic when it was still new and young. An advanced people, they established a number of major space yards throughout the Sluiss Sector, including the extensive Sluiss Van space facility. They run efficient, respectable operations where ship captains can find the service and expertise they need after a long haul or before setting out onto the space lanes. Today, the Sluissi are valued and respected members of the New Republic.

In general, Sluissi are methodical and, to some, plodding. They take their time with everything they do. This often means a job takes longer than expected, but it is always done well. They can try the patience of many species with their own patient, easy-going mannerisms. Nothing ever seems to excite them, including the recent Imperial raid on the Sluiss Van ship yards. They are even tempered, industrious, and very calm, even in the face of adversity.

Due to their love of tinkering, Sluissi can often improve upon engine efficiency, power output, and system response in even the oldest, most worn-out craft. Of course, this type of tinkering takes time, and captains who are in a hurry should not even consider asking for assistance. Sluissi consider themselves mechanical artists of the highest order, and high art cannot be rushed.

## Sluissi

### Roleplaying Game Statistics

**Attribute Dice:** 13D

**Attribute Minimum/Maximums:**

**DEXTERITY** 1D/2D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 2D/3D

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 2D/5D

**Height:** 1.5-1.8 meters

**Move:** 8/10

**Quote:** "This hyperspace motivator is shot. I can try to rebuild it — which would be an interesting challenge — but it would be easier to just replace it with a new one."

### Special Abilities:

**Technical Aptitude:** Sluissi receive an extra 4D beginning skill dice, all of which must be placed in *Technical*. They may place up to 4D in beginning *Technical* skills. Unfortunately, whenever a Sluissi uses a *Technical* skill, the action always takes twice as long as for other species.

### Story Factors:

**Relaxed:** Sluissi, in general, are a very



Mike Nielsen

calm bunch. Nothing excites them. Their patience and seeming inability to get genuinely upset or excited sometimes infuriates other species.

### Verpine

Tall, bipedal insectoids, Verpine are an advanced species well known for their technological accomplishments. They have thin, stick-like bodies with awkwardly-articulated joints. Flexible plate of chitinous material covers their bodies. They have two huge black eyes, short snouts, and small, toothless mouths. Two antennae jut from the sides of their heads.

The species lives in the Roche Asteroid Field, an old and orderly collection of space debris with asteroids ranging in size from tiny meteor-

ites to large planetoids. The asteroids maintain an orbit pattern that is almost regular, and a large number of space slugs and mynockes also make their home among the swirling rocks.

While it is almost certain that the Verpine did not evolve on the lifeless asteroids, they have gone to considerable trouble to establish homes within the drifting chunks of frozen rock. Some speculate that the Verpine were wandering nomads who decided to settle in among the asteroids for some unknown reason. A second theory states that the Verpine inhabited a planet in the same orbit as the asteroid field, and as the planet slowly disintegrated into space debris they found ways to live on the asteroid which remained. The Verpine themselves have legends that speak of a catastrophic civil war, believing that the asteroid field is all that re-

mains of their aggressive foolishness.

Verpine have evolved from especially hardy insects. Their large black eyes are adaptations of insectoid compound eyes, giving them the ability to see nearly microscopic detail with clarity and precision. Their antennae contain tympanic nerves which detect sound wave vibrations and relay them to the brain. They also pick up radio waves, and Verpine can generate their own radio emissions by controlling their biological frequency modulation. Their nervous system has an unusually powerful electromagnetic aura, and the Verpine can communicate through these emissions with other members of their species.

This biological radio network spans the asteroid field, allowing each member of the colony to remain in nearly constant contact with the others. Some species see this as a form of telepathy, but it is simply a mode of organic telecommunication.

The Verpine are innate experts in most fields of technology. They have a child-like sense of wonder as far as machinery is concerned. This expertise and wonder has been put to good use in the asteroid field, where they have hollowed out rocks to use as colonies. The asteroids are sealed against vacuum and the cold of space, creating living and working space for twenty to one hundred inhabitants, depending on the size of the asteroid. Some of the larger planetoids near the center of the field contain cities of one thousand Verpine or more.

Each colony is self-sufficient, producing all of the energy, food, air and water the inhabitants need to survive. Repulsor field shells envelop inhabited asteroids, creating bubbles which harmlessly reflect debris and other asteroids. Because their lives depend on it, the Verpine have a great respect and understanding of technology and machinery.

Starship building has been one area the Verpine have excelled at, and they have earned their reputation over and over again with their unique and functional designs. The Slayn & Korpil Corporation, named for two neighboring Verpine colonies, has been a respected name in starship design since the days of the Old Republic.

and many Verpine joined the efforts of the Rebellion during the galactic civil war. Today they remain members of the New Republic, though Verpine can be found securely established in private and fringe society.

All Verpine colonies are unified in a single hive. They have developed a limited form of communal consciousness due to their organic telecommunications abilities. Every member of the hive takes part in the decision-making process, and a single Verpine in contact with the communal consciousness can speak with complete authority for the entire hive.

### Verpine Roleplaying Game Statistics

**Attribute Dice:** 12D

**Attribute Minimum/Maximums:**

**DEXTERITY** 1D+1/3D

**KNOWLEDGE** 1D+1/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/3D

**TECHNICAL** 2D/5D

**Height:** 1.9 meters

**Move:** 10/13

**Quote:** "What a wonderful gadget! Still, I think I can make it work even better!"

**Special Abilities:**

*Body Armor:* The Verpine's natural chitinous plate armor gives them a +1D against physical attacks.

*Microscopic Sight:* The enhanced and specialized sight of the Verpine gives them a +1D to their *search* skill when looking for small details.

*Organic Telecommunication:* Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species and with specially-tuned comlinks. The range is very limited when they are acting individually (1 km) but greatly increases when in the hive (covers the entire Roche asteroid field).

*Technical Bonus:* All Verpine receive a +2D bonus when using their *Technical* skills.

# Chapter Seven

## Droids

Droids are sophisticated robots, automatons designed to handle tasks too menial, repetitive or dangerous to force upon living beings. Some are molded in the image of their creators, while others are purely utilitarian in form. All have some semblance of artificial intelligence, and most develop or are programmed with a specific personality. Droids can experience personal growth and development over time, provided they are not subjected to the common practice of periodic memory wipes and reprogramming.

Large numbers of Droids must function in hostile environments, including hard vacuum, areas of extreme heat or cold, watery depths, and irradiated power cores.

All Droids have some means of communication, at least having a comm port to link up with other Droids and computers. Many “speak” one of a variety of information-dense electronic languages, completing entire conversations in a few electronic beeps and whistles. Most are programmed to understand at least one non-mechanical language — usually that of their current masters. After long associations with particular Droids, some living beings have learned to understand a Droid language. Some Droids can speak many common languages, ranging from Basic to Wookiee, and can reproduce any sound that they hear.

Internal power cells provide Droids with operating energy. Droids voluntarily shut down during slow periods to conserve energy and make internal memory repairs.

Droids are classified by their function and assigned to one of five different categories:

- First-degree Droids include those skilled in physical, mathematical or medical sciences.
- Second-degree Droids are versed in engineering and the technical sciences.
- Third-degree Droids are equipped with social sciences and service area programming, han-

dling duties ranging from translation and protocol to spaceport control, teaching and even diplomatic assistance.

- Fourth-degree Droids are designed and programmed for security and military applications.
- Fifth-degree Droids are designed to serve as menial laborers and in other functions where wide-ranging intelligence is not an important asset. These Droids usually do one thing very well, but are incapable of the most rudimentary or other tasks; they work in such areas as mining, salvage, transportation, and sanitation.

In Imperial, Republic, and non-aligned regions, Droids provide invaluable if not always appreciated service, freeing living beings for more important tasks. Duties range from navigational assistance and starship repair to interpreting between different species. They heal the sick and wounded, explore hostile worlds, and function as the eyes and ears of their masters wherever they go.

Prior to the galactic civil war, the Droid industry was dominated by two firms — Industrial Automaton and Cybot Galactica. Many smaller fringe companies such as Arakyd and Geentech held a share of the market by selling cheaper and more-specialized Droids, but the myriad of companies couldn't significantly affect the market unless they worked as a group to challenge the two major manufacturers. When the Rebellion became significant enough to disrupt normal trade and commerce throughout the galaxy, most of the smaller companies were forced to close down, leaving the two major companies, both part of the Corporate Sector Authority, to control the market. As both of these giant firms had long-standing contracts with the Empire, the Alliance was forced to find the Droids it needed in other places.

One solution the Alliance came up with was to purchase the manufacturing equipment from many of the closing Droid companies. While this

did not help the Alliance initially, as they had few trained workers to staff such an operation, today one of the New Republic's largest and most prosperous manufacturing companies is Republic Droids.

While new Droids can be purchased fairly easily, the used Droid market thrives. Beaten, dented, broken Droids are readily available for a fraction of their original cost, and most of these Droids can be put back into working order with a minimum of time and effort.

### Decon Droids

Some worlds, before they can be colonized or used as a base, must be made suitable for living beings. Other worlds, which have suffered the calamity of war or the ravages of industrial accidents, must be cleaned of toxic elements before life can thrive again. Decon Droids perform these necessary tasks.

The basic decon Droid is squat and box shaped, full of internal decontamination chambers. It scoops up contaminated material, such as irradiated soil, runs it through a series of catalytic processors, then dumps out the cleansed material after the process has run its course.

Decon Droids are also called upon to decontaminate radiation-filled ship interiors. These Droids have chemical spray appendages for spreading radiation-absorbing foam throughout a contaminated area. It then scoops up the foam, rendering it inert within its interior decontamination chambers.

During the days of exploration and colonization of the Old Republic, decon Droids were used to process alien soil filled with hazardous chemicals and minerals.

#### Decon Droid

**Model:** Industrial Automaton Decon III

**Height:** 1.3 meters

**Move:** 6

**DEXTERITY 2D**

**KNOWLEDGE 1D**

Decontamination processes 3D

**MECHANICAL 1D+1**

**PERCEPTION 2D**

Search 3D, search: contaminants 5D

**STRENGTH 2D**

Lifting 2D+1

**TECHNICAL 2D**

**Standard Equipment:**

- Internal four-stage decontamination processor; uses *decontamination processes* skill. Can process three kilograms per hour; difficulty depends upon level of contamination.

- Visual, infrared, and analyzation

sensors

- Heavy scooper (+1D to *lifting*)

- Treads

- Retractable arm

### Espionage Droids

Espionage Droids are automatons programmed to covertly gather information from one organization for another's use. The easiest way to insure reliable performance is to program an espionage Droid with two primary function modules.

The first module handles outward-appearance functions — in other words, the programming that allows the Droid to do what it is "supposed" to do. For example, an espionage Droid disguised as a protocol Droid would have protocol programming as its first module.

To all outward appearances, espionage Droids look like common Droid models — protocol Droids, astromech Droids, or laborer Droids, for example.

The second module controls the Droid's true function — to watch, record, and transmit relevant data back to its master. In most cases the second function module takes the form of "hidden programming" and even the Droid is unaware of its underlying mission.

With the second module, the Droid records everything that happens around it. With sophisticated flag programs, espionage Droids can even be subconsciously programmed to watch for particular events. Then, either at a set time or in response to a high-frequency coded signal, the Droid transmits its stored data or returns to its master to make a data dump. It remembers none of this, returning to its surface-programmed duties as though nothing occurred.

An espionage Droid's hidden programming will survive standard memory wipes and reprogramming. To remove the hidden programming, the Droid must be taken apart and the program modules must be physically pulled.

The Empire's Intelligence divisions use espionage Droids for a variety of missions; the New Republic uses the units sparingly. Crime lords, other fringe groups, and even some corporations are rumored to use espionage Droids as well.

#### Espionage Droid

**Model:** MerenData Espionage Droid in Protocol Droid shell

**Height:** 1.7 meters

**Move:** 8

**DEXTERITY 2D**

Dodge 2D+2, pick pocket 3D

**KNOWLEDGE 3D**

### The Slave Circuit/Droid Debate

When the first capital starships were constructed, they required huge crews to operate and maintain. Early on, engineers and government officials realized that if the huge ships were to be practical and effective in the long run, they would have to be designed to be handled by smaller crews. Thus began what the holomedia dubbed “the slave circuit/Droid debate.”

One group of experts proposed slaving all ship systems to a master computer, thus turning the majority of work over to a single mechanical brain. By consolidating control, it was argued, the ship would run more efficiently and with reduced response time. Crews would be considerably reduced, perhaps even to nothing more than a skeleton shift. A single super computer could regulate and monitor every shipboard system, make instant decisions based upon the data, and even carry out those decisions without worrying about the random factors that biological crews inevitably add to the equation. Fully automated ships, they said, were not out of the question.

The opposing group of experts believed the solution rested with Droid technology. Droids had been developed to assist living beings. To them, the logical use for Droids was to plug them into a starship’s vast number of systems. Living beings were not to be replaced, just augmented and assisted. Crucial decisions could not be left to the logic pathways of mechanical brains, for sometimes inspiration and imagination were needed to solve a pressing problem.

The debate came to a head around the time of the commissioning of the *Katana* fleet. The *Katana* fleet of dreadnaught warships was the ultimate test of the slave circuit solution. It reduced each vessel’s crew by fourteen thousand, tying the now vacant work stations into the ship’s intelligent computer. When the fleet disappeared with the help of those same slave circuits, the last proponents of the master computer solution were silenced. Today, starships use a combination of computers, Droids and living crewers to operate shipboard systems and work stations.

Culture 4D, languages 8D, value 6D

**MECHANICAL 2D+1**

Communications 5D+1, sensors 5D+1

**PERCEPTION 4D**

Con 6D, hide 6D+1, investigation 6D, search 6D, sneak 6D+1

**STRENGTH 2D**

**TECHNICAL 3D**

Computer programming 5D, security 6D

**Standard Equipment:**

- Humanoid body (head, two arms, two legs)
- Information recording and coded retrieval/broadcast system
- Vocabulator speech/sound system
- Broad-band antenna receiver
- AA-1 VerboBrain processor
- TranLang III communication/protocol module
- Espionage hard-wired module

### Guard Droids

Security departments and law enforcement agencies throughout the galaxy use guard Droids to augment security systems and watch over sensitive locations or persons. They serve as body guards, protectors, installation sentries, area watchdogs, and even prison wardens. Guard Droid personality modules tend toward demanding, almost abusive behavior, and many are allowed by their programming to use deadly

force if necessary, unlike most “civilian” Droids.

While guard Droids are not as tough as combat Droids or the outlawed assassin Droids, they are more than equipped to handle the tasks assigned to them. In most cases, simply having a guard Droid around will deter all but the most desperate or powerful antagonizers.

### Guard Droid

**Model:** Arakyd G-2RD Guard Droid

**Height:** 1.2 meters

**Move:** 10

**DEXTERITY 3D**

Blaster 5D, dodge 4D, melee combat 4D+1, running 4D

**KNOWLEDGE 2D**

Bureaucracy 3D, intimidation 4D, intimidation: interrogation 5D, languages 3D, law enforcement 3D+2

**MECHANICAL 2D**

Repulsorlift operation 4D, sensors 5D

**PERCEPTION 4D**

Command 5D, investigation 5D, search 7D

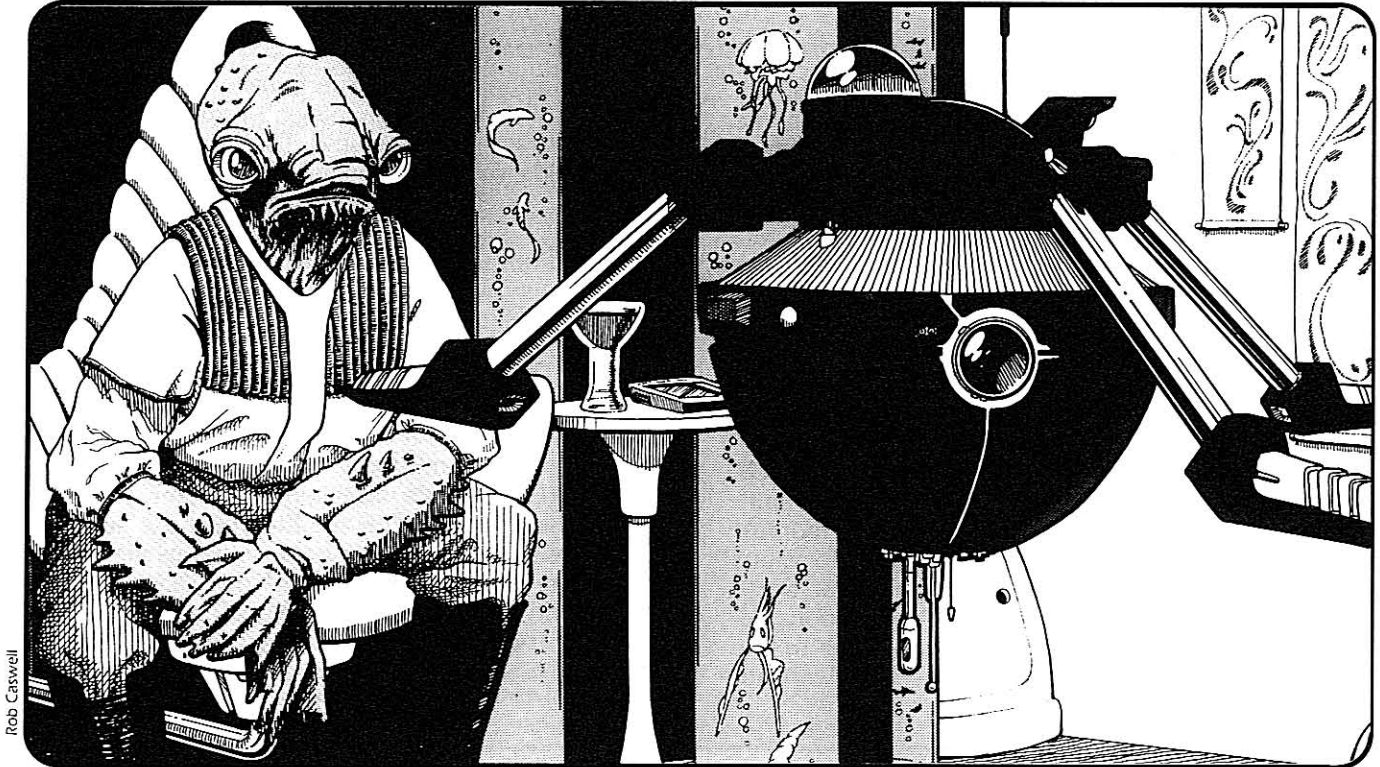
**STRENGTH 4D+1**

**TECHNICAL 2D**

First aid 3D, security 5D

**Standard Equipment:**

- Repulsorlift engine (move: 10)
- Visual/sound sensor package
- Vocabulator speech/sound system
- Broad-band antenna receiver



Rob Caswell

- Stun appendage (stun damage 6D)
- Blaster appendage (damage 5D, ranges 3-7/25/50)
- Grasping claw (+1D to *lifting*)

### General Purpose Droids

The Rebaxan Colmuni MSE-6 General Purpose Droid was introduced as a low-cost commercial Droid by the now-defunct Chadra Fan company. The Chadra Fan modeled the Droid after a common pet animal from their home world; unfortunately, the MSE-6 was an utter failure on the open market because it reminded an inordinate number of intelligent species of pest creatures.

The Empire offered to purchase the entire production run — at a greatly reduced price. The Droids, almost universally disliked by Army and Naval personnel, have found permanent employment aboard Imperial starships and in Imperial installations. It has also earned the nickname mouse Droid.

Mouse Droids are third degree Droids with modular knowledge circuit matrices. Each Droid is equipped with one matrix, each programmed with one skill at a time. The matrices are cheap, compact, and easy to install, allowing MSE-6 Droids to perform one job, change matrices, and head off to perform a different job. It is so easy to reprogram these Droids that Imperial

techs have given the job over to other mouse Droids.

### General Purpose Droid

**Model:** Rebaxan Colmuni MSE-6

**Height:** .3 meters

**Move:** 5

**DEXTERITY** 2D

**KNOWLEDGE** 1D

**MECHANICAL** 1D

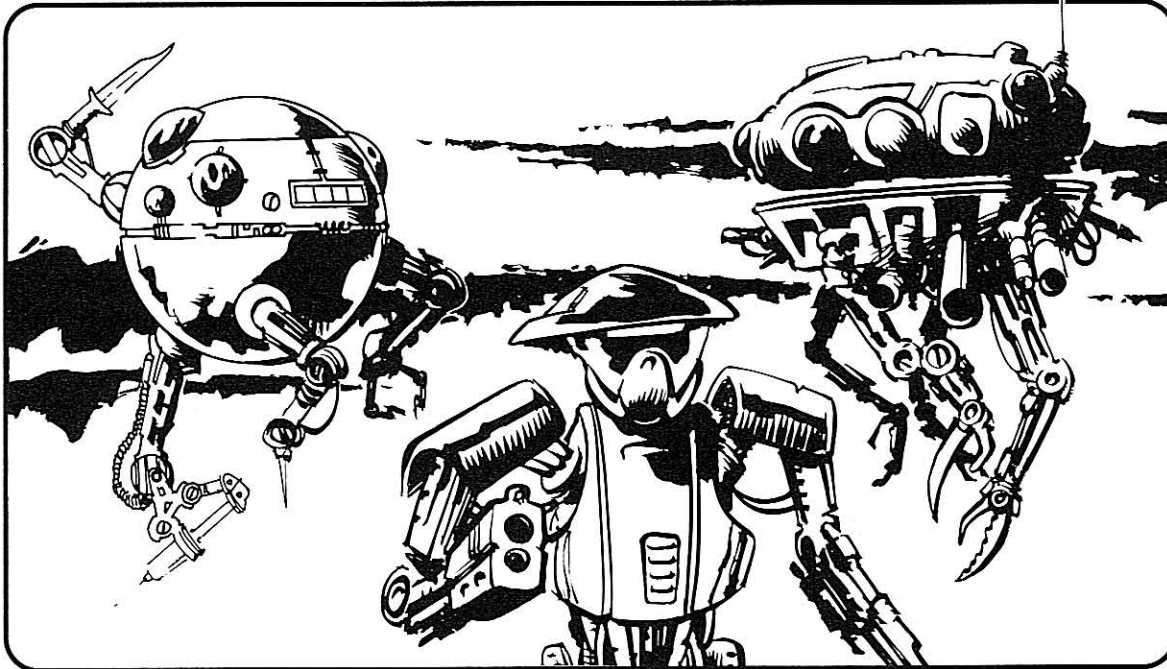
**PERCEPTION** 1D

**STRENGTH** 1D

**TECHNICAL** 1D

#### Standard Equipment:

- Electro-photoreceptor
- Auditory sensor
- Holocam
- Treads
- Retractable heavy manipulator (+2D to *lifting*)
- Retractable fine manipulator (+1D to *lifting*)
- One skill matrix programmed with one of the following skills: bureaucracy 3D, sensors 3D, hide 3D, search 4D, armor repair 3D, blaster repair 3D, capital ship repair 4D, capital ship weapon repair 3D, computer programming/repair 3D, Droid programming 3D, Droid repair 3D, security 3D, starfighter repair 3D



Mike Nielsen/John Paul Lona

## Interrogator Droids

Programmed to retrieve information from living beings by whatever means possible, interrogator Droids are technological atrocities of the highest order. They combine sophisticated medical science and psychiatric modules with interrogation and torture programs, producing a calculating, cold, and darkly efficient personality. Most interrogator Droid models accomplish locomotion with the use of repulsorlifts, eliminating superfluous mechanisms and software.

The glossy black globe of the IT-0 is covered with probes, needles, sensors, and other pain-producing equipment. Some of the equipment and program modules are retooled assassin Droid parts, linked to medical Droid diagnostic and operating modules. It monitors all bodily functions, but for a different purpose than medical diagnostics. IT-0s watch vital signs in order to apply maximum pain with minimal damage.

The IT series comes equipped with a variety of microsurgical instruments and chemical injectors. Interior reservoirs hold a mix of drugs, from mind altering to lethal dosages. From the IT-0 to the IT-3, interrogator Droids are simply another information-gathering tool in the Empire's arsenal. It has been observed that even the security wardens that regularly work with interrogator Droids find them uncomfortable to be around for long periods of time, for they take a bit too much pleasure in the pursuit of their assigned jobs.

## Interrogator Droid

**Model:** Imperial IT-0 Interrogator Droid

**Height:** 1 meter

**Move:** 3

**DEXTERITY 1D**

Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

**KNOWLEDGE 3D**

Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

**MECHANICAL 2D**

Sensors 3D

**PERCEPTION 4D**

Investigation 5D, search 5D

**STRENGTH 3D**

**TECHNICAL 2D**

First aid 5D, medicine 5D, security 4D

**Standard Equipment:**

- Repulsorlift engine (move: 3)
- Visual/sound sensor package
- Vocabulator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw (+1D to *lifting*)

## Medical Droids

Making full use of extremely precise sensory inputs, articulated limbs, and large analytical capacitors, medical Droids make excellent medical diagnosticians, nurses and even full-fledged



doctors, assisting, and in some cases replacing, biological physicians. Most clinics and hospitals utilize medical Droids, and they are often found aboard starships which cannot afford to carry medical staffs.

Because medical Droids must be in constant contact with diagnostic computers, most are not mobile beyond the range of their medical bay. Those which do move beyond the interface tethers must make do with whatever programs their memories can store; such Droids are normally limited to first aid and emergency care.

The computers which medical Droids interface with contain vast sums of knowledge concerning human and alien anatomies, symptoms, medical techniques, and procedures. By analyzing symptoms and cross-referencing vast data banks, medical Droids can quickly diagnose and treat most known maladies.

Medical Droids follow strict codes of conduct requiring them to treat all injuries and illnesses they encounter. These codes cannot be altered without severely damaging or even destroying a Droid's behavioral matrix.

Industrial Automaton's MD series medical Droids were the first true Droid doctors to hit the market. The earlier FX medical assistant series were, at best, glorified nurses and paramedics, but they opened the door for greater acceptance of Droids in the medical sciences. The most common MD models, which are still in use today, include MD-0 diagnostic Droids, MD-3 pharmaceutical Droids, and MD-5 general practitioner Droids, as well as 2-1B surgical Droids.

### Medical Droid

**Model:** Industrial Automaton MD-5  
General Practitioner Medical Droid

**Height:** 1.6 meters

**Move:** 7 (within confines of its medical bay)

**DEXTERITY 2D**

**KNOWLEDGE 4D**

Alien species 5D, humanoid biology 5D

**MECHANICAL 2D+2**

Sensors 3D+2

**PERCEPTION 3D**

Bargain 4D, investigation 4D+1, search 4D+1

**STRENGTH 2D+1**

**TECHNICAL 3D**

First aid 6D, medicine 8D

**Standard Equipment:**

- Computer interface tether
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

### Probe Droids

Imperial probe Droids explore distant, inaccessible, and dangerous areas of the galaxy. Sometimes called probots, probe Droids are much more capable and reliable than simple remotes and sensor relays. Like other types of Droids, they are capable of a wide range of intelligent responses to unexpected occurrences.

All probots are equipped with a vast array of sensors for examining and drawing conclusions about their surroundings. They are programmed to monitor acoustic, electromagnetic, motive, seismic and olfactory events, constantly scanning thousands of frequencies across the spectrum. Optical cameras, zoom magnifiers, infrared scopes, magnetic imagers, radar, sonar and radiation meters are standard gear.

The Imperial model is a feared searcher, analyzing incoming data and comparing it with stored memories to seek out patterns and anomalies that will alert it to possible targets, or "prey," as the Viper probot views things.

The Viper military probe Droid is an oval spheroid designed to re-direct sensor sweeps. Its lower body virtually drips with powerfully articulated limbs. These limbs can retrieve specimens, collect samples, expose and examine equipment, and manipulate tools and devices. These Droids can operate for several years without recharging.

The Imperial probe Droid is launched from starships in small pods. In most cases, the pods do not have return trip capabilities. Once a pod reaches its target destination, it crash lands, splitting open to release its passenger. The probe Droid is then on its own, responsible to complete its mission, transmit its findings, then continue with any standing orders or new orders it receives. In many cases, these standing orders require a probe Droid to self-destruct so that it cannot be traced or examined.

Viper hunters are sometimes encased in hyperdrive pods, including a sensor array and nav computer. It can scan ships as they make the jump to lightspeed, calculate probable trajectories, and follow after its quarry. With luck, the Viper will emerge from hyperspace right behind its target. The pods are designed for three jumps before their energy and astrogation modules are exhausted.

Imperial probots operate in secret, going to great lengths to keep their presence undetected. They transmit and communicate in a complicated code that even protocol Droids have trouble deciphering. They carry powerful blasters for offensive and defensive purposes, and can be outfitted with additional weaponry when a mission demands it.

Even with the recent shortages in Imperial resources, probe Droids continue to be used at an alarming rate. They are just too good at what they do to be kept in storage. When fleet ships are in realspace, probots are deployed to work in tandem with TIE fighter picket patrols. The probots monitor traffic and provide early warnings of unauthorized vessels entering the area. Since the Battle of Endor, probe Droids are frequently sent into New Republic territory to serve as spies for the Empire.

### Probe Droid

**Model:** Arakyd Viper Probe Droid

**Height:** 1.5 meters

**Move:** 12

**DEXTERITY 3D**

Blaster 5D, dodge 5D

**KNOWLEDGE 2D+2**

Intimidation 7D+2, planetary systems 4D+2

**MECHANICAL 3D**

Astrogation 5D, communications 6D, sensors 6D, space transports: hyperdrive pod 5D

**PERCEPTION 3D**

Con 4D, hide 5D, investigation 6D, search 6D, sneak 5D

**STRENGTH 4D**

**TECHNICAL 2D+1**

**Standard Equipment:**

- Multi-purpose appendages
- Repulsorlift engine
- Investigation and analytical computer
- Planetary sensor array with wide-range sensors:

*Passive:* 10 meters/0D

*Scan:* 100 meters/1D

*Search:* 500 meters/2D

*Focus:* 10 meters/3D

- Recording devices
- Broad-band broadcast antenna
- Blaster (damage 4D+2, ranges 3-10/30/120)

### Probot Hyperdrive Pod

**Craft:** Arakyd Predator I

**Type:** Hyperdrive Jump Pod

**Scale:** Starfighter

**Length:** 4 meters

**Skill:** Space transports: hyperdrive pod

**Crew:** One probe Droid

**Passengers:** None

**Cargo Capacity:** None

**Consumables:** None

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** None

**Nav Computer:** None

**Maneuverability:** 1D+2

**Space:** 3

**Atmosphere:** 225; 750 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 5/2D

**Weapons:** None

### Servant Droids

Servant Droids are the ultimate in domestic assistance and are often designed to resemble the beings they will be most closely serving.

Perhaps the most widely used model is the SE4, which resembles a humanoid protocol Droid. These Droids oversee the preparation of large meals and banquets, handle housekeeping chores, and even engage in light maintenance. These Droids can be programmed with personality modules to expedite their acceptance in working environments. Its memory stores are full of recipes, dining etiquette, and other information a domestic servant needs.

In fringe society, the more well-to-do crime lords are serviced by large domestic armies of servant Droids. Even small-time smugglers and pirates will sometimes make use of a servant Droid's skills.

### Servant Droid

**Model:** Industrial Automaton SE4 Servant Droid

**Height:** 1.6 meters

**Move:** 8

**DEXTERITY 2D**

**KNOWLEDGE 2D**

Culinary arts 4D, culture 3D, home economics 4D, languages 3D

**MECHANICAL 2D**

Communications 3D, repulsorlift operation 3D

**PERCEPTION 2D**

Bargain 3D

**STRENGTH 2D**

Lifting 3D

**TECHNICAL 2D**

First aid 3D

**Standard Equipment:**

- Humanoid body (head, two arms, two legs)
- Vocabulator speech system
- Photoreceptors
- Auditory sensors

# Chapter Eight Equipment

Technology is the life blood of the *Star Wars* galaxy, providing weapons, transportation and survival gear, as well as allowing the development of devices of convenience.

## Holo Transmissions

The imaging communications medium that changed the galaxy was the hologram signal relay system. Holographs are three-dimensional images created by focused beams of coherent light. Holograph technology was perfected during the days of the Old Republic, followed by hologram technology which allows full images, with sound, movement and an incredible number of recording techniques; holograms are merely one step removed from being actually present at an event. Holo-projectors can project three-dimensional images wherever they point their lens.

Coruscant was the first world to receive a hologram network, providing instantaneous three-dimensional communications between various points on the planet. The next step was to connect the entire Republic in the same way.

The Old Republic's Senate commissioned the construction of a galaxy-wide HoloNet to provide a free flow of information between the member worlds. Prior to the HoloNet, communications were handled face-to-face (as hyperspace travel was usually faster than subspace comm units) or by subspace planetary relays. These deep space communications stations received, amplified, and retransmitted comm transmissions toward their desired destination. Subspace comms continue to be the main short-range, inexpensive communications medium.

The faster HoloNet system opened the Old Republic to an unprecedented exchange of ideas and cultures, promoting rapid growth in all facets of the Republic. Unfortunately, this rapid exchange of news also hastened the end of the Old Republic, as the corruption of the Senate was exposed as it occurred, revealed for all in the galaxy to see.

The technology of the HoloNet was amazingly complex. Hundreds of thousands of non-mass transceivers were connected through a vast matrix of coordinated hyperspace s-threads, or simuntunnels to form the HoloNet. These, in turn, were connected to massive computers which sorted and decoded all of the information.

While in wide service, the HoloNet system was expensive to maintain. The expense was considered a necessary debit, for the HoloNet gave the Republic a sophisticated, flexible and almost instantaneous method of communication.

However, the HoloNet's incredible cost allowed only governments and the wealthiest of corporations to exchange communications; hyperspace travel or subspace remained the only viable method of communication for the average citizen. Still, the HoloNet gave the average citizen a sense of belonging to the Republic.

When Emperor Palpatine took control of the Old Republic, he closed down large portions of the HoloNet. He retained it for direct communications with his fleet of Star Destroyers, and he allowed it to remain in use within the Core Worlds. The outer systems were cut off, however, so that knowledge of the Emperor's atrocities would be slow to reach the public.

While the Empire continues to make use of a portion of the HoloNet, the New Republic is busy opening up the rest of the system in order to give the member worlds a sense of belonging once again. In addition, many Republic ships — even those without holoprojector systems — are relaying their comm transmissions through the hyperspace matrix to provide near-instantaneous communications. To the vast majority of the New Republic, this real-time exchange of information is new and exciting; a promise of advances to come.

## Holocomms

To receive HoloNet transmissions, the receiver must have a HoloNet comm unit (as



distinguished from a standard holocomm unit). This unit is responsible for receiving and sending all hyperspace HoloNet communications; once the communications are deciphered by the HoloNet comm unit, they can be relayed to any holocomms on the ship or planet.

Standard holocomms are common throughout the galaxy. Most are able to receive and send short range broadcasts, either on a planet or within a fleet of ships. Almost all of these devices are also able to record or play hologram disks. Some more basic holocomms, like those found on R2 astromech Droids, lack even broadcast units, and thus can only play or make recordings.

The most common holocomm unit is called a holopod. The unit consists of a pod for receiving broadcasts and a second pod for the receiver; they are often isolated in small tanks for privacy. The hologram materializes above the pod imaging pad, while also sending a return image to the caller.

Most ships have small holo displays on their control boards, as these double as sensor and heads up displays when the pilot or crewer needs to see a three-dimensional representation. The hologram displays are seldom more than a few centimeters tall.

Both the New Republic and the Empire make wide use of holotanks. These three-dimensional visual projection areas resemble miniature amphitheatres. A holotank is a complete sphere,

often recessed below floor level. Observers stand upon a balcony built around the tank's periphery to observe whatever scene is unfolding within the tank. Military applications include tactical movements and battle plans.

Finally, from the days of the Old Republic to today, holothraters have served as the eyes of the general public. Crowds regularly fill these three-dimensional imaging theaters to see holo news reels, holo features, and to receive holo reports from their elected or appointed leaders. Some holothraters, especially on Core Worlds, can hold thousands of spectators, producing holo-images so large and vibrant that the only way to properly describe them is "breathtaking."

### Life-Form Analyzers

A portable sensor package (or a computer program package tied into direct sensors) that can be carried in a convenient case or installed within land vehicles or ships, life-form analyzers provide important information on the structure and nature of any encountered life forms.

Using a complicated series of algorithms, sensor scan relays, and life-form indicator (LFI) programs, life-form analyzers can determine what life forms are in an area. The larger the sensor array, the larger an area which can be scanned. When plugged into a massive computer, such as those found aboard Imperial Star

Mike Nielsen/John Paul Lona



Destroyers, life-form analyzers can even scan whole planets.

While life-form analyzers cannot identify unknown life forms, they can determine a number of different species in an area. Some of the factors used as part of the life-form identification algorithms include heart rate, ambient atmospheres, respiratory byproducts, and molecule-chain EM polarization effects. The chief long-range parameter, however, remains life-form heat signatures. Every different species has a slightly different body temperature, whether it be Human, Noghri or Calamarian. Sometimes the analyzers can be confused or totally stymied by nearby heat sources, as these can shield life-form heat signatures from the sensor scans.

### Combat Artillery

The use of combat artillery on the modern battlefield has declined over the years, but it still serves a purpose in defending planetary locations. Many forms of artillery are mounted on vehicles to give them mobility. Others are stationary, protecting fixed defensive points from air and land attacks. Most fall into one of three categories — anti-infantry, anti-orbital, or anti-vehicle.

### Anti-Infantry Artillery

Anti-infantry artillery is designed to suppress ground troops. While such weapons can rip through a line of infantry, they usually are not powerful enough to bother military armored vehicles.

One popular anti-infantry weapon is the self-propelled Golon DF .9. It is the standard weapon in Imperial garrisons and local defense units. Based upon the heavy repeating blaster, the twin guns of the Golon DF .9 have a rapid rate of fire. It can also be fixed to a turret, creating a 180 degree fire arc.

The guns are powered by a light ion unit which feeds energy to both the weapon and the repulsorlift chassis it is mounted upon. Its hull provides adequate protection against infantry weapons, but is vulnerable to more powerful fire.

The Golon DF .9 anti-infantry artillery gun performs best as a long-range weapon. Its rapid rate of fire gives it a considerable edge on the battlefield, but it remains vulnerable to close assault attacks.

### Anti-Infantry Artillery

**Weapon:** Golon Arms Twin DF .9A

**Type:** Medium Anti-Infantry Gun

**Scale:** Speeder

**Crew:** 3

**Skill:** Blaster artillery: anti-infantry

**Body:** 3D (4D for fixed-position version)

**Range:**

*Short:* 20 to 600 meters

*Medium:* 601 to 3,000 meters

*Long:* 3,001 to 16,000 meters

**Fire Rate:** 6

**Fire Control:** 2D

**Blast Radius:** 5 meters

**Damage:** 4D

### Anti-Orbit Artillery

Anti-orbit artillery weapons are designed to defend against warships in orbit and to prevent planetary bombardments. One particularly effective anti-orbit weapon is the Kuat Drive Yards v-150 Planet Defender.

The v-150 is a massive, independently powered ion cannon. They are strictly fixed-placement guns, mounted on a rotating base. A semi-circular reinforced permacite shell provides the weapon emplacement with some measure of protection. These emplacements are modular, designed for fast and easy installation and break down. The bulk of the emplacement is buried beneath the ground. Three levels of crew quarters and control stations sit above the power core reactor.

V-150s work best in conjunction with planetary shields. Shields are expensive to maintain and require massive amounts of power. For this reason, most planets leave shields down until hostile forces arrive in system. Of course, it takes time for down shields to come up and reach full power. It is usually during this vulnerable period that the v-150 comes into play. From the time a hostile ship emerges from hyperspace to the moment the planetary shields reach full power, the v-150 presents a planet's most potent defense.

The great gun fires coherent bolts of ionized energy at attacking capital ships, often disabling them long enough for a planet's shield to be brought on-line.

### Anti-Orbit Artillery

**Weapon:** Kuat Drive Yards v-150 Planet Defender B

**Type:** Heavy Ion Anti-Orbit Cannon

**Scale:** Capital ship

**Crew:** 27

**Skill:** Blaster artillery: surface to space

**Body:** 5D

**Range:**

*Short:* Atmosphere (up to 100km)

*Medium:* Near Orbit (up to 150km)

*Long:* Orbit (1 unit in space combat rules)

**Fire Rate:** 1

**Fire Control:** 5D

**Blast Radius:** Target

**Damage:** 12D ionization damage

### Anti-Vehicle Artillery

Anti-vehicle artillery are designed to punch through the thick armor encasing battlefield vehicles and assault craft. They are usually more powerful than anti-infantry weapons, and require greater ranges to operate effectively. For power output and destructive capability, few horizontal-targeting weapons can match anti-vehicle cannons.

One of the heaviest energy cannons ever introduced to combat was the Speizoc v-188 Penetrator. This heavy anti-vehicle gun was first used during the Clone Wars, making a name for itself due to its massive size and the excessive amounts of power needed to produce the destructive bolts of energy it hurled. A single v-188, when placed inside a fixed fortification and hooked into a power converter, can utterly dominate a field of battle.

While those Speizoc v-188s in New Republic and non-aligned hands tend to see use as fixed-place fortification weapons, the Empire mounts them atop treaded heavily-armored chassis. Mounted v-188s have a small measure of mobility but can only store enough energy for six shots before recharging becomes necessary. This can be rectified by attaching an energy-capacitor trailer, which gives the weapon approximately fifty shots before the stored energy is used up.

The Speizoc v-188's largest flaw comes in the form of its bolt coherency rate. The coherent energy bolts fired from the v-188 lose cohesiveness rapidly. By the time a bolt reaches long range, its destructive power has fallen to fifty percent of its original punch. Even with this rapid energy loss, few armored vehicles can withstand the punishing power of the v-188 — especially at short range.

### Anti-Vehicle Artillery

**Weapon:** Speizoc v-188 Penetrator

**Type:** Heavy Anti-Vehicle Gun

**Scale:** Speeder

**Crew:** 8

**Skill:** Blaster artillery: anti-vehicle

**Body:** 3D+1

**Range:**

*Short:* 50 to 600 meters

*Medium:* 601 to 5,000 meters

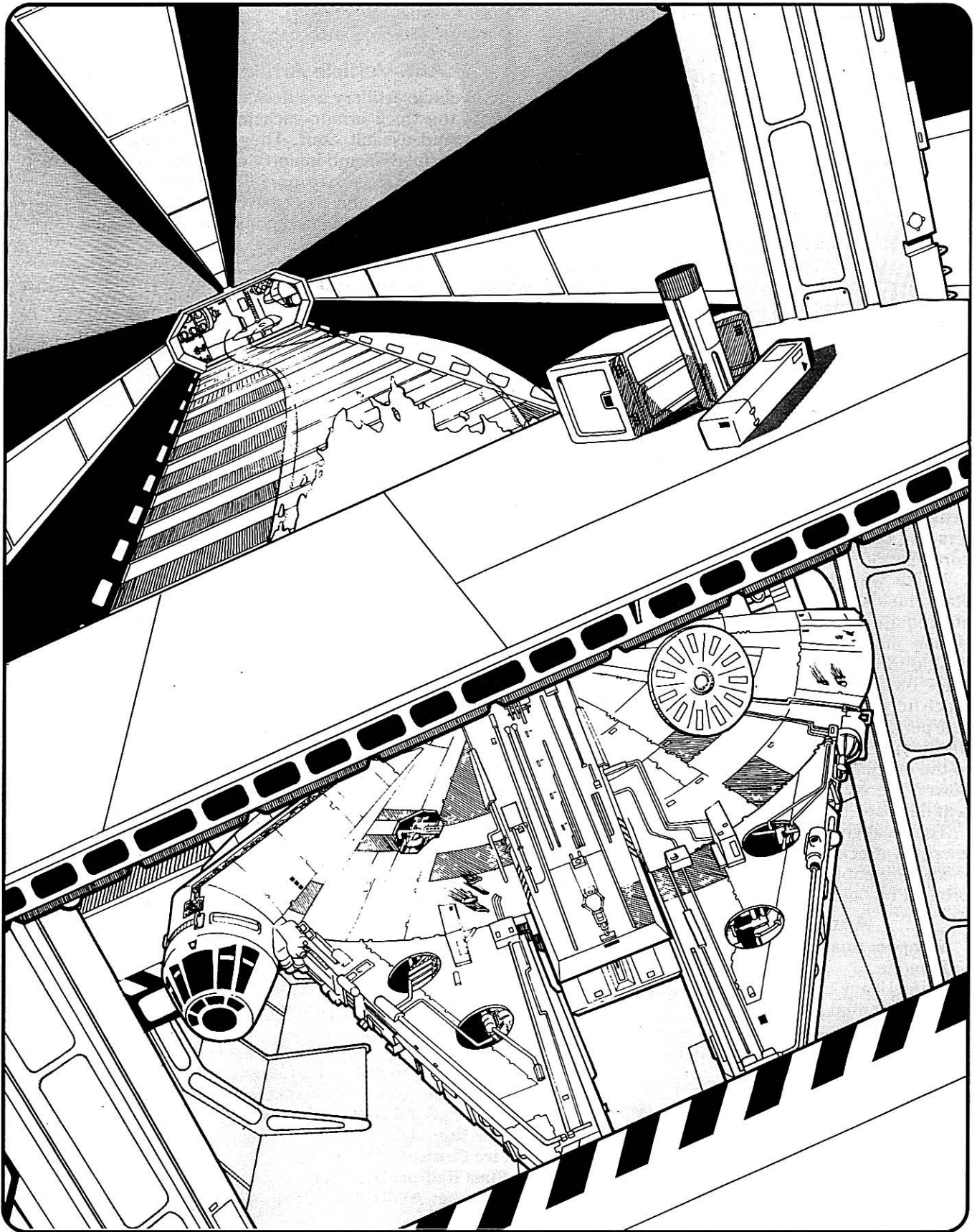
*Long:* 5,001 to 25,000 meters

**Fire Rate:** 1/3

**Fire Control:** 1D

**Blast Radius:** 20 meters

**Damage:** 7D/5D+2/3D+2



Rob Caswell

## Shields

There are three types of shielding to protect ships and anything else someone wants to defend. These shield types range from weak particle or magnetic shields to powerful energy fields which require massive amounts of power. The three types are magnetic, particle and ray shielding.

### Magnetic Fields

Magnetic field shielding requires low power output and is the weakest form of shielding available. It is most often used in space to seal open hangar bays on space stations and capital ships. Magnetic fields have the unique property of being able to hold atmosphere in, keeping space out, and allowing ships to pass through the field unhindered.

### Particle Shielding

Particle shielding can perform in two distinct modes: low power and normal power.

Normal power settings provide complete protection against all types of matter, repelling missiles and space debris, such as small asteroids and meteorites. For a particle shielded ship to fire its own missile weapons or to launch or receive shuttles or other vehicles, it must lower its shields to the low power setting. Particle shielding provides no protection from energy weapons.

Low power settings provide much less protection to a ship, and are used only when absolutely necessary. The setting does not have the power to stop weapons or large space debris from damaging a ship, but it does provide protection from very small meteorites, space dust, and even small particles of matter — even these very small objects could rip open the hull of a speeding starship. Except in combat situations or in an asteroid belt, most ship sensors are able to detect any masses large enough to cause damage to a ship on the low power shield setting, and the ship can change course to avoid such obstacles; the lower power setting absorbs particles that are too small to be detected on time.

### Ray Shielding

Ray shielding is a high-energy combat shield which is designed to block and absorb blaster and turbolaser fire. Ray shields do not stop matter. Because ray shielding requires vast amounts of power, most vessels refrain from engaging them prior to combat situations. Ray shields are designed to take a greater pounding than particle shields because they absorb rather than reflect the energy striking them.

Because of the unique nature of ion cannons,

which disrupt electrical shipboard systems, they can penetrate directly through all ray shields.

### Deflection Towers and Shield Generators

Ships, space stations and planets all depend on shielding to protect them from hostile forces and the hazards of space. To produce one or more of the shield types available, a ship or installation must first have a shield generator. Shield generators produce the energy which, in turn, produces the protective field. To then direct that field into a defensive formation, the shield generator must be attached to some sort of shield projector.

Shield projectors on ships are barely visible protrusions located around a ship's hull. The more shield projectors, the more control and maneuverability a crew has over the placement of its ship's shields.

Planet and space station shield projectors normally come in the form of deflection towers. These structures generate shields of varying intensity and degree, and can even be geometrically shaped to meet the needs of its users. Deflection towers are the cornerstones of most planetary defense systems, projecting shields which cover areas of a world from orbital attack. Planet shields are expensive to build and maintain, so most worlds tend to spread them thinly and use them only when absolutely necessary.

### Vibro Weapons

A particularly nasty variety of melee weapons grew out of industrial applications of ultrasonic generators. In industry, vibrocutters and vibroscalpels employ ultrasonics to create powerful vibrating cutting tools. Surgeons and medical Droids often use vibroscalpels to perform surgical operations.

When ultrasonics were combined with modern melee weapons, a deadly synthesis was born. From large vibrobayonets and axes to smaller vibroblades, these hand-held weapons have sharp-edged blades which cut at the slightest touch. An ultrasonic generator in the handle of each weapon produces the vibrations which give vibro weapons their cutting force.

Vibroblades have all but replaced conventional knives. Thousands of ultra-fast vibrations play along the blade edge every second, allowing the blade to cut through the toughest material with only the slightest pressure. Vibrobayonets attach to the barrels of blaster rifles and carbines for use when ammunition runs low or when close-quarter fighting becomes necessary.

The smallest vibro weapon is the vibro-shiv.



### Gottu and His Vibroaxe

I go by the name Gottu, and if you have a problem with that, I can help you take the final jump. I'm a soldier, fighting for the New Republic as part of Page's Commandos. Before that, I fought for the Alliance, and before that ... well, let's just say I've always been fighting something or someone.

I'm here to talk about weapons. I'm what you call an urban combat specialist, and I can turn anything into a weapon. Anything. But if I have a choice, there's one weapon I prefer above all others.

Han Solo swears by his blaster. Chewbacca and Frorral are never far from their bowcasters. Then there's Luke Skywalker, who twirls that lightsaber of his like it's a part of him. While each of these weapons has its advantages and special appeal, I prefer vibro weapons.

There's nothing like the hum of a vibroblade as it slides from its sheath, the vibrating buzz of a vibroaxe slicing through stormtrooper armor. When I dress for battle, I strap a vibroblade to my ankle, a vibroshiv to my wrist, and a vibroaxe to my back. Oh, I carry a blaster or a blaster rifle, too. It's good to start a fight with ranged weapons — let's you weed out the riffraff and amateurs. But when the fighting gets up close and personal, when the real combat begins, then I want a vibro weapon or two in my hands.

Take that time me and Idow were dropped into Bruzion, a city on the planet Jendorn. The planet sits in the Borderland Regions, and it was the scene of some fierce fighting between New Republic and Imperial forces. The Empire won the battle and was occupying the city. They had also set up a prison compound, and they were holding six downed Republic pilots. Page and the others were off on another mission, so the job was left to me and Idow.

The far side of the planet was still in chaos as the natives continued to disagree with their Imperial guests. The few Imperial starships still in orbit were busy watching out for our starships, so nobody noticed the small transport as it flew in and dropped

us off a few kilometers from Bruzion. We made the rest of the way on foot, took in the scene around the prison compound, then made a quick plan.

"Let's go in and get them out of there," I said, hefting my vibroaxe to emphasize the point. Idow grunted in agreement.

Now, you're probably thinking that we barged into that compound and simply fought our way through the platoon of troopers stationed there. Well, we did do a good bit of fighting, but first I set up a little diversion to cover our arrival. The compound was protected by a single turbolaser tower. I figured that the tower would prove to be a problem when we called for pick-up, so I decided to use it for my diversion. I climbed the side of the tower until I reached the level I wanted. If I had figured right, behind the armored wall were the rows of capacitors and the power core that supplied the tower with energy. I switched on my vibroaxe, buried the blade head in the wall, and leaped down.

Twenty minutes later, as me and Idow were just introducing the first Imperial guards to our blasters, the axe had finally cut its way to the power core. The resulting explosion was spectacular and very noisy. It sent the remaining guards running in the wrong direction, alerted our pick-up that we were ready, and roused the prisoners we had come to rescue. Except for a bit more fighting and a short wait for our ride, this mission was over.

I was only slightly surprised when the assault shuttle flew in with Syla Tors at the controls and our own Lieutenant Page at the open hatchway. "You could have waited," he scowled as we hurried the pilots aboard.

"You guys just would've got in the way," I replied, slamming the hatch and giving the lieutenant my best smile.

So you see, you can keep your blasters and bowcasters and lightsabers. Me, I'll stick with a vibroaxe. They get the tough jobs done.

This pocket-sized, easily concealed vibroblade does not cause much damage but can be the difference needed to turn a battle due to the surprise factor associated with them.

For more power, vibroaxes give foot soldiers a distinct edge over most other melee weapons, but they are bulky, making them difficult to carry in comparison to smaller and lighter melee weapons.

When switched on, vibro weapons produce a low, audible hum. Some models come with spe-

cial sheaths. When pulled from the sheath, a vibroblade automatically hums to life. It shuts down when returned.

#### Vibro Weapon

#### Roleplaying Game Statistics

Vibro Weapon	Damage	Difficulty
Vibro-Shiv	STR+1D	Easy
Vibroblade	STR+3D	Moderate
Vibrobayonet	STR+1D+2	Moderate
Vibroaxe	STR+3D+1	Moderate

# Chapter Nine

## Vehicles

There are probably as many types of vehicles as there are planets. From wheeled ground cars to multi-legged walkers, from high-flying airspeeders to ground-hugging hoverscouts, there are more than enough choices to help a person get from one part of a planet to another.

The most common propulsion method is called repulsorlift — these generators form anti-gravitational emanations which push against the natural gravity field of a planet. The resulting repulsor field lifts the vehicle, using the world's own gravity as a sling shot to propel the craft.

### Repulsorlift Vehicles

#### Freerunners

Combat assault vehicles, or CAVs, are a class of armored repulsorlift craft equipped with medium or heavy weapons. The Empire classifies these vehicles as GAVs (ground assault vehicles), and has always placed greater emphasis on them than the Alliance.

One CAV introduced into the Alliance arsenal during the civil war and still used today is the Freerunner. The CAV earned its name from the free-rotating gun platforms sitting atop its chassis. The platforms can be fitted with either anti-vehicle or anti-infantry weapons, depending on the mission profile.

The CAV came to the Alliance through a curious route — when its manufacturer, Kelliak Arms and Armor Company, didn't get the Imperial contract it had hoped for, it went out of business. The entire stock was sold to petty arms merchants and Rebel agents, winding up in the Alliance arsenal and a number of private armies, including the mercenaries of Garm Bel Iblis.

#### Freerunner

**Craft:** KAAC Freerunner FM (Full Modification)

**Type:** Combat assault vehicle

**Scale:** Speeder

**Skill:** Repulsorlift operation: freerunner

**Crew:** 2;2

**Passengers:** None

**Cover:** Full

**Cargo Capacity:** 250 kilograms;  
300 cubic centimeters

**Move:** 105; 300 kmh

**Maneuverability:** 1D

**Body Strength:** 3D

**Shields:** 1D

**Weapons:**

**Two Anti-Vehicle Laser Cannon** (fire-linked)

*Fire Arc:* All

*Crew:* 1 per cannon

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-400/900/2,000

*Damage:* 5D

**Two Anti-Infantry Blaster Batteries**

*Fire Arc:* One front, left, right;

one back, left, right

*Crew:* 1 per blaster

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-300/800/1,500

*Damage:* 3D+2

**Altitude Range:** .6 meters

**Cost:** 60,000 credits

#### Hoverscouts

Hoverscouts are repulsorlift vehicles equipped with hover engines to create a vehicle capable of handling most terrains. A type of hoverscout used by the Empire is the Mekuun Swift Assault Five. It can be used effectively for small unit reconnaissance, as an offensive point vehicle, as an independent unit, and even as an infantry and armor support vehicle.

General Covell, one of Grand Admiral Thrawn's chief Army advisors and commanders, has developed mission profiles that team the armored car with AT-AT walkers.

### Vehicle Recognition Guide



Speeder Bike



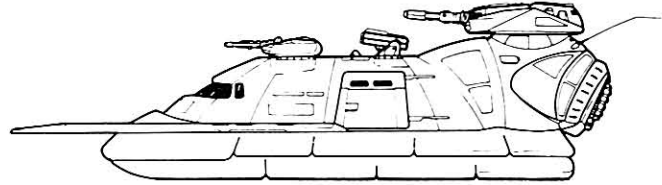
Swoop



Landspeeder



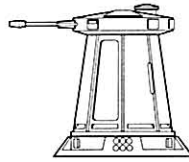
Freerunner



Hoverscout



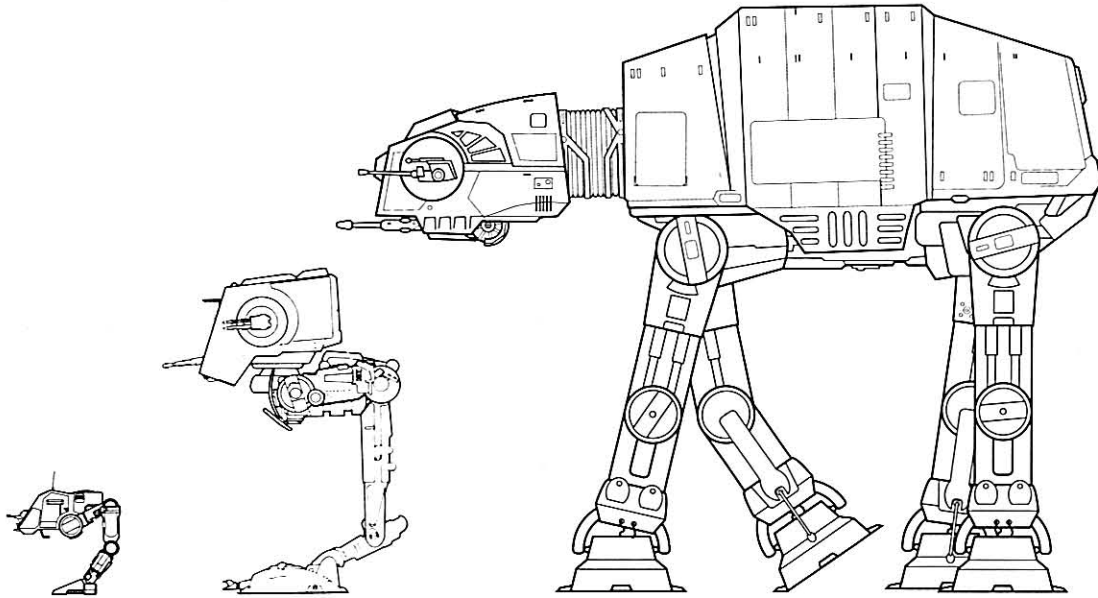
Transport Skiff



Anti-Infantry Battery



Anti-Vehicle Laser Cannon



Illustrations by Karl Martin, John Paul Lona, Stephen Crane

The Swift Assault requires a crew of four to make optimal use of all its systems, though it can be piloted by a single driver if circumstances require. Its outer hull is lightly armored to offer protection while not hampering speed and maneuverability. The command crew deck has full-vision ceraglass windscreens. The ceramic alloy is transparent and extremely tough. It comes equipped with military-standard sensor and communications packages, a heavy blaster cannon, a light laser cannon, and a concussion missile launcher.

### Hoverscout

**Craft:** Mekuun Swift Assault Five  
**Type:** Hoverscout assault vehicle  
**Scale:** Speeder  
**Skill:** Hover vehicle operation:  
 hoverscout  
**Crew:** 1;3  
**Passengers:** 6  
**Cover:** Full  
**Cargo Capacity:** 400 kilograms; 500 cubic centimeters  
**Move:** 70; 200 kmh  
**Maneuverability:** 2D  
**Body Strength:** 3D  
**Weapons:**  
**Heavy Blaster Cannon**  
*Fire Arc:* All  
*Crew:* 1  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-400/900/2,000  
*Damage:* 6D  
**Light Laser Cannon**  
*Fire Arc:* Front, left, right  
*Crew:* 1  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Range:* 50-300/500/1,000  
*Damage:* 2D  
**Concussion Missile Launcher**  
*Fire Arc:* Front, left, right  
*Crew:* 1  
*Skill:* Missile weapons:  
 concussion missiles  
*Fire Control:* 2D  
*Range:* 50-300/800/1,500  
*Damage:* 4D  
**Shields:** None  
**Altitude Range:** Ground level  
**Cost:** 55,000 credits (used)

### Landspeeders

Landspeeders are light- and heavy-duty surface transport vehicles that use repulsorlift propulsion. They have a low flight ceiling, typically about one meter. Many also come equipped

with turbothrust engines for added speed. Landspeeders are the most common form of personal planetary transport.

There are countless landspeeder manufacturers and models. They come in single-seat and multi-passenger models, open cockpit and closed. The New Republic calls its landspeeders "light mechanized vehicles," or LMVs. It converts civilian speeders into military LMVs by adding armor and sometimes mounting a light weapon on the cab. The Empire, on the other hand, still uses landspeeders which were originally designed for military applications. This makes the Imperial models stronger, better armed, and more suited for combat engagements than their Republic counterparts.

### Landspeeder

**Craft:** SoroSuub OP-5  
**Type:** Civilian Landspeeder  
**Scale:** Speeder  
**Skill:** Repulsorlift operation:  
 landspeeder  
**Crew:** 1  
**Passengers:** 4  
**Cover:** 1/2  
**Cargo Capacity:** 10 kilograms; 25 cubic centimeters  
**Move:** 80; 230 kmh  
**Maneuverability:** 2D  
**Body Strength:** 2D  
**Weapons:** None  
**Altitude Range:** Ground to one meter  
**Cost:** 12,000 credits (new); 4,000 (used)

### Skiffs

Large antigravity surface vehicles called skiffs serve as utility craft, usually as cargo carriers and passenger transports. Most skiffs are long, flat, open-topped repulsorcraft. New Republic military bases, Imperial installations, space ports, and many private facilities employ large passenger skiffs to taxi people or more cargo around.

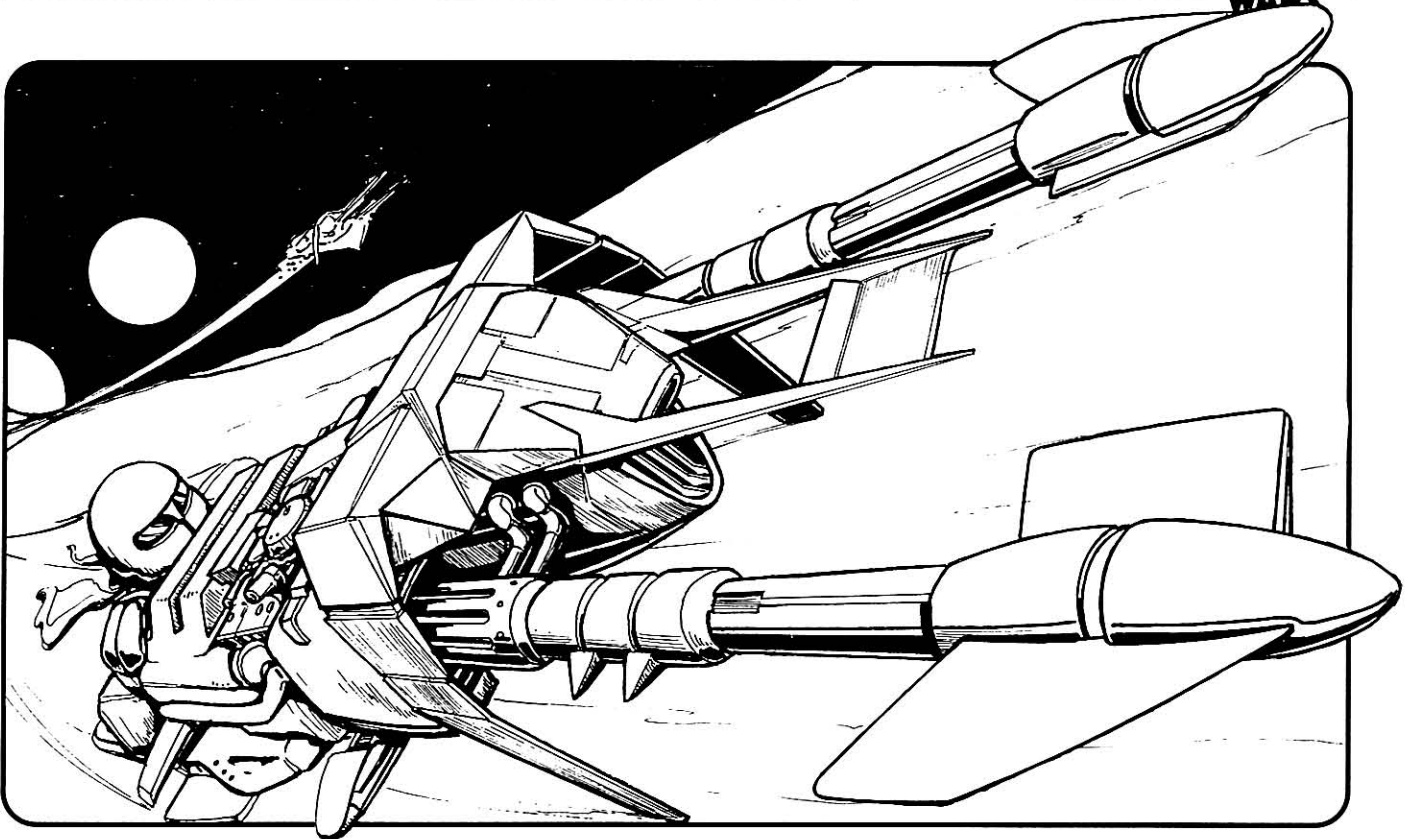
Drivers control skiffs from a rear tiller or a front-mounted control stick. Many models employ multiple steering vanes to determine direction. Acceleration, deceleration and maneuvering are all handled by controls built into the tiller or control stick.

Skiffs are perhaps the easiest repulsorlift to operate, primarily because their cruise speeds are much lower than other repulsorlift craft. On the other hand, trying to get a heavily-laden skiff to handle at high speeds is a difficult task indeed!

### Transport Skiff

**Craft:** Ubrikkian VX6  
**Type:** Transport skiff  
**Scale:** Speeder

Mike Nielsen/Dana Knutson



**Skill:** Repulsorlift operation: skiff  
**Crew:** 1  
**Passengers:** 15  
**Cover:** 1/2  
**Cargo Capacity:** 150 metric tons; 75 cubic meters  
**Move:** 70; 200 kmh  
**Maneuverability:** 1D  
**Body Strength:** 1D  
**Weapons:** None  
**Altitude Range:** Ground level to 10 meters  
**Cost:** 22,000 credits

### Sloops

A sloop is basically a high-powered repulsorlift engine with a seat attached. Sloops combine repulsorlift generators with turbothrust engines to produce veritable speed machines. The sloop sacrifices virtually all manner of safety device in order to achieve higher speed — there are no back-up handling, accelerator or braking controls, and beyond a simple seat restraint, no protection for the pilot. Manufacturers assume that anyone brave enough to strap into a sloop is good enough to handle one under any condition — or they'll die trying.

Handlebar accelerators provide sloop pilots with convenient control of the high-performance craft, while foot pedals operate lift, thrust and braking. Control auxiliaries accessed by the

pilot's knees turn and angle the craft. Due to the massive acceleration rates sloops are capable of, pilots and passengers must be strapped onto the craft. Without safety straps, riders would be thrown from sloops during climbs, dives, rolls, spins and other high-speed maneuvers.

Sloop racing remains a popular spectator sport throughout the galactic core. During the height of the Empire, successful sloop pilots were granted hero status. They regularly were featured on holonews programs, and large amounts of credits were bet on the outcomes of the dangerous races. Domed arenas, called "sloop tracks," can be found on almost any planet with a sizeable population. Sloop tracks can take a number of forms, from huge circular flight paths to winding challenge courses, and races can be straight lap events or may offer obstacles to increase the challenge. In the outer regions, such as the Outer Rim Territories, sloop races are less formal affairs. Any canyon, desert, or similarly open area can serve as an arena. Bets are handled by promoters or criminal elements, and sometimes the races are to the death.

A number of outlaw bands also use sloops as symbols of their disdain for authority. Rumors that sloop gangs like the Nova Demons and the Dark Star Hellions still engage in piracy, mid-air robbery and murder persist in the outer and border regions.

### A Day at the Races

In one of those extremely rare instances when the fate of the galaxy did not depend on their immediate attention, Han Solo and his wife, Leia Organa Solo, attended the swoop races at Coruscant's famous Imperial Arena.

Leia frowned as they passed through the gates and made their way to their seats. She would have to see about changing the arena's name. She sighed. There were so many little details that still had to be addressed, so many ... she pushed the thought away. This was their off day, a day to enjoy with her husband. Work could wait until later.

Their seats were in the Emperor's balcony, which offered a spectacular view of the entire arena. Leia had only attended a swoop race once before, and that had been back on Alderaan. Han had expressed interest when he heard that Fargus Deel was going to be racing, so she made an effort to clear time in her busy schedule.

Han explained that the track configuration for the race was called the binary nebula. Repulsor buoys marked the twisting course. "Those buoys will send out ion flares during the race," Han told her, his voice full of barely concealed excitement. "Any pilot who can't maneuver around the sparks — well, let's just say they're in for the ride of their life. The ion particles can do anything to the control or drive systems."

The crowd was huge, but Leia was glad to be a part of it. These were the people she had dedicated her life to. Spending a little time among them brought it all back into perspective. She noticed Han lean forward and swept her gaze from the crowd back to the arena. The swoops were lining up at the starting gate.

"General Solo, didn't you race swoops way back when?" The question came from one of Wedge Antilles' new recruits, who was sitting behind them in the balcony. Kenn Nitram, Leia thought, remembering the young X-wing pilot's name. She smiled as

Han glanced at the young man with nervous eyes.

"Don't believe everything you hear about me, kid," Han said. "People have a way of blowing everything I've ever done way out of proportion."

"That's true," Leia said with a smile.

"Could we just watch this race, please?" Han pleaded, and Leia tried to suppress a chuckle. "Laugh it up, Princess," Han added under his breath. If he said anything else, it was drowned out by the swoop engines as the race began.

Fargus Deel, dressed in red and riding atop a custom SoroSuub Pirate, jumped ahead of the pack and spun easily beneath an ion flare. He flew through the track with apparent ease, avoiding flares and outdistancing his rivals as he zoomed toward victory.

"That Fargus Deel is the best swoop pilot I've ever seen," Kenn Nitram shouted into Han's ear. "I don't think anyone can beat him!"

"Hey kid, didn't you hear about the time ..." Han started, but Leia gently laid her hand on his arm to silence him.

"Let him keep his illusions, Han," Leia urged quietly.

"But I beat Fargus constantly back when he was just starting out," Han complained. "Sure, I was a little reckless, but I won more than my share of ..."

Leia kissed him. "My hero," she whispered as their lips pulled apart. "Now be quiet and watch the race."

Han leaned back in his seat, indignantly folding his arms across his chest. "But I could beat him," he insisted, more to himself than anyone else. Not that anyone was paying him any attention. Fargus was entering the last lap of the race, navigating through a storm of ion flares much the way Han had navigated through that asteroid field so many years ago.

"I could," Han said again.

"I know, dear," Leia comforted, hiding her amused smile as best she could.

#### Swoop

**Craft:** Mobquet Nebulon-S Racer

**Type:** Racing swoop

**Scale:** Speeder

**Skill:** Swoop operation (unskilled penalty of -3D if using unskilled)

**Crew:** 1

**Passengers:** None

**Cover:** 1/4

**Cargo Capacity:** 5 kilograms; 25 cubic centimeters

**Move:** 210; 600 kmh

**Maneuverability:** 4D

**Body Strength:** 1D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-300/500/1,000

*Damage:* 4D

**Altitude Range:** Ground level to 50 meters

**Cost:** 17,500 credits

#### All-Terrain Walkers

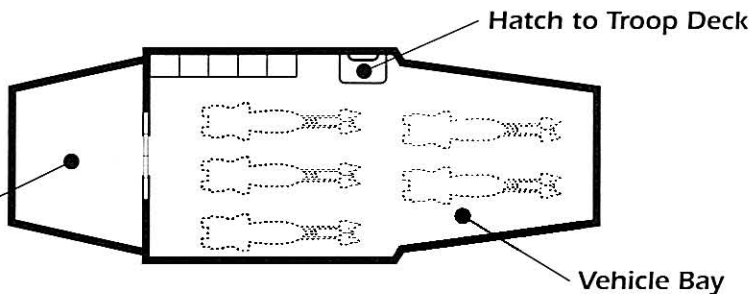
##### AT-AT

When the Imperial war machine was being designed, the Emperor demanded a ground assault vehicle to match the terror inspired by his

### Kuat Drive Yards AT-AT "Walker" All-Terrain Armored Transport

#### VEHICLE DECK

Storage, Repair  
and Emergency  
Supplies Compartment



#### COMMAND AND TROOP DECK

Co-pilot's  
Station

Pilot's  
Station

Commander's  
Station

Troop Benches

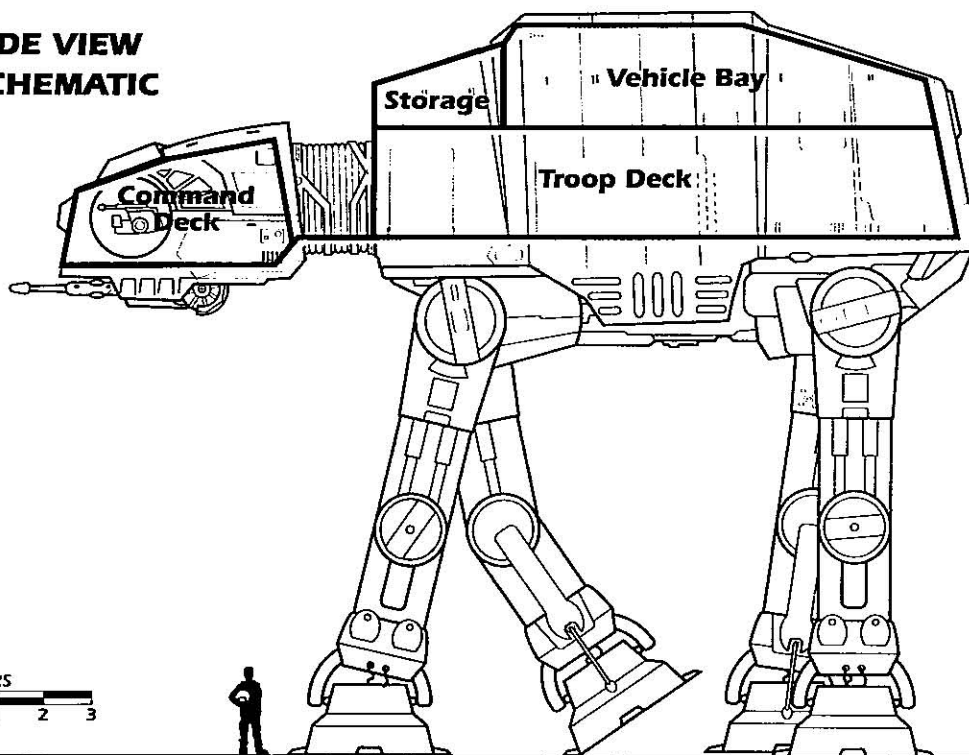
Ladder to  
Vehicle Bay

Staging  
Area

First Aid Station

Side Panels  
Swing Down  
to Form  
Assault Ramps

#### SIDE VIEW SCHEMATIC



METERS  
0 1 2 3

Stephen Crane

Star Destroyers and unending hordes of stormtroopers. He wanted a weapon of fear and fury, an unstoppable juggernaut that would frighten as well as destroy.

After several prototype vehicles failed to meet his approval, the engineers turned to a radical and largely undeveloped technology: walkers. Then a team of engineers found old textdocs regarding an experimental weapon from the days of the Old Republic. The Republic had developed the All-Terrain Personal Walker (AT-PT), and while it had been eventually discarded, it sparked an idea among the Imperial engineers. The team set out to develop the weapon the Emperor demanded.

They took the specifications Imperial Command had outlined and gave them form. The result was a vehicle that would strike fear into the enemy, with a height superiority advantage over opposing forces, heavily armed and armored, loaded with maximum fire power.

All-Terrain Armored Transports (AT-ATs), or walkers, are formidable ground assault weapons that also double as troop transports. The command cockpit and troop carrier are held aloft on four massive metal legs. A pilot, gunner and combat coordinator/commander operate the walker from the articulated forward control cabin. The walker's weapon emplacements emerge from the head as well. The transparisteel viewport offers the crew a wide field of vision, which is augmented not only by the head's ability to move up, down and to the sides, but by sensors which feed to a holographic tactical display.

Walkers can operate across many different terrain types. It serves as an effective urban assault vehicle, as its height gives the crew a good line of sight over small buildings and low-lying structures. If it cannot see over it, walkers can usually crash through it. The thick armor plating easily absorbs most blaster fire, and few natural or man-made hazards can slow the relentless juggernauts.

The body of the walker features the command crew's quarters, a troop waiting area, stores of weapons and equipment, and even a light vehicle cargo bay which normally carries speeder bikes. Because of its size and formidable bearing, a walker can advance into the very heart of a combat area to deliver its troops. To unload, an AT-AT kneels by bending its tri-jointed legs and lowering its body to within three meters of the ground. It then drops a landing ramp from the rear, allowing both the stored vehicles and troopers to emerge. Hatches along the side of the body also serve as exits when walkers dock at boarding platforms.

AT-ATs work best as blatant shock weapons, for they can be seen from a great distance and the ground actually shakes as they approach their intended target. Nothing can shake a line of defending soldiers as easily as the sight of plodding AT-ATs coming over the horizon. Some primitive cultures see a terrible monster when forced to gaze upon a walker.

### AT-AT Walker

**Craft:** All-Terrain Armored Transport

**Type:** Assault walker

**Scale:** Walker

**Skill:** Walker operation: AT-AT

**Crew:** 3; 5

**Passengers:** 40 (troops) or two AT-STs

**Cover:** Full

**Cargo Capacity:** (In addition to passengers) 1 metric ton

**Move:** 21; 60 kmh

**Maneuverability:** 0D

**Body Strength:** 6D

**Weapons:**

**Two Heavy Laser Cannon** (fire linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1.5km/3km

*Damage:* 6D

**Two Medium Blasters** (fire linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-200/500/1km

*Damage:* 3D

**Note:** The AT-AT's head, which contains all weapons, is mounted on a pivoting neck which can turn to face left, front and right fire arcs. An AT-AT's head may be moved one fire arc per turn (from left to front, right to front, front to right, or front to left).

### AT-ST

All-Terrain Scout Transports (AT-STs), or scout walkers, are light ground reconnaissance and support vehicles, built for swift movement over a variety of terrains. They are smaller, faster and more maneuverable than AT-ATs, but they also have less armor and pack a less lethal punch.

Scout walkers provide covering fire for ground troops or cover the undefended flanks of the larger walkers, mopping up any foot soldiers who manage to evade the AT-AT's front-mounted





Marc Vilardi

weapons or attempt to attack from below.

Infantry stands little chance against scout walkers. On open ground, their speed and weapons make them deadly adversaries. In more confined or irregular terrain, their maneuverability and agility gives them a significant edge. Twin swivel-mounted blasters protrude from an AT-ST's chin section. Twin light blasters are swivel-mounted on the port-side sensor pod, while a concussion grenade launcher is set into the starboard pod. Each metal hoof features a steel claw for cutting through trip wires or wire-fence defenses.

While blaster fire barely annoys scout walkers and heavy blasters are only partially effective against them, AT-STs are susceptible to fixed defenses. Trip wires, dead falls, hidden pits, mines and explosive charges can severely hinder and even incapacitate scout walkers. Thick undergrowth, uneven or broken ground, and soft marshes can slow AT-STs to a crawl.

**AT-ST Walker**

**Craft:** All-Terrain Scout Transport

**Type:** Medium walker

**Scale:** Walker

**Skill:** Walker operation: AT-ST

**Crew:** 2

**Passengers:** None

**Cover:** Full

**Cargo Capacity:** 200 kilograms

**Move:** 30; 90 kmh

**Maneuverability:** 1D

**Body Strength:** 3D

**Weapons:**

**One Twin Blaster Cannon**

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-200/1km/2km

*Damage:* 4D

**One Twin Light Blaster Cannon**

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 50-300/500/1km

*Damage:* 2D

**Concussion Grenade Launcher**

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

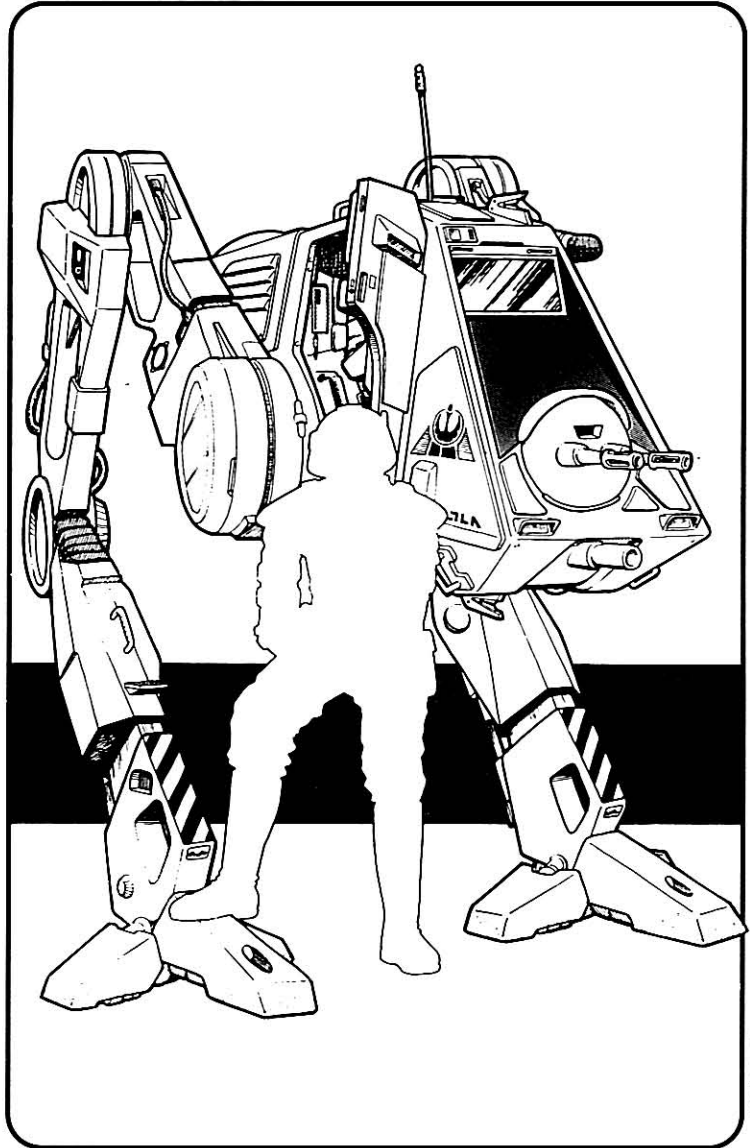
*Skill:* Missile weapons:  
grenade launcher

*Fire Control:* 1D

*Range:* 10-50/100/200

*Damage:* 3D

**Cost:** Not available for sale



Rob Caswell

**AT-PT**

The ancestor of the Imperial walkers was an experimental weapon first designed by the Old Republic. The AT-PT, or personal walker, was a personal weapons platform that was supposed to turn an ordinary soldier into a walking fortress. A large number of the weapons were installed in the *Katana* fleet; their great promise was cut short when the *Katana* fleet vanished.

An AT-PT looks much like a scaled-down version of the scout walker. A single trooper fills a crowded armored control pod nestled between two multi-jointed legs. From the control pod, the trooper drives the walker and operates the weapons package. The pod itself offers great protection from anti-infantry weapons, and the improved height gives the trooper a distinct advantage as he maneuvers the walker across a battlefield.

AT-PT's were equipped with a twin blaster cannon and a concussion grenade launcher. It had a primitive sensor package that helped alert the encased trooper to approaching dangers. Few, if any, of these ancient relics still exist in active service.

#### **AT-PT Walker**

**Craft:** All-Terrain Personal Transport

**Type:** Light Walker

**Scale:** Walker

**Skill:** Walker operation: AT-PT

**Crew:** 1

**Passengers:** None

**Cover:** Full

**Cargo Capacity:** 25 kilograms

**Move:** 21; 60 kmh

**Maneuverability:** 2D

**Body Strength:** 2D

#### **Weapons:**

##### **One Twin Blaster Cannon**

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 10-50/200/500

*Damage:* 4D

##### **Concussion Grenade Launcher**

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Missile weapons:  
grenade launcher

*Fire Control:* 1D

*Range:* 10-50/100/200

*Damage:* 2D

# Chapter Ten Starships

They travel the space lanes, connecting far away worlds via the hyperspace lanes, making the galaxy a smaller, less distant place. They are starships, and they, more than any other bit of technology, define the *Star Wars* galaxy.

The smallest starships can be found in the starfighter class. For their size, starfighters are the most technically advanced and destructive weapons platforms ever developed. They range from short-range patrol craft to multi-engined, multi-armed hyperspace-capable craft. Both the Empire and the Republic employ starfighters.

They can be carried within support or strike craft, based on space stations or planet-bound bases, or even used as long-range reconnaissance craft. Starfighters usually carry a single pilot, but some have a crew of two or more.

Another class of starship is the space transport, which includes barges, transports, freighters, container ships and passenger liners. They are the work horses of the galaxy, moving goods and consumers from star system to star system. Since the rise of the New Republic, transports have been in short supply. Many of the regular lines and pilots were destroyed in the galactic civil war. As the New Republic works to reestablish the lines of legitimate trade, it has been forced to turn warships into cargo haulers just to meet the demands of its citizens. While there are exceptions to the rule (such as Han Solo's *Millennium Falcon*), most space transports are not equipped with combat-worthy shields or weapons.

In general, the largest starships fall into the combat starship, or capital ship class, though some freighters and container ships can dwarf all but the greatest capital ships. The difference is that capital ships are built for war. From the relatively small Corellian Gunship to the gigantic Star Destroyers, combat starships are uniformly heavily-armed, thickly armored and well-shielded vessels. It takes massive crews and hundreds of Droids to fly them and great amounts of power to run their engines and weapons systems.

## Starfighters

### A-wing Starfighters

A-wing starfighters were developed secretly during the early days of the Rebellion against the Empire. They emphasize speed and maneuverability, with two extra-large power plants and low total mass for spectacular performance.

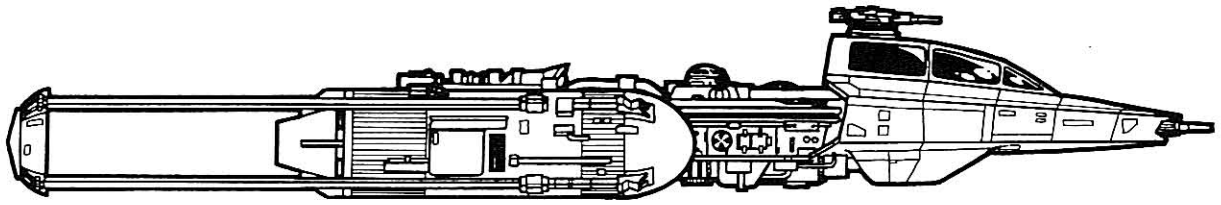
The A-wing features two standard laser cannon, which can elevate and depress a full sixty degrees, allowing the A-wing to engage targets from much wider attack angles than other starfighters. Each A-wing is equipped with a full sensor array. The sensors are powerful by Imperial starfighter standards, but they are not as sensitive as those found in the X- and Y-wing models. One area the A-wing excels at is in sensor and communications countermeasures, with a power jamming package that blinds targets as it swoops in to strike.

While the A-wings were first offered to the veteran X-wing pilots that had served the Alliance so well, most of these hardened veterans decided to retain their X-wings. They felt that the newer pilots should receive the newer starfighters, allowing the rookies to train with the ships right from the beginning instead of forcing the veterans to relearn their own skills on the faster A-wings.

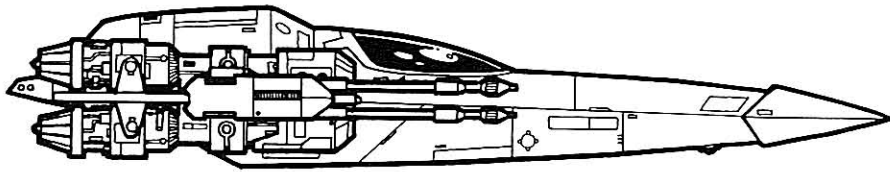
The A-wing was designed to fulfill a particular mission profile — defending bases and transports from enemy strike craft. The jamming package was primary in this role — the A-wings could disrupt enemy targeting sensors and reduce the fire control of attacking craft. Of course, the A-wing jamming package only works against starfighter class craft. The redundant and extremely powerful sensor arrays carried by capital ships are too much for the A-wing jammers to disrupt.

Over the years since the A-wing was introduced, its mission profile has been modified. It was determined through trial and effort that

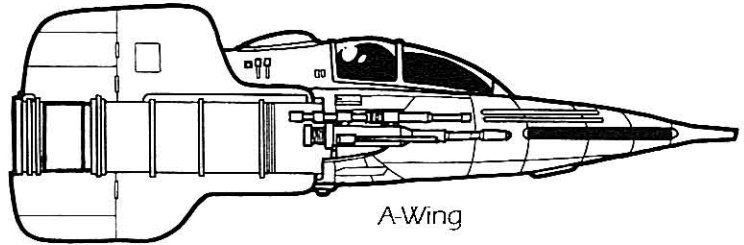
### Starfighter Recognition Guide



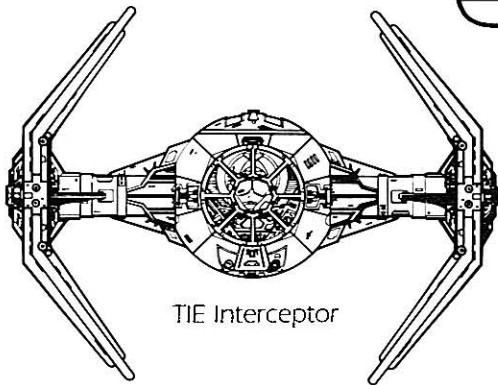
Y-Wing



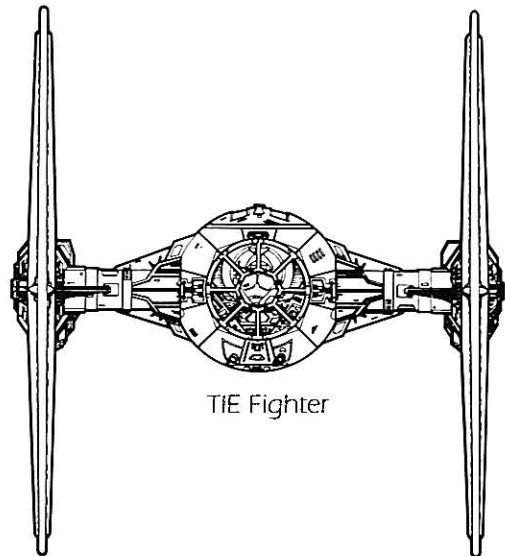
Z-95 Headhunter



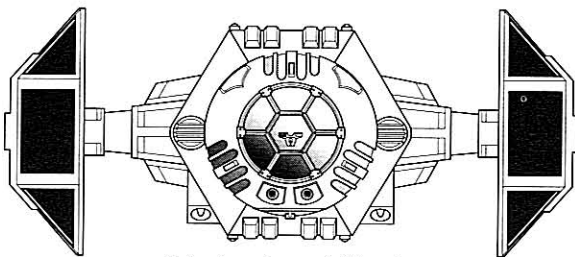
A-Wing



TIE Interceptor



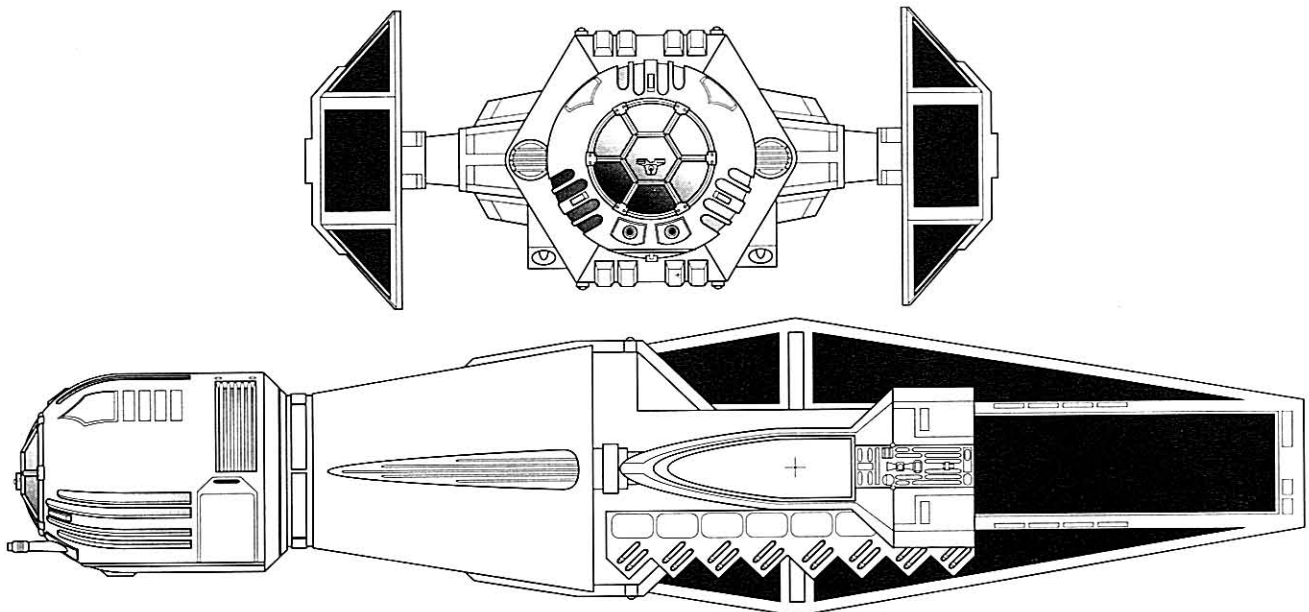
TIE Fighter



Scimitar Assault Bomber

Illustrations by Rob Caswell, LFL, John Paul Lona

**Scimitar Assault Bomber**



John Paul Lora

**Note:** Port wing has been removed for clarity.

such high speed craft were better suited to hit-and-fade operations than to escort duty.

**A-wing Starfighter**

- Craft:** Alliance A-wing Starfighter
- Type:** Interceptor and multi-purpose starfighter
- Scale:** Starfighter
- Length:** 9.6 meters
- Skill:** Starfighter piloting: A-wing
- Crew:** 1
- Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1
- Passengers:** None
- Cargo Capacity:** 40 kilograms
- Consumables:** 1 week
- Hyperdrive Multiplier:** x1
- Hyperdrive Backup:** None
- Nav Computer:** Limited, two jumps
- Maneuverability:** 4D
- Space:** 12
- Atmosphere:** 450; 1,300 KMH
- Hull:** 2D+2
- Shields:** 1D
- Sensors:**
  - Passive:* 30/0D
  - Scan:* 50/1D
  - Search:* 75/2D
  - Focus:* 4/4D+1
- Weapons:**
  - Two Laser Cannon** (fire linked)
  - Fire Arc:* Front

- Skill:* Starship gunnery
- Fire Control:* 3D
- Space Range:* 1-3/12/25
- Atmosphere Range:* 100-300/1.2KM/1.5KM
- Damage:* 5D

**Enemy Targeting Jammer**

- Fire Arc:* All
- Skill:* Sensors; works against all starfighters within range
- Fire Control:* 0D
- Space Range:* 1-3/7/15
- Atmosphere Range:* 100-300/700/1.5KM
- Damage:* -2D from fire control

**Scimitar Assault Bombers**

When Grand Admiral Thrawn returned to take charge of the Empire, he immediately ordered the construction of new weapons and ships. The Imperial war machine, crippled by the loss of most of its industrial centers, was only able to produce a fraction of what the Grand Admiral demanded — the Scimitar assault bomber was the first product of Thrawn's demands.

The Scimitar combines the best features of the TIE Interceptor, the TIE bomber, and Alliance starfighters to create a dedicated assault bomber. The Scimitar features powerful ion thrust sublight engines and two interlocked repulsorlift generators to create a very fast, very maneuverable

atmospheric craft for its class. The main weapons in this craft's arsenal are the twin racks of concussion missiles carried beneath its wings, although it also has two laser cannon for defense.

In a normal mission profile, Scimitars are released from their mother ship to swoop down on a target installation, town, city or troop line. Its sensors and targeting computers pick optimal strike sites as the craft starts its run. Then it releases the full load of missiles over the designated targets. The Scimitar can also angle its laser cannon so that it can perform strafing runs. In the short time that the Scimitar assault bomber has been in the Imperial arsenal, it has gained a reputation as a deadly weapon.

### Scimitar Assault Bomber

**Craft:** Sienar Fleet Systems Scimitar  
**Type:** Assault bomber  
**Scale:** Starfighter  
**Length:** 13.8 meters  
**Skill:** Starfighter piloting: Scimitar assault bomber  
**Crew:** 2  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D+2, starship shields 2D+1, missile weapons 4D+2  
**Passengers:** None  
**Cargo Capacity:** 200 kilograms, 250 cubic centimeters  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** None  
**Hyperdrive Backup:** None  
**Nav Computer:** None  
**Maneuverability:** 2D+1  
**Space:** 9  
**Atmosphere:** 295; 850 KMH  
**Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D

### Weapons:

**Two Laser Cannon** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2KM/2.5KM  
*Damage:* 4D  
**Concussion Missiles** (16 carried)  
*Fire Arc:* Front  
*Skill:* Missile weapons:  
 concussion missiles  
*Fire Control:* 3D+2  
*Space Range:* 1/3/7

*Atmosphere Range:* 500-500/1km/5km  
*Damage:* 9D

### TIE Fighters

Once they were the ultimate disposable starfighters. Now TIEs, the symbol of Imperial space superiority, have become too precious to use without careful thought and planning. During the height of the Empire, these ships were considered expendable — they had no shields, no landing gear, and few safety features. They had only one mission — to serve the Empire in any way the Emperor saw fit.

With the current troubles, TIEs have lost their "throw-away" designation. The success of the mission is no longer the main thrust of a TIE and its pilot; instead, priority is placed on the safe return of pilot and ship, both of which are needed to fight another day.

TIE fighters are propelled by accelerated ionized gases, which are emitted from the TIE's engine vents. The twin ion engines provide maximum thrust for the relatively low mass craft. TIEs lack shield generators, hull plating, hyperdrives, and repulsorlift generators, making them extremely light weight. This lack of weight gives a TIE its vaunted speed and maneuverability. They also carry minimal amounts of fuel, making them short-range fighters.

The ion particles can be vented in almost any direction, allowing an expert pilot to roll, slip, spin, jink, twist and turn a TIE through complicated acrobatics.

### TIE Fighter

**Craft:** Sienar Fleet Systems TIE/ln  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Passengers:** None  
**Cargo Capacity:** 65 kilograms; .25 cubic meters  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** None  
**Hyperdrive Backup:** None  
**Nav Computer:** None  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1200 kmh  
**Hull:** 2D  
**Shields:** None  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**Two Laser Cannon** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2 km/  
2.5 km

*Damage:* 5D

**TIE Interceptors**

The TIE Interceptor represents the pinnacle of TIE fighter design. While the older TIEs overcame opponents by sheer numbers, the Empire decided it needed a starfighter that could go one-on-one with the Rebellion's X-wings. Economics and the Empire's preoccupation with modular design suggested that Sienar Fleet Systems stick with the basic TIE design. It would make training and repairs easier for pilots and techs already intimately familiar with basic TIE fighters. The designers looked to Darth Vader's custom TIE and the subsequent limited run of similarly-modified TIEs for innovations and other improvements.

Speed was enhanced by increasing the size of the Interceptor's twin ion engines and reconfiguring the efficiency of the power panels. The panels were given a bent-wing design, streamlined into dagger shapes for improved pilot visibility. Fire power was increased by giving the Interceptor four wing tip lasers. An updated fire-control package and fast-response targeting computer were included to take full advantage of the TIE Interceptor's speed and maneuverability.

A new ion stream projection system was installed in the Interceptor, giving the craft even greater control while performing combat maneuvers. Twin port emitters are so finely tuned that they can be manipulated individually, balancing each other in tight turns, prolonged rolls, and complicated jinking maneuvers.

Captain Pellaeon ordered his technicians to install shield generators in all TIE Interceptors. This would have been unheard of in the days of the Emperor, but the remnants of the Empire cannot afford to lose such craft as the TIE Interceptor.

**TIE Interceptor**

**Craft:** Sienar Fleet Systems TIE Interceptor

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 9.6 meters

**Skill:** Starfighter piloting: TIE Interceptor

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 4D+1

**Passengers:** None

**Cargo Capacity:** 75 kilograms; .3 cubic meters

**Consumables:** 2 days

**Hyperdrive Multiplier:** None

**Hyperdrive Backup:** None

**Nav Computer:** None

**Maneuverability:** 3D+2

**Space:** 11

**Atmosphere:** 435; 1250 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/2D

*Search:* 60/3D

*Focus:* 4/3D+2

**Weapons:**

**Four Laser Cannon** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300 m/  
1.2 km/2.5 km

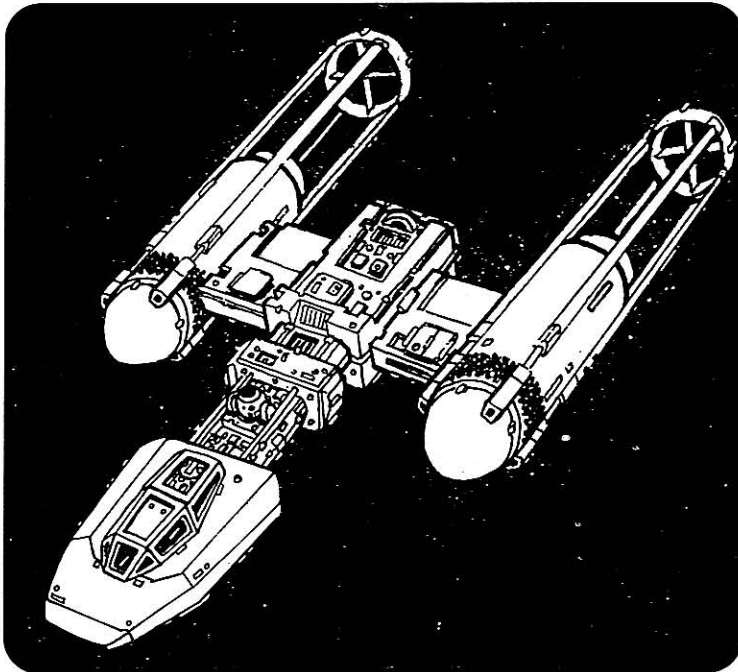
*Damage:* 6D

**Y-wing Starfighters**

In the early days of the Rebellion, the main starfighter used by the Alliance was the Y-wing. The rugged bomber/fighter bore the brunt of the first space battles and remained a formidable part of the Alliance's arsenal throughout the long years of the galactic civil war. Since the rise of the New Republic, the Y-wing has been relegated to planetary defense duties, leaving attack missions to the faster, more maneuverable X-wings and A-wings, and the more powerful B-wings. But the Y-wing remains a potent craft, able to endure and deliver tremendous amounts of punishment.

The two most common versions of the Y-wing are the single-seat BTL-A4 and the two-seat BTL-S3. Both carry identical weaponry. Two laser cannons mounted under the nose provide a line of fire along the craft's flight path. Two flex-tube proton torpedo launchers give the Y-wing added punch for taking on larger vessels. Eight torpedoes are fed into the launchers from a single magazine which can be replaced quickly by ground crews. A pivot mount on the rear of the cockpit assembly holds a twin-barrelled light ion cannon. The single-seat Y-wing has a fixed mount, usually set forward, so that the pilot can operate it from controls in the cockpit. In the two-seat Y-wing, a second crewer sits facing aft and operates the pivoting cannon by sight and computer targeting.





Mike Nielsen

Like the X-wing, the Y-wing starfighter has an astromech socket for a Droid interface. The Droid, usually an R2 or R4 unit, connects directly to the ship's central circuit matrix to monitor all flight systems. The Droid also serves as the starfighter's nav computer when calculating astrogation jumps into hyperspace.

Older even than the X-wing starfighters, it is becoming increasingly harder to keep the Y-wings in good repair. Eventually, as newer starfighters are brought into production, the Y-wing will become no more than yet another chapter in the history of space warfare.

### Y-wing Starfighter

**Craft:** Koensayr BTL-S3 Y-wing Starfighter  
**Type:** Attack starfighter  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Starfighter piloting: Y-wing  
**Crew:** 1 or 2 and Astromech Droid (can coordinate)  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D  
**Passengers:** None  
**Cargo Capacity:** 110 kilograms; .4 cubic meters  
**Consumables:** One week  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** None  
**Nav Computer:** None, uses astromech Droid for 10 jumps  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Two Laser Cannon** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2 km/  
2.5 km

*Damage:* 5D

**Two Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700m  
*Damage:* 9D

**Two Light Ion Cannon** (fire linked)

*Fire Arc:* Turret\*

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

\* Gun may be fixed to forward to be fired by pilot at only 1D fire control.

### Z-95 Starfighters

In its day, the Z-95 Headhunter was the starfighter of choice for the defenders of the Old Republic. The agile, compact, twin-engine fighter/interceptor proved to be amazingly versatile. It spawned more specialized and dedicated variants than any other starfighter before or since. The Headhunter is no longer manufactured, and most are considered obsolete, but the number of Z-95s turned out during the height of the Old Republic have left thousands of the durable starfighters still in service (many in missions of dubious legality).

The Headhunter was one of the first starfighters designed to also operate as an atmospheric craft. The swing-wing design of the original model allowed for fantastic maneuvers. Later models introduced more advanced maneuvering units, and the ship gradually took on a less atmosphere-sleek appearance, but retained excellent performance. All models are durable enough to take damage with the best of them and keep flying.

Incom, the designers of the Headhunter, incorporated many of the Z-95's hull and ray-shield-

ing features into their X-wing starfighter. In addition to in-system defense, Z-95s are used for ferry runs between planets and local space stations, and as shuttles between ships in a fleet.

**Z-95 Starfighter**

- Craft:** Incom/Subpro Z-95 Headhunter
- Type:** Multi-purpose starfighter, many variants
- Scale:** Starfighter
- Length:** 11.8 meters
- Skill:** Starfighter piloting: Z-95
- Crew:** 1
- Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
- Passengers:** None
- Cargo Capacity:** 85 kilograms, .4 cubic meters
- Consumables:** 1 day
- Hyperdrive Multiplier:** None
- Hyperdrive Backup:** None
- Nav Computer:** None
- Maneuverability:** 1D
- Space:** 7
- Atmosphere:** 400; 1,150 KMH
- Hull:** 4D
- Shields:** 1D
- Sensors:**
  - Passive:* 15/0D
  - Scan:* 25/1D
  - Search:* 40/2D
  - Focus:* 1/2D

**Weapons:**

**Two Triple Blasters** (fire linked)

- Fire Arc:* Front
- Skill:* Starship gunnery
- Fire Control:* 1D
- Space Range:* 1-5/10/17
- Atmosphere Range:* 100-500/1KM/1.7KM
- Damage:* 3D

**Concussion Missiles**

- Fire Arc:* Front
- Skill:* Missile weapons: concussion missiles
- Fire Control:* 1D
- Space Range:* 1/3/7
- Atmosphere Range:* 50-100/300/700
- Damage:* 7D

**Space Transports**

**Space Barges**

Space barges are the core vehicles of intra-system commerce. They are heavy-duty short-range vessels, equipped with powerful engines and large cargo bays. Barges move cargo quickly and efficiently between large hyperspace haul-

**Ion Weapons vs. Blasters**

Starships carry two distinct types of energy weapons — blasters and ion cannon. Blasters and lasers are synonymous when discussing the major offensive weaponry employed by starships. The term blaster, however, usually refers to a less powerful version of the same basic design.

Like all blaster technology, ship-mounted lasers fire coherent packets of intense energy. Laser and blaster cannon are capable of rapid fire, and are often used in conjunction with targeting and fire control computers.

When more power is needed, ship designers turn to the turbolaser. Turbolasers are equipped with turbine generators and banks of capacitors to build up and store the vast amounts of energy needed to create the turbolaser pulse. They have a lower rate of fire, but they deliver a bigger punch.

Ion cannons, on the other hand, do not cause direct damage. By firing high-energy ionized particles at a target, the ion cannon wreaks havoc on sophisticated electronics and starship control systems. The ion cannon is meant to render an enemy ship harmless so that it can be captured or more easily destroyed.

Because ion particles do not interact with the same shield frequency that stops laser packets, ships must either employ two types of shields or rely on speed and maneuverability to avoid ion cannon discharges. Ionized particles can knock out fire control, targeting, engines, sensors, shield generators and even weapons systems as they play across a ship.

ers, orbiting storage holds, and planet-bound spaceports.

Many of the galaxy's Core Worlds are totally urbanized, relying on the goods of other planets to supply the food and raw materials they need to keep going. These worlds are surrounded by system-wide networks of orbiting warehouses, storage holds, and docking stations through which food, fuel and other imported goods must pass on their way in from deep space. Space barges are responsible for quickly and efficiently transporting these goods.

There are many different models of space barges, but the W-class series is the most popular and widely used. Most are equipped with standardized docking ports and airlocks to facilitate cargo transfer. Those few that do not have the galactic standard ports must rely upon invisible force cylinders to establish a connection.

The standard W-class space barge carries a crew of three: pilot, co-pilot and fifth degree labor Droid. Barges carry no armaments, as they usually operate within well-defended intra-system space lanes.

The limited speed, large cargo capacity and

non-existent defenses make space barges tempting targets for pirates, smugglers, and even Imperial raiders. To take advantage of a full barge on a hauling run, raiders must strike fast, take what they can, and escape before system defenses can be brought to bear.

### W-23 Space Barge

**Craft:** Incom W-23 Star Hauler  
**Type:** Intra-system space barge  
**Scale:** Capital ship  
**Length:** 80 meters  
**Skill:** Space transports  
**Crew:** 2, plus labor Droid  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Passengers:** None  
**Cargo Capacity:** 6,000 cubic meters with a maximum mass of 15,000 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** None  
**Hyperdrive Backup:** None  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 3  
**Atmosphere:** 260; 750 KMH  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 30/1D+2  
*Focus:* 1/1D  
**Weapons:** None

### Light Freighters

Light freighters are among the smallest deep space transports operating in the Known Galaxy. These small trading vessels serve as the cornerstone of many independent transport businesses and can be found at even the most obscure spaceports. Once this class of ship was the backbone of galactic trade, but it has given way to the massive bulk freighters and container ships. However, with the growing need for transport ships in the New Republic, light freighters may enjoy a resurgence of popularity.

Light freighters come in a number of configuration designs, all built around a command pod and numerous cargo holds. Most have defensive weaponry to protect their cargo, and hyperdrive engines to move them quickly across the space lanes.

Prior to the current galactic situation, light freighters were most commonly encountered in the Outer Rim Territories. On the less-developed and under-protected trade routes, small traders were able to compete with the giant shipping corporations and actually make a com-

fortable living. They were also the ships of choice for many smugglers and pirates.

Perhaps the most famous light freighter is the *Millennium Falcon*. The *Falcon*, Han Solo's beloved ship, looks battered, out-of-date, and painfully slow. But there is more to the *Millennium Falcon* than meets the eye.

Solo has loaded the *Falcon* with so many non-standard pieces of equipment that the ship's own nav computer often predicts that the vessel will not fly. Like its owner, the *Falcon* loves to beat the odds.

The *Falcon* packs an armament package well beyond the legal limits for non-military craft, although Solo has since received special dispensation from the New Republic because his vessel performs so many important missions for the government. It has more shields than most starfighters, and a greater lift/mass ratio than the original manufacturer would have believed possible.

Scavenged duralloy plating has been fused over sections of the hull, giving the *Falcon* warship-grade protection in its engine and crew compartments. But Solo would rather not test his upgrades under fire if he doesn't have to. A transponder programmed to broadcast a wide variety of both Imperial and New Republic identity codes gives the *Falcon* its most formidable and most-often used protection.

The *Falcon* boasts a flexible and sophisticated computer system. It deftly manages the myriad of melded, jury-rigged ship systems. It is also extremely temperamental and somewhat schizophrenic. Three separate and distinct Droid brains have been interconnected to coordinate the *Falcon's* overly-redundant systems. They work well enough together when engaged in specific tasks, but they tend to bicker during down time and when something goes wrong.

As a result of its numerous modifications, the *Falcon* constantly suffers from minor breakdowns. It takes every spare moment Han Solo and Chewbacca can find to keep the *Millennium Falcon* in good repair and working condition.

### Light Freighter

**Craft:** Corellian YT-1300 Transport  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300 transports  
**Crew:** 1 to 2 (can coordinate)  
**Crew Skill:** Varies tremendously  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D  
**Shields:** 0D  
**Sensors:**

*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Weapons:**
**One Laser Cannon**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300m/  
 1.2 km/2.5 km  
*Damage:* 4D

**Millennium Falcon**

**Craft:** *Millennium Falcon*  
**Type:** Modified Corellian light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300 transports  
**Crew:** 2  
**Crew Skill:** See Han Solo and Chewbacca  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1/2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 KMH  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**

*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D

**Weapons:**
**Two Quad Laser Cannon** (fire separately)

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2KM/  
 2.5KM  
*Damage:* 6D

**Two Concussion Missile Tubes**

(fire linked)  
*Fire Arc:* Front

*Skill:* Missile weapons: concussion  
 missiles

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

**One Blaster Cannon** (retractable)

*Fire Arc:* Turret

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 4D (fired from cockpit)

*Atmosphere Range:* 1-50/100/250

*Damage:* 3D+2

**Bulk Freighters**

Bulk freighters are designed to carry a significant amount of cargo for their size. All freighters in this size category, no matter their make or model, can be described as space-going boxes with hyperdrives and sublight engines attached. Bulk freighters carry the majority of the galaxy's trade goods and are strong, sturdy, dependable craft. Fuel costs are reasonable, allowing owners to make substantial profits on full hauls. Another plus for these vessels is the fact that they are small enough to use most docking ports, cutting out the expense of using space barges to unload cargo in system.

Depending on the design, a bulk freighter's interior is usually nothing more than a large, open hold that can be partitioned off for different types of cargo. The freighters operating for the best merchant houses feature sophisticated gravity, atmosphere and temperature controls so that a wide variety of goods can be moved in the same run.

An example of a bulk freighter is Talon Karrde's *Wild Karrde*, though the vessel is in no way a standard freighter. The *Wild Karrde* is a Corellian model that looks as though it has taken one too many lightspeed jumps in its day. Appearances, however, can be deceiving. Though its drive system appears to be manufacturer's standard, it has undergone a complete and massive upgrading. Under the control of a capable pilot, the *Wild Karrde* can maneuver much better than its size and shape would indicate, and it is faster than other vessels in its class.

Unlike most other bulk freighters, the *Wild Karrde* carries a full weapons system, a warship-class sensor package, an armor-reinforced hull, and a powerful shield generator. It has the tightest sensor stealth mode this side of an Imperial spy ship, and a top-of-the-line nav computer that few other freighter owners could ever hope to afford.

The interior of the *Wild Karrde* has also undergone modification. As the ship serves as

Karrde's mobile headquarters, he has redesigned its features accordingly. The bridge and command deck has been refitted with the best components he could find. A large portion of the forward hold has been turned into a living/office area, complete with private bunks, high-quality food processing units, full baths, and Karrde's private office and apartment. The main hold has been left in place in case the ship ever needs to take on cargo. It also serves as an exercise area for Karrde's pet vornskrs. A permanent kennel has been installed off the main hold.

### Bulk Freighter

**Craft:** Corellian Action V Transport  
**Type:** Medium bulk freighter  
**Scale:** Capital ship  
**Length:** 115 meters  
**Skill:** Space transports: Action V Transport  
**Crew:** 10  
**Crew Skill:** Space transports 3D, shields 2D+2  
**Passengers:** None  
**Cargo Capacity:** 80,500 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** No  
**Nav Computer:** No  
**Maneuverability:** 0D  
**Space:** 2  
**Atmosphere:** 225; 650 KMH  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D  
*Focus:* 1/1D  
**Weapons:** None

### Wild Karrde

**Craft:** Modified Corellian Action VI Transport  
**Type:** Medium bulk freighter  
**Scale:** Capital ship  
**Length:** 125 meters  
**Skill:** Space transports: Action VI Transport  
**Crew:** 2:8  
**Crew Skill:** See Talon Karrde and Mara Jade  
**Passengers:** None  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 KMH  
**Hull:** 4D  
**Shields:** 3D

### Sensors:

*Passive:* 40/2D  
*Scan:* 80/2D+2  
*Search:* 75/3D  
*Focus:* 4/3D+1

### Weapons:

**Three Turbolasers** (fire separately)

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5KM/  
 3.5KM/7.5KM  
*Damage:* 5D

### Sensor Mask:

*Fire Arc:* All  
*Skill:* Sensors  
*Damage:* Adds 4D+2 to difficulty to detect ship with sensors.

### Personal Yachts

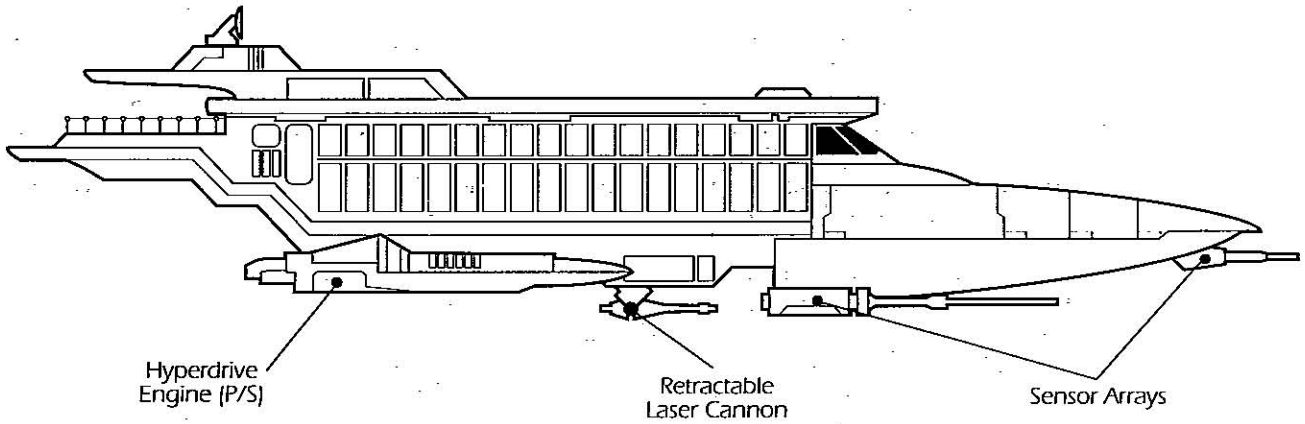
The rich of the galaxy get around in personal yachts — vessels of leisure, full of every comfort their owners can afford and imagine. Heads of state, corporate moguls, planetary royalty, and other wealthy galactic citizens use space yachts to travel the space lanes in comfort and style. No matter the size, make, model or expense, most space yachts follow a similar design. Each contains a command bridge for its flight crew, cabins for the passengers, a well-appointed galley, whatever weapons and shields the owner feels comfortable with, and any other luxuries to fit his budget and tastes.

Because each space yacht is a unique and special vessel, beyond the basic configuration, there are no "typical" vessels. One interesting vessel is the *Lady Luck*, the pleasure yacht now owned by Lando Calrissian. Calrissian has only had the ship for a short time, and most of the modifications he has planned have yet to be implemented.

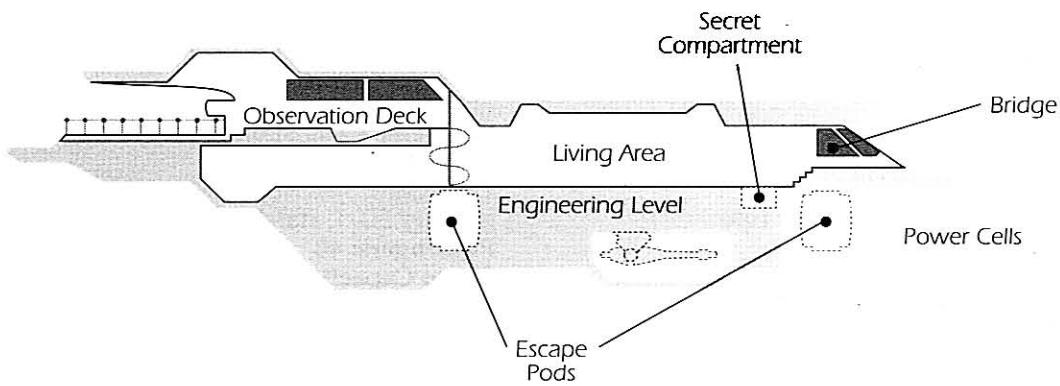
*Lady Luck* is a SoroSuub Personal Luxury Yacht 3000. The main deck of the space yacht features a fully appointed cockpit bridge. Calrissian had all of its flight systems, sensors, and comm units upgraded when he took possession of the craft. The galley includes a Gourmet Master 500 food processor and ample stores for up to one month (although this can be increased if Calrissian decides to forego fresh food in favor of travel rations). Six deluxe cabins still feature the decor of the previous owner — an Orthellin royal mistress from the Binarran Cloud who used the vessel as a traveling party palace. The lush double bunks, frilly curtains, and soft glow lamps speak of wealth. Calrissian has had time to install an aft control station for emergencies

### Lady Luck

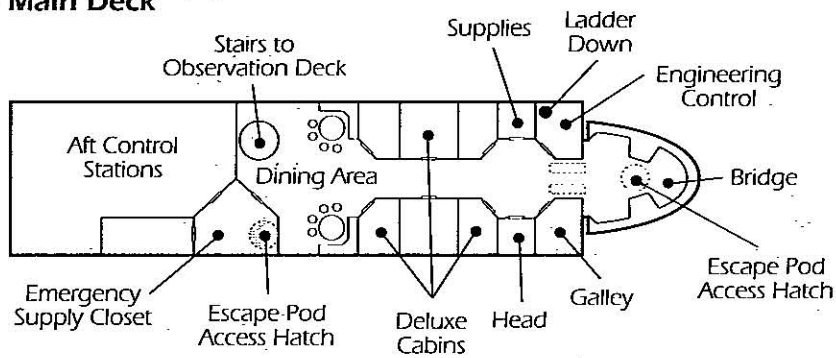
Side View – Exterior



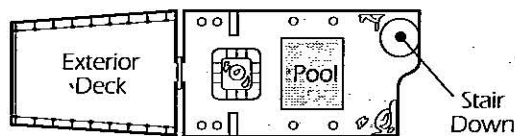
Side View – Interior



Top View – Main Deck



Top View – Observation Deck



John Paul Lona

and secret cargo holds in case he ever needs to return to the smuggling game. He also placed a sabacc table in the rec area, complete with a Droid-brain opponent for those times when he must travel alone.

The observation level was one of the main features of the ship that attracted Calrissian. The open archways and large viewing ports make for a breathtaking sight as the ship travels through the starry depths of realspace or the colored swirls of hyperspace. Plenty of comfortable couches and a jet-stream meditation pool round out the upper-level decor.

The engines have already been upgraded, and a simple slave circuit has been installed to start the craft by remote—for those times when Lando must make a hasty departure. He still plans to upgrade the hull, shield generators, and weapons systems when time allows.

### Lady Luck

**Craft:** SoroSuub Luxury 3000  
**Type:** Private Space Yacht, Modified  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: SoroSuub Luxury 3000  
**Crew:** 1  
**Crew Skill:** See Lando Calrissian  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 KMH  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D

#### Weapons:

##### One Laser Cannon (retractable)

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1KM/  
 1.7KM  
*Damage:* 2D+2

### Drop-Ships

The massive warships employed by both the Empire and New Republic cannot make planet-

fall, and many can only dock at the largest space stations. However, all carry a number of drop-ships to quickly drop troops and material into the heart of a combat zone.

Drop-ships suffer through a barely controlled fall to the planet's surface, relying upon massive but short-burst drives to pull the ship out of a crash in the last few seconds—the result is a dangerous, but amazingly fast assault. The first strike teams in a major action are dropped to a planet's surface with these vessels; once a permanent base has been established on the surface, additional supplies and troops can be ferried down with conventional ships.

Grand Admiral Thrawn, showing his ability to use his equipment for unconventional actions, has begun applying drop-ships for ship boarding actions. They deliver forces through ship docking ports. This can be a very risky venture if the target ship still has operational weapons, for drop-ships have few defenses against turbolasers.

### Drop-Ship

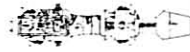
**Craft:** Kuat Drive Yards Landing Brick F7  
**Type:** Medium troop drop-ship  
**Scale:** Starfighter  
**Length:** 60 meters  
**Skill:** Space transports: drop-ship  
**Crew:** 3  
**Crew Skill:** Space transports 4D, starship gunnery 3D+1, starship shields 3D  
**Passengers:** 40  
**Cargo Capacity:** 250 metric tons  
**Consumables:** Emergency rations, 2 days  
**Hyperdrive Multiplier:** None  
**Hyperdrive Backup:** None  
**Nav Computer:** None  
**Maneuverability:** 0D  
**Space:** 10 (during drop); 2 (on return flight)  
**Atmosphere:** 415; 1,200 KMH (during drop); 225; 650 KMH (on return flight)  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2  
*Focus:* 1/2D+2

#### Weapons:

##### One Laser Cannon

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1KM/  
 1.7KM  
*Damage:* 3D+2

### Capital Ship Recognition Guide



Gunship



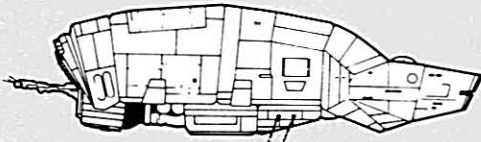
W-Class Space Barge



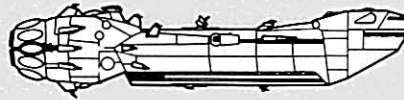
Drop-Ship



System Patrol Craft

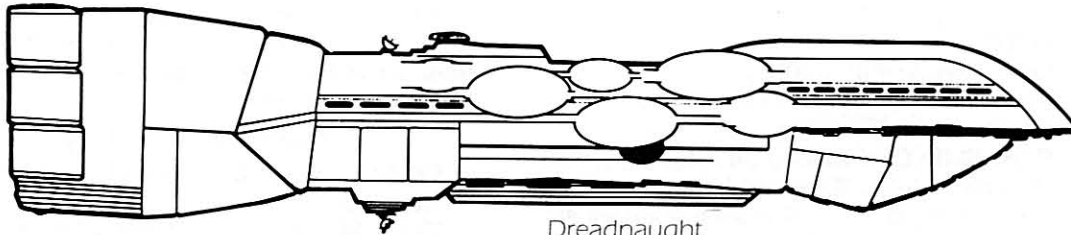


Star Galleon

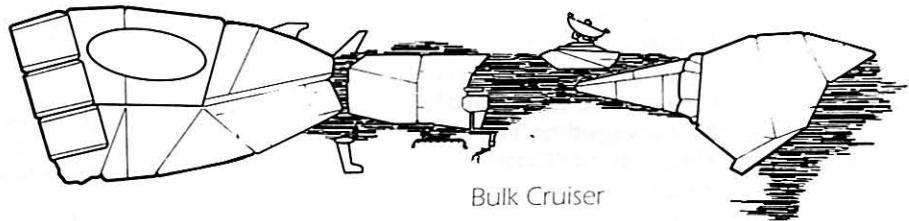


Lancer

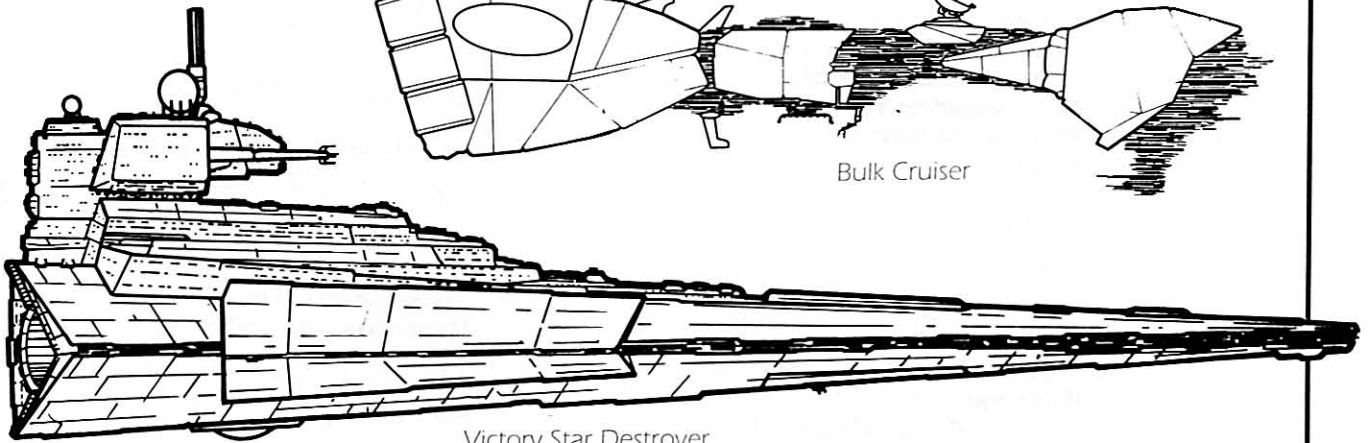
Imperial Star Destroyer



Dreadnaught



Bulk Cruiser



Victory Star Destroyer

Illustrations by Karl Martin, Stephen Crane, John Paul Lona



## Combat Starships

### Bulk Cruisers

When a planetary government or star system conglomerate needs a capital-class warship to defend its space lanes, it often turns to the bulk cruiser. First introduced after the Clone Wars, the cruiser was the premier warship of the Rendili Star Drive corporation, ideally suited to the budgets and needs of local governments and corporate manufacturing worlds.

During the galactic civil war, many of these vessels were appropriated by the Alliance and used against the Empire. The ships are currently used by the Republic to deliver badly needed protection.

The bulk cruiser has a number of flaws which were demonstrated during the galactic civil war. The warship is slow, moderately old, expensive to keep fueled, and subject to constant breakdown. The Alliance found that it was more cost efficient to convert the cruisers to starfighter launch platforms than to try to keep them battle ready. Those which have not been converted are used as transport escorts by the New Republic. A few have even been spotted in the Imperial fleet, which has made a habit of capturing warships and conscripting them into Imperial service.

#### Bulk Cruiser

**Craft:** Rendili StarDrive's *Battle Horn*  
**Type:** Modified bulk cruiser  
**Scale:** Capital ship  
**Length:** 600 meters  
**Skill:** Capital ship piloting  
**Crew:** Skeleton 840 with *Command* 6D;  
 Total crew: 2,050  
**Crew Skill:** Capital ship piloting 4D+1,  
 starship shields 4D, starship sensors 3D+2,  
 astrogation 3D+2, capital ship gunnery 4D  
**Troops:** 200  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 125/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**30 Quad Laser Cannon** (fire separately)  
*Fire Arc:* 10 front, 10 left, 10 right

*Crew:* 1 to 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D

#### Two Tractor Beam Projectors

*Fire Arc:* Front  
*Crew:* 1 to 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D

### Corellian Gunships

The Corellian Gunship is one of few combat-only vessels designed by the Corellian Engineering Corporation. The Gunship has little room for storage, passengers, or even troops. It is designed to be fast and deadly. Engines fill more than half of the Gunship's interior, and the rest is taken up by weaponry, computers, and shield generators.

Except for a small command crew and tech staff, gunners make up the majority of the Gunship's crew. The gunners are trained to work in concert, surrounding the ship with a nearly impenetrable barrier of laser fire from the vessel's powerful weapons. Each battery must be manually controlled. They cannot be operated from the bridge without a major overhaul of the computer systems.

The Corellian Gunship is an anti-starfighter platform without equal in its size category. These ships can still be found in the New Republic fleet, as well as in private defense fleets and a few private armies.

#### Corellian Gunship

**Craft:** Corellian Engineering Corporation Gunship  
**Type:** Mid-sized anti-starfighter warship  
**Scale:** Capital ship  
**Length:** 120 meters  
**Skill:** Capital ship piloting: Corellian Gunship  
**Crew:** Skeleton 10 with *Command* 7D; Total crew: 45  
**Crew Skill:** Capital ship piloting 4D, capital ship shields 4D+1, capital ship sensors 3D, astrogation 3D+1, capital ship gunnery 4D+2  
**Troops:** None  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 8 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 KMH

**Hull:** 4D+2  
**Shields:** 2D+1  
**Sensors:**

*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D

**Weapons:**

**Eight Double Turbolaser Cannon**

(fire separately)  
*Fire Arc:* 2 front, 3 left, 3 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5KM/3.5KM/  
7.5KM  
*Damage:* 4D+2

**Six Quad Laser Cannon** (fire separately)

*Fire Arc:* 3 left, 3 right  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1KM/1.7KM  
*Damage:* 5D

**Four Concussion Missile Tubes**

(fire separately)  
*Fire Arc:* 2 front, 2 rear  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2KM/3KM/  
6KM  
*Damage:* 9D

**Dreadnaughts**

Before the Clone Wars shook the galaxy, the *Dreadnaught*-class heavy cruiser was the largest warship to patrol the space lanes. It was the backbone of the Old Republic fleet, the warship that kept the galaxy safe and the space lanes open. By the time the Star Destroyer was introduced, the *Dreadnaught* was relegated to a smaller, less prestigious role in the Imperial fleet. Who would believe that now, five years after the Empire's defeat at Endor, the very fate of the galaxy might hinge upon which side gets to add these vessels to its fleet?

The *Dreadnaught* suffered from significant problems, even when it was new. It was slow, hampered by inefficient power generators, which also resulted in weak shield projection, low fire power, and computer systems subject to frequent surges. Add to this that the vessel needed a massive crew complement to keep it running, and it is easy to

**The Katana Fleet**

Almost every old-time spacer knows the story of the *Katana* fleet. Also called the Dark Force, the fleet was made up of two hundred *Dreadnaught*-class heavy cruisers, led by the flagship, *Katana*. The entire fleet was mysteriously lost years before the start of the Clone Wars. All the ships had been fitted with full-rig slave circuitry, and when the system malfunctioned, the whole fleet jumped to lightspeed at the same time — and was never seen again. Or so the story goes.

The *Katana* fleet managed to get around the problem of huge crews through use of full-rig slave circuitry. The conversion had been expensive, but the fleet was to serve as a military and public relations tool for the Republic.

The interior of each *Dreadnaught* was completely redesigned, from the equipment and decor to the dark gray hull surfacing. This surfacing gave way to the fleet's unofficial name — Dark Force.

Unfortunately, a problem developed which the slave circuitry only enhanced. It appears that the problem was not with the slave circuitry, but with the crew. A crewer picked up a hive virus at one of the ports of call during the maiden voyage. The virus quickly spread throughout the two hundred ships while it was still in a dormant state. When it finally flared up, it took down nearly everyone at once.

Modern medical science can easily deal with hive viruses, but back then such viruses were known to level entire planetary populations before they ran their course. In the case of the Dark Force, the hive virus drove its victims insane before it killed them. The dying crewers slaved their ships together, and the whole fleet jumped to lightspeed and disappeared.

The incident helped lend momentum to the movement toward decentralization in automated ship functions. The big, all-powerful computers were abandoned in favor of hundred of Droids.

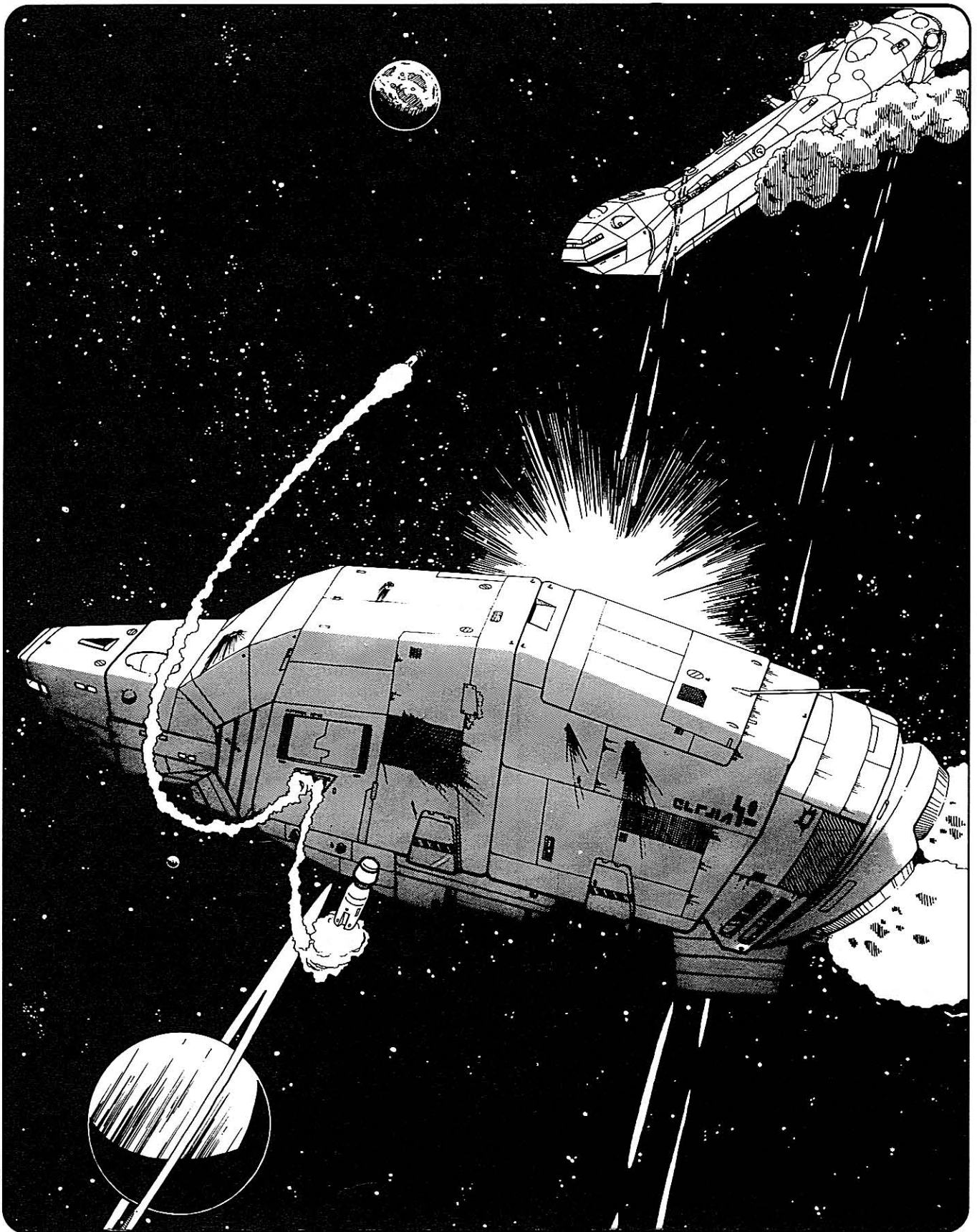
But what happened to the Dark Force? The *Katana* fleet disappeared somewhere into the depths of interstellar space. For a time, it was the goal of every salvage hunter in the galaxy. Now it has been reduced to con artist games and wild spacer tales. Or, at least it was, before both the New Republic and the Empire got involved in a race to locate the missing ships.

see why it wasn't long before the Old Republic military was looking for a replacement.

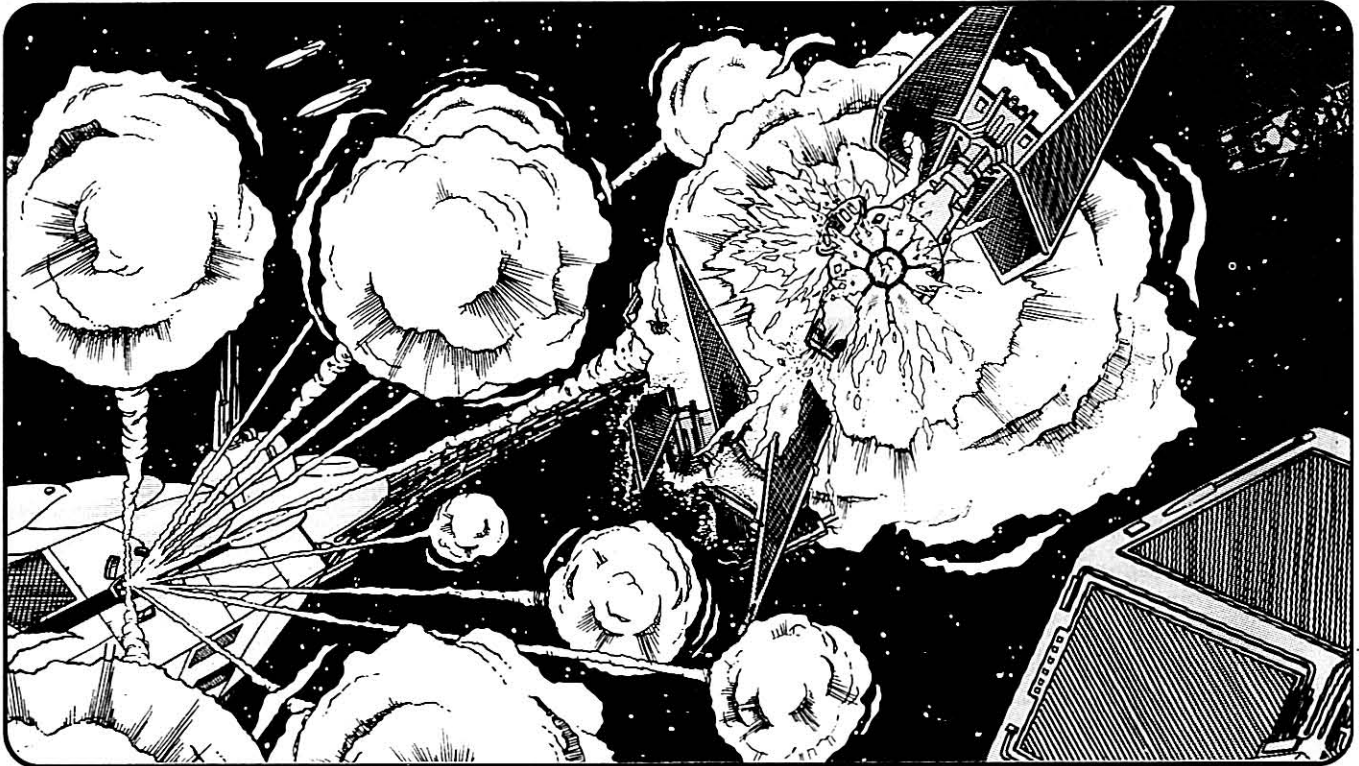
Those *Dreadnaughts* still in service have been refitted to cut down the number of crewers, but many of the original problems cannot be cleared away without total overhauls.

**Dreadnaught**

**Craft:** Rendili StarDrive's *Dreadnaught*  
**Type:** Heavy cruiser  
**Scale:** Capital ship  
**Length:** 600 meters



Rob Caswell



**Skill:** Capital ship piloting: Dreadnaught  
**Crew:** 2,204 (with slave rigging)  
**Crew Skill:** Capital ship piloting 4D+2, capital ship shields 4D+2, capital ship sensors 4D, astrogation 4D+1, capital ship gunnery 4D+2  
**Troops:** 3,000  
**Cargo Capacity:** 9,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D

**Weapons:**

**10 Turbolaser Cannon** (fire separately)  
*Fire Arc:* 5 left, 5 right  
*Crew:* 1 to 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Damage:* 2D  
**20 Quad Turbolaser Cannon** (fire separately)

*Fire Arc:* 6 front, 7 left, 7 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-20/40/80  
*Damage:* 4D

**10 Turbolaser Batteries** (fire separately)

*Fire Arc:* 5 front, 5 rear  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/30/60  
*Damage:* 7D

**Lancers**

The *Lancer*-class frigate was introduced into the Imperial arsenal after the Battle of Yavin to combat the perceived threat of Rebel starfighters. It is now the starfighter screening vessel of choice.

Lancers carry twenty quad-firing laser cannon. Each cannon has a targeting mechanism designed to produce multi-fire cover with superb fire control. Each cannon is mounted in its own tower, giving it an increased field of fire.

Though the ship has had success, it has also demonstrated some flaws. While they perform at high levels when engaging starfighters, lancers perform poorly in fleet engagements. As it has no turbolasers, it is an easy target for other capital ships.

### Cluster Traps

The New Republic military has devised a number of custom ordnance to balance out its offensive and defensive arsenals. One such new development is the cluster trap.

High-powered concussion grenades are sealed within nondescript blisters and placed on the hull of a capital ship, such as an escort frigate or a Mon Calamari star cruiser. The blister and its destructive contents lie dormant until activated by the command crew of the host vessel. Random sensor sweeps scan the area around the blister, searching for starfighter identification transponder codes. When enemy vessels are detected within the blister's blast area, the trap is activated, sending a shower of concussion grenades outward in all directions. Any starfighters caught in the fiery flower are bombarded with grenades which explode on contact.

### Cluster Traps

*Fire Arc:* All; affects all vessels within 2 units of trap  
*To Determine Hits:* Roll 3D; difficulty is Easy or target's piloting roll  
*Damage:* 6D for each ship hit

### Lancer

**Craft:** Kuat Drive Yard's Lancer  
**Type:** Anti-starfighter screening frigate  
**Scale:** Capital ship  
**Length:** 250 meters  
**Skill:** Capital ship piloting: lancer frigate  
**Crew:** Skeleton 375 with *Command* 6D+2; Total crew: 850  
**Crew Skill:** Capital ship piloting 3D+2, starship shields 4D, starship sensors 3D+2, astrogation 3D+2, starship gunnery 4D  
**Troops:** 40  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 1 week  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 4D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 60/1D  
*Search:* 100/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**20 Quad Laser Cannon** (fire separately)  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Scale:* Starfighter  
*Fire Control:* 4D

*Space Range:* 1-5/10/17  
*Damage:* 4D

### System Patrol Craft

System patrol craft are any of a number of capital ship designs built to patrol the territory of a given star system. These warships are often a star system's first line of defense against pirates, smugglers, and hostile alien forces. As they are usually assigned to in-system duty, these craft seldom have hyperdrive engines.

Patrol craft also perform custom duties, checking out incoming freighters before they reach docking stations. They also watch for ships that are in need of assistance because of normal damage, accident, or hostile attack.

### System Patroller

**Craft:** Sienar Fleet Systems IPV 1  
**Type:** Inter-system patrol/customs craft  
**Scale:** Capital ship  
**Length:** 120 meters  
**Skill:** Capital ship piloting  
**Crew:** Skeleton crew 5 with *Command* 4D+2; Total crew: 12  
**Crew Skill:** Capital ship piloting 5D, starship shields 4D, starship sensors 3D, astrogation 3D, capital ship gunnery 4D  
**Troops:** 10  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** None  
**Hyperdrive Backup:** None  
**Nav Computer:** None  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 KMH  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D  
*Search:* 130/2D  
*Focus:* 4/3D  
**Weapons:**  
**Four Turbolaser Cannon** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5KM/3.5KM/7.5KM  
*Damage:* 4D

### Star Galleons

During the height of the galactic civil war, as the Imperial fleet was occupied chasing the Rebellion across the galaxy, the Empire had to

come up with a means of protecting cargo transports. Without unhindered trade, the Empire would literally grind to a halt. It could not, however, afford to waste Star Destroyers on such assignments.

The answer was the star galleon. The cargo capacity of a bulk freighter receives the added benefit of sophisticated weaponry and shielding in the star galleon frigate. Star galleons can carry equivalent amounts of cargo as their unprotected transport counterparts. However, galleons have the ability to defend themselves against space lane marauders. Through the use of concussion missiles, turbolasers, and anti-intruder defenses, the galleons are designed to make it very costly to attempt to steal their hauls.

The ship is well guarded against boarders. A force of three hundred troopers, by using the fortress-like emplacements that line the corridors of the ship, can make a stand against those who would board the vessel. By sealing off sections through the use of force fields and blast doors, the defenders can create impassable pockets. In addition, the cargo hold features a last line of defense. It is situated in the very center of the craft and works like an escape pod. In emergencies, the cargo hold pod can be jettisoned from the vessel. Once jettisoned, the pod activates its small hyperdrive and jumps to lightspeed.

**Star Galleon**

- Craft:** Kuat Drive Yards' Star Galleon
- Type:** Cargo/escort frigate
- Scale:** Capital ship
- Length:** 300 meters
- Skill:** Capital ship piloting
- Crew:** Skeleton crew: 50 with *Command* 5D; Total crew: 150
- Crew Skill:** Capital ship piloting 5D, starship shields 5D, starship sensors 3D, astrogation 3D, capital ship gunnery 4D
- Troops:** 300
- Cargo Capacity:** 100,000 metric tons
- Consumables:** 6 months
- Hyperdrive Multiplier:** x2
- Hyperdrive Backup:** x15
- Nav Computer:** Yes
- Maneuverability:** 1D
- Space:** 3
- Hull:** 5D+2
- Shields:** 2D
- Sensors:**
  - Passive:* 15/1D
  - Scan:* 45/1D+1
  - Search:* 90/2D
  - Focus:* 3/2D+1
- Weapons:**
  - 10 Turbolasers** (fire separately)
  - Fire Arc:* 5 left, 5 right

- Crew:* 1 to 3
- Skill:* Capital ship gunnery
- Fire Control:* 3D
- Space Range:* 3-15/35/75
- Damage:* 4D

**Concussion Missiles**

- Fire Arc:* Front
- Crew:* 4
- Skill:* Capital ship gunnery
- Fire Control:* 5D
- Space Range:* 2-12/30/60
- Damage:* 5D

**Star Destroyers**

The Clone Wars saw a host of technological advances sweep the galaxy. Perhaps the most impressive by-product of those violent years was the *Victory*-class Star Destroyer. These ships formed the core of the Old Republic Navy.

When the Empire introduced the larger *Imperial*-class Star Destroyer many years later, it was thought that the old *Victories* would be retired and used as spare parts. However, the outbreak of the Rebellion demanded that every able ship be kept in service, and the *Victories* soon proved their worth.

*Victory* Star Destroyers carry out three standard mission types: planetary defense, planetary assault and troop support, and ship-to-ship combat. The years have shown that the *Victory* performs the first two missions much better than it does the third. Unlike the larger *Imperials*, a *Victory* Star Destroyer can enter the upper levels of a planet's atmosphere. This allows it to make precision ground strikes, as well as pursuing smaller craft that attempt to escape by diving into a planet's gravity well.

The one flaw in the *Victory* Star Destroyer is its slow sublight speed. To make up for this deficiency, the warship is equipped with a powerful hyperdrive — it can make jumps quickly and can traverse the hyperlanes twice as fast as the newer *Imperials*.

No new *Star Destroyers* have been constructed since the death of the Emperor. Grand Admiral Thrawn uses the remaining *Star Destroyers* selectively, refusing to risk losing even one of the warships to a poorly planned or executed mission.

**Victory Star Destroyer**

- Craft:** Rendili StarDrive's *Victory* I
- Type:** *Victory*-class Star Destroyer
- Scale:** Capital ship
- Length:** 900 meters
- Skill:** Capital ship piloting; Star Destroyer
- Crew:** Skeleton crew: 1,785 with *Command* 6D+2; Total crew: 5,200
- Crew Skill:** Capital ship piloting 5D, starship

shields 4D, starship sensors 3D+2,  
astrogation 3D+2, capital ship gunnery 4D+2

**Troops:** 2,040

**Cargo Capacity:** 8,100 metric tons

**Consumables:** 4 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D

**Shields:** 3D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**

**10 Quad Turbolaser Batteries**

(fire separately)

*Fire Arc:* 5 left, 5 right

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Orbit Range:* 6-30KM/70KM/150KM

*Damage:* 5D

**40 Double Turbolaser Batteries**

(fire separately)

*Fire Arc:* 10 front, 15 left, 15 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Orbit Range:* 6-30KM/70KM/150KM

*Damage:* 2D+2

**Concussion Missiles**

*Fire Arc:* Front

*Crew:* 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Orbit Range:* 4-24KM/60KM/120KM

*Damage:* 9D

**10 Tractor Beam Projectors**

(fire separately)

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 2 to 10

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Damage:* 5D

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