

STAR WARS LORDS OF THE EXPANSE

SECTOR GUIDE



STAR WARS[®] LORDS OF THE EXPANSE

Design: **Paul Sudlow and Chris Doyle**

Development and Editing: **Paul Sudlow**

Copyediting: **Jen Seiden**

Cover Design: **Brian Schomburg**

Graphics: **Tim Bobko, Brian Schomburg**

Box Cover Art: **Doug Schuler**

Interior Art: **Tim Bobko, Tom Biondolillo,
Jacen Burrows, Tom O'Neill, Christina Wald**

Island City Map: **Michael B. Gussow**

Playtesting and Advice: David Ackerman,
James Cambias, Lisa Doyle, Devin McCullen,
John Rios, Peter Schweighofer, George Strayton,
Eric S. Trautmann

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Published by



40215

Publisher: **Daniel Scott Palter** • Associate Publisher/Treasurer: **Denise Palter** • Associate Publisher: **Richard Hawran**
Editors: **Steve Miller, Peter Schweighofer, George Strayton, Paul Sudlow, Eric S. Trautmann** • Editorial Assistant: **Jen Seiden**
Graphic Artists: **Tim Bobko, Tom O'Neill, Brian Schomburg** • Sales Manager: **Jeff Kent** • Sales Assistant: **Timothy S. O'Brien**
Licensing Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill** • Accounting: **Karen Bayly, Mary Galant, Wendy Lord** • Billing: **Sue Hartung**

West End Games • RR 3 Box 2345 • Honesdale, PA 18431

E-mail • Editorial: **WEGedit@aol.com** • Art: **Westendart@aol.com**

Sales: **WEGsales@aol.com** • Licensing and Administration: **WEGlicadm@aol.com**

Introduction

When the *Star Wars Roleplaying Game* came out in 1987, the focus of adventuring was on Rebel characters and their allies. *Galaxy Guide 6: Tramp Freighters*, released in 1990, opened up a whole new world of adventure in the fringe world of smugglers and freighter crews. And in early 1997, *Pirates and Privateers* shifted the paradigm again, allowing players to play freebooters and privateers in the *Star Wars* galaxy.

Well, we're doing it once more. The *Lords of the Expanse* campaign setting introduces the glittering but often deadly world of the nobility in Tapani sector. Players can run nobles who look out for the interests of their houses, or who are affiliated with the Empire or the Rebel Alliance. They can play spies, young saber rakes, or house troubleshooters.

Lords of the Expanse offers other campaign opportunities as well. The players can run bacta smugglers or bacta pirates who hang out in fringe ports. They can run fringers and corporate spies who mingle with members of the powerful Mining Guild or jump its claims.

Of course, you can always ignore the background and mine the box set for new ships, planets, and fodder for your own *Star Wars* adventures and campaign setting. It's up to you.

The Contents

The *Sector Guide* (this book) provides general information about Tapani sector suitable for gamemasters and players alike. Only the first chapter is specifically addressed to players, but they can read anything in this book without having any secrets or surprises spoiled. The secret stuff is in the other two books (this arrangement allows you to lend the *Sector Guide* out to your players if you like).

The first chapter is a player quickstart guide to the sector. You can photocopy this and hand it out before play starts, or before you bring the characters to the sector. The quickstart guide is very basic, though, and you'll have to fill in gaps verbally, or by showing players sections from the *Gamemaster Guide*—especially if they will be playing characters intimately familiar with Tapani sector, like nobles. Alternatively, you can refer your players to the *Player's Guide to Tapani* (see below).

Most of the information mentioned in the quickstart guide is more fully developed elsewhere in the box set—with the exception of the essays on the calendar and sector holidays. There didn't seem to be much of a reason to flesh these concepts out further, so we didn't.

The rest of the first section of the *Sector Guide* introduces new aliens present in the sector and a guide to the new character templates provided in the box set. The second section is a gazetteer which presents some of Tapani sector's major worlds. The final section introduces new assets available in Tapani sector; ships, vehicles, droids, equipment, and so on.

The *Gamemaster Guide* contains more specific details on the powers and situations in Tapani sector, much of which is gamemaster's-eyes-only material. Here you'll find discussions on the political and cultural environments in the sector, and also the sector's dirty little secrets—plots of the noble houses, the Imperial rivalries that play out behind the scenes, the shadow societies that try to control events, and the like.

The *Campaign Guide* provides you with enough game material to jump-start a Tapani



Tom Breuseville

sector campaign. It kicks off with a general discussion of the various sorts of campaigns possible in Tapani sector, and contains numerous tips on fleshing these ideas out into a full-fledged campaign. A number of developed adventure sites are presented next, along with a rogue's gallery of gamemaster characters, a full-length introductory adventure, and an outlined mini-campaign.

A Player's Guide to Tapani

Players bringing pre-existing characters into a Tapani campaign can probably get by on reading the quickstart guide and picking up the rest on the fly. However, players desiring to start a character off in Tapani will need a lot more background information and options than the quickstart guide provides.

The *Player's Guide to Tapani* is a relatively short *Lords of the Expanse* supplement designed to get a player fully up to speed on the ins and outs of Tapani culture with a minimum of fuss. The book contains a lot of the background information provided in this box set (plus a bit more), with all the gamemaster-specific sections excised. It also features an overview of the major worlds of the sector, a *Heroes and Rogues*-style character generation system, and over 25 character templates.

If you plan to spend a lot time in the sector,

the *Player's Guide* is probably a good investment. It will save you a lot of time in terms of getting your players ready to play.

You can pick up the *Player's Guide to Tapani* where you got this box set, or order it direct from West End Games.

Where to Go From Here

If you plan to play characters adventuring in Tapani sector, feel free to read through the quickstart guide, look over the character templates and read as much of the rest of this book as your gamemaster will allow. *Don't* read either of the other two books—doing so will spoil many of the secrets and surprises that lie in store. You'll have a lot more fun if you wait for your gamemaster to breathe life into the sector through his adventures. If there is anything in the other two books he wants you to have (like details on the noble houses), he'll provide them.

Gamemasters, on the other hand, should read all three books thoroughly before attempting to run adventures in this sector. Tapani sector is a complex environment in terms of alliances and plots, and you should have a good handle on how things work before starting a campaign.

Welcome to Tapani sector!

Chapter One

Player Quickstart Guide

There are many layers to Tapani sector, and a lot of background information it would be great to have a handle on before starting play. It isn't required. This chapter doesn't give you everything you need to know about Tapani sector, but it will definitely give you enough to go on for your first few adventures, assuming you aren't going to play a real insider, like a noble. In any case, your gamemaster will fill you in on other aspects of the sector he wants you to know about.

For a more comprehensive guide to playing a character in Tapani sector (including more details on noble hierarchies, codes of conduct, titles, and so on), you might want to pick up the *Player's Guide to Tapani*, a short book which includes essays on Tapani's influential people and institutions, over 25 new templates, and everything you need to generate a complete background for a character native to the sector.

Welcome to Tapani Sector

Tapani sector is located in the Colonies on the Shapani Bypass, a trade route which is an offshoot of the Rimma Trade Route. The sector capital is Procopia, though the world of Tallaan is actually as important, because the main Imperial regional depot is located here.

Though Tapani isn't in the Core, it might as well be; it is a vastly wealthy sector with political thumbs in almost every Imperial pie. Its noble families, most ardent supporters of the Emperor, have sent their sons and daughters into the most elite Imperial institutions—private schools, the Academy, the Navy, and the

halls of power on Coruscant. And the results are starting to pay off—house members now captain Star Destroyers, command worlds as moffs and governors, and sit in council with the Emperor himself.

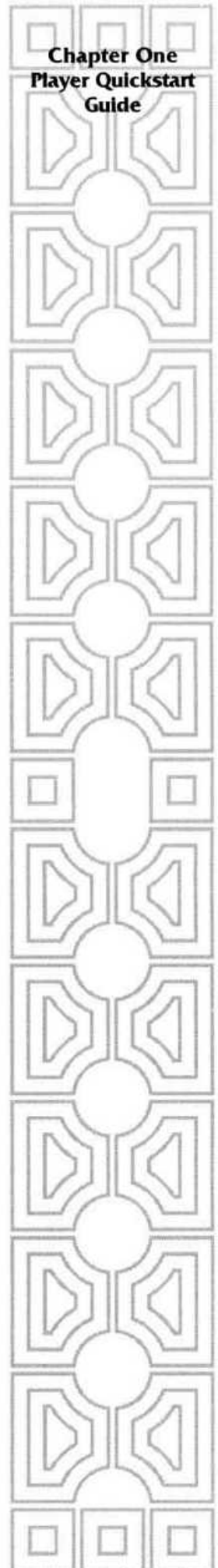
Having invested so much in the Empire, Tapani sector is able to maintain a certain level of independence; while surrounding sectors are ruled directly by Imperial-appointed administrators, Tapani sector is permitted to choose its own leaders. This is a delicate situation that might change at any moment.

The sector economy is booming, which helps the Tapani lords afford their fine estates and huge luxury star cruisers. Tapani has a large population of highly educated workers, and its research facilities rank among the most productive in the Empire (especially those at Mrsst Academy).

There are about 70 systems in the sector, roughly a fifth of which have inhabitable worlds which are heavily settled. Other systems also have settlements, but much smaller ones: research stations, military outposts, mining facilities, and so on.

Tapani has a large number of temperate worlds within it, and an abundance of raw materials ripe for mining, including some which are relatively rare in the rest of the galaxy (Tapani mining companies have been shipping trillions of tons of valuable ore to the Core annually for several thousand years). Tapani sector is one of the closest major sources of rawmats to the Core. This gives it an edge when competing with sectors further out which must raise their prices to cover higher transportation costs.

Geographically, Tapani sector lies a bit off the Rimma Trade Route. The Rimma run, as it





Tom Blondillo

is known in trader slang, ranges from the Core all the way out to the remote Kathol sector. It used to be quite a way off the beaten path, but centuries ago some Republic scouts blazed a big short-cut right through the sector that cut days off the Rimma run. The new bypass brought Tapani sector into a major trade route, and that livened the place up a bit. On starcharts, the shortcut is called the Shapani Bypass, but most folks call it the Bacta Run or the Bacta Bypass instead, since it was established to get bacta into the Core faster; Thyferra, the major production center for the Empire's bacta, is just a few days travel away (though not in Tapani sector itself).

There are two distinct parts to Tapani sector: the Expanse and the Freeworlds Region. The Expanse is an ore-rich area of space under the control of noble houses—the remnants of the small stellar empire which once ruled the sector centuries ago. It is made up of seven provinces which make up specific house holdings. The sector capital, Procopia, is an independent world which, by tradition, is governed by the ruling coalition.

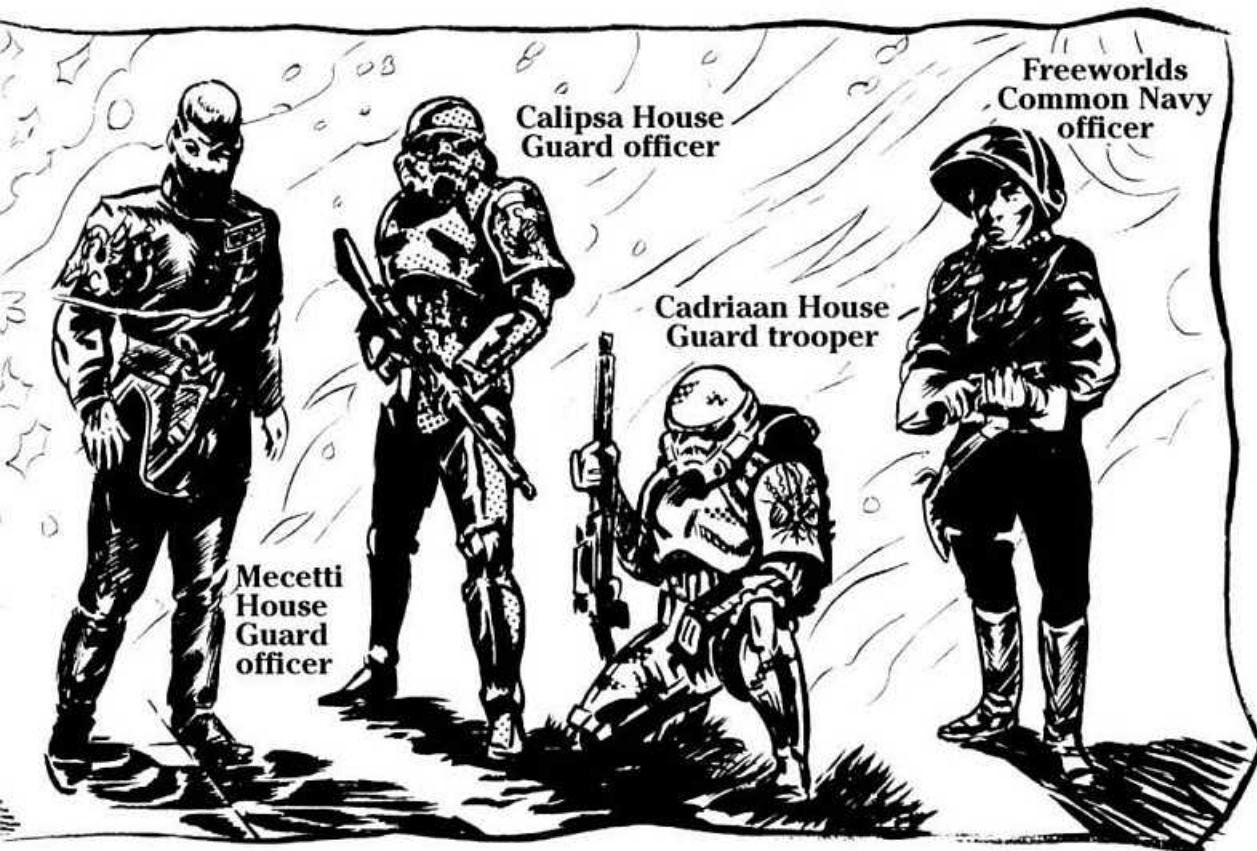
Slowly encroaching on the Expanse is the Freeworlds Region, a series of systems on the

border of the sector. The Freeworlds Region, which was once the backward fringe of the sector, has become powerful thanks to its position on two major trade routes, the Shapani Bypass and the Giju Run (an ancient Herglic trade route). Because most Expanse ore must pass through the Freeworlds, there is a lot of bickering about the high tariffs the Freeworlds place on Expanse shipping.

Despite its distance from the Core region, by tradition the Tapani sector is considered a part of the Core community. The Tapani nobles are constantly going to and from Coruscant, partly to attend to business there, but mostly so the Emperor can keep an eye on them, and they on him.

Traveling in Tapani Sector

Tapani sector is a fairly young segment of space, filled with nebulae, gas clouds, and coalescing systems. The many fiery red and ice blue tendrils of intergalactic vapor and gas clouds are beautiful and majestic, but they also make the sector a difficult one to navigate through.



In many other sectors a dense network of hyperlanes links every world with just about every other world. Tapani sector has only a few drifting space lanes linking its various parts. This is because most of the hyperlanes are unstable, and establishing multiple routes is not feasible.

Millennia ago, traveling through hyperspace was extremely perilous everywhere, because interstellar space is clogged with dangerous debris. Such hazards and obstructions could be discovered only through trial and error, and mistakes were usually fatal. Over time, certain routes between planets were found to be fairly safe, and the Republic Spacelane Bureau established a network of hyperspace buoys linking them together. Eventually, powerful navicomputers were developed to store and process all the possible hyperspace jumps deemed safe, and spaceship captains gained the freedom to travel the stars without slavishly following the buoys.

However, some areas of space are so choked with galactic debris and celestial objects that safe hyperspace travel is all but impossible *without* hyperspace buoys, even in the modern Imperial era. Tapani sector is so cluttered with debris that just about every system must be

monitored by a hyperspace buoy. The only truly stable route through the sector is the Shapani Bypass. Travelers can safely shunt up and down the Bypass without dropping out of hyperspace year in and year out.

The other lanes of the sector are less stable, and are maintained by hyperspace buoys guarding each system. Interstellar drift causes dangerous obstructions to enter hyperspace routes on a regular basis, and the buoys monitor the situation and recalibrate routes on the fly. Ships passing through a cluttered area must drop out of hyperspace at a buoy juncture and load the new data before continuing. Such interruptions to one's trip are annoying, and in some pirate-infested regions, highly dangerous. (But not as dangerous as blowing by the buoy and entering an unclear hyperlane.)

The Shapani Bypass and Giju Run are the only known exits to the sector. There may well be a few secret routes leading out of the sector, but if there are, those in the know aren't telling. Certainly, such a route would be worth trillions of credits to some governments.

Rules for traveling through hyperspace in Tapani sector are on page 9 of the *Campaign Guide*.

The Houses of Tapani

The Expanse is ruled by noble houses, each of which has its own network of families. Within a given house, there are varying ranks of nobility: (in descending order) the lords, barons, and knights. Lords run the sector, by and large, while barons run local house assets. The knights may also have important positions, but most serve in the military or work in the house government. There are different forms of address for each rank, but a simple “my lord” or “my lady” will suffice in most situations.

There are three great houses—Mecetti, Melantha, and Calipsa—and four lesser houses—Cadriaan, Reena, Barnaba, and Pelagia. Each house has its own planets, lands, armies and navies, and companies. All give lip service to the Empire, but the truth is that Rebel and Imperial interests often take a back seat to local struggles.

Power is figured on two levels—votes and wealth. Each house gets one vote in the Great Council (the Expanse’s governing body) for each major world it controls. Since no one house has enough votes to overrule the others, it must build coalitions in order to have its way (it also helps to divide your opposition to prevent them from putting together their own coalitions). Currently, Mecetti dominates the current ruling coalition, made up of itself, Calipsa and Reena.

Wealth is the other measure of power. It cannot buy votes on the Great Council, but it can buy spies, navies, and access to key Imperial bureaucrats on Coruscant. Sometimes, it is more important to have blackmail material on a key voter than his allegiance. So, in a way, perhaps money can buy votes.

Mecetti. House Mecetti is an extremely ruthless house, willing to deal with anyone who can give it an advantage over its rivals. It has no true allies, preferring to use first this group and then the other to further its own ends.

Currently, it is allied with Calipsa and Reena, because they give Mecetti enough votes in the Great Council to rule the sector. Mecetti has a long-standing feud with House Pelagia, and views Melantha as its primary rival in the sector for Imperial favor.



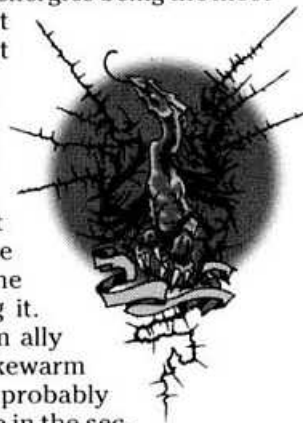
Melantha. Of the houses, Melantha has the closest ties with the Empire, a relationship it is enjoying, since it has not run the sector in centuries. Many house members serve the Emperor on Coruscant, including several Dark Adepts. The Empire and Barnaba are its two closest allies, and Mecetti is its obvious rival. Melantha makes no secret that it is trying to topple Mecetti’s coalition.

Calipsa. Calipsa controls more systems than any other house, most of them sterile but ore-rich. It was once a relatively weak house, but recently annexed some of Pelagia’s worlds for itself, and is growing in influence. Even so, Calipsa prefers to focus on mining to building powerbases, and tries not to get drawn into house politics unless its ability to transport its ore to the Shapani Bypass is threatened by Cadriaan or the Freeworlds.

It is allied with its powerful neighbor Mecetti, and has problems with Pelagia and Cadriaan due to its big land grab.

Barnaba. A naturally wealthy house, Barnaba eschews house politics as much as it can, preferring to spend its energies being the most socially significant house in the sector. It has succeeded; the balls and parties of House Barnaba are great events on the Tapani social calendar. Style is very important to Barnaba nobles; if one must plot and spy, one must look good doing it. Barnaba is a lukewarm ally of Melantha, and a lukewarm rival of Mecetti. It is probably the most neutral house in the sector.

Cadriaan. House Cadriaan is an extremely active merchant house, and thanks to its strategic location as the only house on the Shapani Bypass, it is one of the wealthiest. To infuse



itself with still more credits, Cadriaan has taken the unprecedented step of granting titles to wealthy Freeworlder merchants in exchange for investment capital. Cadriaan has close ties with the Freeworlds, and as a former colony of Pelagia, supports the fallen house. House Mecetti is a principal rival.

Pelagia. Pelagia was once one of Tapani's great houses, and its bloodline was strong in the Force. It lost a lot of its power

when its Jedi were slain by the Empire, and Mecetti took the opportunity to cut its legs out from under it. Pelagia survives still, but had to give Calipsa some of its worlds to get the funds to rebuild. Of the Tapani houses, it is closest in sympathies to the Rebel Alliance. Since everyone knows this, Pelagia is careful to

lie low and avoid all appearances of impropriety to avoid another Imperial-sanctioned attack. Pelagia is allied with Cadriaan, and counts Mecetti as a mortal enemy.

Reena. Reena has always been a lesser house, and probably always will be. It has built up an education system second to none in the Expanse, and many houses send their children there rather than send them to the very best education institution in the region, the Mrlsst Academy, which lies in the Freeworlds Region.

Getting Rolling

There is plenty to do in Tapani sector once you get acclimated. Tangle with the powerful Mining Guild, smuggle bootleg bacta down the Shapani Bypass, sniff out hidden fringe ports and cut yourself a piece of the action, establish and run your own Rebel cell, or steal data from the ivory halls of Mrlsst. Immerse yourself in the mighty feuds of royal houses—and un-

cover their secrets. Try to foil Imperial plots to undermine the sector, or help them along and reap the rewards loyalty to the Emperor brings. Tapani sector is a place of secrets, and everyone has at least one. But you have to live there to learn them.

To generate a Tapani character, jump ahead to Chapter Two for new aliens to play and check out the all-new character templates included in the box set. Your gamemaster may have additional insider information for you that only certain few know.

Character Templates

The *Lords of the Expanse* campaign setting opens up new avenues of roleplaying in the *Star Wars* galaxy. To accommodate new character types like nobles, house guards, and Mining Guild operatives, we provide a new slew of character templates you can use in your adventures.

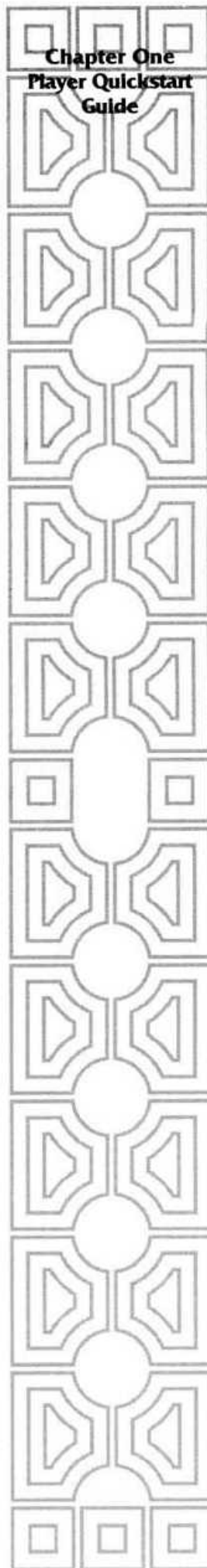
A big difference between these templates and many of the templates we've published in the past is that these people are grounded in a specific location. While a Smuggler, Kid, or Merc might have come from anywhere, most of these template characters are native to Tapani sector or have established lives here. They have roots, and many of them have family. That means they have more to lose if someone comes down on them or their family. It also makes playing them a bit more interesting.

You can conceivably run a campaign with just these templates (especially if it is a noble-based campaign), but you might want to look to other sources for character templates to round out a group of adventurers. There are at least five noble-oriented templates already in print, for example.

There are twenty templates in the *Star Wars* rulebook alone, 16 in the *Gamemaster Screen*, and another 60 or so in *Heroes and Rogues*. Thirty more templates customized for Tapani sector are included in the *Tapani Player's Guide*, most of which do not appear in this box set.

You can find additional templates in other *Star Wars* products. *Galaxy Guides 6, 8 and 10* contain smuggler, bounty hunter, and scout templates, respectively. For pirate templates, see *Pirates and Privateers*.

The templates included in this set are presented "straight." That is, the House Troubleshooter is dedicated to protecting his house, the Mrlssti Tutor is loyal to his homeworld, and so on. If you like, you can tweak these templates to match the sort of campaign you are in. For example, if everyone is going to be a Rebel, you could easily modify the background and



personality of, say, the House Knight or Mining Guild Recruiter template to give it a Rebel affiliation. Likewise, you could give your characters an Imperial affiliation.

Some Inside Tips

People are always talking about current affairs, and there are other rumors people just kind of pick up by hanging around the palaces and spaceports. Here is a sampling of opinions, impressions, and factoids about Tapani sector to start you off. The *Player's Guide to Tapani* goes into more detail about the background of *Lords of the Expanse*, and how it might impact your character.

Nobles. House nobles run the Expanse, and are constantly plotting and scheming against one another. There is good money to be made doing dirty work for a noble, but most people avoid such entanglements. You may gain some of your patron's friends, but you definitely acquire all of his or her enemies. And nobles are unforgiving of failures and setbacks, and notoriously forgetful if their agents become liabilities.

Still, life can be sweet when things are going well, and you get the best toys to play with (and you don't even have to buy them). If you're really good at your job, you can rise high enough in your patron's services to earn his or her respect—and ensure you won't be cut loose at the first sign of trouble.

House Squabbles. There are plenty of house rows going on at any one moment. The one fueling the most commentary at the moment is the rising tension between Houses Melantha and Mecetti. Now that House Pelagia has been smashed, it is only a matter of time before the two remaining sector superpowers square off to decide who has the more powerful house once and for all.

They probably would have done it already, but everyone knows a civil war that big would bring the Empire in to arbitrate, and that would spell the end of Tapani's relative freedom from outside control.

Imperial Intervention. Speaking of independence, some people worry that the Freeworlds Region is now more an Imperial rump sector than a part of Tapani proper, and that sooner than later the Empire will step in and take direct control. While the Mining Guild would love this (see below), the Freeworlds government is definitely against the notion.

Even the Expanse nobles are divided. While all recognize Imperial control of the Freeworlds would end the ore tariffs, it also threatens their autonomy. The Emperor is almost certain to

appoint a grand moff to supervise the region if Tapani sector splits. Of course, House Cadriaan has a fairly snug relationship with the Freeworlds and its own worlds on the Shapani Bypass, so it probably stands to gain either way.

The Mining Guild. The Mining Guild is tied in one way or another to just about every private mining operation in the Empire. Mining and processing raw materials is big business in Tapani sector (especially in the Expanse), and most of the mining organizations around are affiliated with the Mining Guild.

There is a lot of tension between the Mining Guild and the Freeworlds, because the Freeworlds charge a substantial tariff for Expanse ore passing through its ports on the way to the Shapani Bypass. This makes Expanse ore less competitive on the galactic markets than Freeworlds ore. Most people figure there will be a showdown between the Expanse and the Freeworlds over the tariffs issue sooner or later.

The Bacta Run. Patrols of the Imperial Navy and Freeworlds Common Navy are everywhere on the Shapani Bypass, and the reason is that the Bypass is the primary route for bacta shipments moving from Thyferra toward Coruscant and the other Core worlds. Official bacta shipping contracts are limited to the same two companies that monopolize the bacta trade, Xucphra and Zaltin corporations.

However, there is a thriving black market in bootleg bacta, and smugglers willing to run it from their contacts on Thyferran colonies to their buyers. The Bacta Run is an extremely dangerous run. Not only do the smugglers have to contend with Imperial and Tapani patrols, they have to worry about the pirates who haunt certain areas of the Bypass, lying in wait for them.

Since bacta, a liquid shipped in bulky storage tanks, is hard to hide from customs officials, bacta smugglers rely more on outrunning Imperial blockades than bluffing their way past them. A smuggler that stops when he's told to is vapest.

Shadowport. The rumor persists among fringe segments of Tapani society that there is a shadowport somewhere in the sector, but no one seems to know where it is. Everyone seems to know someone who knows someone who has been there, though.

For the squeaky-clean types who don't know what a shadowport is...well, that's where you go to buy and sell stuff the Empire doesn't want you messing with. Weapons, spice, hot ships, slaves—anything goes on a shadowport. Of course, if they were easy to find, the Empire

would shut them down pretty quick, so the trick is to actually find one.

There are plenty of people on the fringe who like to puff themselves up by pretending they know where the Tapani shadowport is when they don't, which makes it rather difficult to track it down (free tip: view with great suspicion anyone offering to sell you navigation coordinates to the Tapani Shadowport). If there is one, apparently the people who are in the know aren't talking.

The Secret Hyperlane. As far as anyone knows, the only hyperlane in or out of Tapani sector is the Shapani Bypass. Scouts have tried to discover alternate routes out, but no one has yet claimed success—there is just too much debris floating around in the region.

A popular story that has been going around for centuries is that there is at least one secret route out of the sector. Over the years the tales have placed the secret route in virtually every province in Tapani sector. The most common versions give the route to Mecetti or Pelagia. In general, whenever a particular house has an unusually good economy going, speculations about the secret route resurface.

Anyone who actually finds such a route is set for life—if he can avoid getting stabbed in the back by those he sells the navigational charts to, or those who stand to lose if another route opens up.

A Concise History of Tapani Sector

All years are reckoned by the Tapani domestic calendar.

Colonial Era. (0–1012) The first colonists settle the region and begin trading with the Herglics. Life is hard, but raw materials are abundant.

Twelve Kingdoms Era. (1012–5372) Power shifts from Pelagon, the original colony world, to individual planets. Settlements organize themselves into regional kingdoms. First settlement of the periphery worlds as a buffer zone with Herglic space (see page 13). First contact with Mrlssti.

Dynastic Era. (5392–11,138) Warrior prince Shey Tapani rises from the Melanthan Kingdom to unite the sector in a series of bloody civil wars. Locates his new imperial capital on Procopia. Kingdoms re-establish themselves as noble houses subordinate to the Tapani Empire. Tapani calendar established. Giju Route stabilized, and Tallaan and Neona emerge as trading worlds. Tapani joins the Republic. Great Sith War fought, and Jedi Knights discover

bloodlines powerful in the force in House Pelagia.

Federal Era. (11,139–12,688) Reformers abolish imperial rule and establish a republic. Noble houses survive reform effort, and now run affairs directly through the Great Council and Procopian Senate. Shapani Bypass blazed, bringing the previously backwater periphery worlds into the center of galactic commerce. The periphery declares independence and becomes the Freeworlds Region.

Imperial Era. (12,689–12,724) The rise and fall of Palpatine's galactic Empire. House Pelagia purged of its Jedi. (Year 12,689 does not necessarily represent the inauguration of the New Order.) This is the present era. The campaign setting begins in the year 12,723—the year of the Battle of Hoth.

Sector Calendar

When dealing with the outside galaxy, Tapani sector uses the Imperial calendar. However, in domestic affairs, the Tapani calendar (established by Shey Tapani in 5412) is still in common use (largely as a symbol of the sector's autonomy).

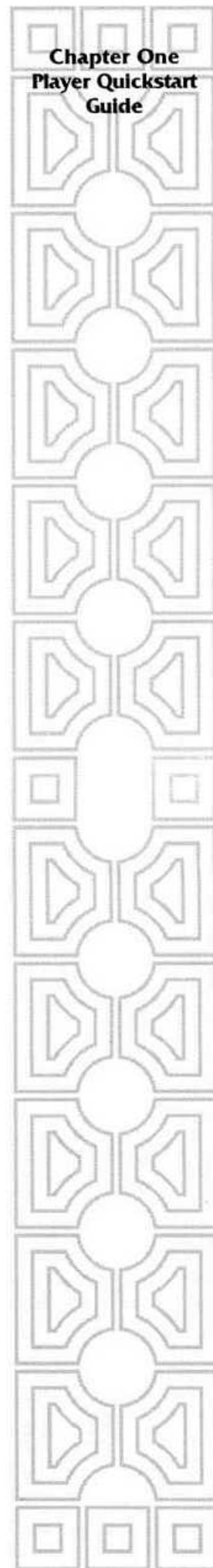
The local Tapani calendar has been tweaked slightly to conform to Galactic Standard Time, but the traditional names of the days, months, and holidays remain in place. There are 60 min-

Months and Holidays

1. Elona
2. Kelona
Tapani Day
3. Selona
Expansion Week
4. Telona
5. Nelona
Productivity Day
6. Helona
Shelova Week
7. Melona
8. Yelona
Harvest Day
- 9: Relona
- 10: Welona
Winter Fete

Days of the Week

- 1 Atunda
- 2 Katunda
- 3 Satunda
- 4 Datunda
- 5 Natunda



utes to an hour, 24 hours to a day, 5 days to a week, 7 weeks to a month, and ten months to a year. To round out the 368 day year, there are three festival weeks and three one-day holidays.

Local Seasons and Holidays

In addition to Imperial celebrations, Tapani sector has its share of holidays and festivals commemorating key historical events and common cultural traditions. The major sector-wide holidays are described below.

In addition to these holidays, the Freeworlds Region and each noble house have festivals unique to their worlds—most honoring domestic heroes and famous historical figures. The major holiday unique to the Freeworlds Region is Independence Week (Relona 10th through 15th) which commemorates its breaking away from the Expanse.

Tapani Day. Tapani Day celebrates the birthday of Shey Tapani. There are large parades and elaborate public feasts on most worlds in the sector.

Expansion Week. Expansion Week consists of five days of celebration commemorating the settlement of Tapani sector. The holovids feature special programming, and cultural festivals are common in urban centers.

Productivity Day. The work ethic is strong in Tapani sector, and Productivity Day is a holiday celebrating hard work and past generations who helped make the sector what it is today.

Shelova Week. Shelova Week is a Herglic holiday which celebrates commerce and family (the two concepts are not far separated in the Herglic mind). Traditionally, celebrants

Chapter Two

Aliens of Tapani Sector

Herglics

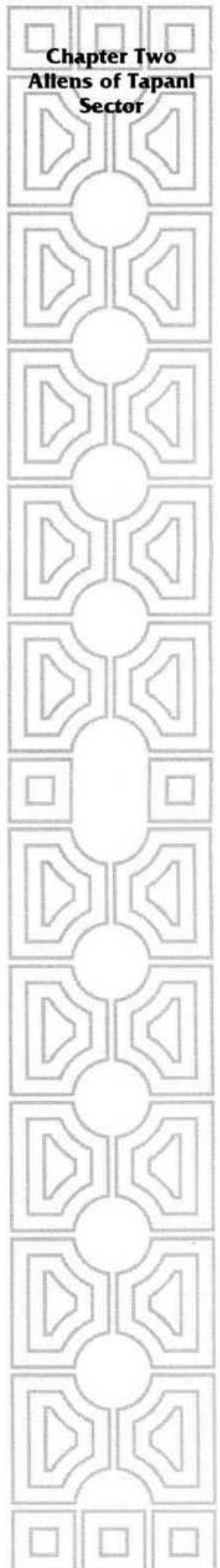
Herglics are not native to Tapani sector, but thanks to their extensive trade networks, they have had a major presence on most Tapani worlds for many centuries. They are the majority species on the Freeworld of Lamuir, and have begun to buy titles in House Cadriaan, a heretofore unheard of procedure for non-humans.

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 re-

placed by arms and legs. They still breathe through a blowhole, however.

The 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. There is evidence that an early Herglic trading empire achieved a level of technology unheard of today—ruins found on some ancient Herglic colony worlds contain non-functioning machines which seem to harness gravity to perform some unknown function. Alas, this empire collapsed in on itself a millennia before the Herglic species made contact with the human species—along with most records of its existence.

The angular freighters of the Herglics became common throughout the galaxy once



Herglic Slang

Because of the influence of Herglic trading in Tapani sector, certain Herglic words have made their way into the local vernacular. Here is a sampling of words you might hear around a Tapani spaceport.

chakk: a naive person, born yesterday, literally a young Herglic not yet weaned from its mother's milk.

hauum: sound of a Herglic clearing his blowhole. Pronounced with emphasis, usually to preface a significant remark.

pakk: 1. city (literally pod community); 2. planet.

pison: 1. thief or bully; 2. Imperial official.

pison-pakk: 1. Coruscant; 2. any Imperial sector capital.

shen: 1. pod mother; 2. a spacecraft the Herglic has traveled in (i.e., one that has nurtured him in space).

shan: 1. pod aunt; 2. any spacecraft the Herglic has not traveled in.

shan-pakk: spaceport

shep: 1. friend; literally podmate; 2. wingman or sister ship in a fleet.

shep-pakk: one's homeworld or home city.

umron: someone so stupid he doesn't know he's an idiot.



Tom Bondolillo

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.

The Herglic homeworld of Giju was hit hard by the Empire, for its manufacturing centers were among the first to be commandeered by the Emperor's New Order. The otherwise docile species tried to fight back, but the endless slaughter which followed 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. Fortunately, they ceased resistance while their infrastructure was still intact.

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 Herglictowns in just about every metropolis in Tapani sector, and Herglic-owned businesses are not unusual in the Freeworlds Region, even in the face of Imperial anti-alien sentiments. Herglics are in the majority on Lamuir and dominate its political agenda.

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.

The Herglics are also somewhat sensitive about their size. Living in a galaxy with beings which 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 transports because of their bulk. Most doorways take a bit of maneuvering to get through.

Herglic

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D
PERCEPTION 1D+2/3D+2
STRENGTH 3D/5D
TECHNICAL 1D+1/4D+1

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:

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 to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

Move: 6/8

Size: 1.7–1.9 meters

There are endless jokes in Tapani sector which begin “There was a Herglic and a Mrlssti,” most of which derive their humor from the contrasting sizes and masses of the two alien species. Most Mrlssti think such jokes amusing, but Herglics think them in poor taste.

This doesn’t stop an endless parade of Herglic comedians pairing up with Mrlssti and hitting the nightclub circuit. Nor does it stop the endless formula “road” holovids which usually result from a particularly successful pairing.

“Like herglic on mrlssti” is an old Tapani saying which usually means “like oil and water,” but can also be an expression of pain (as in what the Mrlssti feels when the Herglic sits on him). The saying does not suggest that Herglics and Mrlssti don’t get along; it’s simply another variation on the size joke.

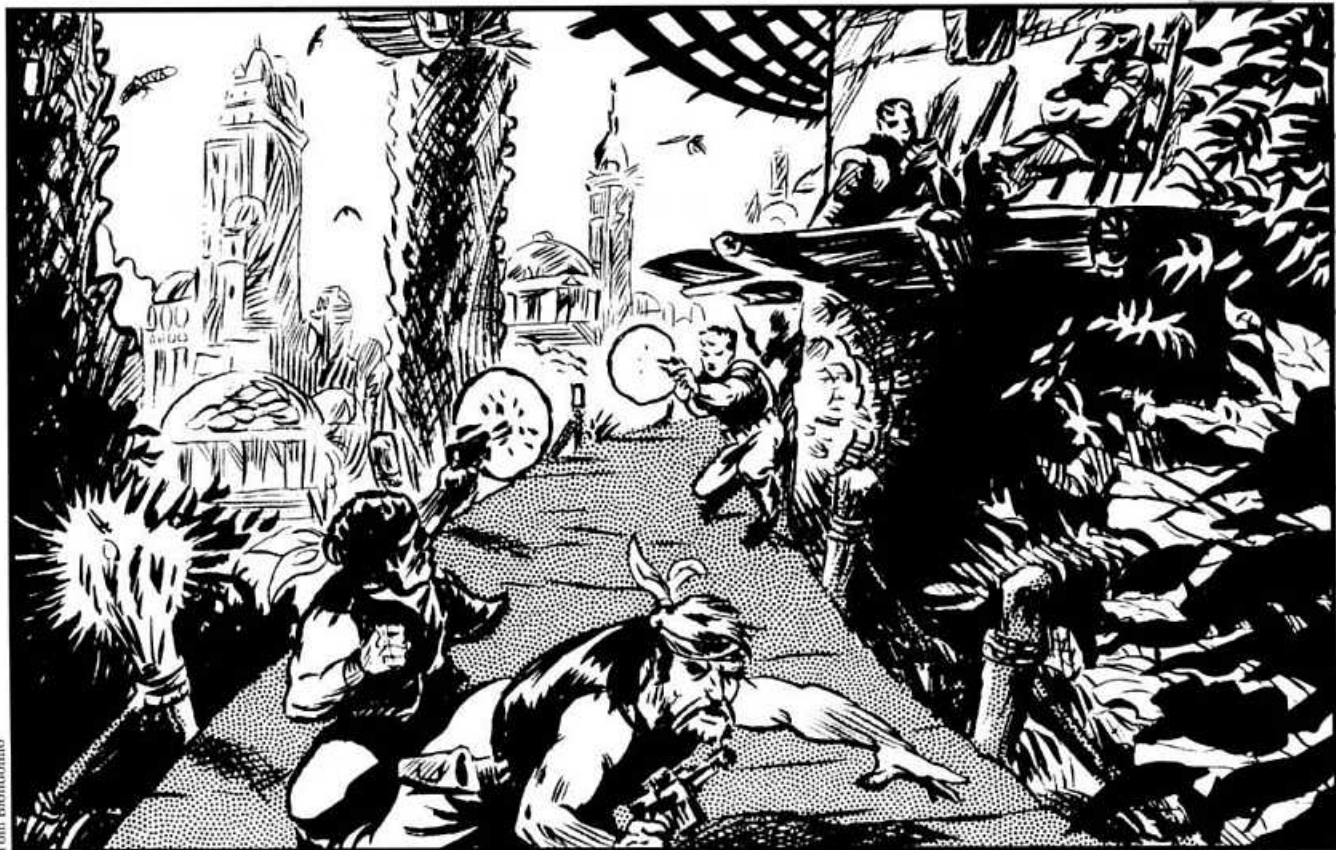
Mrlssti

The Mrlssti are native to the verdant world of Mrlsst, which lies on the very edge of Tapani space on the Shapani Bypass. They lacked space travel when the first Republic and Tapani scouts surveyed their world 7,000 years ago, but have long since made up for lost time; Mrlssti are regarded as renowned scholars and scientists, and are very good at figuring out how things work. They jump-started their renowned computer and starship design industries by reverse engineering other companies’ products.

The Mrlssti are diminutive flightless avian humanoid. Unlike most avians, they are born live. They are covered in soft gray feathers, except on the top of the head, which is bare save for a fringe of delicate feathers which cover the back of the head above the large orb-like eyes. Mrlssti speak Basic with little difficulty, but their high piping voices grate on some humans. Other find it charming.



Tom Blomdell



Tom Blomdell

Chapter Two
Affens of Tapani
Sector

Young Mrlssti have dusky brown facial plumage which gradually shifts to more colorful hues as they age. The condition and color of one's facial plumage plays an important social role in Mrlssti society. Elders are highly honored for their colorful plumage, which represents the wisdom which is gained in living a long life. "Show your colors" is a saying used to chastise adults not acting their age.

Knowledge is very important to the Mrlssti. Millennia ago, when the Mrlssti were developing their first civilizations, the Mrlsst continents were very unstable; groundquakes and tidal waves were common. Physical possessions were easily lost to disaster, whereas knowledge carried in one's head was safe from calamity. Over time, the emphasis on educa-

tion and literacy became ingrained in Mrlssti culture. When the world stabilized, the tradition continued. Today, Mrlsst boasts some of the best universities in the sector, which are widely attended by students of many species.

Mrlssti humor is very dry to humans. So dry, in fact, that many humans do not realize when Mrlssti are joking.

Mrlssti

Attribute Dice: 12D

DEXTERITY 1D+2/2D+1

KNOWLEDGE 3D/4D+2

MECHANICAL 3D/5D

PERCEPTION 1D+1/3D

STRENGTH 1D/1D+2

TECHNICAL 2D/4D

Move: 5/8

Size: 0.3–0.5 meters tall

Chapter Three

The Rimma Trade Route

The Tapani sector does not exist in a vacuum. The Rimma Trade Route, of which the Shapani Bypass is a part for all practical purposes, runs from the outer Core worlds out to the remote Imperial outposts in the Minos Cluster. Were one to travel from one end of the Rimma Trade Route to the other in a Star Destroyer traveling at maximum velocity, it would take at least six weeks to make the trip.

All along this trade route are hundreds of worlds, each with its own imports and exports which generate the traffic that passes up and down the Rimma. Generally speaking, worlds close to the Core tend to import raw materials, foodstuffs, and low-tech products, and export high-tech items. Happily, in the sticks the opposite holds true, creating a natural balance in markets. Naturally there are exceptions to this rule; there are backward worlds near the Core, and advanced civilizations far out in the backwaters of the Empire.

There are plenty of interesting worlds on the Rimma with previously-established backgrounds which can serve as adventure locations. Some, like Abregado-rae and Thyferra, are worlds diehard fans of *Star Wars* will recognize as settings described in some of the novels. Others, such as Sullust and Clak'dor VII, are the homeworlds of famous aliens (in this case the Sullustans and Bith). Still others are worlds featured in published West End adventure books; Tantra is a jump-off point to the Elrood sector (presented in two books, *The Star Wars Planets Guide* and *Operation: Elrood*), while Adarlon, Karideph, and Pergitor are worlds developed in *Galaxy Guide 6: Tramp Freighters*. Finally, just beyond the Minos Cluster is the remote Kathol sector, featured in the *Darkstryder* campaign setting.

If your group plans to run a tramp freighter campaign based in the Tapani sector, this section gives you a good start in determining what sorts of goods travel up and down the Rimma route. With such information in hand, players can plan their routes, and the gamemaster can begin to develop adventures around various cargo runs.

Travel times are not included on the map. The gamemaster should determine these on his own.

Abregado-rae

Abregado-rae is a Core world, but only technically. When compared to other Core worlds, it is a run-down slum world. Even Nar Shaddaa begins to look good next to Abregado-rae.

Abregado-rae has a highly-developed manufacturing base, which helps it justify its position on the Rimma route. However, the spaceports are seedy and surprisingly low-grade for a Core world seeing the traffic it sees. The world has a somewhat unsavory reputation for being the smuggler's favorite stomping grounds in the Core, a reputation richly deserved.

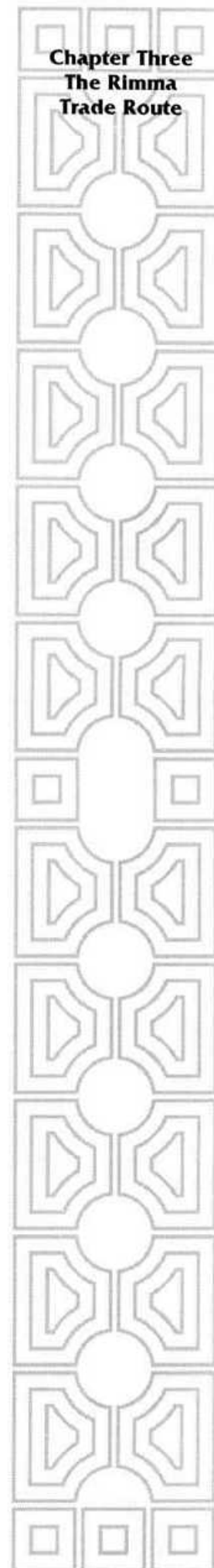
See *The Thrawn Trilogy Sourcebook* for more information on Abregado-rae.

Exports: High tech, mid-tech

Imports: Foodstuffs, high tech, medicinal goods, mid tech

Giju

The homeworld of the Herglics, Giju is a humid world of marshy land dotted with many landlocked lakes and seas. It has a highly-developed industrial base which helped cata-



Chapter Three The Rimma Trade Route

STAR WARS LORDS OF THE EXPANSE

pult it to the stars centuries ago. The Empire has nationalized most industry on Giju, and keeps the pragmatic Herglics a captive labor pool on their own planet.

Though technically on the Rimma Trade Route, Giju doesn't get as much traffic as it did in centuries past. When the Shapani Bypass was established, it cut this stretch of the Rimma route out of the loop. Happily for Giju (and the Empire), it is still an active trade world thanks to the many manufactured products it exports.

Exports: Mid tech, high tech

Imports: Foodstuffs, low tech, raw materials

Thyferra

Thyferra is the homeworld of the Vratix, and where most of the Empire's bacta is produced. It is a moist tropical world which the insectoid Vratix find comfortable (humans find it rather too hot and steamy for comfort).

The Vratix manufacture bacta fluid under the direction of the Xucphra and Zaltin corporations, which control the planet's government and economy. A small minority of humans control virtually all of the means of production, and serve as liaisons with Imperial buyers. Naturally, the Empire takes pains to protect its bacta supply, and the Polith system (where Thyferra is located) is heavily protected.

See issue three of the *Star Wars Adventure Journal* for more information on Thyferra.

Exports: Bacta

Imports: Foodstuffs

Yag'Dhul

The Givin homeworld of Yag'Dhul is a small but dense planet exposed to extreme tidal forces that periodically force the oceans and even atmosphere from one side of the world to the other. The Givin have managed to evolve in such an unstable environment, and even become an important galactic manufacturer (mostly by getting off Yag'Dhul and colonizing neighboring worlds with more stability). High tech computer goods are common exports.

All Givin cities are located in high mountain peaks where danger from the rampaging oceans are slim. The buildings are hermetically-sealed and capable of withstanding even the severest tide storms. The spaceports are underground.

See *Galaxy Guide 4: Alien Races*, for more information on Yag'Dhul and the Givin.

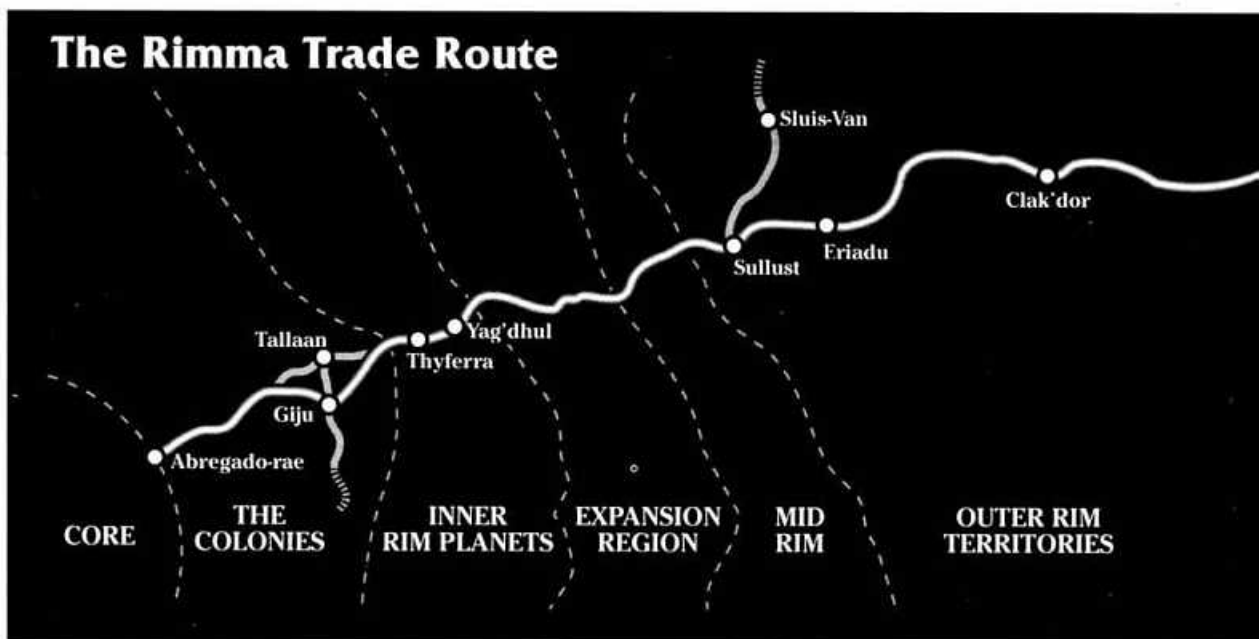
Exports: High tech, mid tech

Imports: Foodstuffs

Sullust

Sullust is the homeworld of the diminutive Sullustans. A volcanic world, Sullust has an inhospitable atmosphere consisting of thick billowing clouds of hot noxious air. The Sullustans live in the myriad complex of cool, humid caves which criss-cross the planet just under the surface.

Sullust is home to the SoroSuub Corporation, a leading mineral-processing megacorp that has energy production, space mining, food packaging, and high tech divisions throughout the galaxy. Nearly 50 percent of the Sullustans



work directly for SoroSuub or a supporting business. SoroSuub took over planetary government when it became clear that the civilian government favored rebellion.

See *The Star Wars Sourcebook* for more information on Sullust and the Sullustans.

Exports: Spaceships, mining equipment, luxury foodstuffs

Imports: Raw materials, low-tech, foodstuffs

Eriadu

Eriadu is one of the Outer Rim's most active trading ports and the capital of Seswanna sector. It lies on a junction of several major Outer Rim trade routes. In addition to the Rimma route, it also intersects the Hydian Way, the Lipsec Run, and the more local Yankirk route. It is a regional manufacturing center for Imperial military ordnance (including Chariots and AT-AT walkers), and has a robust civilian manufacturing base as well. Its chief artistic export is delicate shellwork jewelry.

Exports: Imperial ordnance, repulsorlift vehicles, mid tech, medicine, shellwork jewelry

Imports: Foodstuffs, low tech, high tech, raw materials

Clak'dor VII

Clak'dor VII in the Colu system is the homeworld of the Bith. The once beautiful planet became a wasteland in the aftermath of a rare inter-Bith war centuries ago, in which mutagens were released into the atmosphere,

wiping out much of Clak'dor's life. Because of the hostile environment, Bith cities are protected by hermetically-sealed domes.

The Bith have little in the way of exports, since their manufacturing infrastructure was wiped out in their genocidal war. Their primary export is themselves; the highly-educated Bith are prized engineers, researchers, and scientists. There are many consultant firms (mostly in the fields of stardrive design and computer technology) which lend their expertise to other companies with more resources. Many contracts are with the Empire; the Bith are extremely pro-Imperial.

See *Galaxy Guide 4: Alien Races*, for more information on Clak'dor VII and the Bith.

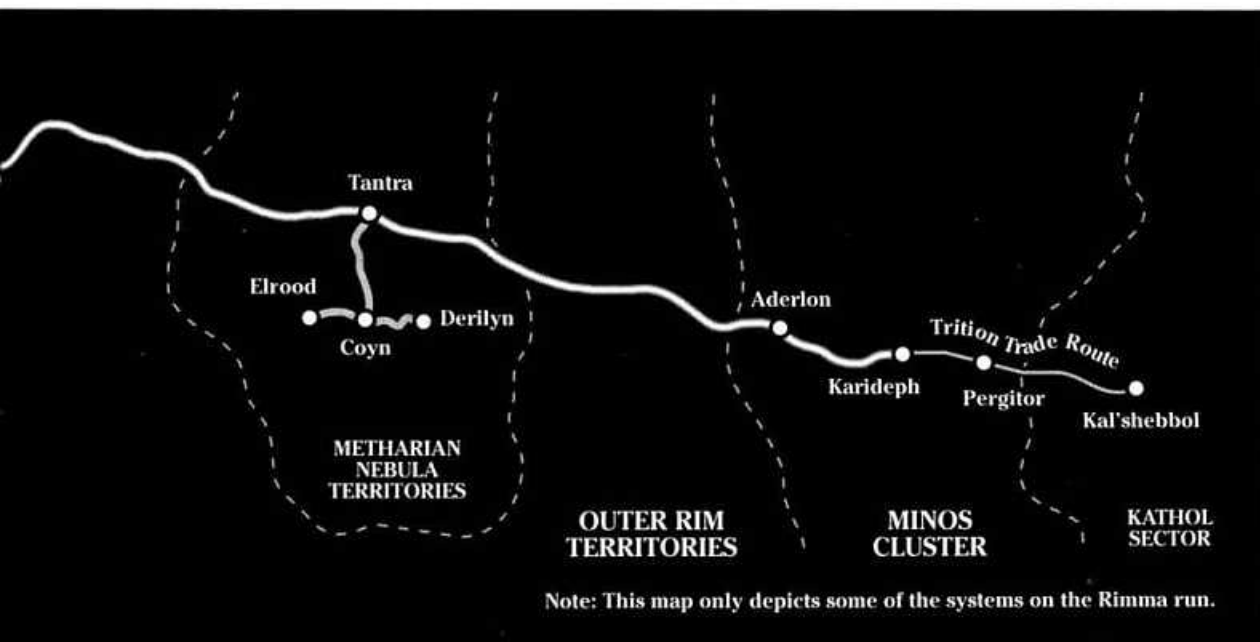
Exports: High tech

Imports: Foodstuffs, mid tech, low tech

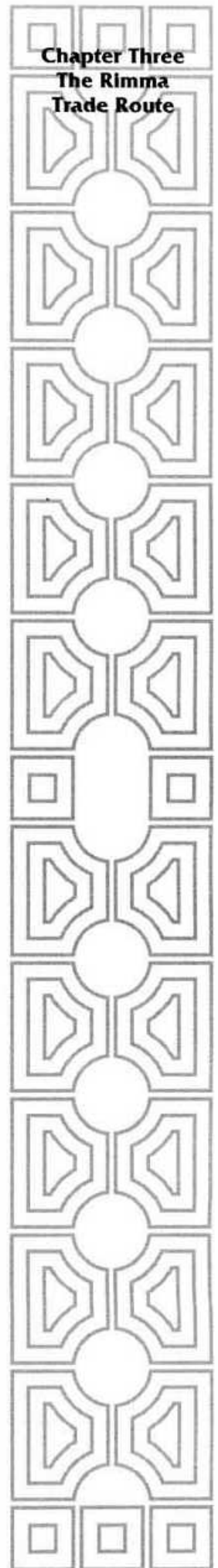
Tantra

A frigid planet locked in an ice age, Tantra is located in the Metharian Nebula Territories. It has two continents, but since most of the seas are frozen and the landmasses are buried under a kilometer of ice, settlements have sprung up with little regard to whether there is actually land underneath or not.

To escape the numbing cold and toxic atmosphere, Tantrans live in buildings totally isolated from the outside by sealed walkways, underground complexes, and elevated monorail systems. Its spaceport landing pads are located in huge shallow dishes constructed of resin and ferrocrete-reinforced ceramics, to keep the heat of starship exhausts from melting the ice under the spaceport.



Note: This map only depicts some of the systems on the Rimma run.



Tantra is the jump-off point for the trade routes which lead to Coyn and other worlds of Elrood sector.

See *The Star Wars Planets Guide* and *Operation: Elrood* for more information on Elrood sector.

Exports: Banfra resin, trade goods

Imports: Foodstuffs, high tech

Adarlon

Arugged mountainous world of stark beauty, Adarlon is a luxury resort world where the elite of the region and the more adventurous Core residents come to play. Its prices are extremely high.

For many years, Adarlon was one of the galaxy's premier entertainment production centers. Its star has faded somewhat since the rise of the Empire—its holoivid industry is still in business, but its current crop of pro-Imperial holos is not quite up to the productions of bygone years. A thriving underground holo industry on Adarlon produces seditious works critical of the Empire and glorifying the Jedi Knights. These dangerous holos make their way across the entire Imperial-occupied galaxy.

See *Galaxy Guide 6: Tramp Freighters* for more information on Adarlon.

Exports: Holoivids and entertainment

Imports: Foodstuffs, luxury goods, medicine, raw materials

Karideph

Karideph is the most heavily settled planet in the Minos Cluster, though most of the inhabitants are the small insectoid alien Kari. There is not one area of the planet which is not terraced, paved, or built up. The cities of

Karideph sprawl to envelop thousands of kilometers of real estate, and their buildings rise so high into the air they must be pressurized. Even so, the majority of the Kari live underground in huge tunnel systems which crisscross the planet.

The Kari import huge amounts of food and raw materials to fuel themselves and their economy. They manufacture machine parts, small appliances, and droids (most of which are designed to appeal to the human market).

See *Galaxy Guide 6: Tramp Freighters* for more information on Karideph.

Exports: Machine parts, medical tech, droids

Imports: Foodstuffs, raw materials, high tech

Pergitor

Pergitor was once a lush tropical planet before a deep bore mining project caused an immense volcanic eruption which damaged the ecology and choked the atmosphere with contaminants. The air is still semi-toxic, and gas masks must be worn outside at all times.

Despite the ruined atmosphere, Pergitor remains a key settlement in the Minos Cluster, thanks to its deposits of rare minerals, and its junction with several semi-active trade routes. It is the jump-off point to several other prominent worlds in the Minos Cluster, as well as to Kal'Shebbol in Kathol sector.

Pergitor is ruled by a fiercely pro-Imperial theocracy. Its laws are extremely strict, and penalties for breaking them often harsh. Travelers and traders landing on Pergitor must exercise caution to avoid running afoul of the Church's edicts. Luxury goods are banned.

See *Galaxy Guide 6: Tramp Freighters* for more information on Pergitor.

Exports: Minerals

Imports: Smuggled luxury goods, machinery

Chapter Four

The Expanse Gazetteer

The Expanse is the region of space under the control of the Tapani Houses. The boundaries of the Expanse have not changed for several thousand years, though provincial boundaries change from time to time as the fortunes of houses rise and fall.

There are eight provinces in the Expanse; Barnaba, Cadriaan, Calipsa, Mecetti, Melantha, Pelagia, Procopia, and Reena. All of the provinces except for Procopia are ruled by the Tapani houses. Long ago, the provinces were independent kingdoms, but have been under the rule of Procopia for the past 7,000 years. The province borders are fairly stable, though the territories claimed by Calipsa and Pelagia changed significantly in the Clone Wars era.

Procopia, sector capital, lies outside the provinces. From Procopia, the Great Council and Senate rule the Expanse.

Of the 60 or so systems in the Expanse, roughly half harbor developed and fully populated planets. The remaining systems lack worlds suitable for settlement or terraforming, though most do have smaller settlements such as naval depots, science stations, and mining colonies.

The following are overviews of some of the more prominent worlds in the Expanse. Other systems are left undeveloped. The assumption is that there isn't anything remarkable in these systems—no settled worlds and nothing of strategic value (other than the odd mining complex). But if you like, you can create your own house worlds for the characters to visit, or even create a few very small houses which rule only one world.

Procopia

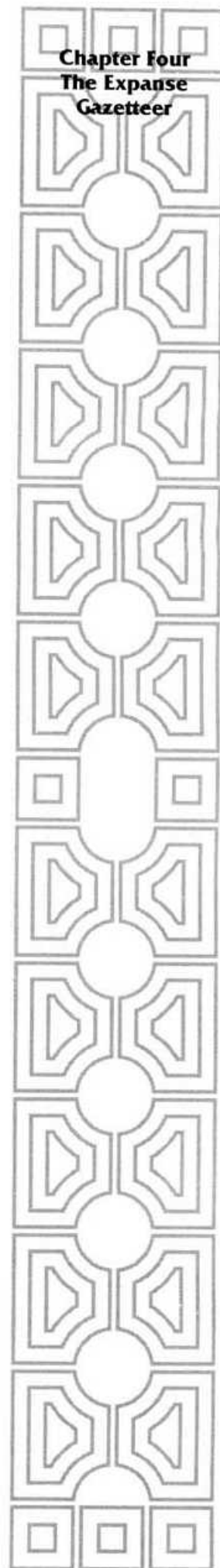
Procopia is a verdant world of warm oceans, and thousands of large islands of grassy plains and small woods. The weather is mild throughout most of the year along most of the island chains (except for those close to either pole), though there is a rainy season along the equator which runs through most of the winter.

Davla is Procopia's one proper continent. Located on the southern pole, it is pummeled by gale-force sub-zero winds through most of the year—when it isn't being buried in molten lava from the hundreds of active volcanoes seething across its surface. Needless to say, few people live there all year around, though numerous lodges dot the coast in areas least likely to be buried in volcanic ash. In the brief summer months nobles and politicians travel here to hunt the elk-like baranda and to fish (or at least pretend to while hatching plots and alliances).

Large urban centers are built upon many of the islands. Many are private preserves owned by houses; residential zones for the house nobility when they stay of Procopia. Others are devoted to government or the service industries which surround government.

Politics: Procopia is the capital of Tapani sector, and has been since Shey Tapani chose it as the seat of his Empire long ago. It is the center of official power in the Expanse, and the social trend-setter for the Expanse and the Freeworlds Region.

The Great Council, Senate, and lesser sector governmental bodies meet on Procopia, and most of the sector's senior rulers live here at least part of the year. The Imperial moff main-



tains his official residence here as well, though he is as likely to be on Tallaan or Vycinyth as in his offices.

Procopia has a small care-taker government which maintains police protection, and such services as power and water desalination (natural fresh water is rare on Procopia). Larger issues, such as global defense, taxation, and tariffs are decided by whatever house or coalition dominates in sector affairs. Currently, Houses Mecetti, Calipsa, and Reena hold the ruling coalition.

Culture: Procopia culture is dominated by politics. Everywhere one goes, one sees statues, marble halls, great shining spires, and noble museums that serve as a constant reminder of Tapani's great glories.

By ancient tradition, Procopia is neutral territory—no house quarrel or feud can be pursued through violent means while on the capital world. This means no duels, no poisonings, and no assassinations (even common fistfights among nobles are frowned upon here, and may mean social ostracization for weeks or months for the participants).

This edict is strictly observed, and woe to the noble who violates it—his own house may disown him. In a sector where house relations are so delicate, no one can afford to have government disrupted by blood feuds and house wars. Of course, there are those who break the taboo, but they take extreme care to avoid detection.

Procopia is the political center of the sector all year round, but for the four summer months of capital season, it becomes the social epicenter as well. During these months, the entire planet becomes little more than a playground for the Tapani nobility—who descend on its many palaces, resorts, fine restaurants, balls, and casinos. Of course, those with more have more to lose, and there are dangers which lie in wait behind the glittering facade for the unwary or careless noble.

Non-nobles visiting Procopia during capital season will find it difficult to obtain rooms in good hotels, reservations in the better restaurants, and so on. Nobles get the first of everything in Tapani sector, but especially during capital season when the planet's luxury resources are stretched to the limit.

Economy: Again, Procopia's lifeblood is politics—and it has no other significant export. In addition to the expatriate community, the planet has a sizable native population, mostly made up of people who contribute to the many service industries which support the government—consultant companies, cleaning ser-

vices, entertainment centers, and so on. Directly or indirectly, the whole world is funded almost exclusively through taxes.

Points of Interest: The Great Council is located on Estalle Island, one of the larger islands in the southern hemisphere. Nearly the entire island is dedicated to the Council, the Senate, and various committees. Estalle is a beautiful city built in the ancient Tapani style of domed towers and temples. The island is networked with canals, which serve as an inefficient but elegant method of getting around.

There is good hunting and fishing to be had on Davla during the summer, if the festivities of capital season begin to become tiresome. Privacy is a much-valued commodity on Davla. Groups happening upon one another are expected to steer well clear unless there is some evidence of distress on the part of one party. Those ignoring this custom will likely be coldly invited to move on, though there is always the risk of being shot at by spooked bodyguards, especially if there is someone particularly important in the other party.

Procopia

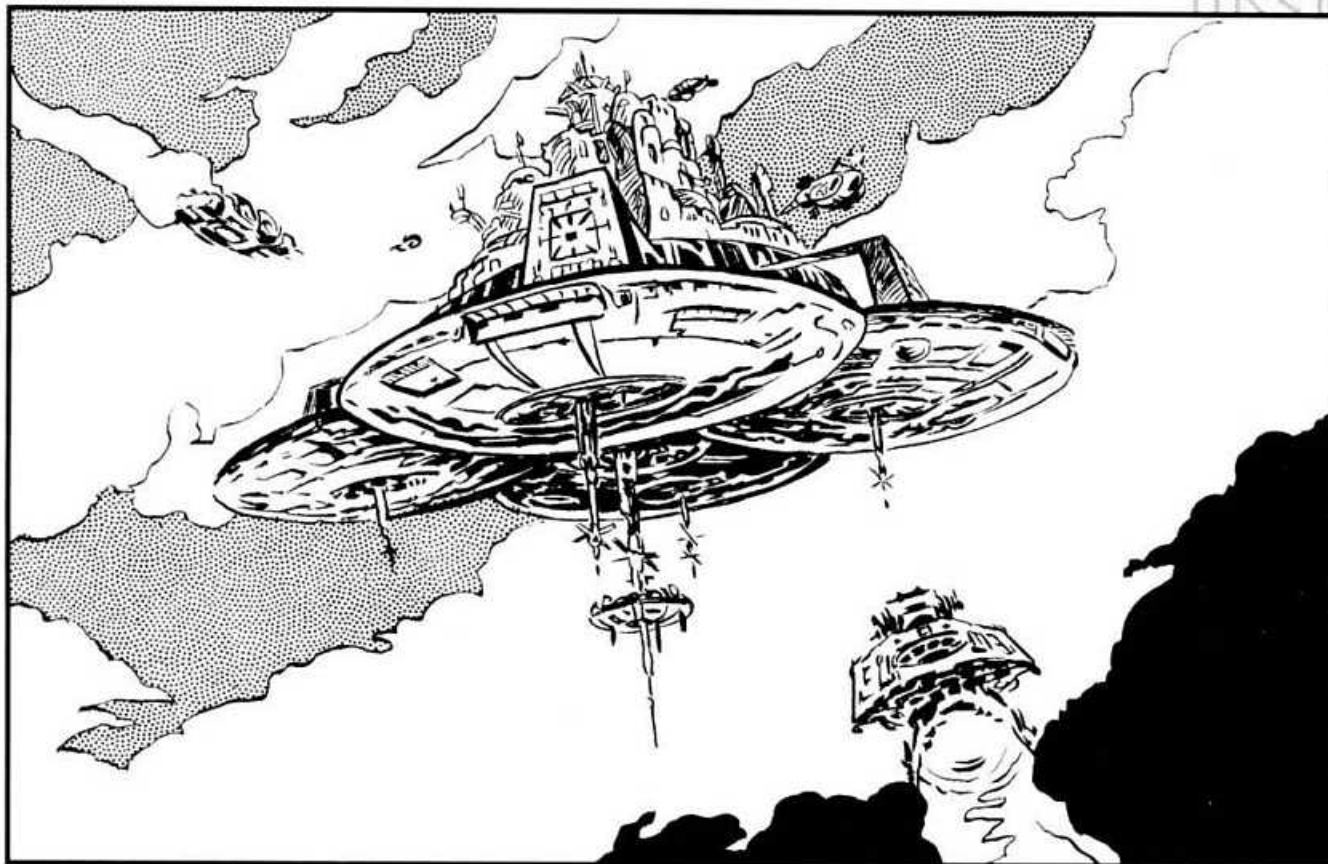
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Island chains
Length of day: 27 standard hours
Length of year: 343 standard days
Sapient Species: Humans
Starports: 3 Imperial class
Population: 480 million
Planet function: Sector capital
Government: Great Council
Tech Level: Space
Major Exports: None
Major Imports: All

Barnaba Province

Barnaba

Barnaba is a warm, vibrant planet that appears as a swirl of green and brown when viewed from space. It has three main continents, but numerous large islands that support populations are also prominent. Most of the land is covered with tall, jagged mountains, especially the large islands. The remainder of the surface is rolling plains and valleys. Coupled with the moist atmosphere and warm climate, these fertile areas support agricultural plots which easily feed the population with plenty left over for export.

Due to the high moisture content in the atmosphere, the mountain peaks are typically enshrouded in billowing cloud cover. Perched



Tom Burdette

on top of these mountains, the nobles of House Barnaba have constructed fantastic castles. Carved from the mountains themselves, they provide a spectacular view that every tourist cherishes. Subterranean chambers extend deep into the mountains, providing an easily defended stronghold.

The plains and valleys are populated by the noble's indentured servants. There are no cities *per se*. The population is spread among thousands of agricultural plantations that serve as mini-cities. These plantations consist of living areas, work areas, and support services for the workers. The exceptions are the starports, one strategically located on each continent. The immediate areas around these have grown with cantinas, hotels, and restaurants, but little else.

Culture. Barnaba's class system is a bit more defined than in other houses. At the top resides House Barnaba nobles, followed by minor nobles and affluent citizens, and lastly the indentured servants. To symbolize this system, the nobles live in the highest peaks—or in floating cities—while minor nobles have less impressive residences on the slopes. Affluent citizens live at the base of the mountains and the indentured servants live on the plains and in the valleys. Although technically workers employed by the nobles, most of the servants

are little more than slaves, due to the tremendous debts that they owe the nobles.

Economy. Barnaba's economy is diversified enough so that when one source lags, the other can make up for it. The fertile valleys and plains toiled by indentured servants produce enough agricultural produces to feed all of Barnaba and then some. The excess is exported to the Tapani sector markets, mostly to Soterios, for a slight profit.

Barnaba has a unique product fast becoming the latest fad in the region. An enterprising company has developed an apparatus to extract water from Barnaba's copious cloud cover. The resulting water is ultra-pure. The water is bottled and sold under the label "Mistwater" and commands a high price. The process has very little end product, so the company is having trouble supplying the demand as Tapani's elite craves more of the water.

Points of Interest. The many-spined "floating castles" of Barnaba are known throughout the sector. The castles are featured on holocards and holovids and tourists come to Barnaba to take in the spectacular sight with their own eyes. The elite travel from all parts of the galaxy just to be part of one of the spectacular galas hosted by House Barnaba nobles in these castles.



Barnaba

Type: Mountainous terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountains, valleys, plains
Length of day: 25 standard hours
Length of year: 352 standard days
Sapient Species: Humans
Starports: 3 Imperial class
Population: 650 million
Planet function: Homeworld
Government: House Barnaba
Tech Level: Space
Major Exports: Low technology, Mistwater, foodstuffs
Major Imports: High technology

Vycinyth

Vycinyth is a small planet with a pleasant climate. The planet has three main continents, all situated near the equatorial region. The continents are composed of forests and rolling hills at the foot of majestic snow-covered mountains. Vycinyth has deep bright blue-green oceans that teem with millions of fascinating creatures.

Vycinyth's atmosphere bustles with incoming and outgoing traffic at all hours. Tens of thousands of tourists come and go each day, making this planet the most visited in the sector. Despite its location in Barnaba province, Vycinyth is open to all galactic citizens, including rival lords from other houses.

Vycinyth's continents are lightly settled in various locations. These sites tend to be centered around popular recreational activities, so it's common to find small city sprawls near huge forests, or along popular seacoasts. There are also a pair of large urban centers, Leisa and Pleia. These urban centers (not cities) are pristine, featuring unique sculpted architecture.

Culture. The permanent population on Vycinyth consist of a melting pot of humans and aliens from across the galaxy. All of these inhabitants are employed by the Vycinyth government to support the planet's only industry: tourism. As such, all inhabitants are treated equally, with fair pay and an excellent benefits package.

Each urban center has developed species-specific districts, essentially a home away from home. And since the planet caters to multi-culture recreation, employees have many outlets to unwind. From Rodian drama houses to Alderaanian art galleries, it's not uncommon for a tourist to experience several of these activities in a single day.

Economy. Vycinyth's economy is, not surprisingly, based on its tourism. The resulting revenue goes into a single fund, where it is

divided into overhead costs, wages, profits, and House Barnaba's share. This allocation is overseen by a neutral arbiter in the employ of House Barnaba. A council of employees determines the fate of the profit share, which is usually earmarked for introducing the newest galactic entertainment trends.

Points of Interest. Technically speaking, the planet Vycinyth is one point of interest after another. Among the more popular attractions is the Tapani Arts and Sports Complex (TASC). TASC contains huge stadiums and arenas to host concerts and sporting events, including anti-gravball, shockboxing, swoop racing, and Cracian thumper racing.

The urban centers are filled with restaurants, theaters, and art galleries. Recently, the addition of a few prominent museums has attracted droves of tourists. Drinking halls, casinos, and nightclubs round out the night scene.

Outside of the urban centers are numerous opportunities for recreation. The snow-covered mountains provide ample locations for winter sports, and several fully staffed lodges dot the slopes. Even the planet's oceans support various maritime activities from undersea tours (in vessels with transparasteel hulls) to watersports above and below the water's surface.

Orbiting Vycinyth are four distinctly unique casinos, and at any given time, at least half a dozen luxury cruisers are stationed in the atmosphere. Vycinyth has a single moon, overgrown with tangled forests. This moon is maintained as a huge preserve, and all manner of nasty creatures have been imported to satisfy even the most daring of galactic hunters. Each royal house maintains an orbiting guild hall around the moon. These are places to plan expeditions, swap tales, and celebrate deep into the night, while hunting during the day.

Vycinyth

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, mountains, oceans
Length of day: 27 standard hours
Length of year: 320 standard days
Sapient Species: Various
Starports: 1 Imperial class, 4 stellar class
Population: 750,000 permanent, millions of tourists.
Planet Function: Entertainment
Government: House Barnaba
Tech Level: Space
Major Exports: None
Major Imports: Everything

Cadriaan Province

Achillea

Achillea is a warm, moist world with typical climate zones. The planet has shallow, warm seas and three large land masses. One is positioned in the northern hemisphere, one in the southern hemisphere, and the final dominates the equatorial zone. The northern land mass is the largest, dominated by rolling plains and plateaus. The equatorial land mass is a tangled jungle, largely unexplored. The southern land mass has been clear cut of its jungle.

Achillea's urban centers are located on the northern land mass. Nearly 70 percent of the land is urban construction and most of the planet's population has permanent settlements here. The capital city, Cadriell, is situated on a peninsula on the west coast, surrounded by spectacular cliffs overlooking the ocean. House Cadriaan maintains several starfighter bases along these cliffs to protect the capital city.

Achillea's small southern land mass has been clear-cut centuries ago. Now, huge spacia tree plantations cover the land mass. These plantations are interrupted by the occasional industrial community. These small industrial communities process the spacia timber either for shipment to offworld markets or for fine furniture manufacturing.

Culture. Since Achillea is located on the Shapani Bypass, the planet sees a great deal of travel through its system. The population of Achillea is therefore open-minded to the melting pot of aliens that pass through. After all, this traffic is a source of economic livelihood. Achilleans are open, friendly, and trustworthy people. They are also extremely mercantile and always look for an opportunity to turn a credit.

Achillea's cities are dominated by mercantile activity. Each city has at least one great market and usually several smaller ones—many specialize in specific goods and services. For a fee, any free merchant can sell his goods in the appropriate market. Few of Achillea's markets are black markets—the Achillea law enforcement agencies don't tolerate them.

Economy. Achillea's economy focuses on the tariffs it levies on shippers through its space. If Tapani starships don't want to funnel credits into the Freeworlds, passing through Achillea is the only other out-of-sector option. A great deal of credits are generated from support services (i.e. fueling, food, maintenance and repair) on Tapani sector ships, plus vessels traversing the Shapani run.

The spacia tree plantations generate less

overall credits, but provide a stable market. Most of the wood is cut into manageable lengths and then shipped to in-sector markets. Spacia wood furniture manufactured on Achillea is in great demand as a luxury item across the galaxy.

Points of Interest. The Achillea Great Market, located in Cadriell, is the largest such market in the sector. All manner of legal merchandise is available, from rare spices and liquors, to the latest computers and strange alien cuisine. The Great Market attracts tourists from across the sector and bustles with activity around the chrono except during holidays.

Achillea

Type: Tropical Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Plains, plateaus, jungles
Length of Day: 29 standard hours
Length of Year: 292 standard days
Sapient species: Humans
Starports: 1 stellar class, 3 standard class
Population: 474 million
Planet Function: Homeworld
Government: House Cadriaan
Tech Level: Space
Major Exports: medicinal herbs, spacia timber
Major Imports: High technology

Calipsa Province

Calipsa

Calipsa is the only heavily populated planet in the Calipsa province, but if it continues at its current pace, it too will be uninhabitable in a few decades. From space, it appears as a dull brown, almost lifeless world, save its developed cities. There is a single land mass in the northern hemisphere surrounded by a shallow ocean. The continent appears devoid of any major rivers or other bodies of water. However, these are actually located a few meters beneath the surface, so water is plentiful if one knows where to look.

Calipsa's air has a consistent brown haze complete with an acrid smell. Although safe for short exposures, breath masks are required for prolonged exposure. Even the planet's water supply is unpotable unless treated first.

Calipsa's single continent is largely developed into huge metropolitan areas. These areas consist of skyscrapers and buildings crammed together in a haphazard manner. Most of the construction is layered on several levels to utilize space effectively.

Calipsa has only one passenger starport,

located in its largest city, Cambar. Dotted across the continent are a dozen other starports which handle the huge flow of ore from the rest of the province.

All of the ore mined in the province is shipped to Calipsa for processing, and then sent on to markets around the sector. Since 90 percent of the industry on Calipsa is smelting, the environment has suffered the consequences. Instead of focusing effort on solving the pollution coming out of the smelting plants, however, Calipsa has moved its operations and all facets of life indoors. Mammoth domes and other buildings, complete with air ventilation and water treatment systems, became the answer.

Culture. A hardened people who value toiling at hard labor, Calipsa's inhabitants have adjusted their lifestyle to a completely indoor environment. They enjoy the arts and even sports—at least the ones that can be performed in an enclosed structure. There are no open-air theaters or outdoor arenas to be found on Calipsa. Despite less-than-ideal surroundings, Calipsans are a content people obsessed with hard work.

Economy. Calipsa's economy is driven by its mining concerns in its province. Business has boomed on Calipsa in the years following House Calipsa's acquisition of several formerly Pelagian worlds. Its town and cities have experienced explosive and often chaotic growth. Fortunately, trends show the economic picture leveling off, which may bring much-needed stability.

Credit for credit, Calipsa is one of the wealthiest provinces in the sector, but the wealth isn't flaunted in public works and showcase city centers. Profits are focused instead on researching new mining techniques and the purchasing more ships and equipment. Fearing Imperial annexation, Calipsa does not emphasize its economic success, and continues to sink profits into more and more overhead costs.

Points of Interest. Calipsa's native flora and fauna have mostly become extinct due to the pollution of the planet. Such are the costs of a vigorous economy based on mining. As such, there are no parks or natural settings left.

Instead of focusing efforts toward saving its natural resources, Calipsa designed a forest inside a huge domed structure. The entire forest is contained in a single building with a transparasteel roof. The Crystal Forest is nearly five kilometers square, and features exotic plants and animals from around the sector. Every day, its popularity is demonstrated by the throngs of relaxing workers that pack into it, along with the few tourists that visit the

planet. House Calipsa is considering sponsoring the construction of another such facility.

Calipsa

Type: Polluted terrestrial
Temperature: Temperate
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains, hills
Length of day: 22 standard hours
Length of year: 408 standard days
Sapient Species: Humans
Starports: 1 Imperial class (for passengers), 12 Standard class (for cargo)
Population: 1.9 billion
Planet function: Manufacturing and ore processing, homeworld
Government: House Calipsa
Tech Level: Space
Major Exports: Smelted ore, low and mid technology
Major Imports: Ore and raw materials

Mecetti Province

Obulette

Obulette is the homeworld of House Mecetti. It is a small, red-brown planet with a cool dim red sun. Its dim sun casts a hellish red glow over the planet that appears to suspend it in perpetual twilight. The planet's surface is of ash-colored rock, broken only by shallow, small seas. These seas are extremely salty in content, so drinking water is either desalinated or drawn from deep wells.

Much of the planet's surface has been urbanized with impressive cities, thousands of years old. The buildings, although preserved by House Mecetti, show millennia of wear, and grimy build up. When possible, manufacturing areas are kept separate from the living and cultural centers of the cities.

The Obulette shipyards orbit the planet. There is only a pair of docks capable of servicing capital ships, but a host of smaller docks and platforms can service most mid-sized corvettes and patrol craft. At least one of House Mecetti's *Victory*-class Star Destroyers is present to guard this valuable resource. An orbiting station is the command center for the shipyards.

Obulette is the fourth planet in the system. Positioned between the fifth and sixth planet is an extensive asteroid belt. The belt acts as a defensive screen and House Mecetti has placed numerous sensor arrays on various asteroids providing an early warning system.

Culture. Obulette is a decadent world and so are its people. The surface is a dimly lit depressing locale that has left its mark on its people. When one walks down the street, one moves briskly, avoids direct eye contact, but watches everyone.

Since Obulette's cities are so old, they are steeped in old Tapani-style architecture. Elaborate skyscrapers, halls, libraries, columns, and even plazas dominate the skyline. The locals take these items for granted, but they attract all manner of tourists. Obulette's theater and art districts are fine examples of the cultural sampling the population and tourists alike enjoy.

Less savory sections of the cities reveal the underside of Obulette's ancient heritage—a crumbling infrastructure which is eating away at the urban centers a bit at a time. Fringers and plotters of all stripes can be found creeping around in the shadows of these areas, eager to escape notice as they go about their nefarious errands.

Economy. Obulette has a robust economy. Although the planet is not self-sufficient, the other worlds in Mecetti's province provide it with the essential commodities it needs. Obulette is the base for several mega-corporations. Eleven years ago, House Mecetti absorbed all of these and now a good portion of their profits fill House Mecetti's coffers.

The Obulette shipyards are another viable source of income. Open to all, they provide repair facilities to those who can't or don't desire to travel to Tallaan. House Melantha and House Pelagia vessels are strictly forbidden use of these facilities. All other houses or affiliations are welcome, but the price depends on political stance and who knows who.

Points of Interest. Obulette's fascinating array of culture and ancient architecture makes it a popular tourist attraction. Its active fringe element also make the cities popular with those looking for shady dealings and hard-to-get black market items.

The Obulette shipyards are frequented by those who do not wish to draw Imperial attention while they have their ships serviced or repaired (Imperial officials get curious when a ship has been engaged in a space battle). The shipyards are not as busy as Tallaan, lack an obvious Imperial presence, and if one knows the right people to bribe, asks no questions. Even Rebel privateers have made use of Obulette's dockyards. Rates of charge for independents tend to be fair, though the "no questions asked" option raises the total price dramatically.

Obulette

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Hills, plains

Length of Day: 20 standard hours
Length of Year: 404 standard days
Sapient species: Humans
Starports: 3 stellar class, several standard class
Population: 9.2 billion
Planet Function: Homeworld
Government: House Mecetti
Tech Level: Space
Major Exports: High technology
Major Imports: foodstuffs, low technology

Melantha Province

Soterios

Soterios is an ash-colored, arid world with a tight orbit around its warm sun. Nearly seventy percent of the planet's surface is dry land, with the remainder given over to extremely salty, shallow seas. These seas have a slight ammonia content, yet support a diverse richness of unusual species. The dry land consists of two main terrain types: wind-swept canyons and expansive desert wastelands.

The humans that settled Soterios thousands of years ago brought with them many species native to the Core worlds. These species out-competed the native populations (especially the flora) and invaded every available niche. Today, none of the native species remain, giving the planet a unique, if very unoriginal ecosystem.

Soterios's capital is Melaana. Melaana is situated in a huge canyon—the ancient remains of an ocean's basin. Due to a lack of raw materials, Melaana was originally settled in the canyon walls, surrounding agricultural fields on the basin's floor. This area is now referred to as the Old City and its caverns extend deep into the surface of the planet. These subterranean passages support active local fringe element. New Melaana has been erected in the past few centuries on the basin floor. This younger city consists of impressive skyscrapers and other structures modeled after the architecture on Coruscant.

Soterios's other cities are situated in similar canyon basins. They are connected via dry river bed canyons that meander about the planet's surface. These canyons are used as a highway system for landspeeder and airspeeders.

Culture. Soterios culture is largely assimilated from the Core, especially Coruscant. The cities have thriving theater districts, music halls, museums, and other cultural activities. Soterios has an active professional sports circuit that is popular with the Melantha house nobility and the commoners alike.

The Soterios social scene is dominated by the HoloNet media. Hourly news shows, cultural forums, and documentaries clog the airways, enthraling people of different walks to take a stand. The media is not just a source of information—it is a voice for the people—and an educational tool.

Economy. Soterios's economy is largely based off-planet, frequently even out-of-the sector. House Melantha runs the planet and generates most of its income from Core-based companies. In these capacities, Soterios puts up the credits in the form of loans and generates income on the interest. An alternate source is the out of sector companies attracted to Soterios with attractive lease and profit sharing plans. After all, the desert land on Soterios is cheap.

Little food is produced on Soterios due to the harsh climate and shortage of fresh water (adequate drinking water is drawn from deep aquifers). Most of the food is imported from Barnaba.

Points of Interest. The highway system of Soterios is unique, yet highly functional. It is a challenge to traverse the sheer cliff canyons safely while trying to maintain any kind of speed. Further, the numerous dead ends and loops of the natural highway system makes it almost impossible for non-natives to reach their destinations without a native guide. The unique topography is suitable for several speeder road rallies held annually.

The Old City holds interest to both tourists and Rebels alike. If one has the credits, the local fringers can supply information, illicit goods, or perform illegal services. But this is not a safe area for non-fringers, and visitors either better watch their step, or hire an excellent guide.

Soterios

Type: Arid terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Arid
Gravity: Standard
Terrain: Deserts, canyons
Length of day: 29 standard hours
Length of year: 326 standard days
Sapient Species: Humans
Starports: 1 Imperial class, 2 stellar class, numerous landing fields
Population: 6.7 billion
Planet function: Homeworld
Government: House Melantha
Tech Level: Space
Major Exports: Sandstone
Major Imports: Foodstuffs, high technology

Pelagia Province

Pelagon

The original colonists of Pelagon controlled several other nearby systems, currently under Calipsa's rule. But most of these systems, while rich in ore, lacked easily settled worlds. Though lacking landmasses, Pelagon has a pleasant climate with warm oceans, making it a more attractive colony site.

The colonists brought raw materials from the ore-rich worlds and constructed huge platforms above Pelagon's waves. On these platforms, great cities were built, called seascapes. In Pelagon's heyday, over 20 of the artificial land masses, some dozens of kilometers in diameter, dotted the planet's great oceans. But then came the Empire in pursuit of the Jedi—and with the help of House Mecetti—laid waste to all but two of the platforms.

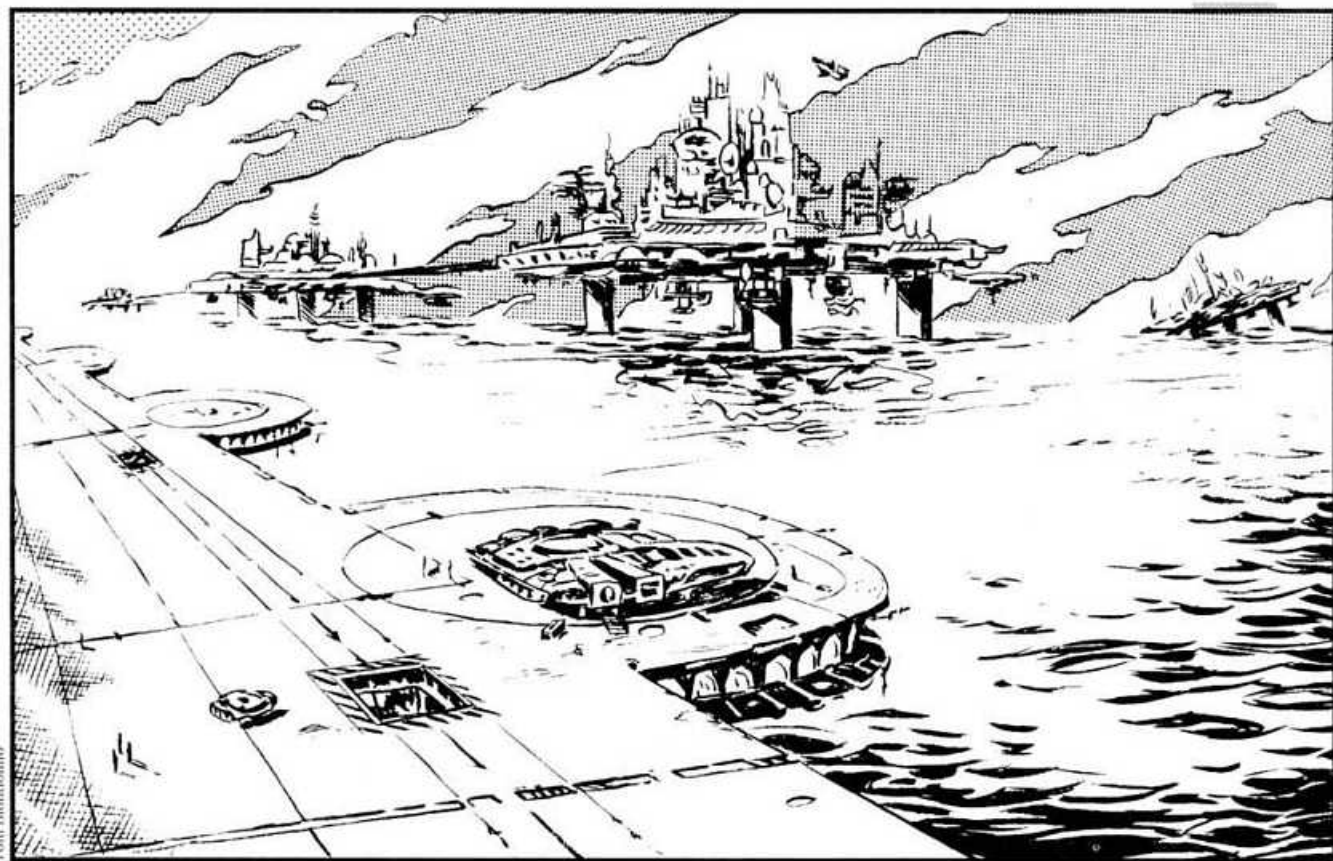
Today, six of the platforms have been rebuilt, mostly by scavenging parts and materials from the other platforms. Pelagon's capital city is Pelagar, a majestic sprawl situated on the largest surviving platform which is over 20 kilometers in diameter.

The remaining platforms are abandoned ruins, shunned by the locals who claim the restless spirits of the Jedi guard their secrets.

Slowly, House Pelagia has rebuilt itself, but the majority of this build-up is hidden from the Empire. Much of it takes place in the ancient ruins on the bottom of the ocean. These ruins date back many thousands of years, prior to the arrival of the colonists. House Pelagia is in the process of constructing research stations, storage depots, and hideouts in an effort to return to its previous glory.

At one time, Pelagon's oceans were full of aquatic life from various plants and algae, to fish, and even huge reptilian-like species. But the mass destruction and fall-out from the great war that lasted but a day has had detrimental ecological effects. The oceanic environment is still coping with the massive amounts of contaminants released during the bombing of the platforms, plus wreckage of hundreds of ships that plummeted into the azure waters. The end result is a nearly 90 percent extinction of all species, plus the appearance of many radiation-mutated species.

Culture. The people of Pelagon are a grim, pessimistic lot. The last generation has dealt with many hardships since the fall of their dynasty. However, they are a patient, determined people. They care only about quality of life or a product, not profit or quantity. Among all other traits, they hold a deep respect for honor.



From *Bienstock*

Pelagonians have tough, leathery skin, turned brown by the sun's reflected rays off the planet's mighty ocean. They favor tight-fitting clothes. Typically, light blues, yellows, and white are the most common colors worn as these reflect the sunlight. The rebuilt cities have modern facilities, but retain the old flavor of their traditional architecture.

Economy. Pelagon's economy struggles as does its people. The oceans were once the backbone of the economy, providing food and rare minerals—the water itself had value. Today it is a mildly toxic soup that supports very little life. A few hardy hydroponic vegetable species are raised in huge plots next to platforms and any excess is imported off-world. These vegetables are the staple of the average Pelagonian's diet.

Pelagon's platform cities are host to several large corporations, mostly manufacturing plants that require huge amounts of water for cooling. In other parts of the galaxy, environmentalists tend to petition flagrant polluters. But on Pelagon, the water is already polluted, so the locals don't really care what else is dumped into it. One of the larger corporations is the Pelagon Aquatic Components Corp., an aquatic vehicle manufacturer.

Points of Interest. Pelagon has numerous ruins, including the abandoned platforms and the ancient great underwater cities of some forgotten civilization. House Pelagia is working in these areas to cover its covert build-up of weapons, resources, and monetary funds.

Orbiting Pelagon is the wreckage of *The Pelagia Star*, a massive ship over 2,500 meters long. It was the flagship of the Pelagia navy, until the Empire arrived that fateful day. The ship, of an ancient, unknown design, absorbed the battering of three Imperial Star Destroyers, but even their combined firepower couldn't down the vessel. Content to damage it beyond repair, the Empire left its shattered bulk behind as a reminder to the people of Pelagon.

The ship has been converted to a space station and renamed *Pelagia's Moon*. It's a freeport now, open to free traders, house-aligned traders, and fringers alike. The station generates suitable income for Pelagon. Over the last five years, very slowly and quietly, House Pelagia has sunk millions of credits into the ship to refurbish it as a warship. She now has sublight engines and several weapons arrays. Most of these components were purchased through XTS and other, less reputable sources. The next goal is to bring hyperdrive engines on line and one day, House Pelagia hopes that *Pelagia's Moon* will again be its flagship.

Pelagon

Type: Ocean
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Oceans
Length of Day: 25 standard hours
Length of Year: 352 standard days
Sapient species: Humans
Starports: 2 stellar class, several limited class
Population: 27 million
Planet Function: Homeworld
Government: House Pelagia
Tech Level: Space
Major Exports: Foodstuffs (vegetables, some fish)
Major Imports: High technology

Reena Province

Reena

Reena is the homeworld of House Reena. It is a temperate planet covered 90 percent by warm shallow seas. The remainder of the surface is covered with thousands of islands. These range in size from a few kilometers across to Reena's largest landmass, a full 220 kilometers in diameter. Reena is known in the Tapani sector as the "planet with a thousand thousand islands" although this is an exaggeration.

These islands are dedicated to specific functions. Most are urbanized to the point that the entire island is covered with modern city structures. Others are dedicated to cropland, university campuses, and starports. Transportation between islands is accomplished with watercraft, repulsorcraft, and cloud cars.

Culture. Reena is the host world of the university of Reena. As such, the university's influence can be seen all over the planet. Since natives of Reena get a tuition break, most attend the university at one point or another. Therefore, inhabitants tend to be highly educated, giving the people a pompous, arrogant air about themselves.

The university has an immense amount of funds available and has attracted the galaxy's finest educators to its halls. The School of the Arts dominates the cities, putting on free performances for all to attend. These include art shows, music recitals, as well as holovids and concerts. To live on Reena is to immerse oneself in a myriad of cultural pursuits for no cost. However, the university tends to frown on athletic pursuits, so Reena inhabitants generally don't pursue the sports scene.

Economy. Reena's economy is centered on the University of Reena. Between grants from sector corporations, tuition, and donations from House Mecetti, the planet is in stable financial condition.

Several of the islands are owned by the government and used to produce crops. These crops are primarily used on Reena, but excess is shipped to less fertile planets for a fair profit. Reena's oceans teem with fish and the planet has numerous fishing vessels to harvest this natural resource. This effort is carefully monitored by the university to prevent overfishing. Recently, the fishermen have begun harvesting a species of long fronded algae that's becoming a delicacy across the sector.

Points of Interest. The University of Reena has a vast archive stored in a megacomputer system. The archive contains information on the Tapani sector; its history, geography, and political history are included. Scientific data, newsnet files, court proceedings, and out-of-sector information round out the various tidbits stored here. The archive is situated on its own island, and not only is the land protected with guard droids, but the surrounding waters are patrolled by the university security staff. The archives are open to all, but accessing them is not cheap.

There are three Hex heavy turbolaser batteries on Reena's moon. These heavy weapons

are to protect the planet from a capital ship assault. The three cannons were gifts from House Mecetti to protect its interests. House Reena jumped at the opportunity for a free defense system, but it wasn't until after construction was complete that House Mecetti insisted that its own members staff the cannons. For obvious reasons, House Reena would like to rectify this situation in the future.

Reena

Type: Oceanic with urbanized islands

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Oceans with islands

Length of day: 25 standard hours

Length of year: 360 standard days

Sapient Species: Humans

Starports: 1 Imperial class, numerous standard class, numerous landing fields

Population: 2.1 million

Planet function: Homeworld for House Reena, University

Government: House Reena

Tech Level: Space

Major Exports: Information, foodstuffs

Major Imports: High technology

Chapter Five

The Freeworlds Gazetteer

Aleron

Aleron was terraformed and settled by colonists centuries ago. Despite their best efforts, the soil is still poor and the land is not productive. The only growth is a few species of moss and fungi imported by the colonists to prevent soil erosion. There are no major bodies of water. The red and gray mountains are arid and enshrouded in constant smog. Although safe to breathe, the atmosphere is dim and constantly overcast.

Despite the grim environment, Aleron is a surprisingly pleasant planet to live on. Its cities are located in huge caverns that scroll through the subsurface of the planet. The advantages of this arrangement are numerous. First, the cities are located near large underground rivers and seas, providing fresh water to the population. Second, heating and cooling of living areas is not needed due to the constant underground temperature.

Aleron's starport is located on a series of huge metallic platforms. Under the main docking platform are all the support facilities for a busy starport—cantinas, shopping areas, restaurants, refueling stations, maintenance facilities, and so on. Numerous turboshafts provide access to one of Aleron's larger settlements, Daekun, located over 1,000 meters below the surface.

Culture. The colonists that settled Aleron originated from Gilliana. Frustrated in their terraforming attempts, the inhabitants have focused their efforts on developing underground cities. Their domed caverns are decked out with atriums, gardens, natural-looking brooks and ponds, plus "outdoor" malls and

plazas. They have imported small animals and even low-light intensity plants to inhabit their artificial ecosystem. The ceilings are painted chery blue and augmented with holographics to simulate times of day and seasonal variations.

Economy. Aleron's primary business is mining the ore-rich depths of the planet. In an effort to preserve their precious underground cities, all mining complexes and refineries are located on the surface. The ore is smelted into pure ingots and shipped out to intergalactic markets.

In addition to the mining industry, Aleron has a sizable droid manufacturing industry. LIN Corporation, spearheaded by their popular bodyguard line of droids, is the planet's most successful private corporation. It exports droids, droid components, and even micro computer chips to markets across the entire sector.

Points of Interest. Being situated on the Shapani Run, the Aleron Starport sees a huge volume of traffic. Because of this traffic, the starport caters to the public, featuring entertainment, shopping outlets, and fine restaurants. This revitalization has generated sizable credits in addition to the profits taken in from resupply stations.

The many underground parks and nature preserves are a popular attraction. However, most of these parks are privately owned by individuals and companies. A specific invitation is usually required to gain entry.

Aleron

Type: Barren terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Arid
Gravity: Standard
Terrain: Mountains, plains
Length of day: 24 standard hours
Length of year: 361 standard days
Sapient Species: Humans
Starports: 1 Imperial class
Population: 1.2 billion
Planet function: Mining, manufacturing
Government: Aleron Trade Cooperative
Tech Level: Space
Major Exports: Raw materials, droids and droid parts
Major Imports: Foodstuffs, high technology

Lamuir IV

Lamuir IV is a temperate world with four continents. The continents consist of rolling plains, deep forests, and weathered, low mountains. The world was settled—and then deserted—thousands of years ago by a Herglic trading empire, long before humans came to this area of space. It was rediscovered and settled by Herglics only a few decades before the first Tapani and Republic survey ships entered the system. Today, Lamuir is a cosmopolitan planet with large Herglic and human populations.

Most cities are divided into separate Herglic and human zones, primarily because the size differences between the two makes living in the same communities impractical; Herglics require much bigger homes, furniture, transports, and so on than do humans.

The capital of the planet, Gryle City, is a metropolitan sprawl located near the equator. Gryle City is composed of several districts, including the concerto district, theater district, and a shopping and restaurant district. Herglics and humans mix much more in Gryle City than in most other communities.

A Herglic mining company is based on Lamuir's only moon. It doesn't produce much ore anymore—and has become a popular Herglic retreat.

Culture. The majority of Lamuir citizens are Herglics, and the dominant culture is that of the Herglic; staid, sensible, and pacifist. This is reflected in the government's position on compromise and appeasement over armed conflict. Lamuir has good relations both with the Empire and the other Tapani powers.

Because Herglics are so susceptible to it, gambling is illegal on Lamuir. And not just a little illegal; penalties for gambling in the presence of a Herglic rival those for dealing in glitterstim spice (both involve life sentences).

There is some conflict between the Herglics and humans, because the cultures are so different. Many humans see the Herglic desire to avoid conflict as cowardly, while Herglics regard the human tendency to take stands and

invite conflict inherently destabilizing. Fortunately, disagreements seldom get too heated.

The Priole Danna Festival is an annual event which brings the biggest artists, actors, and musicians in the galaxy together for a week of revelry, parades, and the famous reenactments of traditional Lamuir dramas and folk plays. During the festival, which envelops most of Gryle City, millions of tourists, celebrants, and professional party-goers from all over the galaxy descend on the planet, creating a temporary but substantial economic boom for the entire planet.

Economy. Lamuir's economy is stable but not spectacular. It derives a good bit of its income from the trade up and down the Shapani Bypass. There are also quite a few trading companies who are based on Lamuir; unlike most of the Freeworlds, Lamuir is free of Mining Guild interference, and some companies prefer that sort of environment.

The Priole Danna Festival is also an important source of credits. During the festival, local merchants triple prices on food, lodging, and souvenirs, and the government institutes many temporary tariffs.

Lamuir has an active manufacturing industry based on the bountiful talsa wood forests. The forests are logged, and then reseeded to insure ample supply for the future. The wood is dark and extremely dense—perfect for sculpture, furniture, and even weapons.

Points of Interest. Some contemporary cities are built up near the ancient Herglic settlements. Numerous Herglic archeologists comb the ruins, looking for traces of the long-dead society. There is some popular speculation that the ancient Herglics were more technologically advanced in some ways than the current generation, but no one has brought forth any real proof of this as of yet.

Despite strict edicts against unauthorized digging in the ruins (enforced by rangers posted at the perimeters), artifact hunters and smugglers occasionally embark on secret expeditions in search of technological wonders and old-fashioned booty.

Lamuir IV

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, plains, mountains
Length of day: 23 standard hours
Length of year: 377 standard days
Sapient Species: Herglics, humans
Starports: 1 Stellar class, 3 standard class
Population: 4.5 million (2.5 million Herglics, 2 million humans)



Planet function: Manufacturing, natural resources
Government: Participatory Democracy
Tech Level: Space
Major Exports: Talsa wood, tourism, foodstuffs
Major Imports: None

Mrlsst (Merlist)

Mrlsst, or Merlist, as its human citizens call it, is located in the Mennaalii system. It is a wet humid world made up of marshes and sandy swamps. Most vegetation is made up of various species of grass; palm trees, bamboos, and the immense, tower-like greenstalks that grow in thickets everywhere on the planet's surface except the two poles.

Numerous cities and towns dot the landscape, roughly two-thirds of which are traditional Mrlssti towns. The others are human-style settlements devoted to the university or light industry. Few are located near the coast; since no surface of the planet is more than a few dozen feet above sea level, the fall typhoons send the raging tides hundreds of kilometers inland for weeks at a time. This annual flooding is essential to the planet's ecology, but wreaks havoc with coastal settlements.

A thick asteroid field rings the planet. The asteroids serve as a source for base metals and also harbor a number of sanctioned research

stations. There are also a number of unregistered habitats in the asteroid belt which are either doing top secret research, or hiding from the belt patrols who try to keep the fringers out (the asteroid refuge draws them like a magnet).

Culture: Mrlsst is the only world in the entire sector which is occupied by an indigenous sentient species, and this has an impact on Mrlssti culture not fully appreciated elsewhere in the sector (except perhaps Lamuir). The Mrlssti are an integrated part of Mrlsst society, and in many ways it is the humans who have adapted to the Mrlssti way rather than the other way around, as is often the case. The official language of the local government is Tsi, the mother tongue of the Mrlssti. Human languages are spoken as well, especially in the presence of Imperial representatives.

Mrlsst is more strongly influenced by the Empire than many of the other Freeworlds, though it refuses to take the anti-alien stance Imperial High Human Culture demands. It is more in line with typical Core worlds in terms of Imperial supervision, and the power the governor has over the world.

Mrlsst has a fringe society—student dropouts and defrocked professors, artists, smug-

glers, and thieves—that lives in the upper levels of the greenstalks in simple but serviceable structures built into their sides and tops. Some of these “underground” communities are located near university communities, while others are located near the coast—safe from flooding and unwelcome intruders alike.

Economy: Even before humans made contact, the Mrlssti had devised a sophisticated system of higher learning. When Shey Tapani, the founder of the ancient Tapani Empire, visited the world, he was very impressed by their accomplishments, and gave them a huge grant to develop a university system for the whole sector, and for all species. The Mrlssti embraced their mission with a will, and today Mrlsst boasts some of the best universities and colleges in the sector.

Humans make up the majority of the student body, but there are also many Mrlssti and Herglic students as well. Twi’leks, Ithorians, Sullustans, and other aliens have attended university in the past, but Imperial edicts currently prevent them from attending many Mrlssti universities.

The universities do a lot of research work for various Imperial governmental organizations, from developing complex economic models for commerce ministries to designing advanced computer combat systems for Imperial war machines. Mrlssti engineers designed the extensive life-support systems for the Death Star, though this did not become common knowledge until after the battle station was destroyed.

Points of Interest: The university centers of Mrlsst are vibrant communities dedicated to the pursuit of knowledge and entertainment, in roughly equal portions. Areas frequented by students are rife with eateries, pubs, and concert arenas. The more serious-minded can avail themselves of extensive computer libraries and research centers. Both facets of Mrlsst are prime sources for information.

Since there are more professors and scientists than there are positions and contracts, many professionals do freelance tutoring or research on the side. For the right amount of money, there are always skilled people willing to take on side projects—including those of dubious legality. Slicers, techs, and mechanics are in high demand among certain black market clientele (there are even dark rumors of an assassin droid manufacturing plant secreted somewhere on the planet).

Mrlsst

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist

Gravity: Light (0.9 of Standard)
Terrain: Greenstalk forests, mountains
Length of Day: 22 standard hours
Length of Year: 356 local days
Sapient Species: Mrlssti (N), humans, many other species
Starport: Stellar
Population: 5.3 billion Mrlssti, 3 billion humans, 2 billion students of other species
Planet Function: Educational center
Government: Representative democracy
Tech Level: Space
Major Exports: High tech research and development, flitters, foodstuffs
Major Imports: None

Neona

Neona is a temperate planet with a pair of barren moons. About 20,000 years ago, it experienced a geologic warming period—its polar ice caps melted, flooding the entire planet, sparing only a pair of ice-covered continents located at the poles.

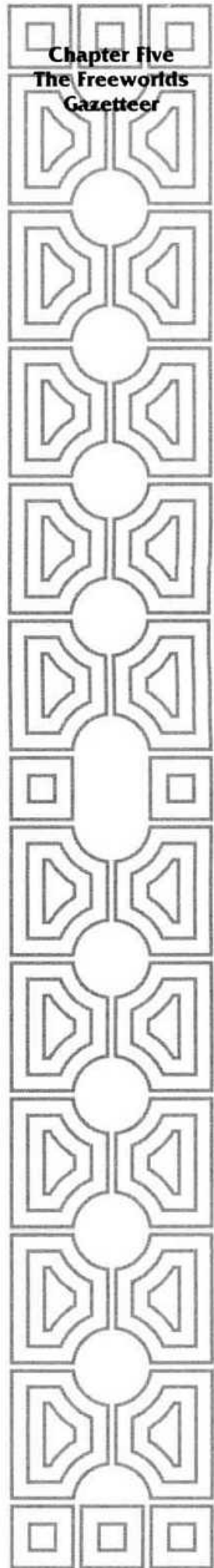
Because of the lack of land to build on, Neona was only sparsely settled for many centuries, its single floating spaceport merely a waystation for those desiring to stop between Procopia and Tallaan. A few hundred years ago, however, Hanson Mining Consolidated conducted a detailed survey of Neona, and discovered that the seabeds contained huge deposits of valuable ore. It obtained mining rights to Neona, and began building undersea mining camps, processing plants on boom rigs, and floating cities to house the miners.

As veins tapped out, the floating cities were towed into position over new mines. Some were instead linked together with the spaceport or to one another, forming over time large floating cities. The largest city, Newland, is centered around the original spaceport. It is home to over three million people.

Culture. Neona’s population is largely made up of miner-employees of Hanson, most of whom are only temporary residents. These miners bring with them their own cultural traditions, and many of the urban areas are segregated according to planet of origin (most miners hail from Tapani sector).

Oftentimes these workers spend months on end out on the isolated boom rigs, only traveling to one of the floating cities on extended leave. Needless to say, the miners get a little rowdy while on leave, and since they cycle through the urban centers continuously, the bars and flophouses never close.

Life is a bit more sedate for the Neona natives who work in the many businesses built up around the mining industry. They live in their own neighborhoods which are zoned to exclude those lacking a permanent residence



visa. This measure keeps the boisterous elements out of the locals' communities.

Economy. Neona's economy is based on its mining operations. When profits are high, the economy blossoms. When profits are low, it slumps.

Neona's oceanic ecosystem is relatively young, since the ice age caused planet-wide extinction. Hence, the oceans are not very productive. However, Hanson has formed a partnership with an aquaculture corporation called Aquatic Ecosystems, Inc. AEI found the oceans of Neona ripe for supporting a full-fledged aquaculture program. Now, their ocean pens dot the surface of Neona's ocean, producing several popular species of fish. The partnership included the purchase of a few factory platforms. After alteration, these roam the oceans, processing the adult fish for shipment to Tapani sector markets.

Points of Interest. The southern polar continent contains an extensive network of caves. This would be an ideal location for a base, either for the Rebels or fringers alike. The fringers are aware of the caves, but haven't utilized the area due to the harsh climate. As of yet, the Rebel Alliance is unaware of the cave system.

Neona was inhabited by a sentient civilization which was slowly swallowed by the rising waters when the ice caps melted. The ocean floor is riddled with the remains of this civilization in the form of ruins. The ruins are quite extensive, and the architecture depicts an advanced culture. Occasional teams of archeologists and xenanthropologists have descended into the depths to explore, but only recently has a team from Mrlsst Academy tackled the project in a systematic way. They are living in a small undersea research station in the southern hemisphere, at the lip of a large ruin.

Neona

- Type:** Oceanic
- Temperature:** Temperate
- Atmosphere:** Type I (breathable)
- Hydrosphere:** Moderate
- Gravity:** Standard
- Terrain:** Oceans, glaciers
- Length of day:** 26 standard hours
- Length of year:** 349 standard days
- Sapient Species:** Humans
- Starports:** 1 standard class
- Population:** 4 million
- Planet function:** Mining, aquaculture
- Government:** Owned by Hanson Mining Consolidated
- Tech Level:** Space
- Major Exports:** Ore, foodstuffs (aquatic only)
- Major Imports:** Foodstuffs, high technology

Tallaan

Tallaan is a mild and temperate world. Located at the nexus of the Giju Run and the Shapani Bypass, it is the most active trading world in the entire sector. With few exceptions, everything that goes into or out of Tapani sector passes through the Tallaan system.

Tallaan serves as the unofficial seat of the Empire in the sector. The Tallaan Imperial Shipyards are the largest in the region, and Tallaan also serves as sector headquarters for numerous Imperial bureaus and organizations, including the ISB. It is suspected by many that the Imperial infrastructure on Tallaan is organized to allow the world to serve as the staging area should the Imperials decide to take direct control of the sector.

Culture: The spirit of fierce independence which characterizes the Freeworlds is strongest on Tallaan. Its people are driven to success, and bristle at the suggestion that they have grown rich thanks only to house ore shipping and the bacta trade.

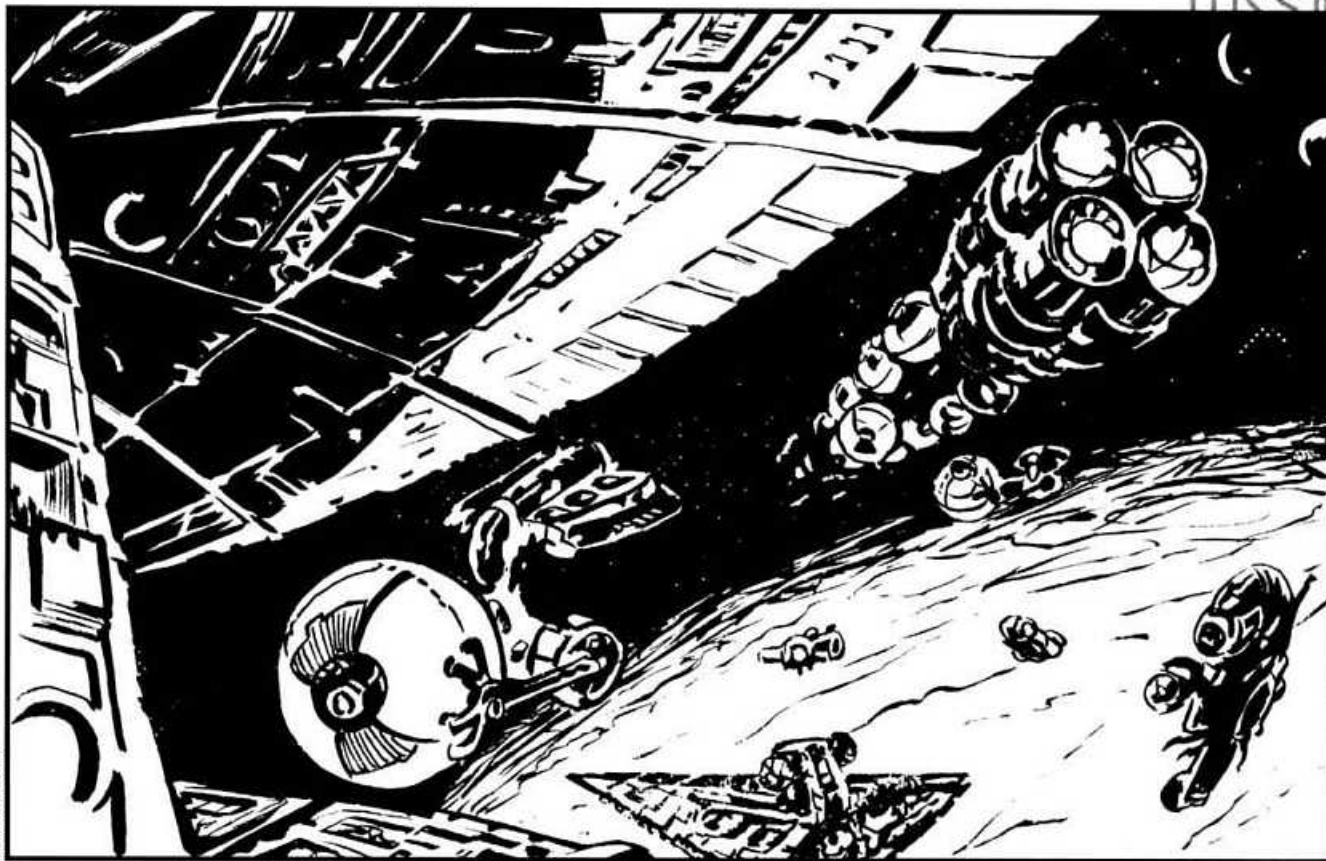
Nobles from the Expanse are regularly reminded through the action's of Tallaan's citizens that they cannot expect to be treated with deference and unwarranted respect. On Tallaan, one's family name can be a source of pride, but Tallaani are expected to make their own reputations.

Tallaan has a large population of transitionaries, who live here part of the year to manage trades and transfer cargoes. There are a large number of aliens of all types living on Tallaan, and most have at least a small enclave somewhere on the planet where they gather to live among their own kind.

Economy: Tallaan derives most of its economy from the trade passing through its system. It also has a few prominent mid- and high-tech industries of its own—it hosts several prominent spaceship manufacturing firms (most notably the Tapani Starship Cooperative), as well as companies that make speeders, repulsorlift vehicles, tractors, and other transports.

Since it can obtain raw ore at a very low price, its goods can be manufactured and sold far under standard galactic prices. Though there are superior and better-established brands around, Tallaani vehicles are popular in the Colonies and Inner Rim because of the low prices and high quality.

Points of Interest: The Tallaan spaceports are huge complexes; some as large as 25 kilometers. Girding each one are hundreds of kilometers of warehouses and housing complexes for the temporary population.



Tom Brondolillo

There are hundreds of established markets at different locations on the planet, each specializing in a certain sort of trade; some deal in droids, others in grain, while still others deal in spacecraft or ferrocrete. Other markets are not as easily found, and deal in illegal goods and services. The underground markets deal in the usual vices; spice, contraband goods, and more rarely, slaves.

The largest alien enclave on Tallaan is the Herglic district Soun-Giju, literally, “Little Giju.” Surprisingly, Soun-Giju more resembles a Herglic community on Giju than do those on Lamuir—whereas Lamuir Herglics have adapted their culture to coexist with humans, most of the Herglics living in Soun-Giju are natives of Giju rather than the Tapani sector.

Humans and aliens are welcome in Soun-Giju, but visitors must get used to the oversized structures. Humans have a difficult time performing normally simple tasks, such as

reaching the controls to a blast door or climbing steps. This is the perfect place to purchase Herglic-made devices, hire a Herglic, or immerse oneself in Herglic cuisine.

Tallaan

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1 (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, plains, forest
Length of Day: 22 standard hours
Length of Year: 355 local days
Sapient Species: Humans, Herglics, Mrlssti
Starport: Imperial class
Population: 67 billion
Planet Function: Trade, Imperial sector headquarters
Government: Trade Commission
Tech Level: Space
Major Exports: Trade goods, starships, land vehicles, high tech
Major Imports: Foodstuffs, low tech, medicinal goods

Chapter Six

Ships and Vehicles

RES-Q Airspeeder

The Ubrikkian RES-Q Airspeeder is a streamlined oval-shaped speeder. It has a black transparasteel viewport, with a pair of communication antennae that flank it. The airspeeder has retractable landing supports and a pair of stabilizer fins, one each on the dorsal and ventral surfaces. The vehicle is normally manufactured in a pale gray, to designate its purpose.

The RES-Q is a medical relief airspeeder. It is employed by planetary governments, and several are usually assigned to medical frigates. They are widely used in war situations by the Alliance and Empire alike.

The RES-Q has several features to aid it in its task. Unlike most vehicles, the RES-Q is equipped with shields. Coupled with reinforced hull plating, the RES-Q can absorb an immense pounding. Fitted with a small ion engine afterburner, this airspeeder can achieve speeds in excess of 600 kmh. It also sports an advanced repulsor shock system providing a smooth ride for recovering patients.

The RES-Q is essentially a cockpit and a medical bay fitted with engines. The medical bay is equipped with the following facilities. A total of ten bacta trays (five on each side) line the inside walls of the medical bay. Two computer stations, tapped into the trays, constantly monitor the patient's progress. Twenty medpacs are stored in a supply compartment located above the medical bay. A mini-surgery suite is also present, and can be used for emergency procedures, even while in flight. An MD-O medical droid rounds out the equipment, and is usually assisted by a pair of medical technicians.

RES-Q Airspeeder

Craft: Ubrikkian RES-Q Airspeeder
Type: Medical relief airspeeder
Scale: Speeder
Length: 12 meters
Skill: Repulsorlift operation: RES-Q Airspeeder
Crew: 1
Passengers: 4, plus 10 patients
Cargo Capacity: 2 metric tons
Cover: Full
Altitude Range: Ground level–750 meters
Cost: 27,500 (new)
Maneuverability: 1D
Move: 225; 650 kmh
Body Strength: 2D+1
Shields: 2D

Mrlsst Flitter

The Mrlsst flitter is a compact dragonfly-like vehicle which flies and glides by flapping large insect-like wings. The basic design was developed centuries ago as a method for the Mrlssti to move about on their world when the tidal floods were at their worst.

With the arrival of the humans, the Mrlsst Motorworks expanded its designs to include human-scale craft. Flitters come in many configurations and are in wide use as civilian commuter craft, police interceptors, and service vehicles (police units may be armed with light weapons).

The average flitter is light and highly maneuverable. Because it is constructed out of lightweight alloys and high-impact plastics, it is an extremely affordable vehicle, especially when compared to standard airspeeders. It isn't all that durable, however—the lifespan of a flitter is only five years or so. Flitters are in high demand in worlds along the Shapani Bypass.



Tom Howard/111111

Mrlsst Flitter

Craft: Mrlsst Motorworks MVD-1 Areoflitter
Type: Airspeeder
Scale: Speeder
Length: 14 meters
Skill: Repulsorlift operation: Flitter
Crew: 1
Passengers: 5
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: Ground level–1,050 meters
Cost: 11,500 (new)
Maneuverability: 3D
Move: 225; 650 kmh
Body Strength: 1D

Manta-class Assault Starfighter

The *Manta*-class starfighter is manufactured in the Tallaan Imperial Shipyards by the Tapani Starship Cooperative, a small corporation based on Tallaan and Procopia. TCS's high standards of favoring no house above the others have won contracts from all sides. The corporation provides the houses with many of their ships, and the *Manta* is the starfighter of choice.

The *Manta* is a flat, organic design shaped much like its sea-going mollusk namesake. The front comes to a point, the two remaining sides being truncated. The dorsal surface is flat and streamlined, with the exception of the transparasteel canopy dome. The ventral surface is usually colored lighter than its opposite side. Unlike most starfighters, the only access is provided through a hatch on its ventral surface. A trio of retractable landing gear are usually mounted. These are equipped with magnetic clamps, activated by controls in the cockpit. These clamps, coupled with the belly

access hatch, allow the *Manta* to piggy-back on *Tapani*-class carriers and other ships with built-in docking tubes.

The *Manta* starfighter was designed to take on the pirates who prey on sector shipping along the Shapani Bypass; it is both a high-speed interceptor and attack vehicle. In its intercept configuration, the wings are up, providing superior speed with average

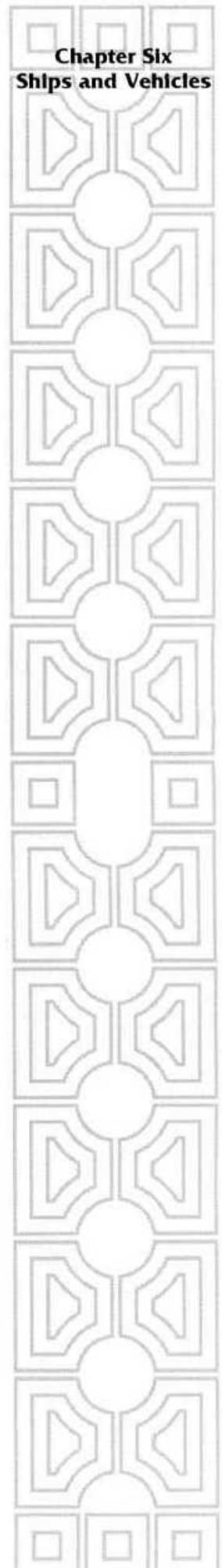
maneuverability. There are very few ships that can outrun a *Manta* in intercept mode. Unfortunately, there isn't much the *Manta* can do to damage the ships it overtakes in intercept mode, since only the light ion cannons are enabled (all available power is automatically routed to the engines).

The ship comes into its own in attack configuration. The outer wings swing down to a 90 degree angle to deploy its main weapons, two interior-mounted heavy laser cannons. The ship is more maneuverable in attack, though it loses a lot of its speed once it slows its forward momentum for maneuvers.

The *Manta*-class starfighter lacks a hyperdrive. *Mantas* are typically transported from system to system stowed in docking bays, or more likely, attached to a hyperdrive-capable vessel via their powerful magnetic landing gear. Additional clamps provide a solid link with the ship for the journey through hyperspace.

Manta-class Assault Starfighter

Craft: Tapani Starship Cooperative *Manta*-class Starfighter
Type: Intermediate Assault Starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: *Manta*-class starfighter
Crew: 1, 1 gunner
Crew Skill: Starfighter piloting 4D+2, starship gunnery 4D, starship shields 4D, sensors 4D
Cargo Capacity: 100 kilograms
Consumables: 1 week
Cost: 95,000 (new)
Maneuverability: 3D+1 (attack formation), 1D (intercept formation)
Space: 7 (attack formation), 10 (intercept speed)
Hull: 2D+1
Shields: 2D+1
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/1D+2
Focus: 2/2D+1





Christina Wald

Weapons:

2 Light Ion Cannons (nose mounted, fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere: 100-250/1/1.5 km
Damage: 3D

2 Medium Laser Cannons (wingtip mounted, fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere: 100-300/1.2/1.7 km
Damage: 4D+1

2 Heavy Laser Cannons (interior wing mounted, fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/10/20
Atmosphere: 100/750/1.2 km
Damage: 6D

Tapani-class Assault Frigate

The *Tapani*-class assault frigate is the primary capital ship used by most of the Tapani houses and many of the Freeworlds. Although no match for an Imperial Star Destroyer, the design is more than up to discouraging pirate

activity and patrolling the space lanes.

The frigate is an oval-shaped vessel measuring 750 meters. The streamlined hull is pot-marked with random viewports. A pair of stabilizer fins jut off the lower hull at 45 degree angles, near the aft of the vessel. Another, smaller stabilizer fin is positioned on the dorsal surface, near the middle of the ship. Four huge ion engine exhaust ports are set in a diamond formation at the aft portion of the vessel.

The *Tapani*-class assault frigate is manufactured by the Tapani starship cooperative of the Tallaan shipyards. Essentially, the superstructure of the ship is an original design, but the engines, weapons, and electronic matrix are all purchased from other manufacturers. This increases the final cost and creates a nightmare to replace damaged parts, but it allows such a small corporation to construct a large complicated vessel. Each frigate carries the crest of the house which owns it, and most frigates are named after planets or cities controlled by their houses.

Tapani-class Assault Frigate

Craft: Tapani Starship Cooperative *Tapani*-class Frigate
Type: Heavy Assault Frigate
Scale: Capital
Length: 750 meters

Skill: Capital ship piloting: *Tapani-class Frigate*
Crew: 3550, gunners: 114, skeleton 988/+15
Crew Skill: Capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 3D+1, sensors 3D+1

Passengers: 800 (troops)
Cargo Capacity: 12,500 metric tons

Consumables: 1 year
Cost: 1.6 billion credits (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D+1

Space: 5

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 50/1D

Scan: 75/2D+1

Search: 125/3D+2

Focus: 6/4D+1

Weapons:

20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Crew: 1 (5), 2 (15)

Scale: Starfighter

Skill: Starfighter gunnery

Fire Control: 3D

Space Range: 1-3/10/20

Atmosphere: 100-300/1/1.75 km

Damage: 3D+1

15 Turbolaser Batteries

Fire Arc: 5 front, 5 left, 5 right

Crew: 3 (5), 4 (10)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere: 100-500/1/2 km

Damage: 4D

6 Quad Turbolaser Batteries

Fire Arc: 3 left, 3 right

Crew: 4 (6)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere: 5-10/50/100 km

Damage: 5D+2

Tapani-class Carrier

The *Tapani-class* carrier is a specialized vessel designed to deliver scores of Mantas into the heat of combat. The vessel is long, with a flat dorsal surface. This surface is used to store the *Manta-class* starfighters, attached via their magnetic docking clamps. This surface can hold 20 such fighters. The right and left sides can each accommodate another 10 fighters. The aft portion of the vessel is elevated above the docking deck. This tower houses service bays to work on the starfighters. The bridge is also located in the tower, giving a commanding view.

The *Tapani-class* carrier is a swift ship in

sublight space combat with suitable maneuverability. It's lightly armored, but it contains immense shield generators providing the ship

with protection comparable to other carriers in its class. The carrier is lightly armed, consisting only of six tower-mounted turbolasers, and 10 belly-mounted ion cannons. Its punch comes from the 40 *Manta-class* starfighters it carries. The carrier always travels with support ships, usually corvettes or frigates.

Tapani-class Carrier

Craft: Tapani Starship Cooperative

Type: Heavy Starfighter Carrier

Scale: Capital

Length: 375 meters

Skill: Capital ship piloting:

Tapani-class Carrier

Crew: 1855, gunners: 53, skeleton 715/+15

Crew Skill: Capital ship piloting

4D+1, capital ship gunnery 3D+2,

capital ship shields 5D, sensors

3D+1

Passengers: 100 (troops), 120

(pilots)

Cargo Capacity: 75 metric tons

Consumables: 2 years

Cost: 760 million credits (without starfighters)

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Hull: 2D+1

Shields: 4D+1

Sensors:

Passive: 25/0D

Scan: 60/1D

Search: 120/2D

Focus: 4/4D

Weapons:

6 Turbolaser Batteries

Fire Arc: 2 front, 4 turret mounted (on tower)

Crew: 3 (2), 4 (4)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere: 100-500/1/2 km

Damage: 4D+1

10 Ion Cannon Batteries

Fire Arc: 5 left, 5 right (bottom-mounted)

Crew: 3 (10)

Scale: Starfighter

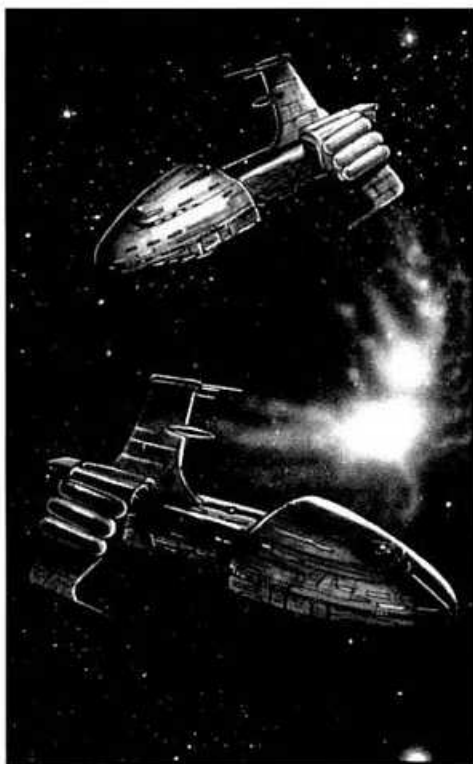
Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-15/40/80

Atmosphere: 2-20/50/120 km

Damage: 4D



Christina Wald

Bacta Transport

The Empire places great importance on the transport of bacta to the Core Worlds and to the general war effort. Therefore, Kuat Drive Yards was commissioned to create an entire line of space transports to haul the precious bacta. The B-12 medium transport is one of the designs that sees popular use.

In appearance, the B-12 is somewhat reminiscent of the *Lancer*-class Frigate. Or more accurately, the frigate looks a lot like the transport—when the *Lancer* was rushed into production after the Battle of Yavin, KDY used some of the B-12's basic hull designs as a basis for the frigate's hull.

The fore portion of the transport looks much like the nose of the *Lancer*—the placement of the bridge and command center is nearly identical. The ship was designed to be manned by as small a crew as possible to keep costs down—in a pinch, four pilots can fly the ship.

The aft of the ship houses a cluster of immense ion engines which propel the heavy-laden vessel along its route. The B-12's engines lack the armored plating found on the *Lancer*, and are open to space for easy access by maintenance crews.

The fore and aft sections are linked by a long central pole. Sixteen bacta storage spheres are attached to this pole using a combination of physical clamps and tractor beam anchors.

When the transport reaches an orbital transfer station, the bacta-filled modules are removed and replaced with empty modules, or loaded cargo pods for the return trip. This system prevents unnecessary pumping via alternate lines, pumps, and other equipment. Since the bacta is transported, moved, and delivered in the same container, the bacta has a better chance to remain uncontaminated.

Bacta Transport

Craft: Kuat Drive Yard's B-12 Transport

Type: Bacta Transport Ship

Scale: Capital

Length: 238 meters

Skill: Capital ship piloting: B-12 Transport

Crew: 26, skeleton 4/+10

Crew Skill: Astrogation 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D

Passengers: 6

Cargo Capacity: 600,000 metric tons

Consumables: 1 year

Cost: 1.2 million credits (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 3D

Shields: 2D

Sensors:

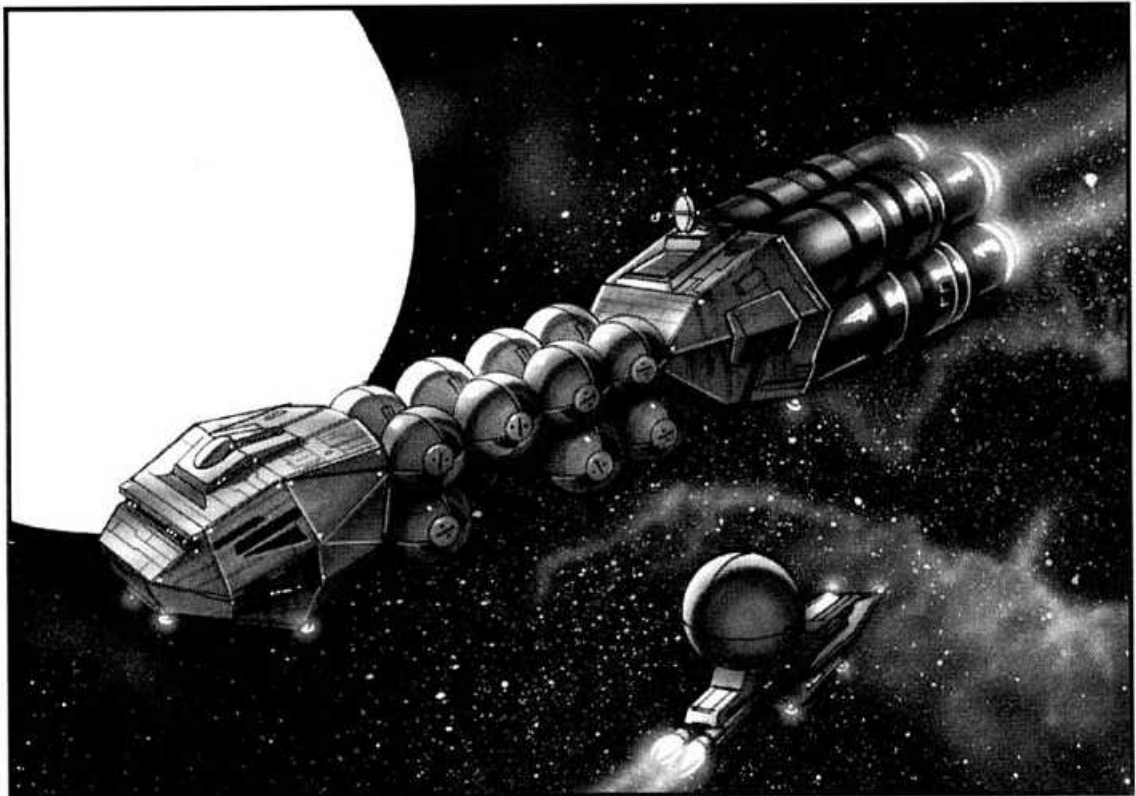
Passive: 40/0D

Scan: 80/1D

Search: 120/2D

Focus: 3/3D

Weapons: None



Christina Walt

Chapter Seven

Droids

BDG Series Bodyguard Droid

Although quite expensive, bodyguard droids are a cost-effective way to receive around-the-clock protection. Government officials, celebrities, and crime lords alike find the design particularly suitable for their needs. Since Lanthe Artifice is based in the Tapani Sector, this model is common in the sector.

Bodyguard droids are tall and stocky, giving them an imposing appearance. They come in a variety of colors, usually a dark shade, and corporate or house logos can be added to personalize the units. Lanthe Artifice also produces a stunning array of modules to customize a particular droid. These include additional weapons packages, martial arts programming, or enhanced visual or auditory units. These range in price from 1,000 to 2,500 additional credits per unit.

BDG Series Bodyguard Droid

Type: Lanthe Artifice BDG Bodyguard Droid
DEXTERITY 3D
Blaster 4D+2, brawling parry 4D, dodge 4D, melee combat 4D
KNOWLEDGE 1D
Intimidation 4D

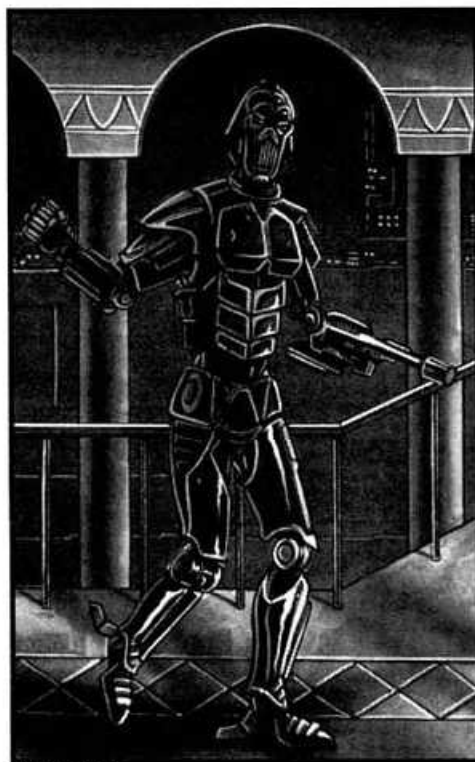
MECHANICAL 1D
PERCEPTION 2D
Investigation 3D, search 3D+2
STRENGTH 4D
Brawling 5D, lifting 5D
TECHNICAL 1D
Equipped With:

- Humanoid body (two arms, two legs)
- Visual sensor recorder
- Auditory sensory recorders
- Body armor (+1D to *Strength* to resist damage)
- Vocabulator speech/sound system
- AA-1 VerboBrain
- Retractable heavy stun pistol (4D+2 stun damage)

Story factors:

Loyalty: When first put into service, a bodyguard droid downloads all available information on the individual it is assigned to protect. The droid is now unswervingly loyal to that individual, and will protect him at all costs. A standard memory wipe is necessary to terminate this loyalty programming, but another individual could then be "bonded" to that particular droid.

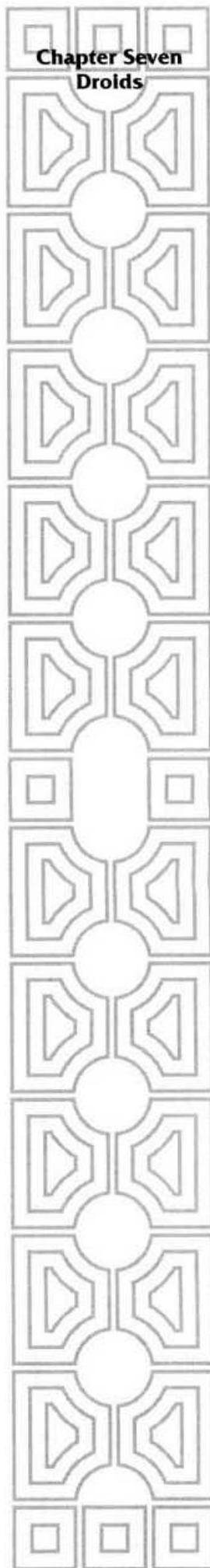
Move: 10/12
Size: 2.2 meters tall
Cost: 12,500

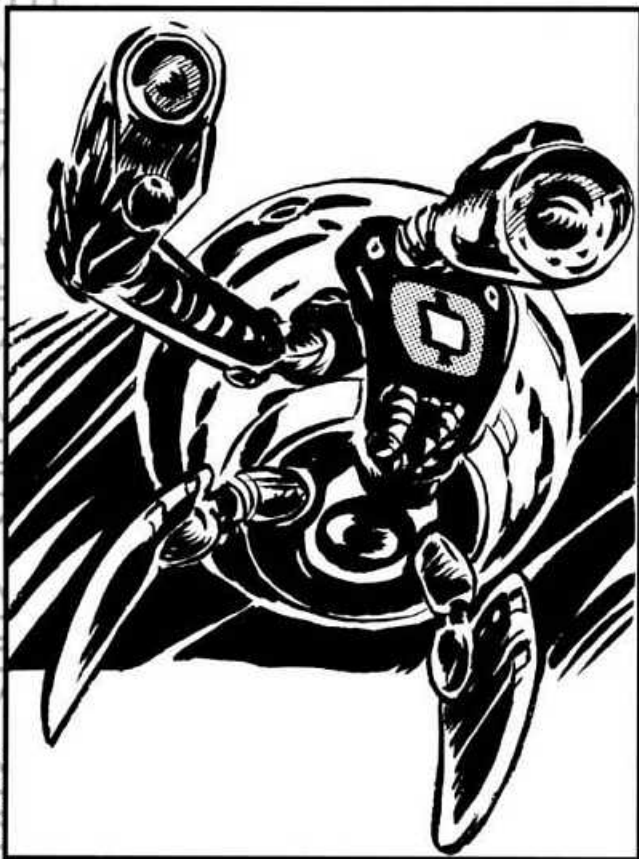


Christina Wald

KI 301-MAX Nightlight

The Nightlight is a sophisticated floater security droid offered by Kalibac Industries, a small but cutting-edge droid manufacturing firm based on Coruscant and Procopia. The Nightlight





is designed to patrol within a designated area, seeking out intruders and reporting security violations to a superior. It can be programmed to recognize and ignore individuals who belong in the patrol zone.

Most floater security models are fairly basic

in design, being little more than flying searchlights, but the KI 301 MAX Nightlight included several advanced sensor packages and enhanced maneuverability which make it more formidable.

The ionization buffer mechanism is a new technology introduced by Kalibac which protects the central processing units of a droid from most ionization attacks. This is a significant breakthrough for floater droids, which can't be weighed down with heavy protective armor plating.

KI 301-MAX Nightlight

Type: Kalibac Industries 301-MAX Nightlight

DEXTERITY 3D

Blaster 4D+2, dodge 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Hide 4D+2, search 5D+1, sneak 5D

STRENGTH 1D

TECHNICAL 2D

Security 4D

Equipped With:

- Repulsorlift generator, combat-enhanced (+2D to *dodge*)
- Visual, audio, and combat sensors (+2D bonus to *search* and *blaster*)
- Ionization buffer (+3D bonus against ionization damage)
- Retractable fine work grasper arm
- Computer I/O jack
- Stun blaster (2D stun damage, range 3–10/30/100)

Special Abilities:

Anti-Programming Package: Hardwired programming prevents this unit from being reprogrammed by an unauthorized person. Such attempts will result in circuitry overload and burnout.

Move: 15

Size: 0.5 meters tall

Cost: 8,000 credits

Chapter Eight

Equipment

Bacta Geltab

A bacta geltab appears as a fluorescent green marble with a squishy feel. When the geltab is ruptured and applied on the surface of a wound, subsequent use of a medpac becomes easier. The geltab actually contains bacta, the same fluid used in bacta tanks to heal even mortally wounded individuals. The special mixture of treatment fluid cleans the wound and prepares the skin to receive the synthetic flesh and drugs of a medpac. Without administering a medpac, the geltab is useless, save as an anti-septic.

At the gamemaster's discretion, large or deep wounds might require the use of two or more geltabs to receive the +1D bonus. A geltab would cover approximately a 0.3 meter square area. In the case of inadequate fluid to cover a given wound, a +1 pip or +2 pip bonus can be assigned instead.

Bacta Geltab

Model: Genetech G-5 Geltab

Type: Medpac treatment enhancer

Skill: *Dexterity*

Cost: 50 (for a pack of six)

Availability: 1

Game Notes: By applying a bacta geltab to a wound, and making a Very Easy *Dexterity* roll, the user gains a +1D bonus on the following *first aid* roll when using a medpac on the treated wound.

Bacta Tray

The bacta tray is a rectangular box that measures 2.5 meters by 0.5 meters. The tray floats on a repulsor field to ease movement. The tray is filled with a thin layer of bacta, held in place by a low-power tractor beam emplace-

ment. The unit has a power pack that provides a 30-hour charge.

The bacta tray is a mobile device used to transport wounded patients to fully staffed medical facilities. The unit does nothing to promote healing, instead acting purely to stabilize a patient's condition. The bacta tray is suitable for field applications. It can be navigated over very rocky terrain due to its repulsor field. The bacta tray is designed to complement the RES-Q airspeeder.

Bacta Tray

Model: Genetech BT-16 Bacta Tray

Type: Mobile Medical Stabilization Unit

Skill: *First Aid*

Cost: 2200

Availability: 2

Game Notes: Activating a bacta tray requires an Easy *first aid* roll. If successful, the patient's mortally wounded status remains unchanged until such a time as the patient can undergo full bacta tank treatment.

Droid Disabler

The droid disabler is an ion gun which stops droids in their tracks. It is used to stop a droid gone haywire, and some criminals and special forces units use it to neutralize a droid without causing it permanent damage. Droids can be reactivated manually.

Droid Disabler

Model: Felebreck Electrical Defense Systems Droid Disabler

Type: Droid Ionizer

Skill: *Blaster*

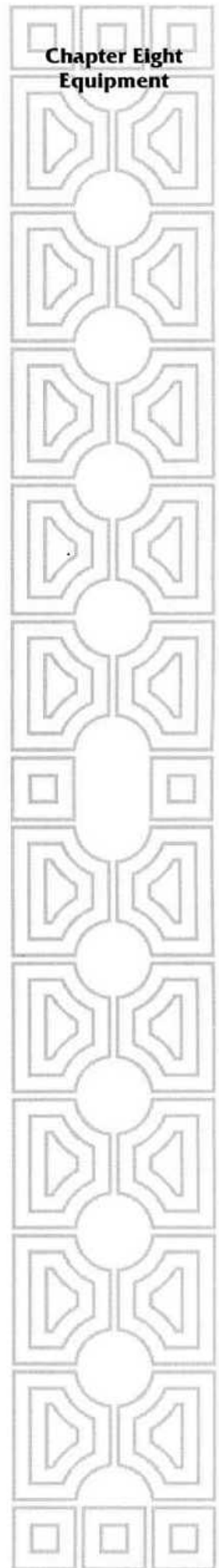
Ammo: 5; uses standard power packs

Cost: 2700, 25 (power pack)

Availability: 3

Range: 0-5/7/10

Damage: 4D ionization damage





Tom Blomdillo

“EAR” Eavesdropping Unit

The EAR-1 is an eavesdropping device which consists of three parts; a small button-sized black electrobug, a headset with jack, and the receiver, which is built into a small matte-black metal carrying case. Everything is stored in the case when not in use. Each unit comes standard with five bugs.

The EAR-1 unit is extremely difficult to find, but worth seeking out—the bugs emit a dampening field around them which prevents standard scanning equipment from detecting them. The EAR-1 does have one major drawback. Thanks to the dampening field, the unit's broadcast range is extremely limited, and the receiver must be in line of site with the bug (some materials such as clothing and thin walls won't block the signal, but metal, thick walls, and such will).

“EAR” Eavesdropping Unit

Model: EAR-1 Unit

Type: Eavesdropping electrobug and listening device

Cost: 750 (each bug), 1000 (handset), 2500 (microcomputer & recording unit)

Availability: 2, R

Game Notes: After planting one of the thumbnail-sized

bugs on a target or location, the microcomputer unit can pick up its signal within 200 meters, but only in line of sight. Using a headset, the bug acts as a microphone, collecting conversations or sounds and sending them to the microcomputer. The microcomputer records and saves the information, both in audio and a hardcopy.

Hex Heavy Turbolaser Battery

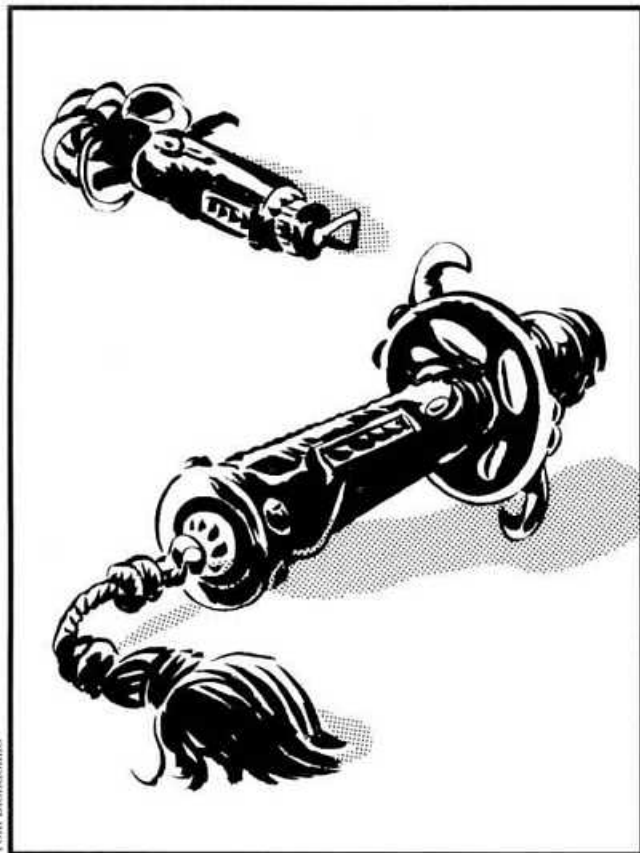
The HX.6 is one step better than the conventional quad laser battery. The battery consists of six barrels that fire in an alternating pattern, providing a vicious laser spread. At this time, the HX.6 is unsuitable for mounting on ships. The unit requires too much space, requires a huge power generator, and dissipates immense heat. If it could be streamlined and the cooling system improved, it might be modified for ship mounting, but only at a huge cost.

The HX.6 requires a crew of 10 to utilize the weapon to its fullest capacity. Reduced crew members equates to a reduced fire rate. Golan Arms has integrated the latest targeting computers to enhance the weapon's utility. Drawing on a huge power generator, the HX.6 has a long range, quick fire rate, and unlimited fire-power.

The HX.6 is designed to be mounted on the planet's surface, preferably in a protected location. Suitable sites include mountainous regions, or thick forests. They have been mounted on free-floating orbital platforms, but crews tend to frown upon being stationed on such an obvious target that cannot flee from enemies.



Tom Blomdillo



Tom Blundello

The weapon's purpose is to defend a planet against assault by capital ships, but unlike the KDY-150 ion cannon, the HX.6 doesn't immobilize targets. It reduces them to scrap.

Hex Heavy Turbolaser Battery

Model: Golan Arms HX.6
Type: Heavy Surface-to-Space Turbolaser Battery
Scale: Capital
Skill: Blaster Artillery: HX.6 Turbolaser Battery
Crew: 21, skeleton 9/+10
Ammo: Unlimited (power generator)
Cost: 300,000 (new), 75,000 (used)
Availability: 3, X
Body: 4D
Fire Rate: 1
Fire Control: 3D
Damage: 8D

Lightfoil

Lightfoils are petite and elegant lightsabers which are popular among certain young Tapani nobles, especially those that call themselves saber rakes. In the beginning, lightfoils were built by a few technologically adept saber rakes, following the designs of actual antique Jedi lightsabers they had on hand. Gradually, as the designs were established, others got into the

act, and lightfoils are now a hot item on the fringe markets frequented by saber rakes.

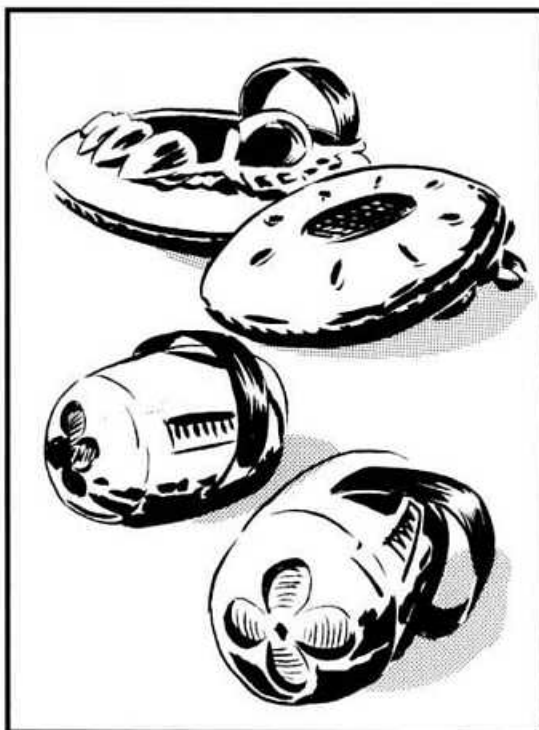
Lightfoils are weaker than authentic lightsabers, largely because those who build them do not use the same focusing crystal designs found in real lightsabers. They aren't crafted with the attention and devotion to excellence the Jedi gave to real lightsabers, either. They have a tendency to fail at the worst times. But to the saber rakes, this just adds to their appeal.

Lightfoil

Type: Lightfoil
Scale: Character
Skill: Lightsaber
Cost: 10,000
Availability: 4, X
Damage: 3D to 4D damage depending on the method of construction.
Game Notes: On a roll of one on a wild die, the beam flickers and fades. Repairing the weapon takes two hours and a Moderate *lightsaber repair* roll.

Power Pitons

Power pitons come in a set of four. Two of these are disc-shaped and slide over the user's hands. The two oval-shaped pitons attach to the bottom of the user's footwear. The sides of the device have a series of switches for various settings. Power pitons are used to aid the wearer in



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climbing sheer surfaces, from rock walls to metallic surfaces. There are two settings: magnetic and vibro. The magnetic setting generates a powerful magnetic field, and is used to scale metallic walls and structures. The vibro setting generates hundreds of vibrosharp projections that are suitable to gain purchase in even the densest of substrates. Climbing wood, rock, or even durocrete becomes a much simpler process when these device are properly employed.

Originally designed for use by mountaineers and other thrill-seekers, the MTS-56T is just

one of many models available. The fringers of the galaxy have found these devices useful to enhance catburgling or even to provide an alternate escape route during their operations.

Power Pitons

Model: MTS 56T Power Piton

Type: Climbing Aid

Skill: *Dexterity*

Cost: 300

Availability: 2

Game Notes: Using a set of power pitons (all four) adds a +2D bonus to *climbing* rolls with an Easy *Dexterity* roll. If only two pitons are used (just foot or hand pitons), the bonus is reduced to +1D.

