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Foreword

by Timothy Zahn

It was just after four o'clock on November 6, 1989, and I was three days into writing my first novel for my new publisher, Bantam Books, when the phone rang. It was my agent. "Tim," he said after the usual pleasantries, "we have a very interesting offer here."

So began my involvement with *Star Wars*. Or rather, so began my professional involvement. My personal involvement had begun some twelve years earlier, as I sat open-mouthed in a crowded theater watching that Imperial Star Destroyer roll inexorably past overhead.

I saw *Star Wars* about twelve times. I then waited eagerly for *The Empire Strikes Back*, and after that for *Return of the Jedi*. When the trilogy was over and there were no signs of more to come, I put my enthusiasm into mothballs and moved on to other things.

And now, suddenly, here on a Monday afternoon, *Star Wars* was back, not in movies but in books. And those books were being offered to me.

I wandered around the house for the next couple of hours, lost in a fog of excitement, anticipation, and panic, wondering if I could possibly come up with a story that would do justice to George Lucas's vision. By the next day, I had enough of the plot worked out to figure I could at least take a shot at it.

I spent the rest of November writing up an outline for the three books and submitted it to Bantam. It took Bantam and Lucasfilm several months to work out their contract and then get my outline approved, but by May I was able to begin the actual writing. I charged on ahead, happy as a clam.

And then, in early July, I got a box from West End Games. It seemed that Lucasfilm had decided I ought to coordinate with their *Star Wars* role-playing game background stuff. Stuff which, not being a gamer, I'd never heard of.

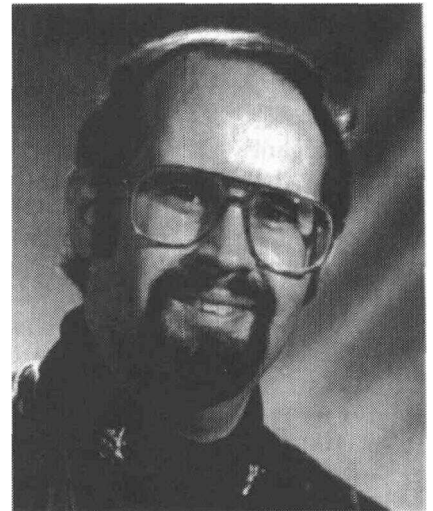
Once again I set off wandering around the house, this time growling and grumping. Here I was, eleven chapters into the book and suddenly there was more research to be done. Finally, I cooled down and started actually reading through the material.

And you know what? The stuff was pretty darn good.

That was my introduction to West End Games. I've been working with them ever since: vetting the sourcebooks they've created from my books, writing original stories for *The Official Star Wars Adventure Journal*, and occasionally sticking my oar in on a game or two. Along the way I've had a lot of fun, been given the opportunity to stretch into new professional directions and — most importantly — made several good friends.

But then, that's really a major part of what has made these new *Star Wars* books so successful, as the movies were before them: the chance to visit again old friends like Han, Luke and Leia, while making new ones along the way.

So come on in and make yourself at home. Or as Han might say, "Didn't we just leave this party?"



A handwritten signature of Timothy Zahn in cursive script. The signature is written in dark ink and is positioned above the printed name and date.

Timothy Zahn
December 13, 1995

Introduction

Field Work

"Hey, Polio, wait up!"

The young Devaronian, Polio Tipn, turned toward the loud voice crashing through the university arboretum — and winced as he recognized the source of the commotion.

"You know, the arboretum is supposed to be a quiet area, Herg," Tipn grumbled; Herg had an uncanny knack for driving Polio to distraction with sarcastic comments. Herg seemed to pride himself on badgering Polio constantly — of course he *was* an arrogant young native of Coruscant.

"Hey, I just wanted to know why the History Department's bright star had to stay after class," Herg said with a smirk. "Lemme guess: the maintenance droid broke down and you had to sort out Na'al's notes, right?"

"For your information, *Professor* Na'al asked me to assist him with some research."

"Wow. I'm *riveted*!" Herg said. "Let's see, he probably wants you to do something really exciting like digging through the old Imperial records in the palace. Or sorting his laundry. Something *really* important."

"Yeah. Something important," Tipn snapped. He was getting edgy standing around amid the trees and flowers of the arboretum; patience was not a common trait among Devaronians. "Listen Herg, the professor asked me not to discuss this with anyone. So drop it, all right?"

"Right. *Top secret*, I'm sure. I'll find out anyway, you know," Herg said, his smirk widening, "'cause I can just watch you digging through moldy old datacards and flimsies. It'll be fun to watch you slave away for the greater glory of the university."

"Guess again, hotshot," Tipn flashed a feral grin of his own. "You won't be seeing me do *anything*. As of tomorrow, I'm on a leave of absence for field work. Enjoy the mid-term exams."

Tipn turned on his heel and left Herg — speechless for once — in his wake.



"Polio," Na'al had said, after the students had filtered out of the room, "I've been very pleased with your work, and you have a natural aptitude for this kind of work. That's why I have to ask you to assist me on a very ... sensitive matter.

"As you know, a few years ago I stepped down as head of New Republic Council Research to take this teaching position," Na'al continued, "but I still have some ties to the government."

"Yes sir," Tipn said. "I understand that you still speak to Mon Mothma and Leia Organa Solo occasionally." Tipn held the upper echelons of the New Republic government in awe, particularly people like Organa Solo and Jedi Master Skywalker. It was Na'al's familiarity with the heroes of the Rebellion that had led Tipn to his current field of study. *Maybe someday*, he thought, *I'll get to meet Skywalker, too.*

"Mon Mothma has asked me to investigate some unusual reports from some equally unusual quarters," Na'al continued, "adjacent to Minos Cluster in fact. Normally I would have declined — and the Force knows Rivoche and the kids aren't wild about my leaving — but after hearing Mon Mothma out, I think it is important, maybe even *vital*, that we look into it."

"We?" Tipn was startled; he had expected the professor would ask him to perform some minor research, or maybe handle a lower-level class of students for a day. Actually accompanying Na'al during whatever investigation he was about to undertake shocked the young Devaronian.

"That's right, Polio," Na'al grinned, "I'd like you to come along. For two very important reasons: First, you are an excellent researcher, and I need a good pair of eyes and a sharp mind with me; and second, I'm a little old to be hopping around the Outer Rim like an overzealous kid. Someone watching my back would be exceedingly helpful. Sides, my wife wouldn't let me go if someone didn't come with me.

"Make no mistake, this will be *dangerous*" Na'al concluded, "and I won't blame you if you don't want to come along."

"I'm in," Tipn replied.

"Good," Na'al smiled warmly at his pupil. "Here's some of the preliminary research; before we hop the shuttle tomorrow, I want you as familiar as possible with this material."



Finished with his packing, Polio relaxed on his bunk for a moment. Tomorrow, he would be on a shuttle, bound for some remote system he had never

heard of. *And* remote wasn't even the word, he thought. This Exocron place wasn't even on the official star charts.

The Devaronian sifted through the datapads and flimsies Professor Na'al had given him. *They looked like his original notes on Grand Admiral Thrawn's campaign*, he thought. *I can't believe I'm reading these; they're actually a piece of the New Republic's history.* He glanced over at his bedside chronometer, groaning when he saw how late it was. *I also can't believe I have to read all of these before the shuttle leaves.*

With a mental sigh, the young historian accessed the file marked "Thrawn" and began to read.

The Thrawn Trilogy Sourcebook

This sourcebook is a companion to the novels *Heir to the Empire*, *Dark Force Rising* and *The Last Command*, providing comprehensive, detailed information about the people, places and events from this thrilling three-book cycle, as well as illuminating a great deal of "hidden history" not revealed in the novels. This information was originally printed in *Heir to the Empire Sourcebook*, *Dark Force Rising Sourcebook* and *The Last Command Sourcebook*. These three books have been collected in one volume for ease of reference, and all have been updated to be compatible with *Star Wars: The Roleplaying Game, Second Edition*.

The *Heir to the Empire Trilogy Sourcebook* contains a collection of entries on the many subjects presented in the novels, including updates on the main characters, as well as details about new characters, places, equipment, vehicles and tactics, in order to tell "the story behind the story."

If you have not read the novels, it is strongly suggested that you do so now. Since Timothy Zahn includes several unexpected plot twists and surprises, you may spoil the story for yourself by reading the sourcebook first.

Now, grab your blaster and warm up your X-wing, because the *Star Wars* saga continues ...

Chapter One

Thrawn's Campaign

Excerpt from a report prepared by Polio Tipn for Voren Na'al, former Head of New Republic Council Research (retired). This report was prepared nearly 10 years after the destruction of Mount Tantiss.

An Overview of Grand Admiral Thrawn's Campaign

Grand Admiral Thrawn was undeniably one of the most capable, cunning soldiers the Emperor commanded. He was also one of the biggest enigmas in the Imperial military: a non-human given high rank in an intolerant, human-dominated regime; a brilliant tactician who studied the customs and thought patterns of the peoples he conquered, yet whose own mind was unknown to those around him.

Thrawn's campaign against the New Republic have been well documented, and this report is by no means a comprehensive analysis. The chaotic events of the period are somewhat contradictory, due in large part to the confusion that followed after Thrawn's death. However, by examining the records of the period, I believe I have constructed a fairly accurate overview of this most dangerous period in the New Republic's history.

— Polio Tipn

First Rumbblings

The early stages of Grand Admiral Thrawn's campaign against the New Republic began roughly five years after the Battle of Endor. The New Republic, still in its infancy, was struggling to establish itself as the legitimate galactic government. No longer facing a military campaign, the New Republic turned its attention to the development of trade routes and shipping lines to furnish badly needed supplies to worlds that had been devastated during the galactic civil war. Political struggles within the New Republic government were still minor, but growing. All in all, the New Republic was experiencing some severe growing pains, but the war against the Empire appeared to be won.

The first indication that the Empire was far from

defeat was quiet enough: an Elomin task force in the Obroa-skai region was destroyed after an unorthodox Imperial data raid. While the loss of an entire task force was by no means a laughing matter, the New Republic Provisional Council saw no cause for serious alarm.

The next move indication of a new Imperial offensive became apparent when Han Solo, Leia Organa Solo, and Jedi Knight Luke Skywalker were attacked by aggressive alien commandoes while on a diplomatic mission to Bimmisaari. None of the group could identify their alien assailants. The quick thinking of Captain Solo and the Force-augmented abilities of Jedi Skywalker helped these heroes avoid capture by their enigmatic attackers.

After the attempted abduction on Bimmisaari, the group returned to Coruscant — the capital planet of the New Republic — over Leia's protests. While Captain Solo was within his rights to evacuate an area that housed a hostile alien force, there was considerable damage to the diplomatic mission to Bimmisaari as a result. This damage and the breach of security that led to Captain Solo's decision to leave Bimmisaari gave added ammunition to Councillor Borsk Fey'lya to use against his political rival, Admiral Ackbar.

The next assault came shortly after the mission to Bimmisaari. A coordinated series of hit-and-fade attacks on the planet Bpfassh and two other star systems showed the New Republic that the Empire was again mobilizing. In response to these unorthodox attacks — attacks which were apparently designed to cause massive damage — a New Republic relief mission was dispatched to help coordinate repair efforts. The mission was led by Leia Organa Solo and her husband, and was centered at the Sluis Van shipyards.

At Sluis Van, the first rumors about "Joruus C'baoth" reached the New Republic. Wedge Antilles, the leader of the now-infamous Rouge Squadron, reported to Leia and Han that a long-lost Jedi Master had been sighted on the remote planet Jomark. Shortly after passing this information on, the group was again attacked by mysterious, grey-skinned aliens — the same species that ambushed them on Bimmisaari.

This attack was unusual in one respect: the alien commandos acquired a YT-1300 transport that was almost identical to Captain Solo's ship, *the Millennium Falcon*. The match was not perfect, however, and Captain Solo spotted the deception. Using Leia's lightsaber, he disabled the vessel, sending a plume of korfaise gas into the sky: an impromptu rescue flare. New Republic reinforcements arrived immediately.

After this second attack, Captain Solo decided that Leia — pregnant with twins and the obvious target of the ambushes — should go to ground to avoid her pursuers. Leia, reluctant to hide and lose contact with current events, agrees to visit Lando Calrissian for assistance.

Calrissian, the former administrator of Cloud City, had set up a new mining operation on the superhot planet Nkllon: Nomad City, a mobile mining complex built from captured AT-ATs and transport starships.

While approaching Nomad City, Han and Leia are reunited with Luke Skywalker, who was also travelling to see Lando. Luke, who could not go to Bpfassh because of the locals' distrust of Jedi, opted instead to visit Dagobah. While on Dagobah, Luke recovered a strange device, similar to one that his astromech droid — R2-D2 — had seen Lando with. Luke hoped Lando could tell him what the strange device was.

Shortly after arriving at Nomad City, the Imperial Star Destroyer *Judicator* attacked the outpost. During the battle, the Imperials managed to steal 51 mole miners (devices Lando used to mine precious metals from Nkllon). After the battle, Han, Lando, Chewbacca and Luke decide that Leia should hide from the Imperials on Kashyyyk, the home planet of the Wookiee people. While Chewbacca accompanies Leia to his home planet in Lando's ship, Han and Lando will attempt to lead her pursuers away. Luke, upon hearing the rumors of Joruu C'baoth, decides to travel to Jomark.

While travelling to Jomark, Luke is ambushed by an Interdictor cruiser and an Imperial Star Destroyer. Only a last second, all-or-nothing maneuver allows Luke and his X-wing to avoid capture. Unfortunately, this maneuver damages Luke's hyperdrive, and his X-wing is stranded in deep space, with little hope for rescue.

As Imperial forces searched for Luke, he was "rescued" by Talon Karrde, a prominent smuggler who had filled the vacuum created by Jabba the Hutt's death. Karrde's associate, a young woman named Mara Jade, was responsible for locating Luke in the wastes of space, after following a flash of intuition; Jade was apparently Force-sensitive, though not as well-trained as Skywalker.

The rescue was not entirely benign; Skywalker was stunned and captured by Karrde's people, with the help of a creature called a ysalamiri. The ysalamiri can negate the effects of the Force in their immediate area, and are consequently quite useful for trapping Jedi.

Following a lead to Abregado-rae, Lando and Han make contact with another member of Karrde's organi-

zation, who agrees to help them find Karrde after Han and Lando bail him out of some "local trouble." Lando and Han travelled to Myrkr, a quiet, out-of-the-way world that was the location of Karrde's base. Unbeknownst to Solo and Calrissian, Jedi Skywalker was imprisoned at Karrde's compound, his Force-powers nullified by the ysalamiri that live on Myrkr.

During the meeting with Karrde, Skywalker escaped his shed and stole a Skipray Blastboat. Mara, who apparently despised Skywalker for a past "misdeed," set out in pursuit. At the same time, the Imperial Star Destroyer Chimaera moved into orbit and sent landing craft to Karrde's camp. During his escape, Luke crashes his ship — taking Mara with him — due to his unfamiliarity with the Blastboat.

Karrde, a courteous man in his business dealings, offered to hide Han and Lando during the Imperial "visit." Observing the proceedings, Han and Lando learned that the Imperials were now being led by a warlord, the last of the Emperor's Grand Admirals: Grand Admiral Thrawn.

While on Kashyyyk, Leia — surrounded by Wookiee protectors — is again attacked by alien commandoes. Capturing one of her attackers, Leia learns that they are called the Noghri, death commandoes in service to the Empire. Khabarakh, the captured Noghri, revealed that — because of her relationship to Darth Vader — the Noghri people were honor-bound to obey her. Recognizing this as an opportunity to nullify the danger to herself and her unborn children, as well as releasing an entire species from Imperial thrall, Leia arranges to travel to the Noghri homeworld, over Chewbacca's furious protests.

On Myrkr, Mara Jade, Luke Skywalker and R2-D2 are moving through the planet's fierce, untamed forests, striking an uneasy truce. Thrawn, suspecting duplicity, had sent a detachment of troops to aid in the pair's capture. However, some frantic last-minute planning by Han, Lando and Karrde's people allowed a desperate rescue attempt to succeed. Karrde had now firmly cast his lot with the New Republic, despite his professed neutrality, and was forced to flee Myrkr to avoid Thrawn's wrath.

Departing Myrkr, Han, Lando and Luke proceed to Sluis Van shipyards for some much needed medical attention and "down time." Unfortunately, the trio arrives at Sluis Van just in time for Thrawn's first major offensive against the shipyards.

The Battle at Sluis Van

During his information raids on Obroa-skai, Thrawn gathered data crucial to his plans. First, he learned the location of one of the Emperor's hidden storehouses on the planet Wayland, where he obtained a working cloaking shield. Second, he forged an alliance with the Guardian of the storehouse, the Jedi Master Joruu C'baoth. C'baoth was able to coordinate distant attacks through the Force, allowing greater accuracy and efficiency.

These attacks included the three-pronged assault that led to the vast number of ships deployed at Sluis Van as part of the Bpfasshi relief mission — warships with stripped down defenses that the Grand Admiral could conceivably seize. Finally, Thrawn revealed why the Imperials had stolen mole miners from Nklon in the first place.

The cloaking device allowed Thrawn's warships access to the shipyards. The mole miners, piloted by zero-g stormtroopers, landed above the command centers of the New Republic ships in the docking area, and burned a hole directly to the command sections of the ships. Grand Admiral Thrawn was on the verge of stealing an entire fleet from the New Republic. At the last moment, Lando Calrissian, using a remote control code, activated the mole miners' main thrusters. The violent heat thrown out by the thrusters scuttled the ships Thrawn was attempting to steal. The Empire failed in their attempted theft as a result, but at a high cost: every ship damaged by the activation of the mole miners was now inoperable.

As the chaos at Sluis Van subsided, the situation became even more bleak: Admiral Ackbar was arrested for treason.

The New Republic was on the verge of civil war.

Empire Rising

As the Heroes of Yavin raced back to Coruscant to assist Ackbar, Talon Karrde and Mara Jade narrowly evaded Grand Admiral Thrawn as they abandoned their base on Myrkr. Apparently, one of Mara's intermittent "flashes" of intuition enabled the smugglers' escape.

Luke and Lando, delayed at Sluis Van by the massive amount of repairs needed in the wake of Thrawn's attack, they awaited repairs on their vessels. While at the shipyards, Lando noticed Niles Ferrier — one of the best starship "palmers" in the business — attempting to steal some of the warships docked at Sluis Van. After confronting Ferrier and his team of starship thieves, Lando and Luke learned that the Empire had put out a call for warships, and Ferrier hoped to cash in on the Empire's "generosity." Luke and Lando managed to prevent the theft of any New Republic ships in exchange for letting Ferrier escape.

Upon returning to Coruscant, Han was reunited with Leia and learned that Ackbar had been implicated in a sophisticated electronic break-in at Coruscant's central clearing bank. In the resultant turmoil, Borsk Fey'lya was attempting to further his own political position.

Han, suspicious of Fey'lya, decided to start his own "unofficial investigation." New Cov was the site of the only major battle the Bothans aggressively participated in during the war, and Han deemed the planet a likely place to start his search for information on Fey'lya. Han and Lando arrived at New Cov, after arranging to meet Luke. Shortly after arriving, the pair spotted Tav Breil'lya — Borsk Fey'lya's aide — moving through the city. Han decided to follow the Bothan and was promptly captured.

Han's unidentified captors, realizing that Solo was not some Imperial imposter, released him and helped Luke, Han and Lando escape New Cov during an Imperial raid. As Imperial warships closed in on the trio, three old-style Dreadnaughts appeared and covered their escape. With little choice, Han and Lando agreed to meet the mysterious commander of the Dreadnaughts: Garm Bel Iblis, a Corellian senator long believed dead.

While at Bel Iblis secret base — "Peregrine's Nest" — Han and Lando discovered clues that the Dreadnaughts Bel Iblis commanded were from the *Katana* fleet — an experimental fleet that had disappeared during the days of the Old Republic. The *Katana* fleet (also nicknamed the "Dark Force") was an early attempt at crew reduction; the ships were "slave-rigged" together, the lead ship — the *Katana* — to directly control other ships in the fleet. Bel Iblis revealed that the ships were acquired from a man named Hoffner, on the planet Pantolomin.

Separated from his companions, Luke decided to travel to Jomark, in search of Joruus C'baoth, hoping to continue his training with the Jedi Master. Luke was still somewhat uncomfortable around C'baoth, but at the time felt that Joruus' training methods were simply different than those used by Yoda and Obi-Wan Kenobi.

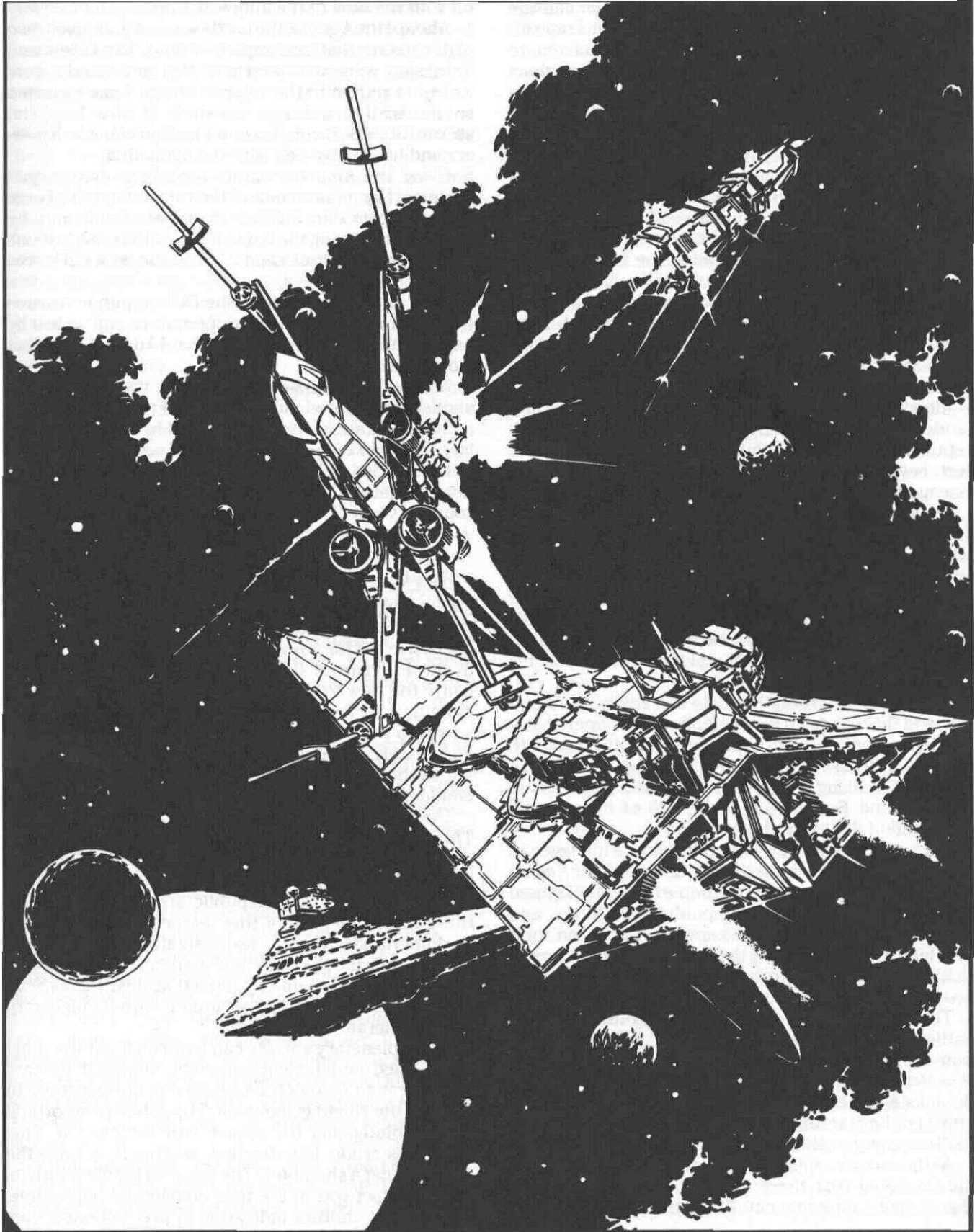
At roughly the same time, Mara Jade was ambushed by Imperials hunting for Karrde's operation. Using her identity as the "Emperor's Hand" to buy time, Mara offered to deliver the *Katana* fleet to Thrawn, in exchange for amnesty for Karrde and his people. Upon returning to Karrde's base on Abregado, the Imperials — who had tracked Mara back to her employer — attack and capture both Karrde and Mara.

Aboard the *Chimaera*, Mara — ostensibly playing along with Thrawn — used secret codes hardwired into Star Destroyers to access the *Chimaera's* main computer. Mara had learned from Thrawn that Luke Skywalker was with Joruus C'baoth, and from the computer, learned that C'baoth was on Wayland. Believing that Luke was her only hope for rescuing Karrde, Mara stole an Imperial vessel and travelled to Jomark.

After she arrived at Jomark, Mara was attacked by C'baoth. The ysalamiri Mara had brought with her allowed her to survive C'baoth's initial attack, until Skywalker — realizing that the long-lost Jedi master was quite insane — intervened. Luke agreed to assist in Mara's plane to rescue Karrde, and left Jomark — and C'baoth — behind.

Stealing aboard the *Chimaera*, Mara and Luke managed to find Karrde and staged a harrowing escape from the depths of the massive Star Destroyer. Karrde — grateful for the rescue — offered the location of the *Katana* fleet to the New Republic.

On Honoghr, Leia struggled to overcome her precarious position: the Noghri, while duty bound to obey her, still felt as if they were betraying their oath to the Empire. Leia, searching desperately for a solution to



her troubles with the Noghri, learned that the damage to the planet was done four decades past. The Empire's decon process had been deliberately calculated to keep the Noghri in thrall to the Emperor and his minions indefinitely. Leia addressed the combined Noghri "dynasts" and offered a dramatic demonstration of the Emperor's treachery. The Noghri, now convinced that they had been deceived, agreed to covertly serve Leia until they could openly act.

On Pantolomin, Han and Lando searched for Bel Iblis' contact — Captain Hoffner — who had provided the Corellian with his *Katana* fleet Dreadnaughts. Grand Admiral Thrawn, intent on finding the long-lost warships, launched an attack on the Coral Vanda (an underwater cruise ship that Hoffner was known to frequent). During the attack, Han and Lando tangled with Niles Ferrier, but were unable to defeat the ship-thief and his thugs. Realizing that they had lost this round, Han and Lando escaped.

After rejoining Leia and Luke on Coruscant, Han and Lando — accompanied by Karrde — warned the New Republic of Thrawn's imminent seizure of the *Katana* fleet. Fey'lya, caught up in his own political schemes, managed to stall a retrieval operation.

Realizing that they were losing the race for the *Katana* fleet, Karrde arranged with Leia to covertly send Mara to locate Karrde's people. In addition, Luke arranged for Rogue Squadron to accompany an "unofficial" tech team to the *Katana* fleet's location.

Fey'lya, believing his political position was in jeopardy, used his influence to send an escort frigate after the Heroes of Yavin, in an attempt to arrest Han and his team.

During the confrontation between Fey'lya's contingent and the tech team led by Han Solo, an Imperial Star Destroyer emerged from hyperspace and engaged both factions. During the battle, Karrde and Leia tricked Fey'lya into making damaging statements over the comm systems, and Fey'lya was "relieved" of his nominal command of the escort frigate.

During the battle, New Republic fighters managed to stop most Imperial vessels from docking with *the Kafana* fleet ships. However, a single Imperial vessel slipped through the screen of New Republic starfighters, and boarded the *Katana* itself, where Luke, Han and their tech team were located. As the New Republic tech team battled Imperial stormtroopers, Mara Jade and Karrde's people arrived and joined the battle.

The Star Destroyer captain, sensing that the tide of battle was begin to turn against him, moved his ship from its defensive position and began to engage the New Republic vessels at close range. Suddenly, Garm Bel Iblis and his Peregrine's Nest troops arrived and attacked the Star Destroyer, and once again, the tide of battle seemed to shift.

As the various combatants concentrated on the battle, Karrde noted that there were only a fraction of the *Katana* fleet ships present. Thrawn had already made

off with the bulk of the long-lost ships.

Aboard *the Katana*, the battle was not going well; two of the techs that accompanied Solo, Skywalker and Calrissian were wounded and Han and Lando were forced to retreat to the vessel's bridge. Luke managed to neutralize a large number of the Imperial stormtroopers, through a combination of his Jedi powers and his deadly skill with the lightsaber.

Using the *Katana's* barely functional slave-rigged systems, Han piloted one of the remaining Dark Force Dreadnaughts into the Star Destroyer *Peremptory* by remote, destroying the Imperial vessel. Having lost one of Thrawn's precious capital ships, the Imperial forces retreated.

After the Imperials fled, the New Republic learned that Thrawn's new stormtroopers were not typical by any means: the majority of the Grand Admiral's combat troops were *clones*.

Thrawn had apparently found a way to produce viable clone soldiers in a fraction of the time that was common for such a procedure. And he had captured a large number of Dark Force Dreadnaughts as well.

Grand Admiral Thrawn's campaign had entered a new, deadly phase, with the Empire poised to unleash a new round of Clone Wars on an unsuspecting galaxy ...

End Game

The New Republic had maintained its delicate balancing act thus far, withstanding internal power struggles and external threats alike. Since Borsk Fey'lya's obsessive bid for power, trust was difficult to maintain in the Provisional Council. Fey'lya revealed an ugly truth: the New Republic could be toppled by a single individual, or worse still, be so corrupted as to become a twin to the Empire it has fought so hard to destroy. Fortunately, the revelation of the Bothan's true motives led to the reinstatement of Admiral Ackbar, and new confidence in the strength of the New Republic.

Despite this new confidence, all was not well. Thrawn's campaign moved into high gear; a multi-pronged Imperial attack on Crondre, Ando, Filve and Ord Pardron left the New Republic forces in the area in disarray. As the New Republic struggled to defend these embattled planets, they learned the truth behind the Imperial strategy: these deadly attacks were merely a feint. While the New Republic battled Thrawn's forces, the Grand Admiral quietly moved against the agricultural planet Ukio ... and captured it with its planetary shield generators intact.

Since planetary shields can handle all but the most determined aerial bombardments, standard military doctrine is to dispatch a fast-moving ground force to destroy the shield generators. The subsequent orbital assault bludgeons the planet into submission. This method is crude, but effective, and tends to leave the target planet a shambles. The fact that Ukio fell with its shields intact was at the time considered impossible, and was yet another indication of precisely how dan-

gerous an opponent Grand Admiral Thrawn was.

During the attack on Ukio, Thrawn again made use of Joruus C'baoth's ability to coordinate Imperial troops. It was also during this attack that C'baoth's instability became more pronounced. Sensing Leia Organa Solo's presence at Filve, C'baoth sent the entire task force after her, claiming that Organa Solo wanted C'baoth to "train" her unborn children in the ways of the Force. Dissatisfied with Thrawn's efforts to procure Leia and her children, C'baoth issued an ultimatum to the Grand Admiral: find and detain Skywalker and Organa Solo, or the mad Jedi Master would no longer assist the Empire.

As Thrawn captured Ukio, Luke Skywalker proceeded with a dangerous mission. Jedi Skywalker could detect an odd "resonance" through the Force from Thrawn's cloned soldiers. Skywalker volunteered to track the clones to their source, in order to locate and destroy the cloning facility.

Luke's search eventually brings him to the planet Poderis, and almost into an Imperial ambush. Thrawn's "trail" of clones was in fact an elaborate ruse designed to lure Skywalker into a trap. Using a New Republic update of an old smuggler's trick — the so-called "Covert Shroud Gambit" — Luke managed to evade his Imperial pursuers.

Karrde, realizing that—despite his claims of neutrality—he had cast his lot with the New Republic, travelled from system to system, making contact with other smugglers. Arranging a meeting on the planet Trogan, Karrde proposed an alliance of "fringe" operators that would act as an informal source of intelligence to the New Republic. Initially skeptical, the majority of these smugglers agreed to the plan after a particularly clumsy Imperial ambush that led to the death of one of their number.

The ambush was in fact staged by Niles Ferrier, in an attempt to allay the suspicions of the other smugglers. Unfortunately for Ferrier, it was also in direct violation of Thrawn's orders to the Imperial garrison on Trogan.

Thrawn believed that the smugglers would not agree to an alliance simply because the profit margin was fairly low compared to the risk. Until the Imperial raid, the Grand Admiral was correct. The ill-advised attack merely cemented the smugglers' resolve, and led to a number of acts of piracy and sabotage against Thrawn's forces.

Unwilling to waste time hunting down the various smugglers, Thrawn captures one of them — Mazzic — and explains that the Empire did not authorize any attack against them. Carefully implying that perhaps Karrde had arranged the attack, Thrawn hoped his scheme would sow distrust among the smuggler's alliance. After the group disintegrated, he could hunt them down at his leisure. At a later gathering, Niles Ferrier's treachery was revealed, and Thrawn's scheme was undone.

As the smugglers continued their attempts to find Thrawn's cloning facility, the Grand Admiral prepared to honor his promise to Joruus C'baoth. Thrawn or-

dered a small commando team to infiltrate the Imperial Palace on Coruscant, using a secret "back door" entry into the structure known only to a few of the Emperor's most prized servants. The commando team had very specific orders: capture Leia Organa Solo, her newborn twins, and either capture, neutralize or discredit Mara Jade (who was convalescing on Coruscant after sustaining severe wounds during the *Katana* fleet skirmish). A last-ditch rescue by Mara, Lando and Garm Bel Iblis prevented the abduction, but the leader of the Imperial infiltration team implicated Jade in the attempted kidnapping. Because of her background as an Imperial agent, Mara was held in the Palace's detention area for further questioning, over the protests of Man and Leia.

After this latest attack on the Solo family, Mara decided, once and for all, to abandon her hopes of rejoining a new, vital Empire. She offered to assist the New Republic in a very concrete way: the one-time Imperial operative believed she knew the location of the Grand Admiral's cloning facility.

Because Grand Admiral Thrawn had managed to penetrate the security of the Imperial Palace — a fact that was well-known to the New Republic counterintelligence apparatus — Leia was reluctant to bring the location of Thrawn's cloning facility to the attention of the New Republic government. Thrawn's unidentified source of information could leak this knowledge back to the Grand Admiral and jeopardize any attack on the cloning facility. The Heroes of Yavin instead elected to take on Thrawn's forces on their own.

"Unofficially releasing" Mara from her cell on Coruscant, Han Solo, Luke Skywalker, Lando Calrissian and Chewbacca travelled to Wayland, the site of the Mount Tantiss installation and perhaps the greatest weapon in Thrawn's arsenal.

Shortly after the "unofficial insertion team" left Coruscant, Thrawn attacked again, this time using his cloaking device to hide asteroids. Placing these asteroids into orbit around Coruscant, Thrawn effectively blockaded the seat of the New Republic government. Unless a way could be found to locate the hidden asteroids, incoming and outgoing vessels ran the risk of collision. In addition, as the asteroids' orbits became unstable, the possibility of huge chunks of space debris slamming into Coruscant's surface was growing. The New Republic was forced to activate the planetary shield generators, effectively cutting off Coruscant from the rest of the galaxy.

The New Republic military hierarchy struggled to find a method of locating and destroying the cloaked asteroids. It was finally decided that a Crystal Gravfield Trap — a highly sensitive and rare type of sensor mechanism — would be the best method of detecting the asteroids. Unfortunately, there were only a few CGT arrays "available" and then only in Imperial space. Falling back to the audacious tactics that were once the hallmark of the Rebel Alliance, it was decided that an

attack on Bilbringi could allow the New Republic to snare the badly-needed sensor apparatus.

The assault was planned, including a very convincing "feint" near an Imperial Ubiquitorate base on Tangrene, also the site of a CGT. A slow, steady buildup of forces near Tangrene would hopefully convince Thrawn that the New Republic planned to hit the Ubiquitorate base, luring the Grand Admiral away from the Bilbringi shipyards.

At the same time, the Wayland insertion group, forced to land kilometers away from their destination, cautiously made their way to the mountain with the assistance of a Noghri commando team. (The Heroes of Yavin, accompanied by Mara Jade even managed to forge an uneasy truce with some of the native inhabitants—the Myneyrshi and the Psadans — who had an extremely hostile view of the Imperials.)

As the group neared Mount Tantiss, the situation proved more dire than the New Republic team had originally suspected: the Imperial installation was "dark" to the Force abilities of Skywalker and Jade. Apparently, the Force-blocking ysalamiri were necessary to create stable clones in the time frame Thrawn required. As a consequence, Luke's Jedi abilities would not help him once the group entered the mountain.

While Han, Luke, Lando, Chewbacca and Mara moved to infiltrate the mountain, Leia Organa Solo and Talon Karrde — slipping away from Coruscant in a risky move landed on Wayland and used Karrde's pet vornskrs to track Mara and Luke. Vornskr, predators native to the planet Myrkr, have a strange ability to track prey through the Force and consequently display great hostility towards Force-users.

As the Heroes of Yavin battled their way through Mount Tantiss, Luke and Mara elected to find the Emperor's throne room in the facility, in hopes of locating a self-destruct mechanism for the base. Han Solo, after initially coordinating the sabotage effort, followed them.

As the battle in Mount Tantiss raged, Mara and Luke confronted Joruu C'baoth in the throne room. C'baoth again demanded that the pair surrender to him, and follow his teachings. Flying into a rage after Luke and Mara decline the insane Jedi Master's "invitation,"

C'baoth uses a remote detonator to activate explosives near the clone vats inside Mount Tantiss, killing the ysalamiri used in the cloning process. Attacking Mara with "Force lightning," C'baoth unleashes a horrifying creation against Jedi Skywalker: a clone of Luke himself.

While Luke and Mara battled for their lives in the throne room, Lando Calrissian, Chewbacca and the Noghri commando team managed to sabotage the installations power supply, building it towards a massive detonation. While the running battle inside the mountain grew more fierce, Han located Leia and Karrde, and the group entered the throne room and attempted to help Luke and Mara combat C'baoth. Unfortunately,

Solo's attempts to shoot the Jedi Master — like his attempt to blast Vader on Cloud City — were unsuccessful. Solo was severely burned in C'baoth's counter-attack.

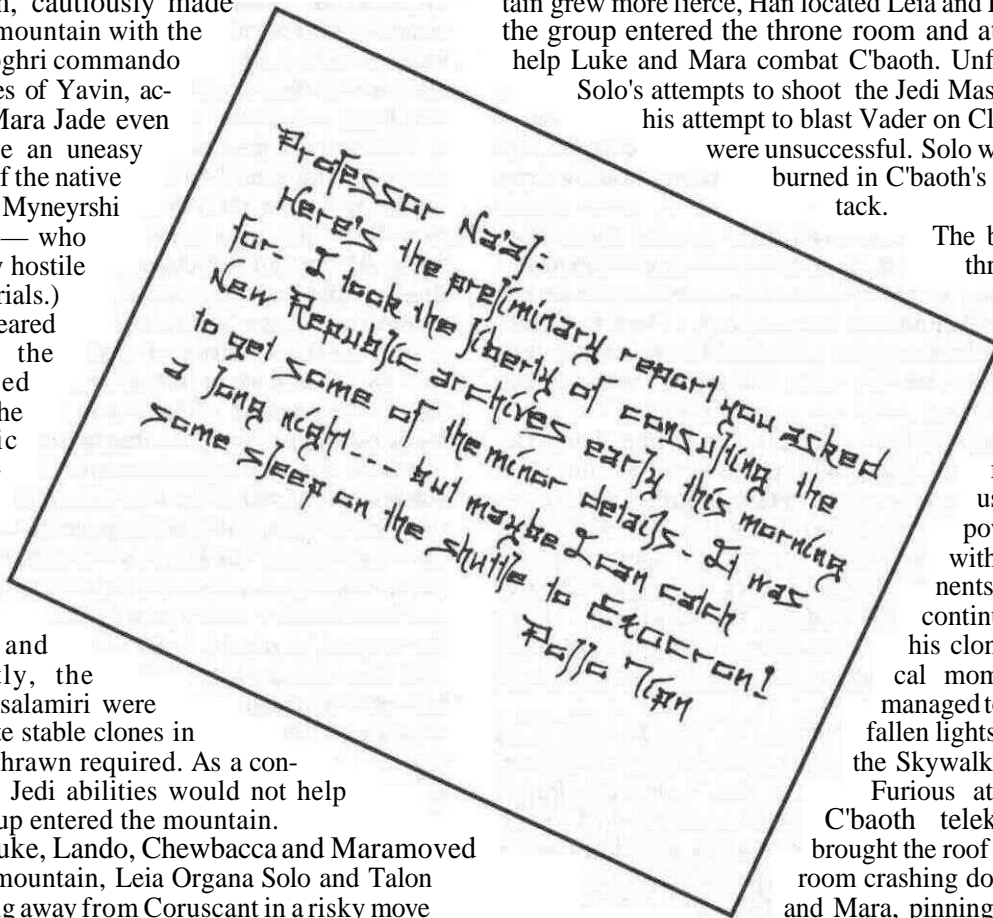
The battle in the throne room initially went very badly for the valiant New Republic heroes. C'baoth used his Force powers to toy with his opponents, while Luke continued to battle his clone. At a critical moment, Mara managed to seize Leia's fallen lightsaber and slay the Skywalker-clone.

Furious at the failure, C'baoth telekinetically brought the roof of the throne room crashing down on Luke and Mara, pinning them to the ground. Struggling to free himself, Luke used his lightsaber to free Karrde's pet vornskr, which leapt at the deranged dark Jedi. This provided Mara with the distraction she needed to finish off Joruu C'baoth.

Fleeing the mountain, the valiant group narrowly escaped the explosion which decimated Mount Tantiss, ending Thrawn's cloning scheme.

At Bilbringi, Karrde's smuggler coalition suddenly emerged from hyperspace ... right into the heart of a major Imperial strike force. Just as suddenly, the New Republic attack force arrived. The smugglers' alliance and the New Republic had apparently only fooled each other with the feint at Tangrene. Thrawn had out-guessed them again.

The battle at Bilbringi raged on, and Thrawn's forces slowly and inexorably moved in on the New Republic



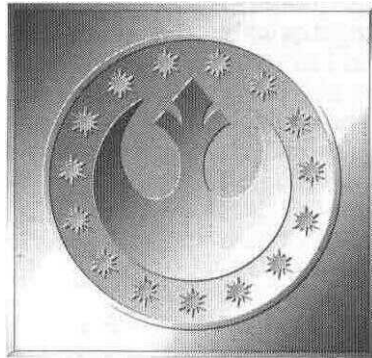
and smuggler forces arrayed against the Empire. The New Republic military was again on the verge of defeat.

As confused reports of Noghri involvement in the destruction of Mount Tantiss reached the Chimaera, Rukh—Thrawn's Noghri bodyguard—moved quickly,

assassinating the Grand Admiral on the bridge of his flagship. Suddenly deprived of leadership, Thrawn's forces fell into disarray and retreated.

Grand Admiral Thrawn's campaign against the New Republic had ended.

Declaration



of a New Republic



W e, the members of the Alliance to Restore the Republic, have struggled for years to see justice restored to the Galaxy. We have fought against the abuses and moral atrocities of the Galactic Empire. We have watched planets subjugated, and we have helped planets regain their freedom. We have lived an ideal. We have died for a just cause.

Now all of us share a victory that was long overdue. The war has been won, and freedom will be restored to the Galaxy. The Emperor is dead. The end to the tyranny of the Galactic Empire is upon us.

What was taken away by subterfuge, trickery and violence has been reclaimed through the efforts of brave, honorable beings banded together in a common cause. We have done what many claimed was impossible. We have defeated the Imperial war machine.

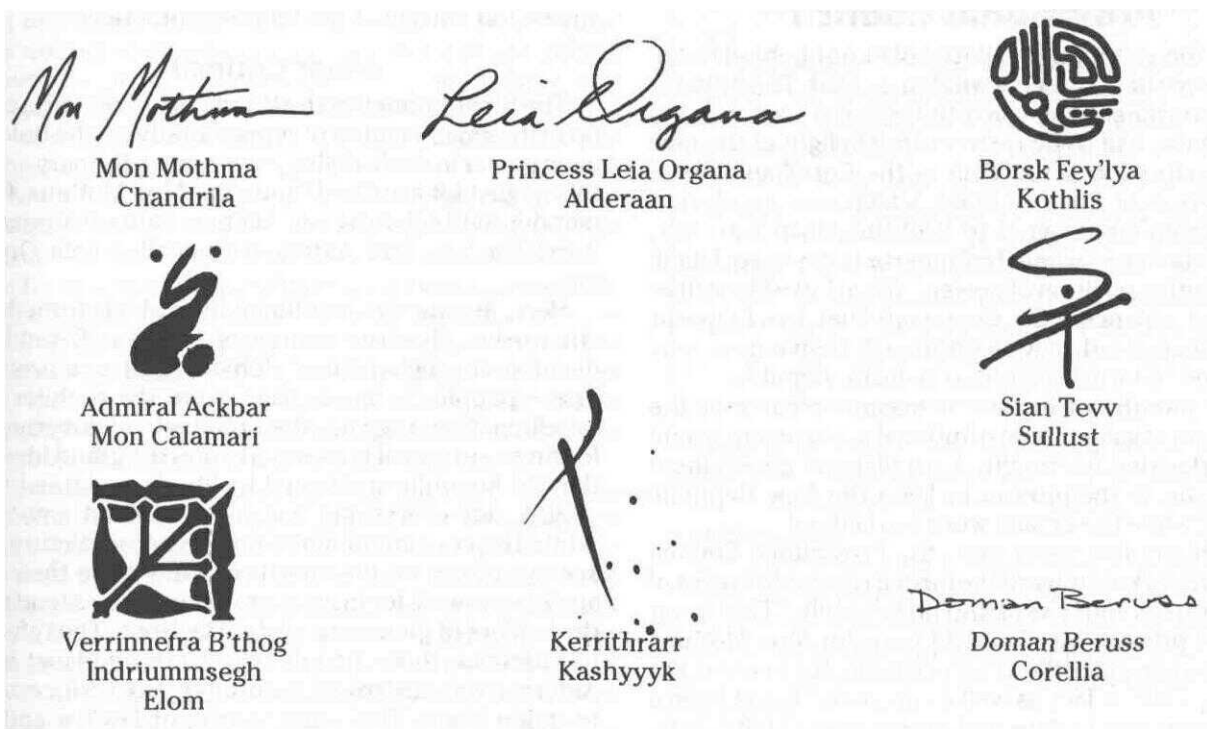
Acting upon our own moral conviction and the principles of equality and compassion that guided the Old Republic, the Alliance has accomplished its lofty goals. In the name, and by the authority, of the free beings of the Galaxy, the Alliance has usurped the usurpers. With final victory achieved at the Battle of Endor, we declare the Alliance's work complete. It has achieved what it set out to do. In its place, we declare the birth of the New Republic.

Let the stars sing and the many beings rejoice! The Republic lives again. But it is not the Republic of old. It is a New Republic, founded on the principles and laws of the original, but with the benefit of history to serve as advisor and mentor. We must not allow the mistakes of the Old Republic to corrupt the New. The New Republic is dedicated to liberty, freedom and justice for all beings in the Galaxy. The New Republic is sworn to be fair, virtuous and honest, for it was the corruption of the Old Republic that was fertile ground for the seeds of tyranny that cast a shadow over the Galaxy for these long years. By all that we fought for, the terror of the past shall never arise again.

The true work is just beginning. We must now restore the Republic in deed as well as name. From the Core Worlds to the Outer Rim Territories, throughout the entire Galaxy, we call upon all worlds to send representatives to help forge a new Galactic Government. This is to be a union of all peoples.

With these words, the birth of the New Galactic Republic is hereby declared! Built upon the foundation of the Alliance and cemented with the promises of freedom, justice and law for every being. The New Republic is dedicated to the ideals of galactic prosperity in every sense — economic, cultural and spiritual. Its member worlds must aid in the work to come and be dedicated and committed to persevere through the painful struggles that are sure to come.

We, the Beings of the Galaxy, in order to form a free union of planets, establish justice, provide for common peace and prosperity, and to secure liberty for all beings, do ordain and establish this New Republic. Let the stars sing! Let the planets shout! Let the Republic begin!



Chapter Two

The New Republic

From Rebels to Respectable

From the Datapad of Voren Na'al, former Director of New Republic Council Research (retired). This report was prepared shortly after the destruction of Mount Taniss.

In the five years since the Battle of Endor, the Rebels have become respectable. The Alliance eventually reformed as the New Republic, and the long process of changing from a military force to a true galactic government has begun. The remnants of the Empire continually cause trouble in an effort to eliminate the fledgling government, but the determination of the New Republic leaders has allowed them to solidify nearly three-quarters of the former Galactic Empire into its new government.

Provisional Council

With the victory of the Battle of Endor behind them, the Alliance had to decide what to do next. The Alliance Civil Government, designed to wage war, not to build upon peace, had to be restructured in light of the new galactic situation. According to the Corellian Treaty, the position of Chief of State, which was an elected dictatorship empowered to lead the Alliance to war, "will be abolished when the Emperor is deposed, killed, or resigns his position of power." When Luke Skywalker informed Alliance High Command that the Emperor was indeed dead, a Constitutional Convention was convened to form the Second Galactic Republic.

After months of debate, it became clear that the intricacies of galactic constitutional government would not be decided overnight. A provisional government was set up in the interim to keep the New Republic working while the details were worked out.

For nearly five years now, the Provisional Council has been working toward the formal reestablishment of the principles and laws of the Old Republic. "That is our first and primary task," Chief Councilor Mon Mothma has stated on more than one occasion, "to become the New Republic in fact as well as in name." It has been a horrendous task to date, and the members of the Council all show signs of the strain.

The capital of the New Republic is the planet Coruscant, which served as the Imperial capital and the Old Republic capital before that. The Provisional Council has even gone so far as to use the Imperial Palace as its seat of government, showing that it is the legitimate power in the galaxy.

The Provisional Council divides its time between constitutional conferences, diplomatic relations, governmental functions, planetary aid, and military actions. Many member worlds still govern themselves using local laws and customs, though the Council is working hard to get every system to employ the same laws — namely, the laws of the New Republic. Change, however, is a slow, time-consuming process, especially since the New Republic refrains from using military leverage against the member worlds. Such methods smack too closely of the Empire's practices.

Inner Council

The Inner Council of the Provisional Council is made up of the small number of representatives who hold the most power in the fledgling government. Primary among this august lot are Chief Councilor Mon Mothma, Commander-in-Chief Admiral Ackbar, Bothan Councilor Borsk Fey'lya, and Alderaan Councilor Leia Organa Solo.

Here, among this handful of individuals from different worlds, the true course of the New Republic is decided through heated debates and compromise. These people, in most cases, were the architects of rebellion. Now they are the architects of government, forging a system of laws based upon the grand ideals of the Old Republic and fueled by liberty and freedom.

Still, not everything has been decided smoothly. While the councilors agree on the broad picture, few see eye-to-eye on the specifics. Many have their own agendas as well, for in most cases councilors tend to be the leaders of planets or system factions. The refugees of Alderaan, those people who were off-planet when Alderaan was destroyed, naturally look to Princess Leia to guide them. The same is true of Fey'lya and the Bothans, and of Ackbar and the Mon Calamari. It con-

stantly falls to Mon Mothma to sort out the competing agendas and keep the council focused upon the task of establishing a new, fair government for all.

Members of the New Republic Provisional Council

Mon Mothma

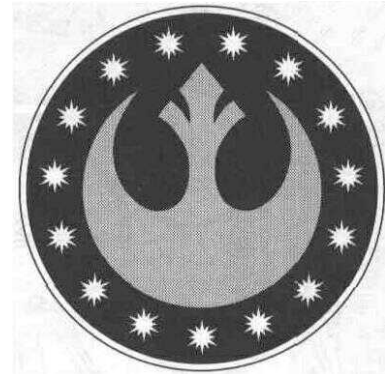
Mon Mothma was born into the role of galactic leader. Her father was an arbiter-general in the Old Republic, responsible for settling the disagreements and conflicts of diverse races, peoples, cities, governments, and planets. From him she learned to listen and build compromise. He taught her the essential art of diplomacy. Her mother, governor of her home planet of Chandrila, taught Mon Mothma to administer to a people, to organize a government and to lead. It was only natural that she was elected to the Senate at an early age. Coincidentally, she was the youngest Senator to serve until Leia Organa claimed that distinction many years later.

As a Senator, Mon Mothma was passionate and outspoken. She fought desperately to save the government she believed in. She, and those who fought beside her, failed. When her colleague Palpatine was elected President, warning signals rang in the back of Mon Mothma's mind. He had been a compromise candidate, or at least that's what the warring Senatorial factions believed at the time. But there was an evil gleam in his eyes when the announcement was made. There was more, it seemed, to Palpatine than any of them had foreseen.

Mon Mothma became the President's most outspoken opponent, strenuously opposing his New Order. She worked within the law as she strived to uphold the principals of the Old Republic. For her efforts, she gained the prestigious post of Senior Senator. She was the last member of either the Old Republic or the Empire to earn that title.

When Palpatine declared himself Emperor and the atrocities against member worlds began to mount, Bail Organa — a colleague and friend of Mon Mothma — quietly reversed his position on supporting rebellion. While he valiantly struggled on in the Senate, hoping to use the rule of law to return the spirit of freedom to the people of the galaxy and oppose Palpatine, Mon Mothma was named an enemy of the state and went underground, organizing the resistance groups into cells and forming the Alliance to Restore the Republic.

She spent years on the run, securing allies, selecting important leaders, and spreading hope to the oppressed peoples of the galaxy. Mon Mothma was responsible for the well being and direction of the Alliance, and she concluded that the only possible means of success would be to keep the Rebellion quiet and gather support among the influential. Until just before the Battle of Yavin, military engagements with Imperial forces were so minor that most Imperial officers refused to take the



The New Republic Insignia

The Provisional Council of the New Republic government has adopted a seal which incorporates the symbol of the Alliance with a pattern signifying the member worlds of the galactic community.

The blue crest of the Alliance to Restore the Republic, which was taken from the seal of the Old Republic, was the closest thing to an identifying symbol for the Rebellion. It signified the burning desire to restore justice to the galaxy, and it was worn proudly by all species fighting together in the Alliance. It has been retained by the Provisional Council to remember the long struggle, to remember the brave men and women who died in that struggle, and to remind everyone what the Alliance fought for. It was upon these principals that the New Republic was founded, and it is these principals that the New Republic must never forget.

The blue crest has been placed upon a circle of stars, signifying the galactic community. The New Republic is more than the government and the military, it is the people. The field of stars represents those people — whether they be human, Wookiee, or some other galactic species.

Finally, the seal is trimmed by a thin golden border. The gold symbolizes the right of the people to govern themselves through a representative government. The New Republic is that government, made up of a multitude of member worlds.

Rebellion seriously. She had successfully lulled the military into thinking that the Rebellion was a front for a bunch of disgruntled, unorganized and undisciplined troublemakers.

Over the years, the Alliance slowly blossomed. She delegated her authority in spectacular fashion, forming a competent and reliable infrastructure of officers and leaders. More and more worlds joined the Rebellion, and eventually, after much suffering and sacrifice, the Empire fell.

Now, Mon Mothma works to build a true government



out of the New Republic. In the five years since the Battle of Endor, the regal woman has aged noticeably. Deepening lines cover her face, streaks of gray blaze in her dark hair, and her slenderness has turned to thinness. Age has made her slower, less robust. But her gaze remains stern, her mind sharp, and her commitment total. At times she seems to bend to special interest groups, something she never would have done in the past. She has also become so caught up in the day-to-day details that she seems to sometimes forget the big picture. Still, Mon Mothma remains a competent leader, and an inspirational and charismatic architect of freedom.

Mon Mothma's life has been marked by years of terrible struggle, loss and pain. She is secretly terrified of losing the lives that are entrusted to her. Through the years, she has consolidated her power — not for personal gain, but rather, because she fears trusting those lives to anyone else.

Mon Mothma is a tall, elegant woman with striking features. She has graying red hair and green eyes. She is extremely calm and graceful under pressure ("I understand your concerns. When we get the situation stabilized I fully intend to bring General Bel Iblis back and put him in charge of tactical planning"), but she is fiercely determined: the Empire cannot be allowed to rise again.

• **Mon Mothma (as of the Battle at Sluis Van Shipyards)**

Type: Chief Councilor

DEXTERITY 3D

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

KNOWLEDGE 4D

Alien species 9D+1, bureaucracy 11D, cultures 10D, intimidation 5D, languages 8D, planetary systems 8D, survival 7D, value 5D+2, willpower 6D+1

MECHANICAL 3D

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

PERCEPTION 4D

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

STRENGTH 2D

Stamina 6D, swimming 4D+1

TECHNICAL 2D

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

Force Points: 5

Character Points: 38

Move: 8

Equipment: Comlink, datapad

• **(as of the Battle for the Katana fleet)**

Bureaucracy 11D+1, bureaucracy: New Republic Provisional Council 12D+1, cultures 10D+1, intimidation 7D

Communications 5D+2

Command: New Republic bureaucrats 10D+1, command: New Republic soldiers 11D+1, persuasion 8D, persuasion: debate 10D+1, persuasion: oration 11D

Force Points: 4

Character Points: 34

• **(as of the Siege of Coruscant)**

Bureaucracy 11D+2, bureaucracy: New Republic Provisional Council 12D+2, cultures 10D+2

Force Points: 3

Character Points: 30

* **Note:** Some skills have been lowered from previous listings to reflect aging and lack of use. Skills that have dropped to the same die code as the appropriate attribute have been deleted for clarity.

Admiral Ackbar

Once he commanded the Alliance Fleet, a rag-tag collection of Corellian battle ships, Mon Calamari cruisers, Sullustan cargo freighters, Alderaanian gunships, various starfighters and anything else that could be mounted with a gun and cast into space. Now he serves as the New Republic Commander-in-Chief, in charge of all military operations. He is Ackbar, pure Mon Calamari and devoted to the cause of freedom and peace.

In the years between the Battle of Yavin and the Battle of Endor, Ackbar brought a fleet of Mon Calamari star cruisers and crews into the Alliance. He was instrumental in convincing the Verpine to build the new B-wing starfighter, a ship of his own design. Eventually, his efforts were recognized by Mon Mothma and other members of the Alliance High Command. He was awarded the rank of admiral and placed in charge of the Alliance Fleet.

In the New Republic, Ackbar has been granted control of the entire military and the rank of Commander-in-Chief. He sits on both the Provisional and Inner Councils, and is considered one of the top people in the New Republic bureaucracy. Unfortunately, he has also been responsible for a few of the new government's setbacks.

Ackbar's belief in the law and military protocol, as well as his disregard for those who operate outside



those institutions, have alienated a few groups which the New Republic has been trying to recruit. For example, smugglers, who have the cargo ships the New Republic needs to resume galactic trade, have so far refused overtures of cooperation and amnesty due to their memory of Ackbar's stand on more stringent anti-smuggling laws.

His constant arguments with Councilor Borsk Fey'lya undermined his position on the Council due to Fey'lya's increasing influence. Ackbar considers the Bothan to be ambitious and self-serving, and in his typically blunt fashion he makes no effort to conceal that opinion. Further, he has alienated those who would otherwise be on his side by looking down on those who have left the military. He has been decidedly cold toward Han Solo and Lando Calrissian for resigning their commissions and titles, and to a lesser extent this sentiment has extended to Luke Skywalker as well.

• **Admiral Ackbar (As of the Battle at Sluis Van Shipyards)**

Type: Mon Calamari Admiral

DEXTERITY 3D

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

KNOWLEDGE 3D

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

MECHANICAL 3D+1

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

PERCEPTION 2D+1

Bargain 7D, command 9D, command: Mon Calamari crewmen 10D, hide 4D+1, search 5D+1, sneak 4D+1

STRENGTH 3D

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

TECHNICAL 3D+1

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

Special Abilities:

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

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

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Force Points: 1

Character Points: 17

Move: 10

Equipment: Comlink, datapad

• **(as of the Battle for the Katana fleet)**

Intimidation 5D+1, willpower 6D

Command: Mon Calamari crewmen 11D+2, sneak 4D+2

Leia Organa Solo

Much has changed in the life of this former Senator from Alderaan. Once a proud (some would even say arrogant) idealist who fought tenaciously in the Imperial Senate for the preservation of the Old Republic, she is now one of the New Republic's most celebrated heroes. Few members of the Alliance to Restore the Republic or the New Republic which replaced it have inspired more devotion and love than Leia Organa Solo.

Born 28 years ago to a mother she barely remembers and a father she never knew, Leia has embodied the ideals and best virtues of both the Old Republic and her adopted homeworld of Alderaan. Leia learned the details of her true heritage slowly and in a haphazard order. There are many blanks in her history to this day — blanks which may never be completely filled in.

Leia was the adopted daughter of Bail Organa, Viceroy, First Chairman and Senator of Alderaan. She was taken in and made to feel part of the high-born, politically-powerful royal family. She became a princess by virtue of this lineage, and no one but a select few knew that the child was adopted. Her title was purely honorary, as Alderaan had been a democracy since the earliest days of the Old Republic, but it was a title she took to heart. Of course, the family — and Bail Organa in particular — was still politically powerful due to his elected position.

Throughout her youth, Leia's teachers fought an unending battle to instruct the girl in the protocols of royalty while she preferred to run and play like some precocious tomboy. At times, it seemed her friend Winter was the real princess and she nothing but an imposter. The training stuck, however, and she learned all about social graces. Bail Organa supplemented these sessions with weapons and self-defense training. Though it pained him to admit it, he knew there would come a day when warriors for justice would again be needed in the galaxy. Leia became as comfortable with a blaster as she was in a gown or on the Senate floor.

In the five years since the Battle of Endor, Leia has served the Provisional Government well. Her diplomatic skills brought many worlds into the confederation of star systems, and her natural leadership inspired those already part of the New Republic to work harder to achieve their lofty goals. She has embraced her heritage as a Skywalker as well, learning to utilize her abilities with the Force. She has become Luke's student, taking up the lightsaber and learning to walk the path of the Jedi Knights. So far, she has mastered only the basics of both the lightsaber and the Force. She still has a long way to go to reach anywhere near Luke's level of mastery. Unfortunately, her governmental duties do not leave her as much time as she or Luke would like for her to continue her studies.

Perhaps the most significant step she has made since the New Republic was formed was to accept Han Solo's marriage proposal. Her love for her husband is strong, but she wishes she had more time to spend with him. It seems that they have been fighting nonstop since the plans for the original Death Star came into her possession. She knows him well, though there are times when even she cannot see through his unreadable "sabacc face".

Leia has recently given birth to twins: Jaina and Jacen. The Force is strong in the Skywalker family. Their father had it, Luke has it, Leia has it, and the twins have it. The irony is that Han Solo once called the Force nothing more than a "hokey religion." He has since changed his opinion — at least a little.

Leia has also discovered another part of her heritage — a darker part. While hiding from unknown alien assassins on the Wookiee homeworld of Kashyyyk, she was able to capture one of her mysterious assailants. The unknown alien called her "Mal'ary'ush." She learned



that this was a title which identified her as the daughter and heir of the Lord Darth Vader. Leia now commands the sworn loyalty of the Noghri species (some of the most skilled assassins and commandos in the galaxy).

• **Leia Organa Solo (as of her visit to Kashyyyk)**

Type: Young Senatorial

DEXTERITY 3D

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

KNOWLEDGE 4D

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

MECHANICAL 2D+2

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

PERCEPTION 3D+1

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

STRENGTH 3D

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

TECHNICAL 2D

Computer programming/repair 4D+2, demolitions 3D, droid programming 5D, droid repair 5D, first aid 7D, security 5D+1, space transports repair 4D

Special Abilities:

Force skills: Control 2D, sense 2D, alter ID

Force powers (these are only some of the powers which Leia has demonstrated so far).

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

Sense: Danger sense, life detection, life sense, magnify senses, receptive telepathy

Alter: Telekinesis

This character is Force-sensitive

Force Points: 7

Aptitude Test

Luke Skywalker stood before the crib of Jaina and Jacen, his niece and nephew. The two infants cooed happily as he gently stretched out with his feelings, projecting warmth and love to the squirming pair. For a moment, Luke simply marveled at the beauty of life and creation, and realized that he was as deeply in tune with the light side of the Force as he had ever been.

Leia had told him of her contact with their minds during their delivery. Since the children had the Skywalker "talent" for the Force, Luke felt it was important to see just how in strong in the Force the twins were. Intently concentrating, the Jedi Knight began to carefully gauge the aura of the Force that surrounded the twins.

After a moment, Luke gasped and broke off his contact. *I had no idea*, he thought with awe. *Such ... potential. The next generation of Jedi has truly arrived.*

Leia's Lightsaber

"I don't think I'm ready for this, Luke," Leia Organa Solo, princess of Alderaan and heir to the Skywalker legacy, protested as her brother looked on.

"You're as ready as I was," Luke countered calmly. "You're going to do just fine."

"Can't we go over it again?" she asked nervously. She knew how much he believed in her, and she didn't want to disappoint him.

"It's now or never, Leia," Luke Skywalker said gently but firmly. "Now go out there and do it."

"All right, Luke," Leia reluctantly agreed, "I'll try."

"There is no try, Leia," Luke replied, trying to hold back a smile. "There is only do ..."

Leia nodded, hefting the set of archaic tools Luke had given her. They had belonged to Ben Kenobi, he had told her.

"I built my lightsaber with those tools, Leia," he said, finishing her thought. "On Tatooine, out at Ben's old place, just before we rescued Han from Jabba the Hutt."

She knew all that. Luke had explained it to her as he taught her about the Force. He had lost the saber that Ben had given him, the one that had belonged to their father, on Cloud City. He lost it when he lost his hand to Darth Vader's blade. Darth Vader, their father ... sometimes it was all so confusing.

"Calm, Leia, calm," Luke soothed, reminding her of her lessons. "Be at peace."

"Yes, teacher," she said, and they both smiled. She gave Luke a quick hug, then started out into the wilderness. With a low whistle, Artoo-Detoo followed her.

"Luke...?" she asked, glancing uncertainly at the astromech droid.

Luke shrugged. "He was with me when I built mine. Maybe he thinks it would be a good idea if he was with you, too."

The droid beeped affirmatively, and continued to

roll along after the Princess. In a way, Leia was relieved. The little droid would keep her company while she searched for the components and then assembled them. He wasn't permitted to help, of course, but his presence would make her feel a little less alone.

You're never alone.

Luke's thought brushed into her mind with comforting gentleness. She held onto it over the next three days as she followed all the things he had taught her and trusted the Force to point the way. By the end of the third day, she had gathered all of her components. As dawn broke on the eighth day, she emerged from the wilderness, with Artoo beside her, to find Luke sitting in exactly the same position as when she last saw him.

"Well?" he asked her. He was surprised to see how quickly she had returned — it often took Jedi nearly a month to build a lightsaber. She clearly shared the same extraordinary natural abilities he had.

She pulled the tubular, smooth handle from the folds of her robe and held it out for him to inspect. He did not touch it, but his eyes traveled over its length with great care. He nodded.

"Try," Luke said, gesturing at the activator switch.

"There is no try," Leia replied calmly, "only do." With a flick of her finger, a brilliant beam of light erupted from the gleaming top disk. The light illuminated Luke's serene face, and the pulsating hum filled the clearing with sound.

"Then it's time to really start your lessons," Luke declared, rising to his feet and smiling broadly. "You're going to love using the remotes."

"I can hardly wait," she said, shutting down her lightsaber. *Her* lightsaber. She liked the sound of that. She also liked that she had succeeded. Maybe she could be a Jedi, too. Like her father before her. Like her brother.

Character Points: 25

Move: 10

Equipment: Blaster pistol (4D), comlink

• **Leia Organa Solo (as of her visit to Honoghr)**

Running 5D

Law enforcement 7D+1

Willpower 7D

Communications 5D+2, hover vehicle operation 3D+2

Persuasion: debate 10D+1, persuasion: oration 11D+2

Special Abilities:

Force skills: Control 3D, sense 3D, alter ID

Force points: 8

Character Points: 35

• **Leia Organa Solo (as of the Assault on Mount Tantiss)**

Blaster 9D, brawling parry 5D+2, lightsaber 3D+2, melee combat 6D+2, melee parry 6D+1

Space transports 3D+1, starship gunnery 6D+1, starship shields 5D+2

Sneak 7D+1

Demolitions 3D+1, security 6D, space transports repair 4D+1

Special Abilities:

Force skills: Control 3D+1, sense 3D+, alter ID

Force Points: 10

Character Points: 38



Borsk Fey'lya

Borsk Fey'lya is leader of a sizeable faction of Bothans and a member of the New Republic Provisional and Inner Councils. Fey'lya has a melodic, easy-going voice that has been one of his major diplomatic weapons — it lulls those he deals with into believing he is less capable than his true skills indicate. He has wide violet eyes (in the Bothan fashion), and a fine, cream-colored fur which covers his body and ripples to reflect subtle mannerisms and expressions not adequately covered by language (at least as far as the Bothans are concerned).

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

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

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

Fey'lya brought his Bothan faction into the Alliance after the Battle of Yavin, around the same point in time that Ackbar and his Mon Calamari joined. The two never liked each other, and Fey'lya started jockeying for position and power from the moment he entered the Alliance.

Fey'lya cut deals with everyone, making it abundantly clear that he expected a high position in the fledgling political system Mon Mothma was putting together. Ackbar dismissed him as an opportunist, paying him little heed over the next few years.

Perhaps that would have been the end of Fey'lya's rise to power had it not been for a curious swing of fate. The spies who uncovered the existence and location of the second Death Star were Bothans from Fey'lya's faction. They also broke the Imperial codes outlining the Emperor's plans to oversee the final phases of the battle station's construction. They gathered the intelligence, broke the encrypts protecting it, and ferried it back to Alliance Command. As Mon Mothma noted prior to the Battle of Endor, "Many Bothans died to bring us this information." Fey'lya's place in history and the New Republic was assured.

As a Councilor, Fey'lya has been an effective administrator when not involved in games of political one-upmanship. He has sought to debate Ackbar on every major and minor decision or proposal the Mon Calamari has brought to the Council since the New Republic was initiated, and he does his utmost to pass laws which benefit his Bothan race. He is an accomplished businessman, but for the most part these ventures have been done on his own time and rarely reflect on his Council duties.

Fey'lya has become one of Mon Mothma's most-trusted advisors, much to the chagrin of Ackbar, Leia Organa Solo and others in the new government. His tendency to push too hard and too fast has so far been ignored by the Chief Councilor. Without Leia to play peacemaker, he might be able to beg or bully the Council into giving him what he wants, but her resolve and political acumen has kept the ambitious Bothan from going too far. However, reports out of Coruscant indicate that Fey'lya's recent actions may have pushed the New Republic to the verge of civil war.

Make no mistake — although Fey'lya is glad to see

Ackbar foiled, he isn't a traitor and doesn't want to see the Empire succeed. In fact, Fey'lya was quite relieved that Han Solo and Lando Calrissian foiled the Empire's attempt at grand larceny at Sluis Van, even if the method was costly. But if he gains power through weakness or faulty judgement on the part of other Republic officials, so much the better for him. To this end, he pointed out that the whole Sluis Van incident showed signs of serious military mismanagement — or even treason.

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

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

• Borsk Fey'lya (as of the Battle for the Katana fleet)

Type: Bothan Councilor

DEXTERITY 3D+1

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

KNOWLEDGE 3D

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

MECHANICAL 2D

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

PERCEPTION 4D

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

STRENGTH 2D+2

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

TECHNICAL 3D

Computer programming/repair 7D, demolitions 4D+1, droid programming 5D, repulsorlift repair 4D+2, security 8D+1

Character Points: 15

Move: 10

Equipment: hold-out blaster (3D+1), comlink, datapad, New Republic consular ID

Councilor Sian Tew

Sullustan Councilor Sian Tew has had a checkered past. As a youngster growing up on Sullust, Sian used to hang around spaceports, talking with repair droids, technicians, pilots — anyone who could teach him about vehicles and starships. His parents, noted Sullustan diplomats, frowned on Tew consorting with such "an unseemly cast of characters," which included a young Nien Nunb. While Tew never took to the stars, he made many lasting friendships with these "rogues

and scoundrels," especially with the talented and ambitious Nunb.

Tew and Nunb went their separate ways, as Tew began studying to be a diplomat, like his parents, and Nunb mastered the skills necessary to be a spacer. Both were successful in their fields, as Tew became one of the youngest Sullustan diplomats ever to go to Coruscant, while Nunb went "legit" and quickly became one of SoroSuub Corporation's top cargo runners.

Eventually, however, Tew began to learn what the Empire truly represented. He remembered finding out about Imperial atrocities on distant worlds, and watching the Senators debate "modifications of policy" while the military was allowed to exploit and enslave anyone they desired to. Tew knew that it would only be a matter of time before his world, like so many others, would face the wrath of the Empire.

Quietly, Tew began to work towards persuading Sullust to ally with the fledgling Rebel Alliance, while still maintaining the facade of being a pro-Imperial diplomat. When SoroSuub "nationalized" Sullust's government, Tew kept his mouth shut, but he also quietly supported Nien Nunb as he rebelled against SoroSuub and joined the Alliance. Tew aided many other Rebel groups, while lobbying sympathetic SoroSuub officials behind the scenes for additional support. Eventually, Tew's efforts paid off, and Sullust and SoroSuub threw in with the Rebel Alliance. It was at Sian Tew's insistence that the assault force assembled at Sullust before the Battle of Endor.

Sian Tew is tall for a Sullustan and is slightly paunchy. He is legendary for his irreverence and bluntness, particularly during Council sessions. Tew delights in reminding Admiral Ackbar that Sullustan smugglers used to fly rings around the Mon Calamari customs officials. Tew's attitude has sparked some memorable arguments with Ackbar, though if pressed, both would admit a grudging respect for each other.

• Councilor Sian Tew (as of the Siege of Coruscant)

Type: Sullustan Diplomat

DEXTERITY 2D

Blaster 6D+2, brawling parry 6D, dodge 6D, melee combat 6D+2

KNOWLEDGE 2D+1

Alien species 7D, bureaucracy 9D+2, business 8D, cultures 6D, languages 7D+1, planetary systems 6D+1, value 9D



Council Debate

Excerpt from New Republic Provisional Council meeting, file # 1876389234/D

Councilor Sian Tew stood, addressing the assemblage of Councilors from throughout the New Republic. Tew, a Sullustan, cleared his throat with a guttural cough and began to speak.

"My friends," he chirped, "it is imperative that we re-open our shipping lanes as soon as possible. It is my hope that the Council will endorse Captain Solo's proposal to open shipping contacts up to the freight businessmen he has recommended."

"Smugglers, you mean," Admiral Ackbar growled, glaring at the Sullustan. The cultural disgust the Mon Calamari had for smuggling was legendary. "I see no reason to allow these 'fringe' operators within 20 parsecs of New Republic shipping."

"And why is that, Admiral?" countered the Sullustan diplomat. "Is it because they might make your starfleet look foolish?"

"I beg your pardon," interrupted Mon Mothma, glancing with controlled anger at the pair of diplomats. "If I were you, gentlemen, I would refrain from such outbursts."

"I would prefer," Ackbar said, "to answer his question. No, I am not at all concerned about smugglers out-flying my ships."

"That's odd," Tew mused, tugging thoughtfully at one of his cheek-flaps. "Most of the pilots I am acquainted with have many stories of how they flew rings around Mon Calamari customs vessels."

A muted chorus of laughter washed around the table. Ackbar bristled. "I see no reason to give smugglers — criminals, mostly — shipping contracts."

"You seem to dislike smugglers, Admiral," Tew teased. "Perhaps you feel that Captain Solo and Lando Calrissian are not worthy enough to be a part of the New Republic?"

"Of course they are," Ackbar blustered. "They have given up such blatantly criminal ventures."

"A fact for which the Mon Calamari customs forces must be extremely grateful," countered Sian Tew. "The fact remains, however, that we have inadequate shipping and we must remedy that. Do you have an alternative, Admiral?"

Ackbar paused thoughtfully, mulling his options. Tew was a master of manipulation, and Ackbar had fallen into his verbal snare. *The poor chap is just not a politician*, Tew thought with an inner smile. "Not as yet," Ackbar conceded. "Though I am sure an alternative exists."

"And I eagerly await it, Admiral. Please notify me when you've thought of one." Another round of stifled chuckles broke out amongst the Councilors and Mon Mothma again called the group to order, shooting a warning look at Tew.

"Seriously, Admiral," Tew said. "I know a number of smugglers and pilots capable of restoring our shipping, or at least part of it. Nien Nunb and his privateers are willing to assist. Solo knows a number of freight handlers from his smuggling days. Even I have participated in a few 'covert shipping activities' in my day, and can recommend a few people. Smugglers are not the group of degenerates and cutthroats you think they are."

"And they may be our last, best hope to restore some shipping capability to the New Republic," the Sullustan added, the serious stone wiping the amused smirks off the other delegates' faces as they realized the truth of Tew's words. Then with a grin, he concluded, "As long as they don't have to worry about the dreaded Mon Calamari navy shooting their freighters out from under them." Tew timed the remark perfectly, letting the tension lift from everyone present, and even Ackbar grinned, weakly.

"Agreed, Councilor," the Mon Calamari said. "We'll try not to rattle their cages too badly."

MECHANICAL 3D

Astrogation 4D, repulsorlift operation 6D, space transports 3D+2, starship gunnery 4D, starship shields 3D+2

PERCEPTION 3D+1

Bargain 8D+2, command 6D+2, con 8D, persuasion 7D

STRENGTH 2D+2

Brawling 7D

TECHNICAL 3D+2

Computer programming/repair 40-t-1, repulsorlift repair 6D, starship repair 6D

Special Abilities:

Enhanced Senses: +2D for Perception or search in low-light conditions.*

Location Sense: A Sullustan can always remember how to get someplace he or she has visited before. Sullustans get a +1D astrogation bonus when jumping to a system they have visited before.*

* See page 136 of *Star Wars, Second Edition* for more information.

Character Points: 12

Move: 10

Equipment: Sporting blaster (3D+2), datapad, comlink, New Republic ID

Winter

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



white hair. At her worst, she gives off a confident aura and a regal presence. At her best, she is royally dazzling.

Winter grew up on the planet Alderaan. As a member of the Royal Family, she lived in the palace and was a constant companion and playmate of Princess Leia Organa. As children, Winter was often mistaken for the Princess by visitors, for she always looked more the part than the rough-and-tumble Leia. As the two girls grew into adulthood, their friendship deepened and the bond between them became a thing of iron. They were

inseparable. When Leia began to take on royal duties and later became a Senator, Winter remained at her side as her royal aide and executive assistant.

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

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

Because of her perfect memory, she was able to enter Imperial or private supply caches and memorize every detail of the location. In this way, she was able to provide strike teams with perfectly detailed maps and

information regarding stock, defenses and personnel, thus making supply raids less dangerous and more likely to succeed. She became so important to the Alliance in this capacity that she earned a place on the Empire's most-wanted lists. Of course, the Imperials never learned anything more than her code-name, or at least, one of the code-names she used. By the time of the Battle of Endor, the Empire's escort ships and supply station officers had come to dread the name of "Targeter."

Perhaps nothing rattles Winter's rigid control like her memories of Alderaan's destruction. Side-by-side with her memories of friends, family and good times, the pain of loss remains a constantly burning ache that will never subside. Unlike Leia and the other survivors of Alderaan, Winter does not have the numbing benefit of fading memory to look forward to. After eight years, every memory remains fresh and vivid, accompanied by all of the original pain and sorrow. She can push it back to the recesses of her mind, but Winter can never forget. She has learned that any gift can be a curse.

• Winter (as of the Battle at Sluis Van Shipyards)

Type: Councilor Aide

DEXTERITY 3D+1

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

KNOWLEDGE 4D

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

MECHANICAL 2D

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

PERCEPTION 3D+1

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

STRENGTH 2D+2

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

TECHNICAL 2D+2

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

Special Abilities:

Perfect Memory: Winter has "holographic memory" — she has instant and total recall of everything she has ever heard, felt, witnessed, researched or otherwise experienced.

Force Points: 2

Character Points: 15

Move: 10

Equipment: Hold-out blaster (3D+1), comlink, datapad, New Republic public consular ID

• Winter (as of the Siege of Coruscant)

Force Points: 2

Character Points: 11

Commander Sesfan

Commander Sesfan is currently serving as Admiral Ackbar's representative to the Ruling Council. Before joining the Alliance, Sesfan served in the Mon Calamari space fleet. Sesfan entered Rebel Alliance service six



months before the Battle of Endor, and served aboard Admiral Ackbar's ship as a sensor officer. Ackbar recognized Sesfan's ability and loyalty and promoted him to the rank of commander, and transferred him to Coruscant to serve as his aide.

Commander Sesfan's political views are in keeping with the Mon Calamari norm: a reliance on the rule of law (including an intolerance for breaking regulations, even when those regulations are illogical) and a strong distaste for smugglers ("Jedi Skywalker authorized payments to a *smug-*

gler?"). Sesfan is, therefore, very compatible with Ackbar and a valued member of Ackbar's command.

Sesfan is slightly pudgy for a Mon Cal, and his skin is paler than the average for his species. Sesfan claims that it is simply a family trait, though Admiral Ackbar suspects that Sesfan is ill. Medical officers in the New Republic are still running tests to see if Sesfan suffers from Mon Calamari Nerveshock, a peculiar form of virus that attacks the nervous system. Most Mon Calamari are immunized against the disease at an early age, but in rare cases, the virus strikes adult Mon Cals. Unfortunately, there is no known cure for the adult strains of Nerveshock and it can remain dormant and undetectable in an adult's body for years: once the virus becomes active, it is too late to save the victim. If Sesfan has contracted Nerveshock, there is little the New Republic can do: one in three cases of the disease are fatal. Sick or not, Sesfan still manages to perform his duties with distinction and waves aside any suggestion that he is not fit. Indeed, his medical exams all prove he is fit for duty — for the time being.

• **Commander Sesfan (as of the Siege of Coruscant)**

Type: Mon Calamari Bureaucrat

DEXTERITY 2D

Blaster 3D, dodge 3D

KNOWLEDGE 4D

Alien species 4D+2, bureaucracy: New Republic 7D, cultures 5D, willpower 7D+2

MECHANICAL 3D

Sensors 6D

PERCEPTION 3D

Bargain 6D+2, persuasion 6D+2

STRENGTH 2D+1

TECHNICAL 3D+2

Special Abilities:

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

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

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Force Points: 2

Character Points: 9

Move: 9

Equipment: Hold-out blaster (3D+2), comlink, datapad

Tav Breil'lya

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

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

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

• **Tav Breil'lya (as of the Battle for the Katana fleet)**

Type: Bothan Aide

DEXTERITY 3D+1

Blaster 4D+1, dodge 4D+1, melee combat 4D+1, melee parry 4D+1, pickpocket 4D+1

KNOWLEDGE 3D

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

MECHANICAL 2D

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

PERCEPTION 4D

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

STRENGTH 2D+2

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

TECHNICAL 3D

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

Special Abilities: None

Story Factors:

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

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

Character Points: 6

Move: 10

Equipment: Hold-out blaster (3D+1), comlink, datapad

Allies of the New Republic

Han Solo

Captain Solo is perhaps the most colorful figure of all the Heroes of Yavin. It is particularly amusing that Solo—a former pirate, smuggler, mercenary and "freelance lawbreaker"—is now a well-known member of the New Republic and is married to one of the most respected and influential members of the New Republic Provisional Council, Leia Organa Solo.

Han Solo made a reputation for himself as a man of action, particularly in the smuggling community. While he has not actively pursued his smuggling career for many years, his reputation as a reckless adventurer seems to be intact, mostly due to his actions in the many prominent battles he has participated in during the war.

Solo prefers to wave aside the accolades he has earned. "That medal I got at Yavin? It's in the *Falcon* somewhere ... I think," he said when asked about his role in the New Republic. "We probably melted it down to patch together some circuitry." Solo himself seems genuinely surprised at the turn his life has taken. It appears that the Corellian has simply been swept along with the tide of current events, and he is only doing whatever is necessary to defend his family.

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

Lately, Solo has been trying to convince his former smuggling contacts to ship cargo for the New Republic. Unfortunately, most of his old smuggling "associates" feel that Solo has "gone legit" and is out of touch with

the harsh realities of smuggling. To some extent, this is probably true, and Han (always the reckless, independent type) on occasion seems to feel depressed and irritable due to his current responsibilities. Fortunately Han's newfound "respectability" has not dulled his sharp reflexes and keen instincts.

However "planet-bound" he may feel, he takes his responsibilities very seriously as they directly concern the safety of his wife and children. Solo has never been one to sit idly by and let others solve his problems, and never has this been more apparent than in his actions to protect his family. While he believes in the viability of the New Republic in principle, Solo has never felt any particular loyalty to *any* government—indeed Solo's disrespect for authority of any kind is near-legendary. His actions on behalf of the New Republic are the result of his dedication to his wife and children rather than because he espouses a particular political philosophy; to Solo, the war against the Empire is a personal one.

• Han Solo (as of the Battle at Sluis Van Shipyards)

Type: Smuggler

DEXTERITY 3D+1

Blaster 8D+1, blaster: blaster rifle 5D+1, blaster: heavy blaster pistol 10D+1, blaster artillery 6D+1, brawling parry 8D, dodge 8D, dodge: energy weapons 8D+2, grenade 6D+1, melee combat 6D+1, melee parry 5D+1, missile weapons 6D+1, pick pocket 5D+1, running 4D+2, thrown weapons 5D, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 7D, bureaucracy 6D, business 6D, business: smugglers 7D, cultures 6D, intimidation 7D, languages 5D+2, law enforcement 6D, planetary systems 8D, streetwise 9D, streetwise: Jabba the Hutt's organization 10D+1, survival 8D, value 6D, will-power 6D+2

MECHANICAL 3D+2

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

PERCEPTION 3D

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

STRENGTH 3D

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

TECHNICAL 2D+2

Blaster repair 4D+2, computer programming/repair 7D+1, demolitions 6D+2, droid programming 6D+1, droid repair 6D+1, ground vehicle repair 5D, repulsorlift repair 7D, security 7D+1, space transports repair 6D+2, space transports repair: YT-1300 transports 9D+2, starship weapons repair 5D

Force Points: 3

Character Points: 31

Move: 10

Equipment: Modified Bias Tech DL-44 heavy blaster pistol (5D+1), comlink, *Millennium Falcon* (modified Corellian YT-1300 freighter)

• Han Solo (as of the Battle for the Katana fleet)

Dodge: energy weapons 9D, pick pocket 5D+2, running 5D+2, thrown weapons 5D+1

Intimidation 8D, languages 6D

Communications 5D+2, sensors 6D
Blaster repair 5D
First aid 3D+2, ground vehicle repair 5D+2, space transports repair 7D+2

Force Points: 5

Character Points: 40

• **Han Solo (as of the Assault on Mount Tantiss)**

Blaster 8D+2, dodge 8D+2, dodge: energy weapons 9D+2
Bureaucracy 7D, business: smugglers 7D+2, cultures 6D+1
Command 8D

Force Points: 6

Character Points: 47

Chewbacca

Chewbacca stands out in any crowd. Even among the giants of his homeworld, he is a Wookiee to be reckoned with. Chewbacca was born on the planet of Kashyyyk over 200 years ago. Now in the middle years of his life, Chewbacca has shown no signs of slowing down. In fact, some feel he may actually be getting stronger. In his two centuries plus of life, the great Wookiee has been many things, from slave to smuggler to Rebel hero. Now he is a valued member of the New Republic, as is his entire world.

Chewbacca refuses to discuss his own life, especially those long years before he teamed up with Han Solo. He apparently demonstrated a natural talent for all things mechanical at an early age. He especially loved to tinker with starship engines and bowcaster energy cores. He gained a measure of fame (or infamy) as Solo's partner and the co-pilot of the *Millennium Falcon*. It is a reputation he has tried to live down to this day.

Chewbacca practices the Wookiee form of hand-to-hand combat, which makes him a ferocious opponent in close battle. This self-defense technique makes full use of a Wookiee's great strength, to devastating effect against the unfortunate opponent. It lacks style or finesse, but it makes up for these deficiencies in raw strength. His favorite weapon is the Wookiee bowcaster. This archaic explosive-projectile hurler is right out of Kashyyyk history, but no matter where he wanders in the far-reaching galaxy, it serves as a link to Chewbacca's home.

As a young Wookiee, Chewbacca explored the galaxy. For over one hundred years he traveled, returning home only rarely as he set out to learn about the worlds beyond Kashyyyk's forest. With the rise of the Empire, things changed. While there had always been worlds and races intolerant of those who were different, it seemed that the fundamental philosophy of the Empire was to destroy or enslave those who weren't human or technologically advanced. As things began to get bad for the wandering Chewbacca, they got worse on his homeworld. Wookiees, with their great strength and size, were "enlisted" for the Imperial work camps. This involved setting up garrisons on and around Kashyyyk to ensure the planet's cooperation, as well as issuing slaver bounties for any Wookiees off planet at the time of Kashyyyk's subjugation.

One group of slavers decided to make good on the bounty by capturing Chewbacca. He killed five of the slavers with his bare hands before they finally managed to bring him down. Imperial forces in the Corellian system were presented with the bound Wookiee, who faced a short and painful life of heavy labor for his troubles. If not for the intervention of a young officer named Han Solo, Chewbacca might not have survived to see the end of the Empire or the freedom of his people.

Chewbacca's honor as a Wookiee demanded that he pledge a sacred "life debt" to his rescuer. A Wookiee life debt is an oath of allegiance that morally binds the one whose life has been saved to the one who did the saving. The life debt is freely taken; a personal act of honor to repay that which is without measure. Of course, Han Solo did not understand the Wookiee's intentions. He was caught up in his own problems at the time — court martial, dishonorable discharge, charges of treason. Chewbacca calmly followed Solo from world to world, protecting him, assisting him, becoming his friend. The friendship has only grown stronger as the years go by.

Chewbacca has cultivated a reputation as a savage killer—it paid to have that kind of reputation in the line of work he and Solo were in. In truth, he is a lot less bloodthirsty than he acts, though he has been known to fly into a berserker rage when his friends are threatened. Since the Battle of Yavin and he and Solo's subsequent partnership with the Rebel Alliance, he has added Luke Skywalker, Princess Leia, and the droids R2-D2 and C-3PO to his "honor family," extending his life debt to include all of them. He owes that same life debt, to a lesser degree, to the whole Alliance, for it was through their actions that Kashyyyk was able to throw off the chains of slavery.

The massive Wookiee cannot wait for Han and Leia's babies to be born. Solo kids him that he'll make an awfully furry nanny, but the Corellian is pleased to have guardians like Chewbacca and Jedi Knight Luke Skywalker around to protect his children. Chewie is protective, honorable, loyal, and has a remarkably developed sense of humor to offset his violent temper — a temper he works constantly to keep in check. He considers the Falcon his personal domain as far as maintenance and repairs go, often using menacing growls to keep New Republic technicians away. He understands many galactic languages, including Basic and a few droid dialects, but his Wookiee anatomy allows him to speak only his native tongue.

• **Chewbacca (as of his return to Kashyyyk)**

Type: Wookiee

DEXTERITY 2D+2

Blaster 7D, bowcaster 10D, brawling parry 8D+1, dodge 7D, grenade 5D+1, melee combat 8D, melee parry 8D, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 7D+1, bureaucracy 4D+1, business 5D, cultures 3D+2, intimidation 11D, languages 6D, planetary systems 8D, streetwise 7D, survival 7D+2, value 8D

MECHANICAL 3D

Chewbacca and the Life-Debt

From the datapad journal of Voren Na'al, Director of New Republic Council Research.

One of the more interesting characteristics of the Heroes of Yavin is the web of circumstances that bound this unique group of individuals together. In studying these prominent warriors and diplomats, I am more concerned with their attitudes and history, rather than their actions (even when their actions are so spectacular). Chewbacca is no exception.

Catching up with Chewbacca the Wookiee is no easy feat. The co-pilot of the *Millennium Falcon* has travelled to Kashyyyk, and Honoghr, and, finally, helped destroy the Imperial installation at Mount Tantiss. Fortunately, Chewbacca was able to speak with me recently, with the assistance of the protocol droid C-3PO.

Most citizens of the New Republic are aware of the deep connection between Chewbacca and Han Solo. What is not so readily apparent, however, is why the Wookiee and Corellian have maintained such close ties through the years.

"The concept of the Wookiee life-debt," began Threepio, translating the Wookiee's growls, grunts and barks, "is one of the most sacred beliefs that all Wookiees hold dear, and no Wookiee truly knows where the life-debt originated."

"There is, however, a legend that many of the Elders tell, of a young Wookiee named Urothko and an Elder named Stalpaac." Threepio paused, as Chewbacca settled back in his seat, the Wookiee's shaggy brow furrowing thoughtfully.

"Urothko was a brave warrior, often striking out on his own, doing things his own way, with little heed for others' views or opinions. Kashyyyk, being the hazardous place it is, has always bred strong community ties and interdependence, and Urothko's individuality and pride were rare. And dangerous.

"Other Wookiee youths dared Urothko to descend to the lowest, most dangerous (and feared) levels of Kashyyyk. His peers claimed that Urothko was a coward if he wouldn't climb towards the surface of Kashyyyk. Urothko, with the recklessness of youth, agreed to descend the trunk of one of Kashyyyk's huge trees, despite being cautioned by Stalpaac not to risk his life so foolishly.

"Well into his journey, disaster struck. Urothko was attacked by one of the *Graaa'shad*, a fierce species of fire-spirits that the Wookiee people had

battled for centuries. Mesmerizing Urothko with hypnotic, ghostly wisps of flame that licked from the creature's clawed fingertips, it lured the youth down further than any Wookiee had ever returned from.

"Urothko was near despair, terrified of the unknown dangers of the surface, but unable to break the influence of the *Graaa'shad*. The great beast hovered over the young warrior, chuckling evilly. With a powerful blast of flame that belched from the monster's foreclaws, Urothko was sent reeling. Urothko felt his great Wookiee strength ebbing from him with each touch of the creature's flames, and he knew then that he was doomed.

"'Foolish meat,' the creature growled. 'Your kind is nothing but prey down here. Any from the high branches are to be slain. That is the law of the Lowland!' So saying, the creature began to drain the strength from Urothko at a greater rate, forcing the youth to his knees. His hair began to smolder, blasted by the fierce heat that the *Graaa'shad* radiated, and Urothko felt great pain.

"Suddenly, from above him, a blast from a bowcaster crashed into the creature, knocking it back, howling with fury. Stalpaac had followed the youth and intervened in time to save his life. With a fierce roar and renewed strength, Urothko attacked the hovering monster. The two Wookiees waged a terrible battle against the *Graaa'shad*, pitting their great strength and fighting skills against the monstrous evil and cunning of the fire-spirit. The jungle around them began smoldering, as blasts from the bowcaster and fiery tendrils of the *Graaa'shad*'s blasts pounded the landscape.

"Urothko and Stalpaac's furious assault managed to stagger the *Graaa'shad*. Urothko charged the beast, hoping to finish it off once and for all. Evading the attack, the *Graaa'shad* retreated a few steps, growling curses at the Wookiees, who were preparing to renew their attack. With an oath, the fire-spirit growled, 'Another day, weak ones,' and vanished in a pillar of flame, retreating to whatever mysterious, fiery realm from whence it came.

"Urothko and Stalpaac had won.

"Urothko swore then and there that since Stalpaac had risked all to give him back his life, that his life now belonged to the Elder. Soon, this story spread among the Wookiee villages, and the tradition of the life-debt was born.

"Or so the legend claims."

Astrogation 8D+2, beast riding 4D, communications 5D, repulsorlift operation 7D+2, sensors 7D, space transports 8D, space transports: YT-1300 transports 11D, starship gunnery 8D, starship shields 7D

PERCEPTION 2D

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

STRENGTH 5D

Brawling 11D, climbing/jumping 8D, lifting 11D, stamina 10D, swimming 7D

TECHNICAL 3D+1

Blaster repair 5D+1, bowcaster repair 6D, computer programming/repair 9D, demolitions 6D, droid programming 8D, droid repair 7D+2, first aid 5D+1, repulsorlift repair 6D+1, security 7D, space transports repair 10D+2, space transports repair: YT-1300 transports 12D+2

Special Abilities:

Berserker Rage: Chewbacca gains +2D to *Strength* when brawling in *berserker rage*. See page 84 of *The Star Wars Sourcebook, Second Edition* for more information.

Climbing Claws: +20 to *climbing*.

Force Points: 3

Character Points: 6

Move: 13

Equipment: Bowcaster (4D), ammo bandolier, droid tool kit, starship tool kit, waist pouch

• **Chewbacca (as of the Assault on Mount Tantiss)**

Bureaucracy 4D+2, business 5D+1

Communications 5D+1, space transports: YT-1300 transports 11D+2

Brawling: Noghri martial arts 6D

Blaster repair 5D+2, security 7D+2

Special Abilities:

Strength skills:

Brawling: Noghri Martial Arts: Chewbacca learned the rudiments of the Noghri marital arts fighting style. He receives +2D to *brawling*:

Noghri martial arts when fighting someone without this specialization and causes *Strength*+|D+2 damage.

Force Points: 3

Character Points: 9

Artoo-Detoo

The engineers and design technicians at Industrial Automaton would be surprised by (and probably very proud of) R2-D2. Artoo has somehow managed to transcend his design limitations and survive in situations that would leave many other droids lying in their component pieces. Perhaps the diminutive R2 unit's tenaciousness and — for lack of a better term — spirit have something to do with the company he keeps: Artoo is the companion of Luke Skywalker.

Artoo was the storage unit and method of transportation for the plans to the original Death Star, and was very nearly destroyed in the space battle over Yavin. The small astromech droid is something of a hero in the New Republic — quite a feat for a droid. Skywalker, insisting that the Rebel technicians repair Artoo, has formed an odd friendship with the droid. Most beings that own a droid treat it as a tool; Skywalker treats his droids with a respect that is usually reserved for organic individuals.

Artoo has logged an incredible number of flight hours aboard Luke's X-wing, and has formed a "counterpart" relationship with the starfighter's flight computer. This is unusual since most astromech droids are regularly memory-wiped after long flights. Skywalker refuses to allow the New Republic technicians to alter Artoo's programming, claiming that the droid's "relationship" with his X-wing's flight computer has increased the vessel's response time and efficiency.

Artoo is extremely loyal to Luke and his friends, and maintains a friendship with his companion C-3PO, despite the pair's constant bickering.

• **Artoo-Detoo (as of the Battle at Sluis Van Shipyards)**

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 5D, electroshock prod 4D+2

KNOWLEDGE 2D

Planetary systems 9D, survival 6D+2, value 7D+2

MECHANICAL 4D

Astrogation 12D, communications 6D+1, repulsorlift operation 6D+2, sensors 7D+1, starfighter piloting 7D, starfighter piloting: X-wing 8D+1, starship gunnery 5D, starship shields 5D+2

PERCEPTION 3D

Command 3D+2, con 4D+2, gambling 6D, search 4D, sneak 5D

STRENGTH 3D

Lifting 4D, swimming 3D+1

TECHNICAL 4D

Computer programming/repair 8D+2, droid programming 5D+1, droid repair 7D, machinery repair 5D+2, repulsorlift repair 4D, security 6D, starfighter repair 6D+1, starfighter repair: X-wing 7D+2, space transports repair 5D+2, space transports repair: YT-1300 transports 7D+1

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendable .3 meter long video sensor (360° rotation)
- Small electric arc welder (3D damage, .3 meter range)
- Small circular saw (4D damage, .3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20cm by 8cm)
- High pitch acoustic signaller
- One long range sensor array; includes radar, Geiger counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up
- One compressed air launcher (used for Luke's lightsaber or for flares)

Force Points: 2

Character Points: 22

Move: 5

Size: 0.96 meters tall

Cost: Not for sale

• **(as of the Assault on Mount Tantiss)**

Communications 7D, sensors 8D+1, starfighter piloting: X-wing 9D

Command 4D

droid programming 5D+2, starfighter repair 7D, starfighter repair:

X-wing 9D+2, space transports repair 7D, space transports repair:

YT-1300 transports 9D+1

Force Points: 1

Character Points: 8

See-Threepio

See-Threepio is one of Cybot Galactica's 3PO-series protocol droids. He is programmed for social situations and interspecies conversation. It is ironic that a droid designed for such peaceful pursuits has been enmeshed in some of the fiercest, most important conflicts of the war.

Ostensibly a translator, Threepio is used occasionally by the New Republic to translate Imperial codes and communiques. More often than not, though, the poor droid has wound up caught in the middle of whatever conflict his friends have wandered into. Over

the years, C-3PO has been blown apart by stormtroopers, pressed into service by Jabba the Hutt, and worshipped by Ewoks, among other things, all of which have caused no end to the droid's discomfort and humiliation. His situational-adaptivity programming finds these situations very difficult to cope with. Threepio was recently programmed to impersonate Princess Leia, though it was "a strain on my capacitors, I must say."

- **See-Threepio (as of the Battle at Sluis Van Shipyards)**

Type: Cybot Galactica 3PO human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 5D

KNOWLEDGE 5D+2

Alien species 8D, bureaucracy 8D+2, cultures 8D, languages 13D, planetary systems 6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsorlift operation 5D+2, space transports 3D, starship shields 3D

PERCEPTION 3D+1

Bargain 7D, con 6D, hide 5D, sneak 5D

STRENGTH 2D

TECHNICAL 3D

First aid 4D

Equipped With:

humanoid body (two arms, two legs, head)

Two visual and two auditory sensors — human range

Broad-band antenna receiver

AA-1 Verbo-brain

TranLang III Communication module with over six million languages

- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonations of voices

Force Points: 1

Character Points: 17

Move: 8

Size: 1.67 meters tall

Cost: not available for sale

- **(as of the Assault on Mount Tantiss)**

Dodge 5D+1

Alien species 8D+1, bureaucracy 9D

Con 6D+1

Force Points: 1

Character Points: 8

Members of the New Republic Military

Admiral Drayson

Admiral Drayson is one of the rare high-ranking New Republic officers who did not come from the ranks of either the Old Republic military or the Imperial fleet. He attended the Academy, training to be an officer in the galactic military, but he did not complete his education. Instead, he was called back to his home world, Chandrila, when his father became ill. Drayson had to take over the family business, a space barge fleet which ferried cargo and passengers from outer-system docks to orbit-locked

space ports or Chandrila's surface. Drayson missed his chance to serve in the military, but he turned his attention to his family's business and made it the most profitable ferry company in the system.

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

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

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

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

- **Admiral Drayson (as of the Battle for the Katana fleet)**

Type: New Republic Admiral

DEXTERITY 3D+2

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

KNOWLEDGE 3D+1

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

MECHANICAL 3D

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

PERCEPTION 2D+2

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

STRENGTH 2D+1

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

TECHNICAL 3D

Capital ship repair 5D, capital ship weapon repair 4D+1, computer programming/repair 5D, droid programming 4D+2, droid repair 3D+2, first aid 4D+2, security 5D, space transports repair 7D+2

Force Points: 1

Character Points: 9

Equipment: New Republic admiral's uniform, comlink, datapad, BlasTech DL-18 blaster pistol (4D)

General Crix Madine

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

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

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

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

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

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

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

(For more information on General Madine, see page 128 of Movie Trilogy Sourcebook, and pages 33-34 of Galaxy Guide 5: Return of the Jedi, Second Edition.)

• **General Crix Madine as of the Battle for the Katana fleet)**

Type: New Republic General

DEXTERITY 2D+2

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

KNOWLEDGE 3D

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

MECHANICAL 3D+2

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

PERCEPTION 3D+1

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

STRENGTH 2D+1

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

TECHNICAL 3D

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

Force Points: 3

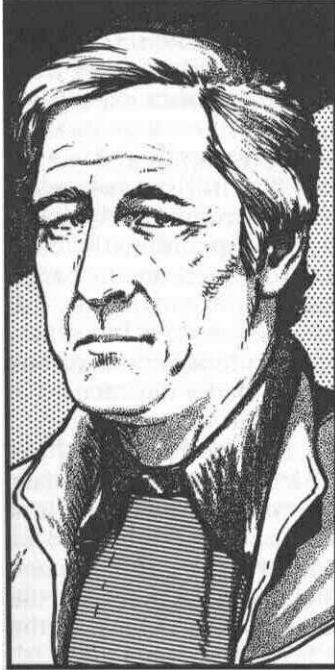
Character Points: 18

Move: 10

Equipment: New Republic general's uniform, comlink, swagger stick, blaster pistol (4D)

General Carlist Rieekan

Once an idealistic young man, years of constant warfare with the Empire have left Carlist Rieekan a somber and grim man. In his youth, Rieekan was unlike many of his contemporaries on Alderaan. The planet Alderaan was renowned throughout the galaxy for its peaceful attitude and non-aggressive stance in most conflicts of galactic importance. For a young man to



want to be a soldier was virtually unknown on Alderaan.

Rieekan joined the Rebel Alliance after Palpatine's New Order began to make itself known in galactic politics. Rieekan was firmly opposed to the principles that the Emperor espoused, and was determined to aggressively combat the New Order.

Later, Rieekan was inspecting a new satellite station near Alderaan, and was a witness to the planet's destruction by the Death Star. This single event scarred Rieekan more deeply than most people realize. His idealism and

energy slowly turned into constant worry and caution for his troops. Rieekan once stated in private that he "bleeds when they bleed, and dies when they die." As a soldier, Rieekan realizes that sacrifices are often necessary in warfare, but that realization does not make him like the prospect of sending his soldiers to their deaths.

That was never more true for Rieekan than on the planet Hoth. Rieekan, who was the theater commander of the Hoth system, was forced to plan and execute the evacuation of Echo Base after an Imperial probe droid located it. His plan made it necessary to order a holding action against the Imperial landing force, and many good soldiers died in the fighting. For Rieekan this was a tremendously difficult decision.

After the successful evacuation of Hoth, Rieekan was placed in Alliance military administration, where he was responsible for devising overall campaign strategies against the Empire. In fact, he was one of the prime planners of the "Core Campaign" that resulted in the eventual capture of Coruscant and Imperial City. Rieekan has remained in an administrative role and his disposition has improved considerably. According to a council aide, "He's even starting to relax a bit. We haven't seen him clench his teeth in a day or two." As the forces of Grand Admiral Thrawn made more and more bold assaults against the New Republic, General Carlist Rieekan found himself in the thick of battle once again.

For more information on General Carlist Rieekan, see The Movie Trilogy Sourcebook, page 68.

• **General Carlist Rieekan (as of the Siege of Coruscant)**

Type: Alliance General

DEXTERITY 2D+2

Blaster 6D+2, dodge 5D, melee combat 4D

KNOWLEDGE 3D

Bureaucracy 6D, military history 6D, tactics: fleets 7D+2, tactics: planetary defenses 9D+2, tactics: sieges 9D+2, tactics: starfighters 7D

MECHANICAL 3D+2

Repulsorlift operation 4D+2

PERCEPTION 3D+1

Bargain 5D, command 8D+2, command: Echo Base troops 9D+2, command: New Republic ground troops 9D+2

STRENGTH 2D+1

Brawling 4D, stamina 4D

TECHNICAL 3D

Demolitions 4D+2, repulsorlift repair 4D*2

Character Points: 19

Move: 10

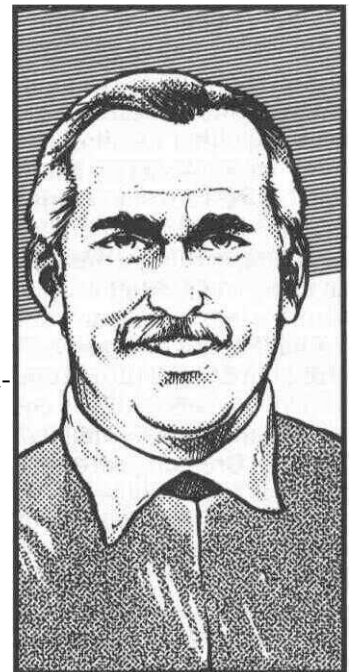
Equipment: Blaster pistol (4D), comlink

Colonel Bren Derlin

Colonel Bren Derlin is one of the more famous Republic officers. Derlin is currently part of the tactical defense force on the planet Coruscant, partly because of his ability and partly because of Leia Organa Solo's insistence that "Colonel Derlin can get the job done." He led the Rebel commandos in the assault on the Imperial bunker on Endor, was an important part of the Echo Base command structure on Hoth, and was responsible for saving countless civilian lives at the Battle of Nentan. What few people know about Bren Derlin, however, is that he is the son of Galen Derlin, one of the most famous senators of the old Republic Senate. Bren has never found it appropriate to discuss his family lineage, instead relying on his own skills for his successes.

Senator Galen Derlin was a close friend of Bail Organa of Alderaan, and was determined, like Organa, to combat the corruption rotting the Republic from within. Eventually, both Organa and Derlin realized that the Emperor was too powerful to defeat politically. Derlin withdrew from politics altogether. Organa returned to his homeworld of Alderaan, which was eventually destroyed by the first Death Star.

Senator Derlin returned to his home planet of Tiisheraan, and was murdered by an Imperial assassin. His family recognized this as the Emperor silencing an outspoken opponent and wisely refrained from further inflammatory statements. Bren Derlin, incensed at the political execution of his father, joined the Rebel Alliance and served as an infantry soldier, rising through the ranks due to his tactical ability.



Colonel Berlin is a quiet, unassuming man in his early fifties, who has earned the loyalty of every soldier who has served under his command. Derlin is determined to safeguard the lives of those under his command and his protection.

(For more information on Bren Derlin, refer to The Movie Trilogy Sourcebook, pages 68, 69, 145 and 147.)

• **Colonel Bren Derlin (as of the Siege of Coruscant)**

Type: New Republic Officer

DEXTERITY 3D

Blaster 8D+2, blaster artillery 7D, dodge 6D+2, vehicle blasters 6D

KNOWLEDGE 3D

Alien species 7D, bureaucracy: New Republic 9D+2, tactics: ground assault 9D, tactics: squads: 10D+1, planetary systems 9D+2, survival 6D+2, value 5D

MECHANICAL 4D

Astrogration 5D+2, beast riding 4D+2, ground vehicle operation 7D, repulsorlift operation 7D

PERCEPTION 3D

Bargain 7D+2, command 8D+2, command: New Republic ground forces/Coruscant 10D, persuasion 7D, search 7D, security 6D, sneak 7D

STRENGTH 3D

Brawling 6D, climbing/jumping 3D+2, lifting 3D+2, stamina 6D, swimming 5D

TECHNICAL 2D

Computer programming/repair 7D, demolition 7D, repulsorlift repair 3D, security 5D+2

Character Points: 19

Move: 11

Equipment: New Republic uniform, datapad (containing *Klawthra's Military Tactics Journal*), encrypted comlink, heavy blaster pistol (5D)

Colonel Jak Bremen

Jak Bremen grew up in a small village on the planet Shiffrin in the Outer Rim Territories. His father, Kallin Bremen, was the chief constable of his village and responsible for maintaining law and order. Kallin Bremen was a good and decent man who managed to make what would be an otherwise drab and lawless border town into a quiet, civilized, albeit somewhat primitive, community. Young Jak learned much about law and justice from the father he adored.

As Jak approached his teens, a local farmer discovered a small amount of hfredium, a semi-precious ore that is used in modern weapons production. After reporting his find to the authorities to "stake his claim," an Imperial garrison was established and the land was confiscated. Soon, more and more of the local landowners had their land taken away as the "relatively minor" hfredium deposit turned out to be much larger than was previously believed. The countryside was slowly being carved up to fuel the might of the Imperial war machine.

Kallin Bremen protested the land seizures, arguing that this action violated the standard Imperial procedure for the confiscation of property. His complaints were ignored. Organizing the disgruntled landowners, Kallin planned a peaceful demonstration to make the sector Moff more aware of the concerns of the townsfolk. The garrison commander immediately arrested the

group, claiming they were "Rebel agitators." The Moff had the entire group of protesters executed. The locals who survived were shocked by the atrocity, but were sufficiently frightened by the threat of mass executions not to make any further trouble.

Jak fled the planet on a mining transport and wound up wandering the Outer Rim Territories, eventually settling on a tiny planet named Coveway. Coveway was the site of an earlier colonization expedition: the colonists were hardworking and determined, and managed to sustain themselves despite harsh conditions. Jak became the colonists' constable, though his duties mainly consisted of helping them fend off dangerous animals. Jak seemed to find a semblance of peace in his life and eventually married a local woman.

Returning from a hunting trip, he found that his village had been destroyed and his wife and infant daughter had been killed. He tracked the killers to a hidden Imperial garrison that had been established for a COMPNOR mission. Apparently, the garrison commander had decided that eliminating the natives in the area would prove more expedient in achieving the Empire's mission objective. Jak was enraged, but realized that he couldn't defeat the Imperials on his own.

Fleeing yet another destroyed home, he eventually arrived in another small village, and shortly thereafter met a Rebel Alliance operative. Jak was introduced to a Rebel strike team that had just arrived on the planet and was going to wipe out the garrison. Bremen offered to lead the team through the garrison's defense network on the condition that they take him off-planet with them. The team agreed, and they succeeded in neutralizing the Imperial base.

Jak Bremen's first assignment was as a security officer aboard the *Starveil*, a cruiser assigned to routine hit-and-fade operations near Wild Space. Due to his ability, Jak rose rapidly through the ranks, eventually becoming security chief of the *Starveil*.

After the Battle of Endor, Jak was promoted and transferred to Palace Security on Coruscant. He quickly rose to the Director of Security for the New Republic Council, and has since distinguished himself (at least, until the Imperial attack on Solo's family). Bremen is extremely angry at the fact that security was lax enough to allow an Imperial strike team into



Imperial Palace, and as a result, he has tightened security considerably.

Colonel Jak Bremen is a bit of a martinet; he always follows the rule book and is highly suspicious of the unusual. As a result of Bremen's insistence on "going by the book," he is often at odds with the more unorthodox strategies put forth by New Republic strategists. His relationships with Han Solo and Garm Bel Iblis are particularly strained. Bremen considers Solo and Bel Iblis to be men who break the rules far too often. Bremen is somewhat lacking in social graces, and is gruff even in his more sociable moments. He is wholly dedicated to the New Republic, and quietly nurses a deep hatred of the Empire and its remnants (which, in part, explains his hostility towards Mara Jade).

Many troops and support personnel on Coruscant are somewhat awestruck when they realize they are working near such Republic heroes as Luke Skywalker, Leia Organa Solo and Han Solo, but Bremen is unimpressed. "Everyone else has done more than their fair share of fighting. And dying," he grumbles. While he concedes that Skywalker, Solo and company certainly pull their own weight, he does not glorify them the way many of his fellow officers do.

While Bremen is not the most original thinker in the New Republic, he is still a dogged, stubborn and dedicated security chief who manages to do his job with a great deal of competence and efficiency.

• **Colonel Jak Bremen (as of the Siege of Coruscant)**

Type: New Republic Security Officer

DEXTERITY 3D+1

Blaster 7D+2, dodge 6D+2, melee combat 7D

KNOWLEDGE 2D

Bureaucracy: New Republic 6D+2, intimidation 6D+2, law enforcement 9D, planetary systems 5D+1, survival 6D

MECHANICAL 3D+2

Repulsorlift operation 5D

PERCEPTION 3D

Bargain 4D+2, command 7D+2, persuasion 4D+1, search 8D, sneak 5D+2

STRENGTH 4D

Brawling 7D, stamina 6D+1

TECHNICAL 2D

Computer programming/repair 7D, security 9D

Character Points: 11

Move: 10

Equipment: New Republic security uniform, encoded datapad (containing detailed information on security arrangements in Imperial Palace on Coruscant), secure comlink, heavy blaster pistol (5D)

Captain Afyon

Afyon was a young man during the Clone Wars, answering the call to arms along with most of the able-bodied men and women of his homeworld of Alderaan. He followed the charismatic Bail Organa of Alderaan's beloved Royal Family to war and back, never turning away from the ideals or principals he believed in. When the wars finally ended, he came home and supported Organa's bid to turn Alderaan's war economy into a

movement for peace. For many years, that movement succeeded.

Unfortunately, by embracing peace to such an extent that the world was left defenseless, Alderaan was ill-prepared when the Empire turned its foul attention upon it. Like Leia Organa, Afyon was off-planet when the Death Star moved into orbit. His friends, his family, and his life all but ended the day Alderaan was shattered. When he learned what happened, he was devastated. If not for Princess Leia, he might have rushed head long into some foolhardy action or simply given up to his anger and despair. But Leia rallied her people from the far corners of the galaxy, calling for all Alderaanians who were off-planet to join the Alliance. The Empire must pay for its crimes, she urged over the holonet and subspace transmissions which the Alliance had tapped. Afyon heard the call of his Princess and responded.

From the beginning, the Alliance needed experienced pilots and crewers to man everything from starfighters to cruisers. Afyon found himself as first officer aboard a Corellian gunship, eventually earning his own command and the accompanying rank of captain. Now, five years after the birth of the New Republic, he is at the helm of the escort frigate *Larkhess*.

Though he truly believes in the goals and ideals of the New Republic, Afyon has grown bitter at his role in the scheme of things. It seems to him that the real work is done by men and women like himself, while the credit goes to the hotshots who fly the A-wings and X-wings. Just because he was commanding one of the big rigs, some of the younger pilots considered him past his prime. Perhaps that was true, but if given half the chance, he would show them that even past his prime he was better than most of the hotshots who hitched rides in his frigate's hangar bays.

Maybe this planetary-mass-sized chip on his shoulder is a result of his most-recent mission profile. His beautiful war ship has been serving as a cargo scow for nearly a year now. To Afyon, it seems like an eternity. In that time he has played smiling host to more condescending starfighter hotshots than any captain should be subjected to. They lounge around on his ship for most of the trip, acting like overpriced trampers while he and his crew pilot the frigate, then, when they reach their destination, the hotshots fly around in guardian patterns while he tries to dock a big ship in a small port with a handful of crewers.

He knew the mission was important in these formative years of the new government, but that didn't mean he had to like it. Here he was, hauling cargo in an effort to stimulate galactic trade, trying to cram container shipments into every available space aboard a ship never designed for these kinds of hauls. Worse, to make room for the cargo, he was forced to operate his nine hundred and twenty-crew ship with just 15 men. It was an exhausting, near-impossible assignment, and he had been pulling it off for almost a year.

Because of this, Afyon is tired, frustrated, irritable,

cranky, and more than entitled to be jealous of the starfighter hotshots who sat around while he sweated and strained. If he never had to see the Sluis Van Shipyards again it would suit him just fine.

Still, when all is said and done, Afyon is a very good capital ship captain. Even with a skeleton crew, the *Larkhess* had handled itself well in the attack on Sluis Van. When the ship was finally boarded by stormtroopers, he had been prepared to destroy the *Larkhess* and everyone aboard rather than fall into Imperial hands. Thankfully, due to the actions of a few starfighter hotshots, and Han Solo and Luke Skywalker, he never had to carry out that action.

• Captain Afyon (as of the Battle at Sluis Van Shipyards)

Type: New Republic Captain

DEXTERITY 2D+2

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

KNOWLEDGE 3D

Alien species 5D, bureaucracy 5D+2, bureaucracy: New Republic 6D, languages 4D, planetary systems 6D, survival 4D, value 5D

MECHANICAL 3D+2

Astrogation 6D+2, capital ship gunnery 5D+2, capital ship piloting 6D+2, capital ship shields 6D+1, repulsorlift operation 5D+2

PERCEPTION 3D+1

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

STRENGTH 2D+1

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

TECHNICAL 3D

Computer programming/repair (6D), droid programming 3D+1, droid repair 3D+1, security 6D+1, starship repair 3D+2

Character Points: 11

Move: 10

Equipment: New Republic captain's uniform, datapad, comlink, blaster pistol (4D)

Captain Virgilio

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

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

Two promotions and five years later, Virgilio is now

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

All of that changed, however, as events unfolded during the *Quenfis*' most recent mission. Virgilio's ship had been ordered to track down Han Solo and his party and place them under arrest for disobeying orders. Councilor Fey'lya was aboard and in command of the overall operation. Councilor Organa Solo was also aboard, and she was none too happy about the situation. Fey'lya even gave commands to Virgilio. Organa Solo thought this strange, as most warship captains would be highly annoyed at the prospect of taking line orders from a civilian with negligible military experience. But she didn't know about Virgilio's past, or his admiration for the Bothan people.

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

• Captain Virgilio (as of the Battle for the Katana fleet)

Type: New Republic Captain

DEXTERITY 2D+2

Blaster 5D+2, blaster artillery 5D+2, brawling parry 3D+2, dodge 5D+2, grenade 3D+2, melee combat 3D+2, melee parry 3D+2, running 3D+2

KNOWLEDGE 3D

Alien species 5D+1, bureaucracy 5D+1, intimidation 4D+1, planetary systems 5D+2, tactics: capital ships 5D, streetwise 4D, survival 5D, willpower 4D+2

MECHANICAL 3D+2

Astrogation 5D+2, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship piloting: Corellian Gunship 6D+2, capital ship piloting: escort frigate 7D+2, repulsorlift operation 5D+2, sensors 5D+2, space transports 4D+2

PERCEPTION 3D+1

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

STRENGTH 2D+1

Brawling 4D+1, brawling: boxing 5D+1, climbing/jumping 4D+1, lifting 4D+2, stamina 5D+1

TECHNICAL 3D

Capital ship repair 5D, computer programming/repair 3D+2, first aid 4D, security 4D+2

Character Points: 8

Move: 10

Equipment: Comlink, datapad, blaster pistol (4D)

Wing Commander Diblen Harleys

Diblen Harleys was born on Coruscant during the days of the Emperor's rise to power. As the child of a privileged bureaucrat, he was well insulated from reports of the atrocities committed by Imperial forces. As a youth, Harleys planned to enter the Imperial Survey Corps and explore Wild Space and the Unexplored Regions.

Shortly after Harleys' mother died, around Diblen's 15th birthday, his father told Diblen about the reality of life in the scout service. His job, said his father, would consist of finding primitive, exploitable worlds for the Emperor to conquer and grind under his heel. Diblen's father told the youth of the realities of the Empire, and that "it is better to stay quiet and protect yourself than die as a dissident." Diblen Harleys was shocked: he had been raised — he now called it "brainwashed" — into believing that the Empire was just and right, and that only those who truly presented a threat to freedom faced Imperial persecution. Diblen joined the Rebel Alliance.

Diblen Harleys has served the Rebel Alliance well, as both a starfighter pilot, and later, as a starfighter tactician. His inspired tactics proved useful at the Battle of Endor, and he has since been steadily promoted within the New Republic. While his first love is flying, the responsibility that has been placed upon him has kept him out of the cockpit of late. Also, since he is relatively young, he is still treated as an inexperienced subordinate by many of his fellow officers, though he maintains an easy friendship with Admiral Ackbar and Colonel Derlin.

Diblen Harleys is a young, male human, approximately 1.6 meters tall. He has medium length blond hair, blue eyes and a slender build. He is popular with his troops due to his outrageous sense of humor and his dedication to protecting the lives of those under his command. He wears a standard New Republic flight uniform, glareshades and a blue gemstone earring.

• Wing Commander Diblen Harleys (as of the Siege of Coruscant)

Type: New Republic Wing Commander

DEXTERITY 3D

Blaster 8D+2, dodge 6D+2

KNOWLEDGE 4D

Bureaucracy: New Republic 6D+2, intimidation 6D+2, persuasion 9D, planetary systems 9D+2, tactics: starfighters 9D+2

MECHANICAL 3D

Astrogration 7D+2, ground vehicle operation 7D, repulsorlift operation 7D, sensors 7D, space transports 7D, starfighter piloting 9D

PERCEPTION 3D+2

Command 6D+2, command: New Republic starfighter group/Coruscant 10D, persuasion 6D

STRENGTH 2D+1

Brawling 6D, climbing/jumping 3D

TECHNICAL 3D

Starfighter repair 7D

Character Points: 21

Move: 10

Equipment: New Republic uniform, glareshades, datapad (containing various drafts of the tactics he is developing), comlink, blaster pistol (4D)

Wedge Antilles

Wedge Antilles was a bright-faced young Corellian when he joined the Alliance. Now, after years of combat, he has become a little older, and a little less excited about jumping into an X-wing and roaring into battle. This change in attitude has not made him a worse pilot. In fact, he has become much better.

Wedge grew up in a Corellian spaceport, dreaming of the stars as he watched the ships come and go. His parents managed one of the station's fueling depots, and Wedge helped out from the time he was big enough



to haul a power coupler. He learned his way around repulsorlift and hyperdrive engines, and spent his days in school imagining himself behind the controls of a corvette or man-of-war. While he was at school one day, shortly before graduation and his eighteenth birthday, tragedy struck.

A pirate vessel had docked at his parents' depot to power up when it received word that the local authorities were on their way. The vessel attempted to flee while still hooked into the recharge cells. The resulting backlash from, the sublight drive caused a terrible explosion. Wedge lost his home and his family. He gained credits from insurance and through a Corellian law about indirectly capturing or otherwise disposing of wanted felons. The compensation did not make up for his loss.

Still, the credits allowed Wedge to fulfill his dream. He purchased a used stock light freighter, modified it to suit his own needs, and made an attempt to run a legitimate business in a system where smuggling was the rule, not the exception. It wasn't long before his money ran out. To avoid joining up with a crime lord, he became a weapons runner for the Rebel Alliance. Shortly thereafter, his Alliance contacts hinted that they needed experienced pilots to fly combat missions. Wedge thought about it for only a moment before asking where they wanted him to sign.

During the Battle of Yavin, an already-seasoned Wedge (he had survived three prior engagements) met the young man named Luke Skywalker. At first, Wedge scoffed at the farm boy from Tatooine who had never flown anything faster than a skyhopper. But some older pilots spoke of a Skywalker who had fought during the Clone Wars. He was a pilot, they said. Wedge wondered if they were related. No matter, for his doubts about young Skywalker's abilities were soon erased, as both served in Red Squadron during the battle to destroy the first Death Star.

Over the years, the two became fast friends, flying their X-wings into the thickest flocks of TIE fighters, making their kills, and flying out again with hardly a singe to show for their troubles. Prior to the Battle of Endor, as Luke devoted more and more of his time to his Jedi studies, Wedge received the promotion he had been waiting for — and the only one he has accepted since that day. Luke resigned his commission, urging Wedge to accept the rank of Commander and to take control of Rogue Squadron, the elite starfighter group which he and Luke had built over the years. Wedge did.

Rogue Squadron was first attached to the Headquarters Frigate before the Battle of Endor. At the time, Wedge was given an opportunity to equip his group with the Alliance's newest starfighters — the A- and B-wings. He refused. He and his pilots were comfortable in their battered old X-wings. "Let the newer pilots learn on the newer ships," he decided. "Rogue Squadron will stick with the X-wings." Five years later, Rogue Squadron still flies X-wings, and they're still the elite starfighter

group of the Fleet.

Of the original Red Group that fought at Yavin, only Wedge still serves as a fighter pilot. Of the team which Luke put together, a few faces remain. Hobbie and Janson, for example, continue to fly with Rogue Squadron. The rest, while not new, were recruited and trained specifically by Wedge. He has rarely had to replace any pilots over the five years of his command.

He has watched the Alliance grow and prosper. He has witnessed the birth of the New Republic, a birth which owes much to the contributions he has made. He has turned down promotion after promotion, refusing to give up the squadron he has made famous. He doesn't want to give up his front row seat to the action, taking on a rank that would put him on the bridge of a cargo hauler or a cruiser — or worse, force him into a political role like the one Ackbar has taken on. Wedge Antilles prefers to be where the action is, handling the missions no one else can do. Sometimes it bothers him to see young pilots pass him in the hierarchy. But when he rockets through space with his X-wing locked into combat position, all his doubts and regrets fade away. He especially enjoys missions which team him up with Luke, Han Solo and Princess Leia, because the action always seems to center around that special group.

• **Wedge Antilles (as of the Battle at Sluis Van Shipyards)**

Type: Brash pilot

DEXTERITY 3D

Blaster 5D+2, brawling parry 4D+1, dodge 6D+1, melee combat 4D+1, vehicle blasters 3D+2

KNOWLEDGE 2D

Alien species 5D+2, bureaucracy 6D, cultures 3D+2, languages 4D+2, planetary systems 6D+2, streetwise 3D, survival 3D+2

MECHANICAL 4D

Astrogration 7D+2, repulsorlift operation 5D+2, space transports 5D+2, starfighter piloting: X-wing 7D, starship gunnery 7D+1, starship shields 6D

PERCEPTION 3D

Bargain 5D, command 6D+2, gambling 5D, hide 4D, search 5D, sneak 4D

STRENGTH 3D

Brawling 4D, stamina 6D

TECHNICAL 3D

Computer programming/repair 6D, repulsorlift repair 4D, space transports repair 5D+2, starfighter repair 4D+1, starfighter repair: X-wing 6D+2

Force Points: 1

Character Points: 14

Move: 10

Equipment: Blaster pistol (4D), sealed flight suit, comlink, tool kit

• **(as of the Battle for the Katana fleet)**

Command: Rogue Squadron 8D, streetwise 3D+1

Lieutenant Derek "Hobbie" Klivian

Hobbie Klivian has led an active life since joining the Rebellion. After graduating from the Imperial Academy, jumping ship with Biggs Darklighter and running guns for the Alliance near Sullust, Hobbie's military career took a sudden jump into high gear. Hobbie was Luke Skywalker's wingman at Echo Base on Hoth. After Echo Base fell to the Imperials, Hobbie flew regular missions



with Wedge Antilles's Rogue Squadron. Hobbie is currently a member of Rogue Squadron, and is well known for both his piloting ability (which is considerable) and for his sarcasm and skepticism (which is also considerable).

Hobbie is tall — just shy of 2 meters — and very slender. He has dirty blond hair, brown eyes, and a perpetually bland expression on his face. He is known for his slightly negative attitude ("I don't know if we can hit a target that small ...") and is secretly very nervous for the safety of the other squadron

members during a mission.

(For more information on Lt. Klivian, see pages 79-80 of The Movie Trilogy Sourcebook.)

• Lieutenant Derek "Hobbie" Klivian (as of the Siege of Coruscant)

Type: Brash Pilot

DEXTERITY 3D

Blaster 5D+2, brawling parry 5D+2, dodge 5D, melee combat 5D+2, vehicle blasters 6D

KNOWLEDGE 2D

Planetary systems 6D+2, streetwise 5D

MECHANICAL 4D

Astrogation 7D, repulsorlift operation: airspeeder 5D, sensors 6D+2, space transports 6D, starfighter piloting 8D+2, starship gunnery 8D+2

PERCEPTION 3D

Con 5D, hide 5D+1, sneak 4D+1

STRENGTH 3D

Brawling 6D+2, stamina 5D+2, swimming 5D

TECHNICAL 3D

Droid repair 5D+1, starfighter repair: X-wing 6D

Force Points: 2

Character Points: 17

Move: 10

Equipment: New Republic uniform, medpac, blaster pistol (4D), flight suit, comlink, X-wing starfighter

Captain Wes Janson

Wes Janson has faithfully served the Rebel Alliance and the New Republic with honor and distinction. Shortly after joining the Rebellion, Janson was stationed at the Tierfon fighter base and served a major portion of his career there. He was tail gunner for Wedge Antilles on Hoth and is currently a "back seat" for a Y-wing group that flies missions with Antilles' Rogue Squadron.

"True Gunners" like Wes Janson are an interesting breed. Some say that they are brave beyond belief,



Rogue Squadron's Insignia

Rogue Squadron's colorful insignia is almost as famous as the men and women who serve beneath Wedge Antilles, the squadron's Wing Commander. Like all unit insignias, the design is purely informal, but the colorful logo appears almost everywhere within the quarters of the squadron. Pilots often have insignia patches sewn into their jackets and other personal clothing — to wear the insignia of Rogue Squadron is to wear a badge of honor. Even their X-wings bear the special marks.

The insignia's basis, like many of the New Republic seals, is the prominent and recognizable symbol of the Alliance. The blue shield of the Alliance forms the center of a blazing red star. The blue shield represents the ideals and commitments of the original Alliance to Restore the Republic. The blazing red star signifies the speed and far-reaching strength of Rogue Squadron, a starfighter wing that will go wherever it is needed to protect the Republic from its enemies.

The red star has twelve points radiating out from the blue shield. Each point is a blazing red vapor trail ending in a stylized X-wing starfighter — one for each member of Rogue Squadron.

others say they are completely insane. Stationed in the least protected section of a starfighter and fending off attackers with a single weapon requires tremendous skill and courage (and probably an unhealthy dose of recklessness as well). Wes Janson possesses these traits in abundance.

Wes Janson is average in appearance — so average that New Republic Intelligence has unsuccessfully tried to recruit Janson for field duty. He has dark brown hair and eyes, a medium build, and no distinguishing features save his manic grin and propensity for starting barroom brawls on his shore leaves. Janson is popular with his fellow squadron-mates, who respect his quirky sense of humor and his near legendary status as a True Gunner.



(*Formore information on Wes Janson, see The Movie Trilogy Sourcebook, pages 77 and 78.*)

Captain Wes Janson (as of the Siege of Coruscant)

Type: Brash Pilot
DEXTERITY 3D
 Blaster 5D, dodge 5D, melee combat 5D+2, missile weapons 7D, vehicle blasters 7D+2
KNOWLEDGE 2D
 Languages 4D, planetary systems 6D
MECHANICAL 4D
 Astrogation 6D, repulsorlift operation 6D, sensors 6D+2, starfighter piloting 4D+2, starship gunnery 9D+2, starship shields 6D+2
PERCEPTION 3D
 Command 5D, con 5D+2, gambling 5D+2
STRENGTH 3D
 Brawling 7D, stamina 5D+2
TECHNICAL 3D

First aid 5D, starfighter repair 6D, starship weapons repair 9D+2
Character Points: 17
Move: 10
Equipment: Blaster pistol (4D), flight suit, comlink

Pash Cracken

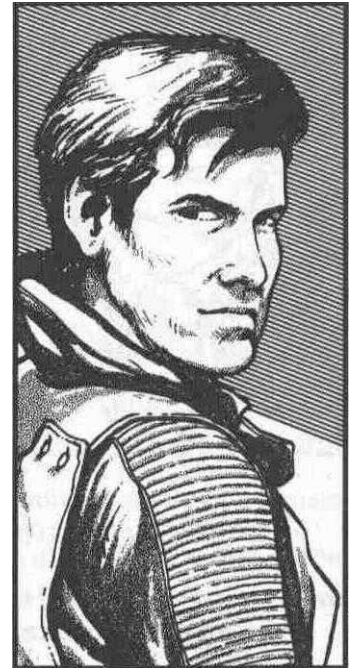
Pash Cracken is the son of the legendary Alliance commander General Airen Cracken. (For further information on Airen Cracken, see *Cracken's Rebel Field Guide*, *Wanted By Cracken* and *Cracken's Rebel Operatives*.) Pash joined the Rebellion in his teens, leaving his home planet of Contruum to follow his father. The elder Cracken taught Pash a good deal about life in the Rebellion, not the least of which was a number of lessons in the basics of starfighter combat. General Cracken recognized that Pash had an above-average aptitude for starfighter combat, and encouraged the young Rebel to enroll at the Imperial Vensenor Sector Naval Academy, a fertile recruiting ground for the Rebellion. This was no easy feat: Pash had to enroll under a false identity to avoid capture — being the son of an Alliance legend has its pitfalls, apparently.

At Vensenor, Pash excelled in his studies, especially those that involved starfighter tactics. He constantly astounded his instructors with his innovative, unorthodox and often reckless approach to piloting. Gola Chall, one of the oldest instructors on the Vensenor facility (and a highly successful Alliance mole) remarked about the young pilot, "We taught these people the 'by-the-book' method of starfighter combat. Young Pash read our datamanuals, and then threw them away and wrote his own."

All the while Pash was at Vensenor, he was assembling a select group of pilots that he could trust, and more importantly, who could trust him. Certainly, his

flashy tactics and piloting ability attracted a lot of attention among his fellow students, and his careful attention to the safety of his squadron made him a popular leader. Pash graduated from the Vensenor Academy in the top one percent of his class, and was immediately commissioned into the Imperial Navy.

Shortly after his graduation, Pash and his entire TIE wing (nearly 72 pilots and ships) defected to the Alliance. While the particulars of this incident remain classified, it took on a nearly mythic quality within the ranks of both the Empire and the Alliance, and supposedly this incident attracted the attention of no less than Lord Vader himself, who personally placed a new commander aboard the Star Destroyer. The group, now known as the Cracken Flight Group, was assigned to the Alliance base in the Xyquine system, where they distinguished themselves in hit-and-fade runs against Imperial shipping.



Unfortunately, an Imperial probe droid located the base at Xyquine II and an Imperial attack was imminent. The attack coincided with a delicate covert Rebel operation, and an unusually high number of important Rebel operatives were on Xyquine. The base was evacuated, and Pash developed a unique code called the "Cracken Twist" to aid in their escape. The maneuver was a success, and allowed the base to be evacuated without Alliance losses.

After demonstrating his leadership, Pash and his pilots were stationed on the planet Generis in the Atrivis system, shortly after the Battle of Endor. The Cracken Flight Group was added to Wing Commander Varth's wing to augment the principal line of defense for the Outer Rim comm center. Then, it fell to the forces of Grand Admiral Thrawn. The comm center was a huge loss to the New Republic, as it was the communication nexus to and from the Outer Rim Territories. Now that it is under Imperial control, the New Republic has lost an important tactical asset.

Pash Cracken looks the part of the brash starfighter pilot. He has youthful features, flame-red hair and green eyes. He has ruggedly handsome features and a muscular build. He is somewhat sarcastic, particularly when dealing with "superior officers who aren't as superior as they believe themselves to be." He is a determined

supporter of the New Republic and a highly competent pilot and officer.

• **Pash Cracken (as of the fall of Generis)**

Type: Brash Pilot

DEXTERITY 3D

Blaster 6D+1, brawling parry 4D+1, dodge 6D, vehicle blasters 4D

KNOWLEDGE 2D

Planetary systems 7D

MECHANICAL 4D

Astrogation 7D, communications 5D+2, sensors 6D, space trans-

ports 6D, starfighter piloting 9D+2, starship gunnery 6D

PERCEPTION 3D

Bargain 4D+2, command 7D+2

STRENGTH 3D

Brawling 7D

TECHNICAL 3D

Computer programming/repair 9D, repulsorlift repair 9D, secu-

rity 9D+1, starfighter repair 10D+2

Force Points: 3

Character Points: 22

Move: 10

Equipment: Flight suit, blaster pistol (4D), A-wing fighter, comlink, datapad

Lieutenant Page

Lieutenant Page hails from Corulag, one of the Imperial Core Worlds, where he grew up as the pampered son of a corrupt Senator. He hated his father for selling out, wishing the man could be more like the Jedi Knights of legend that had so fascinated the young Page. He decided to follow in the footsteps of his heroes, even if he could not sense the Force or feel its mystic call. He used his father's wealth to train himself in all forms of combat and defense techniques, unsure what he would do with the knowledge but feeling better for doing something while the sons and daughters of the other Core World Senators grew fat, lazy and devoid of any redeeming qualities. His father indulged the youth, thinking this phase of idealism would eventually come to an end.

Years later, with Page's idealism and high moral standards firmly entrenched as part of his character, his father sent him to the Academy. "If you want to train like a soldier," the Senator told him, "then you might as well serve the right side." Page hated him for sending him away, but he later came to relish the avenues of study open to him as the son of a prominent Senator. He was groomed to be an officer, learning the theories of planetfall combat from the best teachers in the Empire. He hated everything they represented, but he accepted their teachings like a dry sponge accepts water.

After graduating from the Academy with honors, Page was assigned to General Veers' command in the Imperial Army. It was about this time that he first heard Senator Leia Organa of Alderaan speak. He was a few years older than she, but her captivating beauty and passionate demeanor attracted him. He decided to hear her speech to the Council of Galactic Rights while he was on leave at Coruscant. Unlike the speeches he had grown up listening to, the sweet-coated ramblings of corrupt Senators which went on forever and said

nothing, her speech went straight to his heart. She spoke of the rights of all beings, humans or aliens, and she condemned the position of Palpatine's New Order concerning slavery and subjugation. As this was Coruscant, many of those in attendance openly and loudly rejected Senator Organa's position. But a fair number sat enraptured. Page was among them. Though she couched it in flowery language, he understood most of her references to the growing Alliance to Restore the Republic. That, he realized, was the dream he had been following all along. At his first opportunity, Page deserted and joined up with the Alliance.

At first, the Alliance had no special forces or commando brigades. If you had piloting skills, you were given a spot on a warship or even your own starfighter. If you could fight, you were given a blaster and a spot in the army. Over the years of out-and-out war, that changed. General Madine, who had led an elite commando unit for the Empire before defecting, convinced his fellow members of the Alliance High Command that similar units would greatly improve the Alliance's chances. One of the first units put together was charged with protecting Hoth's Echo Base. It was commanded by Major Derlin and featured a young recruit named Page.

After the assignment to Endor as part of General Man Solo's strike team, Derlin accepted a promotion and went on to assume a more bureaucratic function in the New Republic. The commandos were offered to Lieutenant Page. He accepted them, but refused a higher rank. Two of the men he most admired in the New Republic were Solo and Luke Skywalker, and neither of them had any use for ranks. Page knew he did not have the leisure to drop his rank entirely, but he could avoid the games of politics by refusing to move up the chain of command.

Page is of medium height, with a medium build. He is a totally nondescript-looking man, the kind that no one notices, who blends invisibly into any surroundings. In short, he is the perfect commando.

Now his special missions team handles a variety of assignments geared toward rooting out the last Imperial strongholds and restoring the justice of the Old Republic. It is a role he gladly accepts, especially when he gets to work beside Solo, Skywalker and Princess Leia.

• **Lieutenant Page (as of the Battle at Sjuis Van Shipyards)**

Type: New Republic Commando

DEXTERITY 3D+2

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

KNOWLEDGE 3D

Alien species 4D, languages 5D, planetary systems 5D, streetwise 6D, survival 6D

MECHANICAL 2D+1

Beast riding 4D+1, repulsorlift operation 5D+1

PERCEPTION 3D+2

Command 6D+2, con 5D+1, hide 6D+2, search 6D, sneak 6D+2



Katarn Commandos Insignia

Though many of their missions are conducted in secret or undercover, Page's Katarn Commandos do have regulation uniforms that they wear occasionally. These uniforms bear the insignia of the unit, an insignia that reflects the pride, dedication and unique character of the beings under Page's command.

The insignia consists of the New Republic seal — the blue Alliance shield set in a gold-trimmed circle of stars — with a prominent addition. A stylized creature springs across the blue shield, stalking prey with the same precision and unswerving tenacity as the unit which has adopted it as its mascot. The creature is a katarn, a predator from the Wookiee home world of Kashyyyk. The katarn stalks the middle levels of the layered ecology, leaping from tree branch to tree branch as it hunts its chosen prey.

The story about the origin of the unit's name and insignia relates that Frorral the Wookiee commented that the commandos were like the katarn of her world. The commandos were invisible until they wanted to be seen. They were silent until they wanted to be heard. And they were deadly when they had to be, striking like a katarn from the shadows and disappearing again once the job was done. When Page heard her description, he decided that the katarn was indeed a kindred spirit of his commando unit. He had the emblem made and declared it the symbol of his team of special forces operatives.

STRENGTH 3D+1

Brawling 5D+1, climbing/jumping 5D+1, stamina 6D+1, swimming 5D+1

TECHNICAL 2D

Demolitions 4D, first aid 4D+1

Character Points: 18

Move: 10

Equipment: Blaster pistol (4D, comlink, vibroknife (STR+1D), blaster rifle (5D), comlink

Page's Commandos

Lieutenant Page's special mission team, the Katarn Commandos, consists of twelve of the best trained soldiers in the New Republic arsenal. Technically, it is a Special Forces squad attached to the office of the Commander-In-Chief, but it often operates independently for weeks or months at a time. All of the men and women under Page's command, whether they are human or alien, were selected for their level of morale, courage, skill and devotion to the cause.

Once the unit was part of the SpecForces charged with guarding the Alliance High Command. Now it is a rogue team, similar in profile to Wedge Antilles' Rogue Squadron, ready to take on any assignment in order to promote the cause of the New Republic. The team operates either as a unit or divided into smaller elements — forming task forces of as many soldiers and as much equipment as is necessary to get a job done.

All of the members of Page's team are trained to operate in any environment, learning a variety of skills to assure that each soldier can finish the mission alone, if necessary. While each individual is a jack-of-all-trades, each is also a specialist. The current team configuration includes one pathfinder, two urban combat specialists, a wilderness fighter, two techs, an infiltrator, a heavy weapons specialist, a pilot/comm expert, a medical tech, and a scrounger. While this can be altered or augmented depending on the mission, the men and women who match these profiles form the nucleus of Page's commando unit.

Lilla Dade is the team's pathfinder, or scout. She is trained to drop behind enemy lines without being detected, then open up a path for the rest of the team. She travels light, relying upon speed and surprise to accomplish her missions. She carries a blaster rifle, a bandolier of grenades, a comlink, and survival gear.

Gottu and Idow are the team's urban combat specialists. In addition to their other training, the pair are experts in the art of streetfighting in an urban setting. They can use streets, buildings and sewers to best advantage, fighting hand-to-hand with whatever weapons are available, setting traps, and engaging in hit-and-run tactics.

Frorral the Wookiee serves as the team's wilderness fighter. She knows outdoor combat better than anyone else in the squad, and her survival skills are second to none. While she has been trained to use repulsorcraft to best advantage, Frorral prefers to get around on her own power — swinging on vines, climbing, or even running full tilt through the wilderness. Nothing rattles the enemy like seeing an angry female Wookiee charging out of the trees and roaring at the top of her lungs. Though she excels in forest settings, Frorral has made a study of a variety of terrain types, including deserts and frozen tundra.

Mian Hoob the Sullustan and Korren of Alderaan serve as the team's technicians. They can operate any

equipment the team has or is assigned (after a brief crash course), and are often called upon to build anything they don't have from scratch. Don't think that these mechanical engineers can't handle a fight, though. When not patching a comm unit, building a hyperdrive motivator, or unjamming a repeating blaster cannon, the pair can be found in the thick of battle, fighting beside the other commandos with equal amounts of skill and courage.

The Bothan Kasck acts as the team's infiltrator when the need arises. He can slip into enemy installations, blend into any crowded spaceport, or stealthily follow a quarry without making a sound. He is an expert at breaking into security systems and unraveling encrypted codes. His weapon of choice is the vibroknife.

If the team needs to employ a heavy weapon, Vandro comes to the forefront. He can handle everything from a blaster cannon emplacement to a proton mortar to a starship gunnery station. He also doubles as the team's repulsorcraft operator as he can drive most repulsor-powered vehicles like Wedge Antilles flies an X-wing.

Syla Tors, one-time Corellian pirate, performs duties as both the team's pilot (on the rare occasion when they get to take their own transportation) and comm expert. Given time, there isn't a comm unit she can't operate or a jamming frequency she can't punch a signal through.

Rounding out the team are Jortan and Bri'vin. Jortan, the team's medical technician, can patch most wounds and keep injured soldiers alive until they can reach a full medical unit. He carries a specialized medpac which he guards with his life because he knows that it can mean life or death for one of his fellow commandos. Bri'vin, the team's supply specialist or "scrounger," is charged with procuring supplies while the team is in the field. Supplies can range from food and water to ammo to machine parts and to anything in between that the team needs to complete a mission.

With Page as their leader, this particular group of commandos has been an oft-proven asset to the New Republic — and a thorn to those who would oppose it.

Lt. Kylan DuPre

Kylan DuPre is Admiral Drayson's most trusted aide. DuPre originally served as quartermaster aboard the *Stormstrike*, a Corellian Corvette serving Mon Mothma's homeworld of Chandrila. DuPre, an extremely efficient officer, has been awarded numerous citations for competency in the field, though he has never experienced combat.

Kylan DuPre met Admiral Drayson while on a visit to Mon Mothma's command ship to examine and inventory some supplies that had been improperly delivered. A surprise ambush by a TIE squadron damaged the ship, and a power conduit began overloading. Realizing that an explosion was imminent and that it would spray shrapnel all around the bridge, DuPre threw himself between the explosion and Drayson. Drayson,

has since "pulled" DuPre with him, including to Coruscant.

Lt. Kylan DuPre is a short, stocky near-human, who is highly ambitious (some would even say power hungry). DuPre craves promotion, and feels that Drayson is his fast track to the New Republic Admiralty. DuPre much prefers rear-echelon work to front-line duty. He is courteous and obedient to those who outrank him, but officious, arrogant and callous to those beneath him. While DuPre is a competent officer, he is loathed by the lower ranking officers under his command.

• Lt. Kylan DuPre (as of the Siege of Coruscant)

Type: Military Aide

DEXTERITY 2D

Blaster 2D+2

KNOWLEDGE 4D

Bureaucracy: New Republic 7D+2, intimidation 6D+2, tactics: capital ships 5D, tactics: sieges 5D

MECHANICAL 3D

PERCEPTION 3D+2

Bargain 5D+2, command 6D+2, persuasion 7D

STRENGTH 2D+1

TECHNICAL 3D

Computer programming/repair 7D

Character Points: 8

Move: 10

Equipment: New Republic uniform, datapad (containing Admiral Drayson's itinerary, as well as current diplomatic information, schedules and timetables), comlink

Lt. Machel Kendy

Lt. Machel Kendy is a typical New Republic security man: strong, fast and ambitious. Kendy is one of Colonel Bremen's top young recruits and Kendy idolizes his security chief.

Machel Kendy is fiercely competitive and aggressive. He is the New Republic Armed Forces champion in unarmed combat and a Grand Master of K'thri martial arts (his stepfather, a K'thri master as well, trained Kendy in martial arts since he could walk).

Kendy is almost two meters tall and looks like he could take on a squad of stormtroopers all by himself. He is a blond human, and has his hair trimmed very short, in military fashion. He carries his sidearm at all times. On duty, Kendy demonstrates the best qualities of a security officer: patience, tenacity and efficiency. Off duty, his fellow officers think of Kendy as a bit of a zealot. Kendy takes virtually no downtime, and even in his off-duty hours he spends his time examining palace security arrangements. This sense of duty is what has led to his early promotion to lieutenant, and will almost certainly lead to his promotion to captain before too long.

• Lt. Machel Kendy (as of the Siege of Coruscant)

Type: New Republic Security Officer

DEXTERITY 3D+1

Blaster 5D, brawling parry 9D, brawling parry: vs. K'thri martial arts 9D+2, dodge 5D, melee combat 4D+1, running: shortsprint 7D

KNOWLEDGE 2D

Commando Mission

Page scanned the camp with his macrobinoculars, taking in details others would miss on the first pass. They were on the planet of Hettsk in the Borderland Region. The planet had been the site of a massive space and ground battle — a battle which the Empire had won. Unfortunately, they had captured two X-wing pilots in the process. Wing Commander Greni and her wingman Bross, both of Gold Squadron, had gone down as the battle drew to a close, and the Imperials were quick to grab them. Now it was up to Page and his team to get them back.

He looked his team over, mentally assessing their abilities and strengths. Lilla Dade was along to forge them a trail and keep the enemy in sight. Idow, Frorral and Vandro were there to provide muscle and fire power. Finally, Jortan was along to administer medical care to the two pilots if they needed it.

They were far from the Imperial garrisons that had been set up in Hettsk's population center. The pilots had gone down in the uninhabited jungles on the planet's far side, and an Imperial recon team had been sent to capture them. It had taken longer than anticipated to find them in the dense jungle, and now the Imperials had decided to stop for the night instead of trying to make their way through the darkness.

The Imperials had a HAVr A9 transport — a Floating Fortress. "Vandro, give me the specs on their vehicle," Page ordered quietly.

Vandro took a quick look through his own macros, then began to rattle off details. "The 'tress needs a crew of four, but it can be handled by just a pilot in a pinch. It usually carries ten additional troops, and packs two heavy blaster cannons. My repeater may bother it, but we don't have anything else with us that will even scratch its armor."

Ten troops. That was the number Page had identified while observing the target. He counted four stormtroopers and six regular army.

As the Imperials bedded down for the night, he noticed that two troopers were taking up guard stations on the outside of the craft. The rest were safe inside the armored hull.

"Frorral, Idow, come with me," Page ordered as he stripped out of his uniform and dropped his weapon belt. Frorral growled a question, but dropped her weapons as her commander did. "We're going to surrender," Page answered.

"What?" Lilla asked. "That's crazy!"

"It's the only way to get into that repulsorcraft," Page told her. "The three of us can handle ourselves in hand-to-hand combat. Once the fighting starts, the rest of you will come running to lend a hand."

"Right," Lilla scowled, but she stood her ground as Page and the others started toward the Imperial camp.

"Save a few of them for me," Vandro called softly.

Moments later, Page and his two companions walked into the clearing where the Floating Fortress was parked. It hovered silently upon an invisible repulsor field, looming like a large armored slug over the clearing. The two troopers were young and inexperienced — the cream of the Empire's newest crop. Just what Page was counting on.

"Halt," the first one called, leveling his blaster rifle at Frorral. "What are you doing with that . . . thing?"

"We're surrendering," Page answered evenly. He tried to add an edge of desperation to his voice. "We don't care what you do, just get us off this planet. We'll cooperate, just save us . . ."

The other trooper lifted his comlink to his lips and spoke quietly into it. Page counted slowly, waiting for the sound of the Fortress hatch disengaging. When he heard it, he knew they would only have a few seconds before the stormtroopers filed out. Long seconds passed, then the sound came. Frorral sprang forward, uncoiling powerful muscles before the startled troopers could fire. Both fell to the Wookiee's pounding fists.

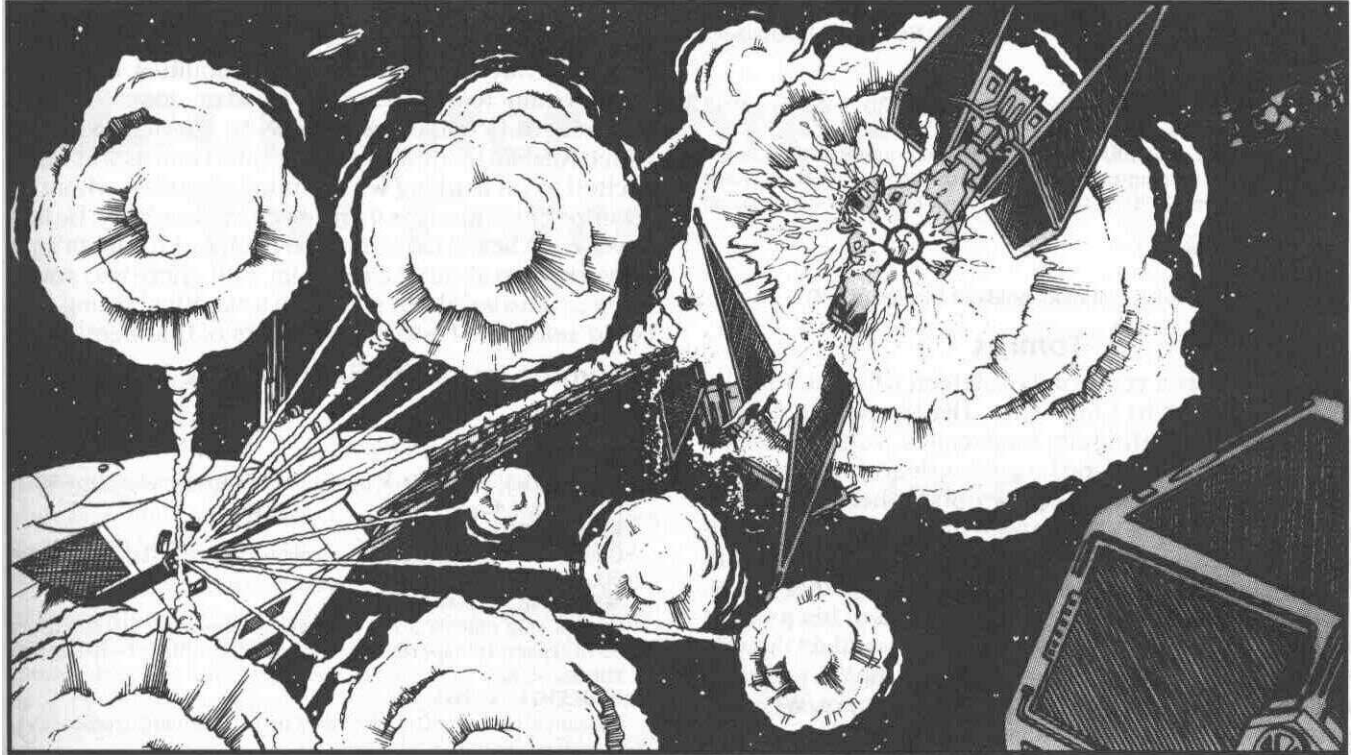
As the hatch swung wide, Page moved with practiced speed. He produced a small grenade from a hidden pocket and lobbed it at the door. The explosion rocked the emerging stormtroopers and blew the hatch off its hinges. Idow claimed one of the fallen trooper's blasters and brought down two other stormtroopers. Frorral's rage and brute strength took down the other two.

The Floating Fortress started to spin away, hoping to put enough distance between itself and the attackers so that it could bring its top-side blasters to bear. Vandro wanted none of that, however. He charged out of the jungle, his repeating blaster blazing, scoring hit after hit on the Fortress's repulsorlift engines. Lilla charged from the underbrush, hoping to close in to help her companions before the Fortress left the area. Frorral saw that as her cue. She leaped through the hatch with a ferocious howl, intent on finishing the battle before it could really begin. Page silently hoped that the Wookiee wouldn't leave that much of a mess.

A few seconds later, Vandro scored a fatal hit on the engines, and the Fortress' smoking hull crashed to the ground. Frorral emerged, proudly holding aloft the two helmets of the pilots. Page didn't look to see what was inside the helmets.

Jortan examined the two Gold Squadron pilots as Page watched. The rest of the team was dealing with the mission clean-up. "They could be a lot better, but they could also be a lot worse," the medic informed him. "They need a full medical lab, but they should hang in there until we can reach a Republic spaceport."

"Then let's move out," Page called. Then he added, "Good work, team."



Intimidation 4D
MECHANICAL 3D+2
 Communications 4D, repulsorlift operation: landspeeders 5D+2
PERCEPTION 3D
 Investigation: Coruscant 5D, search 6D, sneak 3D+2
STRENGTH 4D
 Brawling: K'thri martial arts 10D+2, lifting 7D+2, stamina 6D+2
TECHNICAL 2D
 First aid 4D, security 6D
Force Points: 1
Character Points: 4
Move: 11
Equipment: New Republic Security uniform, heavy blaster pistol (5D), comlink, datapad, reinforced blaster helmet (+1D physical, +1 energy), macrobinoculars (with matrix recording buffer)

Anselm

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

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

Even when assigned to bases where combat was imminent, Anselm refused to carry a blaster unless directly ordered to do so — and even then he often left it lying in some forgotten corner while he worked. He first met Luke Skywalker in the Yavin base, as he was

assigned to prep Skywalker's X-wing for battle. He remembers thinking that the kid was going to get himself killed, for it was obvious he had no more military training than Anselm did. Of course, Skywalker soon showed his natural abilities.

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

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

• Anselm (as of the Battle for the Katana fleet)

Type: Engineer
DEXTERITY 2D+1
 Brawling parry 3D+1, dodge 3D+1
KNOWLEDGE 4D
 Bureaucracy 5D, value 7D
MECHANICAL 2D+2
 Repulsorlift operation 3D+2, capital ship piloting 3D+2, capital ship shields 3D+2

PERCEPTION 2D+1

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

STRENGTH 2D+2

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

TECHNICAL 4D

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

Character Points: 3

Move: 10

Equipment: Toolkit, datapad, hold-out blaster (3D+2)

Tomrus

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

His happy adolescence ended abruptly with the arrival of Darth Vader and his stormtroopers. When he saw those armor-clad soldiers marching through the airy corridors he loved, he learned to hate them and everything they stood for. Things turned bad a few days later, and Baron Administrator Calrissian ordered everyone to evacuate Cloud City. His mother died in that frenzied escape, and he vowed to have his revenge on the Empire no matter what happened.

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

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

• Tomrus (as of the Battle for the Katana fleet)

Type: Engineer

DEXTERITY 2D+1

Blaster 3D+1, dodge 3D+1, melee combat 4D+1, melee parry 4D+1, pickpocket 4D+1

KNOWLEDGE 4D

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

MECHANICAL 2D+2

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

PERCEPTION 2D+1

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

STRENGTH 2D+2

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

TECHNICAL 4D

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

Character Points: 2

Move: 10

Equipment: Toolkit, blaster pistol (4D), datapad (with repair schematics for dozens of New Republic and Imperial vessels), sabacc deck

Chapter Three

The Force

From *the Datapad of Voren Na'al, former Director of New Republic Council Research (retired). This report was prepared shortly after the destruction of Mount Taniss.*

The Force binds the galaxy together, though there was a time not so long ago when its belief was reduced to legend and half-remembered tales. The Force gives Jedi Knights their power, but the mighty fire of justice that once burned so brightly was all but extinguished by the Emperor and his New Order. Once the Force and those who wielded its light side were the protectors of the galaxy.

Now, five years after the Battle of Endor, Luke Skywalker has returned the Jedi Knights to the galaxy. He has already begun teaching his sister the ways of the Force, and soon others will come to him to learn.

Luke Skywalker

His part in the Rebellion against the Galactic Empire began while he was a farm boy on the desert world of Tatooine. Now, almost a decade later, he is a full Jedi Knight and a respected member of the New Republic. He is a hero and an inspiration. He is Luke Skywalker, first of a new line of Jedi destined to take their place as guardians of the New Republic.

With the Emperor's death, the Alliance turned the Battle of Endor into the last great victory of the Rebellion, the decisive battle to eliminate the evil of the Empire once and for all. The Alliance became a true government after months of debate, and the New Re-

The Reminder

Luke Skywalker pulled a black glove over his right hand — his biomechanical right hand. After five years, he had gotten used to the idea of a mechanical hand. But there were times when it bothered him to look at the artificial fingers flexing to his unconscious commands. He always wore the black glove over the hand, as though to hide it from himself and others. The way Darth Vader hid beneath a cloak of black.

Luke shook away the thought. It wasn't the same, was it?

He still remembered the battle on Cloud City. He had faced Vader with his new Force abilities and his lightsaber. The battle was fierce, but when it ended Luke had lost his hand, his saber, and much of his innocence. Perhaps what Vader had told him had hurt more than the slicing blade of the dark lord's lightsaber. Vader informed him that he was the dark lord's son — Darth Vader was Anakin Skywalker once upon a time.

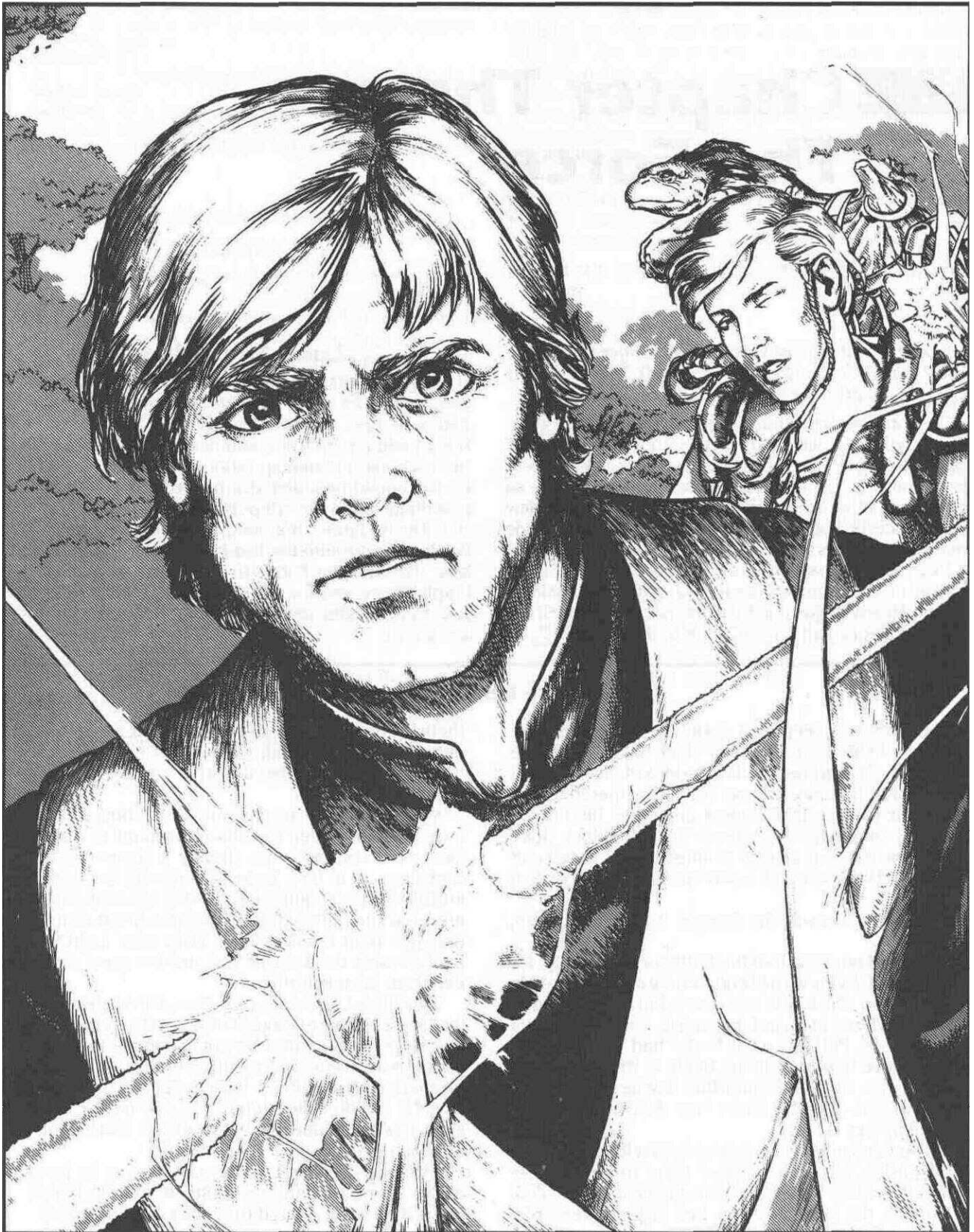
Biomechanical fingers flexed and clenched at the memories, but Luke allowed them to flow. He remembered his time aboard the medical frigate. Too-Onebee, the medical droid, had installed the pros-

thetic hand with skill and care. It was like he had never lost his original, except this new one was made of circuits and metal, not flesh and blood. Flex. Clench. Memories.

When next they met, it was Luke's turn to slice away a limb. Vader lost his right hand to Luke's saber, but his hand was already a biomechanical replacement. In fact, Vader was mostly mechanics and life support equipment, hidden beneath a black armored shell. Was Luke destined to become more machine than human? More Dark than Light? He pushed away the thought, and another came unbidden from his memories.

This time, Luke was inside the cave on Dagobah, facing a nightmare image of Darth Vader. Luke knew that beneath the armor he would find his own face. This was a warning, telling him to hold on to himself, no matter how difficult the challenges he had to face. He couldn't allow himself to give in to the dark side. The death side. He had to always remain Luke Skywalker.

That was the secret, he decided, flexing his hand again. There was nothing wrong with replacement limbs if he remembered to remain true to himself.



public eventually emerged to guide the galaxy. However, the Republic faced a new kind of battle. First, the New Republic had to defeat the remnants of the Empire, which it has so far driven into a quarter of the systems it once held. Second, it had to restore the galactic government and reinstitute the laws of justice and liberty to systems long under the tyrannical heel of the Empire. Luke Skywalker, as a Jedi Knight, has become a symbol of the New Republic and its lofty goals. Over the years in which the new government has been in place, Luke has traveled far and wide to inspire hope and win trust. And he does this without rank or official standing in the New Republic hierarchy.

Though he believes himself to be a true Jedi, there is still so very much that Luke does not know. Most Jedi lore died with Obi-Wan and Yoda, and Luke constantly worries that something he doesn't fully know or understand will be his undoing. Not that he is worried that he will be drawn to the dark side, though sometimes he wonders if a particular use of the Force might push him a little too close to the shadows. Mostly Luke is concerned about training other Jedi — which he knows he must do, though the risks frighten him. He remembers how Obi-Wan Kenobi explained his own great failure. He began Anakin Skywalker's training in the ways of the Force, but was unable to keep the man from being seduced by the dark side. Luke wonders if the same terrible fate will befall his students.

Luke has so far only taken on one pupil. His sister Leia, who demonstrates all of the latent talent Luke possessed, has begun learning the ways of the Jedi from her brother. The process has been slow, however, particularly due to Leia's busy, hectic schedule as a member of the New Republic's Provisional Council. Still, she has come a long way. She can handle a lightsaber well enough not to hurt herself, and she can use the Force to sense feelings, moods, and emotions. When her twins are born, Luke will become their teacher as well, for they carry the Skywalker heritage within them — they are strong with the Force, too.

Skywalker considered himself the last of the Jedi after Yoda and Darth Vader died. Obi-Wan Kenobi, who appeared to Luke one last time in a dream, assured his former pupil that he wasn't the last of the old Jedi, but the first of the new. "You are strong in the Force, Luke," the dream-image told him, "and with perseverance and discipline you will grow stronger still. But you must never relax your guard. The Emperor is gone, but the dark side is still powerful." It was Ben's final lesson to his beloved student and friend, a lesson Luke promised himself he would never forget.

Luke carries no weapon other than his lightsaber, and he travels the galaxy in his X-wing starfighter. His right hand is a cybernetic replacement for the hand he lost to Darth Vader's lightsaber on Cloud City. His family consists of Leia Organa Solo and her husband Han, the Wookiee Chewbacca, and the droids Artoo-Detoo and See-Threepio. For these people, Luke would

risk any danger and face any foe.

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

The last few weeks have been troublesome ones for Jedi Skywalker. It seemed that everywhere Luke turned, he found a new threat — to him, to his family and to the New Republic. Even a Jedi must be hard pressed to fend off attacks from all fronts.

A key element of Skywalker's personality became evident at this point. During the trials and tribulations the Jedi was forced to endure — being captured by smugglers, deceived by a dark Jedi, rendered powerless by ysalamiri — Skywalker never despaired. Instead, he triumphed.

Skywalker now intends to complete his sister's Jedi instruction, and begin teaching his niece and nephew in the ways of the Jedi, a task that he seems to find quite daunting.

• **Luke Skywalker (as of the Battle at Sluis Van shipyards)**

Type: Jedi Knight

DEXTERITY 3D

Blaster 6D+2, brawling parry 6D+2, dodge 8D+2, lightsaber 10D+2, melee combat 4D+2, melee parry 10D+2

KNOWLEDGE 2D

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

MECHANICAL 4D

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

PERCEPTION 2D+1

Bargain 5D, command 8D, con 4D, hide 7D, search 6D, sneak 7D

STRENGTH 3D

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

TECHNICAL 3D

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

Special Abilities:

Force Skills: Control 13D, sense 11D, alter 10D

Control: Absorb/dissipate energy, accelerate healing, concentration*, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun
Sense: Combat sense, danger sense, instinctive astrogation**, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Inflict pain

Control, Sense and Alter: Affect mind

There's Something Not Right Here ..."

With those fateful words, Luke Skywalker sensed the evil emanating from a tiny portion of the Dagobah swamp.

"I feel cold, death."

The terrible sensations echoed out of the depths of his memory, making him shudder. Dagobah had been a long time ago, in another star system. That was then, and this was now. It was only natural that the Imperial Palace would dredge up foul memories like that one.

Luke tried to calm himself, going through a Jedi relaxation technique as he wandered the empty halls of the Imperial Palace. As he walked beneath an ornately carved arch, the memory continued . . .

"That place ... is strong with the dark side of the Force," Master Yoda explained "A domain of evil it is. In you must go."

In you must go ...

Luke shivered, trying to concentrate on the job at hand. The Provisional Council asked him to check out the palace after informing him of its decision to move the New Republic government to Coruscant. He had protested, of course, claiming the symbolism was all wrong. The Council convinced him of the contrary, though. And when Leia explained it, he

understood exactly why the Republic had to lead from Imperial City.

That didn't mean he had to like it.

Could a place become evil? That cave on Dagobah had certainly been so. Could the palace be imbued with the dark side by virtue of the Emperor's long association with the place? He had to admit it was possible, but he felt no disturbances in the Force as he walked from chamber to chamber. All he felt were memories, and most of those were his own.

"What's in there?" he had asked Yoda innocently, nodding toward the twisted tree which guarded the dark cave. Yoda answered simply, "Only what you take with you."

The palace didn't even seem to have that much in it. He had to admit it — there seemed to be no residual effects of the Emperor's stay in the palace. Luke couldn't even sense his lingering presence when he employed the sensing techniques Ben and Yoda had taught him.

With a final glance around the lofty entrance hall, Luke left to give the Council his report and recommend that the palace was safe to inhabit. He hoped he knew what he was doing. He hoped he had been right.

* This power is described in the *Star Wars Movie Trilogy Sourcebook*.

** This power is described in *Galaxy Guide 9: Fragments from the Rim*.

This character is Force-sensitive

Force Points: 25

Character Points: 40

Move: 10

Equipment: Lightsaber (5D), comlink

Luke Skywalker (as of the Battle for the Katana fleet)

Melee combat 5D+2

Scholar 4D+2, value 5D, willpower 8D

Communications 3D+1

Persuasion 5D+1

Droid repair: astromech 7D+1

Force Points: 30

Character Points: 65

Luke Skywalker (as of the Assault on Mount Tantiss)

Lightsaber 11D

Intimidation 4D+1, planetary systems 5D+1, scholar 5D

Communications 4D

Command 8D+1, sneak 7D+1

Lifting 6D,

Computer programming/repair 5D+2

Special Abilities:

Force Skills: Control 13D+1, sense 11D+1, alter 10D+2

Force Points: 33

Character Points: 70

Jorus C'baoth

Jedi Master Jorus C'baoth was well known in the Old Republic. He negotiated treaties between warring aliens, fought the enemies of the Old Republic, and participated in the noble Outbound Flight project. C'baoth was the epitome of a Jedi Master.

And then something changed.

At some point, and no one knows for sure exactly when, Jorus C'baoth was cloned. Jorus C'baoth was born.

Thrawn found Jorus C'baoth on a world called Wayland, while searching for the Emperor's hidden storehouse. Over the years, Jorus has become somewhat confused over who he was. He did not remember that he was the Emperor's Guardian of the Mount Tantiss facility. Instead, he believed that he killed the guardian and then took control of both Mount Tantiss and the world of Wayland. To Jorus's twisted thinking, he served no Emperor. His power was his alone, and it served him well.

For all his confusion and shattered memories, Jorus C'baoth was still a Jedi Master. His powers were drawn from the dark side of the Force, and he used them to corrupt and control. He controlled living beings, forcing them to be puppets to his twisted will. He could enhance coordination between people, even if those people were light years apart. Realizing that C'baoth could be a formidable weapon in his arsenal, Thrawn



The Real Jorus

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

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

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

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



persuaded the Jedi Master to assist in the campaign against the New Republic in exchange for new Jedi to train — Leia, her children and Jedi Skywalker. C'baoth believed that power is more personal than conquering far-away worlds or destroying people from a distance. On Wayland, Joruu took possession of the entire planet. Its people were his to teach, to command and to punish — or kill — at his whim. Their lives and deaths were, quite literally, in the palm of his hand. He had no desire to hold distant power over faceless lives.

C'baoth had his own ideas on how the Empire should be run. C'baoth apparently planned to rule the "new" Empire that Thrawn was creating, exerting particularly strong influence over the weaker-minded officers under his command. Unconfirmed reports from within Imperial circles claim that it was C'baoth's control of a

well-known Imperial officer that led to the battle between Imperial factions during the assault on Mount Tantiss. Since the majority of the clones at Mount Tantiss were from approximately 20 basic genetic templates, C'baoth only needed to learn to control those 20 minds to control all the clones.

According to Luke Skywalker, the duplicate C'baoth was easily as formidable a foe as Darth Vader and completely twisted to the dark side of the Force.

"Joruu C'baoth was ill, very ill. He claimed that myself, Leia and the twins would kneel before him, and he would 'heal the galaxy.' But he was no healer. He tried to destroy Han, Leia, Mara ... all of us."

Joruu attempted to subvert Skywalker, and when that failed, "tested" Luke by pitting him against a clone in combat — a clone of Skywalker himself. After the

clone was killed by Mara Jade, C'baoth lost control, and it was this instability, combined with the Force powers of Skywalker, Organa Solo and Jade herself, that eventually proved to be Joruu's undoing. Mara struck him down inside Mount Tantiss.

Joruu C'baoth was a tall, lean and muscular human male. He had unkempt gray hair and a beard which reached almost to the middle of his chest. He wore simple shin-laced sandals and an old brown robe. His face was dark, deeply lined, and surprisingly regal, despite the arrogance and disdain that generally twisted his features.

• **Joruu C'baoth (as of the Battle at Sluis Van Shipyards)**

Type: Jedi Master

DEXTERITY 3D+2

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

KNOWLEDGE 2D+1

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

MECHANICAL 2D+2

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

PERCEPTION 3D

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

STRENGTH 3D

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

TECHNICAL 2D+1

First aid 5D+1, lightsaber repair 10D, security 5D+1

Special Abilities:

Force Skills: Control 13D, sense 12D, alter 11D

Force powers (these are the powers which Joruu demonstrated, and it believed he may have possessed others):

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

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

Alter: Injure/kill, telekinesis

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

Control and Alter: Force lightning*, inflict pain*

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

Special: Force scream**

This character is Force-sensitive

Force Points: 35

Dark Side Points: 21

Character Points: 17

Move: 10

Equipment: Lightsaber (5D), robes

• **(as of the Battle for the Katana fleet)**

Force Points: 22

Dark Side Points: 25

Character Points: 21

• **(as of the Assault on Mount Tantiss)**

KNOWLEDGE 2D*

Alien species 3D*, cultures 2D+1*, intimidation 8D, languages 4D*, streetwise 4D*, survival 6D*, willpower 5D*

PERCEPTION 2D*

Bargain 6D*, command 11D+1, con 8D*, hide 8D*, sneak 7D*
Brawling 6D+2

Special Abilities:

Force skills: Alter 12D

Force Points: 20

Dark Side Points: 35

Character Points: 19

Equipment: Lightsaber (5D), robes, remote detonator

Force Powers in the Roleplaying Game

The following Force powers appeared in the *Heir to the Empire Sourcebook*, *Dark Force Rising Sourcebook* or *The Last Command Sourcebook*. Note that these descriptions are complete, but you need the rules given in the *Star Wars: The Roleplaying Game, Second Edition* rulebook to make full use of them.

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

Control Powers

Enhance Attribute

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

Control Difficulty: Moderate.

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

An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase is determined by how much a character's *control* skill roll beats the difficulty number. Duration can be extended through the use of character



points — for every character point a Jedi spends after invoking this power, the duration is extended by one combat round. The points can be spent at any time before the power fades.

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

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

Short-Term Memory Enhancement

"Luke closed his eyes, reaching inward with the Force. Short-term memory enhancement was one of the Jedi skills he'd learned from Yoda. The pictures flowed swiftly backward in time: his walk to the medical wing, his conversation with Wedge, his hunt for a public comm desk ..."

Control Difficulty: Difficult.

Required Powers: *Hibernation trance*

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

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

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

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

Sense Powers

Combat Sense

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

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

Required Powers: *Danger sense, life detection*

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

First, he gets to decide when he wants to act during a round—no initiative rolls are needed while the power is in effect. If more than one Jedi is using this power, whichever Jedi rolled highest when invoking the power gets to determine exactly when they are acting in the round.

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

Danger Sense

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

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

Required Power: *Life detection*

This power can be kept up.

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

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

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

Control and Sense Powers

Farseeing

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

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

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a *control* or

Jedi Twins

Princess Leia Organa Solo can easily be described as a remarkable young woman. Anyone who has seen and done as much as Leia has, and left such a profound mark on the structure of the galaxy, is certainly worth noting from a historical standpoint. But I find that Princess Leia's most significant contribution to the state and future of the New Republic might very well be the pair of infants she is holding in her arms as I interview her.

"Well, they definitely have some Solo in them," Leia quipped, as Jacen squalled briefly (and loudly). Blowing a stray lock of hair out of her face, she seemed none the worse for wear despite the trauma of recent events — the birth of her children, being trapped during the Siege of Coruscant, and the desperate battle at Mount Tantiss. "I could actually communicate with them during the birth ... after a fashion." She blinked away a sudden tear in her eye and smiled.

"You see, using some of the Jedi skills my brother taught me, I 'touched' their minds quite regularly during my pregnancy, and though they never really

responded directly to me, I could sense their ... well, their emotions, their state of mind, I guess."

"But it wasn't until delivery that they really understood what I was doing or who I was. I kept 'sending' messages: 'I'm your mother and I'm here,' for example.

"And that's when one of the babies — I'm still not sure which — actually 'touched' back." Leia blinked back some more tears, visibly moved.

"They have a bond between them, a link in the Force that I can only begin to sense. They are so strong, so *rich* in the Force. They are completely attuned to each other ... it's beautiful. They'll never be alone. Even," she added softly, "when they're apart."

Leia smiled. "Luke seems to be eager to begin their Jedi training,"

It is then that I realized that I am witness to the birth of the new generation of Jedi Knights. Judging by the family history the Organa Solo twins have, it is nearly impossible to estimate the effect these two infants will one day have on the galaxy.

— *Excerpt from Voren Na'al's personal data log.*

Perception total for the difficulty. Modified by relationship.

Required Power: *Life sense*

Time To Use: At least one minute

Effect: The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the past or the future. The Jedi also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence.

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

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

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present — therefore it is much harder to

predict. The percentages on the chart are a rough measure of how much correct information the character receives in their vision.

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

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

Control and Alter Powers

Force Lightning

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

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

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

Warning: A Jedi who uses this power for any reason immediately gets a dark side Point.

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

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

When someone uses *force lightning*, the damage is 1D for each 1D of *alter* the user has. The victim resists damage with their *Strength*; armor is useless against *force lightning*. *Force lightning* courses over and into its target, convulsing him with pain, siphoning off his energies and eventually killing him. If this power *stuns*,



wounds or causes any other injury to a character, he is so convulsed with pain that he is incapable of performing any actions for the rest of the round and the next round.

Inflict Pain

Control Difficulty: Very Easy. Modified by proximity.

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

Required Power: *Control pain, life sense*

Warning: A character who uses this power immediately receives a dark side Point.

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

Control, Sense and Alter Powers

Control Mind

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

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

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

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

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

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

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

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

Controlled characters may attempt a new roll to

escape versus the Jedi's sense roll whenever the Jedi adds new characters to his control.

Enhanced Coordination

Control Difficulty: Moderate.

Sense Difficulty: Difficult.

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

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

Required Power: *Life sense, affect mind*

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

Effect: The use of this power allows a Jedi to coordinate the activities of a group in order to increase the group's effectiveness at a given task. This power was often used by Emperor Palpatine to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight; Joruu C'baoth currently uses the power to increase the abilities of Grand Admiral Thrawn's troops.

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

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

Example: Joruu is using *enhanced coordination*.

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

Telekinetic Kill

"Mara glared at him and lashed out again, this time with the Force. Thrawn frowned slightly, fingers moving across his neck as if trying to brush away an intangible cobweb. Mara leaned into her tenuous grip on his throat; and he brushed again at his neck before understanding came ..."

Control Difficulty: Easy. Modified by proximity.

Sense Difficulty: Easy. Modified by proximity.

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

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

Warning: A character who uses this power automatically receives a dark side Point.

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

Sense And Alter Powers

Dim Other's Senses

Sense Difficulty: Easy. Modified by proximity.

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

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

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

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

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

Special Force Effects

Force Scream

Note: This is an involuntary power that may be activated when the dark Jedi loses control of his or her temper.

Effect: The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the dark Jedi are capable of unleashing untold devastation.

The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating both the dark Jedi and those who

The Teachings of Joruu Cbauth

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

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

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

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

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

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

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

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

The "Force scream," as it is called, has been called "a wave of hatred, amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease." A number of references to dark Jedi in Old Republic archives often mention the dark Jedi losing control, violently, in the final moments of battle with the Jedi affiliated with the light side of the Force.

In game terms, a Force scream is a reflex, usually occurring when dark Jedi are provoked into losing their tempers. A dark Jedi must make a Difficult *willpower* roll

whenever angered to the point of rage; if this roll fails, the Jedi releases the Force scream. A dark Jedi that fails this roll has all die codes reduced by -2D for one hour and must rest for one hour, or suffer an additional penalty of -2D until rested (penalties are cumulative).

The Force scream causes damage equal to the dark Jedi's *alter* skill to all beings within 50 meters, including the dark Jedi who unleashes this mental energy. Force-sensitive characters roll their *alter* dice to resist damage; those without the *alter* skill use *Strength* to resist damage.

Chapter Four

Remnants of the Empire

History Lesson

From the datapad journal of Voren Na'al, Director of New Republic Council Research (retired). This was recorded shortly after the Assault on Mount Tantiss.

For many long, bloody years, the Alliance to Restore the Republic waged war against the Empire. It was outmatched, outclassed, and outnumbered, made up of a ragtag collection of battered ships and desperate, widely different people. It should never have stood a chance. But against all odds, the Alliance stood its ground, pushed forward, and eventually won. At the decisive Battle of Endor, the Jedi returned to aid the Alliance in the form of Luke Skywalker and his father Anakin. The Emperor was killed, his fleet scattered, and his dark will which held the Empire together destroyed. Without its binding, the Empire began to unravel.

During the reign of the Emperor, the military might and political power of the Empire dominated the galaxy. Policies of expansion and exploration that the Old Republic had implemented had been subtly altered; expansion was for conquest's sake, instead of for knowledge. Newly discovered civilizations were subjugated and exploited; tax revenue and raw materials were stripped from new worlds to fuel the Imperial war machine.

In many cases, planets submitted to Imperial rule and their planetary governments were altered only slightly. Often, an Imperial governor was appointed to oversee the interests of the Empire and he or she was given sufficient military resources to enforce those interests. Fear of reprisals and knowledge that these governors could call on help from sector Moff's kept local populations sufficiently docile.

In recent days, however, the Empire has become a much different entity. Local Imperial governors found it much more difficult to maintain control of the citizenry, many of whom were eager to throw off the Imperial yoke upon hearing of the Emperor's demise. Military might was all that kept the Empire even marginally in control of planets in outlying systems.

Stormtroopers, the Empire's elite troops, were once

plentiful, but since the Battle of Endor they have been scarce. Local governors were forced to rely on Imperial Army troops and conscription at blaster-point. Cooperation and discipline between various Imperial commanders was lax, as many of these officers exploited the vacuum created by Palpatine's death. A clear ruler of the Empire was desperately needed, or a war between factions would shatter the Empire ... permanently.

For five years, the New Republic had steadily pushed the Empire closer and closer to defeat, reducing it to a quarter of its original size.

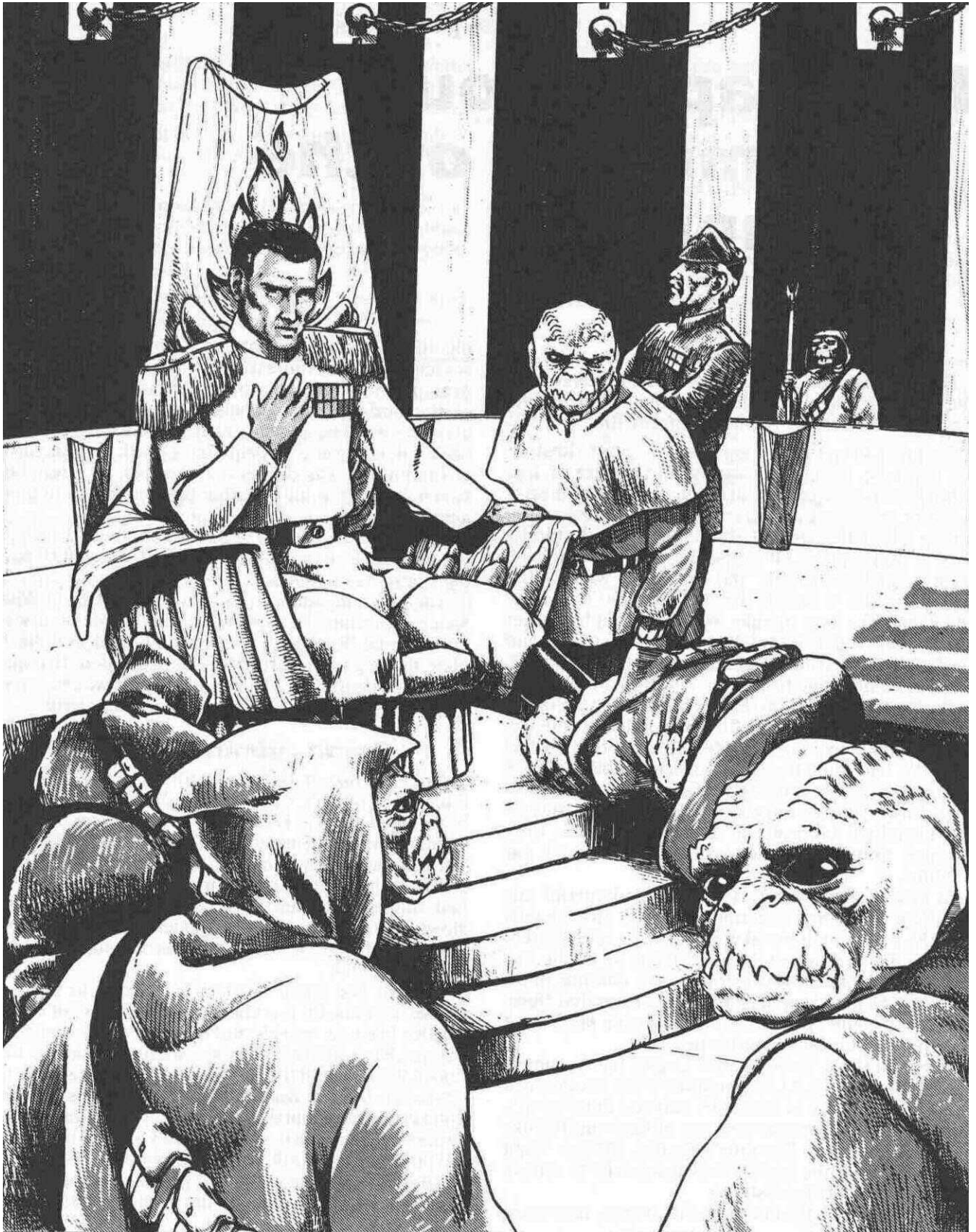
Then, Grand Admiral Thrawn returned from Wild Space. He assumed command of a number of the surviving Imperial fleets and systematically restored discipline, fighting spirit and order to his beleaguered troops. Before his death, Thrawn was well on his way to reviving the Empire, with himself as the new Emperor.

Grand Admiral Thrawn

Once, a dozen Grand Admirals served as the Emperor's military commanders. Five years after the bitter defeat of the Fleet at Endor, only one of these august geniuses remained — Grand Admiral Thrawn. Thrawn was a tall man of regal bearing, but his features revealed that he was not entirely of human origin. He had shimmering blue-black hair, pale blue skin and glowing red eyes that seemed as menacing, in their own way, as the inscrutable, emotionless face mask of Darth Vader once did.

Thrawn had spent much of his career in the Unknown Regions. He was charged with the task of bringing the barbaric worlds and systems under Imperial control. His brilliant successes eventually won him the title of Warlord and the right to wear the white uniform of a Grand Admiral. Knowing the Emperor's discrimination against non-humans, this appointment was doubly impressive. Thrawn became the only alien to be admitted into the Grand Admiral brotherhood.

The Warlord was a military genius. He had a very flexible mind, which allowed him to find correlations in



seemingly unconnected information, and respond effectively to rapidly changing situations. In addition, Thrawn knew almost every tactic and response taught either in the Imperial Academy or the Rebel training centers. He had the ability to twist this knowledge to his own ends, often pulling stunning victories out of certain defeat. He rarely took the most obvious approach to a problem or situation, but instead relied upon his powers of observation, his remarkable intuition, and his masterful powers of reasoning to find a weakness in an opponent.

The Grand Admiral had a passion for art, and believed that by understanding a species' art one gains understanding of that species. Thrawn had the ship's commander's luxury and entertainment suite turned into his private meditation chamber and command post. He often sat in his chamber, surrounded by holographic representations of the galaxy's greatest art treasures. He studied these works, trying to find solutions to the problems facing him and his command. Though most of these pieces of art were merely hologram copies, one piece was real. The sculpture, sitting alone in a globe of light, writhed upon its pedestal like a wave in some bizarre alien ocean. It represented one of the Warlord's few failures. He was unable to gain understanding of its creators, a species living on a Fringe world. They refused to respond the way he expected them to. Because of this, he destroyed them.

Thrawn returned from the Unknown Regions to find the Emperor dead, his New Order in ruins, and his Empire on the verge of total defeat. He used his considerable skills and command ability to rally the remnants and gather them back into a cohesive fighting unit. He knew he needed two things to defeat the Rebellion and restore the glory of the New Order, and once his Fleet was again in shape, he set out to secure these things. He needed ships and soldiers in order to build a force capable of beating the Rebel fleet.

Thrawn operated aboard the Star Destroyer *Chimaera*, from which he planned and launched his campaigns against the New Republic. His ability to outguess his enemies was vital to his strategies and in that respect Thrawn was uncannily accurate. Thrawn used an astonishing number of diverse elements to create his battle plan: the Jedi Knights' historical avoidance of Myrkr, the Emperor's storehouse on Wayland, the discovery of the *Katana* fleet, and the discovery of how to use the ysalamiri to safely clone soldiers in a matter of weeks. Certainly, the intelligence of Grand Admiral Thrawn cannot be stressed enough; the man was a genius.

Thrawn had inherited the services of the Emperor's private Death Commandos, the Noghri. He sent teams of the deadly beings on strike missions which required ruthlessness, skill, and stealth. The Noghri, Rukh, served as Thrawn's personal body guard.

Perhaps Thrawn's most important contribution during his tenure as leader of the Empire was the discipline he instilled in his troops. The Emperor was feared. Thrawn was respected and trusted.

Thrawn used a small measure of fear, certainly: the Grand Admiral realized that fear of failure was a powerful motivating force in a military the size of the Empire. But Thrawn's ability to invoke a sense of *pride* in his troops was his most powerful asset. Palpatine inspired arrogance and callousness in his officers; Thrawn made his men proud to be Imperial soldiers. And a proud soldier is difficult to defeat: Thrawn's officers would have willingly died for the Grand Admiral.

The Mount Tantiss project was intended to bring the New Republic to its knees. Combining the *Katana* fleet with hordes of loyal, efficient clone soldiers was a frighteningly effective strategy. Using the best and brightest of the troops under his command, Thrawn planned to make an unstoppable army to destroy his enemies and restore order to the galaxy.

Forging an uneasy alliance with the mad Jedi Master Joruu C'baoth, Thrawn could coordinate attacks with a precision virtually unheard of in the history of galactic warfare. By cloaking asteroids and releasing them in orbit over Coruscant, Thrawn managed to effectively blockade the Republic's capital world. Coruscant was unable to lower its defense screens for fear that one of the asteroids would smash into the planet. It was effectively cut off from outside help — a crippling blow to morale throughout the Republic.

Fortunately, the actions of the Heroes of Yavin and the unlikely help of the Noghri stopped Thrawn. For once, Thrawn was not able to perceive that which was going on around him, and it cost him his life and destroyed his Empire.

• Grand Admiral Thrawn (as of the Battle at Sluis Van Shipyards)

Type: Imperial Grand Admiral

DEXTERITY 2D+1

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

KNOWLEDGE 3D+1

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

MECHANICAL 3D+2

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

PERCEPTION 3D+1

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

STRENGTH 2D+1

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

In the Unknown Regions

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

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

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

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

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

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

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

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

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

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

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

"And then the art, sir?"

"And then the art."

The bombardment began ...

TECHNICAL 3D

Computer programming/repair 8D, demolitions 6D+2, droid programming 6D, first aid 5D, security 9D+1

Force Points: 6

Dark Side Points: 20

Character Points: 52

Move: 10

Equipment: Comlink, datapad

• (as of the Battle for the Katana Fleet)

Sneak 7D+1

First aid 7D

Force Points: 5

Dark Side Points: 21

Character Points: 45

• (as of the Battle of Bilbringi)

Blaster artillery 9D, dodge 9D+1

Alien species 12D, art 12D+1, business 11D+2, cultures 11D+2, planetary systems 11D+2, tactics: capital ships 11D+1, tactics: fleets 13D, tactics: ground assault tactics 7D+2, tactics: sieges 12D, tactics: starfighters 9D, value 7D+1, willpower 9D

Command: *Chimaem* crew 15D+2, con 11D

Security 9D+2

Force Points: 4

Dark Side Points: 25

Character Points: 35

Captain Gilad Pellaeon

Among the key documents seized by the New Republic when Coruscant fell, the personnel records and number of dossiers on Imperial officers were recovered. According to these documents, Pellaeon is a Corellian who lied about his age to enter the Imperial Naval Academy, where he performed reliably. He graduated from the Academy in the top third of his class — a respectable, if not noteworthy, accomplishment.

He did not distinguish himself until his first command: a squadron of transport vessels on convoy duty to the planet Gavryn. During a pirate attack on the convoy while it was entering Gavryn's orbit, Pellaeon — a mere ensign — managed to avoid capture by flying his vessel into the magnetic pole of the planet, fouling the enemy ship's sensors. As the pirate vessel moved to board the other ships in the convoy, he attacked and destroyed them.

He was immediately promoted to the command crew of the Star Destroyer *Chimaera*, eventually working his way up to second-in-command, the post he held until the Battle of Endor. During the Rebel assault on the

Imperial fleet over Endor, the commander of the *Chimaera* was killed and Pellaeon assumed command. Pellaeon was one of the few Imperial commanders at the Battle of Endor prudent enough to retreat rather than be destroyed.

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

After Endor, Pellaeon did his best to hold the remnants together. Despite his best efforts, however, the Empire could never regain the initiative against the Rebels. He was forced to order retreat after retreat, wincing as the Empire was pushed back to a mere quarter of the territory it once controlled. Worse, they were forced to hold territory that was once considered the backwater of the Empire. It was a disgrace to see the mighty Empire reduced to such a state, and Pellaeon hated it.

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

Captain Pellaeon was more than happy to turn command of the Empire over to Grand Admiral Thrawn when the Warlord returned from the Unknown Regions. Of course, it took a bit of getting used to seeing a non-human wearing the uniform of a Grand Admiral. After working closely with Thrawn, Pellaeon learned to admire the Grand Admiral's tactical mind and complex plans which unfolded with calculating precision. He didn't always understand how the Grand Admiral came to his conclusions, but he learned not to question where they led.

After the death of Grand Admiral Thrawn, Intelligence has lost sight of Captain Pellaeon. There have been no further reports on Captain Pellaeon's activities, nor on those of the *Chimaera*.

• Captain Gilad Pellaeon (as of the Battle at Sluis Van Shipyards)

Type: Imperial Captain

DEXTERITY 2D+2

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

KNOWLEDGE 3D

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

MECHANICAL 3D+2

Astrogation 8D, capital ship gunnery 6D+2, capital ship gunnery:

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

PERCEPTION 3D+1

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

STRENGTH 2D+1

Brawling 3D+1, stamina 7D+1

TECHNICAL 3D

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

Force Points: 4

Dark Side Points: 11

Character Points: 33

Move: 10

Equipment: Imperial Munitions heavy blaster pistol (5D+1), Imperial uniform, comlink, datapad

• (as of the Battle for the Katana Fleet)

Intimidation 7D, law enforcement: Imperial law 8D+1

Dark Side Points: 12

Character Points: 26

• (as of the Battle of Bilbringi)

Willpower 5D*

* Skill has been reduced due to the effects of Joruu's C'baoth's mind-tampering powers.

Captain Brandei

Excerpt from a New Republic Intelligence Report, prepared just after the Siege of Coruscant.

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

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

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

Grand Admiral Thrawn's Armada

The first thing Grand Admiral Thrawn set out to do when he took command of the remnants of the Empire was to establish an armada. Around his armada he would rebuild the Imperial Fleet, once again making the Empire the masters of space.

The centerpiece of this armada were five Imperial Star Destroyers. These massive, heavily-armed and armored capital ships measure sixteen hundred meters from bow to stern. Each is capable of carrying six TIE fighter squadrons, but due to the limitations placed upon the Empire since its defeat at Endor, TIE fighter complements have been spread thin throughout the Fleet.

Chimaera was the flagship, an Imperial II Star Destroyer under the command of Captain Pellaeon. This ship housed Grand Admiral Thrawn's command bridge and carried a full complement of TIE fighters (the Grand Admiral required a fully-stocked and combat-ready vessel for his purposes).

The other Star Destroyers included *Death's Head*, commanded by Captain Harbid; *Judicator*, commanded by Captain Brandei; and the *Inexorable*,

Stormhawk and *Nemesis*, whose captains remain unknown to New Republic Intelligence. These ships were incorporated into a task force coordinated by the dark powers of the Jedi Master Joruu C'baoth.

For the major assault on Sluis Van, Thrawn added the following vessels to his armada: twelve *Strike-class* cruisers, twenty-two *Carrack-class* light cruisers, and thirty full squadrons of TIE fighters. The entire armada was assembled around a battered A-class bulk freighter. That ancient ship seemed to mock the elegance and authority of the fleet, but it served as the key to the whole operation for the freighter was equipped with the Empire's new cloaking shield, hiding its hold full of TIE fighters and stolen mole miners.

It was an awesome task force, worthy of those put together by the Empire before Palpatine's death. However, Thrawn's carefully laid plans met with failure. He wanted to capture and steal the star cruisers waiting helplessly in the shipyards. He wound up retreating without a single new ship to call his own.

currently flying the space lanes. And the *Judicator*, he firmly believes, is among the best of that regal, unstoppable class.

Brandei knows that the Rebels have an uncommon and unrealistic view of life in all its forms. They will go to great lengths — even so far as to endanger their mission—to preserve the lives of their fellows, and that can often be used against them in the thick of battle. That is only one of the reasons that Imperials are far superior to Rebels, for the Imperial will sacrifice any number of lesser beings to ensure victory. What are a handful of deaths compared to the winning of a war? The Rebels fight like crazed animals when they have nothing to lose and their backs are against the wall, but they grow soft after a taste of victory. Allow them time to enjoy the spoils of success, and the Rebels lose the will to risk their lives. That, Brandei believes, is why the Empire will ultimately defeat them.

• Captain Brandei

Type: Imperial Captain

DEXTERITY 2D+2

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

KNOWLEDGE 3D

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

MECHANICAL 3D+2

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

PERCEPTION 3D+1

Command 6D+1, command: Imperial Navy officers 8D+1, investigation 5D, persuasion 6D+1, search 5D+1

STRENGTH 2D+1

Stamina 5D+1

TECHNICAL 3D

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

Force Points: 1

Dark Side Points: 2

Character Points: 14

Move: 10

Equipment: Imperial Navy uniform, comlink, datapad, hold-out blaster (3D+1), blaster pistol (4D)

Captain Dorja

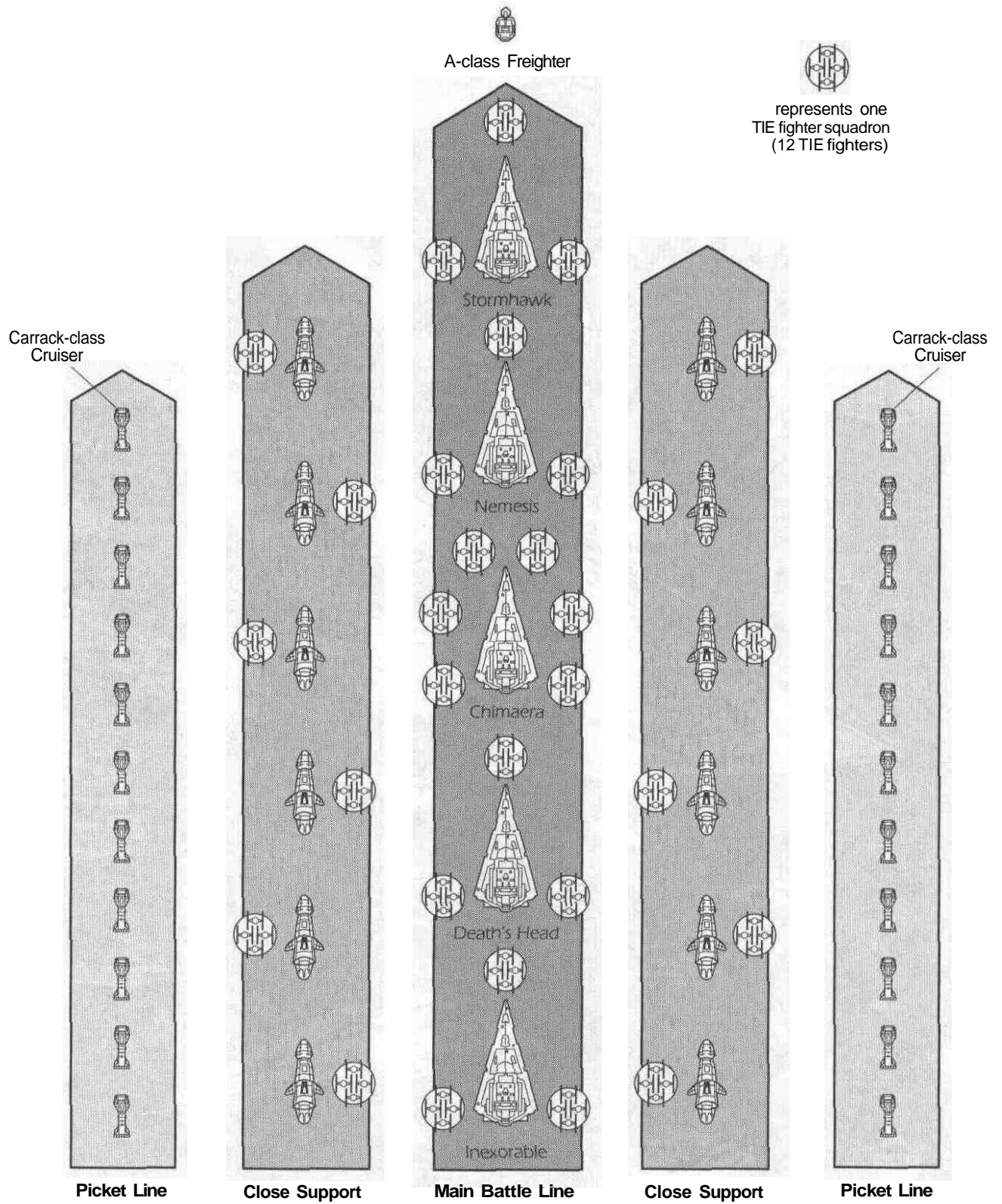
Excerpt from a New Republic Intelligence Report, prepared just after the Siege of Coruscant.

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

Dorja comes from a family that has a rich tradition in



Grand Admiral Thrawn's Armada



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

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

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

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

• Captain Dorja

DEXTERITY 2D+2

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

KNOWLEDGE 3D

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

MECHANICAL 3D+2

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

PERCEPTION 3D+1

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

STRENGTH 2D+1

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

TECHNICAL 3D

Demolitions 4D, droid programming 4D+1, security 4D

Force Points: 2

Dark Side Points: 5

Character Points: 11

Move: 10

Equipment: Blaster pistol (4D), Imperial Navy uniform, comlink, datapad

Imperial Forces

Stormtroopers

At the height of the Empire, elite shock troops called Stormtroopers enforced the will of the Emperor. They were created to serve as the Emperor's army, a force separate from the Imperial military establishment which was loyal only to him and his New Order. Since the death of the Emperor at Endor, Stormtroopers have been in short supply. But those which still wear the distinctive armor of that elite force remain strict enforcers of the principles and ideals of the New Order.

Once they were feared throughout the galaxy, encased in protective armor and armed with the most powerful personal weapons available. They were used as support forces for the two arms of the military, but they remained separate, with their own command structure and support facilities. Stormtroopers were aloof and apart from the average soldiers and crew members. They remain so even in this time of retreat.

Stormtroopers live in a totally disciplined military environment. They are fanatically loyal to the New Order. There has never been a documented account of a stormtrooper being bribed, seduced or blackmailed into betraying the ideals which they serve. Obedience is paramount to these troops, and the will of the Empire is never questioned.

At the Empire's height, the core stormtrooper forces were said to outnumber the regular army. In addition, several specialized divisions were established to respond to particular environments and situations. Of these, the New Republic has only seen scout troopers and Stormtroopers in the years following the Emperor's defeat at Endor. If the other specialized divisions still exist or can be recreated, they have yet to be used in the current war.

It should also be noted that those Stormtroopers which survived to the current day have demonstrated somewhat better skills and abilities than their pre-Endor counterparts. This can possibly be explained by their dwindling numbers. As the elite troops are no longer as expendable as in the past, they are only being used for the most important missions. The rest of the time they spend improving their effectiveness through training and study.

• Standard Stormtrooper

Type: Stormtrooper

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 5D, grenade 5D

KNOWLEDGE 2D+1

Survival 3D+1

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Search 4D+2

Chapter Four: Remnants of the Empire

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D+1

Demolitions 3D+1

Move: 10

Character Points: Varies, typically 0-5

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

Zero-G Assault Troopers

When the Empire needed soldiers trained to operate in deep space, it produced zero-g assault troopers. Sometimes called "spacetroopers," these specialized stormtroopers were fitted with armor capable of providing much more than the limited environmental protection offered by the standard Stormtrooper armor. They are deadly commandos, second only to the Imperial Royal Guard (who have disappeared from the galaxy) in training and destructive capability.

A spacetrooper is a walking arsenal. He wears a standard Stormtrooper shell, but then plugs into an armored suit which serves as a personal space assault vehicle. The fearsome yet bulky outfit only works well in zero-gravity environments, such as deep space. An energy-powered exoskeleton gives these commandos the strength necessary to perform actions within gravity, but they are most efficient outside of a planet's confining pull.

In full gear, a zero-g assault trooper stands over two meters tall and is twice as wide as an unarmored man. The gear has its own artificial environment controls, built-in sensors, magnetic couplers for docking and walking across craft hulls, repulsorlift propulsion units,

and a wide assortment of armor-deployed weapons.

Spacetroopers were an integral part of the Empire's attack plan on the Sluis Van Shipyards.

• Zero-G Assault Stormtrooper

Type: Spacetrooper

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 4D, grenade 5D, missile weapons 5D+1

KNOWLEDGE 2D+1

Survival 5D+1

MECHANICAL 3D+2

Astrostation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery 5D+2, starship gunnery: proton torpedo launcher 5D+2

PERCEPTION 2D+2

Search 5D+2

STRENGTH 3D

Brawling 4D, stamina 5D

TECHNICAL 2D+1

Demolitions 3D+1, capital ship repair 3D+1, security 4D+1, powersuit repair 4D+1

Equipment: Spacetrooper suit (see below).

Note: At the battle of Sluis Van, the zero-g stormtroopers had additional mini-proton torpedo launchers mounted to the back of their armored suits.

• Spacetrooper Armor

Model: Imperial Zero-G Assault Stormtrooper Armor Mark I

Type: Personal battlesuit

Scale: Character

Skill: Powersuit operation: spacetrooper armor

Cost: Not available for sale

Availability: X

Game Notes:

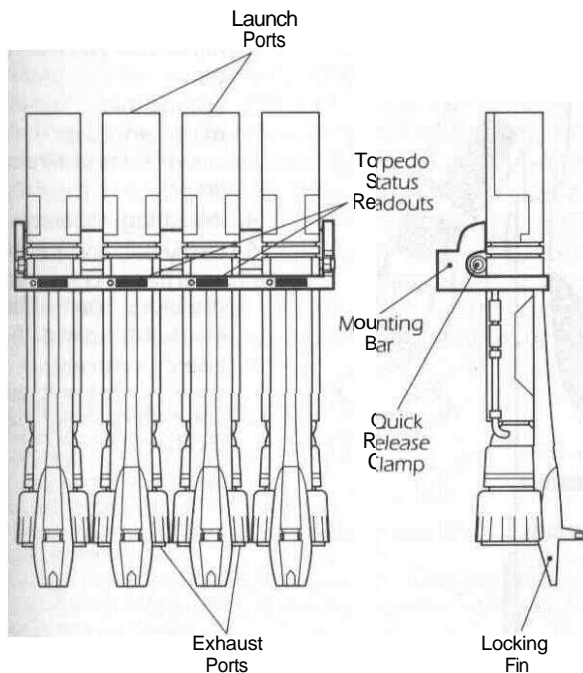
Basic Suit: Provides +4D physical, +3D energy, -1D to *Dexterity* and related skills. Has four hours of power and 10 hours of oxygen. Has a Space Move of 1; in normal gravity, Move is only 8. Magnetic couplers allow spacetroopers to attach themselves to any ferrous





TECHNICAL GUIDE
Arakyd Mini Proton Torpedo
Launch Pack

with mounting bar for use with
 Zero-G Assault Trooper armor



metal surface.

Grenade Launcher: Uses *missile weapons* skill, ranges: 5-50/100/200 (in space: 0/1/2).

Concussion Grenades: Ammo: 30, 5D/4D/3D/2D (stun), blast radius: 0-2/4/6/8.

Mini-Proton Torpedo Launcher: Uses *starship gunnery* skill, 6D damage, ammo: 6, ranges 25-100/300/700 (1/3/7 in space).

Blaster Cannon: 6D damage, uses *blaster* skill, ranges 1Q-50/100/150.

Laser Cutters: 0.3-meter range, 3D damage (starfighter scale).

Scout Troopers

Unlike other stormtroopers, scout troopers are not deployed for front-line battle. They are trained and equipped for reconnaissance and patrol missions, usually deployed atop fast-moving speeder bikes. The vehicle of choice is the explosively fast Aratech 74-Z speeder bike. The scouts wear highly-specialized lightweight armor which aids them in their mission profile.

Scout armor is more comfortable and maneuverable than the bulkier standard-issue stormtrooper shell. White body armor still covers a black body glove, but some of the heavier armor plating has been replaced with lighter, more flexible padding.

The specialized scout helmet features a macrobinocular viewplate and sensor array which constantly scans a 180-degree area around the trooper. When speeding along atop a speeder bike, the sensor data is fed into a built-in computer. The computer analyzes the data quickly and relays the information to the scout across the top of the inner viewplate. The analysis allows biker scouts to maneuver through forests, canyons and other terrain at top speeds while recording a continuous record of the mission.

Scouts carry blaster rifles and pistols, as well as flares and stun grenades. They are usually under orders not to engage in combat, however. They are to locate an enemy for heavier-armed troops, not engage it. Scout troopers still seem somewhat plentiful in the Empire. Thrawn deployed scout troopers in a search and rescue mission on the planet Myrkr.

• **Scout Stormtrooper**

Type: Scout trooper

DEXTERITY 3D

Blaster 4D, brawling parry 4D, dodge 4D+2, grenade 4D

KNOWLEDGE 2D+1

Survival 5D+1

MECHANICAL 3D+1

Repulsorlift operation: speeder bike 4D+2

PERCEPTION 2D+2

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

STRENGTH 2D

Brawling 3D*1, stamina 4D+1

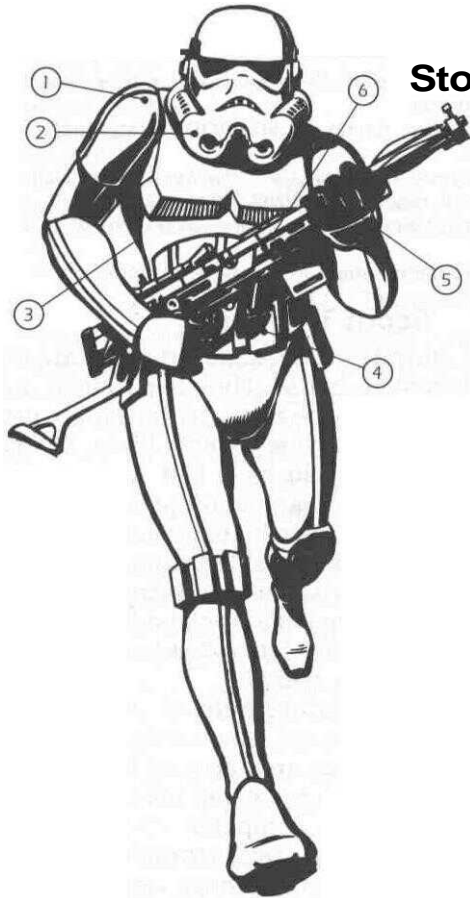
TECHNICAL 2D+1

Repulsorlift repair 4D+2, security 5D+1

Equipment: Scout trooper uniform (+32 physical and energy), blaster pistol (4D), blaster rifle (5D), hold-out blaster (3D+1), concussion grenades (5D/4D/3D/2D), stun grenades (5D stun damage)

Naval Personnel

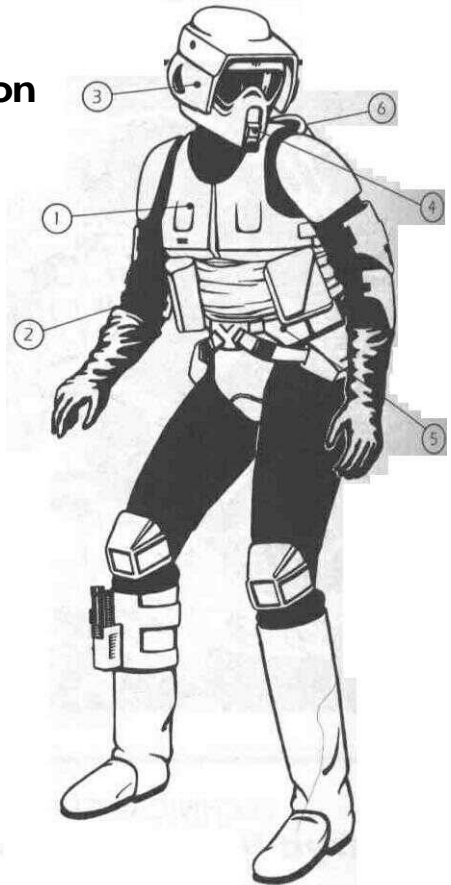
Naval personnel man the ships which make up the Imperial fleet. Perhaps the most important of these are



Stormtrooper Recognition Guide

Stormtrooper (Standard Shock Trooper)

1. 18-piece anti-blaster cocoon shell.
2. Helmet with automatic polarized lenses and communication unit.
3. Energy source and portable environment unit (on back).
4. Utility belt with specialized survival equipment, concentrated rations, emergency power cells, and spare comlink.
5. Black, two-piece temperature-control body glove.
6. Heavy blaster rifle.

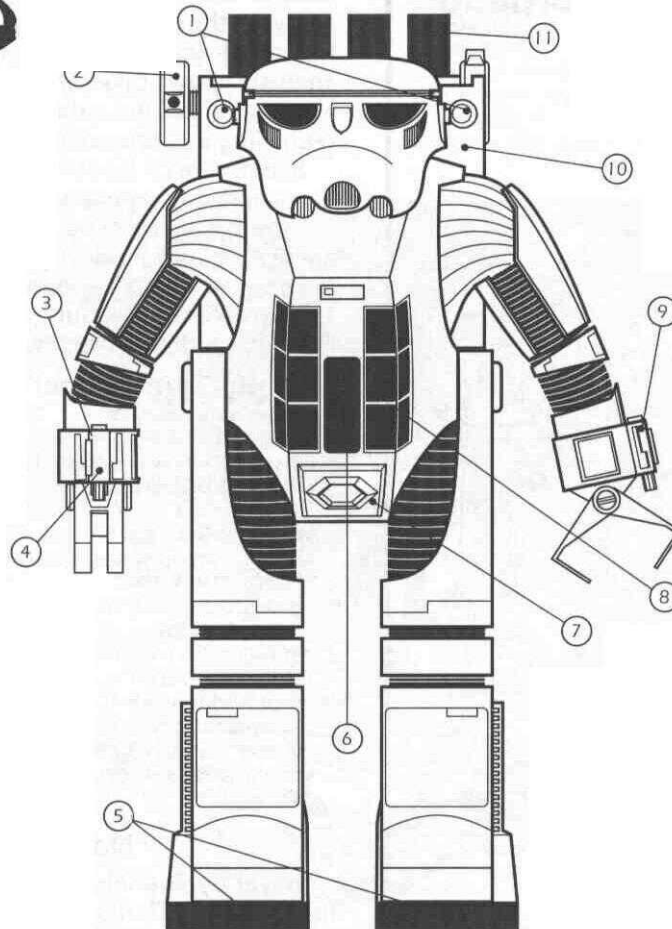


Scout Trooper (Stormtrooper Scout)

1. Lightweight armor.
2. Black, two-piece body glove.
3. Helmet with macrobinocular viewplate and sensor array.
4. Breathing apparatus.
5. Utility belt and pouches with flares, concussion grenades, survival kit, and blaster packs.
6. Energy source, environment unit, and computer storage pack (on back).

Zero-G Stormtrooper (Mark II Spacetrooper)

1. Forward lights.
2. Grenade launcher (extended).
3. Laser cutter.
4. Blaster cannon.
5. Primary magnetic couplers.
6. Main sensor unit.
7. Main sensor array.
8. Extended range comlink.
9. Miniature proton torpedo hurler.
10. Main repulsorlift propulsion unit (RPU).
11. Mini proton torpedo backpack.



the pilots, for they fly everything from the huge capital ships to the small starfighters. At one time, almost all of the top pilots in the galaxy were found in the Imperial Navy. Even in this period of decline, the Empire still has enough good pilots to give the New Republic trouble, and Grand Admiral Thrawn did his best to reinstate a training program for the new pilots he has ordered to be conscripted into service.

TIE pilots still form an elite corps within the navy, though their current training is much less rigorous than before the Battle of Endor. The best ship pilots were reassigned to the *Chimaera*, Thrawn's personal Star Destroyer. He demanded that the best pilots serve on his ship, and on the other ships in his hand-picked armada. New pilots are often teamed with older pilots and officers who had at least some Academy training, though this must have become harder to do as time passed.

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

Naval troopers protect capital ships, serving as onboard guards and soldiers. Once naval troopers wore the distinct uniform and helmet of the legendary Death Star troopers, but now they wear outfits similar to ground troops except they are black in color as opposed to gray. Those troopers assigned to special details or to the Grand Admiral personally continue to wear the Death Star uniforms. Other naval troopers serve as military police, hangar traffic controllers, and even sensor array monitors when not needed for combat duties.

• Standard Imperial Pilot

Type: Imperial Pilot

DEXTERITY 2D+1

Blaster 3D+1, dodge 3D+1

KNOWLEDGE 1D+1

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

MECHANICAL 3D

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

PERCEPTION 2D

Hide 3D, investigation 3D, sneak 3D

STRENGTH 2D

Climbing/jumping 3D, stamina 3D+1

TECHNICAL 1D+1

Capital ship repair 3D+1, capital ship weapon repair 2D+1, com-

puter programming/repair 2D+1

Character Points: Varies, typically 0-3

Move: 10

Equipment: Blaster pistol (4D), flight suit, navigational computer linkup helmet (internal comlink, +1D to *sensors*), survival gear

• Standard TIE Fighter Pilot

Type: TIE Fighter Pilot

DEXTERITY 3D+1

Blaster 4D+1, dodge 4D+1

KNOWLEDGE 2D

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

MECHANICAL 4D

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

PERCEPTION 3D

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

STRENGTH 3D

Climbing/jumping 4D, stamina 4D

TECHNICAL 2D

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

Character Points: Varies, typically 0-4

Move: 10

Equipment: Navigational computer linkup helmet (internal comlink, 1D to *sensors*), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear

• Standard Imperial Gunner

Type: Imperial Gunner

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

KNOWLEDGE 1D+1

Value 2D+1

MECHANICAL 3D

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

PERCEPTION 1D+1

Bargain 2D+1, con 2D+2

STRENGTH 1D+1

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

TECHNICAL 2D+1

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

Character Points: Varies, typically 0-2

Move: 10

Equipment: Blaster pistol (4D), computerized gunnery helmet (+1D to *capital ship gunnery* or *starship gunnery*; tongue operated comlink, +1D to *sensors*), protective armor (+2 physical and energy)

Note: Some gunners receive more specialized training, accounting for varying skill levels. Until well into Thrawn's campaign, conscripted troops received less training and had lower die codes as a consequence. Conversely, veteran gunners who had survived Endor would have correspondingly higher ability levels.

• Standard Imperial Navy Trooper

Type: Imperial Navy Trooper

DEXTERITY 2D+1

Blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2

KNOWLEDGE 1D+1

Intimidation 2D+1, streetwise 2D+1

MECHANICAL 1D+2

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

PERCEPTION 3D

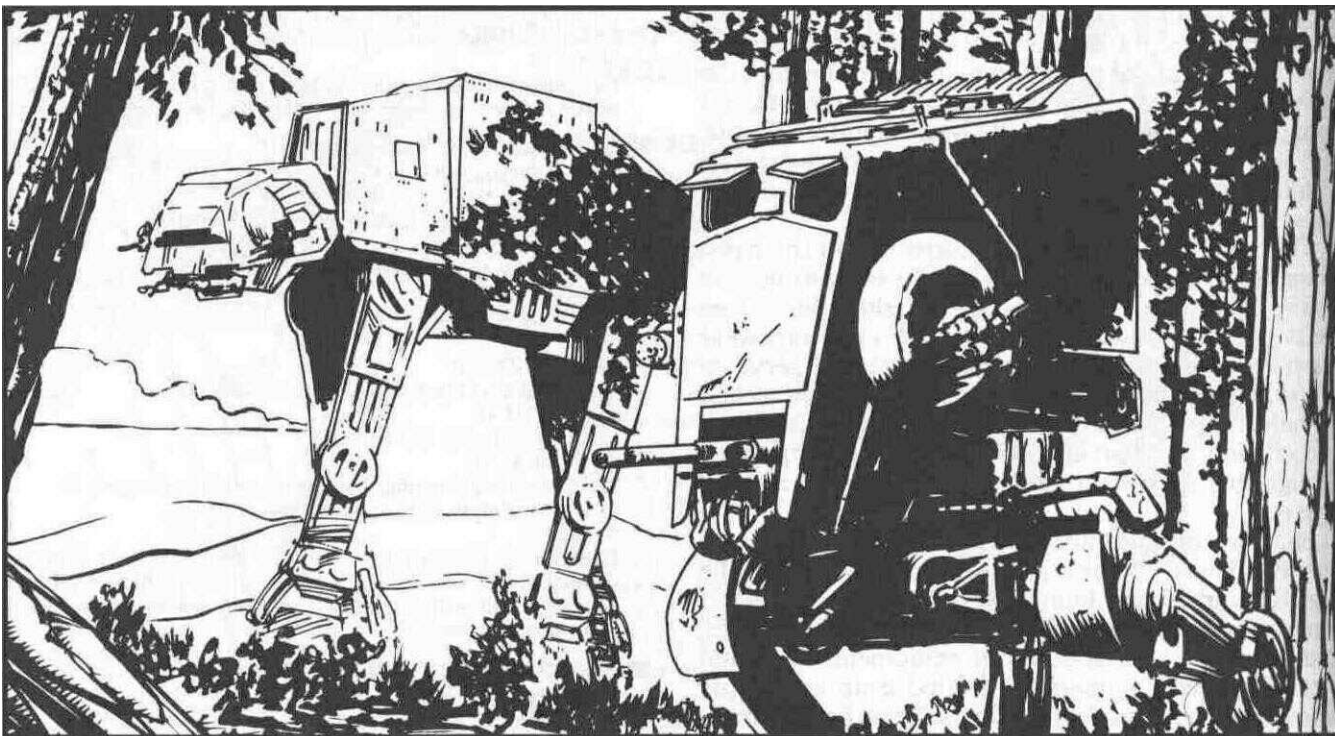
Command 4D, search 4D

STRENGTH 2D+2

Brawling 4D+2, stamina 3D+2

TECHNICAL 1D

Security 2D



Character Points: Varies, typically 0-3
Move: 10
Equipment: Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink

Army Personnel

The Imperial army lost much of its prestige after the Battle of Endor. The reason was simple: with the Empire retreating from the forces of the New Republic, there was little use for ground troops. All of the rigorous training and high-profile recruitment programs were forgotten as the Empire gave up system after system to the advancing forces of the New Republic. The army units which had been mated to naval vessels after the Battle of Yavin in order to form more complete combat units remained in place, but they found little to do in the remnant fleet.

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

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

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

• Standard Imperial Army Trooper

Type: Imperial Army Trooper
DEXTERITY 3D
 Blaster 4D+1, blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, dodge 4D, grenade 3D+2, melee combat 4D, melee parry 3D+2, missile weapons 4D
KNOWLEDGE 1D+1
 Intimidation 2D+1, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1
MECHANICAL 1D+1
 Ground vehicle operation 2D+1, hover vehicle operation 2D+1, repulsorlift operation 2D+1
PERCEPTION 2D
 Command 3D, hide 2D+2, search 3D, sneak 2D+2
STRENGTH 3D+1
 Brawling 4D+1, stamina 4D+1
TECHNICAL 1D
 Blaster repair 2D, first aid 2D
Character Points: Varies, typically 0-3
Move: 10

• Standard Imperial Assault Trooper

Type: Imperial Army Assault Trooper
DEXTERITY 2D+2

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

KNOWLEDGE ID

Intimidation 3D, streetwise 2D, survival 3D

MECHANICAL 3D+2

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

PERCEPTION 2D+1

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

STRENGTH 1D+1

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

TECHNICAL ID

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

Character **Points:** Varies, typically 0-5

Move: 10

Equipment: Blaster pistol (4D+2), helmet comlink, shock suit and helmet (+1D physical, +1 energy), survival gear, utility belt with supplies

Imperial Intelligence

Imperial Intelligence is an integral portion of the Imperial military; its civilian counterpart is the Imperial Security Bureau (ISB). While ISB's activities remain shadowy, Imperial Intelligence rallied to the cause of Grand Admiral Thrawn due to his background as a career military man.

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

Ubiqtorate

The Ubiqtorate is considered the true center of Imperial Intelligence by many of its agents. This division oversees all of the activities of Imperial Intelligence at the highest levels. It formulates strategies and presents the other divisions with goals and very broad grand strategies. Ubiqtorate members are anonymous, often unknown to their subordinates. During the Grand Admiral's campaign, they undoubtedly dealt directly with Grand Admiral Thrawn and his selected agents, although they probably undertook clandestine activities beyond the scope of the Grand Admiral's plans.

Internal Organization Bureau

The Internal Organization Bureau, or IntOrg, protects Imperial Intelligence from all threats — both internal and external in nature. These agents are responsible for policing other intelligence agencies to verify loyalty and reliability. The agents, rather than relying upon secrecy, appear highly civilized and have an air of political etiquette about them. However, they can be completely ruthless when the situation calls for it. There are also a smaller number of covert agents who operate in anonymity. This bureau is divided into two distinct divisions, Internal Security (IntSec) and Internal Counterintelligence (IntCon).

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

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

Analysis Bureau

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

Bureau of Operations

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

Other Operations

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

One of the most important intelligence operations currently in progress is a program codenamed "Delta Source." Delta Source was not handled by Imperial Intelligence, however, and it bothers the organization to no end, to this day. Delta Source operated within the New Republic's Inner Council, providing Grand Admiral Thrawn with sensitive and highly-classified information.

Major Molo Himron

Type: Imperial Intelligence Unit Commander

DEXTERITY 3D+1

Archaic guns 4D+2, blaster 9D+2, blaster artillery 6D+1, brawling parry 8D+1, brawling parry: vs. martial arts 9D, dodge 8D+1, firearms 6D+1, grenade 7D+1, melee combat 8D+1, melee parry 8D+1, missile weapons 7D+1, pick pocket 5D+2, thrown weapons 6D, thrown weapons: knife 7D, vehicle blasters 6D+2

KNOWLEDGE 3D

Alien species 5D, bureaucracy: Empire 6D, business 5D+2, cultures 9D*, intimidation 6D+2, intimidation: interrogation 7D+2, languages 9D*, law enforcement 6D, law enforcement: Empire 9D, law enforcement: New Republic 8D+2, planetary systems 9D*, streetwise 8D+2, survival 10D*

Imperial Intelligence Agents

Imperial Intelligence agents are the shadow warriors of the Empire: behind-the-scenes fighters with a reputation for doing the impossible. Every day. Before breakfast.

Intel agents are the special operatives that the Emperor used for whatever clandestine "dirty work" he needed done, without having to go to the bother of activating one of his Hands (which could possibly expose their identities). Espionage, covert intelligence gathering, extraction or execution of possible security risks, procuring needed technology — whatever tasks the Emperor laid before them, Intel agents got the job done.

Intel agents are organized into two distinct operational groups: solo operatives and Intel teams. Solo operatives are the lone wolves who can be trusted to operate effectively, even when they are completely cut off from contact with higher authorities. Highly trained and dedicated, these operatives are considered to be "super agents" by COMPNOR and the other arms of Imperial Intelligence. Often, solo Intel agents were recruited by the Emperor to serve as his "hands." Solo operatives were answerable only to the Emperor and a few of his top advisors.

• Typical Imperial Intelligence Solo Agent

Type: Intel Solo Agent
DEXTERITY 3D+1

Archaic guns 4D+2, blaster 6D+2, blaster artillery 5D+1, brawling parry 6D+1, dodge 7D+1, firearms 6D+1, grenade 5D+1, melee combat 6D+1, melee parry 6D+1, missile weapons 5D+2, pick pocket 5D+2, thrown weapons 6D, vehicle blasters 5D+2

KNOWLEDGE 3D

Alien species 5D, bureaucracy 6D, business 5D+2, cultures 6D*, intimidation 5D+2, languages 7D*, law enforcement 6D, planetary systems 7D*, streetwise 6D+2, survival 6D+2*

MECHANICAL 3D

Archaic starship piloting 3D+1, astrogation 5D+2, beast riding 6D, communications 5D, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 7D, space transports 5D+2, starfighter piloting 3D+2, swoop operation 5D, walker operation 6D+2

PERCEPTION 4D

Bargain 4D+2, command 5D, con 5D, forgery 5D, hide 6D+2, persuasion 6D+1, search 6D, sneak 6D

STRENGTH 3D+2

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

TECHNICAL 3D

Computer programming/repair 6D, first aid 6D, ground vehicle repair 6D, hover vehicle repair 6D, security 7D*, walker repair 5D

* Some skills have been artificially enhanced by specialized training and mnemiotic drugs.

Force Points: Varies, typically 1-5

Character Points: Varies, typically 5-15

Move: 10

Equipment: Blaster pistol (4D+1), encrypted comlink, fake IDs

Imperial Intelligence Teams

Imperial Intel teams are as dangerous as solo operatives. They are conditioned to function in units ranging in size from three to 16 agents. Intel teams are often used to soften up hard targets to pave the way for impending invasion forces, as well as for standard intelligence duties.

Most Intel team members are recruited from elite commando units and are used for combat-oriented missions rather than standard espionage duties. They operate in much the same manner as Rebel Special Operations Teams (see *Galaxy Guide 9: fragments from the Rim*, pages 14-21 for more information). These teams travel "light" between assignments; whatever equipment they may require for a particular mission is requisitioned from Imperial stores near the actual mission site, or stolen from the nearest enemy depot. Whenever they are not assigned a mission, they often create their own (often leading to considerable enemy losses). They are implacable, incorruptible enemies.

Intel teams usually consist of at least one communications specialist with *communications* skill of 9D; one heavy weapons specialist, with *blaster: heavy blaster* 10D, *blaster: blaster rifle* 10D, *blaster artillery* 10D, and *missile weapons* 9D; and one scout specialist with *search* 10D, *search: tracking* 10D+1, and *sneak* 10D.

• Typical Intelligence Team Member

Type: Intel Team Member
DEXTERITY 3D+1

Archaic guns 3D+2, blaster 5D+2, blaster artillery 5D, brawling parry 6D, dodge 6D, firearms 6D+1, grenade 5D, melee combat 5D, melee parry 5D, missile weapons 5D, thrown weapons 6D, vehicle blasters 5D+2

KNOWLEDGE 3D

Alien species 5D, intimidation 5D+2, languages 6D+1*, law enforcement 6D, planetary systems 6D*, streetwise 6D+2, survival 6D+2*

MECHANICAL 3D

Astrogation 4D+2, beast riding 5D, communications 4D, repulsorlift operation 6D, space transports 5D, starfighter piloting 4D, swoop operation 5D, walker operation 5D

PERCEPTION 4D

Bargain 4D+2, command 5D, con 5D, forgery 4D+1, search 6D, sneak 6D

STRENGTH 3D+2

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

TECHNICAL 3D

Computer programming/repair 5D, first aid 5D, security 7D*, walker repair 5D

* Some skills have been artificially enhanced by specialized training and mnemiotic drugs.

Force Points: Varies, typically 1-5

Character Points: Varies, typically 5-15

Move: 10

Equipment: Blaster pistol (4D+1), encrypted comlink, fake IDs

MECHANICAL 3D

Archaic starship piloting 3D+1, astrogation 6D+2, beast riding 7D, communications 7D, ground vehicle operation 7D+2, hover vehicle operation 7D+2, repulsorlift operation 9D, space transports 6D+2, starfighter piloting 3D+2, swoop operation 6D, walker operation: AT-ST 6D+2, walker operation: AT-PT 7D+2

PERCEPTION 4D

Bargain 4D+2, command 5D, command: Imperial Intel troops 10D*, con 6D, forgery 8D, hide 9D+2, persuasion 8D+1, search 7D, search: tracking 8D, sneak 10D

STRENGTH 3D+2

Brawling 5D, brawling: martial arts 8D+2, climbing/jumping 6D+2, lifting 6D+2, stamina 7D, swimming 6D

TECHNICAL 3D

Blaster repair 7D, computer programming/repair 8D, first aid 6D, ground vehicle repair 6D, hover vehicle repair 6D, security 10D*, walker repair 5D

* Some skills have been artificially enhanced by specialized training and mnemonic drugs.

Force Points: 2**Dark Side Points: 2****Character Points: 19****Move: 12**

Equipment: Blaster pistol (4D+1), encrypted comlink, fake IDs

Capsule: Major Molo Himron is one of the Empire's top intelligence operatives. Himron was hand-picked by Emperor Palpatine to enter Intelligence training, a grueling marathon sequence of memory-enhancing drugs, subliminal re-education and physical conditioning.

Himron is an ideal Intel operative; he has no recognizable traits, and can blend into virtually any social situation. He has survived more combat and "hard target" situations than any other active Intelligence operative and is totally loyal to the Empire, no matter who is in charge.

Himron is approximately 1.6 meters tall, with a slightly heavy build and a lazy manner that belies the businesslike efficiency of the mind behind it. Completely ruthless, and able to calculate the variables of virtually any tactical situation, Himron is an extremely dangerous opponent.



Fingal

Fingal is the personal aide to Governor Staffa of Berchest. He has a fairly influential position on the planet. Fingal's duties are outwardly administrative, but behind the scenes he is an Intelligence operative for the Empire.

Fingal was an ideal agent because of one particular talent: the ability to appear to be completely devoid of ambition, imagination and talent. This bland human,

while competent at his "cover" job, is not inspired. This lack of drive masks a sharp mind, honed by years of training.

Fingal served on Berchest for nearly a decade. After Endor, with the Emperor dead, he believed that his espionage career was over. He was recently "re-activated" as an agent by Grand Admiral Thrawn, who ordered Fingal to keep a close eye on Governor Staffa and look out for any contact with Luke Skywalker or Talon Karrde. Fingal gladly resumed his intelligence duties, and looks forward to a chance to fully "rejoin" the ranks of the Empire.

Fingal is short and chubby, with broad shoulders and a barrel chest. He is balding, with a thick graying mustache. Fingal usually wears his Berchestian Civil Service uniform.

- **Fingal**

Type: Imperial Agent

DEXTERITY 2D+1

Blaster 3D, blaster: hold-out blaster 5D, brawling parry 4D+2, dodge 4D

KNOWLEDGE 2D

Bureaucracy 2D+2, bureaucracy: Berchestian government 5D

MECHANICAL 4D

Communications 4D+2, repulsorlift operation 5D

PERCEPTION 2D

Con 6D, forgery 6D, hide 5D, investigation 5D, sneak 6D

STRENGTH 3D

Brawling 3D+2

TECHNICAL 3D+2

Computer programming/repair 5D

Character Points: 4**Move: 9**

Equipment: Berchestian civil servant's uniform, hold-out blaster pistol (3D), comlink, datapad.

General Freja Covell

General Freja Covell was one of the more promising officers in Thrawn's Empire. Formerly a junior officer in General Veers's regiment, Covell learned the basics of ground combat and picked up the fine points of AT-AT operation and strategy from Veers, one of the recognized authorities on the huge war machines.

After Endor, Covell was promoted to major general, in charge of the *Chimaera's* ground forces. General Covell relished this assignment, teaching all he had learned from the Academy, from Veers and from the field. While his troops were still very "green," lacking all but the most rudimentary field experience, they had tremendous potential, especially under such a skilled commander.

Covell thought that his troops reflected the "new" Empire: capable, skilled and daring. He sincerely believed that the Republic was corrupt and weak and destined to fall. Covell particularly looked forward to an attack on Coruscant and the Core.

Covell was assigned to take command of the Mount Tantiss project, and was en route to Wayland when Joruus C'baoth took over the general's mind. Jedi have often demonstrated the ability to plant "suggestions" in a target's mind, but few Jedi have ever attempted to



totally supplant a person's mind. C'baoth effectively addicted Covell to the touch of the dark Jedi's mind.

Unfortunately for Covell, when their shuttle entered the influence of the ysalamiri at Mount Tantiss, the loss of mental contact with C'baoth wiped out the young General's mind completely. While the General's systemic functions—respiration, heartbeat and so on—continued, the General himself was rendered almost catatonic. C'baoth managed to plant one last series of "suggestions" in the General's mind.

Covell was "instructed" by C'baoth to order his troops to disperse outside the mountain after stripping one of the supply rooms of field gear and explosives. C'baoth planned to use these troops in a battle to "liberate" himself from the influence of the ysalamiri. Once Covell carried out these instructions, the tissue of his brain, traumatized by the Jedi Master's influence, simply shut down and the promising young officer died.

• **General Freja Covell (prior to his death at Mount Tantiss)**

Type: Young Imperial General

DEXTERITY 2D

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

KNOWLEDGE 3D+1

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

MECHANICAL 3D+2

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

PERCEPTION 3D

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

STRENGTH 3D

Brawling 5D, stamina 5D

TECHNICAL 3D

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

Force Points: 1

Dark Side Points: 2

Character Points: 17

Move: 10

Equipment: Imperial Army uniform, heavy blaster pistol (5D), comlink

General Drost

General Drost is a sound tactical thinker, particularly in matters involving the security of space installations. After serving for nearly a decade as the commander of a number of space station garrisons, ammo dumps and fueling centers, Drost was promoted to security chief at the Bilbringi shipyards.

A recent attack by Talon Karrde's smuggler group left the shipyards a shambles and cost the Empire a nearly-completed Star Destroyer. Drost's career depended upon the redesign of shipyard security. His attempts failed miserably, as shown by the Republic's final attack on Bilbringi.

General Drost is short and stocky, reminding fellow officers of a commando rather than a security specialist. Barrel chested, thick-armed and bulky, the General is a formidable looking individual.

• **General Theol Drost**

Type: Young Imperial General

DEXTERITY 2D

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

KNOWLEDGE 3D+1

Bureaucracy 5D, tactics: ground assault 7D, tactics: space perimeter security 6D+1

MECHANICAL 3D+2

Beast riding 5D, walker operation 4D

PERCEPTION 3D

Command 5D, investigation 5D

STRENGTH 3D

Brawling 4D+2

TECHNICAL 3D

First aid, 3D+2, security 6D

Character Points: 2

Move: 10

Equipment: Imperial Army uniform, heavy blaster pistol (5D), comlink

Colonel Kleyn Selid

Colonel Selid is young for an Imperial Army Colonel, though he has earned his rank. His assignment as temporary commander of the Emperor's hidden storehouse at Mount Tantiss frustrated Selid because he wanted to lead troops on the field rather than from behind a desk. Since Grand Admiral Thrawn seized control of various fragments of the Empire, Selid wanted to lead ground forces into battle rather than be a glorified "baby-sitter." When Joruss C'baoth returned to Wayland, Selid believed that action was unlikely. He was wrong.

Selid is professional in all his activities ("I regret to inform you, Admiral, of the sudden death of General Covell."). He takes virtually no leisure time: when he is awake, he is on duty. He disbelieves what he has heard about the Jedi and the Force. To him, it is all so much mystical claptrap. He is also very skeptical of Grand Admiral Thrawn's claims that the ysalamiri were necessary to the cloning process. He ignored C'baoth when the Jedi was brought to Mount Tantiss, considering the old man to be the lowest form of life: a civilian with no respect for military men.

Not What He Expected ...

The shuttle landed with precision as it halted in its docking slot in the hangar bay of Mount Tantiss. "Attention," announced Colonel Selid. His voice was not loud, but it was determined and confident. He knew his orders would reach the legion of troops assembled in formation at the foot of the shuttle's landing ramp. With a clank of metal-heeled boots, the line of troops stiffened in unison.

Selid allowed himself a moment of pride in his troops, pleased that they displayed such professionalism, particularly given who their visitor was. It wasn't often that such a noteworthy officer, especially one who had served under the legendary General Veers, came to visit. Serving under Covell would be a welcome change of pace from the relative boredom inherent in commanding such a remote garrison. Remote was a very apt description of the Tantiss installation. *Backwater, useless assignment*, thought Selid.

Selid felt a small, illogical kinship to Covell. Both officers were young and known for their preference to lead troops at the front lines rather than from a safe command bunker. *A pity that this C'baoth ... person is accompanying the General*, thought Selid. *Civilians have no place here.*

Selid snapped to attention as the shuttle's ramp lowered and the vessel's occupants began to exit. Selid noted with disdain the unkempt hair and beard of the robed figure who emerged first. *That must be C'baoth*, he thought.

C'baoth was followed by General Covell.

"General Covell," Selid announced, saluting. "I stand down as base commander and relinquish authority to you by order of Grand Admiral Thrawn."

Covell smiled vacantly, and returned the salute clumsily, as if he had never performed the motion before. "Er ... yes ... um... Colonel, is it? Not just yet. I will assume command ... in the morning."

"General," Selid began warily, thoroughly surprised. "I respectfully request that you assume command *now*. My orders state that you are to be

granted command *immediately* upon your arrival. Sir."

C'baoth muttered something into the General's ear. Covell stared blankly ahead. After a brief pause, Covell turned his vacant stare on Selid again and said, "Colonel, your security is ... lax. I need to speak to my troops. Where is the mess hall?" The General's voice was monotone, mechanical.

Oh, well, thought Selid. *An officer with Covell's reputation can probably get away with being eccentric*. Sighing, the Colonel led the General to the mess hall. *Maybe he's just hungry*.

"Begging the General's pardon, but may I ask what is wrong with the mountain's security?" asked Selid, hoping that getting the General to discuss tactical matters might help him find some common ground with this unusual officer.

C'baoth murmured something again. *What in the suns is that man doing?* wondered Selid.

"My orders ... come from the Grand Admiral himself. I will ... notify you very soon as to what changes you will implement in ... your security procedures. You will leave us." General Covell spoke slowly, and seemed to be staring at something past Selid's ear.

"Yes, sir," Selid said. "Would you like me to order the garrison troops to attend this meeting? If you are discussing security measures, I'm sure you will want the rest of the base to hear it."

"No," said Covell, pausing. "Just the troops that I brought aboard the *Draklor* will be ... sufficient. You may go."

"Sir?" Selid was thoroughly confused by the General's attitude and the abrupt dismissal. "Shouldn't I be present for your discussion of security arrangements? As your second in command ..."

"You," General Covell, a faint, empty smile playing across his lips, "may ... go."

The door to the mess hall slid shut, leaving a very puzzled Colonel Selid standing on the other side, listening to Joruu C'baoth's mocking laughter. Selid wondered precisely what was so amusing.

Colonel Selid is a fit, healthy human, with a muscular build. His close cropped brown hair, blue eyes and handsome features often remind fellow Imperials of the recruiting holos that festoon the major military recruitment offices of the Empire. His good looks are offset by his steely determination and professionalism and his often arrogant manner of speech.

• Colonel Kleyn Selid

Type: Imperial Army Colonel

DEXTERITY 3D

Blaster 5D+2, blaster artillery: anti-infantry 5D+2, dodge 4D+2, vehicle blasters 4D

KNOWLEDGE 2D

Bureaucracy: Empire 4D+2, survival 4D

MECHANICAL 3D+2

Ground vehicle operation 5D+2, hover vehicle operation 5D+2, repulsorlift operation 6D+2

PERCEPTION 2D

Command 5D+2

STRENGTH 4D

Brawling 4D+2, stamina 4D

TECHNICAL 2D

Character Points: 2

Move: 10

Equipment: Imperial Army uniform, heavy blaster pistol (5D), comlink

The Covert Shroud Gambit

Excerpt from a captured Imperial Communique

To: Grand Admiral Thrawn
From: Lieutenant Rejlii Mithel
Re: The Covert Shroud Gambit

Grand Admiral Thrawn:

As per your request, sir, I have studied the so-called "covert shroud gambit" that has been successfully utilized by the Rebellion in the past.

This particular maneuver, historically a favorite of smugglers and pirates, consists of three phases: *acquisition*, *shroud* (or *blinding*) and *escape*.

The acquisition phase occurs when the target vessel is acquired or nearly acquired by a tractor beam. At this point, the target vessel has three options: surrender, suicide, or *shroud*.

The *shroud* phase consists of the expulsion of some form of sensor-confusing countermeasures. Trac-reflective particles are the most effective, as they foul the targeting lock on a tractor beam's control computer. Treated dust that emits hard radiation is also effective, though it also damages the target vessel. It is also known that the covert shroud sensor blinding phase was once accomplished against a Corporate Sector Authority Dreadnaught when the target vessel dumped a large quantity of grain into the tractor beam. Since the tractor beam attempts to lock onto thousands — even millions — of particles at one time, the hold on the larger mass is lost.

The escape phase is simply what the name implies: the target vessel takes advantage of the distraction and makes a jump to lightspeed. When employed properly, the target vessel's pilots can often program the jump on-site rather than activate pre-programmed jump coordinates, as the tractor beams cannot re-acquire until the dust cloud disperses.

A number of suggestions have been forwarded regarding methods of thwarting this tactic, with little or no success. Repositioning of the chase vessel to avoid the shroud is the most common, though

a skilled pilot can keep the dust cloud between his ship and the pursuing vessel.

A more radical strategy that has been employed in the past is the introduction of a "charged particle missile." The missile could conceivably pass an opposed charge through the particle cloud and force the particles to cluster. Then, the tractor beam operator could fire his weapon *around* the "particle clusters" and capture the target. Unfortunately, in actual combat operations this method has proven less than successful. The missile pod requires precise calibration, and can be knocked out of alignment by simple storage and handling. In one field test, the polarity of the charge was reversed by mishandling and actually expanded the shroud, rather than contracting it.

Current Imperial doctrine suggests blanket firing of turbolasers in the general vicinity of the target vessel, in hopes of obtaining a "lucky shot." This is of no value in a situation where a target must be captured alive.

Admiral, at your encouragement, I have attempted to employ the tractor beam itself to disperse the blinding dust cloud. By switching over to "shear-plane mode" (see datapage 87,126 of the *Imperial Tractor Beam Primer*) it should be possible to artificially "move" the cloud out of the way. Unfortunately, the control computer module of a standard tractor beam emplacement cannot handle the conflicting sensor signals of trac-reflective particles and enters a shutdown cycle, or "loop snarl." As I do not have the technical expertise to reprogram the control-computer, I formally request a level-three computer technician be assigned to the task, as outlined in my accompanying report. If the reprogramming is successful, I believe we may have found a way to thwart the "covert shroud gambit."

Respectfully,



Lt. Rejlii Mithel

Lieutenant Reynol Kosk

Lieutenant Reynol Kosk was a minor Imperial Army officer stationed in the Imperial garrison on the planet Trogan. Kosk was bribed by starship thief Niles Ferrier to launch an attack on a congregation of smugglers assembled by Talon Karrde. Ferrier, hoping the staged attack would help him gain the smugglers' trust, miscalculated Kosk's actual ability. Kosk and the majority of the squad he led into battle were killed.

Kosk was the kind of soldier that Thrawn hoped to eliminate from the Empire's ranks. He was more inter-

ested in personal wealth and power than the greater good of the Empire. He was a liability to Thrawn and his plans. Kosk's actions gave Karrde a perfect excuse to firm up the smuggler coalition, which eventually led to Thrawn's downfall.

• Lt. Reynol Kosk

Type: Imperial Army Officer
DEXTERITY 3D
Blaster 5D, dodge 5D, grenade 4D
KNOWLEDGE 2D
Bureaucracy 4D
MECHANICAL 2D
Repulsorlift operation 4D

PERCEPTION 2D**STRENGTH 3D+1**

Brawling 4D+1

TECHNICAL 2D**Move: 10****Equipment:** Imperial Army uniform, blaster pistol (4D), comlink, datapad, survival pack

Lt. Mithel

Ensign Rejlil Mithel is the son of the infamous "Mauler" Mithel one of Vader's wingmen, killed at the Battle of Yavin.

Rejlil Mithel was a young officer serving aboard the Star Destroyer *Chimaera* as a weapons technician, specializing in the vessel's tractor beam systems. During an encounter with a New Republic vessel, he gained the notice of Grand Admiral Thrawn. The Ghtroc freighter the *Chimaera* was pursuing disintegrated into a bunch of highly reflective particles, fouling the targeting sensors, and freeing the X-wing starfighter hidden inside: a textbook covert shroud gambit. Since Mithel knew that the starfighter would be out of range of the tractor beam before the reflective particles dispersed, Mithel attempted to shift them himself. Switching the tractor beam unit over to "shear-plane mode," he locked onto the cloud of fragments and activated the beam.

The unit immediately froze up, its control computer

unable to handle the myriad of constantly changing variables it was forced to compensate for. The X-wing escaped. Thrawn, recognizing that Ensign Mithel had devised an innovative tactic, promoted him to the rank of lieutenant and ordered him to find a workable solution to the covert shroud gambit.

Mithel is young, energetic and dedicated to the Empire. He is typical of the courageous, talented breed that Admiral Thrawn intended to mold into the backbone of a new Empire. Time will only tell if Mithel's future contributions to the Imperial war effort are as considerable as his potential indicates.

- **Lt. Rejlil Mithel**

Type: Imperial Gunnery Officer**DEXTERITY 2D+1**

Blaster 5D

KNOWLEDGE 2D

Bureaucracy 2D+2, bureaucracy: Imperial Navy 4D

MECHANICAL 4D

Capital ship gunnery 6D, capital ship gunnery: tractor beams 7D+2

PERCEPTION 3D+1**STRENGTH 3D+2**

Brawling: martial arts 4D

TECHNICAL 3D+2

Capital starship weapon repair 5D, capital starship weapon repair: tractor beam 6D

Move: 10**Equipment:** Imperial Navy uniform, blaster pistol (4D), comlink, datapad

Chapter Five

The Fringe

In the Galactic Cracks

Excerpt from a report prepared by Polio Tipn for Voren Na'al, former head of New Republic Council research (retired). This report was prepared roughly nine years after the destruction of Mount Taniss.

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

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

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

The fringe will always exist, for it provides a place for society's rejects and castaways. It provides an alternative to established practices, a method for making quick credits without using proper channels. It has always played an important role in the course of galactic events, and this will continue as well. The formation of the so-called "Smugglers' Alliance" during Thrawn's campaign is indicative of exactly what kind of force the fringe can be.

The following report has been prepared from excerpts from public documents. Unless otherwise stated, these documents were written shortly after the destruction of Mount Taniss.

Lando Calrissian

Lando Calrissian likes to be in charge almost as much as he likes to design profitable operations in regions of the galaxy others would just as soon avoid. Early in his life, Calrissian was a wanderer. He traveled from system to system, earning a living as a gambler, rogue, smuggler, mercenary, interstellar adventurer and con artist at various points in his career. Sometimes the lines between these occupations blurred, and Calrissian found himself plying his varied skills across a number of different job profiles. As the Empire took more and more notice of people in Lando's line of work, he decided to settle down. He figured he would have a nice, comfortable life as Baron Administrator of Cloud City, but his past and the Empire caught up to him.

Calrissian keeps his past a mystery, as do so many of the people who have come out of — or still operate within — the fringe. It seems obvious that he received some formal space combat pilot training, though he won't say if this training came from the Imperial Academy, a pirate ship, or some other source. He also developed personal combat skills, a wry sense of humor, and an aptitude for gambling. It doesn't matter what the game is, be it Territory Roulette, flying the Kessel Run or starting a business on the dark side of a sun-baked world, Lando loves the challenge and risk of gambling. The bigger the stakes, the better he likes it. Of all the many games of chance he has mastered, perhaps he is best at the game of sabacc.

To everyone's surprise, Lando Calrissian found he had a knack for running an operation like Cloud City. He turned it into a free city, far from the prying eyes of the Empire. He grew accustomed to Cloud City's good life. Fine clothes, expensive food and drink, elegant surroundings, and even more elegant women all appealed to his own sense of style. He should have known the



deal was too sweet to last forever.

The Empire pushed him into a deal he didn't want to make, then they reneged on it. They took over his city, drove off his people, and wrecked his life. Lando did the only thing he could in the face of such audacity. He declared war. His first battle in that war was helping Luke Skywalker and Princess Leia rescue Han Solo. His second battle came when he volunteered to lead the assault on the second Death Star.

After the Battle of Endor, Lando Calrissian resigned his commission as general and bid farewell to the emerging New Republic — at least in his capacity as a participating member of its inner workings. Of course, he was thankful when the New Republic offered to finance his new operation in the Athega system, and he gladly accepted the low-interest loans. After all, he was now an upstanding citizen, a former war hero, and an honest businessman. He had become responsible, and he found he liked the new him. He set up a mining

operation on the planet Nkllon, sending a steady flow of raw materials to one of his principal clients, the New Republic.

Life has been challenging, exciting, and profitable after Endor. Then the Empire reared its ugly head again, this time stealing fifty-one of Lando's mole miners to use in its attack on the Sluis Van Shipyards. Weren't they ever going to learn to leave him and his friends alone, Lando wondered? He decided to leave Nkllon for a while to assist Han, Leia and Luke against the newest Imperial operation.

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

After receiving some light wounds on Myrkr and participating in the defense of the Sluis Van shipyards (some say he and Han Solo saved the day), Calrissian was set to return to Nkllon. He had a business to repair, especially since the Empire had stolen his mole miners to use in the Sluis attack. But his competitive nature would not let him out of the struggle against Thrawn so easily. "I just hate to see brutal clods like the Imperials pick up too many winning hands," he admitted. "These clowns just have no finesse."

When the possibility of finding the *Katana* fleet surfaced, Lando knew he was in this game to stay. He once searched for the legendary Dark Force himself, but he couldn't find so much as a seat cushion from one of the Dreadnaughts. From New Cov, to the casino ship *Coral Vanda*, to the bridge of the *Katana*, to the Emperor's storehouse on Wayland, Lando Calrissian has been of incalculable value to the New Republic.

• **Lando Calrissian (as of the Battle at Sluis Van)**

Type: Gambler

DEXTERITY 3D+2

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

KNOWLEDGE 3D

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

MECHANICAL 2D+1

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

PERCEPTION 4D

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

STRENGTH 2D+2

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

TECHNICAL 2D+1

Computer programming/repair 5D+1, demolitions 3D+1, droid

A Game of Sabacc. Anyone?

The game of sabacc has been played for thousands of years, dating back to the ancient days of the Old Republic. Sabacc tables can be found in the most expensive luxury casinos, or dangerous hole-in-the-wall establishments, and anywhere else.

Sabacc is played with a deck of 76 card-chips. Through the use of micro-circuitry in the card-chips, card values change randomly, triggered by electronic impulses sent out by the dealer.

There are four suits in the deck: sabers, staves, flasks and coins. Each suit consists of eleven numbered cards (marked one to eleven) and four ranked cards: the Commander, the Mistress, the Master and the Ace (numbered 12 to 15).

There are also sixteen face cards (two each of eight different cards), with special names, symbols and values. They are the Idiot (0), the Queen of Air and Darkness (-2), Endurance (-8), Balance (-11), Demise (-13), Moderation (-14), the Evil One (-15), and the Star (-17).

When a hand is dealt, the dealer pushes a button on the table which sends out a series of random electronic pulses, which shift the values of the cards. Card values can change at any time and this wild randomness has been credited with making sabacc so popular.

Through several rounds of bluffing and betting, players watch and wait for their card-chips to shift. They can lock any or all of their card-chip values by placing them in the table's interference field (located at the center of the playing surface) — the card is "frozen" at that value.

Sabacc is played in both hands and games (

game can have many hands). The object of sabacc is to have the highest card total which is less than or equal to twenty-three. A total which is more than twenty-three, less than negative twenty-three, or equal to zero is a *bomb out*. Each player is dealt two card-chips to start and must always have at least two card-chips in his hand.

Sabacc has two different pots. The first pot, called the *hand pot*, is given to whoever wins a particular hand. The second pot is the *sabacc pot*, which can only be won one of two ways.

With sabacc hands, a player wins if everyone else folds or if he locks in the highest card total less than twenty-three. If two or more players tie, they participate in a *sudden demise* — each player is dealt one card-chip from the deck which must be added to their locked-in hand. The best hand after this deal takes the hand pot. If there is still a tie, the pot is split.

There are two ways to win the sabacc pot. The first, when a player has a total of exactly 23, is called a *pure sabacc*. The second is an *idiot's array*, which means the player has an Idiot face card (0), and a two value card and a three value card — a literal twenty-three! At most tables, an idiot's array beats a pure sabacc. The game is over when the sabacc pot has been won.

Some players have found a way to cheat at sabacc by using a rigged card-chip called a skifter. A skifter allows the player to change its value by tapping the corner of the card. The player waits until it produces the exact value he desires. Of course, being caught using a skifter is a good way to end up on the wrong end of a blaster ...



programming 4D+1, droid repair 4D+1, first aid 4D+1, repulsorlift repair 5D+1, security 7D+1, space transports repair 7D+1, starship weapon repair 6D+1

Force Points: 4

Character Points: 42

Move: 10

Equipment: Comlink, hold-out blaster (3D+1), sabacc card deck

• **(as of Battle for the Katana Fleet)**

Force Points: 5

Character Points: 34

• **(as of the Assault on Mount Tantiss)**

Blaster 9D, dodge 7D+1, thrown weapons 4D, thrown weapons: knives 6D

Bureaucracy: Imperial Navy procedures 9D, cultures 7D+1, survival 6D+2, survival: urban 8D, tactics: capital ships 5D, tactics: starfighters 5D, willpower 6D+1

Communications 5D+2, repulsorlift operation 5D+2, sensors 5D+2

Bargain 9D, command 8D+2, con 10D+1

Repulsorlift repair 5D+2, space transports repair 7D+2, starship weapon repair 6D+2

Force Points: 6

Character Points: 24

Move: 10

Talon Karrde

Talon Karrde has become a prominent "underworld figure" in the galaxy. Even now, years after Jabba the Hutt made the final jump, he likes to keep the fact that his group is on top a secret. Unlike Jabba, Karrde doesn't like to flaunt his power or influence. Petty displays are bad for business, and Karrde doesn't engage in anything that will hurt his business if he can at all help it. If someone else thinks or knows you're on top, Karrde figures, then they'll try to knock you off your perch. Karrde has no intention of giving up the mountain now that he has the summit—he likes the view from on top just fine.

Karrde is a smuggler and information agent, rather than a loathsome gangster. He has always conducted his business with a strong sense of personal honor and treats his employees as associates, rather than subordinates.

Karrde and his group have operated successfully in both Imperial and New Republic space, quietly earning profit without drawing too



much attention to themselves. Karrde has always expressed a desire to avoid any involvement in political matters, but recent events forced him to make a choice. After Grand Admiral Thrawn determined that Karrde hid Han Solo and Luke Skywalker from investigating Imperial forces, Thrawn levied a substantial bounty on Karrde's head. Naturally, Karrde decided to side with the Republic.

Karrde has mobilized prominent smugglers of the fringe, creating a very effective intelligence gathering network. Since information exchange is one of Karrde's more profitable sidelines, the future activities of the group should prove most interesting.

Karrde has proven a useful (albeit unofficial) ally of the New Republic. Lately, the data he sells seems to arrive at exactly the right moment to stave off disaster, and it is of top quality. Rumors abound that Karrde was trained by New Republic Intelligence. It is a rumor that he flatly denies. "I would be nowhere near as effective if I had been trained by New Republic agents," he says with a sly smirk.

Karrde has struck an uneasy alliance with Luke Skywalker. It was Skywalker's promises of payment from the New Republic that initially prompted Karrde to help search for Grand Admiral Thrawn's troop cloning facility.

Karrde obtained a macrobinocular recording of the bombardment of Ukio, providing the information that conclusively proved that the Empire's "super weapon" was a cleverly constructed hoax. Karrde also provided detailed sensor accounts indicating that the Imperial blockade of Coruscant was over. His data from the Bilbringi shipyards showed that the Empire had been somehow modifying 22 otherwise ordinary asteroids. Once Karrde learned of the Empire's "cloaked asteroid" assault on Coruscant, he divulged that the New Republic had indeed destroyed all of Thrawn's asteroids.

Karrde is a pragmatic businessman, but he has strong feelings about the welfare of his people. Believing Mara Jade was imprisoned on Coruscant, he offered the sensor data about Ukio as payment for simply being allowed to speak to her. Princess Leia Organa Solo was forced to lie to the smuggler because Mara was already off-planet with Han Solo, Luke Skywalker, Chewbacca and Lando Calrissian. The group had located the cloning facility and was en route to the planet Wayland to destroy it. While he is loath to be drawn into the war by choosing sides, he has realized that he is doing what must be done, even if he hates being at the mercy of forces beyond his control.

"Volunteering" to accompany Princess Leia to Wayland (for a mere 70,000 credits, paid by agitated Bothan diplomats), Karrde showed a more "hands-on" approach to smuggling. Only rarely does Karrde take part in such a violent operation — his involvement keenly illustrates the concern Karrde has for his crew.

It is unusual to see such loyalty in a smuggler; perhaps the New Republic will be forced to deal with the

fringe in a totally different manner from now on. After all, Karrde is an honorable man ... in his own way. From all reports, Karrde is still upset about being dragged into the political arena. His past jests about Han Solo's entanglement with the New Republic aren't quite as amusing to him as they once were.

He can be charming, hospitable, and even friendly to enemies and friends alike. He believes that an enemy today can be a friend tomorrow, and there's no reason to ruin that over something as trivial as bad manners. He is considered honest in his trade dealings by other members of the fringe society, though looked upon as something of a cold fish. He has a reputation for being calculating and highly mercenary.

The smuggler chief does not show his passions, though there are things he feels strongly about. His associates, for one thing. Their debts are his organization's debts, as are their credits. And anyone who comes to him on business or as a guest comes under the protection of his organization — at least until they leave. If you sit at his table and eat his food, you deserve his protection, whether he likes granting it or not. He understands the requirements and duties of a host. The other subject that will draw his anger is slavery and kidnapping. He does not deal in either business, and never has.

Karrde is a human male, with thinning black hair, a goatee and mustache. He usually dresses in simple but elegant tunics, baggy slacks, and a padded vest and greatcoat that he has owned for many years. Karrde is faultlessly polite and calm, even in desperate situations. It is this even temperament that has saved him from certain death a number of times.

• **Talon Karrde (as of the Battle at Sluis Van)**

Type: Smuggler

DEXTERITY 3D+1

Blaster 5D+1, brawling parry 5D+1, dodge 6D+1, melee combat 4D+1, meeleparry 4D+1, pickpocket 6D+1, running 5D+1

KNOWLEDGE 2D+1

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

MECHANICAL 3D+2

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

PERCEPTION 3D

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

STRENGTH 3D

Brawling 4D+2, stamina 6D

TECHNICAL 2D+2

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

Force Points: 2

Dark Side Points: 2

Character Points: 31

Move: 10

Equipment: Blaster pistol (4D), datapad (scomp-linked into *Wild Karrde's* computer system), *Wild Karrde*

• **(as of the Battle for the Katana fleet)**

First aid 4D+2

Force Points: 2

Dark Side Points: 2

Character Points: 26

• **(as of the Battle of Bilbringi)**

Blaster 5D+2

Business 9D, cultures 8D+1, planetary systems 6D, streetwise 8D+2

Bargain 8D+2, command 9D+1, con 8D, investigation 8D+1, persuasion 7D+1

Force Points: 3

Dark Side Points: 1

Character Points: 17

Move: 10

Mara Jade

From the personal journal of Voren Na'al, Director of New Republic Council Research. This is a confidential document, not for public dissemination.

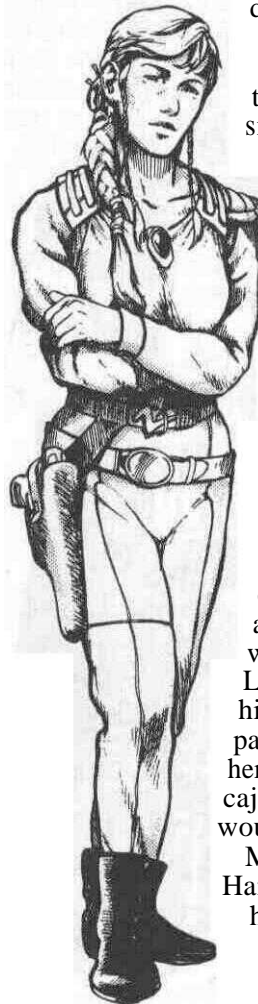
Mara Jade is a slim, athletic young woman, possessing the grace of a Galloan Wind Dancer and the fighting prowess of a cornered Tusken Raider. This ferocious young smuggler often radiates sheer bitterness, hatred and loss, marring her beauty.

A black, bitter hatred fills Mara's soul. It is directed at Luke Skywalker, the man she credits with destroying her life. Behind the anger rests a deep, lingering pain. Both her anger and her pain stem from the same source — the day in Jabba the Hutt's palace when she stood silently and watched as Luke Skywalker destroyed her life.

For Mara Jade once served Emperor Palpatine, and her failure to her master led to his destruction.

At the height of her career, Luke Skywalker emerged from a grubby, sixth-rate farm on a tenth-rate planet to destroy her life. The Emperor had sent her to Tatooine, for he knew that Skywalker would attempt to rescue Han Solo from Jabba the Hutt. Mara went undercover as a dancer in the crime lord's court and waited. If she had been allowed to go on the sail barge with the rest of Jabba's court, Luke's vision would have been history instead of one possible past. But Jabba had refused to take her, and no amount of begging, cajoling or bargaining on her part would change his mind.

Mara Jade had been the Emperor's Hand. That was her code name in his inner court. She served him throughout the galaxy as an



extension of his own dark will. She took on the jobs the Imperial Fleet and stormtroopers could not handle. Her one great talent was that she could hear the Emperor's call no matter where she was, and she could report back to him in the same way. She exposed traitors, brought down enemies, and helped control the mindless bureaucracies through subterfuge and violence. Jade even had rudimentary Force abilities, taught to her by the Emperor. Mara had prestige, power, respect and purpose. She lost it all when the Emperor died. For that, she has vowed to kill Luke Skywalker.

For the first year after the Emperor's demise, Mara dreamed of Luke's death almost every night. She dreamed about it, plotted ways to accomplish it. She outlined a thousand different scenarios, looking for a method that would bring her the most satisfaction — and him the most pain. This obsession has been the one cloud on her judgment, her only permanent companion. She knows his death won't bring her old life back, but she feels it is something she has to do — for herself, and for the memory of her master.

After Endor, Mara could not go to the remnants of the Imperial forces. First, the Empire was dying, and wanted no part of that particular funeral. Second, none of those who remained knew her, at least not as the Emperor's Hand. She had been a shadow, working outside the normal lines of command and protocol. There were no records kept of her activities and no rank insignia she could show. Those few who had been introduced to her saw her as a minor bit of mobile decoration kept around the palace to amuse the Emperor. She had no contacts, no resources and no identity. So she spent four-and-a-half years sloshing around the rotten under side of the galaxy, doing whatever she could to survive. She eventually joined Karrde, working hard to get to her current station. But the bitterness and hatred remains.

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

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

Thrawn, of course, decided to change the deal to his own advantage. He followed her back to Karrde's base and captured the smuggler chief. Now came the hard part for Mara, for she wasn't the kind who gave her

loyalty easily. And her loyalty, for the time being, was to Talon Karrde. She even tried to use the Force to kill Thrawn, but her powers were not that great, her control not that complete. For her trouble, he promised to deliver her to Joruu C'baoth for proper training. This only served to enforce her previous conclusion: the Empire she had once served proudly was gone forever.

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

Mara was injured in the battle to possess the *Katana* fleet. It was only the actions of Jedi Skywalker that saved her from death. Judging from her comments, she considered death infinitely preferable to being saved by Luke. Despite Skywalker's efforts, Mara spent nearly a month unconscious and in recovery in the medical wing of the Imperial Palace. Welcomed into the Imperial Palace because of her actions in the battle, Mara began plotting her return to Talon Karrde's organization almost immediately.

Unfortunately, her reunion with the smuggler was delayed: an Imperial Intelligence team had infiltrated the Palace and was attempting to kidnap Han Solo and Princess Leia Organa Solo's children. It was during this attack that some of Mara's peculiar Force skills became evident. She was able to detect the attack before it happened, and was able to "mentally project" her thoughts to Organa Solo. Mara's actions apparently saved the day, and the Intelligence team was stopped.

Unfortunately for Jade, the team leader, an Imperial major named Himron, identified Mara as their contact inside the Palace. While this accusation was false — Himron was simply planting disinformation to confuse the New Republic — Palace Security felt that there was no choice except to confine Mara until a full inquiry could be carried out.

Realizing finally that "her" Empire was dead, and that Thrawn's Empire was not the Empire she desired to serve. Jade was rescued from confinement by Han Solo and Lando Calrissian after she offered to help them find Thrawn's hidden cloning facility. While Mara did not know the exact location, she had previously visited the Emperor's storehouse and eventually led the New Republic's heroes to the Mount Tantiss installation.

At Mount Tantiss, Jade and Skywalker confronted the menace of Joruu C'baoth, who claimed that both Mara and Luke would kneel before him. A fierce battle ensued, and with the combined efforts of Luke, Leia, Han, Karrde and Mara, C'baoth was slain. Mara Jade has since decided to train in the Force under the tutelage of Luke Skywalker, though she is still troubled by visions

of the Emperor. After the battle at Mount Tantiss, Skywalker gave Mara his father's lightsaber, recovered from the rubble of the storehouse.

• **Mara Jade (as of the battle at Sluis Van)**

Type: Merc

DEXTERITY 3D+2

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

KNOWLEDGE 2D+2

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

MECHANICAL 2D+2

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

PERCEPTION 2D+1

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

STRENGTH 3D+2

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

TECHNICAL 3D

Blaster repair 6D, computer programming/repair 7D, demolitions 4D, droid programming 3D+2, droid repair 3D+2, first aid 5D, ground vehicle repair 6D, repulsorlift repair 5D, security 8D, starship repair 6D+1, starship weapon repair 5D+1

Special Abilities:

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

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

Control: Absorb/dissipate energy, accelerate healing, control pain, emptiness, enhance attribute, hibernation trance, remain conscious, resist stun

Sense: Danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Sense: Projective telepathy

Control and Alter: Inflict pain

Control, Sense and Alter: Telekinetic kill

This character is Force-sensitive.

Force Points: 4

Dark Side Points: 5

Character Points: 37

Equipment: Hold-out blaster (3D), comlink

• **(as of the battle for the Katana fleet)**

Force Points: 4

Dark Side Points: 5

Character Points: 21

• **Mara Jade (as of the attack on Mount Tantiss)**

Lightsaber 4D+2

Willpower 7D

Persuasion 5D+2

Special Abilities:

Force Skills: Control 2D+2, sense 2D+2, alter 1D+2

Force Points: 4

Dark Side Points: 4

Character Points: 20

Equipment: Hold-out blaster (3D), comlink, lightsaber (5D)

Karrde's Organization

Karrde's smuggling operation extends into both New Republic and Imperial territory. He deals in whatever contraband goods a planet needs, from cargo to information. In fact, his operatives have standing orders to bring back any rumors they hear so that Karrde can add to his growing store of knowledge. Most recently, he shipped food and medical supplies to the Abregado system.

Besides smuggler chief Talon Karrde and his newest operative, Mara Jade, Karrde's ranking associates include Aves, Dankin, Chin, Fynn Torve, Wadewarn and Ghent. Aves has served with Karrde since the earliest days of his operation. He normally stays close to the smuggling chief, serving as advisor and comm officer, Aves' job is to coordinate the activities of field operatives, serving as a kind of ship dispatcher for the smugglers.

Chin, a middle-aged man with a Froffli-style haircut, hails from the planet Myrkr. His knowledge of the planet's indigenous life has served Karrde well. Chin trains and handles Karrde's pet vornskrs, domesticating the wild creatures while training them to serve as guards. He also understands the mysterious ysalamiri, and has perfected techniques for removing them from their tree branches without killing them. His other duties in the organization include maintaining base security and overseeing base operations.

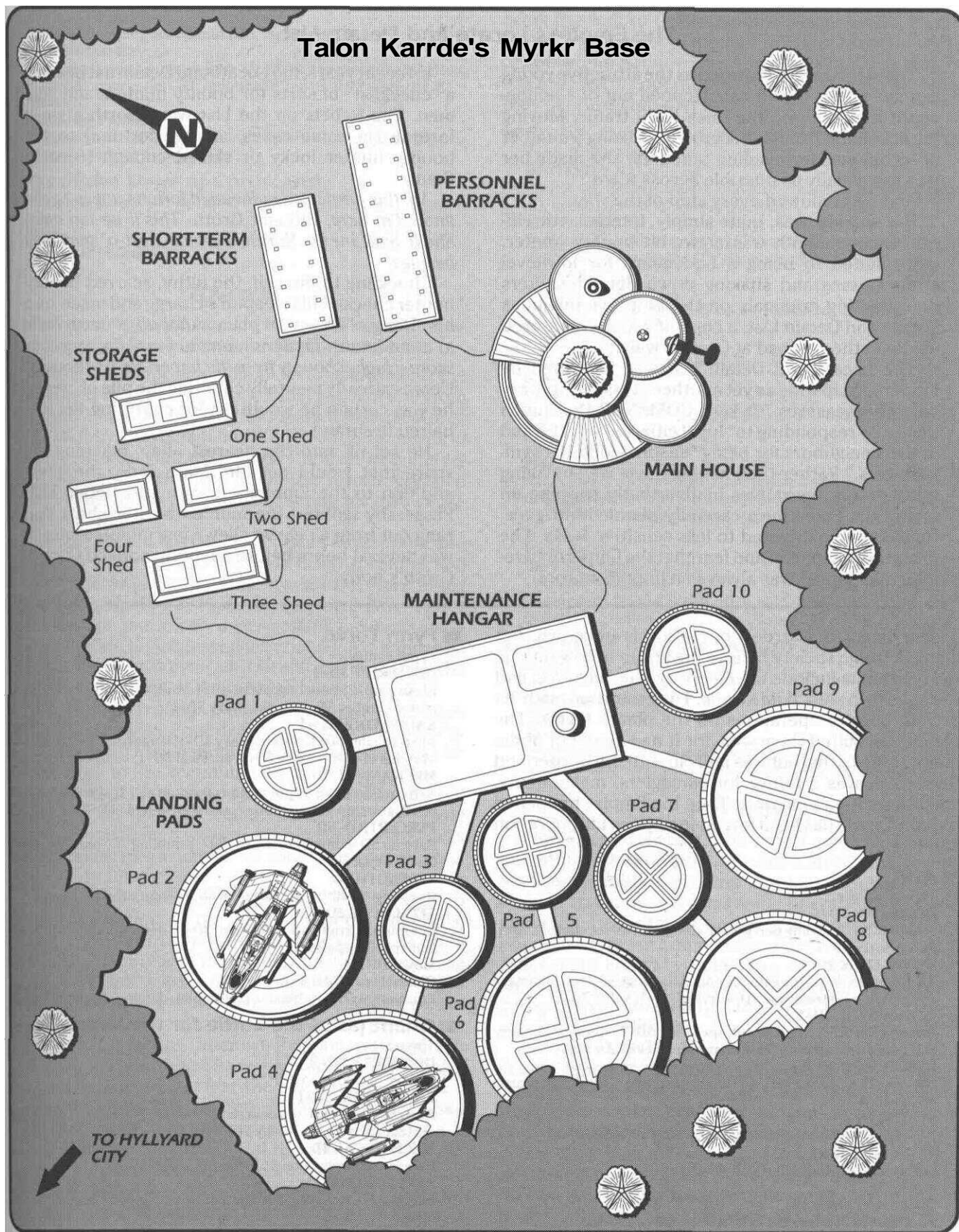
Dankin, Fynn Torve and Wadewarn are among the best of Karrde's freighter pilots. They may not be as flashy as Han Solo or as sophisticated as Lando Calrissian, but they can do their jobs well. They handle the most important and difficult runs for Karrde.

Ghent is a young human male and probably one of the best "slicers" in the galaxy. The young man has long relied upon an uncanny knack to slice into computer code and make a machine almost totally do his bidding. He is a highly prized member of Talon Karrde's organization. Ghent was instrumental in locating the hidden transmitter in the Imperial Palace: Delta Source.

Ghent is almost completely uninterested in anything besides a computer terminal. He spends almost every waking moment glued to a compad, exploring the vast data highways that the modern galaxy's computer and communication networks rely upon. Currently, he is helping the cryptography division of the New Republic to find new ways of deciphering Imperial battle codes.

Ghent, while adept at operating computers, is something of a social misfit. He has difficulty relating with people who do not share his interest in computers, and he generally spends more time with machines than with people.

Ghent is a short, almond-skinned human male, about 1.5 meters tall. He is slender, but not very athletic. He has a poor complexion, and a bizarre sense of humor. Despite his lack of social graces, Ghent is a likable enough young man, though he still tends to throw people off balance with his strange sense of humor.



The Empire's Locate and Detain List

The streets were crowded as the attractive young woman with red-gold hair stepped out of a nondescript building into the busy Rishi traffic. Moving purposefully through the crowd, utilizing a number of techniques for evading pursuers, she made her way as casually as possible across town.

And was followed every step of the way.

Her shadow was, quite simply, intergalactic riff-raff. Gunner Groth was a two-bit bounty hunter, more suited to being a bodyguard for low-level crime bosses and shaking down debt defaulters than hunting criminals on the Empire's infamous Locate and Detain List, a copy of which was stored neatly in the datapad at Groth's waist.

The Locate and Detain List was instituted by Emperor Palpatine as yet another of his "temporary security measures." It kept COMPNOR that much busier by responding to "loyal citizens" who turned in their neighbors for being "suspected Rebel sympathizers." Rather than having these well-meaning but amateur operatives inadvertently tripping up one of the Palpatine's carefully planned intrigues, they could be diverted to less sensitive tasks. The climate of suspicion and fear that the Emperor carefully maintained was always an important tool.

In recent years, the Locate and Detain list became a "checklist" of sorts for bounty hunters and gunmen. The Rebels on the List were worth a small fortune (in some cases, a large fortune) to the bounty hunter lucky or skilled enough to catch them.

An ' this particular redheaded fortune doesn 't even know I'm here, thought Groth. This'll be too easy. She'll lead me to Karrde's whole nest o' gundarks besides.

Chuckling to himself, the filthy, scarred bounty hunter checked his weapon's charge and made sure his "Dengar" ID was in place. *After all, it never hurts to use a known hunter's name to scare the target, or score a higher bounty from the Imperials,* he thought. He was already mentally counting the pile of credits he was certain he would get for capturing the red-haired firebrand.

He set off into the nearest alley, planning the snare that would net him Mara Jade, the latest addition to the Empire's Locate and Detain List. Passersby ignored the muffled blaster shots that rang out from a nearby alley a few minutes later. It was several hours before anybody noticed Gunner Groth's body.

The extent of Karrde's operation is unknown, but many in fringe society believe his group is now on top. His best ships include the *Etherway*, the *Starry Ice*, and Karrde's own ship, *Wild Karrde*. The group had made its private base of operations on the planet Myrkr. The planet had suited them well, for it had been out of the major trade paths, but was still close to the Borderland Regions. It was a refuge for smugglers, malcontents, and others for a long time. Then the Empire happened by, and Karrde has been forced to pack up his operation and flee.

- **Aves**

Type: Smuggler
DEXTERITY 3D+1
 Blaster 5D+1, brawling parry 5D+1, dodge 6D, melee combat 4D+1, melee parry 4D+1
KNOWLEDGE 2D+1
 Alien species 3D+2, bureaucracy 4D+1, languages 4D+1, planetary systems 6D+1, streetwise 7D, survival 4D+1, value 3D+1
MECHANICAL 3D+2
 Astrogation 7D+2, repulsorlift operation 5D+2, starship gunnery 5D+2, starship piloting 5D+2, starship shields 5D+2
PERCEPTION 3D
 Bargain 6D, command 5D, con 5D+2, gambling 6D, hide 4D, search 4D, sneak 4D
STRENGTH 3D
 Brawling 5D, climbing/jumping 4D, lifting 5D, stamina 5D
TECHNICAL 2D+2
 Security 5D+2, starship repair 4D+2
 Move: 10
Character Points: 12
Equipment: Blaster pistol (4D), forged ID, sabacc deck

- **Fynn Torve**

Type: Smuggler
DEXTERITY 3D+1
 Blaster 4D+2, brawling parry 4D+1, dodge 4D+2, grenade 4D+1, melee combat 5D+1, melee parry 5D+1
KNOWLEDGE 2D+1
 Alien species 6D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 6D, streetwise 6D+2, survival 5D+1, value 3D
MECHANICAL 3D+2
 Astrogation 6D+2, repulsorlift operation 4D+2, space transports 6D+2, starship gunnery 4D+2, starship shields 5D+2
PERCEPTION 3D
 Bargain 5D, command 4D, con 6D, gambling 7D, hide 5D, search 3D+2, sneak 5D
STRENGTH 3D
 Brawling 4D, lifting 4D, stamina 5D, swimming 4D
TECHNICAL 2D+2
 Computer programming/repair 3D+2, demolitions 5D+2, space transports repair 5D+2
 Move: 10
Character Points: 8
Equipment: Heavy blaster pistol (5D), datapad, comlink

- **Ghent fas of the battle for the Katana fleet)**

Type: Slicer
DEXTERITY 2D+2
 Blaster 3D, dodge 4D+2
KNOWLEDGE 3D+1
 Alien species 5D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 5D+1, technology 7D+1
MECHANICAL 4D
 Repulsorlift operation 5D, starship shields 6D
PERCEPTION 2D
 Bargain 4D, con 4D, command 4D, gambling 4D, hide 4D, sneak 4D+2

STRENGTH 2D

Climbing/jumping 3D, stamina 4D, swimming 3D

TECHNICAL 4D

Computer programming/repair 8D, droid programming 8D, droid repair 8D, encryption 7D, repulsorlift repair 4D+1, security 9D

Move: 10**Character Points:** 8**Equipment:** Datapad (containing a number of code-breaking programs), hold-out blaster (3D)• **(as of the Siege of Coruscant)**

Computer programming/repair 9D>1, encryption 7D+1, security 9D+1

Move: 10**Character Points:** 6**Brasck***Excerpted from Alliance Intelligence documents, prepared shortly after the Battle for the Katana fleet.*

One of the major smuggling chiefs operating in the Borderland Regions is Brasck. Brasck is a Brubb from the planet Baros. Like all Brubbs, he is a bipedal reptiloid with a knobby, grayish-green hide. He left his homeworld when he was recruited by Jabba the Hutt as a mercenary. With the crime lord's demise, Brasck grabbed whatever followers he could and set up his own smuggling operation.

Brasck deals in anything, including kidnapping and slaves. As such, his major clients are the Empire and other crime organizations. He travels the stars in his command ship Green Palace, preferring deep space and constant motion to a permanent base of operations. After all, he witnessed first hand what happened to Jabba the Hutt — even with all of the precautions the crime lord installed in his fortress headquarters.

The Brubb surrounds himself with hired thugs, men and women he feels confident he can purchase loyalty from. He doesn't trust anyone whose motives can't be boiled down to the accumulation of credits.

Even if all of his guards were to turn on him, Brasck would not be helpless. As a former mercenary, he knows how to defend himself. He normally wears body armor and carries a number of concealed and obvious weapons on his person.

Brasck is afraid of the Empire. He does his best to keep his operation on the good side of the Imperials, paying more than his share of tariffs and bribes, offering them the best choice of his goods, and jumping to their service whenever he can. He especially fears Grand Admiral Thrawn. He remembers stories of the man from when he was a boy on Baros. Then, the planet was considered part of the Unknown Regions instead of the Outer Rim Territories. Thrawn found his world, and taught it to respect and fear the might of the Empire.

Recently, Brasck has taken on the bounty for Luke Skywalker. He knows his organization can handle a simple kidnapping. That's what they do best, after all. Some of his men have hesitated, though. They remember what Skywalker did on Tatooine. All the more reason, Brasck believes, that they should be the ones to

bring the Jedi to Grand Admiral Thrawn. Still, Brasck feels a certain debt to the Jedi. Without his actions, the Brubb would not now be a smuggler chief. For that, he has ordered his operatives not to hurt Skywalker when they capture him — at least not too much.

• **Brasck (as of the Battle for the Katana fleet)****Type:** Brubb Merc**DEXTERITY 3D**

Blaster 6D, blaster: blaster rifle 8D+1, brawling parry 6D, dodge 6D, melee combat 6D, melee parry 6D

KNOWLEDGE 2D

Business 5D, business: slavery 8D, business: smuggling 8D, intimidation 6D+2, languages 4D, planetary systems 4D+1, streetwise 6D, survival 5D

MECHANICAL 3D+1

Astrogation 5D+1, beastriding 5D+1, repulsorlift operation 6D+1, space transports 5D

PERCEPTION 2D+1

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

STRENGTH 4D+1

Brawling 7D+1, climbing/jumping 5D+1, lifting 6D+1, stamina 7D* 1

TECHNICAL 2D+2

Demolitions 3D+2, first aid 3D+2

Special Abilities:*Natural Body Armor:* +2D against physical attacks.*Color Change:* Brubbs can change color to match their surroundings. Add +1D to any *sneak* attempts.**Move:** 10**Force Points:** 1**Dark Side Points:** 1**Character Points:** 13**Equipment:** Blaster pistol (4D), hold-out blaster (3D+1), knife (STR+1D), comlink• **(as of the Imperial ambush on Trogan)**

Blaster 6D+2, dodge 6D+1

Sneak 4D+2

Dark Side Points: 3**Character Points:** 9**Move:** 9**Equipment:** Heavy blaster pistol (5D), vibroknife (STR+2D), comlink, concealed body armor (+2D physical, +1D energy)**Partah**

Par'tah controls one of the major smuggling groups operating in the Borderland Regions. Most of her group's apparent wealth is nothing more than illusion, however. In truth, hers is a marginal operation living well above its means in the hopes of gaining prestige and power. The recent bounty offered by the Empire on the Jedi Knight Luke Skywalker has caused her to divert ships and ignore schedules to hunt him down. If her group can earn the bounty, the credits would go a long way toward making her organization solvent again.

Par'tah is a Ho'Din, a native of the planet Moltok. She stands almost three meters tall, and her skin color and slender shape make her appear like a blade of swaying wuppa grass. Her two dark, bulging eyes and wide, lipless mouth makes her very attractive to other Ho'Din.

Par'tah's base of operations remains hidden on a hot, jungle planet off the crowded space lanes. Like all Ho'Din, she has an instinctive love for nature. Unlike most Ho'Din, she also understands the benefits of tech-

nology. In fact, whenever possible she likes to deal exclusively in technological items. She examines every item her organization accumulates, always looking for some new trinket or wonder to add to her own collection.

Par'tah dislikes Brasck and his operatives with a passion. Not only is he repugnant and a poor businessman, but his operation constantly beats hers for contracts. Talon Karrde, on the other hand, has always treated her fairly. They engage in a healthy, friendly competition which she rather enjoys. He knows of her love for technology, and often steers her toward some overlooked treasure.

While the Ho'Din smuggling chief prefers to deal with the New Republic, she needs the credits the Empire offers. One may be more trustworthy than the other, but she certainly doesn't think she'll get rich carrying cargo for the Republic.

She feels that appearances are very important in her line of business. As long as she looks like she is rich and prospering, then her business will prosper as well. So far, this theory has not held true. She knows that better days are just around the corner — if she can keep the business together long enough to turn it.

She has always maintained a friendly sparring relationship with Talon Karrde, a mutual respect that has turned into an odd sort of friendship. Karrde realizes that Par'tah has spent far more than she can afford to and has offered her a place among the smuggler coalition, partly to help float the Ho'Din some money and partly because he respects her abilities.

Currently, Par'tah is considering some contracts to run construction materials and computer components to the Empire, a run she desperately needs to help keep her business solvent, although the cut of the funds Talon Karrde obtained from the Bothans has helped considerably. Still, there are schedules to keep, and goods to haul, and Par'tah will carry any cargo for the highest bidder.

Par'tah is still in mourning over the loss of her friend and fellow smuggler, Lishma. The death of the Gotal at the hands of the Empire has helped cement her desire to pay back the Empire for its actions.

• **Par'tah (as of the Battle for the Katana fleet)**

Type: Ho'Din Smuggler

DEXTERITY 3D

Blaster 4D, brawling parry 4D, dodge 5D, melee combat 4D, melee parry 4D

KNOWLEDGE 3D+2

Alien species 5D+2, bureaucracy 4D, cultures 5D+2, languages 4D+2, planetary systems 4D+2, streetwise 5D+2, survival 4D+2

MECHANICAL 3D

Astrogation 5D+1, repulsorlift operation 6D, starship gunnery 5D, starship piloting 5D, starship shields 4D+2

PERCEPTION 2D+1

Bargain 6D+1, command 5D+1, con 4D+1, gambling 4D+1, hide/sneak 5D+1, search 4D+1

STRENGTH 3D

Brawling 5D, lifting 5D, stamina 6D

TECHNICAL 3D

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

Character Points: 6

Move: 10

Equipment: Hold-out blaster (3D+2), comlink

• **(as of the Imperial ambush on Trogan)**

Astrogation 5D+2

Droid repair 5D+1, first aid 6D+2

Niles Ferrier

Niles Ferrier was a large human, big and thickly built. He had dark hair, a beard, dressed in ornate tunics, and always smoked a long thin cigarra whose distinctive aroma of carababba tabac and armudu spice followed him wherever he went. He was considered one of the best spaceship thieves in the galaxy. It is said that Niles Ferrier could "palm a Corellian Gunship while the Corellians are still aboard".

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

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

His first attempt to acquire ships — at the Sluis Van shipyards after the Imperial attack — was spoiled by the untimely arrival of Luke Skywalker and Lando Calrissian. The Jedi, his reputation for eliminating Jabba the Hutt preceding him, convinced Ferrier's men not to fight. Ferrier himself knew Calrissian from the failed Phraetiss operation about ten years ago. He also knew of Calrissian's reputation, which had grown much greater in the intervening years, so he decided to cut his losses and fold to the gambler and the Jedi — this time.

As a businessman, Ferrier preferred not to fight if he could at all avoid it. He defined everything in terms of



Populating the Fringe

Who operates within the shadowy cracks of galactic society? What type of people refuse to take the safe, legitimate path in favor of quick credits and excitement? The profiles of the people who populate fringe society are as varied and as different as the people themselves, but a number of patterns have emerged. These patterns give us a better picture of life in the fringe.

The crime lord is one of the more powerful and visible features of fringe society, but they are uncommon. In fact, the number of true crime lords is quite small. True, there seems to be no limit to the number of petty crime bosses and gang leaders, but crime lords with operations which span large portions of the galaxy are extremely rare. Jabba the Hutt was perhaps the most well known and powerful crime lord to ever carve out a territory — and a large territory it was. What made Jabba a crime lord and not just a smuggling chief was the fact that his organization was intimately involved in almost any illegal operation that can be imagined, including vice, cons, murder, theft, slavery, and kidnapping. If an operation was going down, Jabba was probably getting a cut.

Today's top figures in the fringe have specialized their operations. Karrde, Brasck and Par'tah, for example, deal almost exclusively in smuggling, while that particular trade was just a small part of Jabba's overall operation. Those crime lords that still exist have moved to more stable parts of the galaxy. As long as the Republic and Empire are going to fight over the Borderland Regions, the crime lords will stay out of their way.

Smugglers are a flamboyant and colorful group, best exemplified by Han Solo. Profits and excitement motivate them. Their ships are their homes and wanderlust their only guide, letting it move them where it may. Smugglers deal in contraband, though what may be illegal in one sector might be perfectly legal in another. A smuggler has to know the ins and cuts of both the official and unofficial space lanes, because the safest, shortest route means money in his pocket. Smugglers enjoy making deals, outsmarting pickets, and making quick credits. They seem to be always on the outlook for a sweet deal that will earn them enough to give up the business once and for all. Most smugglers are in debt to one or more crime bosses, crime lords, or smuggler chiefs at any given time. A few work exclusively for one organization, but most are free-traders, selling their ships to the highest bidder.

Mercenaries, or meres, are the hired soldiers of the fringe. Mercs are trained warriors — fighting machines that have no cause or loyalty except to the bottom line. The job doesn't matter, nor do the

reasons behind the job. All the mere wants are the credits coming his way. Mercs tend to be cynical. They believe that causes come and go, but the war rages on. Actually, they count on that, for war is their office and battle their stock-in-trade. Mercs operate alone or in units that have served together for years. They hire themselves out to crime lords who need protection, to planetary governments that need armies, and sometimes even to the Republic or Empire when the credits are right and there's little chance they'll be conscripted into a more permanent relationship.

A mere has to watch out for himself. The galaxy knows that meres are expendable. They're hired for a battle or a war, with a contract that ends with either a cease fire or a fatal wound. Mercs are usually sent into the thickest frays and most dangerous situations. In such circumstances, the only person a mere can count on is himself, and sometimes the mere fighting at his side.

Pirates come in a number of varieties. Some pirates form swoop gangs, using the high-powered repulsorlift vehicles as their raiding craft. They strike quickly from their base ship, engaging in robbery, murder and plunder. Others operate out of huge cruisers or with fleets of smaller ships, attacking and boarding passing craft that are too weak to stop such assaults. Pirates raid the space lanes, looking for ships to steal and treasure to plunder. Unlike smugglers, pirates do not attempt to engage in any type of legitimate or semi-legitimate occupation, but simply steal goods for their own use, marauding and pillaging anything and anyone weaker than they are, whether they find them in space or on an undefended world.

Perhaps the most feared personality operating in the fringe is the bounty hunter. Bounty hunters tend to be well-trained, capable warriors and trackers. They accept credits in exchange for locating specific individuals. Depending on the bounty, a hunter will either bring his quarry in dead or alive. Bounty hunters are cold and ruthless. They display little evidence of mercy or compassion. They are like predatory animals, searching out the scent of prey and hunting it down. As bounty hunting tends to be a dangerous business, those who practice it dress for the occasion. Bounty hunters wear as much armor as they can afford, carry as many weapons as they can handle, and prepare for any contingency. The good ones charge exorbitant rates. The bad ones don't live to collect their credits. Both legitimate law enforcement agencies and fringe organizations employ bounty hunters. Whoever needs to find or catch a missing individual will seek out their talents.

credits, but he didn't take well to threats or others trying to cut into his territory. While he preferred to deal in ships, he also dabbled in other trade when necessary. While watching for ship opportunities or planning for a job, Ferrier took on shipping contracts.

While Ferrier tended to stay out of the galactic struggle, he was known to take on Imperial jobs from time to time. He smuggled contraband from the New Republic into Imperial territory on more than one occasion, and he delivered three Sienar patrol ships to the Empire. The patrol ships were part of his deal with Calrissian for leaving the Republic ships at Sluis Van alone. Calrissian gave him a tip on where the Cavrilhu pirate gang was storing them, and Ferrier and his team did the rest.

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

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

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

Ferrier became embroiled in a dispute between Talon Karrde and the Empire, and was forced to perform some espionage activities for Grand Admiral Thrawn (on pain of death, naturally). Ferrier orchestrated the ambush on the smuggler meeting on Trogan, which resulted in the death of the Gotal smuggler, Lishma.

Thrawn, angry that his scheme to prevent the formation of a unified smuggler coalition had been snapped by the dull-witted ambush staged by Ferrier, brought the ship-thief to the *Chimaera* and let him know in no uncertain terms that his rather large debt to the Empire

would be paid in full.

Planting some damaging evidence on Talon Karrde during another meeting of smugglers, Ferrier hoped that the smuggling coalition would fall apart — thereby saving his own neck from the wrath of Grand Admiral Thrawn. Unfortunately, a slip of the tongue revealed that Ferrier was the traitor after all, and Karrde was exonerated in the eyes of his fellow smugglers. Ferrier was killed in his efforts to evade the wrath of the so-called "smugglers' Alliance."

- **Niles Ferrier (shortly after the Battle at Sluis Van Shipyards)**

Type: Spaceship Thief

DEXTERITY 3D

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

KNOWLEDGE 2D+1

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

MECHANICAL 3D+2

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

PERCEPTION 2D+1

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

STRENGTH 3D

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

TECHNICAL 3D+2

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

Force Points: 1

Dark Side Points: 4

Character Points: 15

Move: 10

Equipment: Datapad, comlink, blaster pistol (4D), cigarillos

- **(As of the ambush at Trogan)**

Planetary systems 5D+2, streetwise 7D+2

Character Points: 11

Equipment: Blaster pistol (4D), datapad, cigarra, blast vest (+1D physical, +2 energy)

General Garm Bel Iblis

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

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

The Cavrilhu Pirates

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

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

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

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

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

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

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

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

refurbishing work."

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

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

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

• **Captain Zothip**

Type: Pirate

DEXTERITY 3D+2

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

KNOWLEDGE 2D

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

MECHANICAL 3D+2

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

PERCEPTION 3D

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

STRENGTH 2D+2

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

TECHNICAL 3D

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

Force Points: 1

Dark Side Points: 4

Character Points: 14

Move: 10

Equipment: Blaster pistol (4D), hold-out blaster (3D+1), comlink, datapad

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

Some members of the New Republic's political hierarchy have questioned Bel Iblis's motives — he has been a "loose cannon," after all — but if one examines his history, Bel Iblis's motives become apparent. The Corellian Senator is not interested in strengthening his own personal power; rather, he has a deep desire to see

the war against the Empire "done right." It is this strong desire that led to the original split between Bel Iblis and Mon Mothma.

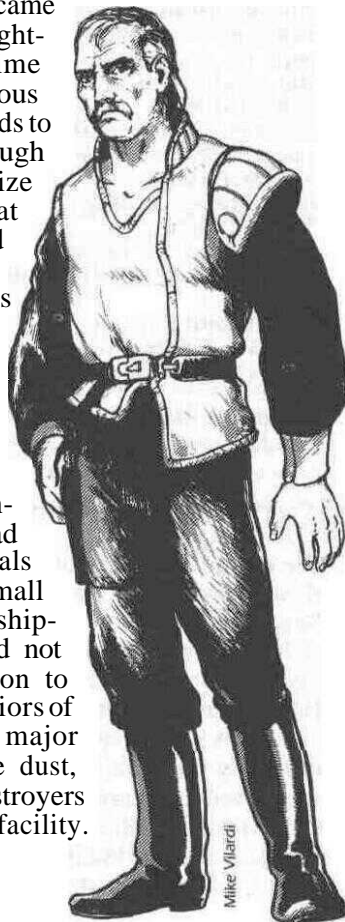
He first met Han Solo when Solo was 11 years old. The Senator was visiting Solo's school, and the lad asked two irreverently phrased yet highly pointed questions. The first concerned the ethics of the anti-alien bias creeping into the Republic's legal structure. The second involved some very specific instances of corruption in the Senate. Bel Iblis made a note of the young man's name, and watched him from time to time as he grew into adulthood. The Senator was extremely disap-

pointed when Solo was dismissed from the Imperial Academy, and even moreso when he was thrown out of the Navy itself. The Senator felt that a loyal officer corps was the best defense against the emerging intolerance of the Empire, but in retrospect he believes it was fortunate Solo left when he did. Those with an obvious disdain for authority were quietly eliminated in the Emperor's purges.

Garm Bel Iblis was among the first to suspect Palpatine was a force for destruction and evil, and not the unifying, benevolent ruler he painted himself to be in the early days of his rule. Subsequently, Bel Iblis began working to undermine Palpatine's support in the Senate. He had some minor success: Bel Iblis, like Palpatine, was a charismatic and popular figure. Unfortunately, these successes only focused Palpatine's wrath on the Corellian, and Bel Iblis began to lose influence in the Senate. Shortly after declaring himself Emperor, Palpatine had Bel Iblis, his wife, and his two children rounded up and arrested. Bel Iblis was forced to watch Imperial soldiers execute his family, but he managed to escape (although he still refuses to discuss how he accomplished this).

The death of Bel Iblis's family forced a great change in the Senator. In the past, Garm Bel Iblis had a reputation for being something of a political maverick, and quick with a joke or sarcastic remark. After his family was murdered, Bel Iblis became withdrawn, sullen, and thoughtful. While the passage of time has eased the pain, his serious nature remains. Bel Iblis tends to come across as stuffy, though those who know him recognize his wry sense of humor that still peeks through now and again.

Garm Bel Iblis led his own private rebel army and launched a number of attacks against the Empire with repeated (if minor) success. Bel Iblis' crowning achievement since forming his private army was the incident at Tangrene. They had been sniping at the Imperials for three years, hitting small bases and military supply shipments, but the Empire had not been paying much attention to them. At Tangrene, the warriors of Peregrine's Nest blasted a major Ubiquitorate center into fine dust, even though three Star Destroyers were in orbit guarding the facility.



After that mission, mobility became a top priority.

Bel Iblis participated in the battle for the *Katana* fleet, and was officially invited to participate in the New Republic. His relationship with Mon Mothma has improved considerably in the short time since he has arrived on Coruscant. After years of believing that Mon Mothma was interested in consolidating her power simply for power's sake, he has finally realized that Mon Mothma is terrified of trusting the lives under her command to anyone else. Mon Mothma, realizing that she could trust General Bel Iblis, requested his help in the Siege of Coruscant. It was under his leadership that a bad situation was prevented from becoming a complete rout.

Bel Iblis is a cultured, handsome, older gentleman, and a shrewd, charismatic leader. His troops from his old base, Peregrine's Nest, are still at his command, and have actively fought on behalf of the New Republic.

• **Garm Bel Iblis (as of the Battle for the Katana fleet)**

Type: Old Senatorial

DEXTERITY 3D

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

KNOWLEDGE 4D

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

MECHANICAL 3D

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

PERCEPTION 4D

Bargain 9D, command 9D, command: Peregrine's Nest troops 11D, con 6D, gambling 7D, hide 7D, investigation 6D, persuasion 7D, persuasion: debate 8D+1, persuasion: oration 8D+1, search 5D, sneak 7D

STRENGTH 2D

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

TECHNICAL 2D

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

Force Points: 3

Character Points: 32

Move: 10

Equipment: Sporting blaster (3D+2), comlink, datapad

• **(as of the Siege of Coruscant)**

Planetary systems 7D+2, streetwise 7D, tactics: ground assault 9D+1, tactics: capital ship 9D, tactics: starfighters 8D+2

Capital ship gunnery 5D+2, sensors 6D

Command: Peregrine's Nest troops 11D

Climbing/jumping 3D+1, stamina 5D+1

Character Points: 38

Differences of Opinion

Garm Bel Iblis glared across the conference table in the dimly lit room. He was angrier than he had ever been. And the woman he was angry with was once one of his closest associates: Mon Mothma, former Senator of Chandrila.

"Mon Mothma," growled the Corellian Senator, barely containing his temper, "I am forced to disagree. The course you are embarking on is foolhardy. I request that you postpone — and reconsider — the attack on Milvayne."

Mon Mothma held her composure. As always. "Senator Bel Iblis," she began, "you are more than welcome to your opinion, but in this case, you are overruled."

"Overruled! You must be joking," the Senator exploded, his fists slamming down on the table. "There is more to this at stake than your personal grab for power! Lives are at stake! My troops' lives!" The regal Corellian was livid with barely contained rage.

For once, Mon Mothma seemed to lose her temper as well. "My 'grab for power' as you call it, is an attempt to save those same lives. Look past the end of your own nose, Garm. There's a great deal more at stake than your pride." She calmly turned to a young Mon Calamari, preparing to order the attack.

Bel Iblis hated it when she was convinced she was right: there's was no talking to her. "My troops will not participate in such a foolish maneuver. I have lost enough friends," he said softly, gesturing at a third, empty chair, adding, "and so have you, I would think."

Mon Mothma glared angrily at the Corellian. "That's cheap, Garm. Bail would have approved of what I'm trying to do."

"Would he? Would he *really*? Bail was as opposed to military action as you were in the beginning. The two of you outvoted my every suggestion concerning military matters from day one." He shook his head in disgust. "With Bail gone, you're proceeding with military actions against my recommendations? It sounds to me like you are just solidifying your power base. I doubt very much that Bail would approve." He crossed his arms and stared defiantly across the table at Mon Mothma.

Mon Mothma stood up angrily. "I am not setting

myself up in Palpatine's place! The attack on Milvayne is necessary, and it will go ahead as planned. The vote was cast, and Bail approved of the attack before ..." she paused, blinking back sudden tears at the thought of the destruction of Alderaan. "... before *it* happened," she concluded. "Bail Organa agreed that the attack was required to shut down Imperial control in Gyrica system." She glared at Garm Bel Iblis. "I would have thought, with your 'man-of-action' mentality, you would have jumped at the chance to attack an Imperial garrison."

"It's not an Imperial garrison. My sources indicate that Milvayne is an Ubiquitorate base," he paused, hoping he could make the stubborn diplomat see some reason. "An Ubiquitorate base is not something my troops are prepared to deal with. And neither are yours."

"Our Intelligence sources do not agree with yours," Mon Mothma said simply.

"I don't care," the Corellian yelled, pounding the conference table emphatically. "Do you understand me? I will not send my troops on a suicide attack. And I do not recognize your authority to order them to. I did not vote to place you in charge of the Alliance, and if Bail did, then he was gravely mistaken." Bel Iblis was shaking with frustration.

"Senator Bel Iblis," Mon Mothma said quietly, after a brief pause, "I sincerely hope that was not an ultimatum."

Momentarily taken aback, Garm Bel Iblis bowed his head. "Yes," he said quietly. "I guess it is. This attack plan is fundamentally flawed, and you just don't have the expertise to know it."

Mon Mothma stood abruptly and said, "I will not have ultimatums put to me, Senator. The Rebel Alliance will no longer require your services."

Garm Bel Iblis met her gaze evenly. "As you wish."

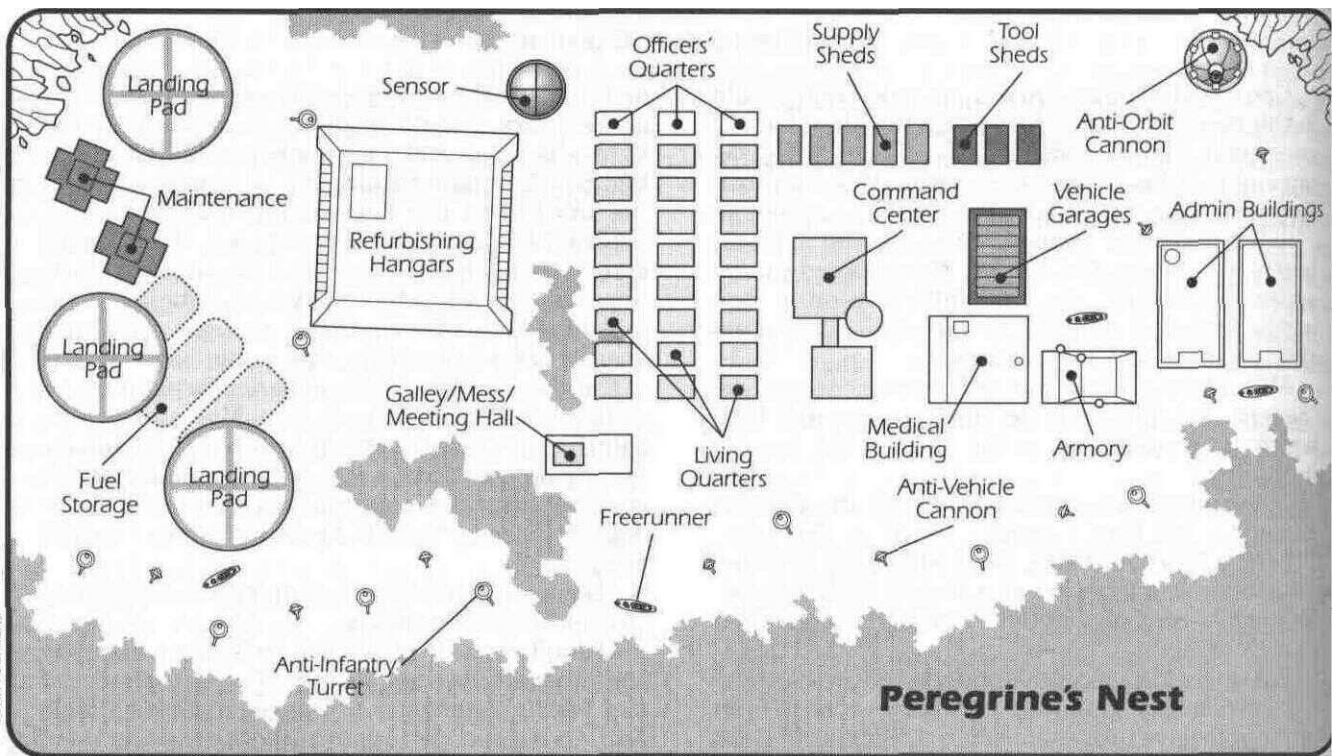
He turned to leave, and pausing, added, "I'm not your enemy ... the Empire will defeat us all if we cannot rely on each other." Storming away, he left the room behind, wondering if the Rebel leader inside the conference chamber would be able to live with the mistake she was making. Bel Iblis knew he couldn't.

And Mon Mothma had yet to learn if she could.

Peregrine's Nest

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

Living Quarters. Between 12 and 24 soldiers share each standard cabin. While furnishings are spartan and functional, the soldiers often add touches to give the space a comfortable feeling. Every spare locker and open space is filled with emergency supplies—medpacs, food and water, glowrods, comlinks and weaponry.



Officer Quarters. Six to 10 officers share the "de-luxe" cabins. While they have a little more privacy and a little more room than the soldier cabins, these quarters also stockpile more equipment and supplies for emergency situations.

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

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

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

Tool Storage Sheds. Extra tools for the base are stored here, including power tools such as cutters, shovels and drivers.

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

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

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

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

Vehicle Garages. Camo-net protected and sensor defusing jammers hide these garages from prying eyes. Each can store a number of vehicles, depending upon what type of vehicles are parked within. Various ground, hover and repulsorlift vehicles are stored here, from unarmed transports to heavily-armed combat vehicles. Each is equipped with cold engine starters, external power sources, and maintenance lifts.

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

Medical Building. This field-tested medical facility can treat up to one hundred wounded at a time. It features a full range of diagnostic sensors, medical computers, two surgical theaters, and twelve bacta

tanks. Six doctors, twelve medical aides, and six medical droids crew this facility.

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

Galley/Mess/Meeting Hall. The galley features a full kitchen, walk-in freezers, and dry-food lockers. The adjoining room serves as a mess hall and meeting hall, as it is large enough to handle a quarter of the Nest's personnel at one time.

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

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

Sena Leikvold Midanyl

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

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

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

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

Peregrine's Nest was born.

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

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

• **Sena Leikvold Midanyl**

Type: Chief Advisor

DEXTERITY 2D+2

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

KNOWLEDGE 4D

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

MECHANICAL 3D

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

PERCEPTION 4D

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

STRENGTH 2D+1

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

TECHNICAL 2D

Capital ship repair 4D, capital ship weapon repair 4D, computer programming/repair 6D, demolition 3D, droid programming 6D, droid repair 5D, first aid 6D, ground vehicle repair 3D, repulsorlift repair 3D, security 7D, starship repair 4D

Force Points: 1

Character Points: 11

Move: 10

Equipment: Blaster pistol (4D), hold-out blaster (3D+1), comlink, datapad

Irenez

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

Her activities as chief of security keep her busy at all times. She sometimes undertakes missions of extreme delicacy and importance. She received her initial training in the Old Republic Military Academy on Corellia, but lost her commission as the Empire gained more



Irenez

Type: Private Mercenary

DEXTERITY 3D+2

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

KNOWLEDGE 2D+2

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

MECHANICAL 2D+2

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

PERCEPTION 2D+1

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

STRENGTH 3D+2

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

TECHNICAL 3D

Armor repair 5D, blaster repair 6D, capital ship repair 4D, capital ship weapon repair 4D, computer programming/repair 5D, demolition 7D, droid programming 4D, droid repair 4D, first aid 6D, ground vehicle repair 5D, hover vehicle repair 5D, repulsorlift repair 6D, security 8D, starship repair 6D

Character Points: 11

Move: 10

Equipment: Heavy blaster pistol (5D), comlink, knife (STR+1D), comlink

influence. Her tendency to question authority raised the hackles of her immediate superiors, and with the change in power, they had the perfect opportunity to remove the troublemaker from the military.

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

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

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

Samuel Tomas Gillespee

Samuel Tomas Gillespee is a relatively well known smuggler; the phrase "less-than-honorable" is usually tagged onto his description by his fellow smugglers, though usually with affection rather than genuine distrust.

Gillespee made quite a name for himself in his youth with his spectacular exploits during Kessel runs. Most people don't know that these maneuvers succeeded largely because Gillespee himself never touched his freighter's controls. He made an even bigger name for himself by skipping the system with his partner's cut of the profit. Gillespee says the situation was "a simple dispute that has since been rectified." Since then,

Gillespee handles administrative duties, rather than hands-on smuggling runs, mostly because his is a spectacularly unlucky (not to mention unskilled) pilot.

Gillespee commands a great deal of respect among the smuggling community; despite his reputation as a con artist, he always treats his crew well. As a result, a large number of competent pilots and techs have flocked to him. To date, his group consists of over 20 ships.

Gillespee is middle-aged, paunchy and tired-looking. He has spent nearly three decades flying his ship, the *Kern's Pride*, through several dicey raids, smuggling runs, and assorted misadventures.

He had decided to retire to an out-of-the way farming planet. Unfortunately, that planet was Ukio, and when the Imperials arrived and subjugated the planet, Gillespee found himself caught in the middle of the ongoing civil war. Gillespee's smuggler mentality concerning politics ("Business is business, and politics is politics. I'm a businessman.") was shaken by the Empire's subjugation of Ukio, and the presence of clones severely unnerved him. ("I don't happen to think people ought to come off an assembly line, thanks. And if they did, I sure as mynocks wouldn't put the Empire in charge of the factory.") For the first time, he decided to take a stand, and decided to join up with Karrde's smuggler coalition. While he was angered by the loss of his land and retirement days, Gillespee was still intimidated by the might of the Empire. Still, he felt that this was a battle worth fighting.

• Samuel Tomas Gillespee

Type: Retired Smuggler

DEXTERITY 2D+2

Blaster 5D

KNOWLEDGE 2D+2

Bureaucracy 4D+2, streetwise 6D

MECHANICAL 4D

Astrogation 5D, capital ship gunnery 6D, capital ship gunnery: tractor beams 6D+2, space transports 4D+2, starship gunnery 6D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D

TECHNICAL 3D+2

Capital starship weapon repair 5D, capital starship weapon repair: tractor beam 6D

Force **Points: 1**

Character Points: 4

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad, *Kern's Pride* (modified freighter)

Shirlee Faughn

Shirlee Faughn has been a friend and assistant to Samuel Gillespee since she was a teenager. Faughn, several years younger than her captain, signed aboard the *Kern's Pride* as a communications apprentice. She quickly learned the ropes of both space communications and the smuggling trade.

Gillespee took a liking to the young Corellian, particularly her polite nature and sense of humor, which neatly complemented the smuggler-captain's jovial nature. Realizing that Faughn would be a great asset to

his command abilities, he promoted Faughn to his second-in-command.

Faughn is at heart a very serious woman; she constantly analyzes her surroundings and situation, and almost never smiles or jokes on duty — though her off-duty hours are spent spinning hilarious yarns in the *Kern's Pride* galley. She is faultlessly polite, and despises physical violence, which she deems uncultured (though she has been known to man a quad-mount and blow Imperial ships to pieces when the situation was justified).

Faughn is in her forties, a slender Corellian with short, dark hair and piercing black eyes. She dresses in gray steelcloth trousers, a white tunic and a blue flight jacket.

• Shirlee Faughn

Type: Communications Specialist

DEXTERITY 2D+2

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

KNOWLEDGE 4D

Alien species 5D+2, languages 8D, planetary systems 6D

MECHANICAL 4D

Astrogation 6D, communications 8D+2, sensors 7D, starship gunnery 6D+2

PERCEPTION 2D

STRENGTH 2D+2

TECHNICAL 2D+2

Capital starship weapon repair 5D+2, computer programming/repair 6D

Character Points: 7

Move: 10

Equipment: Hold-out blaster (3D+2), comlink, datapad (contains a number of encrypting programs for communications computers)

Rappapor

Rappapor the Bith is a close friend of Samuel Gillespee, and though they have never "officially" worked together, the pair has seemed almost inseparable since they began operating as smugglers. Both deny that this is because they have a close friendship; rather, they claim that they happen to be "passing by" when they bail each other out of bad situations.

Rappapor began his smuggling career young in life. His father, also a smuggler, taught Rappapor the basics of smuggling, ship repair and piloting, as well as the value of smuggled commodities. Rappapor, who adored his father, absorbed these lessons, and they now serve him well since he followed his father into the smuggling profession.

Rappapor is a competent pilot, a born haggler, con artist, and a horrible practical joker (usually at Gillespee's expense). Since the Bith as a species are normally much more intellectually inclined than Rappapor tends to be, he is something of an outcast, calling his fellow Bith "a bunch of stuffed shirts who wouldn't know a good time if it jumped up and computed non-linear equations on their backsides!"

Rappapor is a fairly typical-looking Bith, slightly built, with a bulbous, hairless cranium. He wears baggy, loose-fitting red trousers, a black tunic, and a white flight vest.

• **Rappapor the Bith**

Type: Bith Smuggler

DEXTERITY 2D+2

Blaster 5D, blaster: heavy blaster pistol 6D+2, dodge 5D+2, vehicle blasters 5D

KNOWLEDGE 3D

Alien species 6D, business 4D, business: smuggling 6D+2, cultures 4D+2, languages 5D+1, streetwise 6D*1, value 6D

MECHANICAL 4D

Astrogation 5D+2, communications 5D+2, repulsorlift operation 5D+1, space transports 6D+1, starship shields 6D+2

PERCEPTION 2D

Bargain 5D, bargain: smuggled goods 7D, con 6D, forgery 6D+2,

STRENGTH 2D

TECHNICAL 3D+2

Computer programming/repair 6D+1, first aid 5D, security 5D

Special Abilities:

Vision: Biths have very poor vision, suffering a penalty of -1D for any visual-based action more than 20 meters away, and they cannot see more than 40 meters.

Scent: Biths have well-developed senses of smell, giving them +1D to all *Perception* skills when pertaining to actions and people within three meters.

Character Points: 18

Move: 8

Equipment: Heavy blaster pistol (5D), comlink, knife (STR+1D)

Ellor

Ellor left his home planet, Duro, shortly after graduating from a planetary university. He was looking for excitement (as is often the case with Duros). Early in his wanderings, Ellor encountered a then-quite-young Talon Karrde, who convinced the naive young Duro to help him with a smuggling job.

Ellor's first smuggling adventure almost became his last, as an Interdictor cruiser appeared on their freighter's scopes shortly after picking up their load of Gylan spice. Realizing that they faced the death penalty, Karrde piloted the tiny freighter through a series of near-suicidal maneuvers that managed to shake off the startled pursuers long enough for a hasty micro-jump into hyperspace. Ellor, while terrified by the near-disastrous ending to the smuggling venture, was nonetheless exhilarated by the action and excitement. He has remained a smuggler to this day.

Ellor is tall and thin, with large eyes, no nose, and a thin slit of a mouth. He tends to wear green, padded tunics and baggy black trousers. He is extremely reckless, though his experiences with Karrde have helped temper his rashness with a little thoughtfulness. He still tends to jump into situations without knowing quite what is going on; it's just that he is much better at figuring out when things are beginning to go against him and then finding a way out of the situation. Karrde worries that Ellor's impulsiveness will someday cost the Duro his life.

• **Ellor**

Type: Duro Smuggler

DEXTERITY 2D+2

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

KNOWLEDGE 2D

Alien species 5D, business 5D, business: smuggling 8D+2, streetwise 6D

MECHANICAL 4D

Astrogation 6D+2, space transports 6D+2, starship shields 7D

PERCEPTION 2D+2

Bargain 5D, command 5D+1, con 6D, sneak 4D

STRENGTH 3D

Brawling 6D+2, lifting 6D+2, stamina 5D+1

TECHNICAL 3D+2

Space transports repair 5D+2

Character Points: 2

Move: 9

Equipment: Blaster pistol (4D)

Billey

Billey is something of a legend in the smuggling community. He is one of the oldest active smugglers: Billey has been a smuggler for nearly 60 years, a fact made even more impressive by the spectacular successes he has had. Billey's runs tend to make more profit than most independent shippers usually see in a year. Billey was thought to be a living good luck charm: a being who could work miracles in his freighter.

At least, he could, until a botched spice run crippled the grizzled smuggler. His ship's control systems were shot out by an Imperial customs vessel, and Billey's ship careened out of control into a cliff wall. Billey managed to eject — barely. The landing, however, caused severe internal injuries, including a broken spine.

Medical droids in the prison ward of the Goshyn Detention Center determined that the only way to heal Billey was to cybernetically implant a new spine and lung system. Billey, whose hatred of cybernetics was well known, categorically refused the treatment. Serving out his term on the penal asteroid, Billey grew increasingly frail.

Fortunately for his smuggling crew, his wits were as sharp as ever, and since his release from prison, he has been carefully planning and executing daring smuggling runs that have maintained his reputation, even though "he doesn't get around as well anymore."

Billey is an aging human, possibly of Corellian descent, though it is hard to tell. His face is deeply lined, and his gray hair sticks out wildly in several directions. He has a thick gray beard, a prominent nose, and piercing brown eyes. He is known as a stern shipmaster, tolerating no disrespect or incompetence. He is also known to be *very* grumpy.

Billey is physically weak and has can manage only minor movements with his arms and legs. He uses an old-fashioned wheeled chair to move around, refusing to utilize a more modern repulsorchair.

• **Billey**

Type: Smuggler

DEXTERITY 1D-

KNOWLEDGE 3D+2

Alien species 6D+2, bureaucracy 7D, business 6D, business: smuggling 9D, intimidation 8D+2, streetwise 9D+2

MECHANICAL 1D*

PERCEPTION 4D

Bargain 8D, command 8D, con 9D

STRENGTH 1D*

TECHNICAL ID*

Computer programming/repair 4D

* Due to injuries

Character Points: 5

Move: 5 (in chair)

Equipment: Rolling chair, datapad, comlink

Dravis

Dravis is typical of many modern smugglers: young, ambitious and talented. While he is still somewhat reckless (and a bit less streetwise than many of his older smuggling compatriots), he is a valuable asset to Billey's smuggling crew.

Dravis began his career as a starfighter pilot, graduating from the Imperial Academy with honors. His father, a decorated fighter pilot himself, expected Dravis to join the Imperial Navy, hoping that his son would become a member of the infamous Scimitar Wing assault group.

Dravis had other plans. Somehow, and he refuses to reveal exactly how, he wound up stealing a *Lambda*-class shuttle from the Academy and fled to the Outer Rim Territories. A persistent rumor cites a Corellian female, an irate father and something called "DL-44 nuptials" as the major causes of Dravis's flight. Eventually, Dravis met and was hired by Billey, who recognized the youngster's piloting ability and enthusiasm.

Dravis is of medium height, with a muscular build. He has short brown hair. He is fairly nondescript, which is an asset when he needs to blend into a crowd to avoid Imperial "entanglements." He tends to wear brown flight fatigues (similar to those favored by New Republic pilots), and a bantha-hide flight jacket. He is quick with a joke, hot-tempered and energetic, though his energy does not quite make up for his lack of experience.

- **Dravis**

Type: Smuggler

DEXTERITY 3D+1

Blaster 5D, dodge 5D+2

KNOWLEDGE 2D+1

Streetwise 3D+2

MECHANICAL 3D+2

Astrogation 6D, hovervehicle operation 6D, repulsorlift operation 6D, space transports 7D, starfighter piloting 5D, starfighter piloting: TIE 9D+1, starship gunnery 6D+1, starship shields 6D+2

PERCEPTION 3D

Hide 5D, sneak 5D

STRENGTH 3D

Brawling 6D

TECHNICAL 2D+2

Space transports repair 6D+2

Character Points: 12

Move: 10

Equipment: Blaster pistol (4D), macrobinoculars, medpac, false IDs

Mazzic

Very little is known about the smuggler Mazzic, and that appears to be just the way he likes it. Mazzic is well known for his suspicious nature and distrust of anyone

outside his organization. He has managed to cover his tracks very well in the past.

Lately, he has become more reckless. After the death of his friend — the Gotal smuggler Lishma — at the hands of the Empire, Mazzic has become very determined to make the Empire think twice about interfering with him or his friends. This anger prompted Mazzic and some other members of the smuggling community to stage an assault on the Bilbringi shipyards. They managed to destroy an Imperial Star Destroyer that was under construction.

While Mazzic is a very good smuggler, an excellent pilot and a respected leader, he is still, at heart, a poor strategist. This newfound dislike of the Empire has not sharpened Mazzic's tactical edge, though. If not for the timely intervention of Talon Karrde, Mazzic could well have died at Bilbringi.

Mazzic's background is something of a mystery. He readily admits that he is a Corellian, though he refuses to elaborate upon the reasons for his departure from his homeworld. It is known that at one time Mazzic was an "honest" businessman, running regular, official cargo for the Empire. At some point, the Empire double-crossed him, and a friend of his was murdered. There is some speculation that the murdered "friend" was really Mazzic's wife.

He began running legitimate cargo in the Corporate Sector, hoping to escape the influence of the Empire. Unfortunately, the Corporate Sector Authority was not much better than the Empire. In time, Mazzic began running "unofficial" cargo. At one point, Mazzic apparently ran guns to contract laborers and even helped to extract these contract workers from their work camps, barely escaping pursuing Authority cruisers. He denies all of this, however, preferring to shroud his murky past in a cloud of rumor, conjecture and mystery.

Shortly after discovering the profits to be had in smuggling, he migrated back to Imperial space and began illegally shipping goods in earnest. His success at evading Imperial customs officials and other official "entanglements" is near legendary, and is one of the reasons that Talon Karrde contacted Mazzic to join the anti-Imperial group he was forming.

Mazzic is a tall, muscular Corellian, with long black hair that falls to his shoulders. He usually wears a skintight black flight suit, a heavy blaster pistol on his right hip, and a short black cloak. He is a no-nonsense, forthright individual, who has no tolerance for deception. He is deeply suspicious of the Empire, though he is not above running goods for it: the idea of collecting money from the Empire he so despises appeals to Mazzic.

- **Mazzic**

Type: Smuggler

DEXTERITY 3D+1

Blaster 6D+1, dodge 6D+2, melee combat 6D+2, running 5D+2

KNOWLEDGE 2D+1

Alien species 3D+1, bureaucracy: Imperial Navy 4D, languages 4D, planetary systems 6D+2, streetwise 8D, value 8D

MECHANICAL 3D+2

Astrogation 7D, sensors 6D+2, space transports 7D+2, starship gunnery 6D+2, starship shields 6D+2

PERCEPTION 3D

Bargain 5D*2, con 6D, forgery 6D+2, gambling 4D+2, persuasion 5D, search 5D, sneak 5D+2

STRENGTH 3D

Brawling 6D, stamina 6D+2

TECHNICAL 2D+2

First aid 5D+2, repulsorlift repair 6D+2, space transports repair 6D+1, starship weapon repair 5D+2

Force Points: 1

Character Points: 4

Move: 10

Equipment: Heavy blaster pistol (5D), comlink, *Distant Rainbow* (modified space yacht), *Raptor* and *Skyclaw* (modified fighters)

Shada

Shada is an extremely attractive human female that many people believe is Mazzic's current love interest. Shada is constantly on hand, even during business meetings. Most smugglers perceive her as little more than a vacuous and decorative trinket the smuggler enjoys having on hand.

Shada is, in fact, Mazzic's bodyguard. The young woman is highly trained in a variety of martial arts and has repeatedly proven her worth. Mazzic hired her for reasons known only to himself and Shada.

Shada is a member of a mysterious sect, the "Mistryl shadow guards." She refuses to acknowledge her affiliation with the group. She does not discuss the matter even with Mazzic, claiming that to reveal too much about the Mistryl would break an oath of secrecy. The Mistryls are considered little more than myth, and there are quite a few wild speculations about the group of female warriors.

The Mistryls are an enigmatic group of women warriors from an unknown planet, a world stamped into submission under the heel of the Empire. The Mistryls banded together to force the Empire to deal with their planet fairly, in the name of justice. Unfortunately, the group — indeed their entire planet — has insufficient resources to combat the Empire. As a result, the Mistryls have begun hiring themselves out as mercenaries. They are rumored to take any job they are offered, no matter how distasteful, as long as that job does not serve the Empire's interests in any way.

Shada enjoys her position as Mazzic's bodyguard. Initially, many of Mazzic's crew members didn't take her seriously. She once made an example of one of Mazzic's outlaw-techs when he pinched her: the tech was in a neural reconstruction facility for nearly a month. Ever since the incident, there have been no further "indiscretions" on the part of Mazzic's crew.

It is unknown whether Shada is still a Mistryl hired to guard Mazzic, or if she deserted the group for her own reasons. It is possible that one of Mazzic's ships was a Mistryl warship that Shada stole, but no one really knows for sure.

Shada is a strikingly beautiful human female, with long black hair that she usually wears pulled up and

held in place with a number of lacquered zenji needles. The needles are not merely for hair-styling purposes; in combat Shada can hurl these with deadly accuracy, and with sufficient force to crack even some forms of battle armor.

- **Shada**

Type: Mistryl Shadow Guard

DEXTERITY 4D

Blaster 5D+2, dodge 6D, dodge 6D+2, melee combat 8D+2, melee parry 7D, thrown weapons: zenji needles 9D+2

KNOWLEDGE 3D

Alien species 6D, languages 6D, streetwise 9D, survival 5D+2

MECHANICAL 2D+2

Beast riding 5D+2, space transports 5D+2, starship gunnery 7D

PERCEPTION 4D

Hide 7D, search 7D, sneak 7D

STRENGTH 3D

Brawling 6D, brawling: martial arts 7D+2

TECHNICAL 3D+2

Computer programming/repair 6D+2, first aid 5D+2

Force Points: 2

Dark Side Points: 1

Character Points: 14

Move: 12

Equipment: Selection of false IDs, hold-out blaster (3D), 15 zenji needles (STR+3D+1 when used with the *thrown weapons: zenji needles* specialization, otherwise STR+1D)

Clyngunn the ZeHethbra

Clyngunn the ZeHethbra is well known in smuggling circles. He operates a small freighter in the Outer Rim Territories. He is unusual for a smuggler in that his ship is completely paid for and he consistently makes money. Clyngunn has been a profitable operator for almost two decades, mainly because he maintains a low profile. Smugglers who advertise their good fortune lose it, in his view. He prefers to operate alone, ostensibly to cut down on overhead, though privately he admits that he generally does not like other smugglers. Trustworthiness is a trait that most ZeHethbra value and smugglers are, at best, an untrustworthy lot.

Clyngunn tends to shy away from all matters political and prefers to keep his contact with other smugglers to an absolute minimum. That he has joined Talon Karrde's group underscores the menace the Empire represents to the smuggling community.

Clyngunn began his career as an athlete, oddly enough. Clyngunn was the chief competitor for the ZeHethbra team in the much-publicized Stratis Games of Hallrin IV. Clyngunn's particular event was the Multi-Sentient Unarmed Combat Rounds, a regulated form of multi-species combat. Clyngunn won the highest honors in his class, and still holds the record for most sentients defeated in a single round.

Clyngunn was somewhat disenchanted after leaving athletic competition, and with a large amount of ready cash at his disposal, was willing to try just about anything to stave off boredom. A friend suggested that he buy a ship, and travel the galaxy a while to "find himself." Clyngunn purchased a star yacht and visited several tourist planets. However, he was steadily grow-

ing more and more bored. On a whim, he traveled to the Outer Rim Territories, and that was where he met his first smuggler, Billey. Clyngunn realized that smuggling might help keep him busy enough to cure his malaise.

Trading in his star yacht for a freighter, he spent a sizable amount of his sports gratuities to customize the ship. He augmented the ship's speed and armament and added sensor shielding for a number of compartments. His career as a smuggler had begun.

Initially, Clyngunn ran spice and guns for Billey, but eventually tired of working for someone else and began to operate as an independent. His reputation as a combat champion has helped dissuade the "unethical" members of the smuggling profession from interfering with him. One of the more interesting anecdotes concerning the effects of Clyngunn's fame involved a customs boarding party. The squad leader, an amateur athlete himself, recognized Clyngunn and was so honored to receive Clyngunn's autograph that he "overlooked" the smuggled *chav* wine on board. Clyngunn's fame in sporting circles has diminished, as he has not competed for nearly a decade, though he is surprised at how many people still remember him. While he is good-natured about his "fame," he realizes that it is a detriment to his smuggling activities.

Clyngunn is a ZeHethbra, a species of furred, muscular humanoids. His main coloring is black and he has a wide stripe of white fur-beginning at the bridge of his nose and running down his back. He has large fangs and claws, and can exude a powerful pheromone capable of rendering those around him unconscious. He wears blue cloaks and tunics, and black bantha-hide slacks. Clyngunn is quick to anger, capable of wreaking considerable havoc on his opponents.

• Clyngunn the ZeHethbra

Type: ZeHethbra Smuggler

DEXTERITY 2D+2

Blaster 5D+2, brawling parry 10D+2

KNOWLEDGE 2D+1

Alien species 4D, business 6D+2, intimidation 6D+2, streetwise 6D+1, willpower 5D+2

MECHANICAL 3D+1

Astrogation 7D+2, communications 4D+1, repulsorlift operation 6D+2, sensors 6D+1, space transports 6D, space transports: Lady *Sunfire* 8D, starship shields 6D+1

PERCEPTION 2D

Con 5D, persuasion 6D+1

STRENGTH 4D

Brawling 9D, climbing/jumping 7D, lifting 8D, stamina 6D+1

TECHNICAL 3D+2

Security 5D+2, space transports repair 6D+1

Special Abilities:

Spray: ZeHethbra can project a stinging spray that can blind and stun those within a three-meter radius. All characters within the rangemust make a Difficult *willpower* roll or take 5D stun damage; if the result is wounded or worse, the character is overcome by the spray and collapses to the ground for one minute.

Character Points: 11

Move: 11

Equipment: Heavy blaster pistol (5D), forged personal IDs, forged ship IDs, datapad, *Lady Sunfire* (modified freighter)

• Balig

Type: Smuggler

DEXTERITY 3D+1

Blaster 5D, dodge 5D+1, vehicle blasters 7D

KNOWLEDGE 2D+1

Streetwise 5D+1

MECHANICAL 3D+2

Sensors 5D+2, space transports 4D, starship gunnery 8D+1

PERCEPTION 3D

STRENGTH 3D

TECHNICAL 2D+2

Starship weapons repair 7D+2

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad, weapons repair toolkit

Capsule: Balig joined Talon Karrde's crew as a gunner aboard the *Wild Karrde*. While he is still rather young, he exhibits great skill with the ship's weapons. He is extremely verbose, always telling amusing anecdotes to anyone and everyone who will listen, even during heated combat (though Karrde often rebukes him for it).

Balig is short, blond and slender. He wears standard flight coveralls and high spacers' boots. He usually wears a blaster pistol in a cross-draw holster.

• Griv

Type: Rodian Smuggler

DEXTERITY 4D+1

Blaster 5D+2, blaster: heavy blaster pistol 6D, blaster: blaster rifle 6D+2, dodge 6D+1

KNOWLEDGE 2D+1

Law enforcement 6D, streetwise 6D+2

MECHANICAL 2D+2

Beast riding 5D, hover vehicle operation 6D, repulsorlift operation 5D+2

PERCEPTION 3D

Con 5D+2, forgery 6D, hide 6D+1, investigation 6D+1, search 5D+2, sneak 6D

STRENGTH 3D+1

Brawling 5D+1

TECHNICAL 2D+1

First aid 5D+2

Move: 10

Equipment: Hold-out blaster (3D), blaster pistol (4D), blaster rifle (6D), comlink, datapad, 4 medpacs

Capsule: Griv is a Rodian and a former law enforcement officer on a Rodian colony world. He is currently a "weapons man" for Talon Karrde. Karrde, recognizing that he can not out-think all opposition, hired Griv because of his ability with blasters and uses him in conjunction with Fein as long distance weapons cover in suspicious situations.

Griv wears a light brown tunic and black spacer's vest, with dark brown slacks and boots. He always carries two blasters, and his rifle is seldom out of reach. He is also well-versed in human first aid, and has proven a useful medic.

• Fein

Type: Merc

DEXTERITY 3D+2

Blaster 7D+2, blaster: blaster rifle 9D, dodge 4D+1, melee combat 5D+1, melee parry 5D

KNOWLEDGE 2D+2

Alien species 7D, bureaucracy 5D+1, business 6D, intimidation 5D, streetwise 5D+1

MECHANICAL 2D+2

Astrogation 6D+2, repulsorlift operation 7D+2, space transports 7D, starship gunnery 6D+2, starship shields 6D+1

PERCEPTION 2D+1

Chapter Five: The Fringe

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

STRENGTH 3D+2

Brawling 7D

TECHNICAL 3D

Move: 10

Equipment: Blaster rifle (6D), heavy blaster pistol (5D), macrobinoculars, comlink

Capsule: Fein is another of Karrde's weapons specialists. Recruited by Karrde from a swoop gang in the Outer Rim Territories, Fein has since grown into a valued member of Karrde's crew. His skill with a rifle has saved the smugglers from death on a number of occasions, including the Imperial attack on the Whistler's Whirlpool on Trogan.

Fein is extremely dangerous; he is efficient and deadly with his weapon. He is not very popular with his fellow smugglers because of his cold, almost clinical, detachment. He rarely speaks, and when he does it is because he has something rather nasty to say. Despite his abrasive nature, he is well respected and appreciated.

- **Lishma the Gotal**

Type: Gotal Smuggler

DEXTERITY 2D+2

Blaster 3D+2, dodge 4D+1, melee combat 5D+1, melee parry 5D

KNOWLEDGE 2D+2

Alien species 7D, bureaucracy 5D+1, business 6D, streetwise 5D+1

MECHANICAL 2D

Astrogration 6D+2, repulsorlift operation 7D+2, space transports 7D, starship gunnery 6D+2, starship shields 6D+1

PERCEPTION 4D

Bargain 6D, command 6D, con 7D+2, forgery 6D+1, persuasion 4D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Special Abilities:

Energy Sensitivity: Gotals receive +3D to *search* in wide open areas.

Mood Detection: Gotals can read the moods of others.

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D bonus when rolling initiative against non-Gotal opponents.

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad

Capsule: Lishma the Gotal made a reputation for himself] by his sheer single-minded determination. Anyone who disputed him was stepped on as quickly as possible, as hard as possible. While he was more than a little *cantankerous*, his insight into most matters concerned with smuggling was quite keen.

Lishma was killed in an Imperial ambush during the first meeting of what would become Talon Karrde's smuggler coalition. It is ironic that the Gotal was killed; he did not think opposing the Empire was a wise idea.

Chapter Six

Planets

Defining the Galaxy

From the datapad journal of Voren Na'al, former Director of New Republic Council Research (retired). This report was prepared shortly after the destruction of Mount Tantiss.

The galaxy contains hundreds of billions of stars, and countless millions of inhabited worlds. At the height of its power, the Old Republic governed a million worlds, yet millions of systems remained unclaimed, unmapped and unknown. The Empire expanded that territory, pushing relentlessly into the unknown portions of the galaxy.

During Thrawn's campaign, three-quarters of the known systems were aligned, however marginally, with the New Republic. The Empire controlled barely one-quarter of its original territory. Beyond these regions, the unknown waited patiently to be discovered and drawn into one of the galactic unions.

For a more precise organizational structure, the Old Republic created "sectors." Originally a sector was an area of space with approximately 50 settled systems, but now, as the galactic population has increased and more settlements have been established over the centuries, a sector rarely resembles the standard textfile definition.

The regions described below have figured prominently in galactic events since the fall of the Emperor. It is by no means an exhaustive list of every region within the Republic or the Empire.

The Core

The most-densely populated region of the Known Galaxy is the Core. From the Core systems, the first galactic government spread outward, and the Core grew. Like the hub of a wheel, the Core was the center from which its inhabitants spiraled into more and more of the galaxy, opening new trade routes, discovering new intelligent species, and colonizing new worlds. Today, most of the Core systems fall under the jurisdiction of the New Republic. The Core contains Coruscant, which has served as the center of government for

countless centuries. It was the capital of the Old Republic and of the Emperor's New Order. Now the planet is the seat of government for the New Republic.

The Outer Rim Territories

The Outer Rim Territories is one of many regions surrounding the Core region. This area has been considered the galaxy's frontier since it was first opened to settlers during the days of the Old Republic. At the height of the Empire, it was a backwater region, good for nothing but exploitation. Today, the Territories are still wilder and less tamed than the Core systems, but few of them can truly be considered frontier anymore.

The Territories are still recovering from the Empire's pillaging: worlds were strip-plundered, civilizations were ransacked for technological secrets, and species were enslaved. Most of the Rebellion's support came from this and other outlying portions of the galaxy, where Palpatine's atrocities could be conducted in relative secrecy and at almost no risk of raising the ire of the Core systems.

Wild Space

Wild Space is today's true frontier. Previously considered part of the Unknown Regions, Wild Space had been opened to exploration as one of Emperor Palpatine's last acts. Grand Admiral Thrawn was charged with taming the wilderness. Wild Space nominally falls under the current Empire's command, but much of it remains wild and free — and the Empire is too busy at this time to force its subjugation.

The Unknown Regions

The Unknown Regions are beyond even Wild Space, and is a general term that refers to the areas of the galaxy that remain unexplored. Few have ventured into this unknown area. Both the Old Republic and the Empire have made attempts to explore these vast regions, but neither met with more than marginal success.

There are also unknown regions within the borders of the New Republic and the Empire. A few are known to

fringe society groups, the Republic and even the Empire, but for whatever reason they remain hidden from the general populace and appear in no official logs or astrogation charts.

Borderland Regions

One final region deserves mentioning, though it is not an "official" area of the galaxy. It appears on no star maps, but the area exists nonetheless. The Borderland Regions is a militarized zone separating the New Republic from the Empire. It is a disputed area, controlled by neither the Republic nor the Empire, but strongly influenced by both. The Borderland Regions cover a huge volume of space. Most of the systems within this region have decided to stay neutral until one of the forces takes permanent control. The day-to-day battles of the continuing Galactic Civil War are fought here.

Abregado-rae

Abregado system sits along the Republic side of the Borderland Regions. A complicated manufacturing infrastructure links the entire system. This manufacturing center is of paramount importance to the New Republic.

The Gados maintain a number of space ports, including the one at Abregado-rae. During the height of the Empire, Abregado-rae Spaceport had a terrible reputation for a facility in the Core, and was often compared to primitive facilities in the Outer Rim Territory ports like Tatooine's Mos Eisley. Today, smugglers from the old days would hardly recognize the place, for civilization has come to Abregado.

Abregado-rae, for instance, has a bright, painfully clean cityscape rising over the landing pits of its spaceport. But no amount of cleanliness or polished metal can eliminate the wild air which hangs over every spaceport. It is the air of mixed cultures and species coming together in one place before moving back into the stars.

For all its new look, Abregado-rae still has a number of its old smuggler stomping grounds. The LoBue is one such establishment. A small, windowless building snuggled between two older structures, only a single wooden plank with the word "LoBue" written upon it in Basic announces the place to potential customers. Its clientele usually comes from the fringe groups, who come for companionship, drink, and gambling on the sabacc tables.

Just prior to Thrawn's campaign, smugglers brought food and medicine to a clan of people living in the hills beyond the spaceport. They have refused to join the system's new government, stating they only want to be left alone to continue their way of life. The government, anxious to solidify its hold on the system, decided to make an example of the clan. It has cut off trade with the hill people, including trade of such necessary items as food and medical supplies, until they agree to fall into line.

Among the smugglers who provided relief to the clan was Talon Karrde and his organization. On a trip to the planet, Karrde's associate Fynn Torve had his ship, the *Etherway*, impounded for suspected smuggling (he had fortunately, already delivered his cargo). Han Solo agreed to use his New Republic connections to get the ship released as soon as possible.

- **Abregado-rae**

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type 1 (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Hills

Length of Day: 23 Standard Hours

Length of Year: 349 Local Days

Sapient Species: Gados, humans

Starport: Standard Class

Population: 40 million

Planet Function: Manufacturing, trade

Government: Repressive Bureaucracy (New Republic Allied)

Tech Level: Space

Major Exports: High tech, mid tech

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

Berchest

Berchest is one of the larger trade worlds in Anthos sector. Anthos sector is situated well behind Imperial lines, and despite its proximity to Imperial rule, a thriving illicit smuggling trade has flourished there. Rather than travel from remote bases in the Outer Rim Territories, many smugglers and other dubious "merchants" find it useful to have a staging area near their prospective markets.

Anthos sector contains a number of systems ideal for smugglers, as a planetary collision thousands of years ago has left an unusually high frequency of radioactive and sensor-fouling material on or near many of the major trade routes. While these routes are by no means easy to navigate, they are preferable to dealing with Imperial customs and military vessels. As a result, many of the more adept (or foolhardy) smugglers ply their trade in the Anthos sector.

Since the very early days of the Old Republic, Berchest has been hailed as a planet of extraordinary beauty. Berchest's seas, in particular the magnificent red-orange sprawl of the Leefari Sea, are composed of a particularly strong saline solution, and powered by the strong tides created by Terhaari (Berchest's sole moon), the seas have had a profound effect on the rocky planet, creating huge crystal deposits on Berchest's shores. These crystals — sometimes several kilometers in diameter — have been painstakingly carved into actual cities by the Berchestian artisans. In fact, "citysculpting" is a highly respected and cherished Berchestian art form.

Unfortunately, the Clone Wars and the rise of the Empire severely cut into Berchest's tourist trade. The Berchestians have been forced to find alternative sources of income to fuel their economy. Fortunately,



the tourist trade helped establish a number of lucrative trade routes that passed near the planet. While Berchest is far from being the largest trade nexus in the galaxy, it is busy enough to foster excellent economic growth.

Currently, Berchest is under the rule of Imperial Governor Staffa, a former smuggler who has somehow conned his way into a position of power in the Berchestian government. A large amount of off-world traffic passes through Berchest, though it is monitored by the Empire. The Imperial presence has made itself felt more recently, during the New Republic's search for Imperial clone traffic; Berchest was one of the many false shipping routes Thrawn used to keep his enemies occupied.

- **Berchest**

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

Terrain: Crystal coasts, plains, mountains, forests
Length of Day: 21 standard hours
Length of Year: 381 local days
Sapient Species: Berchestians (N), Bimmisaari, humans, Gotal, Rodians, wide variety of other aliens
Starport: Stellar class
Population: 3 billion
Planet Function: Trade
 Government: Imperial Governor
 Tech Level: Space
Major Exports: High technology, mid technology, warehoused cargoes, native crystalline art
Major Imports: Shipped cargoes, tourism

Calius Saj Leeloo

Calius Saj Leeloo, the City of Glowing Crystal, is the premier tourist attraction of the planet Berchest. Carefully carved from the planet's largest crystal deposit, Cali is breathtaking in its beauty. At sunset, the crystal city seems to shine with otherworldly brilliance, radiating a deep red hue that is renowned throughout the galaxy.

Perhaps the most famous structure in Cali is the Sanctum Arcti, the gathering house for the Berchestian world-religion. The Berchestians value the art of citysculpting above any other skill, and the Sanctum Arcti has become a huge conclave of the planet's best sculptors and artisans. The Sanctum houses over 2,000 scholars and artisans who are constantly planning and overseeing the creation of new architectural sculpture designs.

The Sanctum Arcti stands almost a full kilometer tall and covers nearly three square kilometers. Virtually every centimeter on the building's surface is elegantly sculpted. Positioned for maximum sun exposure, and specially tinted to subtly alter coloration, the building shines brighter and more stunningly than any other structure on Berchest.

Currently, Imperial troops patrol the city regularly. The Berchestians themselves espouse no particular political view and tend to keep to themselves, avoiding attracting Imperial attention. Still the Berchestians prefer peace and free trade above all else; after all, many of their best customers are not Imperials.

Governor Raccyx Staffa

Governor Raccyx Staffa is rather unusual for an Imperial governor: he used to be a fair smuggler. While he was never a great success, Staffa was a shrewd businessman, and when he "retired," he still had wealth, property and friends — a rare commodity for a smuggler.

Staffa had often visited Berchest and was always struck by the planet's scenic beauty. In fact, he would often joke with his fellow smugglers that someday he would retire and enter Berchestian politics.

The specifics of Staffa's installment as Imperial Governor of Berchest are murky at best. Many suspect he bribed his way into power, while others believe he applied for the position and simply murdered the other candidates.

In truth, Staffa himself is a bit surprised about his current position. After retiring to Berchest, he realized that he truly loved the planet and its people, and he legitimately desired to make their lives better. He entered into politics, and was elected as a member of the Berchestian Council.

Then he discovered the Imperial governor's habit of taking kickbacks from wanted smugglers passing through Berchest. Gathering evidence of the governor's impropriety, Staffa blackmailed him into "early retirement," and forced the Imperial to recommend him for the governorship. To his amazement, his plan actually seemed to work.

Falling back into his smuggling habits, Staffa realized that the governorship was an effective position from which to embezzle and blackmail, and all opposition to his rule soon faded. He contacted a number of his smuggler acquaintances, including Talon Karrde, and set up an "informal taxation system" whereby Staffa allowed the smugglers to operate on Berchest — for a cut.

Staffa believes that his illegal activities have escaped Imperial notice. He is mistaken, and the main reason that he is allowed to operate (other than the fact that he is a surprisingly good administrator) is that his ties to the smuggling community may help Imperial Intelligence root out some of the more troublesome members of the fringe.

Staffa is a short, overweight human, with thinning brown hair and a handlebar mustache. He generally wears loose-fitting tunics and robes of good quality. He rarely carries a sidearm these days; his personal guards are Imperial stormtroopers.

• Governor Raccyx Staffa

Type: Imperial Governor

DEXTERITY 2D+2

Blaster 4D, brawl parry 5D+2, dodge 5D

KNOWLEDGE 3D+2

Alien species 5D+2, bureaucracy 6D, business 4D+2, business: exports 7D+2, business: smuggling 6D+1, streetwise 5D

MECHANICAL 2D+1

Astrogation 4D+1, ground vehicle operation 3D+1, hover vehicle operation 3D+1, repulsorlift operation 4D+, space transports 4D

PERCEPTION 4D

Bargain, 6D, command 8D, con 7D, forgery 7D+2, investigation 5D

STRENGTH 2D+2

Stamina 4D+2

TECHNICAL 2D+2

Character Points: 8

Move: 10

Equipment: Comlink, Imperial ID, pouch, 5,000 credits

Bespin

The Bespin system is located near the Corellian Trade Spine, at the head of the Ison Corridor. The Trade Spine draws a great deal of traffic to the system, in particular to the Cloud City mining colony.

Bespin itself is a gas giant, with three layers: one of clouds, one of liquid metal rethen, and a metal core. The spectacular colors of the planet make it a beautiful place to visit.

Bespin is predominantly a mining colony. Cloud City, a monument to repulsorlift technology, maintains a position over the gas giant, and mines the Tibanna gas from the atmosphere of Bespin. While a significant portion of Bespin's atmosphere would be considered harmful to most life-forms, there is a "Life Zone" that exists roughly 150 kilometers below the outer border of the atmosphere.

Bespin has, of late, been under Imperial control since the departure of Lando Calrissian. For a brief period, Imperial occupation of Cloud City ended, and the garrison that Darth Vader had ordered in place had been recalled. On the orders of Grand Admiral Thrawn, a new garrison has been installed, and the Empire has raided the supplies of Tibanna gas that were stored aboard the floating city.

• Bespin

Type: Gas Giant

Temperature: Temperate (in the Life Zone)

Atmosphere: Type I (breathable) in the Life Zone

Hydrosphere: Moist (in the Life Zone)

Gravity: Standard (in the Life Zone)

Terrain: Gas Giant

Length of Day: 12 standard hours

Length of Year: 14 standard years

Sapient Species: Humans, Ugnaughts

Starports: Imperial Class (restricted to military use only)

Population: 4 billion

Planet Function: Tibanna gas mining, former gambling resort

Government: Imperial Governor

Tech Level: Space

Major Exports: Spin-sealed Tibanna gas

Major Imports: Foodstuffs, mid tech, high tech

Bilbringi

The Bilbringi system is devoid of life, consisting of rocky worlds rich with heavy metals. The Bilbringi system has little of interest in it save the Bilbringi shipyards, a large, heavily defended facility used for the construction of Imperial warships. The shipyards were created at Bilbringi because of the system's proximity to Imperial convoy routes and the preponderance of available metals and ores. The shipyard's main control facility was constructed on Bilbringi VII, a medium sized planetoid that maintains a monotonously regular orbit around its sun.

The shipyard facilities themselves are orbital platforms that circle the planetoid, and are constantly monitored by the installation's security systems. The orbital platforms are used for virtually every stage of starship construction: there are open dry-docks for the overhaul of hyperdrive engines, heavy lifting platforms, a work area for the construction of space vessel superstructures, and even a firing platform to fine-tune a new ship's weaponry. Overall, the Bilbringi shipyards are an impressive and efficient facility for the Imperial Navy.

Unfortunately, the very size of the shipyards makes them vulnerable to attack. In recent weeks, successful attacks against the Empire have been made by both the New Republic and members of Talon Karrde's smuggler

coalition. The smugglers Mazzic and Ellor were successful in destroying a nearly completed Imperial Star Destroyer, an act of revenge for the slaying of the Gotal smuggler Lishma. Within a matter of days, the New Republic launched an attack on the shipyards in hopes of procuring a Crystal Gravfield Trap array. A sizable portion of the installation was destroyed during the attacks.

General Drost, the Imperial officer in charge of Bilbringi's security, has been removed from command. Shortly after the smuggler attack on Bilbringi, Admiral Thrawn allegedly gave the beleaguered officer a last chance to improve security procedures for the shipyards. As the New Republic attack indicated, Drost's revisions to security procedures were, to be polite, ineffective.

Currently, the defenses of the Bilbringi shipyards have been effectively removed. The Golan II battle platforms and shield generators that protected Bilbringi were damaged beyond repair. The shipyards have since been abandoned. The New Republic, realizing that the shipyards were too exposed to continue as a military dockyard, simply scavenged what equipment and material remained. The loss of Bilbringi is a major blow to the Imperial shipbuilding effort.

• **Bilbringi**

Type: Asteroid Belt
 Temperature: Frigid
 Atmosphere: None
 Hydrosphere: Arid
 Gravity: None
 Terrain: Asteroids, shipyards
 Length of Year: 830 standard days
 Sapient Species: Humans, wide variety of other species
 Starports: Imperial Class (restricted to Imperial military use)
 Population: 12 million
 Planet Function: Shipbuilding
 Government: Imperial Moff
 Tech Level: Space
 Major Exports: Imperial warships
 Major Imports: Foodstuffs, mid tech, high tech, raw materials

Bimmisaari

It has been said that the world of Bimmisaari specializes in "fur and moving plants." Waving trees cover the world's surface, constantly swaying even when no wind blows. In fact, these asaari trees can move their leafy branches of their own accord, though their roots are firmly anchored in the planet's soil.

The planet's intelligent inhabitants, beings who call themselves Bimms, are governed by a planetary council. Members of the council are referred to as Law Elders. The planetary council meets in the Tower of Law, a fairly modest building connected to a somewhat taller marketplace. The Tower of Law was built on its spot because the area was already a common crossroad. The tower rooms are filled with wall-size tapestries decorated with scenes from the Bimms' favorite stories. The upper levels of the tower have been turned into a museum of sorts, and items dating back to the

middle era of the Old Republic can be found there.

The marketplace is a three-level dome without sides and just a hint of a roof. The design reflects the Bimms' preference to be in the open air as much as possible. The roof can be extended to cover the dome framework when the weather turns bad. The marketplace has existed in one form or another for more than two hundred years.

Bimms love to shop and haggle, and the marketplace is always crowded with a sea of yellow-clad beings. Since the Battle of Endor, the planet has also become a favorite stopover for shoppers from all over the galaxy. Now that it has become a major center of trade, the New Republic is determined to set up relations and even an alliance with the world. The council of Bimmisaari is just now opening negotiations to join the New Republic. The planet had been a nominal member of the Old Republic, but it withdrew when the galactic government became too corrupt for the Bimms' tastes. Luckily, the planet was far from the Core and its people were considered mostly useless, and therefore left alone by the Empire. Except for a few occasions, the Bimms escaped the horrors and tyranny inflicted on the rest of the galaxy.

During a diplomatic mission to Bimmisaari, Princess Leia Organa Solo and her party were ambushed by an unknown species of attackers who were later identified as the Noghri.

• **Bimmisaari**

Type: Terrestrial
 Temperature: Temperate
 Atmosphere: Type I (Breathable)
 Hydrosphere: Moderate
 Gravity: Standard
 Terrain: Forests, plains
 Length of Day: 26 Hours
 Length of Year: 302 Local Days
 Sapient Species: Bimms (N)
 Starport: Standard Class
 Population: 28 million
Planet Function: Homeworld, trade
 Government: Planetary Council (Independent)
Tech Level: Space
 Major Exports: Luxury Goods
 Major Imports: High tech items

Bpfassh

Bpfassh system, a member of the New Republic, was the target of a three-pronged Imperial attack shortly before the incident at Sluis Van. In fact, the multi-edged attack into New Republic territory was a setup for the real raid in nearby Sluis Van. The Imperials attacked with a five-ship task force — five Imperial Star Destroyers under the command of Grand Admiral Thrawn. The mission was a simple hit-and-fade using Star Destroyers. Such a tactic was both highly unexpected and highly successful. It was a tactic Thrawn had practiced a few months past in Draukyze system.

The Imperials attacked only to frighten and hurt, not to obliterate. They hit three systems at the same time—

Bpfassh and its two neighboring systems (both have names unpronounceable to humans). Besides the systems' proximity, they were all part of the Sluis sector. They wanted Bpfassh to call for help from the nearby Sluis Van Shipyards. Help which would provide the Empire with an opportunity to steal a fresh supply of badly-needed starships.

The main body in the system is a double planet orbited in turn by a complicated system of moons. The twin planets take the name of the star (as is often the case throughout the galaxy), calling themselves Bpfassh. The planet and its moons were badly trashed by the Imperial attack, as were those locations hit in the neighboring systems. The attack caused a lot of damage, but surprisingly few deaths. A recovery program, sponsored by the Republic, is currently underway.

Bpfasshi do not like Jedi. During the Clone Wars, a group of Bpfasshi dark Jedi wreaked havoc before being stopped. Some of these dark Jedi escaped, however, spreading terror throughout Sluis sector. One such Jedi got as far as Dagobah before being put down. Rumors that a new dark Jedi has surfaced on the side of the Empire has Bpfasshi representatives petitioning the New Republic for protection in case that Jedi decides to visit their system.

- **Bpfassh**

Type: Double planet
Temperature: Temperate
Atmosphere: Type II (Breath Mask Suggested)
Hydrosphere: Dry
Gravity: Standard
Terrain: Barren desert
Length of Day: Variable due to double planet
Sapient Species: Bpfasshi
Starport: Standard Class
Population: 50 million
Planet Function: Homeworld, mining, natural resources
Government: Representative Council (New Republic Administered)
Tech Level: Space
Major Exports: Metals, natural resources
Major Imports: High tech, mid tech

Chazwa

During Thrawn's campaign, the Chazwa system fell back under restrictive Imperial control. While a garrison has been in place on the planet Chazwa for years, Imperial efforts at controlling the system have been half-hearted at best. After Grand Admiral Thrawn assumed control over the Empire, discipline was reinforced, even for rear echelon troops like those on Chazwa.

Chazwa has recently been used as a central shipping point for Imperial war supplies, troops and information. While a number of smuggling and legitimate freight shipping operations run through Chazwa, the Imperial presence has forced these operators to move very carefully because Imperial smuggling penalties are quite severe.

The Imperial garrison on Chazwa was upgraded to

full operational status, receiving a new complement of troops, including some cloned stormtroopers, and the Interdictor cruiser *Rampart* has been assigned to the system to reduce smuggling in the area.

The planet is medium-sized and orbits a small white-dwarf star. It is habitable for humans and a number of other alien species, with a mild climate and weather and a moderate amount of natural resources.

- **Chazwa**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains
Length of Day: 26 standard hours
Length of Year: 369 local days
Sapient Species: Humans
Starports: Stellar Class
Population: 3.5 billion
Planet Function: Trade, manufacturing
Government: Imperial Governor
Tech Level: Space
Major Exports: Information, agriculture products, mid technology
Major Imports: Foodstuffs, medicine

Coruscant

Coruscant, the jewel of the Core worlds, has served as the seat of galactic government since the very first union of stars. The leaders have changed and the forms of government shifted from one extreme to the other, but one constant always remained — the beautiful world of Coruscant. When the Old Republic established the Senate, they built a great meeting hall on Coruscant. Representatives from the member worlds traveled from all corners of the galaxy to take their place within the hallowed meeting hall. When Palpatine declared his New Order, he completely refurbished and added to the existing Presidential Palace. When construction was complete, Imperial Palace loomed over the adjacent Senate Hall. And most recently, when the New Republic needed a central location for their Provisional Council, they chose Coruscant so that the galaxy would know that the tyranny of the Empire had been put down and freedom would spread from the home of the Old Republic.

An entire continent on the planet has been set aside as a separate world upon the world which rules the stars. Here, all representatives are equal, and the galactic government has jurisdiction instead of the local system government. All member worlds contribute to the defense and upkeep of the continent. In the center of the continent sits the galactic capital. In the days of the Old Republic, it was called Galactic City. The Emperor changed it to Imperial City when he rose to power, and the name stuck. Today, even with the New Republic in power, the name remains unchanged.

The Coruscant system has been said to set the tone of the entire galaxy. Styles, culture, fads — the most

important ones start on Coruscant and slowly spread throughout the Core and the outer regions. The cultural level is unsurpassed: there are more museums, theaters, libraries, and centers of learning in the system than anywhere else in the galaxy. Even galactic timekeeping conventions, such as "standard" minutes, hours, weeks, months and years have their origins in the units of measurement used on Coruscant.

Except for a few isolated skirmishes, Coruscant and its portion of the Core were spared the terrible battles that marked the Galactic Civil War. Most of its citizens (administrative personnel or low-level bureaucrats) never felt particularly threatened by far-away wars and rumors of wars. They remained comfortable throughout the collapse of the Old Republic and the rise of the Empire. They see the newest shift in power as just another turn of the season. What matters if Imperial or Republican sits on the seat of power? Coruscant is eternal; it has always existed and it always will. However, those truly loyal to the Empire, especially the mid- and high-level bureaucrats, fled to the regions of space still held by the Empire; few Imperial sympathizers dared to stay behind on the planet. In addition, the chaos that ensued during the initial New Republic occupation of Coruscant sparked further emigration; since the New Republic took Coruscant, the population of the planet has dropped drastically.

• Coruscant

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, Plains, Mountains
Length of Day: 24 Standard Hours
Length of Year: 368 Local Days
Sapient Species: Humans (N)
Starport: Imperial Class
Population: 5 billion prior to New Republic takeover
Planet Function: Government, administrative
Government: Representative Democracy (New Republic Capital)
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, medicinal goods

Crondre

Crondre is a small, icy world that the New Republic has converted into a supply depot for perishable medical supplies. The frigid planet facilitates flash-freezing and storage of many time-sensitive medical compounds. The storage facility on Crondre has been hollowed out of the planet's immense glaciers, in much the same manner as the Alliance's Echo Base on Hoth. A series of Fabritech matrix shield generators protects the storage facility, as does a huge ion cannon battery and a Golan II space defense platform.

Unfortunately, due to the inhospitable nature of the planet's environment, only a small number of troops can be stationed on Crondre at a given time. The bulk of the New Republic personnel in the system are stationed

Imperial City

The galactic capital, Imperial City is a true cosmopolitan center of the grandest magnitude. At any given time, crowds full of a people move purposely along its busy streets. The crowds consist of a multitude of different species, from humans to Wookiees, from Abyssins to Xi'Dec, and every known race in between. During Palpatine's reign, aliens were off-limits in the city unless they were with their masters. With the rise of the New Republic, the city is once again open to all.

The ancient Senate Hall fills a huge portion of the city, with its carved stone pillars and endless tiers of seats formed into a massive work of art. Dwarfing even this august structure, the Imperial Palace rises over the Senate Hall, casting a permanent shadow over the seat of government. Palpatine had most areas of the palace refurbished to his own exacting specifications, although he did leave portions of the ancient and honored building intact. Tapered spires and fragile-looking towers rise high into the sky, jutting from every conceivable surface of the palace.

Some saw the recent decision on the part of the New Republic government to move their headquarters to Coruscant, to actually set up in the Imperial Palace, as a slap against everything they once fought to uphold. But the New Republic sees the decision as an affirmation of their ideals and a final victory over the Empire. As the New Order took control of the city that once stood for liberty and justice on a galactic scale, the New Republic has taken it back and once again made it a symbol of unity and trust.

The city never sleeps. Throughout the day and night, it bustles with activity. The lighted towers and glowing spires on the palace blend into the those of the other buildings, forming an architectural work of art as endless as the city itself. To visit Imperial City is to visit the galaxy, one historian noted. Never at any time since the days of the Old Republic has that statement been more true.

aboard the Golan II. Since there is an overflow of troops aboard the station, it has been modified and acts as a traffic flow control into and out of the system.

Crondre itself consists of large fields of glaciers that are slowly grinding their way across the planet. As yet, no indigenous life has been discovered.

• Crondre

Type: Terrestrial
Temperature: Frigid
Atmosphere: Type II (breath mask suggested due to numbing temperatures)
Hydrosphere: Moist (mostly in form of glaciers and snow)
Gravity: Standard

Scouting Report SS-176.01, Imperial Year One ...

"... Keog Boorn recording," the old scout said into his log pad, casually checking his words as they scrawled across the pad screen. "My survey of the uninhabited regions of Sluis sector continues, as per the details of my scouting contract with the new Imperial government. I'm investigating a regular signal which my sensors picked up on the second orbit of the planet Dagobah. It could be a beckon call, but the atmosphere's masking and distorting properties made a conclusive identification impossible from orbit. So here I am, slogging through waist-deep water as I try to follow a phantom sensor blip."

The scout paused, taking another reading from the portable sensor array strapped to his back. The signal he had been tracing faded in a shower of static. He made an adjustment, cursed loudly, then made another adjustment. The static cleared. He got his bearings, noting with a moan that the path of the signal cut right through a thick patch of bushes and vines. "This swamp world is a dismal place, I'll say that much for it," Boorn said, continuing his report. "Looks like I'll need both hands to clear a path through the undergrowth. This log will continue when I reach the source of the signal."

Boorn clicked off the log pad's recorder and shoved the small device into one of his many pockets. He hadn't really wanted to land on this forsaken mud hole, but his contract with the Empire called for him to investigate the sort of signal his ship's sensors had received. What the new government wanted with detailed surveys of uninhabited worlds was beyond him, but the pay was better than anything the Republic had ever offered him. Funny, the Empire was barely a year old and already people around the galaxy were referring to the previous government as the "Old" Republic. He laughed out loud at the thought. Old indeed! Look at this swamp, these ancient trees. This place was *old*. By the Great Spiral, did everything in this big galaxy need some kind of label? Since that was what he was paid to do,

put labels on the unknown, then maybe everything did — at least the people in charge thought so.

The scout felt the change in the swamp before he saw the cave. The mist was a little thicker, the air a little more foul, the shadows a little deeper. There was an evil aura to the area, and Boorn felt his skin grow cold in response. He suddenly remembered the stories he had heard about Dagobah. Wasn't this the planet that the Bpfasshi Jedi fled to? The Bpfasshi *dark Jedi*? He shivered, gulped, and instinctively placed his hand on the butt of his blaster. Another reading of his sensor pack confirmed his worst fears. The beckon signal which kept fading in and out of focus was coming from the malformed cave.

The tree straddling the cave was a dark, twisted plant, its roots spaced like broken teeth over the mouth of the cave. He saw dark shapes moving between the roots, slithering and crawling over the tangled, moss-dripping tendrils. He took a step toward it, drawing his blaster. He took a second step, then a third.

Then he heard the loud, terrifying howl.

It echoed out of the swamp, intensified by the fog and his own growing uneasiness. It was an angry, hungry howl. It was familiar, yet otherworldly, and Boorn suddenly had no desire to enter that dank cave or meet the owner of that fearsome howl. He stepped back, snapping open his log pad as his eyes darted back and forth. He spoke quickly, trying to keep his voice level. He didn't think he quite pulled it off.

"Boorn reporting," he stammered, "there's nothing here. Nothing but mud and fog and insects. The signal was a phantom — probably nothing more than an atmospheric disturbance or a sensor glitch. Dagobah's empty ..." He glanced at the dark cave. "... completely empty." He snapped the log pad closed. The howl sounded again, and this time its echo lasted until he was safely back on his ship and lifting into space.

Terrain: Glacier
Length of Day: 23 standard hours
Length of Year: 392 local days
Sapient Species: Humans, wide variety of other species
Starport: Limited Services
Population: 2,000 (on surface), 800 (Golan II platform)
Planet Function: New Republic supply depot
Government: New Republic
Tech Level: Space
Major Exports: None
Major Imports: None

Dagobah

Dagobah is the principal planet in a star system of the same name. It appears on star charts and astrogation logs, but few people intentionally decide to visit it. There are no civilized space ports in the system and no conveniences of modern technology. To the neighboring star systems of the Sluis sector, Dagobah is considered a haunted, forsaken part of the galaxy for it was on Dagobah that the terrible events connected with the dark Jedi of Bpfassh finally came to an end. For that they

are thankful, but few take the chance that any bit of the evil of those dark Jedi might remain, so they avoid the system like it was infected with some galactic plague.

The cloud-shrouded planet is teeming with all kinds of animal, insect and plant life. And, known to only a few, Dagobah served as home to Yoda, the Jedi Master, for years. From his tiny hut in the middle of the great swamp, Yoda remained hidden, watching the terrible events of the galaxy unfold while doing little. In ages past, he had trained more Jedi than he could remember. His last student, Luke Skywalker, came to him at the chosen time — the time Yoda had waited for.

Precious little remains as evidence that Yoda once lived in the Dagobah swamps. His hut has been reclaimed by the vegetation, practically covered over by moss and vines and sprouting roots. His few metal pots cannot rot away, but a fine moss has grown upon them, hiding them from all but the most determined searchers. He left no records or data pads full of Jedi knowledge. The only thing he left behind was the training he gave to Luke Skywalker.

In the years since Yoda's death, Luke Skywalker has had much time to contemplate the Jedi Master. Since hearing the stories of the dark Jedi of Bpfassh, he has learned that Dagobah has been credited as the last stop in the most powerful dark Jedi's reign of terror through the Sluis systems. However, no records exist of what ended that terror — the records state only that the terror ended. Luke has speculated that Yoda confronted the dark Jedi. He shudders trying to imagine an all-out confrontation between masters of both sides of the Force. He also believes that Dagobah's dark side cave is probably some aftereffect of the dark Jedi's presence. This seems to be supported by the object he found in the cave on his trip back to the planet. The object was a small, flat cylinder with five triangular keys on one side and flowing alien script on the other. Lando Calrissian identified the object as an Old Republic-era beckon call.

Luke has also given some thought as to how Yoda stayed hidden from the Emperor and Vader all those years. He thinks he has found the answer in that same dark side cave. The cave shielded him, Luke believes. Like a pair of positive and negative charges, Yoda's good Force was cancelled by the cave's evil. They were so close together that from a distance they looked like no charge at all.

• **Dagobah**

Type: Terrestrial
Temperature: Hot
 Atmosphere: Type I (Breathable)
Hydrosphere: Moist
Gravity: Standard
 Terrain: Swamp
Length of Day: 23 Standard Hours
Length of Year: 341 Local Days
Sapient Species: None
 Starport: None
Population: None
Planet Function: Unexplored

Government: None
Tech Level: None
Major Exports: None
Major Imports: None

Dolomar

Dolomar is the only planet orbiting its star. Dolomar was originally a colony world of the Republic, and it was settled after a rich discovery of ores and various specialized minerals and crystals. After the Battle of Endor, Dolomar quickly allied with the New Republic, but Grand Admiral Thrawn's campaign of conquest subjected the world to bitter and desperate fighting.

Dolomar is a world of extreme cold, blizzards, and ice. The colonists live underground in immense caverns and tunnels that protect them from both the cold and orbital bombardments. The colonists are an extremely resilient and stubborn group of people. When the Empire attacked, it learned how stubborn they can be: the initial Imperial invasion fleet was ambushed and wiped out.

Currently, Imperial warships are attempting to gain a permanent foothold in the system, but Dolomar's defense fleet is holding its own (thanks to support from the New Republic). The Empire has been able to conduct very limited ground attacks and orbital bombardments, in hopes of penetrating the planetary shield generators and taking over the surface of the planet. Dolomar's gunners have shot down most of the Empire's landing transports, so the Empire has been unable to land any heavy vehicles or artillery pieces, and only a small number of transports with troops have been able to land. Those ground forces that do make it to the underground cities are eliminated by the colonists in fierce rounds of street fighting. The local inhabitants know the streets and alleyways of Dolomar infinitely better than Imperial Army troops, and use this for a decided tactical advantage.

The surface of the planet consists of nothing more than glaciers, snowdrifts and ice-shrouded mountains. The northernmost mountain chain, the L'tiri Peaks, houses the largest of the underground complexes, Diflu. Hidden amongst the caverns and tunnels, Diflu hosts a large number of shops, space vessel repair facilities, and cantinas.

• **Dolomar**

Type: Terrestrial
Temperature: Frigid
Atmosphere: Type I (breathable)
Hydrosphere: Moist (mostly solidified as glaciers and snow)
Gravity: Standard
 Terrain: Glaciers, snowfields, mountains
Length of Day: 45 standard hours
Length of Year: 224 local days
Sapient Species: Humans
Starports: Stellar Class
Population: 1.5 billion
Planet Function: Colony
Government: Participatory Democracy
Tech Level: Space
Major Exports: Minerals, Dolomar spice wine
Major Imports: Mid technology, high technology, foodstuffs

Elom

Elom, like the world of Calamari, joined the Rebel Alliance to combat the tyranny of the Empire and to free itself from enslavement. Also like the Mon Cals, Elomin tend to serve in units of their own species. Whole ships are often crewed and captained by nothing but Elomin.

Elom is a cold, barren world, a sort of frozen desert far from its system's sun. Rich in mineral resources, especially an ore called lommite, the planet's discovery was hailed as a major find by the Senate's exploration council back in the days of the Old Republic. The Elomin have been busy rebuilding their economy and culture since casting off the Empire, and their proximity to the Borderland Regions leaves them fearful that they again will face oppression and enslavement. The planet has been engaged in a massive armament program since gaining freedom.

- **Elom**

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (Breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Frozen desert plains
Length of Day: 26 Standard Hours
Length of Year: 406 Local Days
Sapient Species: Elom (N)
Starport: Standard Class
Population: 150 million
Planet Function: Homeworld, mining
Government: Family-Controlled Professional Guilds (New Republic Allied)
Tech Level: Space
Major Exports: Lommite
Major Imports: Foodstuffs, weapons, starships

Endor

The Endor system was nothing more than a footnote in the Old Republic astrogation logs before it became the site of one of the most famous battles in history. It was an insignificant, out-of-the-way system, with few planets and only one sphere capable of supporting life. An Imperial outpost had been established on the sphere, and from there the necessary preparations were begun so that the second Death Star battle station could be constructed in the sphere's protective orbit.

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

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

The night, however, belongs to a thousand different

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

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

Bright Tree Village

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

The village hangs 50 meters over the forest floor. The main platform features a wide, open work and meeting area built around a central hunters' hall. Other, smaller platforms rise above and hang below the main platform.

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

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

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

Salfur's Trading Post

The New Republic has set up a number of semi-permanent trading posts and landing platforms near the Ewok villages. One of these is Salfur's Trading Post, taking up a significant portion of a clearing near Bright

Tree Village. Following the pattern established by the Ewoks, Salfur's Post rises above the forest floor on ten meter columns. These columns serve the same function as the Ewoks' trees (which the Republic decided not to use for fear of offending the religious Ewoks), holding the post up above the reach of most predators. Four of the columns contain lift tubes to ferry people and supplies from the post to ground level.

When night falls, the darkness activates the boundary field which surrounds the post and its nearby landing platform. The force field serves as an additional level of protection during the hostile nights of Endor's moon. Of course, this field can be raised and lowered manually when the need arises.

The landing platform can accommodate shuttles and small freighters, but maintains few other services. There are no maintenance hangars, no refitting stations, and no cargo handlers. There is only a landing beacon, directional lights, a flat place to touch down, and a power recharging hook-up.

The post itself contains a living area, storage rooms, and a limited entertainment center — all that a few traders and perhaps a diplomat, medic and teacher need for a short stay on Endor's forest moon. The post is not staffed throughout the year. Instead, it serves as a base of operations when Salfur and his New Republic associates come for one of their periodic visits.

• Endor's Moon

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest
Length of Day: 18 Standard Hours
Length of Year: 402 Local Days
Sapient Species: Ewoks
Starport: Limited services (landing port; seasonally staffed)
Population: 10 million
Planet Function: Homeworld, trade
Government: Tribal (New Republic allied; non-participating member)
Tech Level: Stone
Major Exports: Foodstuffs, medicinal goods
Major Imports: None

Farrfin

The planet Farrfin was a popular refuge of smugglers and pirates in the days of the Old Republic. Its remote location made it ideal for hiding from pursuers, and eventually the Rebel Alliance made use of the planet as well. The planet's inhabitants, the Farghul, a species easily given to smuggling and con artistry, freely welcomed all newcomers to Farrfin — if only for the chance to bilk the unwary out of every credit they could.

Recently, Imperial forces have tried to dominate the Farrfin system, and have met with stern resistance. The craggy, fog-choked planet makes ground operations difficult, and the local inhabitants, used to operating in these difficult conditions, have managed to stall Imperial

takeover. The Republic is also supplying weapons, food and medicine so that the Farghul can continue their resistance effort.

Farrfin is a medium sized planet, with high mountain peaks, deep valleys, some tectonic instability, and a number of underground streams. These streams (and, in some cases, larger bodies of water) meet with the lava just beneath the surface of the planet, causing huge fissures of steam to explode from the ground. These "steam storms" are what makes the planet difficult for the Empire to cope with: the damp weather, low visibility, and the unfamiliar and treacherous terrain have all contributed to make Imperial occupation extremely difficult.

Farrfin has three major cities: Farlhu, Jahhnu and Gelytu. A strong "criminal" element thrives in these cities, with con-artists running sabacc scams on every street corner, and pockets being picked left and right. The famed Jahhnu betting houses rake in incredible sums of currency, as gullible off-worlders and bored smugglers gamble away their earnings. That this haven for bored criminals has managed to repulse Imperial attacks is bewildering to the Empire.

• Farrfin

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Light (0.9 Standard)
Terrain: Mountains, oceans
Length of Day: 29 standard hours
Length of Year: 388 local days
Sapient Species: Farghul (N)
Star-ports: Stellar Class
Population: 6 billion
Planet Function: Entertainment, homeworld, smuggling haven
Government: Criminal hierarchy
Tech Level: Space
Major Exports: Information, smuggled goods
Major Imports: Liquor, holos, spice, other contraband items

Filve

The planet Filve has become a huge service station for passing starships. An Imperial class starport services virtually any vessel (though smaller ships tend to be put off by Filve starport's inflated docking fees). The Filvians, noted for their mechanical aptitude, have turned a hot, uncomfortable planet into a major trade and information nexus.

A large number of ships pass through the Dulfilvian system, mostly restocking at Filve. A number of the galaxy's wealthiest corporations, such as Siemar and BlasTech, have opened branch offices on Filve. Filvian computers and computer operators are highly sought after by many corporations, due to the large amount of computerized recordkeeping that is part of the daily operation of such an organization.

The planet itself is hot, dry and uncomfortable. The climate is almost monotonous: constant sunshine, oven-hot winds and a complete lack of vegetation make Filve

an inhospitable desert planet.

The Filvians have created gigantic, self-contained cities to house themselves and the off-worlders that live on the planet. These cities are completely climate controlled and are protected from the uncomfortable outside environment. These huge mega-cities are interlocked, and it is possible to visit each city without ever walking outdoors.

- **Filve**

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Urban
Length of Day: 14 standard hours
Length of Year: 110 local days
Sapient Species: Filvians (N)
Starport: Imperial Class
Population: 6 billion
Planet Function: Service, homeworld
Government: Alliance/Federation
Tech Level: Space
Major Exports: High technology, computers, droids
Major Imports: Food, medicine

Generis

Generis, in the Atrivis system, was the prime New Republic communications nexus in the Outer Rim Territories until it fell to the forces of Grand Admiral Thrawn. Only the actions of Pash Cracken managed to save the lives of many members of the Atrivis Communications Group.

Generis is a planet of startling natural beauty: a lush jungle planet that displays a number of indigenous creatures and plants. The terrain is hilly and rocky, with choking jungle foliage clogging the few pathways that have been forged through the rugged terrain. The nature of the terrain convinced the Rebel Alliance to install a communications array there; even if the Empire managed to locate the comm center, an extended ground campaign would be required to take or disable the center.

There are no major cities on Generis, nor are there any surviving indigenous sapient species. The ruins of a number of temples of decidedly non-human origin have been discovered, but there is no clue what became of the temples' builders.

The comm center that is now firmly under Imperial control is located on the southern pole of the planet, near a large deposit of hiridiu crystals. These crystals have been used in old-style communications systems since the days of the Old Republic; the proximity of the crystals helps boost modern communications signal strength by almost 30 percent. The loss of this unique broadcast center will be difficult for the New Republic to recover from.

- **Generis**

Type: Terrestrial
Temperature: Hot

Atmosphere: Type I (breathable)

Hydrosphere: Moist

Gravity: Heavy (1.1 of Standard)

Terrain: Jungle, mountains

Length of Day: 42 standard hours

Length of Year: 234 local days

Sapient Species: Humans, wide variety of other species

Starports: Limited Services

Population: 2,000

Planet Function: Communications center

Government: Imperial Governor

Tech Level: Space

Major Exports: None

Major Imports: None

Hijarna

Hijarna has a mystery to xenoarcheologists galaxy-wide since its discovery during the Fifth Alderaanian Expedition. The planet is almost totally devoid of life, and, if all the data on the structure and composition of the planet is accurate, Hijarna was destroyed by warfare. One of the few major structures still standing on the planet is the so-called Fortress of Hijarna, a brooding, massive edifice of blackened stone that is perched high atop a bluff overlooking a battle-scarred plain.

Hijarna shows evidence that it once was a lush, beautiful world. Fossil records indicate an abundance of animal life—at one time. No trace remains, however, of the sapient species responsible for the destruction of the planet. The cause of Hijarna's downfall has remained a topic of speculation for researchers and scientists for decades. Some feel that the fortress was created as a last ditch defense against whatever destroyed the planet, while others feel that the fortress may have been a stronghold for the invaders or conquerors. Some of the wilder speculations concerning Hijarna (popularized by less reputable "scientific" journals and pop-media news networks) have included theories that the planet was destroyed by aliens from another galaxy, that a super-virus created by the natives devoured all life, and even that a huge temporal rift sucked all life from the planet's surface. It is likely that the cause of Hijarna's destruction will remain a mystery for quite some time.

The fortress is occasionally used by smuggler Talon Karrde as a meeting place far from the prying eyes of Imperial Intelligence. Karrde chose Hijarna as a rendezvous point for a vital meeting of the smugglers' alliance.

- **Hijarna**

Type: Terrestrial

Temperature: Moderate

Atmosphere: Type II (breath mask suggested due to bacterial contaminants)

Hydrosphere: Dry

Gravity: Standard

Terrain: Barren wasteland

Length of Day: 22 standard hours

Length of Year: 363 local days

Sapient Species: None

Starports: Limited Services

Population: None

Planet Function: Smuggler hideout



Government: None
Tech Level: Space (smuggler camp only)
Major Exports: None
Major Imports: None

Jomark

The planet Jomark is the second of six worlds orbiting a medium-sized sun. It is the only world in the system capable of supporting life, and the only planet which has been colonized. There is not even so much as a transmission relay station on any of the other worlds.

Jomark is a colony world that has not had much contact with the galaxy (even its last star chart update, over 15 years ago, was little more than a cursory fact check). It was the perfect place for Joruu C'baoth to set his trap for Luke Skywalker, for it is just the sort of world a Jedi Master would choose to hide on. The planet is mostly ocean, with one small continent and an endless number of smaller islands.

The Jedi Master ruled the world from the "High Castle," though he did not believe it deserved its name. It was a short, dirty castle, as alien as the long-gone species that had built it before the human colonists had arrived; its intended purpose remains a mystery. The castle was nestled uneasily between two large crags on an ancient volcanic rim. He appreciated the location, for the rim provided a good view of the brilliant blue waters of the Rim Lake four hundred meters below. He moved into the castle because the colonists held the place in awe. The dark island in the center of the crater also made a well-hidden landing site for the Imperial shuttles continuously sent by Grand Admiral Thrawn.

The bulk of Jomark's land area is taken up by the small continent of Kalish. There are thousands of even smaller islands scattered in clusters around the ocean world. Most of the population of the main continent lives along the coast, but there are a few smaller settlements in the interior. One such settlement lies on the southern shore of the almost perfectly ring-shaped Rim Lake. The lake itself had formed inside the remains of a cone-shaped volcano, and a smaller cone formed an island in its center. This wilderness region, thick with mountains, provided isolation and secrecy for Joruu.

The colonists came to Jomark during one of the Old Republic expansions a few thousand years ago. Like many colonies of the period, it was quickly forgotten, precipitating the slide into a state of primitive technology and superstition. The human colonists found a rich world full of paradise islands and crystal water. The colonists stay away from those relics the aliens left behind; they consider these places haunted, and do not wish to disturb whatever alien spirits may still reside within the strange constructs.

The colonists have had only minor contact with the galactic community, but that suits them fine. Even after all these generations, they still call themselves colonists, though few understand exactly what the term means. To them, it identifies who they are—the second

intelligent species to make its home on Jomark. They have an industrial level of technology, and many turn to the sea for sustenance. The Jomark colonists are excellent fishermen, sea farmers, and sailors. They have no spaceport facilities other than the temporary one set up in the Rim Lake for Joruu C'baoth. Few visitors come to their world, and most colonists do not believe in starships and other worlds (though all of their legends and histories tell them they came from space sometime in the past).

The Jomark colonists are content with their world. They care nothing about the far-away events of the galaxy, for the concerns of their island paradises are enough for them. They lack the knowledge to develop beyond their current tech level, looking upon the magical wonders of Joruu and his Imperial visitors with awe and fear. They are a superstitious lot, eager to explore the islands that dot their seas but afraid to sail too far into unknown waters. To date, they have settled only a quarter of the world's land mass, and only those areas closest to the continent of Kalish.

After a short visit to the world, Luke Skywalker left Joruu C'baoth to accompany Mara Jade on a rescue mission. Now Joruu has also abandoned the world, leaving it the way he found it so that he can set his own plans into motion — whether the Grand Admiral approves of them or not. The colonists were more than glad to see him leave.

• Jomark

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Ocean, island (varied terrain)
Length of Day: 23 Standard Hours
Length of Year: 312 Local Days
Sapient Species: Humans
Starport: Limited Services
Population: 2.8 million
Planet Function: Colony, subsistence
Government: Cooperative communities
Tech Level: Industrial
Major Exports: None
Major Imports: None

Kashyyyk

Kashyyyk is a jungle planet of unmatched beauty and endless danger. Massive trees cover its surface, their branches intertwining to form an almost continuous forest from the base of the huge trunks to the tops of the highest branches. Life developed throughout this skyward jungle, pushing ever upward from the dark surface toward the glowing sun. The planet's ecosystem is divided into several horizontal levels, one above the other. The world's intelligent species, the fur-covered giants called Wookiees, share the uppermost level with a variety of flying and tree-dwelling creatures.

The natural environment becomes increasingly more hostile and uninviting as one travels down through the



ecosystem levels. The ecology can best be described as a layered death trap, with the lowest levels reportedly serving as the domain of fearsome predators and other lethal hazards which even Wookiees tend to avoid. The jungle is also home to many beneficial plants and animals, and many birds fill the sky between the trees, such as the delicious kroyie, which are hunted for food.

Wookiees live in the highest branches of Kashyyyk's mighty trees, hundreds of meters above the ground. They build massive cities within the trees, with a smooth integration of practical technology and the amazing natural beauty of the world. The cities combine the best of nature with the conveniences of modern technology.

During the height of the Empire, Kashyyyk was under martial law. Imperial garrisons dotted the planet and Imperial ships maintained a constant orbit to ensure that the mighty Wookiees could not rebel against the New Order. Wookiees were enslaved and forced to work in Imperial slave camps because of their great strength and natural mechanical talents. They were kept in line by the threat of violence against their families on Kashyyyk. Imperial law made free Wookiees illegal. Any Wookiees found outside of Kashyyyk or Imperial work camps were considered outlaws. Chewbacca fell into this category, and was constantly on the lookout for bounty hunters until he fell under Jabba the Hutt's nominal protection as a free-contract employee of the crime lord.

Today Kashyyyk is once again a free world, thanks to the efforts of the Alliance and the New Republic. The Wookiees have even begun to allow non-Wookiee traders to visit again, as their natural friendliness steadily overcomes their fear of enslavement. But an undercurrent of resentment toward humans lingers, as the memory of the treatment they received at the hands of the Imperials remains strong.

- **Kashyyyk**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1 (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Jungle
Length of Day: 26 Hours
Length of Year: 381 Local Days
Sapient Species Wookiees (N)
Starport: Standard Class
Population: 45 million
Planet Function: Homeworld
Government: Representative Tribal (New Republic Allied)
Tech Level: Space
Major Exports: Mid Tech
Major Imports: Medicines

Rwookrrorro

Nestled atop a tight ring of wroshyr trees, the Wookiee city of Rwookrrorro stands as one of Kashyyyk's most beautiful metropolitan centers. Dropping through the planet's billowing cloud cover, the first view visitors have of the city leaves even the most well-traveled among them breathless. It hangs as though suspended

in mid-air, filling the gaps between the massive trees.

Rwookrrorro is a true city, covering more than a square kilometer of territory. Its multi-leveled buildings are large and complex, laid out in wide, straight avenues. The combination of architecture and planning demonstrates a loving sense of artistry in the creators, beings who many consider to be nothing more than brutal, primitive savages.

The trunks of the huge trees are used to enhance the beauty. They form giant brown columns around and within the city, reaching up to support the ceiling of white clouds overhead. The whole effect is further enhanced by sweeping lights which lance out to surround the city in brilliant colored beams.

Unlike Cloud City, which is held aloft by repulsorlift generators, Rwookrrorro is held up only by incredibly strong branches of Kashyyyk's trees. Like a great spider web, the branches grow together to form the foundation of the city. Wroshyr tree branches have a unique property. When separate branches meet, they grow together to form one interlocked branch. The new branch then sprouts new branches of its own which reach out in all directions to find other branches to join with. Through their own growth, they form a unity. In fact, all of the wroshyr trees in the Rwookrrorro grouping are a single giant plant, with a unified, intermixed root system. In that unity, the plant grows stronger and stronger.

Landing platforms for speeders and even medium-sized cruisers are formed by remnants of huge tree limbs which have been cut horizontally close to the trunk. Many houses, shops and other buildings are built directly into the tree, their entrances open to nothing but empty space. Only the natural climbing claws of the Wookiees allow them to live among the trees and get into places non-Wookiees would find impossible to reach. Liftcars are employed to move cargo and transport the ill, but most Wookiees prefer to get around naturally, climbing among the trees they love. Dark green kshyy vines, stronger than composite cables and self-repairing, ferry the liftcars up and down around the city. In the unlikely event a kshyy vine does break, the liftcars are equipped with emergency repulsor units.

The lights around the city do more than guide ships or illuminate the clouds. They attract creatures such as the kroyie birds so that the city hunters can catch them. In this way, the birds make up a large portion of the Wookiee diet.

Mrisst

Mrisst is a small planet in the GaTir system and a member of the New Republic. The Mrissi were subjugated by the Empire for decades; many were conscripted into military service. After the Battle of Endor, the Mrissi were more than willing to throw off the Imperial yoke and support the New Republic.

The planet is a very mild, terrestrial world, and quite hospitable to humans and similar life-forms. Small lakes

and rivers dot the four major continents. The terrain is predominantly jungle, consisting of varied forms of vegetation such as the tiny "spinetrees" and the slender, thousand-meter-tall "spirepines."

Planetary weather is extremely mild, and the Mrissi have flourished on this world. Mrisst is fairly self-sufficient, and imports little more than high technology and high energy fuel sources. Most of the planet's population relies on efficient solar, hydro and thermal heating sources, but there are some cases where advanced energy sources are still necessary. Mrisst does have one major commodity to sell: education.

Mrisst has become a center of higher learning for many of the economically disadvantaged students of the galaxy. The Mrisst Trade and Science Academy (MTSA, often pronounced as "MiTSA") provides a high quality educational program to students who may have been unable to attend the Imperial Academy or other large and expensive universities. While the prestige level of a Mrisst education is lower than that of the larger, wealthier institutions, Mrisst graduates tend to get a better education, which is borne out once the graduates get into the work force.

During Thrawn's campaign, Mrisst was recaptured by the Empire. Thrawn used Mrisst as a staging area for his final assaults leading into the attack on Coruscant.

- **Mrisst**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Light (0.8 of Standard)
Terrain: Forests, mountains
Length of Day: 20 standard hours
Length of Year: 278 local days
Sapient Species: Mrissi (N), wide variety of other species
Starports: Stellar
Population: 3.5 billion Mrissi, 6 billion (students of various species)
Planet Function: Educational center
Government: Representative democracy
Tech Level: Space
Major Exports: None
Major Imports: Educational material, computers

Myrkr

Few galactic citizens, even well-traveled ones, have ever heard of the planet called Myrkr. Most that do know of it fall into the category of useless dregs of the galaxy — smugglers, malcontents, pirates and other members of the fringe. The planet has been populated for nearly three hundred years, but in that span of time the Old Republic, the Jedi, and even the Empire have left it strictly alone. The world can be found on only a handful of astrogation charts.

This isolation would be understandable if the planet was located somewhere in one of the frontiers, far from the galactic Core. It is, however, not far from civilized space, near the border separating the Imperial rem-

nants from the New Republic. It has finally come under Imperial notice — Grand Admiral Thrawn's personal notice, in fact — due to one of its indigenous life forms.

The planet served as the private base of operations for Talon Karrde's smuggling ring until he was forced to abandon it after an unfortunate incident concerning the Empire and Republic hero Luke Skywalker. Karrde had chosen the world because of its proximity to major population centers coupled with its relative obscurity. He also loved the world's untamed beauty and its tall trees. These trees provided him with an added bonus — their high metal content effectively blocks sensor sweeps, shielding both ships and buildings hidden beneath or near the wide, embracing branches.

Grand Admiral Thrawn was drawn to Myrkr by an obscure reference he found years ago. Subsequent investigations turned up information regarding the unique creatures called ysalamiri that live within Myrkr's trees. With Karrde's cooperation (which he gave instead of having it taken by force), the Grand Admiral acquired the knowledge to safely remove the ysalamiri from their tree-branch perches. Later, when the Imperials returned, Karrde's organization wound up helping Luke Skywalker and Han Solo escape by thwarting a small Imperial ground force.

Karrde's base was dominated by a large central building. A large, spacious meeting chamber was located at the building's center, with a high translucent ceiling and a webwork of carved, crisscrossing rafters. Walls of dark brown wood, carved with an elaborate open-mesh design, glowed with recessed deep blue light. The arrangement of furniture into separate conversation circles gave the chamber a relaxed, informal air. But the crowning feature of the chamber was a huge, meter-wide tree growing through the center of the room. It reached up from a circle of dirt floor to extend through the ceiling and far beyond, covering the building with sensor-blocking, leaf-covered branches.

- **Myrkr**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest, plains
Length of Day: 24 Hours
Length of Year: 324 Local Days
Sapient Species: Humans
Starport: Standard Class
Population: 100,000
Planet Function: Subsistence, trading
Government: Independent Communities
Tech Level: Space
Major Exports: None
Major Imports: None

Hyllyard City

The closest Myrkr gets to a true population center is Hyllyard City, a little piece of civilization on the edge of a great forest. Like Mos Eisley on Tatooine and other

frontier towns, Hyllyard City consists of a few space ship landing pits and a close-packed collection of makeshift structures. The small houses and commercial buildings are crammed tightly together, built in a familiar wheel pattern around a large open square. Narrow streets run between the buildings, and a few wide avenues radiate like spokes from the center of town. Before a recent battle between Imperial stormtroopers, Luke Skywalker, Han Solo and Karrde's men, a free-standing archway rose ten meters high from the edge of the open square. Now the square is littered with the remains of the battle, including the collapsed arch and the wreckage of a crushed Chariot repulsorcraft. Witnesses reported that Skywalker used a lightsaber to topple the massive structure.

Hyllyard City is populated by a few settlers, but mostly the town serves as a haven for free-lance smugglers, rogues, and fugitives from galactic justice. Some of Karrde's people once lived there as well, maintaining a constant link between Karrde's isolated base and the freelance "businessmen" who frequent the city.

New Cov

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

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

Biomolecules cannot be synthesized, so sources of these important manufacturing components are highly sought after and jealously guarded; they are needed for synthesized medicines and some partially organic industrial processes. Harvested biomolecules are processed for their variety of uses (many of them military), and prepared for shipment to heavy-industry planets.

While the dangers of New Cov are numerous, the residents, all employees of the New Cov Biomolecule Company, earn high pay for their efforts. All manner of alien species can be found in the armored cities, though the majority of citizens are of human origin. The planet is allied with the New Republic, but the cities make periodic tributes to the Empire in the form of sanctioned Imperial raids. The Empire takes whatever re-

financed biomolecules it needs, leaves, and New Cov remains in the good graces of both governments.

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

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

• New Cov

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

Nkllon

The super-hot planet Nkllon orbits the intense sun of Athega. Once it was thought the rich raw materials locked within the planet would never be freed. Nkllon orbits very close to its sun. Any normal ship which approaches the planet has its hull quickly peeled away by the intense heat. Only through the use of specially-designed shieldships can a normal ship reach the planet.

The side of the planet in direct sunlight is off limits to even Lando's well-prepared operation. However, with the use of Nomad City and Nkllon's very slow rotation, the scoundrel-gone-businessman has been able to pry ores of tremendous value from the planet because the dark side remains cool enough to work on. The lights of mole miners can be seen shining out of the darkness like close stars as the radio-controlled vehicles dig up the surface. The view on approach to Nomad City, however, is absolutely stunning. Its sweeping lights and lumbering form fills the darkside night with a spectacular glow.

• Nkllon

Type: Small rock
Temperature: Searing
Atmosphere: None
Hydrosphere: Arid
Gravity: Light
Terrain: Crater fields, volcanic
Length of Day: 3527 Standard Hours (approximately 90 Standard Days)
Length of Year: 5 Local Days
Sapient Species: Humans
Starport: Standard (uses shieldships from outside system)

Population: 5,000 (Nomad City)
Planet Function: Mining
Government: Corporate (New Republic Allied)
Tech Level: Space
 Major Exports: Metals, minerals
Major Imports: Foodstuffs, high tech, mid tech

Nomad City

Nomad City is a huge, humpbacked structure that constantly moves across Nkllon's surface. By being mobile, the city always stays within the planet's protective shadow and out of the super hot light of the sun. Thousands of lights blaze over the mining complex's surface. It lumbers along like some exotic living creature, scanning the ground around it with sweeping searchlights as it moves over the craters and rough terrain of the world. Wherever it goes, a handful of tiny support ships go with it, flying around it or rolling over the ground beneath it like sand bugs swarming around a bantha.

Lando had the city constructed out of castaway vehicles destined for scrap. The largest portion of the city is an old *Dreadnaught-class* cruiser the Alliance had captured after the Battle of Endor. He fitted the old ship on top of 40 captured Imperial AT-AT Walkers. These made the city mobile, and although it has a lumbering gait, it is still fast enough to stay within the shadow at all times. The tiny escort ships are a variety of shuttles and pilot craft which help direct the city's trek across the craggy terrain.

The brainchild of Lando Calrissian, he had the original idea while serving as Baron Administrator of Cloud City. In the personal logs of Cloud City's founder and builder, Lord Ecclessis Figg, Lando found plans for a rolling mining center that Figg wanted to build on Bespin's inner planet, Miser. Miser's terrain proved too difficult for a wheeled vehicle, and Figg had abandoned the idea. Lando, however, embraced it. By using legs instead of wheels, he would be able to get at raw materials others could not reach while staying out of the deadly rays from the sun.

So far, Nomad City and the whole Athega system operation has been a huge success. Lando is making money, the New Republic is receiving a constant supply of rare ores, and everybody's happy. Or at least they were until the Empire stole 51 of the operation's mole miners for use in their Sluis Van campaign. Lando has left Nomad City, at least for the time being, to extract revenge upon the Empire for its recent actions.

Obroa-skai

Obroa-skai, a star system in the Borderland Regions, occupies a strategic position between the remnants of the Empire and the holdings of the New Republic. Both it and the neighboring Paonid system have thus far remained neutral in the current struggle, but have shown signs of leaning toward the New Republic. In fact, the system usually contains at least one armed emissary force as the New Republic is making a strong

bid for the system's membership and support.

The system is best known for its massive library, which is said to contain the gathered knowledge of the galaxy — if one knows where to look for it.

- **Obroa-skai**

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (Breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Frozen desert, mountains, frozen oceans
Length of Day: 26 Hours
Length of Year: 456 Local Days
Sapient Species: humans, Obroans (N)
 Starport: Standard Class
Population: 73 million
Planet Function: Administrative, service (library), manufacturing
 Government: Representative Council (Independent)
 TechLevel: Information/Space
 Major Exports: Mid-tech
 Major Imports: High-tech, luxury goods

Ord Mantell

Most people know Ord Mantell as a gambling reserve and seedy spacer and smuggler conclave. However, there's a lot more to this outlying world that once served as a prime military base for the Old Republic.

Ord Mantell is a world of contrasts. It was originally founded by Corellian colonists 12,000 years ago as an advance Republic military and scout base. As the Republic expanded to new trade routes, Ord Mantell lost its strategic significance, but the presence of full military-quality starship yards and docks encouraged a thriving civilian cargo trade.

In the intervening years, Ord Mantell has become something of a "free port": all manner of legitimate and illegal cargoes pass through the system. Smugglers and legal free traders often dock on the planet, confident that there is a minimal risk of "Imperial entanglements."

Ord Mantell has also given rise to a thriving gambling and entertainment industry. Along the southern coast of the continent of Worlport, a sprawl of cities provide gambling and all manner of vices, no questions asked. The cities are modern in all respects, and Ord Mantell's countless billions of tourists a year can expect to find any convenience they are accustomed to in the Core.

Beyond the teeming bustle of the cities, much of Ord Mantell remains primitive and rural. Ord Mantell's terrain is dominated by wide plains, large salt water lakes and forests. A number of small towns and cities dot the planet, ranging from farming to fishing communities. The majority of the inhabitants of the rural communities shy away from contact with out-worlders, preferring to stay away from the visitors who seem to consistently bring so much trouble to their lives. There are a small number of cities that cater to the needs of smugglers and spacers, giving these individuals even more privacy than the gambling cities can. Unfortunately, these rural spacer cities are little more than "outlaw

settlements," much like Mos Eisley, where visitors must be willing to dispense "justice" through a threatening word and a blaster. The general level of technology in rural Ord Mantell is low; droids and computers are oddities to most residents.

Shortly before Grand Admiral Thrawn's campaign, the New Republic added Ord Mantell to its membership. While the Republic has made extensive efforts to "civilize" the planet, old habits die hard and the planet remains a center of illicit activities. At one point, the Republic deployed an X-wing fighter wing to the planet to assist in the ongoing skirmishes in the sector. Originally housed in the remains of an Old Republic space defense base in the planet's southern hemisphere, the Ord Mantell Fighter Wing has become an essential part of the New Republic's defense in the sector.

• **Ord Mantell**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Plains, jungles
Length of Day: 26 standard hours
Length of Year: 334 local days
Sapient Species: Humans, Trandoshans, wide variety of other species
Starports: Limited Services
Population: 4 billion
Planet Function: Trade, entertainment, gambling
Government: Republic Governor
Tech Level: Space
Major Exports: None
Major Imports: None

Ord Pardron

Ord Pardron is a remnant of Old Republic military expansion, the name "Ord" itself a throwback to the military jargon of that bygone era. "Ord" is an acronym for "Ordnance/Regional Depot," and serves the function of a frontier "fort" or advance military base. Countless Old Republic regional bases were given the name "Ord" when they were first settled (colonists often chose to settle near a military facility for their own protection); on many worlds, the term has survived to this day.

Ord Pardron is essentially a large rock in space. The planet has low gravity and a very thin atmosphere. Ord Pardron is rich in minerals and ores and was extensively mined by the Republic and the Empire to provide raw materials for starships. Approximately five years before the Battle of Endor, Ord Pardron was abandoned by the Empire because most of its mineral resources had been exhausted. Shortly before the Battle of Yavin, a small Rebel Alliance fighter base was established in the remains of the Imperial base.

Ord Pardron Starfighter Base launched a number of successful attacks on the Empire, which was unable to locate the subterranean Rebel outpost. After the Battle of Endor, the base was re-tasked and is now a major

sector defense outpost due to the protection afforded by the heavy-metal make-up of the planet. Even without planetary shields, the underground base at Ord Pardron can withstand sustained orbital bombardment. A full complement of starfighters, capital ships and support personnel have been stationed on Ord Pardron.

• **Ord Pardron**

Type: Asteroid
Temperature: Cool
Atmosphere: None
Hydrosphere: Arid
Gravity: Light (0.15 Standard)
Terrain: Barren
Length of Day: Planet does not rotate
Length of Year: 752 standard days
Sapient Species: Humans
Starports: Standard class (restricted to New Republic and emergency use only)
Population: 68,000 (New Republic troops)
Planet Function: New Republic military base
Government: New Republic Military
Tech Level: Space
Major Exports: None
Major Imports: None

Ord Trasi

Ord Trasi is a major shipbuilding facility for the Empire. It is a heavily defended fortress system that the New Republic has thus far been unable to take from the Empire. The Imperial yards at Ord Trasi are primarily responsible for the construction of capital combat starships, and since the return of Thrawn, the facility has concentrated solely on building Imperial Star Destroyers.

Ord Trasi was a fort world in the days of the Old Republic (hence the "Ord" appellation). Established as a "jump-off" point and refueling depot for exploration missions, the Ord Trasi outpost saw heavy usage and gradually improved the level of its ship maintenance facilities, eventually becoming the major construction center it is today. Ord Trasi itself is typical of most planets that serve as shipbuilding centers. The planet is rich in metals, ores, and minerals, as well as natural crystals used in weapons and communication gear, all of which are mined to fuel the Imperial war effort. Most of the Empire's shipbuilding is carried out in orbit, utilizing a tremendous series of space stations and orbital docking platforms. The space platforms completely encircle Ord Trasi and house most of the Empire's troops stationed at the planet. A number of weapons platforms defend the network of space stations, and smelting and metal refinement facilities are located on Ord Trasi's two moons. The smelting facilities feature minimal guards as most of the actual mining is carried out by droids.

• **Ord Trasi**

Type: Terrestrial
Temperature: Cool
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Arid
Gravity: Standard

Terrain: Mountains, plains
Length of Day: 28 standard hours
Length of Year: 412 local days
Sapient Species: Humans, Wookiees (slaves)
Starports: Imperial Class (restricted to registered Imperial shipping and military use)
Population: 2 million
Planet Function: Shipbuilding facility
 Government: Imperial Moff
Tech Level: Space
 Major Exports: Starships
Major Imports: High technology, refined metals

Pantolomin

Three planets orbit the Panto sun. The planet closest to the sun is Pantolomin, but it orbits at a comfortable distance and supports a huge number of life forms. This is the paradise of the system, a diamond among the jewels. The second planet, Toloran, also supports life, but it is a colder, harsher world. The distant Atloran does not have a life-sustaining atmosphere, but has been utilized nonetheless.

This entire system has been established as a resort. From the tropical climes of Pantolomin to the wintery wonderland of Toloran, from the zero-gee camp grounds of Atloran to the deep space station Panto Prime, the system features vacation packages for all tastes and species.

Pantolomin features a tropical and semi-tropical climate. It is an ocean world, with eighty percent of the planet covered in deep blue water. The land masses, from the three large continents to the five major islands to the hundreds of small islands, are jungle paradises of thick rain forests. The underwater coral reefs are renowned throughout the galaxy for their unique beauty.

Toloran is a cold world of snow and mountains. Mountain top resorts provide a variety of winter activities, including repulsor skiing, hover sledding, wilderness survival camps, and even mundane single and double snow-contact skiing. Perhaps the highlight of the world is the great *Snow Nara* ice barge. The ice barge sails across the great ice floes of the northern reaches, taking its passengers to the most isolated areas for sightseeing, ice skiing, and hunting of the terrible ice dragons of Toloran.

The lifeless sphere called Altoran has even been colonized for recreational activities. Seven zero-gee space camps surround a modern spaceport facility. Alien species which have special gravitational needs find these camps great fun, and more humanoid species come for the challenges and benefits of a limited stay in weightless conditions.

Panto Prime, a deep space station orbiting between Pantolomin and Toloran, is a luxury facility that doubles as a functional spaceport and a deluxe resort and casino. Panto Prime is a popular gambling resort, but always is playing second-best to those of Pantolomin.

Pantolomin is a wonder to behold. From the clear blue oceans to the colorful rain forests, from the blue-sand beaches to the intricate coral reefs, Pantolomin is

a galactic paradise.

Tourists come from all over to bask in the sun, dance beneath the triple moons, swim in the green-blue waters, frolic on the vast beaches, and explore the scenic tropical forests. For those who prefer even more amazing sights, there are always the luxury cruises atop the waves and beneath them, which wind through the fabulous coral jungles that fill the ocean depths.

One of the more popular subocean cruise ships is the luxury casino *Coral Vanda*. The submersible makes three and seven day excursions through the huge network of reefs off the coast of Pantolomin's northern continent of Tralla.

The planet's Board of Tourism bills this ship as the most impressive and luxurious casino in the galaxy, and no one has ever challenged that claim. It has eight gambling rooms, each one as huge and ornate as the next. These rooms are filled with sabacc tables, lugjack bars, tregald booths, holo-game tables, warp-top booths, and other games of skill and chance. A multi-species bar bisects each room, and there are even serving windows which can provide an assortment of snack foods. From the Tralla Room to the Safkin Room, the *Coral Vanda* contains eight of the finest casinos in the galaxy—all in one location.

When passengers tire of the games, they can step over to the full-wall transparisteel hulls that separate each casino room from the ocean beyond. The sights beyond the clear walls are breathtaking. Rippling blue-green water sparkles in the ship's running lights, revealing huge schools of brilliantly-colored fish. Small sea mammals swim and play among the fish, putting on grand shows for those who care to watch. And then there are the reefs. The *Coral Vanda* moves around, over, under and through the winding forests of coral that grow in this part of the ocean. The coral reefs grow in wondrous patterns of loops and fans, and the colors are as varied as those of the fish that live among them.

Pantolomin's native race, the amphibious Lomins, have created a luxury world that thrives on tourism. They produce all types of luxury goods to go with the exotic locales, and Pantolomin items sell for exorbitant prices throughout the galaxy. Though a large number of humans have settled on the world because of its beauty or to make money, most businesses and the government itself are owned and operated by the Lomins, who share the system's tourist board governing duties with the Tolos of Toloran.

The three continents of Tralla, Kossi and Brint have modern cities which have been designed to blend into the natural beauty of the land. Wherever possible, beaches and deep forest have been left in a natural state, only being intruded upon in the environmentally safe tour barges. Cities tend to be coastal, for the amphibious Lomins prefer to be near the sea.

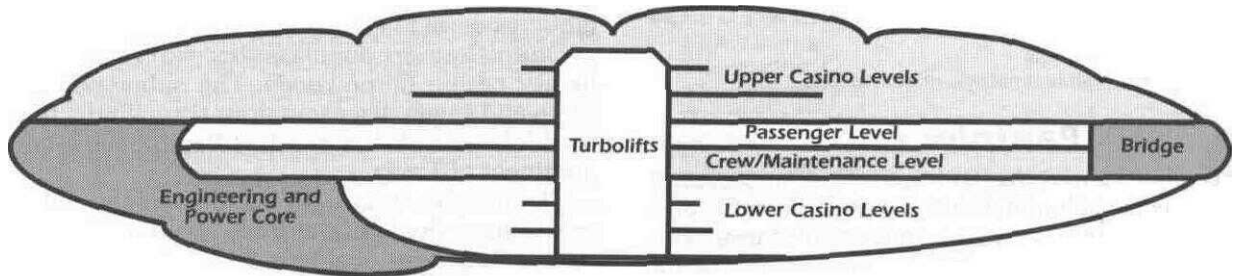
- **Pantolomin**

Type: Terrestrial

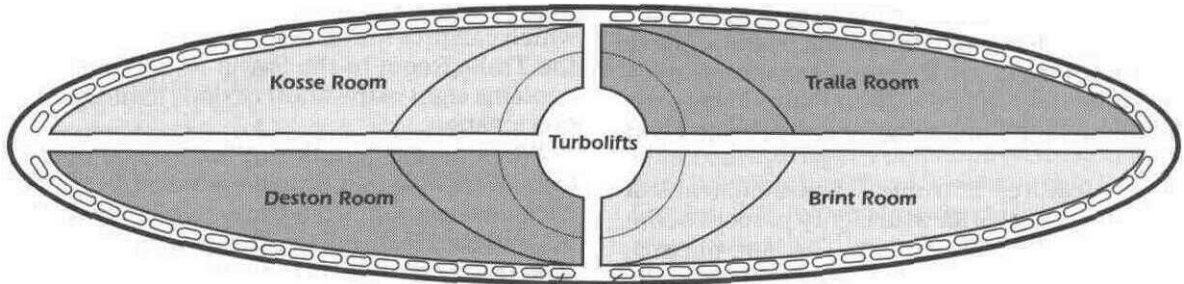
Temperature: Hot

Coral Vanda

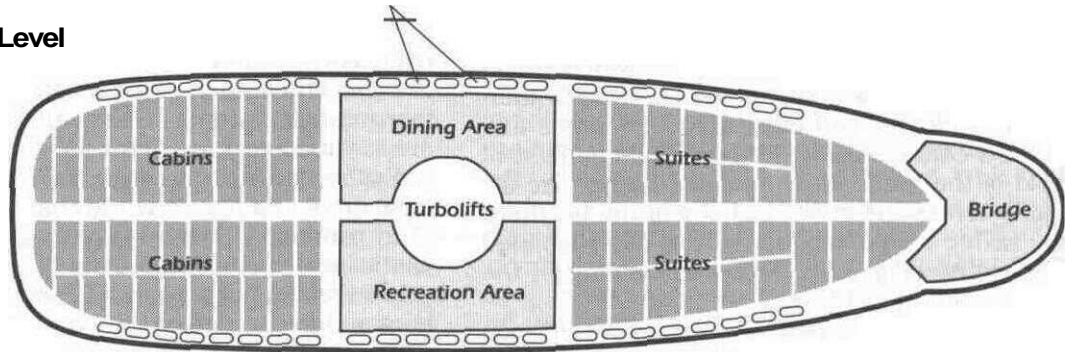
Side View - interior



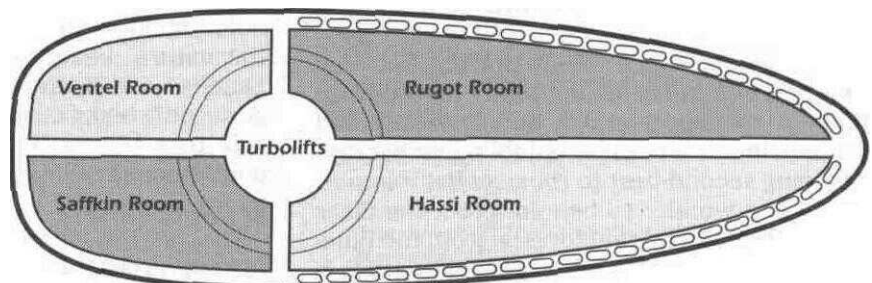
Upper Casino Levels



Passenger Level



Lower Casino Levels



Atmosphere: Type I (Breathable)
Gravity: Standard
Hydrosphere: Moist
Terrain: Ocean, tropical jungle
Length of Day: 24 Standard Hours
Length of Year: 349 Local Days
Sapient Species: Humans, Lomins, assorted aliens
Starport: Imperial Class
Population: 1 billion
Planet Function: Service/tourism
Government: Representative Democracy (New Republic allied)
Tech Level: Space
Major Exports: Luxury Goods
Major Imports: Tourists

Poderis

Poderis can be described by a variety of terms, though "marginal" seems the most accurate. Virtually no one has ever heard of the small colony planet. Technically, the colony should have simply been declared a failure and relocated decades ago, but the stubborn nature of the colonists — a stubbornness on a par with the Svivreni — has managed to keep this small planet going. The combination of its disorienting 10 hour days, unusual geography and violent winds have made the planet a singularly difficult location to survive in.

Poderis has a nearly perpendicular axial tilt, creating terrible winds (comparable to hurricane levels) during the planet's spring and autumn. The "lowland-slough ecology" and erosion patterns of Poderis have created the planet's unusual land masses: towering mesas lie in archipelagos dotting the planet's large oceans.

For the protection of the settlements perched atop

the mesas, huge wind barriers have been constructed. They are angled slabs of hull-strength starship metal that act as windbreaks.

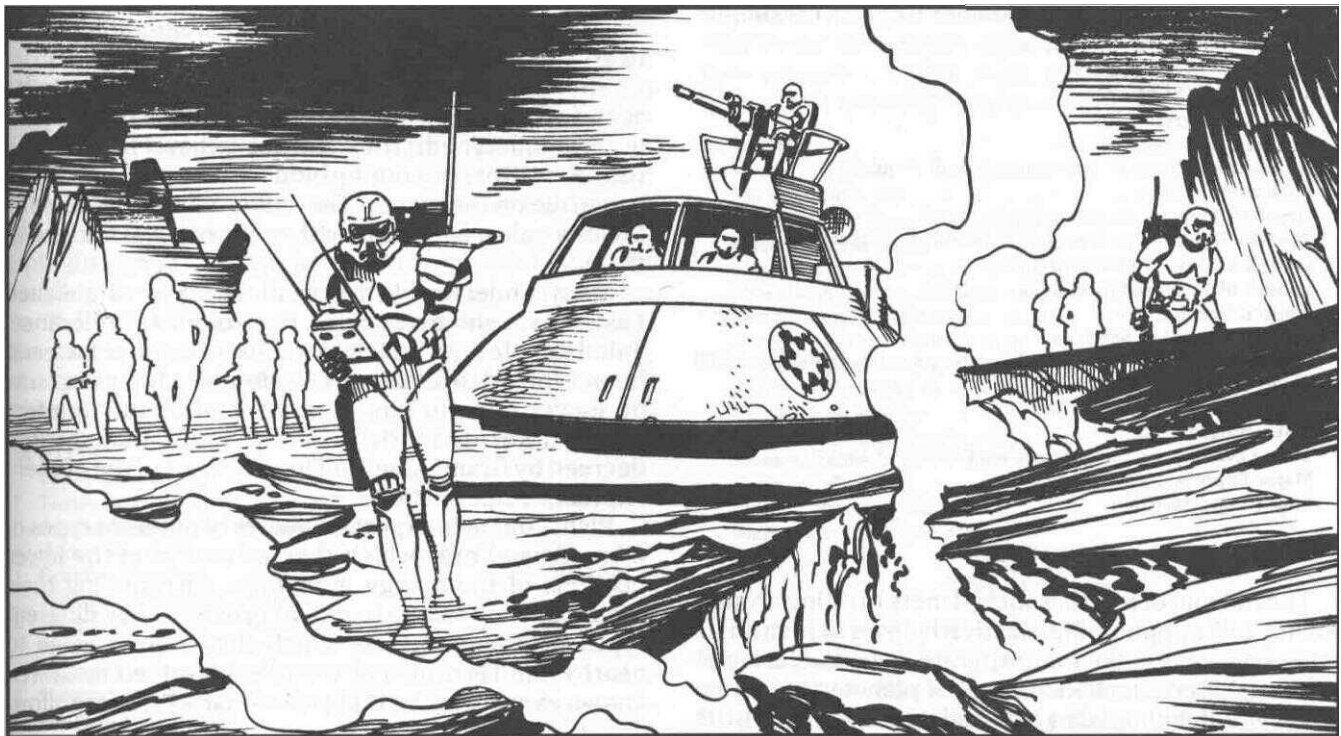
Grand Admiral Thrawn used Poderis as a lure for Jedi Luke Skywalker, who was led to believe that Poderis was a possible transfer point for the Empire's clone traffic. Poderis is also a drop-off or pickup location for smugglers, though a recently increased Imperial military presence has curtailed much of the illicit flow of goods.

- **Poderis**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Archipelago chains of mesas
Length of Day: 10 standard hours
Length of Year: 77 local days
Sapient Species: Humans
Starports: Limited Services
Population: 17 million
Planet Function: Colony
Government: Imperial Governor
Tech Level: Space
Major Exports: None
Major Imports: Food, medicine, high technology

Qat Chrystac

Qat Chrystac is one of those unusual battle sites that occur in virtually every war; the planet has no strategic value save that what began as a small skirmish to wipe out an enemy outpost evolved into a seemingly endless and ever escalating conflict.



The planet is a volcanic nightmare, with a bizarre form of radioactive lava spewing forth from hissing crevasses in the planet's surface. Huge seas of molten rock cover the planet, distinguished by large mesas of volcanic glass that tower several kilometers high over the seas. The radioactive lava that is constantly sprayed into the planet's poisonous air has a severe scrambling effect on all manner of computers and sensors. Because of the hostile nature of the planet's environment, a rogue cell of the Rebellion decided it would make an ideal hiding place.

Qat Chrystac became a point of contention almost a decade ago. The Rebels managed to capture a heavily shielded starship, similar to the shieldships of Nkllon, and simply bury it in the rock of the planet. The Empire, learning of this base, launched an attack and was soundly defeated; the Empire was not ready for the harsh conditions of the planet, and the Rebel group on Qat Chrystac was comprised of some of the fiercest fighters in the Rebellion. The fighting rages on to this day.

Qat Chrystac was a site of fierce battles, even before Thrawn's campaign. A small contingent of Imperial Radiation Zone Troopers cautiously worked its way across Qat Chrystac's surface in hopes of locating the hidden base. This stormtrooper unit, stationed aboard an older model siege platform in orbit over Qat Chrystac, was in active combat for almost years, until being forced to withdraw due to its desperate need of reinforcements. The New Republic, hoping to wipe out one of the few truly elite stormtrooper divisions left since the death of the Emperor, managed to supply the Qat Chrystac base with new weapons, troops and supplies.

(For more information on Imperial Radiation Zone Troopers, see pages 27-28 of Galaxy Guide 9: Fragments From The Rim.)

• **Qat Chrystac**

Type: Terrestrial
Temperature: Searing
Atmosphere: Type IV (environment suit required)
Hydrosphere: Dry
Gravity: Heavy (1.4 of Standard)
Terrain: Radioactive lava seas, volcanic glass plateaus
Length of Day: 12 standard hours
Length of Year: 166 local days
Sapient Species: None
Starports: Limited Services
Population: 2,000 New Republic troops, approximately 1,500 Imperial Radtroopers
Planet Function: Hidden Base
Government: None
Tech Level: Space (inside the New Republic base)
Major Exports: None
Major Imports: None

Rishi

The hot sun of Rish has four planets orbiting around it. Only one supports life, the third planet of Rishi. The others have potential for corporate uses, but have yet to be exploited. Small Risha is a hot planet with molten rivers and steaming lakes of chemical soups. Rishal, the

second planet in orbit, is a barren, lifeless world rich in metals and ores. The far planet of Rishos is a gas giant that has a promising store of gases waiting to be harvested by enterprising companies.

The only viable places to live on the planet Rishi — at least as far as the human and alien colonists are concerned — are a handful of deep valleys. As such, the living conditions are quite crowded. The colonists live in low-lying swamps, while the native Rishii live among the high mountain peaks.

The colonists who settled Rishi belong to the fundamentalist H'kig religion. They follow strict standards of propriety concerning clothing, length of hair, and social mores. Specific laws forbid the use of repulsorlifts before the hour of the first meal and after the hour of last prayer. These, and other laws and standards, as well as information about joining the H'kig sect, are provided on data cards when visitors land in the spaceports. The colonists chose Rishi as a haven of religious freedom, and for the natural resources the planet provided. Those who don't belong to the H'kig may come and go as they please, as long as they do not disturb the permanent colonists or break any of the religious laws.

Each city-vale is composed of cream-white stone buildings. Some buildings are also constructed in the craggy mountains, but the tops of the mountains are left alone. Far up in the mountain peaks live the loose avian tribes of native Rishii. These avians have a peaceful relationship with the colonists, but they do not understand why the wingless ones want to live in the most uncomfortably hot and humid spots on the planet. Some of the colonists have tried to convert and civilize the Rishii, but these attempts have been to no avail. The avians look on with bemusement at their strange wingless neighbors, then fly back to their mountaintop nests to go about their regular business.

The colonists have decided to remain neutral as far as the conflict between the Empire and the New Republic are concerned. They do not believe in violence, though visitors are not forbidden from carrying weapons while on the planet. They allow anyone to come to the city-vales, and trade with any who deal fairly with them.

Many underworld organizations have established bases on Rishi because of the colonists' tolerance. Talon Karrde even maintained a base on the planet, and he was forced to make use of it after his Myrkr base was no longer open to him. A number of bounty hunters followed Karrde to Rishi, in search of a huge bounty decreed by Grand Admiral Thrawn; most of the hunters left Rishi empty-handed.

Rishi colonists export a number of different types of minerals and ores which they extract from the lower portions of the craggy mountains surrounding their swamps. They also extract and process a few different types of primitive fuels which they sell or trade to nearby Rim Territory colonies. Perhaps their most well known export are the H'kig missionaries. These follow-

ers of the faith often set up ministries in spaceports, spreading the tenets of their faith and seeking donations from the heathens of the galaxy.

The H'kig Religion

H'kig was a religious leader on the Core World of Galand. He preached a message that went against the opinions of the day and even referred to the Galand leaders as devoid of morals and spiritually evil. When he insulted the Viceroy of Galand, H'kig was put to death. However, his death did not destroy his teachings. Instead, H'kig became a martyr and his followers established a full religion around the memory of their leader.

Over the centuries since, the followers of H'kig continued to preach against the excesses of Galand's "decadent" society. In return, they faced religious persecution, prejudice and open hatred. Seventy years ago, during one of the Old Republic's colonization pushes, the followers of H'kig purchased two colony ships and went in search of a suitable Rim World to settle on. They found Rishi.

Though the theocratic government has established a number of laws based on their religious beliefs, the world is extremely tolerant of other faiths. As long as visitors and other colonists do not break any of the laws provided on data cards when they arrive, they are free to worship or behave as they see fit. This tolerance comes from the years of intolerance the H'kig's had to endure on Galand.

The rules which cannot be broken concern the use of repulsorlifts and other high-tech machinery. There are set times when these items cannot be used, no matter the religion of the user. There are also community standards concerning the length of hair and the manner of dress. What a person wears in the privacy of his own dwelling is his business—what he wears in public is the business of the community. The tolerance of the H'kig's is shown in the way they enforce their laws.

First offenses of community standard laws are handled with a warning and a small fine. Further offenses meet with more serious punishments, and multiple offenders may be banished from the planet. Of course, the H'kig government has little tolerance for capital crimes. Murder, kidnapping and grand theft meet with punishments that fit the crime — including death sentences for those found guilty by the court of elders.

• Rishi

Type: Terrestrial
 Temperature: Hot
 Atmosphere: Type I (Breathable)
 Hydrosphere: Moist
 Gravity: Standard
 Terrain: Mountains, swamps
 Length of Day: 20 Standard Hours
 Length of Year: 268 Local Days
 Sapient Species: Humans, Rishii
 Starport: Standard Class
 Population: 2 billion

Planet Function: Mining, natural resources, homeworld

Government: Theocratic colony

Tech Level: Space, primitive

Major Exports: Minerals, ores, fuel sources, missionaries

Major Imports: High tech, mid tech, low tech

Sarka

Sarka is a planet of steaming jungles and vast tracts of marshland. The planet is home to a dazzling variety of insects, plants and animals, including the Sarkans, the planet's only sapient species.

Sarka has few cities (in the traditional sense); rather, the majority of Sarkans live in an elaborate system of interlocking caves and subterranean passageways. The caves are usually located adjacent to one of the planet's many underground hot springs, which helps compensate for the cool Sarkan nights. Salyrini is the largest of these underground cave-cities. Despite their crude outward appearance, the caves are very modern, incorporating a number of shops, restaurants, holo-theatres and other amenities.

Among the major exports of Sarka are the Sarkan Nova Rubies, which the Sarkans mine from their cave networks. These crystals are common on Sarka and are used for illumination in the darker reaches of the caves. These gemstones are highly prized by many of f-worlders because of their brilliant luminescence. The Sarkans tend to be amused that these common stones can be so prized by other species, though they are more than willing to part with them — for a proper price.

Sarka has parlayed its gem wealth into political clout, and now Sarkan ambassadors are among the powerful political factions in the New Republic. Sarka is currently negotiating a shipping treaty with the New Republic, and the Sarkan delegation hopes to lure a New Republic military detachment to Sarka. The military presence would help cut down on smuggling, piracy and Imperial incursions into Sarkan territory.

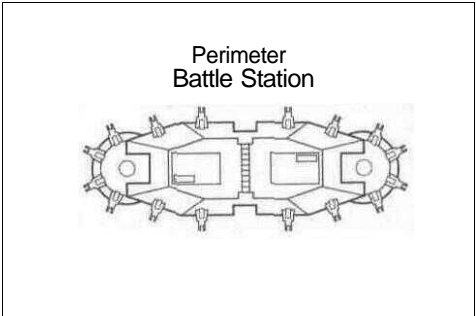
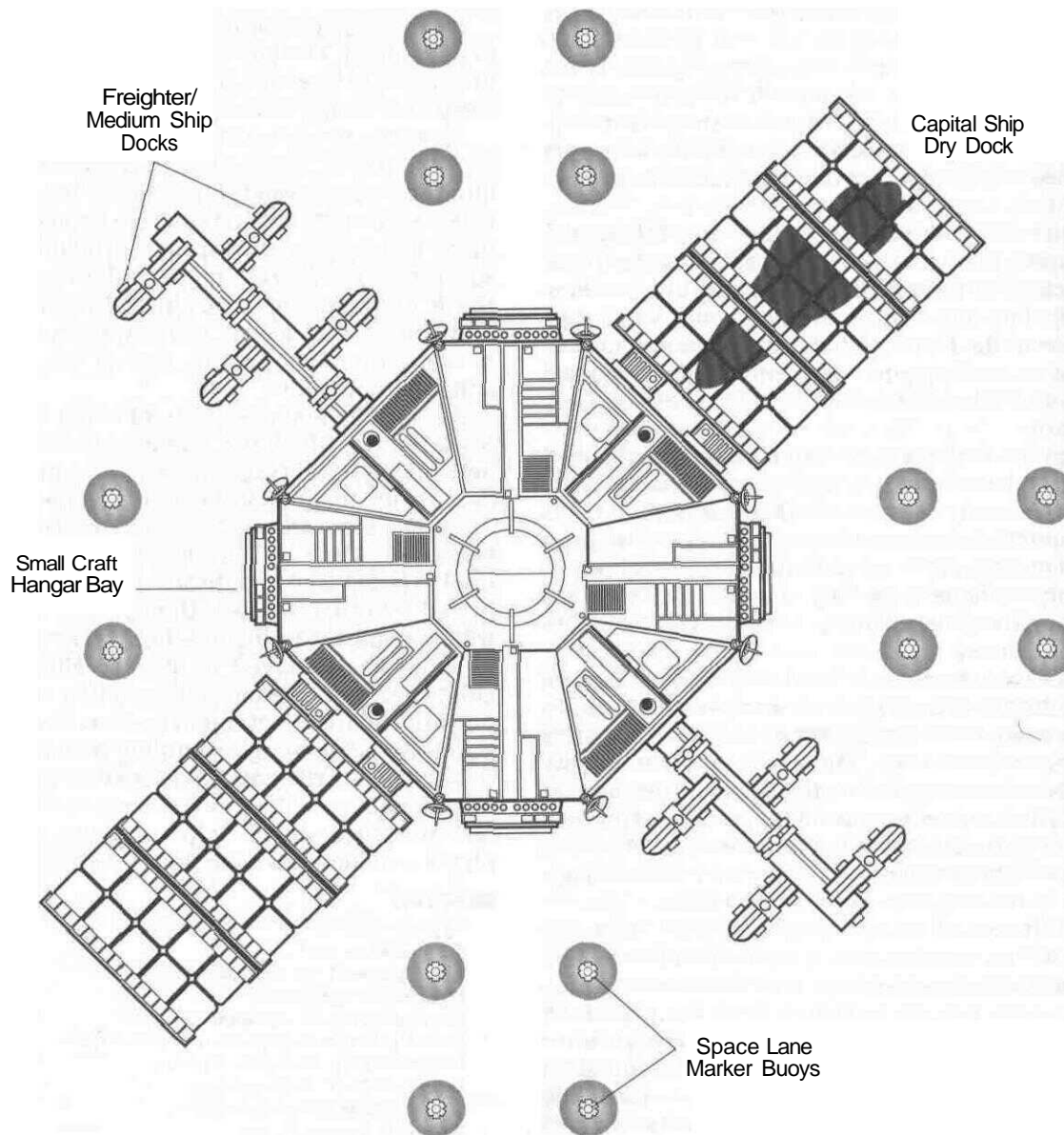
• Sarka

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Heavy (1.3 of Standard)
Terrain: Jungle, marshland, cave networks
Length of Day: 39 standard hours
Length of Year: 462 local days
Sapient Species: Sarkans (N)
Starports: Imperial Class
Population: 4 billion
Planet Function: Trade center
Government: Ruler by tribal selection
Tech Level: Space
Major Exports: Nova Rubies
Major Imports: Luxury items

Sluis Van

Sluis Van, the primary star system in the Sluis sector, is an active member of the New Republic and the site of an extensive deep-space shipyard and docking facility. The docking facility regularly has about 100 medium-

Sluis Van Shipyards Orbit-Dock V-475



sized or larger vessels in transit. The shipyards offer extensive maintenance and repair services, refuelling depots, layover docks, and cargo transfer and storage facilities. The system's facilities comprise the largest shipyards in its section of the galaxy, and one of the most impressive in its size class.

The Sluissi run an efficient, respectable operation. Besides handling commercial traffic for the sector and for ships on long haul, the shipyards have an open contract with the New Republic. Any Republic military or diplomatic ships in the area can use the shipyards.

Dozens upon dozens of orbit docks make up the shipyards. Some orbit docks are built to handle large capital ships, others to provide landing areas for small freighters, and a few have the capacity to handle the largest container ships. There are some orbit docks with multi-docking capabilities. These feature one or two large capital ship dry docks, hangar bays for smaller craft, and docking tubes for freighters and mid-sized vessels. These multi-docks (like orbit dock V-475) normally have multi-leveled entertainment facilities in their centers. Here, spacers can rest in affordable motel cubes, eat and drink in space-stop cafes and cantinas, enjoy holo vid or live entertainment, or even shop in the dock markets. The shipyards are controlled from a central administration space station.

Shuttles constantly travel from Sluis Van to the orbit docks and back again, ferrying spacers wherever they want to go while visiting the shipyards. Tugs fill the system, guiding capital ships and bulk container carriers through traffic and past space lane marker buoys to the waiting bays. While the Sluissi have starfighters and a few capital ships for defensive purposes, most of the shipyard's protection comes from the perimeter battle stations. These armored defense platforms have little maneuverability, but they are heavily armed with many turbolaser batteries and proton torpedo ports, as well as tractor beam projectors. They can handle pirate raids or smugglers trying to run the perimeter, but they aren't much good against a full-blown offensive.

There were 112 transient warships in the system when Grand Admiral Thrawn launched his attack on Sluis Van. The ships were in-system, gathering into a convoy which was to bring support and supplies to the battered Bpfassh system and its neighbors. The outer Sluis Sector systems had been the target of Imperial hit-and-fade attacks, and the Republic sent ships to show their ability to quickly respond to threats against the new galactic union. Unfortunately, this was just what Thrawn hoped they would do. Sixty-five of the warships had been pressed into cargo carriers, while the remaining ships performed escort duty. Though many of the Republic ships were damaged in the resulting battle, Thrawn's plan to steal the vessels met with failure.

• Sluis Van Orbit Dock V-475

Craft: Rendili StarDrive Space Dock
Type: Orbiting multi-space docking array
Length: 4,846 meters

Scale: Capital
Crew: 9,500
Crew Skill: Capital ship shields 3D, sensors 3D+2
Hyperdrive Multiplier: None
Hull: 7D
Shields: 5D
Sensors:
* *Passive:* 40/0D
Scan: 75/1D
Search: 150/3D
Focus: 4/4D+2

Svivren

The planet Svivren has posed a tremendous problem for the Empire in recent days. This planet's hardy inhabitants have thus far managed to resist attempts at Imperial occupation, outlasted Imperial siege efforts, and infuriated the Empire by their determined refusal to submit to Imperial rule. The Svivreni are notoriously stubborn, and are thoroughly opposed to participating in "political infighting" (the term they use to describe the galactic civil war).

Svivren itself is a harsh world, consisting of mountainous terrain, with long, cold winters and uncomfortably warm summers. Despite the rough nature of the planet, the Svivreni have thrived and used their skill to turn their planet into an important regional trading port.

Svivren is completely neutral in the civil war. Svivreni law forbids the presence of any personal weapon and its well-armed security troops enforce that law efficiently. Any violent actions on Svivren result in immediate and public execution. As such, Svivren has a low crime rate, and even smugglers tend to avoid the planet: if the Mon Calamari made smuggling difficult, the Svivreni made it dangerous.

• Svivren

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1 (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Mountains, cultivated agriculture zones, urban
Length of Day: 26 standard hours
Length of Year: 388 local days
Sapient Species: Svivreni (N), Ewoks, humans, Sullustans
Starports: Imperial, 6 Stellar
Population: 8.5 billion
Planet Function: Service
Government: Svivreni Trade Alliance
Tech Level: Space
Major Exports: High technology, mid technology, computers, droids
Major Imports: Food, medicine

Tangrene

Tangrene is one of the more heavily defended planets in the Empire's sphere of influence, largely due to the presence of an Imperial Ubiquitorate base (which houses one of the few crystal gravfield trap arrays near the New Republic border). That General Garm Bel Iblis managed a successful raid against the planet is a monu-

ment to the Corellian senator's cunning.

Tangrene is protected by a minimum of *two Imperial-class* Star Destroyers, and anywhere from 10 to 50 smaller vessels (ranging from *Carrack-class* light cruisers and Interdictor cruisers to *Victory-class* Star Destroyers). Imperial officers joke that *anything* that enters the system without authorization — including space debris — is destroyed without even so much as a comm warning. A complex series of remote sensors ensures that nothing gets into the system undetected.

Tangrene itself is ideally suited to its role as an Imperial "fortress" world. Fifteen Imperial garrisons are scattered strategically throughout the cliffs and canyons of this nearly barren planet, positioned to take maximum advantage of the available terrain. Any attacking ground forces will be hard pressed to take and hold any of the planet's rocky ground.

Tangrene was once home to a species of peaceful nomads that were enslaved by the Empire. They were forced to help construct the garrison bases and shield generators of the system's defense network. After construction was completed, the sector Moff decided it would be more expedient to depopulate the planet rather than risk revolt or insurrection. The Tangrene people were completely wiped out, without the slightest chance of defending themselves. Tangrene remains a monument to the Imperial capacity for cruelty.

Tangrene is a craggy, mountainous world, almost completely devoid of surface vegetation and water. A number of underground lakes (and even one subterranean ocean) have been located and tapped to supply water to the Imperial garrisons. These underground caverns also support a wide diversity of fungi and vegetation. A number of glowing, fern-like lake plants help provide a breathable — if thin — atmosphere.

The maze-like canyons that spread across the planet's surface have been mapped and secured by the Empire. Motion trackers, heat sensors and sentry observation posts monitor all access to the Imperial Garrisons and Ubiquitorate base.

The Empire has recently upgraded the shield generators of Tangrene to make the planet even more difficult to penetrate. Because of Tangrene's position near the New Republic, the planet has become an increasingly attractive staging area for Imperial incursions into Republic space.

- **Tangrene**

Type: Terrestrial
Temperature: Standard
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Mountains, canyons
Length of Day: 29 standard hours
Length of Year: 356 local days
Sapient Species: Humans
Starports: Stellar class (restricted to Imperial military use)
Population: 290,000 (Imperial troops)
Planet Function: Imperial Base
Government: Imperial sector Moff

Tech Level: Space
Major Exports: None
Major Imports: None

Trogan

Trogan is a planet of harsh contrasts: natural beauty is marred by violent weather; areas of lush vegetation spring up among vast tracts of barren wasteland. Trogan is perhaps best known for its tides; the gravitational pull of the planet's three moons make for some impressive tidal shifts. The coastlines of the planet's land masses are heavily eroded and subject to the pounding of the planet's inhospitable weather and the inexorable pull of the ocean.

Many of the citizens of Trogan felt that the planet could become a tourist attraction to rival Berchest. The planet's ocean activity during the seasonal high tide can be quite spectacular, especially during violent electrical storms. Unfortunately, the tourist trade on Trogan never quite caught on. The planet's economy has remained stagnant and it appears that Trogan will remain a subsistence planet just struggling to get by.

- **Trogan**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Saturated
Gravity: Standard
Terrain: Plateau
Length of Day: 32 standard hours
Length of Year: 401 local days
Sapient Species: Humans
Starports: 1 Standard class
Population: 8 million
Planet Function: Subsistence, tourism
Government: Imperial Governor
Tech Level: Space
Major Exports: None
Major Imports: None

Whistler's Whirlpool Tapcafe

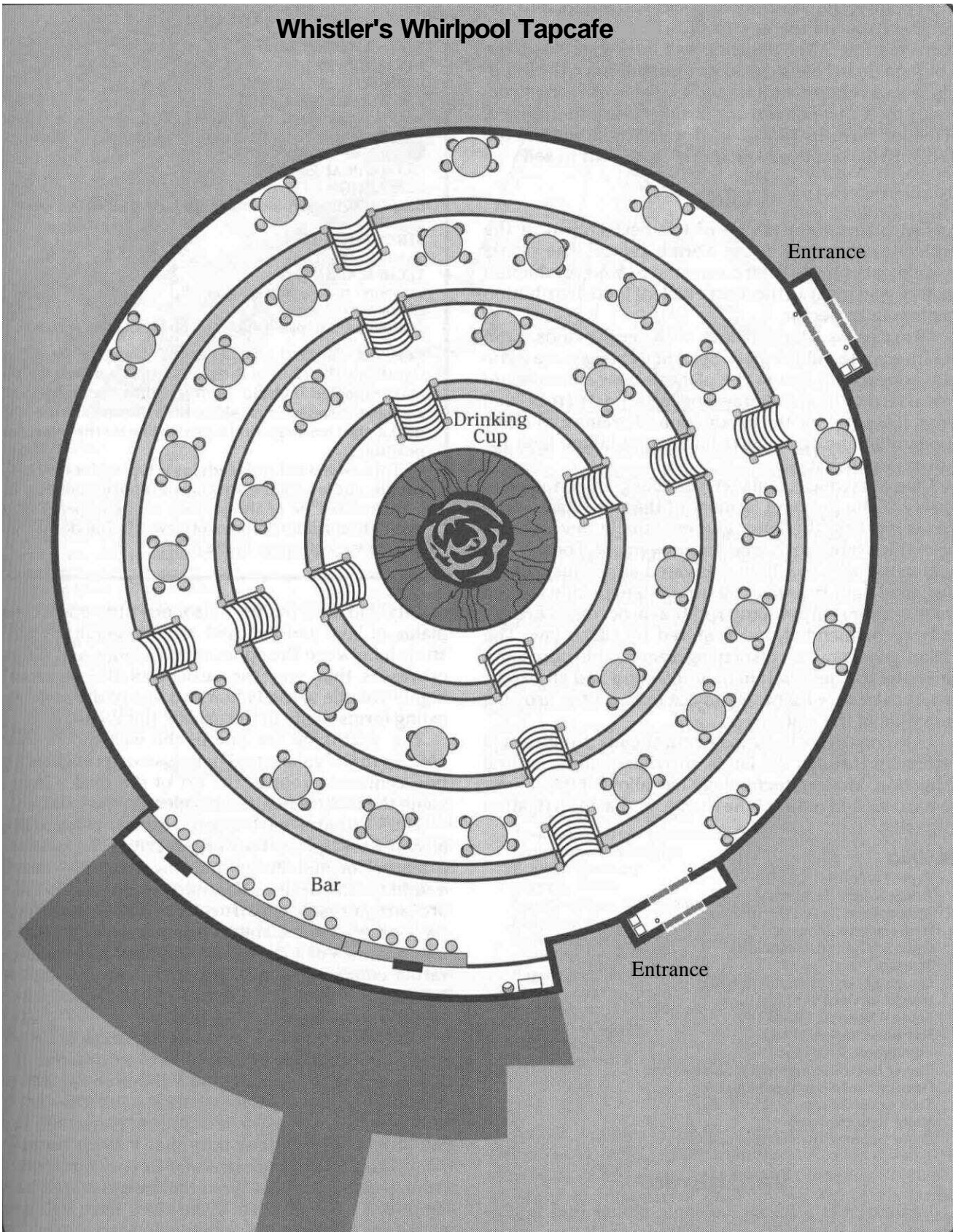
Whistler's Whirlpool is one of the many casualties of the Trogan Planetary Tourism Board's poor planning and mismanagement. The tapcafe was a mild success shortly after opening, but eventually fell out of favor with the tourist crowd and subsequently closed.

Whistler was an Ortolan merchant who was preoccupied with food, like the majority of his species, and loved the idea of owning a major restaurant and entertainment cafe. Deciding upon a "nature" theme for his tapcafe, Whistler designed and built the establishment around the Whirlpool.

The Whirlpool is a natural depression, a bowl-shaped pit that is open to the sea at its bottom. Due to the violent nature of the planet's tides, six times a day, a huge white-water geyser fills the bowl in an impressive display of sound and water.

The Whirlpool's tables are located in concentric circles around the bowl, providing an exciting view of the geyser while still retaining a feel of luxury and decorum. Or so Whistler thought.

Whistler's Whirlpool Tapcafe



In reality, the Whirlpool is cold and damp, and the constant roar of the geyser drowns out all chance of conversation. After Whistler was forced to close, the Tourism Board considered its options. Since the building would require a total (and expensive) reconstruction project to convert its design to another venue, Whistler's Whirlpool is now a deserted building that the Trogan Tourism Board desperately wishes to sell.

Ukio

The planet Ukio is one of the best known of the agricultural planets in the Abrion sector. The planet has almost entirely been converted to food production facility, and is one of the most efficient food distribution centers in its sector.

Ukio itself is a large planet, with gentle winds, calm weather and a mild climate. Seasonal changes are virtually nonexistent due to the planet's slow rotation and low axial tilt; the growing season lasts most of the Ukian year. It is ideal for the production of grains and other foodstuffs, and the planet has ample fallow land for future expansion.

Ukio was once a planet of rolling hills and wild grasses. The peaceful farmers of the planet spent decades working the land, and eventually developed a scientific system for harvest improvement. Today, Ukio is covered with carefully cultivated and painstakingly designed field systems that are systematically farmed for maximum output. Crop rotation procedures are not only recommended, but required by Ukian law. The Ukian government, displaying remarkable foresight, prevents the destruction of arable land and all Ukians must make sure that they do not exhaust the growing potential of the soil.

Ukio consists of three major continents. Hundreds of rivers cut through the lands, providing ample natural irrigation. Modern technology has allowed the Ukians to harness and redirect the rivers, increasing irrigation capacity.

- **Ukio**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1 (breathable)
Hydrosphere: Moderate
 Gravity: Light (0.8 Standard)
Terrain: Plain
Length of Day: 22 standard hours
Length of Year: 357 local days
Sapient Species: Ukians (N)
Starports: Imperial Class
Population: 7.5 billion
Planet Function: Agriculture, homeworld
Government: Overliege Monarchy
Tech Level: Space
Major Exports: Food
Major Imports: High technology

Vaathkree

Vaathkree is a harsh, volcanic planet that is constantly hammered by meteor impacts. It has heavy

Tol dosLa

Type: Ukian Bureaucrat
 DEXTERITY 2D
 Dodge 5D
 KNOWLEDGE 3D+2
 Alien species 4D+2, bureaucracy 5D+2, bureaucracy: Ukio 7D+2, business 5D+2, business: agriculture 8D+2, languages 6D+2, value: foodstuffs 7D+2
 MECHANICAL 2D+2
 PERCEPTION 4D
 Bargain 5D, bargain: foodstuffs 9D+1, command 7D+1, persuasion 7D+2
 STRENGTH 2D+1
 Swimming 4D+1
 TECHNICAL 3D
 Computer programming/repair 5D+1
 Character Points: 2
 Equipment: Datapad (listing harvest production schedules)

Capsule: Tol dosLa is the spokesman for the Ukian Overliege, the ruler of the planet. DosLa is well known and respected on Ukio, both for his agreeable nature and his shrewd political skills. He is the oldest son of Gol dosLa, the Overliege, and is next in line for the Overliege position.

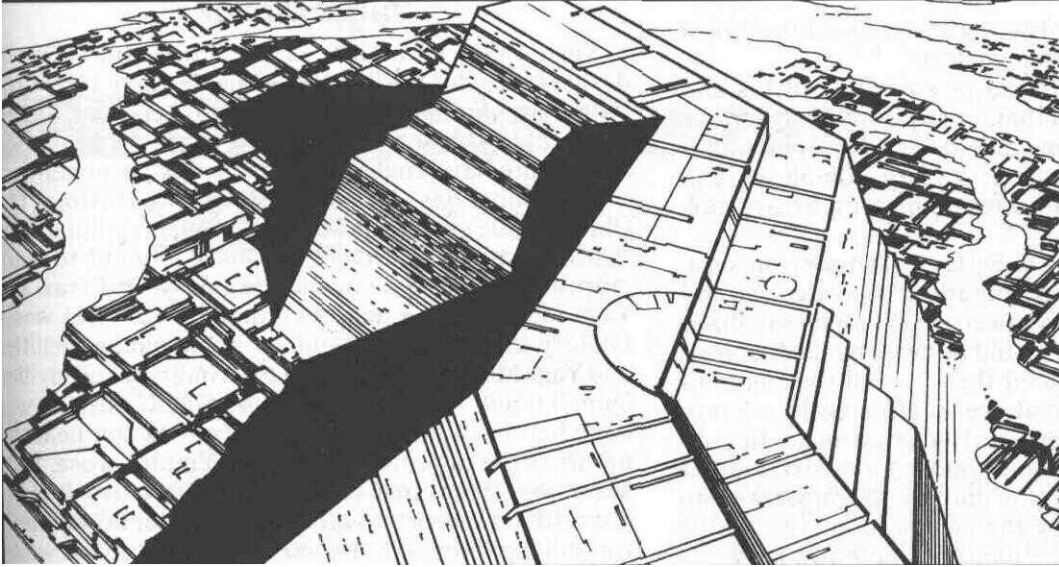
Tol dosLa is tall and reedy, as is typical for the Ukian people, and is very soft spoken. He is not afraid to speak his mind, but he is always very gentle in persuading people to consider his point of view. It is a tactic that has proven very effective in the past.

gravity and a corrosive, poisonous atmosphere. Huge plains of lava and exposed radiation-emitting metals stretch between the spouting volcanoes and the huge crevasses that scar the surface of the planet. This highly volatile world is home to one of the more interesting forms of life in the galaxy: the Vaathkree.

The Vaathkree are one of the well-known trading species in the galaxy and have a strong religious tradition centered around "the art of the deal." They are some the most relentless hagglers in the galaxy.

The Vaathkree have created domed cities to house any off-world guests they may receive. These cities are a marvel of metallurgy and engineering — like the Vaathkree themselves, Vaathkree *vnals*, or "life-towns," are partly organic constructs. Vaathkree vnals are partially alive, and capable of communicating with their inhabitants. Vnals dot the surface of Vaathkree, and are rather comfortable for brief stays, although most visitors are unnerved by the idea of sleeping inside a living, breathing building.

Visitors to the planet often find small pieces of living metal. These small nodes of ore are referred to as Stonesingers (the phrase the Vaathkree use when explaining the concept to visitors), and they are the children of the Vaathkree. Stonesingers tend to be found in the large lava flats that stretch across the planet and tourists are ordered to only observe them from a distance. Vaathkree has been ignored by the Empire. The Vaathkree themselves have not yet resisted the efforts of the Imperial military.



• Vaathkree

Type: Terrestrial
 Temperature: Searing
 Atmosphere: Type IV (environment suit required)
 Hydrosphere: Arid
 Gravity: Heavy (1.8 Standard)
 Terrain: Volcanic mountain chains, lava flats
 Length of Day: 54 standard hours
 Length of Year: 197 local days
 Sapient Species: Vaathkree (N), Vnals (N), Stonesingers (N)
 Starports: Imperial Class
 Population: 6 billion
 Planet Function: Service
 Government: Vaathkree Council
 Tech Level: Space
 Major Exports: Mid tech, raw materials
 Major Imports: High tech, computers, droids

Woostri

Woostri is a predominantly ocean planet, with a single small continent. Woostoid historians claim that before a great cataclysm occurred long ago (during the reign of one of the previous, now forgotten civilizations), a substantial portion of the planet's surface was actually above water. Most of the continent has been transformed into a single, sprawling urban technopolis.

Woostri is a major administrative asset to the New Republic; the computer processing facilities and the natural organizational ability of the Woostoids makes the planet an ideal "data-crunching facility" for the fledgling government. A large number of NeuroSaav Model 608 Mega'puters have been installed in Gopsthal, the main administrative district of Woostri. As a result, much of the planet is now computer-controlled. Everything from landspeeder maintenance to traffic control to housekeeping is droid- or computer-directed, and as a result, the Woostoids have a large amount of free time.

Due to the Woostoids' love of recreation, a substantial portion of the an average Woostoid's day is devoted to entertainment. The planet boasts an incredible se-

lection of music complexes, holotheatres, restaurants, sporting events and amusement parks. As a result, the planet has become something of a tourist attraction, although the Woostoids never intended this. Nonetheless, the natives welcome visitors to their world and they enjoy the diversity of the countless species who come to recreate.

One of the more famous features of Woostoid society is the Woostri HoloScan Database, a holographic library that has been hailed as one of the most complete research facilities in the galaxy. The HoloScan Database is located in a huge complex thousands of kilometers across and several hundred stories tall. For a few credits per visit, the curious can access information on civilizations predating the Old Republic, scientific research, star travel and millions of other topics, both scholarly and recreational in nature.

Due to the presence of the HoloScan Database, the New Republic War College has elected to open a branch campus near the research facility, and a large number of off-world visitors can be seen frequenting the sprawling complex at any given hour of the day.

• Woostri

Type: Terrestrial
 Temperature: Temperate
 Atmosphere: Type I (breathable)
 Hydrosphere: Saturated
 Gravity: Standard
 Terrain: Urban
 Length of Day: 22 standard hours
 Length of Year: 312 local days
 Sapient Species: Woostoids (N), countless other species
 Starports: Imperial Class
 Population: 18 billion
 Planet Function: Academic, library, recreation, homeworld
 Government: Representative Legislature
 Tech Level: Space
 Major Exports: Information
 Major Imports: Tourism, high tech

Xa Fel

Xa Fel, a planet in the Kanchin sector, is one of Kuat Drive Yards' (KDY) major manufacturing facilities, producing fully 20 percent of the corporation's inventory of starship hyperdrive engines. Xa Fel was a prime target of Grand Admiral Thrawn: the ability to snatch

pre-made starship star drives was a tremendous boost to the Imperial shipbuilding effort.

Xa Fel was once a world of sprawling plains and gentle hills. Fertile land that was well suited to agriculture was converted to manufacturing and production at the direction of KDY. Now, factory complexes and corporate worker dormitories dominate a dreary, polluted landscape.

KDY's takeover of the Xa Fel is an example of unscrupulous corporate execs taking advantage of a naive and technologically primitive species. KDY's execs realized that the primitive Xa Fel could be awed by the Empire's technology and convinced them to sell the rights to their land cheaply (and above all else, legally). A program of flattery, bribery and strong-arm tactics directed at those Xa Fel who opposed industrialization was remarkably successful, and the Xa Fel were completely overwhelmed by the corporation. The Xa Fel soon found themselves tenants on their own land.

Under KDY management, the planet was steadily despoiled by pollution. Xa Fel is now subject to constant wind and water erosion, and due to the chemical pollution caused by the manufacturing methods of Kuat Drive Yards, the air has become mildly acidic. During the planet's rainy season, improperly protected buildings may be severely damaged and corroded. Breath masks and environment suits are suggested when visiting Xa Fel.

The Xa Fel, powerless to stop the destruction, despaired. Under New Republic rule, however, hope has returned to the wounded planet. The New Republic has ordered KDY to clean-up the planet, but KDY's bureaucrats and administrators have slowed the cleanup efforts to a crawl. Unfortunately, attacks from Grand Admiral Thrawn have forced the Republic to concentrate on preventing the Pmpire from re-taking the planet and KDY has been, for the time being, left to function with no supervision.

• Xa Fel

Type: Terrestrial
Temperature: Hot
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Standard
Gravity: Standard
Terrain: Urban
Length of Day: 31 standard hours
Length of Year: 379 local days
Sapient Species: Xa Fel (N)
Starports: Imperial Class
Population: 16 billion
Planet Function: Homeworld, starship drive manufacturing
Government: KDY Executive Board
Tech Level: Space
Major Exports: Hyperdrive engines
Major Imports: Water, foodstuffs, mid tech, high tech, computer components

Yaga Minor

Yaga Minor is a major shipbuilding and weapons design center for the Empire. While the planet lacks the resources of other major construction centers, its historical importance as a weapon and starship design and testing site have enabled it to retain its prominence.

Yaga Minor has a long and distinguished history. The Old Republic used Yaga Minor as a launch point for the "Outbound Flight" project, a valiant attempt to learn more about what lies beyond the galaxy. Ord Trasi and Yaga Minor have much in common; Ord Trasi was a military base with tremendous shipbuilding facilities and Yaga Minor was a combination military and civilian launch point. That the "Outbound Flight" mission was launched from Yaga Minor underscores the peaceful nature of the expedition. When the Empire arose, Yaga Minor was converted to strictly military use. It is rumored that some of the early prototypes for the Empire's torpedo spheres were tested at the Yaga Minor weapons range.

Yaga Minor has become of increasing importance to the Empire because of one "commodity": the Yagai subspecies. These large, strong aliens were genetically engineered by the Yagai as a labor source and are suited for work in harsh environments. They have been employed as cheap slave labor and, as they are quite knowledgeable about starship drives and weapons systems, make an excellent source of construction conscripts.

Yaga Minor is a beautiful forest world, with an abundance of life-forms. An extensive network of rivers and lakes have eroded a number of caves through the major mountain chains on each of the planet's six continents. These caves are where the majority of the Yagai live.

• Yaga Minor

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Heavy (1.2 of Standard)
Terrain: Forest
Length of Day: 23 standard hours
Length of Year: 451 local days
Sapient Species: Yagai (N)
Starports: Imperial Class (restricted to military use only)
Population: 4 billion
Planet Function: Starship construction, homeworld
Government: Imperial Moff
Tech Level: Space
Major Exports: Starship drive units
Major Imports: Refined metals

Chapter Seven

Aliens

From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.

Intergalactic Census

"Imagine a galaxy, if you can. A galaxy of hundreds of millions of stars, each with planets. On how many of these worlds might life arise? How many of these life-forms might be sapient? Even now, we have no idea how many countless thousands—possibly millions!—of intelligent life-forms we share our galaxy with ..."

—Excerpt from a New Republic Scout Service Recruitment Advertisement

While some species tend to be more prevalent than others — such as humans, Rodians or Wookiees, for instance—the true number of sentient beings is impossible to calculate. Imagine the difficulty in cataloguing the non-sentient species as well as the sentient ones; even the most steadfast of researchers would pale at the prospect.

In my chosen profession I am saddened by the lack of contact I have with members of other species (though I was fortunate to meet a member of the Noghri people ... a truly fascinating experience). However, with some careful research and interviewing, I have managed to piece together a list of some of the species whose members have assisted or hindered New Republic efforts during the campaign of Grand Admiral Thrawn.

Given the Empire's prejudiced attitude towards non-humans, Imperial documents concerning other species tend to be biased. While these documents were an interesting starting point, I preferred to seek facts about other species from individuals who had actually met some of these aliens.

Barabels

Barabels are vicious, bipedal reptiloids. They stand from 1.75 to 2.5 meters tall. The horny black keratin scales that cover their bodies, as well as the long, needle-like teeth which fill their huge mouths, give them a fierce, frightening countenance.

Barabels inhabit the dark, humid world of Barab I, which orbits the red-dwarf star called Barab. The world has long been the refuge of spice smugglers and other criminals, and it occasionally serves as a hunting ground for sport hunters, but otherwise it rarely receives galactic traffic. For this reason, few Barabels have made their way off-planet, and the species is not widely known.

Barabels have a complex and unusual physiology, due to the harsh nature of their homeworld, Barab I. The planet orbits close to its red-dwarf sun, which bathes it with intense radiation throughout the daylight hours. The heat and radiation cause most of the free-standing water on the planet to evaporate, leaving Barab a humid, hazy world.

Physically, Barabels have slit-like pupils which collect energy from the infrared to yellow spectrums, allowing them to see in darkness as well as normal daylight conditions. The black scales which cover their bodies are made of sturdy, protein-based keratin. It provides the hunters with natural body armor which is resistant to punctures and blows. They have even been known to shrug off light blaster bolt hits.

The majority of the species remains untamed and uncivilized, living as they have for thousands of years despite the advanced technology that has been brought to their world.

Barabels have a deep respect for the Jedi Knights of old, and a few have even tried to emulate the Jedi tradition — despite little aptitude in the Force. Even in the face of Imperial persecution, many Barabels refused to denounce the Jedi or the Force. They point to the legend of the Barabel War. When the vicious hunters split into two warring factions over access to choice hunting grounds, it seemed the entire species was destined to join the coming battle. But Jedi Knights passing through the system intervened. They listened to both sides and passed fair judgment, stopping a war that would have killed many Barabels and restoring peace to the world.

(For more information, see pages 17-19 of Galaxy Guide 4: Alien Races.)

- **Barabel**

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

Special Abilities:

Natural Body Armor: Gives the Barabel +2D against physical attacks and +1D against energy attacks.

Radiation Resistance: Barabels have natural resistance to most forms of radiation. They receive a +2D when defending against the effects of radiation.

Vision: Barabels can see in the infrared spectrum, allowing them to see in complete darkness provided that there are heat sources.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, though they have little ability in the Force. They almost always yield to the commands of a Jedi Knight.

Reputation: Barabels have a reputation as fierce warriors and great hunters. They are often feared, and always given a wide berth except by the most fierce individuals.

Move: 11/14

Size: 1.9-2.2 meters

Bimms

The Bimms love stories, especially stories about heroes. Heroes hold a special place in their society, a place of honor and glory. Everyone on the planet knows the tale of the Battle of Endor, and the Bimms are particularly fascinated with Luke Skywalker's part in it. Of all the heroes the Bimms hold high, they hold the Jedi highest. Their own culture is full of hero-oriented stories which sound like fiction but are treated as history. Anyone who has ever met a Bimm can understand how the diminutive beings could become enraptured with heroic feats, but few can imagine the same Bimms performing any.



They are a very friendly people, with singing voices of an almost mystic quality. Their language is composed of songs and ballads which sound like they were written in five-part harmony. They cover most of their half-furred bodies in tooled yellow clothing. All Bimms wear similar outfits of yellow spun cloth.

For all their love of heroes and heroic stories, the Bimms are a peaceful, non-violent people. Weapons of violence have been banned from their world, and visitors are not permitted to carry weapons upon their person while visiting their cities. On a recent visit to the planet, Luke Skywalker noticed that the Bimms' weapon detectors did not register his lightsaber as a weapon. Either that, or their hero worship of himself and the legendary Jedi Knights allowed the rules to be bent for his visit. After all, when every story features Jedi carrying lightsabers, how could the Bimms expect Skywalker not to carry his?

One of the prime Bimm activities is shopping. A day is not considered complete if a Bimm has not engaged in a satisfying bout of haggling or discovered a bargain at one of the many markets scattered among the forests of asaari trees. They take the art of haggling very seriously, and a point of honor among these people is to agree upon a fair trade. They abhor stealing, and shoplifting is a very serious crime on Bimmisaari.

Visitors to Bimmisaari are made to feel honored and welcomed from the moment they set foot on the planet, and the Bimms' hospitality is well known throughout the region. A typical Bimm welcome includes a procession line for each visitor to walk. As he or she passes, each Bimm in line reaches out and places a light touch on the visitor's shoulder, head, arm or back. The ceremony is performed in complete silence and with practiced order. The more important the visitor, the larger the crowd in the procession.

- **Bimm**

Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/2D+2
PERCEPTION 1D+1/4D+2
STRENGTH 1D/2D+2
TECHNICAL 1D/2D+1
Move: 11/14
Size: 1.0-1.5 meters

Defel

Defel, or wraiths, look like bipedal shadows with red eyes and long, white fangs. In ultraviolet light, they can be seen in all their glory. Defel have stocky, fur-covered bodies. Their long, triple-jointed fingers end in vicious claws. They have protruding snouts, and gill-like slits at the base of their jaws. These beings stand about 1.3 meters in height, and usually have shoulder widths of 1.2 meters.

Defel originated on the planet of Af'El, which orbits the ultraviolet super giant sun of Ka'Dedus. The chemical makeup of Af'El's atmosphere blocks all forms of light except for ultraviolet, forcing life on the world to

evolve visual senses which could respond to the ultraviolet rays. Defel and other life forms on Af'El are completely blind to other wavelengths.

Defel have an additional adaptation which cause the beings to absorb other wavelengths of light. This gives the Defel the appearance of shadows. Some speculate that this adaptation was in response to a now-extinct predator which was able to produce light in ranges below ultraviolet in order to locate prey.

Defel live in great underground cities. The terrible storms spawned by Af'El's churning atmosphere make surface living difficult at Defel society's level of technology. The major industries on the planet are mining and metallurgy. Because of the world's climate, agriculture has never been developed and the planet's inhabitants survived by simple hunting and foraging.

The planet is rarely visited. A freighter from Vulca Minerals Corporation braves the heavy gravity once every standard year in order to pick up cargo and bring trade goods.

The Defel people are tough, independent beings who hold their words above all else. A Defel who makes a promise will do his best to keep that promise. Because of this, they will have nothing to do with beings who break promises made to them.

When they leave their planet, Defel wear special visors which allow them to "see" light wavelengths other than ultraviolet. They often find employment as hired muscle, spies and even assassins because of their shadowy forms.

(For more information, see pages 33-34 of Galaxy Guide 4: Alien Races.)

• Defel

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

Special Skills:

Dexterity skills:

Blind Fighting. Time to use: one round. Defel can use this skill instead of their *brawling* or *melee combat* skills when deprived of their sight visors or otherwise rendered blind. *Blind fighting* teaches the Defel to use its senses of smell and hearing to overcome any blindness penalties.

Special Abilities:

Invisibility: Defel receive a +3D bonus when using the *sneak* skill.

Claws: STR +2D.

Light Blind: Defel eyes can only detect ultraviolet light and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight increases one level.

Story Factors:

Reputation: Defels are considered to be a myth by most of the galaxy — therefore, when they are encountered, they are often thought to be supernatural beings. Most Defel in the galaxy enjoy taking advantage of this perception.

Overconfidence: Most Defel are comfortable knowing that, if they wish to hide, no one will be able to spot them. They often ignore surveillance equipment and characters who may have special perception abilities when they should not.

Move: 10/13

Size: 1.1-1.5 meters tall

Duinuogwuin

Duinuogwuin, or Star Dragons, are a sad, noble species given to championing lost causes. They are huge, snake-like multipeeds with gossamer wings and expressive, intelligent eyes. Star Dragons average about ten meters in length, but legends persist that a few ancient Duinuogwuin have reached sizes of over one hundred meters. Large scales cover their bodies, giving them a reptilian appearance. They also have floppy, external ears which are characteristic of mammalian life forms. Their sharply keeled sternums and overdeveloped pectoral muscles hearken to avian design, yet they also have segmented bodies, like many varieties of insects.

Star Dragons have one pair of legs for every body segment. Their diaphanous wings are attached to the upper portion of the body and spread out one and a half times their body length. They hold the upper segments of their bodies erect, and the limbs in this area have evolved into arms and hands.

The scales that cover a Duinuogwuin's body are gray, dirty white, silver, pale blue or black. This coloration remains constant throughout a Star Dragon's life—those born pale blue remain pale blue until their dying day.

Duinuogwuin are an ancient species. They are so old that the location of their homeworld is unknown. They guard the secret carefully, and have learned to treat questions about their natures, their pasts, and their origins with polite indifference. Duinuogwuin have adapted to a variety of environments. They have been encountered on diverse worlds and even in deep space without apparent protection from vacuum and void, thus earning the name Star Dragons.

They are secretive about their physical natures: they always refuse medical treatment and never die in public places. Legends speak of planets known as Dragon Graveyards, though no one has ever reported finding such a place.

They are unusual, to say the least, in light of their biological adaptations. Normally, when a species evolves, the process is gradual, each new adaptation occurring over countless generations. Star Dragons seem to evolve with each succeeding generation — a Duinuogwuin dragonling can emerge with new physical characteristics that are not even hinted at in prior generations. The creatures obviously have a highly evolved and readily adaptable genetic code, probably ensuring their ability to survive climatological or environmental changes that would surely exterminate a less hardy species.

Duinuogwuin have a mysterious society, often choosing to be solitary beings. They have a deep-rooted sense of morality, and an almost genetic predisposition toward the Force. During the height of the Empire (and even now in many places in the galaxy), Duinuogwuin denied any sensitivity toward the Force. If pressed, they claimed that

if any Star Dragons ever made use of the Force, they died out long ago. Tales that Duinuogwuin once served as Jedi Knights remain nothing more than stories and rumors, since much of the Jedi history records were destroyed during the reign of Emperor Palpatine.

The Star Dragons may not always have been so secretive. There are numerous myths, whose origins go back thousands of years, of Star Dragons being directly involved in the affairs of the Old Republic. However, the myths seem to directly contradict each other regarding the details of the stories, and thus it is impossible, at this time, to learn the facts behind the assistance of the Star Dragons. The few members of this species still known to exist remain secretive and alone, perhaps waiting to see how the galactic conflict finally ends before rejoining the galactic community.

Legends persist that this self-imposed isolation has to do with a genetic flaw which exists in the species. When Duinuogwuins mate, legends report that they often give birth to offspring who are unintelligent and extremely violent. While fully intelligent Duinuogwuin are the norm, the unintelligent forms are purported to be quite common. Such offspring are ravaging monsters which the parents are forced to destroy rather than risk their being loosed upon the galaxy. Perhaps this trait is a result of their flexible genetic code.

(For more information, see pages 37-38 of Galaxy Guide 4: Alien Races.)

- **Duinuogwuin**

Attribute Dice: 18D
DEXTERITY 2D/5D
KNOWLEDGE 2D/5D
MECHANICAL 1D/4D
PERCEPTION 2D/5D
STRENGTH 3D/6D
TECHNICAL 2D/4D

Special Abilities:

Flight: Duinuogwuin can fly in both space and atmosphere.

Space Survival: Duinuogwuin can survive in deep space without any artificial protection. They must make *sistamina* roll after every full month in space, beginning at an Easy difficulty level for the first month, and increasing in difficulty by one level for each additional month. If they fail, they must go to the nearest planet with a type I atmosphere as soon as possible.

Story Factors:

Isolation: Duinuogwuin live in self-imposed isolation.

Monster: A few Duinuogwuin are true monsters. They are mindless, rampaging creatures who only seek to destroy.

Evil Cunning: Still other Star Dragons are simply "evil," and they use their intelligence to manipulate and destroy others. The Star Dragons, being a "distanced" people, also consider these beings "genetic mistakes" and "non-intelligence." In truth, they are among the most dangerous creatures in the galaxy.

Move: 18/25 (walking); space: 5, atmosphere: 210; 600 kmh (flight)

Size: 10-100+ meters long

Elomin

Elomin are tall, thin humanoids with two distinctly alien features — ears which taper to points, and four horn-like protrusions on the tops of their heads. Though the race considered itself fairly advanced, it was primitive by the standards of the Old Republic, whose scouts



first encountered them. The Elomin had no space travel capabilities, and had not progressed beyond the stage of slug-throwing weaponry or combustible engines. Blasters and repulsorlifts were unlike anything the species had ever imagined.

With the technological aid of the Old Republic, Elomin soon found themselves with starships, repulsorlift craft, and high-tech mining equipment. With these things, they were able to add their world's resources to the galactic market.

Elomin are beings that admire the simple beauty and grace of order. They are creatures that prefer to view the universe and every aspect of it as distinctly predictable and organized. This view is reflected in Elomin art, which tends to be very structured and often repetitive, reflecting their own predictable approach to life.

Elomin view many other species as unpredictable, disorganized and chaotic, and prefer to work only with their own species. Old Republic psychologists feared that this pattern of behavior would make them ineffec-

tual in deep space, but the Elomin were able to find comfort in the organized pattern of stars and astrogation charts. The only unknowns were simply missing parts of the total structure, not chaotic elements which could randomly disrupt the normal order.

Elom was placed under Imperial martial law during the height of the Empire. The Elomin were turned into slaves and forced to mine lommite for their Imperial masters. Lommite, among its other uses, is a major component in the manufacturing of transparisteel, and the Empire needed lots of the ore for its growing fleet of starships. When the Empire was pushed back, Elom was freed. It quickly took its place in the New Republic.

- **Elomin**

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 1D/3D
TECHNICAL 2D+1/4D
Move: 10/12
Size: 1.6-1.9 meters tall

Ewoks

Ewoks are curious, good-natured, furred bipeds that stand about one meter tall. They have a primitive, tribal culture that has not yet advanced beyond spears, bows and arrows. They inhabit the forest moon of Endor, living in tree-top village clusters high above the forest's floor.

Ewoks communicate in a liquid, expressive language that can be learned and spoken by humans. They have developed a trade language that combines simple Basic with the Ewok tongue. Since the Battle of Endor, this Basic-Ewok combination has served to solidify their friendship with the New Republic. The Ewoks are clearly intelligent and are quick learners, showing both fear of and fascination with technology.

While Ewoks tend to be easily startled by the new and unexpected, they are also fierce warriors, expert hunters and remarkable trackers. Life in their predator-filled forest has made them cautious and suspicious by nature, but they are also brave, alert, exceedingly curious and extremely loyal once their trust has been earned.

Ewoks have poor vision, but a heightened sense of smell has been developed to compensate for this deficiency. They can track by scent alone and can use this sense of smell to detect predators and prey.

Endor's forest moon has had little contact with the Empire since the Imperial defeat at the Battle of Endor. The New Republic has set up a trading post, but the absence of a central Ewok government has made further diplomatic missions impractical. The tales of Luke Skywalker, the golden droid See-Threepio, and Princess Leia have spread throughout the village clusters, however, and they and their New Republic companions are considered trusted friends of the people of the trees.

- **Ewok**

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

Special Skills:

Dexterity skills:

Thrown weapons: bow, rocks, sling, spear. Time to use: one round. The character may take the base skill and/or any of the specializations.

Mechanical skills:

Glider. Time to use: one round. This ability allows characters to pilot gliders.

Technical skills:

Primitive construction. Time to use: one hour for gliders and rope bridges; several hours for small structures, catapults, and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only primitive tools. This skill is used to build sturdy houses, vine bridges, and rock-hurling catapults (2D speeder scale damage).

Special Abilities:

Skill Bonus: At the time the character is created *only*, the character receives 2D for every ID placed in the *hide*, or *search* skills.

Skill Limits: Beginning characters may not place any skill dice in any vehicle (other than *glider*) or other high tech operations or repair skills.

Smell: Ewoks have a highly developed sense of smell, receiving a +1D to their *search* skill when tracking by scent. This ability may not be improved.

Story Factors:

Protectiveness: Most human adults will feel unusually protective of Ewoks, wanting to protect them like young children. Because of this, humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive — and unusually tolerant of the human attitude.

Move: 7/9

Size: 1 meter tall

Farghul

The Farghul are a feline species with medium-length tawny fur, sharp claws and teeth, and a flexible prehensile tail. The Farghul are a graceful and agile people. They are very conscious of their appearance, always wearing high-quality clothing, tending toward elaborately decorated shorts and pants, cloaks and hats; they do not generally wear tunics, shirts or blouses.

The Farghul tend to have a strong mischievous streak, and the species has something of a reputation for being nothing more than a pack of con-artists and thieves — a reputation that is not very far from the truth.

The Farghul are fearsome, deadly fighters when provoked, but usually it is very difficult to provoke a Farghul without stealing his food or money. They tend to avoid direct conflict, preferring to let others handle "petty physical disputes" and pick up the pieces once the dust has settled. Most Farghul have extremely well-developed pick-pocketing skills, sleight of hand tricks, and reflexes. They are a species that respects cunning and trickery to overt physical force.

The Farghul are particularly intimidated by Jedi, probably a holdover from the days of the Old Republic: the Jedi Knights once attempted to clean out the smug-

gling and piracy bases that were operated on Farrfin (with the felinoids' blessing). They have retained a suspicion of other governments ever since. They have a strong distaste for the Empire, although it was concealed until after Farrfin was liberated by the Republic. Current relations with the New Republic are supportive and amiable. With the Empire attacking Farrfin, the Farghul have maintained a determined resistance and have received substantial support from the Republic. The Farghul do not trust the bureaucrats of the Republic, particularly the Bothans and Mon Calamari, but they do appreciate the military aid. They also like the New Republic's citizens since they "are so easy to liberate from their credit vouchers."

- **Farghul**

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

Special Abilities:

Teeth: Add +2D to *brawling* damage.

Claws: Add +1D to *brawling* damage

Prehensile Tail: Farghul have prehensile tails and can use them as an "extra limb" at -1D+1 to their *Dexterity*.

Story Factors:

Acrobatics: Most Farghul are trained in acrobatics and get +2D to *acrobatics*.

Con Artists: The Farghul delight in conning people, marking the ability to outwit someone as a measure of respect and social standing. The Farghul are good-natured, boisterous people, that are always quick with a manic grin and a terrible joke. Farghul receive a +2D bonus to *con*.

Move: 10/12

Size: 1.7-2 meters tall

Filvians

Filvians are intelligent quadrupeds that evolved in the stark deserts of Filve. While they can survive in the harsh conditions of the desert, they much prefer cooler temperatures to be found in the extreme regions of their world and on other planets. Their front two legs have dexterous three-toed feet, which they also use for tool manipulation (a Filvian can walk on two legs, but they are much slower when forced to move in this manner). They have a large water and fat storage hump along their backs, as well as several smaller body glands that serve the same function and give their bodies a distinctive "bumpy" appearance. They have a covering of short, light hair, which ranges from light brown to yellow or white in color.

Filvians are efficient survivors, capable of going as long as 30 standard days without food or water. They enjoy contact with other species and it is this desire to mingle with others that inspired the Filvians to construct an Imperial class starport on their planet.

Once a primitive people, the Filvians have learned, and in some cases mastered, modern technology and computers in particular. Filvian computer operators

and repair techs are highly respected in their field, and many of the galaxy's most popular computer systems had Filvian programmers.

Filvians are good-natured, with a fondness for communication and sharing different perspectives. They are eager to learn about others and make every effort to understand the perspectives of others. The Filvians sided with the New Republic approximately three years before Thrawn's return, but have been very cautious since the fighting has increased. They would clearly prefer to see the New Republic triumph, but are very anxious about Thrawn's efforts.

- **Filvian**

Attribute Dice: 10D
DEXTERITY 1D/3D
KNOWLEDGE 1D/4D
MECHANICAL 1D+1/4D+2
PERCEPTION 1D/3D
STRENGTH 1D+2/4D
TECHNICAL 2D/5D+1

Special Abilities:

Technology Aptitude: The Filvians are quick studies of technology. At the time of character creation, they receive 2D for every ID placed in any *Technical* skills.

Stamina: As desert creatures, Filvians have great stamina. They automatically have +2D in *stamina* and *survival: desert* and can advance both skills at half the normal Character Point cost until they reach 8D.

Story Factors:

Fear of the Empire: Filvians are fearful of the Empire because of its prejudice against aliens.

Curiosity: Filvians are attracted to new technology and unfamiliar machinery. When encountering new mechanical devices, Filvians must make a Moderate *willpower* roll (at a -1D penalty) or they will be unable to prevent themselves from examining the device.

Move: 8/10

Size: 1.2-1.9 meters tall

Gotals

Gotals are large bipeds who are easily recognized by the two cone-shaped growths which rise from the tops of their heads. Gray-brown skin, flat noses and protruding brows highlight their faces. The rest of their bodies are covered in shaggy gray fur.

These beings hail from the fourth moon orbiting the gas giant world of Antar. Gotals have developed the ability to sense emanations which are invisible and undetectable to most other species. The cones atop their heads are filled with sensitive nerve endings and receptor cells which have adapted to the fluctuations in magnetic fields and other energy waves. Infrared emanations, radio waves, and most other forms of energy can be detected and distinguished by the nerves and cells in the Gotals' cones.

The typical Gotal's eyes and ears are primitive compared to the sensory organs in his head cones. These cones can detect and analyze energy waves which most other beings are not even aware of. A Gotal also has a sense of touch and taste, but he lacks the ability to smell.

Gotal hunters on their homeworld have learned to sense prey as far away as ten kilometers. Without visual

confirmation, a Gotal can determine the number of animals in a particular area, what types are present, and which ones are healthy or ill. When a Gotal gets closer to its intended target, he can sense the animal's electromagnetic aura. This provides him with information concerning the prey's mood, awareness, and state of mind. These same sensory abilities have made Gotal some of the most sought after hunters in the galaxy.

In Gotal communities, sensory cones are used to monitor the moods, desires and thoughts of community members. This allows them to avoid angry Gotal, to share in the joy of happy Gotal, and to seek out depressed Gotal in order to cheer them up. They converse to convey abstract ideas and specific information, but never to express emotion or feelings. For these reasons, Gotal communities are among the most harmonious civilizations in the galaxy.

In mating and rearing young, Gotal have avoided the elaborate courting rituals favored by so many other species. These beings sense love as soon as it occurs, and act accordingly. They mate for life and bear young as soon as their life styles permit.

The Gotal civilization is technologically on par with the more-advanced non-human societies. Like the Mon Calamarians, they have succeeded in reaching the stars, but it wasn't until the Old Republic arrived with hyperdrives that they truly joined the galactic community. Even so, many species are uncomfortable around Gotal. They consider themselves to be at a disadvantage when dealing with the overly sensitive Gotal, who sometimes appear to have supernatural powers to the more-superstitious species. Because of their ability to sense in a wide variety of spectrums and to analyze this data logically, Gotal make shrewd competitors in the business, political and gambling arenas.

Gotal do not like droids, for the high-energy output from droid brains overloads their senses. This also occurs with some other forms of technology, especially those machines which combine or produce different forms of energy at the same time.

The species also has a hard time interpreting the emotions of alien species. Affection is often mistaken for love, anger for imminent violence, envy for murderous intent. With sufficient exposure to alien species, most Gotal learn to overcome this difficulty. It is rumored that the Duinogwuin-Gotal conflict had its roots in this problem, and only the intervention of Jedi mediators were able to stave off full-scale war.

Because Gotal can practically read the minds of other species, they are usually diplomatic and polite — unless they sense evil intentions in those they are interacting with. They speak in monotones, and many species mistrust them.

(For more information, see pages 47-48 of Galaxy Guide 4: Alien Races.)

- **Gotal**

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2

KNOWLEDGE 1D/3D
MECHANICAL 1D/2D
PERCEPTION 2D/5D
STRENGTH 2D+1/4D+1
TECHNICAL 1D/3D

Special Abilities:

Energy Sensitivity: Because Gotal are unusually sensitive to radiation emissions, they receive a +3D to their *search* skill when hunting targets in wide open areas of up to 10 kilometers around them. In crowded areas, such as towns and cities, the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to *search* because their senses are overwhelmed by radiation static.

Mood Detection: By reading the auras and moods of others, Gotal receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotal makes a Moderate *Perception* check and adds the following bonus to his *Perception* skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By:	Penalty
6 or more	-3D
2-5	-2D
1	-1D
Roll Beats Difficulty By:	Bonus
0-7	1D
9-14	2D
15+	3D

Fast Initiative: Gotal who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

Story Factors:

Droid Hate: Gotal dislike droids because the emissions produced by droids overwhelm their special senses. They receive a -1D to all *Perception-based* skill rolls when within three meters of a droid.

Reputation: Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them.. Assign modifiers as appropriate.

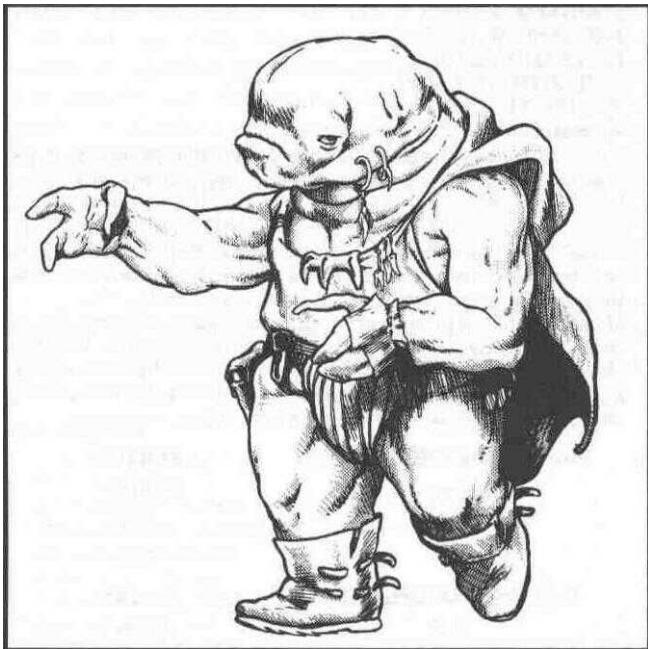
Move: 10/15

Size: 1.8-2.1 meters tall

Herglics

The planet Giju has a wide variety of life forms, but it is the Herglics who rule the world. Herglics are huge bipeds who seem to have evolved from water-dwelling mammals. They are tall, extremely wide, and fairly strong, with smooth, hairless skin that ranges in color from light blue to nearly black. Most evidence of a water origin has been bred out of the species. Fins and flukes, for example, have been replaced by arms and legs. They still breathe through a blow hole on top of their heads, however.

Herglics became traders and explorers early in their history, reaching the stars of their neighboring systems about the same time as the Corellians were reaching theirs. Because of their size, Herglics built everything slightly larger than human scale. This is easy to understand, as the average Herglic has a width span slightly larger than two good-sized humans standing side by side. Their box-like, functionally-designed freighters became common throughout their neighboring regions once they were admitted into the Old Republic. Their inquisitive but practical natures made them welcome



members of the galactic community, and their even tempers helped them get along with other species.

Giju was hit hard by the Empire, for its manufacturing centers were among the first to be commandeering by the Emperor's New Order. The otherwise docile species tried to fight back, but the endless slaughter which followed quickly convinced them to be pragmatic about the situation. It was not practical to die fighting a superior enemy, the Herglics decided. When the smoke cleared and the dead were buried, they submitted completely to the Empire's will.

This submission has made them a less-than-trusted member of the currently neutral worlds. Many in the New Republic feel that the Herglic betrayed the rest of the non-human worlds when they openly joined the Empire. Though they did not enjoy freedom and the rights of humans, they did live comfortably as they labored for the Imperial war machine. For this reason, once the Empire fled from their sector of space, the Herglics were left with a largely intact manufacturing infrastructure, which has allowed them to get back into the competition of galactic trade much faster than worlds such as Kashyyyk and Mon Calamari.

Herglics can be encountered throughout the galaxy, though they are more likely to be seen on technologically-advanced worlds or in spaceports or recreation centers. There are two things that can disturb the otherwise docile, practical natures of these gentle giants.

The first is gambling. Once introduced to some type of game of chance, a fever seems to come over a Herglic. He spends his free time — and his credits — trying to develop a "system" which will make him rich. Before the Imperial takeover of Giju, Herglics were regularly encountered in places like Cloud City. Now they can be

found in the gambling halls of the *Coral Vanda* and the *Kuari Princess*, among others, placing bets and losing credits.

The second is their size. Living in a galaxy with beings who are mostly smaller than they are has made Herglics somewhat self-conscious of their size. As most galactic facilities are built to accommodate human dimensions, the Herglics feel uncomfortable, crowded and out of place when away from their homeworld or out of their ships. They must take up two seats in restaurants and cantinas because of their bulk. They fill corridors designed for thinner beings. And doorways require a good deal of effort to push through.

Because of the distrust much of the member worlds still feel toward the Herglics, the New Republic has yet to ask them into the new government. This has not stopped them from setting up diplomatic relations, but some believe this was done to keep an eye of them. If any evidence exists that the Herglics are still working with the Empire, these diplomats will find it.

- **Herglic**

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:

Distrust: Because the Herglics openly joined the Empire in order to survive, they have come to be seen as less than worthy of trust. Many still believe that the neutral Herglics are still working with the Empire, which gives others a +1D when making opposed *Perception* checks against the Herglics.

Gambling Frenzy: Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate *willpower* check not to feel compelled to play, although they may be granted a bonus to their roll if it is critical or life-threatening for them not to play.

Move: 6/8

Size: 1.7-1.9 meters

Humans: Xa Fel

The plight of the Xa Fel is a galactic tragedy and a perfect example of what modern mega-corporations without adequate supervision can do to a planet. The Kuat Drive Yards facility that eventually dominated the planet Xa Fel was constructed with cost as the only concern: now, decades later, the planet is poisoned almost beyond repair. A cleanup crew from the New Republic has attempted to fix the planet's ecology, but the process has been very slow so far.

The Xa Fel themselves are a species of near-humans. Before KDY began construction on the planet, they were genetically almost identical to mainline humans (presumably, the planet was one of the countless "lost" colonies of ancient history). Now, though, the pollution and poverty of their world has left the Xa Fel perma-

nently scarred. Many Xa Fel are undernourished; disfiguring sores and blisters cover most of the inhabitants. The damage seems to have affected the Xa Fel at the genetic level: new generations of Xa Fel are being born with these disfigurements. Many Xa Fel tend to have respiratory problems, due to the high acid content of Xa Fel's atmosphere. When visiting "clean" worlds, Xa Fel often choke or pass out because they are unused to the purity of a clean atmosphere. The life span of an average Xa Fel has dropped from 120 standard years to less than 50 years since the shipyards were constructed.

The Xa Fel have been trapped in a spiral of poverty since their simple tribal government was overpowered by the corporate might of Kuat Drive Yards. The Xa Fel tend to distrust and even outwardly despise visitors from other worlds, particularly corporate executives, though some have a modicum of gratitude to the New Republic for its attempts to fix the planet and heal the Xa Fel people.

- **Humans: Xa Fel**

Attribute Dice: 9D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D+1
PERCEPTION 2D/4D
STRENGTH 1D/2D
TECHNICAL 1D/4D+1

Special Abilities:

Mechanical Aptitude: The Xa Fel seem to have a natural aptitude for machinery and vehicles, particularly spaceships. At the time of character creation, they receive 2D for every 1D of beginning skill dice they place in any starship or starship repair skills.

Story Factors:

Corporate Slaves: The Xa Fel have been virtual slaves of Kuat Drive Yards for decades, subjugated by strict forced labor contracts. They despise their corporate masters. Due to the depleted nature of their world, and the health problems resulting from the pollution of their world, they are unable to fight back against the masters they so despise.

Move: 7/10

Size: 1.5-1.8 meters tall

Mrissi

The Mrissi of the planet Mrisst, in the GaTir system, had been subjugated by the Empire for decades, until two years ago, when they managed to force the Empire to leave their planet thanks to the help of New Republic soldiers.

The Mrissi are small avian-descended creatures who lost the power of flight millennia ago. They have a light covering of feathers and small vestigial wings protrude from their backs. They have small beaks and round, piercing eyes.

The Mrissi operate several respected universities which cater to those students who have the aptitude for advanced studies yet cannot afford the most famous and prestigious galactic universities. Mrissi tend to be scholars and administrators, catering to the universities' clientele. The Mrissi cultures are known for radical (but peaceful) political views. Due to the prospect of a return to civilian rule through the New Republic, the

academics of Mrisst are having a grand time debating the future of the galaxy and the government. Decades of being stifled by Imperial rule has encouraged the Mrissi to speak out on any and all subjects, despite the validity (or more often, the lack of validity) their suggestions possess. Most recently, their arguments have centered on how to throw off the Empire, which retook the planet as one of the final moves before the assault on Coruscant.

- **Mriss**

Attribute Dice: 7D
DEXTERITY 1D/2D+1
KNOWLEDGE 2D/5D+1
MECHANICAL OD/3D
PERCEPTION 1D/3D+2
STRENGTH 1D/3D
TECHNICAL +1/3D+1

Special Abilities:

Teaching Ability: The vast majority of Mrissi are scholars and should have the *scholar* skill and a specialization. Mrissi can advance all specializations of the *scholar* skill at half the normal Character Point cost.

Story Factors:

Enslavement: The Mrissi were subjugated by Imperial forces. During that time, many Mrissi left their planet and most continue roaming the space-lanes. Some are refugees, but most are curious scholars.

Move: 4/8

Size: 0.3-0.5 meters tall

Rishii

Rishii are small avians who live in primitive tribal clusters high in the mountains of their homeworld, Rishi. The feathered wings which spread from a Rishii's body gives him the ability of true flight. Their human-like hands have made them tool users, but they have not advanced much beyond working with stone and wood. In many ways, the Rishii are more primitive than the Ewoks of Endor's forest moon.

The loose tribal clusters of the Rishii, or nests, are made up of a small number of family groups. Neighboring nests live in peaceful harmony, respecting the territory of other Rishii tribes. Their peaceful coexistence has been extended to the humans and aliens who have set up cities and a spaceport in Rishi's lowlands. Though the Rishii do not understand why these strangers want to live in the most undesirable parts of the planet, they do not object to their presence. In fact, a few of the nests have started to trade with the strange, wingless ones. They are most interested in the shiny rocks which allow the wingless ones to fly.

Rishii have an uncanny knack for languages. They can learn new languages quickly, though their methods are sometimes misunderstood by the human colonists. The Rishii learn by mimicking the sounds made by newcomers. They can produce the words perfectly, sounding exactly like the person they are mimicking. To the Rishii, this is learning. To the person being mimicked, it sometimes appears as if the primitive avians are making fun of them. This caused a few problems when the two species first were introduced, but has since been seen for what it is.

The Rishii hunting weapon of choice is a sling which can be used while perched or in flight. Rishii senses are extremely good, especially sight and hearing. Their nests are open air living perches, either natural, or constructed when no suitable formations are available. They have no interest or understanding of modern technology, and those items which have been traded to them have become nest liners and perch decorations — whether they be blasters, credit vouchers, or power generators.

- **Rishii**

Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 2D/4D+1
STRENGTH 1D/3D+2
TECHNICAL 1D/3D

Special Skills:

Dexterity skills:

Thrown weapons: sling: This skill allows a Rishii to use their individually built slings (STR +1D; ranges: 3-5/10/15).

Strength skills:

Flight: Rishii characters use this skill to fly, much like humans and other land-based creatures use running. Their speed is 13/18, or 37/52 kmh and may be improved in the same manner as ground movement (see page 15 of *Star Wars, The Roleplaying Game: Second Edition*).

Special Abilities:

Leant Languages: Rishii receive a +2D when checking to see if they understand a new language; they need only make 5 Very Difficult languages checks to learn a new language.

Enhanced Senses: Because of their keen eyesight and hearing, Rishii receive a +1D when using the *search* skill.

Ignorance: Rishii can only place beginning skill dice in the following *Knowledge, Mechanical* or *Technical* skills: *Knowledge: languages, survival; Mechanical: beast riding; Technical: firstaid*. They may not place any beginning skill dice in the following *Dexterity* skills: *blaster, firearms, grenade, lightsaber, or vehicle blasters*.

Move: 7/9 (walking), 13/18 (flight)

Size: 1.6 meters

Sarkans

Sarkans are one of the more powerful political factions in the New Republic due to the gem wealth of Sarka, their homeworld.

The Sarkans are tall (often over two meters) bipedal saurians: a lizard-descended species with thick, green, scaly hides and yellow eyes with slit pupils. They have long, tapered snouts, and razor-like fangs. They also possess claws, though they are rather small; Sarkans often decorate their claws with multicolored varnishes or clan symbols. The Sarkans also have a thick tail that provides them with added stability and balance, and can be used in combat. They seem to share a common lineage with the reptilian Barabels, but scientists have been unable to conclusively prove a genetic link.

Sarkans tend to wear baggy, loose-fitting robes, often festooned with gemstones. They always travel in groups of three, a holdover from their clan dominated culture.

The Sarkans are very difficult to negotiate with. They have a rigid code of conduct, and all aliens are expected to fully understand and follow that code when dealing with them. Aliens that violate the protocol of the Sarkans

are often dismissed as barbarians.

Sarkan protocol states that a meeting with an ambassador must begin with a long greeting in one of the five primary Sarkan languages. This greeting must include — in the following order — the life history of the individual, the number of battles won, the number and value of gems mined, and mates acquired in the course of one's life. This greeting must last at least an hour. If the greeting takes less than an hour, the Sarkans consider this to be an insult because either the person does not consider the ambassador "worth" a complete greeting, or the person performing the greeting has lived such an inconsequential life as to be beneath the ambassador and therefore not worth the ambassador's time. In most formal situations, such as state dinners and political negotiations, these greetings often last more than eight hours.

Following the ritual greeting, a series of elaborate dance steps must be performed by the visiting delegation. Species without tails are excused from knowing the complete set of intricate steps and maneuvers that make up the ancient Sarkan dances, but species that do have tails have a difficult task before them. The dances usually last three hours, and every member of the visiting delegation must dance in turn.

Failing to comply with these protocols is considered a major insult to the ambassador, and will probably lead to the immediate "removal" of the visiting delegation from the Sarkan ambassador's sight. Sarkan diplomatic bodyguards tend to be quite rough.

Sarkans used the nova rubies of their home planet to acquire their fabulous wealth, and they tend to be very amused by those who covet the glowing gemstones. Nova rubies are very common on Sarka, but are unknown on other worlds and are considered a valuable commodity throughout the civilized galaxy.

- **Sarkan**

Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D+2
STRENGTH 3D/6D+1
TECHNICAL 1D/3D

Special Abilities:

Night Vision: The Sarkans tend to have excellent night vision, and operate in darkness with no penalty.

Cold Blooded: Sarkans are cold-blooded. If exposed to extreme cold, they grow extremely sluggish (all die codes are reduced by -3D). They can die from exposure to freezing temperatures within 20 minutes.

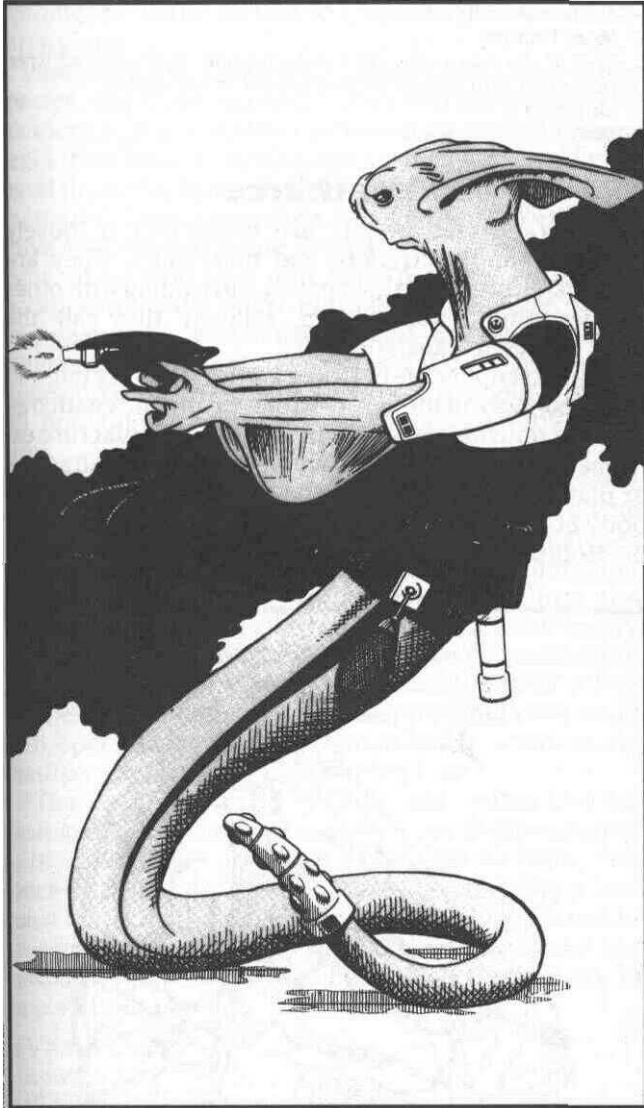
Tail: Sarkans can use their thick tail to attack in combat, inflicting STR+3D damage.

Story Factors:

Sarkan Protocol: Sarkans must be treated with what they consider "proper respect." The Sarkan code of protocol is quite explicit and any violation of established Sarkan greeting procedure is a severe insult. For "common" Sarkans, the greeting is brief and perfunctory, but for respected members of the society, the procedure is quite elaborate.

Move: 4/7

Size: 1.9-2.2 meters tall



Sluissi

Sluissi are humanoids from the waist up, but from the waist down they have a snake-like body that ends in a slithering tail. The technologically-advanced Sluissi inhabit the star system of Sluis Van, where they are renowned for their ability to repair and maintain starships.

Sluissi joined the Old Republic when it was still new and young. An advanced people, they established a number of major space yards throughout the Sluis Sector, including the extensive Sluis Van space facility. They run efficient, respectable operations where ship captains can find the service and expertise they need after a long haul or before setting out onto the space lanes. Today, the Sluissi are valued and respected members of the New Republic.

In general, Sluissi are methodical and, to some, plodding. They take their time with everything they do. This often means a job takes longer than expected, but it is

always done well. They can try the patience of many species with their own patient, easy-going mannerisms. Nothing ever seems to excite them, including the recent Imperial raid on the Sluis Van ship yards. They are even tempered, industrious, and very calm, even in the face of adversity.

Due to their love of tinkering, Sluissi can often improve upon engine efficiency, power output, and system response in even the oldest, most worn-out craft. Of course, this type of tinkering takes time, and captains who are in a hurry should not even consider asking for assistance. Sluissi consider themselves mechanical artists of the highest order, and high art cannot be rushed.

- **Sluissi**

Attribute Dice: 13D

DEXTERITY 1D/2D

KNOWLEDGE 1D/3D+1

MECHANICAL 2D/3D

PERCEPTION 1D+1/3D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/5D

Special Abilities:

Technical Aptitude: Sluissi receive an extra 4D beginning skill dice, all of which must be placed in *Technical*. They may place up to 4D in beginning *Technical* skills. Unfortunately, whenever a Sluissi uses a *Technical* skill, the action always takes twice as long as for other species.

Story Factors:

Relaxed: Sluissi, in general, are a very calm bunch. Nothing excites them. Their patience and seeming inability to get genuinely upset or excited sometimes infuriates other species.

Move: 8/10

Size: 1.5-1.8 meters

Svivreni

The Svivreni are a species of stocky and short humanoids. They possess a remarkable toughness bred by the harshness of Svivren, their home planet. The Svivreni are heavily muscled.

The Svivreni traditionally wear sleeveless tunics and work trousers, covered with pouches and pockets for carrying the various tools they use in the course of their work. They are almost entirely covered by short, coarse hair. Svivreni custom calls for adults to never trim their hair, which grows longest and thickest on the head and arms; Svivreni regard the thickness of one's hair as an indication both of fertility and intelligence. As Svivreni tend to defer to older members of their community, the longer a Svivreni's hair, the greater that individual's status in the community.

The Svivreni are excellent mineralogists and miners, and are often hired by large corporations to oversee asteroid and planetary mining projects. The Svivreni expertise in the area of prospecting is well known and well regarded; many have become famous scouts.

The planet Svivren has recently withstood an occupation attempt by the Imperial Navy under Grand Admiral Thrawn. To the Empire's surprise, the Svivreni were able to resist the invasion until the death of Thrawn, at which point the Empire retreated from Svivren due to the collapse of Imperial authority.

Chapter Seven: Aliens

• Svivreni

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

Special Abilities:

Stamina: Due to the harsh nature of the planet Svivren, the Svivreni receive a +2D bonus whenever they roll their *stamina* and *willpower* skills

Value Estimation: Svivreni receive a +1D bonus to *value* skill checks involving the value of ores, gems and other mined materials.

Story Factors:

Stubbornness: The Svivreni cannot abide the idea of being conquered, and the Imperial occupation effort only solidified this resolve. Anyone trying to convince a Svivreni of a position they do not agree with is fighting a losing battle.

Move: 4/8

Size: 0.6-0.9 meters tall

Ukians

Ukians are known as some of the most efficient farmers and horticulturists in the galaxy. They are also among one of the gentlest species in existence. The Ukians are hairless, bipedal humanoids with green skin and thin red eyes, which narrow to slits. They are humanoid, but to the average human, Ukians appear to have been incorrectly "assembled"; they appear gangly and awkward. Their slight build hides impressive strength.

The Ukian people are firmly rooted in their agrarian traditions. Few Ukians ever leave their homeworld and the vast majority of these aliens pursue careers in agriculture. Most Ukians spend their time cultivating and organizing their harvest, and most have large farming complexes directed by the Ukian Farming Bureau. The planet itself is run by the Ukian Overliege, a selected office with a term of 10 years. The Overliege's responsibilities include finding ways of improving the total agricultural production of the planet, as well as determining the crops and production output of each community. The Ukian with the most productive harvest for the previous 10 year period is offered the position.

Ukians are a pragmatic species and share a cultural aversion to "the impossible"; if events are far removed from standard daily experience, Ukians become very agitated and frightened. It is this cultural "fear of the impossible" that Grand Admiral Thrawn exploited to capture Ukio with its shield generators intact.

• Ukian

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

Special Abilities:

Agriculture: All Ukians receive a +2D bonus to their *agriculture* (a

Knowledge skill) rolls.

Story Factors:

Fear of the Impossible: All Ukians become very agitated when presented with a situation they believe is impossible.

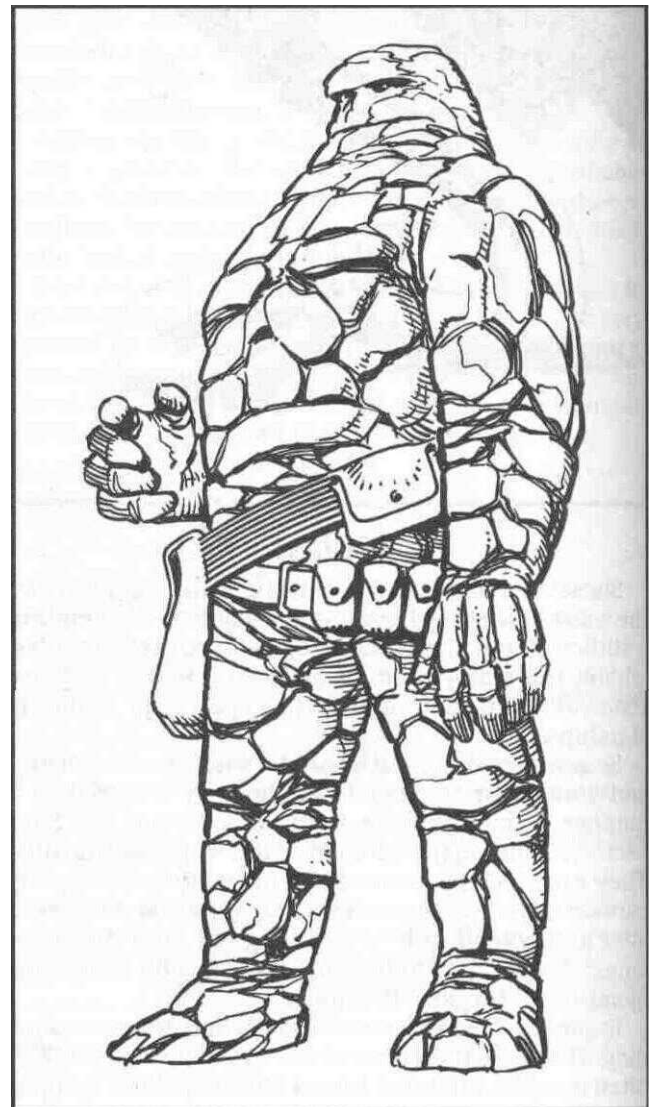
Move: 5/11

Size: 1.6-2 meters tall

Vaathkree

The Vaathkree people are essentially a loosely grouped band of traders and merchants. They are fanatically interested in haggling and trading with other species, often invoking their "religion" they call "the deal" (a rough translation).

Vaathkree average between 1.5 to 1.9 meters tall, and are seemingly made out of stone or metal. Vaathkree have an unusual metabolism and can manufacture extremely hard compounds, which then form small scales or plates on the outside of the skin, providing durable body armor. In effect, they are encased in living metal or stone. These amiable aliens wear a minimum of



clothing, normally limited to only belts or pouches to carry goods.

Vaathkree are long-lived compared to many other species, with their natural life span averaging 300 to 350 Standard years. They have a multi-staged life cycle and begin their lives as Stonesingers: small nodes of living metal that inhabit the deep crevasses in the surface of Vaathkree. They are mobile, though they have no cognitive abilities at this age. They "roam" the lava flats at night, absorbing lava and bits of stone, which are incorporated into their body structure. After about nine years, the Stonesinger begins to develop some rudimentary thought processes (at this point, the Stonesinger has normally grown to be about 1 meter tall, but still has a fluid, almost shapeless, body structure).

The Stonesinger takes a full two decades to evolve into a mature Vaathkree. During this time, the evolving alien must pick a "permanent form": the alien decides on a form and must concentrate on retaining that form. Eventually, the growing Vaathkree finds that he or she is no longer capable of altering its form, so thus it is very important that the maturing Vaathkree choose a form they find pleasing. As the Vaathkree have been active members of the Republic for many millennia and most alien species are roughly humanoid in form, many Vaathkree select a humanoid adult form.

"The deal," the code of trade and barter that all Vaathkree live by, is taught to the Stonesingers as soon as their cognitive abilities have begun to form. The concepts of supply and demand, sales technique and (most importantly) haggling are so deeply ingrained in the consciousness of the Vaathkree that the idea of not passing these ideas and beliefs on to their young is simply unthinkable.

- **Vaathkree**

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

Special Abilities:

Natural Body Armor: Vaathkree, due to their peculiar metabolisms, have natural body armor. It provides STR+2D against physical attacks and STR+1D against energy attacks.

Trade Language: The Vaathkree have created a strange, constantly changing trade language that they use to communicate back and forth between each other during business dealings. Since most deals are successful when one side has a key piece of information that the other side lacks, the trade language evolved to safeguard such information during negotiations. Non-Vaathkree trying to decipher trade language may make an opposed *languages* roll against the Vaathkree, but suffer a +15 penalty modifier.

Story Factors:

Trade Culture: The Vaathkree are fanatic hagglers. Most adult Vaathkree have at least 2D in *bargain* or *con* (or both).

Move: 6/11

Size: 1.5-1.9 meters tall

Verpine

Tall, bipedal insectoids, Verpine are an advanced species well known for their technological accomplishments. They have thin, stick-like bodies with awkwardly-articulated joints. Flexible plate of chitinous material covers their bodies. They have two huge black eyes, short snouts, and small, toothless mouths. Two antennae jut from the sides of their heads.

The species lives in the Roche Asteroid Field, an old and orderly collection of space debris with asteroids ranging in size from tiny meteorites to large planetoids. The asteroids maintain an orbit pattern that is almost regular, and a large number of space slugs and mynocks also make their home among the swirling rocks.

While it is almost certain that the Verpine did not evolve on the lifeless asteroids, they have gone to considerable trouble to establish homes within the drifting chunks of frozen rock. Some speculate that the Verpine were wandering nomads who decided to settle in among the asteroids for some unknown reason. A second theory states that the Verpine inhabited a planet in the same orbit as the asteroid field, and as the planet slowly disintegrated into space debris they found ways to live on the asteroid which remained. The Verpine themselves have legends that speak of a catastrophic civil war, believing that the asteroid field is all that remains of their aggressive foolishness.

Verpine have evolved from especially hardy insects. Their large black eyes are adaptations of insectoid compound eyes, giving them the ability to see nearly microscopic detail with clarity and precision. Their antennae contain tympanic nerves which detect sound wave vibrations and relay them to the brain. They also pick up radio waves, and Verpine can generate their own radio emissions by controlling their biological frequency modulation. Their nervous system has an unusually powerful electromagnetic aura, and the Verpine can communicate through these emissions with other members of their species.

This biological radio network spans the asteroid field, allowing each member of the colony to remain in nearly constant contact with the others. Some species see this as a form of telepathy, but it is simply a mode of organic telecommunication.

The Verpine are innate experts in most fields of technology. They have a child-like sense of wonder as far as machinery is concerned. This expertise and wonder has been put to good use in the asteroid field, where they have hollowed out rocks to use as colonies. The asteroids are sealed against vacuum and the cold of space, creating living and working space for twenty to one hundred inhabitants, depending on the size of the asteroid. Some of the larger planetoids near the center of the field contain cities of one thousand Verpine or more.

Each colony is self-sufficient, producing all of the energy, food, air and water the inhabitants need to survive. Repulsor field shells envelop inhabited aster-

oids, creating bubbles which harmlessly reflect debris and other asteroids. Because their lives depend on it, the Verpine have a great respect and understanding of technology and machinery.

Starship building has been one area the Verpine have excelled at, and they have earned their reputation over and over again with their unique and functional designs. The Slayn & Korpil Corporation, named for two neighboring Verpine colonies, has been a respected name in starship design since the days of the Old Republic, and many Verpine joined the efforts of the Rebellion during the galactic civil war. Today they remain members of the New Republic, though Verpine can be found securely established in private and fringe society.

All Verpine colonies are unified in a single hive. They have developed a limited form of communal consciousness due to their organic telecommunications abilities. Every member of the hive takes part in the decision-making process, and a single Verpine in contact with the communal consciousness can speak with complete authority for the entire hive.

(for more information, see pages 91-92 of Galaxy Guide 4: Alien Races.)

- **Verpine**

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 1D+1/4D

STRENGTH 1D+1/3D

TECHNICAL 2D/5D

Special Abilities:

Body Armor: The Verpine's natural chitinous plate armor gives them a +1D bonus against physical attacks.

Microscopic Sight: +1D bonus to *search* when looking for small objects, due to their highly evolved eyes.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species and with specially-tuned comlinks. The range is very limited when they are acting individually (1 km) but greatly increases when in the hive (covers the entire Roche asteroid field).

Technical Bonus: All Verpine receive a +2D bonus when using their *Technical* skills.

Move: 10/13

Size: 1.9 meters

Wookiees

Wookiees, natives of the planet Kashyyyk, are intelligent anthropoids that typically grow over two meters tall. Thick fur covers their massive frames, and they are extremely strong. Throughout the galaxy, they have long been known as ferocious opponents driven by lethal tempers. As tree-dwelling beings, Wookiees possess wickedly-curved claws which can be popped from hidden fingertip sheathes with the flex of a muscle. With these claws, Wookiees can firmly grip vines or expertly cling to branches as they travel among the great trees of their home world.

When climbing, Wookiees hang upside-down from

all fours, their sharp claws finding purchase in the thick bark of the *wroshyr* trees. Wookiees can travel in this manner at great speeds, often surprising those who think that their size makes them slow and plodding.

The raw power locked in Wookiee muscles can be released with furious precision, making them exceedingly proficient combatants. There is no obvious style or technique to Wookiee hand-to-hand fighting. They seem to simply charge forward like massive engines of war, their great arms swinging, their huge fists shattering whatever they hit. Wookiees will not use their claws in combat, however. They believe that to do so would be a breach of honor, and honor is very important to the Wookiee race. It is one of the most important concepts in Wookiee culture, and to lose one's honor is equivalent to death.

The most sacred Wookiee practice is the "life debt." Wookiees pledge life debts to those who have saved their lives, forming an allegiance that can never be broken. A life debt morally binds a Wookiee to his savior, often causing the Wookiee to take up with the savior and travel wherever he goes. A life debt is not slavery—it is a personal act of Wookiee honor to repay that which is without measure. A Wookiee will never break a life debt, for to do so would be to break a sacred honor.

Wookiees also follow a custom called the "honor family." This special bond of friendship joins a Wookiee with a group of other Wookiees or even with those from other alien species. An honor family comprises a Wookiee's true friends and boon companions. Members of an honor family will gladly lay down their lives for each other. This concept is demonstrated by a living example — the unique property of *wroshyr* branches. Like the trees which twist and grow together, the Wookiee people possess a unity and strength unmatched in the galaxy.

While these giants appear primitive to those who do not know them, they are, in fact, quite comfortable with high technology. They combine the best of technological conveniences with the natural beauty of their world, creating a paradise among the highest branches of their beloved *wroshyr* trees.

- **Wookiees**

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+1

MECHANICAL 1D/3D+2

PERCEPTION 1D/2D+1

STRENGTH 2D+2/6D

TECHNICAL 1D/3D+1

Special Abilities:

Berserker Rage: +2D to *Strength* or *brawling* in *berserker rage*. See page 137 of *Star Wars: The Roleplaying Game, Second Edition*, page 84 of *Star Wars Sourcebook, Second Edition* and page 125 of *Star Wars Gamemaster Handbook*.

Climbing Claws: +2D to *climbing*.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Enslaved: Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them ... though a Wookiee's intent is seldom misunderstood.

Honor. Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species — individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Wookiee code of honor is as stringent as it is ancient. Atonement for a crime against their honor code is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back."

But those are legends...

Move: 11/15

Size: 2-2.3 meters tall

Woostoids

Woostoids inhabit the planet Woostri, a nexus for information exchange and storage in the New Republic. In the days of the Old Republic, Woostoids were often selected to maintain records for Republic databases, and are still noted for their record-keeping and data-management abilities. Woostoids are highly knowledgeable in the field of computer design and programming, and have remarkably efficient, analytical minds.

Since the Woostoids are so adept at computer technology, a substantial portion of Woostri is computer controlled, which has helped to weed out a number of tasks that the Woostoids felt could be automated. Since so much of Woostoid society is handled by computers, they have a large amount of free time and a substantial portion of their economy is geared towards recreation.

Woostoids are of average height (by human standards), but are extremely slender. They have reddish-orange skin and flowing reddish hair. They have bulbous, pupil-less eyes that rarely blink. Traditionally, they wear long, flowing robes of bright, reflective cloth. Woostoids are a peaceful species, and the concept of warfare and fighting is extremely disconcerting to them. Woostoids tend to think about situations in a very orderly manner, trying to find the logical ties between events. When presented with facts that seemingly have no logical pattern, they become very confused and disoriented.

• Woostoids

Attribute Dice: 10D

DEXTERITY 1D/3D

KNOWLEDGE 2D/5D

MECHANICAL 1D/4D

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 2D+2/5D+1

Special Abilities:

Computer Programming: Woostoids have an almost instinctual ability to operate and manage complex computer networks. Woostoids receive a +2D bonus whenever they use their *computer programming/repair* skill.

Story Factors:

Logical minds: The Woostoids are very logical creatures. When presented with situations that are seemingly beyond logic (such as Thrawn's "super weapon" ploy), they become extremely confused, and all die codes are reduced by -1D.

Move: 7/11

Size: 1.6-1.8 meters tall

Yagai

The Yagai (singular: Yaga), are tall, reedy tripeds native to Yaga Minor, the site of a major Imperial shipyard. They have two nine fingered hands, and all of their fingers are mutually opposable, making them well suited to delicate mechanical work. They are particularly knowledgeable about starship hyperdrives and have been conscripted by the Empire to help maintain the Imperial fleet.

Before the Empire, the Yagai were famed for their starship engineering skills and their cooperation with the Republic. While the Yagai are still known for their skills, their relationship with the Empire is strained. The people of Yaga Minor deeply resent the Imperial presence and are always looking for prudent opportunities to sabotage the Imperial war effort. Unfortunately, with the rest of their people effectively held as hostages, most main species Yagai starship workers are reluctant to risk incurring Imperial wrath — the Yagai are intimately familiar with the atrocities the Empire has been known to commit.

The Yagai tend to favor baggy, flowing garments of neutral colors (at least neutral to their world — whites and many shades of blue and purple). The Yagai are an aggressive and territorial species that would make a valuable asset to the New Republic if they could be freed from Imperial rule. Unfortunately, since Yaga Minor is so heavily defended, the rescue of the Yagai is a short-term impossibility.

• Yaga

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/2D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 2D/4D

STRENGTH 1D/4D+2

TECHNICAL 2D/5D+2

Story Factors:

Enslaved: The Yagai have been conscripted into Imperial service because of their technical skills. As a result, almost no Yagai are free to roam the galaxy; most that are seen away from their homeworld are escaped slaves (and tend to be paranoid about the possibility of being captured by the Empire) or are workers who are forced to slave for Imperial officials away from their homeworld.

Move: 10/12

Size: 1.5-1.8 meters tall

• Yaga Drone (Subspecies)

Attribute Dice: 8D

DEXTERITY 1D/2D

KNOWLEDGE 1D/1D+1

MECHANICAL 1D/4D+1

PERCEPTION 1D/1D+1

STRENGTH 2D/5D+2

TECHNICAL 2D/5D+2

Story Factors:

Genetically Engineered: The Yagai Drones have been genetically engineered to survive in harsh environments like deep space. They are extremely sluggish and bulky, and almost never speak. They are trained from birth to be completely loyal to the Empire, but many secretly harbor sympathies with the Republic.

Sealed Systems: Once they are full-grown, Yagai Drones require no food, water or other sustenance, save the solar energy they absorb and occasional energy boosts.

Body Armor: All Yagai Drones receive a +2D bonus to resist energy attacks and +3D to resist physical attacks.

Move: 8/12

Size: 2.5-3 meters

Capsule: Yagai Drones are huge, muscular versions of the Yagai main species. They have purple skin and wild, yellowish hair. They almost never speak, except to acknowledge orders from their work-masters.

The reclassification of the Yagai Drones as "non-citizens" has led to official New Republic complaints. Because of this continuing rights issue, the New Republic has refused to use Yagai labor in any shipbuilding projects.

ZeHethbra

The ZeHethbra are a well-known species that has travelled throughout the galaxy and settled on a number of worlds. The ZeHethbra species has no less than 80 distinct cultural, racial and ethnic groups that developed due to historical and geographic variances. While many non-ZeHethbra have trouble distinguishing between the various groups (to the casual observer, the ZeHethbra seem to have only five or six major groups), ZeHethbra themselves have no problems distinguishing between groups due to subtle markings, body language and mannerisms, slight changes in accent, and pheromones.

ZeHethbra are tall, brawny humanoids, with a short coating of fur, and a small vestigial tail. All ZeHethbra

have a white stripe of fur that begins at the bridge of their nose and widens as it stretches to the small of the back. The width of the stripe denotes gender; wider stripes are present on females, while males tend to have narrow strips, with slight "branches" running out from the main stripe.

The color of ZeHethbra varies. Generally, black fur is the norm, though in the mountainous regions in the northern hemisphere of ZeHeth, brown and even red fur is common. Blue-white fur covers the ZeHethbra from the southern polar region, and spotting and mottled colorations can be found on some ZeHethbra of mixed lineage.

The ZeHethbra are naturally capable of producing and identifying extremely sophisticated pheromones. Indeed, a large portion of the ZeHethbra cultural identity consists of these pheromones, and many ZeHethbra can identify other ZeHethbra clans and history simply by their scent. In times of danger, the ZeHethbra can expel a "spray" that is blinding and unpleasant to the individual that is being sprayed.

- **ZeHethbra**

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D+1

PERCEPTION 1D+1/3D+1

STRENGTH 1D/4D

TECHNICAL 1D+2/3D+2

Special Abilities:

Spray: ZeHethbra can project a stinging spray that can blind and stun those within a three meter radius. All characters within the range must make a Difficult *willpower* or take 5D stun damage if the result is wounded or worse, the character is overcome by the scents and collapses to the ground for one minute.

Move: 9/12

Size: 1.6-1.8 meters tall

Chapter Eight

Creatures

From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was recorded shortly after the destruction of Mount Tantiss.

Countless creatures inhabit the planets of the galaxy. Sometimes benign, sometimes hostile, these creatures are often uniquely interesting ... or uniquely dangerous.

The New Republic Scout Service has provided the following list of creatures that have played a role in the events of the past months to help illustrate the obstacles that the Heroes of Yavin had to overcome, as well as show the wonders they experienced in their travels.

Clawbirds

The clawbirds of Wayland, called *stana* by the Myneyrshi natives, are small but dangerous vicious avian creatures. They seldom grow over 10 centimeters long, with wingspans of up to 15 centimeters. Each wing is tipped with sharp, needle-like spines that inject a slow-acting poison into a target. Despite their diminutive nature, they are more than a match for larger predators, especially when they hunt in flocks. Flocks range in size from five or six birds to over 100 clawbirds, and they seem to be able to hunt almost as a coordinated unit.

Clawbirds attack in swarms. They use a series of "wave attacks" to bring down their prey, while the other



• A pair of clawbirds in their natural habitat.



- A pack of garrals is an effective deterrent against speeder-borne approaches

clawbirds protect the attackers from any hidden predators. Clawbirds simply poison their prey and then circle, sometimes for over an hour, waiting for the target to die from the poison. As soon as the prey falters, however, a feeding frenzy begins, as the clawbirds begin fighting their way to the body, often killing others of their own kind in the process.

Clawbirds are used in various rituals and customs of the natives of Wayland. The humans, Myneyrshi and Psadans stuff and bleach a clawbird as a symbol of truce; a dead predator illustrates the temporary silencing of hostility between competing species.

- **Clawbird**

Type: Avian Predator
DEXTERITY ID
 Dodge 4D+2, flight 4D
PERCEPTION ID
STRENGTH ID
Special Abilities:

Poison Spines: Clawbird poisonous spines do STR+1 damage and inject a slow-acting poison into a target. Consider the poison to have a paralysis intensity of 3D (the victim must roll *Strength* or *stamina* to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0-3 points, the character is *stunned* (as per page 62 of *Star Wars, Second Edition*). If the poison beats the character by 4-9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the character dies.

Move: 15 (flying)

Size: 10 centimeters long, 15-centimeter wingspan

Cracian Thumpers

Cracian Thumpers have long been used as workbeasts by the natives of their world of origin. When the Cracians decided to market them to the galaxy, Thumpers became indispensable for use as both riding and pack animals. The original Jomark colonists brought a few of these animals with them, and now the main continent and a few of the larger islands have herds of wild Thumpers living in the wilderness, in addition to the stocks of domestic Thumpers the colonists use for a variety of tasks.

The Thumper got its name from the sound it *should* make when it runs. However, the remarkably agile creatures have such a light touch that they hardly make any sound at all. They are extremely loyal and obedient animals. They can be taught to follow verbal or touch commands, and can even distinguish between friends and enemies if their masters train them. Some can be taught to attack on command.

Sharp foreclaws and a whipping tail provide these creatures with remarkable offensive capabilities. These animals are not aggressive, but will attack if threatened or trained for combat. They fight with sharp foreclaws and by striking with their tail, using it like a whip. Because Thumpers are herbivores, they have hard, flat teeth which are not useful as biting weapons.

- **Cracian Thumper**

Type: Pack beast
DEXTERITY 3D
PERCEPTION 3D+2
Sneak 4D+2

STRENGTH 3D

Omerlness: ID

Special Abilities:*Claws:* 3D+1 damage*Tail:* 4D+2 damage*Silent movement:* Thumpers can move very silently, adding 1D+2 to *sneak* attempts if they make only two moves or less per round. They can carry up to 100 kilos of cargo, or a rider and up to 50 kilos.**Move:** 12**Size:** Adults stand 1 to 1.8 meters at the shoulder

Divto

The divto is a fearsome three-headed snake, indigenuous to Endor. The Divto grows to a length of three meters and each head can strike the same target, delivering a numbing poison which renders prey helpless. Once the poison takes effect, the divto drags its prey into the deep woods where it can consume it at its leisure.

These predators lie in wait in the tall grass, springing at the last minute when prey passes by. They seek to strike three times in quick succession with their three heads, trying to deliver poison to their intended prey.

- **Divto**

Type: Predatory serpent**DEXTERITY 3D+2****PERCEPTION 3D+2***Sneak:* 5D+2, *sneak:* forest 6D+2**STRENGTH 4D***Brawling:* 5D, *stamina:* 5D**Special Abilities:***Teeth:* 5D damage*Multiple Attacks:* The divto can make three attacks per round (one

per head) without suffering any multi-action penalties. Additional attacks incur normal penalties.

Poison: Once every round (up to three consecutive rounds), the divto can deliver a powerful poison to its prey with a successful bite attack. The poison causes stun damage of 6D+2.

Move: 7**Size:** 3 meters long

Garrals

Garrals are guard beasts genetically engineered by the Empire. Decades ago, Imperial ground commanders realized that no matter how well a trooper was trained, it was still possible for guards to lapse and allow an enemy to pass into Imperial territory. An Imperial garrison commander, Luthos Garral, bred a predatory animal, cross breeding the Mantessian panthac and a number of similar domestic and wild beasts.

The result of Garral's experiment was the beast named in his honor: a two-meter long, gray-furred killing beast. Garrals are quadrupeds, with white freckling along their backs. Their short tails end in small tufts of white fur. They are easily trained and are now in common usage at many Imperial garrisons.

Garrals were bred to be extremely agitated by the ultrasonic emissions of repulsorlift engines, which makes them useful for monitoring enemy troop movements. When within 200 meters of an active repulsorlift unit, garrals fly into uncontrollable killing frenzies.

- **Garral**

Type: Genetically engineered guard beast**DEXTERITY 2D**

- Wookiees encountering a katarn in the forest canopy know to give it a wide berth.

Dodge 7D

PERCEPTION 3D

STRENGTH 4D+2

Special Abilities:

Claws: STR+1D damage

Teeth: STR+1D damage

Attack Training: Garrals are bred to be easily trained. They will obey and protect their masters, usually Imperial soldiers, who use the beasts on perimeter patrols.

Repulsorlift Sensitivity: An active repulsorlift unit within 200 meters will provoke an attack from a garral. The creature will not break off the attack unless killed or ordered to stop the attack by its master.

Move: 16

Size: 2 meters long

Katarn

The katarn are predatory quadrupeds native to Kashyyyk, the Wookiee homeworld. These fierce creatures have sleek, slender bodies, with thin, rodent-like tails.

The katarn's paws have prehensile claws, resembling short hands; this allows the creature to climb on and hang from branches. There are additional spurs and claws that run up the katarn's legs to its mid-limb joints. These spurs give the katarn additional purchase on branches and trees.

The katarn possesses a bony ridge that flares back from its face, offering protection to the neck and shoulders. The ridge is made of cartilage and is quite rigid, but offers some flexibility.

The average katarn is exceptionally ferocious, hunting its prey mercilessly until it finds the opportune moment to launch its attack. Katarn are often described as "silent, shadowy and deadly" making an appropriate mascot for Page's commandoes.

- **Katarn**

Type: Kashyyyk predator

DEXTERITY 3D

Dodge 6D+1

PERCEPTION 4D

Search: hunting 7D, sneak 5D

STRENGTH 4D

Special Abilities:

Teeth: STR+1D

Claws: STR+1D

Horns: STR+1

Move: 15

Size: 0.6-0.8 meters long

Mantessan Panthac

Panthacs are native predators of the forest world Mantessa. They are small (a half-meter in length), but quite strong for their size. They have extremely sharp fangs and claws and are relentless hunters.

- **Mantessan Panthac**

Type: Small-Game predator

DEXTERITY 3D+2

Dodge 6D

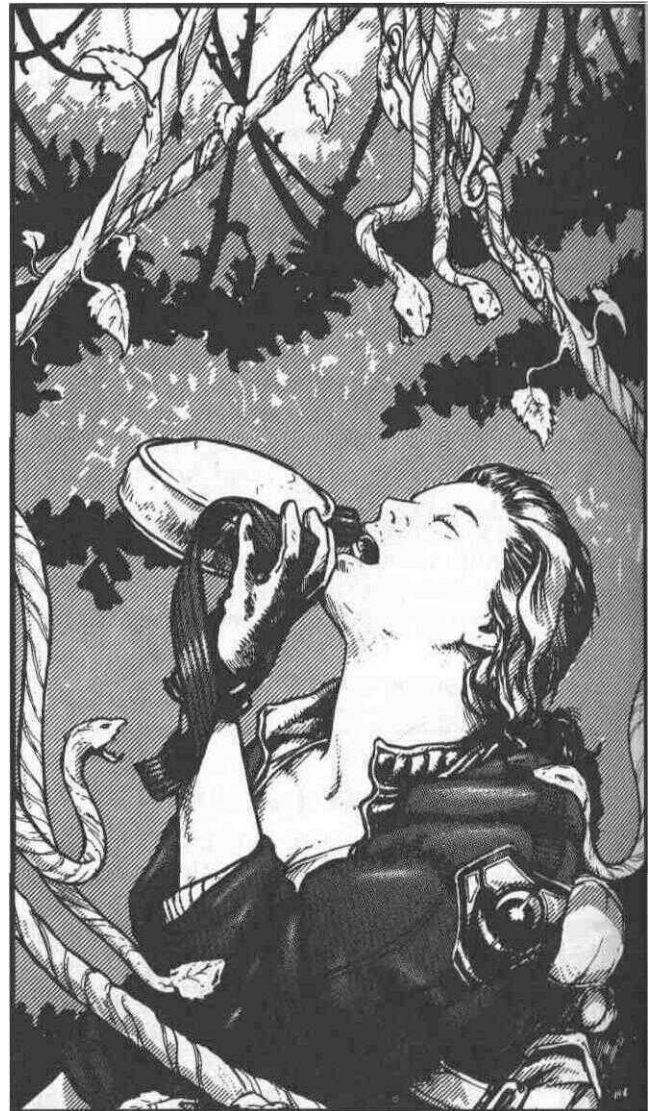
PERCEPTION 4D

Search: hunting 6D

STRENGTH 4D

Special Abilities:

Teeth: Do STR+1D damage.



- Vine snakes are doubly dangerous due to their ability to hide and their poisonous venom.

Claws: Do STR+1D+1 damage

Move: 16

Size: 0.4-0.5 meters long

Preducor

The preducor — a native of the forest moon of Endor — is a true monster. It stands on four powerful, clawed legs, has a terrible head surrounded by a mane of razor-sharp hair, and a long, spiked tail. The preducor's protruding maw is filled with fearsome teeth, and its eyes glow malignantly in the night which is its hunting grounds. The preducor grows to a height of four meters and its body stretches as much as five meters from nose to tail. Great folds of skin protrude from its back, the vestiges of wings that no longer work.

The preducor makes its home anywhere in the forest; it roams, without even making so much as a temporary

lair. They are normally docile during the day, but as soon as darkness comes to Endor, they begin prowling for any large creature that would make a suitable meal.

These predators are not subtle. When they detect prey, they go after it. Little can throw off the attention of a hungry predator once it has captured the scent of prey. When it closes with its target, it attacks savagely with its front claws and its terrible rending teeth. It uses its tail as a secondary attack and to keep others away while it feeds.

- **Preducor**

Type: Predatory quadruped

DEXTERITY 4D

PERCEPTION 3D

Sneak: forest **4D**

STRENGTH 6D

Stamina 8D

Special Abilities:

Teeth: 7D damage

Claws: 6D damage

Tail: 5D+1 damage

Move: 8

Size: 4 meters tall, 5 meters long

Vine Snakes

The planet Wayland is home to a huge variety of aggressive species, making it a dangerous world by anyone's standards. Vine snakes are among the most vicious of Wayland's predators. They inhabit the dense

forest regions of the planet, and cluster in groups of 10 to 100. They nest *inside* the large vines that are common to Wayland. When the vines are disturbed by potential prey, the vine snakes attack as a group, swarming over whatever unfortunate creature touched the vines. Vine snake bites inject a neurotoxin into the victim's bloodstream, and unless treated, the toxin is usually fatal within an hour.

Vine snakes are almost impossible to spot. Their coloration matches the common acid roots and dense vines of Wayland, and they remain totally motionless until agitated.

- **Vine Snakes**

Type: Camouflaged predator

DEXTERITY 4D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

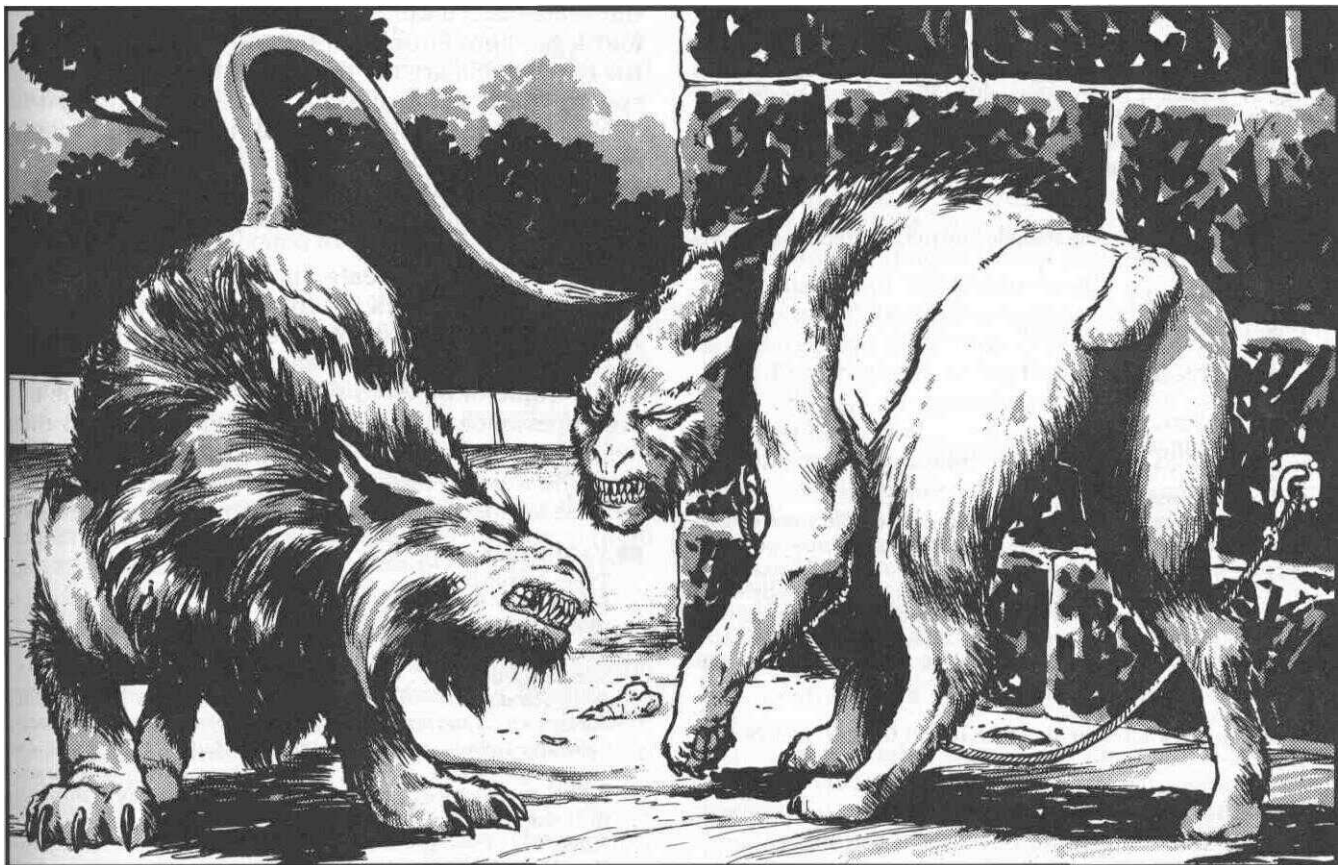
Venom: The vine snake's neurotoxin is extremely deadly, inflicting paralysis almost immediately. The poison does 3D damage per round unless an anti-venom is applied by a medpac.

Move: 5

Size: 0.6-0.9 meters long

Vornskr

One of Myrkr's indigenous life forms is the violent vornskr. These vicious animals are long-legged quadrupeds with vaguely canine muzzles, sharp teeth, and lethal whiplike tails. Usually sedate during the day,



• While a domesticated vornskr (right) is less aggressive than its wild brethren (left), it can still be fierce.

vornskrs are excellent nocturnal hunters. At night, they are predators without equal in the thick forests. However, there is no guarantee of safety even in full daylight as the animals have been known to hunt while the sun was high in the sky.

The vornskr's whiplike tail is an effective attack weapon. It causes painful welts and is coated with a mild poison which can stun creatures as large as a human. Once stunned, the animal leaps to finish its prey with its powerful jaws and piercing teeth.

While Luke Skywalker was on the world, the vornskr demonstrated an unnatural hatred for the Jedi. Even the domesticated pets in Karrde's camp reacted violently toward Skywalker. Those in the wild did their best to kill him.

Karrde has two vornskrs trained to serve as guard animals and pets. By removing their tails, he found that their normal hunting aggression was significantly reduced, and they were easily domesticated and trained. He has found his pet vornskrs, named Sturm and Drang, to be loyal and affectionate toward people they are familiar with.

• **Domesticated Vornskr (Sturm and Drang)**

Type: Force-sensitive predator

DEXTERITY 4D

PERCEPTION 2D+2

SneakSD

STRENGTH3D+2

Special Abilities:

Teeth: STR+2D damage

Force Sense: Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a *Very Easy* roll; 11-25 meters is an *Easy* roll; 26-50 meters requires a *Moderate* roll; and 51-100 meters requires a *Difficult* roll. Over 100 meters is a *Heroic* difficulty.

Move: 15

Size: 0.8 meters tall at the shoulder, up to 1.6 meters long (including tail)

• **Wild Vornskr**

Type: Force-sensitive predator

DEXTERITY 4D

PERCEPTION 2D+

Sneak 5D

STRENGTH 3D+2

Special Abilities:

Teeth: STR+2D damage

Tail: STR+1D stun damage

Force Sense: Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a *Very Easy* roll; 11-25 meters is an *Easy* roll; 26-50 meters requires a *Moderate* roll; and 51-100 meters requires a *Difficult* roll. Over 100 meters is a *Heroic* difficulty.

Move: 15

Size: 0.8 meters tall at the shoulder, up to 1.6 meters long (including tail)



- Ysalamiri have a mysterious ability to "push back" the force.

Ysalamiri

Ysalamiri have the unusual ability to "push back" the mysterious energy field known as the Force. Apparently, this bizarre ability is a defense mechanism against the ysalamiri's natural enemy, the vornskr. Vornskrs, four-legged predators that hunt the ysalamiri through the Force itself, are the only other known non-sapient species that are so attuned to this mystical energy field.

Ysalamiri are small, lizard-like creatures, growing no more than 50 centimeters in length. Ysalamiri are essentially legged serpents with a thin coat of hair and they live in a symbiotic relationship with the trees of the planet Myrkr.

Single ysalamiri create "bubbles" of Force-empty space up to 10 meters in radius, though two or more ysalamiri in close proximity create much larger bubbles.

Grand Admiral Thrawn had Imperial engineers devise a frame of pipes to support and nourish the tiny creatures once they were safely removed from their branches. He had this frame constructed so that it could be worn by himself or others to provide a mobile defense against those capable of manipulating the Force.

• **Ysalamiri**

Type: Sessile lizard

DEXTERITY OD+2

PERCEPTION 1D+1

STRENGTH OD+2

Special Abilities:

Force Repulsion: Ysalamiri can create "bubbles" in which the Force cannot be manipulated. A single ysalamiri can form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use Force skills, Force Points or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature's "Force bubble."

Move: 0

Size: Up to 50 centimeters long

Chapter Nine

The Noghri

From the datapad journal of Voren Na'al, Director of New Republic Council Research (retired). This was recorded shortly after the destruction of Mount Tantiss.

Killers For The Empire

The mysterious aliens known as the Noghri have only recently made their presence known to the New Republic, although it appears that Princess Leia and Luke Skywalker have been painfully aware of them for some time.

The Noghri are hairless, grey-skinned bipeds, heavily muscled and possessing unbelievable reflexes and agility. They have been in service to the Empire as assassins for several years. Apparently, the Empire, represented by Lord Darth Vader, convinced the Noghri leadership that only the Emperor's forces could restore their homeworld of Honoghr to life; the planet had become contaminated by poisonous debris from a crashed starship. The Noghri, who possess a rigid honor code — much like that of the Wookiees of Kashyyyk — felt obligated to serve the Empire to repay their debt.

The Emperor decided that an unknown race of unstoppable hunters and assassins, fanatically devoted to him and willing to undertake any mission at his merest whim, would be a fabulous asset. The Emperor had all traces of Honoghr removed from Imperial records and charts, and implemented a plan that would effectively subjugate the Noghri. Of the rival politicians, dissidents and other bothersome individuals that the Emperor faced, it is certain that a good number of them met an unpleasant end at the hands of Noghri assassins.

Imperial Deception Revealed

The Empire had used the unfortunate environmental situation on Honoghr to its own advantage, binding the Noghri into a debt of honor in order to make full use of their natural fighting skills. Princess Leia learned that the disaster that ravaged the planet took place 48 Noghri years ago, which the *maitrakh* of clan Kihm'bar told her was the same as 44 Imperial years. The disaster

did not take place during the Rebellion, as she (and the Noghri) had assumed, but during an earlier conflict, perhaps even during the Clone Wars.

In the final stages of Thrawn's campaign, the treacherous nature of the Empire's scheme was laid bare: Princess Leia Organa Solo proved to the assembled clans of the Noghri that the Empire had been slowly poisoning the soil of Honoghr for years. The Emperor, in a careful subterfuge that convinced the Noghri that their world was being helped, condemned the Noghri to an eternity of indentured servitude to the Empire. Once the Empire's duplicity was revealed, the Noghri calmly and coldly bided their time to strike back at their oppressors.

Since the Empire and Grand Admiral Thrawn could no longer be trusted, the Noghri realized that they had to act. The construction of their Hidden Valley, the so-called "Future of Honoghr" is impressive as an act of engineering. That the Noghri carried it off without tipping their hand to Grand Admiral Thrawn makes their effort almost miraculous.

The Noghri Hidden Valley was constructed near a river, hidden in the shadows of a huge series of cliff walls. Sandwiched between the cliffs, the Hidden Valley is only visible to outside observation from (more or less) directly above. Using the nearby river, the Noghri have created an agricultural oasis on an otherwise nearly-dead planet.

After the "unofficial" release of Mara Jade by Han Solo, Luke Skywalker, Lando Calrissian and Chewbacca, from New Republic custody, the Noghri assisted in the destruction of Mount Tantiss; apparently, the Noghri subdued all natural predators and the planet Wayland's less-than-friendly natives, allowing the strike team to infiltrate Mount Tantiss. The Noghri even took an active part in the battle, protecting the exit tunnel and reportedly neutralized a large number of Imperial troops in the process.

It was a Noghri warrior, Rukh, who killed Grand Admiral Thrawn. Rukh served as Thrawn's personal bodyguard and assassin. Upon finding out that his people had been betrayed and fooled, anger and rage



filled his heart. He knew that, as Thrawn's trusted aide, he would have to be the one to exact revenge for his people. Rukh is now revered by the Noghri as a great hero.

Honoghr

Seven planets orbit the Honoghr sun, from tiny Logru with its oceans of boiling lava, to distant Kuthul, the frozen giant. Of these seven worlds, it was the fourth planet that was blessed with life. Honoghr was the paradise in this turbulent system, though its hold on life was tenuous at best. It was not a world of abundance, like Alderaan, but it was the best this system had to offer. That changed drastically after the violence of the galaxy intruded on the world. Very little of the planet Honoghr remains fit for habitation. That they have avoided extinction illustrates the determination of the Noghri people. Honoghr, while never a bountiful planet, is now little more than a brown, dust-caked wasteland.

The small section of arable lands that remain, the Clean Land, is where the Noghri have been forced to settle. Times are lean, and the traditionally antagonistic clans have been forced to abide by a truce to survive. The city of Nystao and a number of small villages are nestled in the Clean Land.

Now that the Noghri are aware of the Empire's treachery, the cleanup effort of Honoghr has begun in earnest (with assistance from the New Republic). Judging by their success in the Hidden Valley, there is a glimmer of hope for the near-dead world, though the road to Honoghr's salvation will be long, indeed.

• Honoghr

Type: Terrestrial (toxic)
Temperature: Temperate
Atmosphere: Type 1 (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Toxic plains, some Clean Land
Length of Day: 23 standard hours
Length of Year: 352 local days
Sapient Species: Noghri (N)
Starports: Imperial Class
Population: 10 million
Planet Function: Homeworld
Government: Clan (Formerly Imperial allied, now neutral)
Tech Level: Stone, with space components
Major Exports: None
Major Imports: Food, water, medicine, high tech, mid tech

Nystao

In the city of Nystao sits the Common Room of Honoghr, in the Grand Dukha. Within rests the gleaming High Seat, from which the Grand Admiral holds his convocations of dynasts. Each dynast comes to present himself before the Grand Admiral, affirming his loyalty to Thrawn and Empire. There is also an Imperial spaceport in the city, primitive by Core standards but a paradise compared to the rest of the backwater world.

The spaceport is maintained by Noghri who have been specially trained by the Empire. They can service

and repair transports and small starships, though they have little understanding of the skills they have been provided with. The spaceport maintains a control tower and sensor station for monitoring near-space traffic and remains the most technologically-advanced area on the planet.

As the capital of the Clean Land and the seat of Imperial power, Nystao houses the supply warehouses. The Empire periodically fills these warehouses with food and water, and the dynast of Nystao distributes the supplies to the outer clan villages as needed. Though all dynasts are considered equal, the dynast of Nystao remains slightly superior than the rest because of his more prominent contact with Thrawn and the Empire.

Nystao is larger than the other clan villages, with more Noghri living within its confines. In addition to the Grand Dukha, there are all of the other features of smaller villages on a larger scale. Huge bakehouses prepare food for the families. Large areas are set aside for the training of the young and for the daily practices which the Noghri warriors engage in. Family huts are everywhere, using the limited space of the Clean Land to best advantage.

The city isn't open to visitation from outsiders — the Empire intentionally kept the ravaged world isolated, and there are no modern trading center or luxury accommodations for visitors.

The Hidden Valley

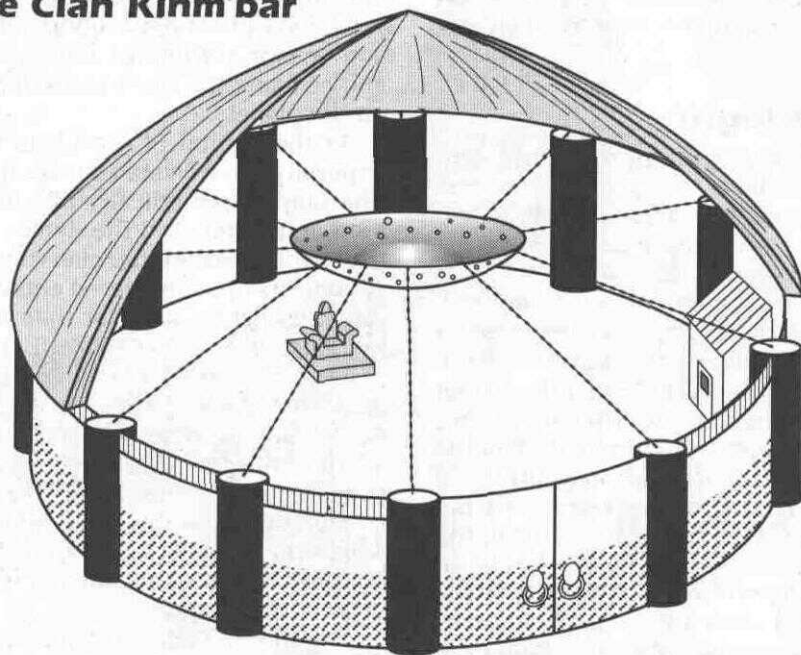
The Noghri refer to the Hidden Valley simply as "the future." They may, in fact, be correct. The Valley is both a bold statement and a marvel of agricultural engineering, especially considering the limited technological items the Noghri have been able to acquire.

The Valley's first outsider visitor was Jedi Luke Skywalker. He was experiencing mechanical problems with his X-wing after a tangle with Imperial warships and ventured to Honoghr in a desperate bid to gain assistance and repairs. Since the Valley is an ideal hiding place, it was decided that Luke should remain there briefly. Skywalker was quick to admit that he was overwhelmed by the Valley. "Coming from a desert world like Tatooine, vegetation as rich as this is just not something I'm used to... Dagobah and Endor had much richer vegetation, but the fact that the Noghri could make such an impressive beginning in so short a time... well, it is a very positive sign. I only hope that there is some way to repair the damage done to Honoghr. At this point, I think it will be years before the planet is even close to being healed."

The Valley is sandwiched between two cliffs — almost a kilometer in height each — and because of the height of the cliffs (and their tendency to jam all but the most determined of sensor probes), the Valley is effectively invisible except from directly overhead.

The Valley is situated near a large river that the Noghri have managed to harness to provide irrigation for the crops they are harvesting. Four different types

Dukha of the Clan Kihm'bar



of grains (imported from other worlds) and a number of leafy, edible plants are being steadily cultivated to help supplement the food supplies of the struggling Noghri villages.

Ovkhevam is the Noghri chiefly responsible for the existence of the Valley. He recognized the camouflage potential of the cliffs, and with the help of several of the clan dynasts, was able to construct the farming area in less than a month. Ovkhevam believes that someday the soil of Honoghri can be cleansed and restored to its former purity. This remains to be seen.

• Noghri

Attribute Dice: 16D
DEXTERITY 2D+1/5D+2
KNOWLEDGE 1D+1/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 2D+2/5D+2
TECHNICAL 1D/3D+2

Special Skills:

Strength skills:

Brawling: *martial arts.* Time to use: one round. This specialized form of *brawling* combat employs techniques that the Noghri are taught at an early age. Because of the deceptively fast nature of this combat, Noghri receive +2D to their skill when engaged in brawling with someone who doesn't have *brawling: martial arts*. Also, when fighting someone without this skill, they also receive a +1D+2 bonus to the damage they do in combat.

Special Abilities:

Claws: Noghri have powerful claws (add +1D to damage in *brawling* combat) and sharp teeth (add +2D to damage in *brawling* combat).

Stealth: Noghri have such a natural ability to be stealthy that they receive a +2D when using their *hide* or *sneak* skills.

Enhanced Senses: Because the Noghri have a combination of highly-specialized senses, they receive a +2D when using their *search* skill.

Ignorance: Noghri are almost completely ignorant of galactic affairs. Noghri may not place any beginning skill dice in any *Knowledge* skills except for *intimidation*, *survival* or *willpower*.

Story Factors:

Enslavement: Noghri are indebted to Lord Darth Vader and the Empire; all Noghri are obligated to serve the Empire as assassins. Any Noghri who refuse to share in their role are executed. After discovering Luke, Leia and the Solo children are descendants of Vader, the Noghri have extended total loyalty to them as well.

Strict Culture: The Noghri have a very strict tribal culture. Noghri who don't heed the commands of their *dynasts* (tribal leaders) are severely punished or executed.

Move: 11/18

Size: 1.3 meters tall

The Dukhas

Noghri culture is clan-oriented, made up of close-knit family groups that engage in many customs and rituals. It has all of the social customs of primitive pre-space-flight cultures, though the Empire has provided space-ships and high-tech machinery to Noghri.

Every clan has a dynast, or clan leader, and a village it calls home. Each clan village has a dukha at its center, and all village life revolves around it. A dukha is a large cylindrical building with a flat cone-shaped roof. The circular wall is composed of massive vertical wooden pillars alternating with a lighter wood. Just beneath the eaves, a metal band circles the entire building. The pillars of the elaborate structure are made of whole sections of tree trunk which have been stripped of bark and smoothed to a black marble finish. The lighter wood is covered with intricate carvings, as is the reinforcing metal band, showing both function and art.

Each dukha is 20 meters across and four meters high,

plus an additional four meters for the conical roof. The interior is a single open room with a throne-like chair two-thirds of the way toward the back — the clan High Seat. There are no internal support pillars. Instead, great chains are strung from the top of each wall pillar to the edge of a large concave dish hanging over the center of the room. The weight of the dish keeps the pillars upright and as stable as any other support structure could. Hidden lights in the dish's rim glow upward, providing soft, diffused illumination.

Rukh

Rukh, clan Baikh'vair, was one of Grand Admiral Thrawn's earliest recruits when he discovered the homeworld of the Emperor's dreaded Death Commandos. Rukh, unintimidated by the high technology that was demonstrated by the Empire, impressed the Grand Admiral. Thrawn made the young Noghri his personal bodyguard.

Rukh speaks in a deep, gravely, catlike voice, but his features do not suggest a feline ancestry. Like the rest of his species, Rukh has large dark eyes and a protruding jaw filled with glistening needle teeth. He has long arms with steel-wire muscles beneath his dark gray skin. He hides a slender assassin's knife in the sleeve of his tunic, and keeps a blaster holstered on his belt.

At first, Rukh believed his service to Thrawn brought honor to the clan Baikh'vair and to himself. Personally serving the lord of the Noghri Overclan is an incredibly prestigious honor for a clan warrior. When Rukh was informed of the Empire's treachery, he volunteered to "monitor" Grand Admiral Thrawn to insure that, until the Noghri people were ready to act, the Imperial leader did not become overly suspicious of his alien assassins. Rukh also vowed to kill the Grand Admiral, at the cost of his own life if need be.

Rukh was in a unique position: he could monitor the same information that Thrawn received. Rukh believed that Thrawn's death should only come after the Grand Admiral learned that the Noghri had betrayed him: then and only then would Thrawn know Rukh's assassin's knife. This rationale is typical of the Noghri: what better time to slay Thrawn, a master of deception, than when he realized that he was being deceived himself?

Rukh is now something of a legend among his fellow Noghri. To slay a hated enemy, especially an enemy of the entire Noghri people, in his own stronghold is an act of incredible bravery and skill to the Noghri. As a species of fierce hunters, this is the greatest possible hunt. It was a hunt worth dying for.

• Rukh (as of the assassination of Thrawn)

Type: Noghri Death Commando

DEXTERITY 4D

Blaster 6D, brawling parry 9D, dodge 9D, melee combat 7D, melee combat: knife 8D+1, melee parry 7D, running 6D, thrown weapons 8D

KNOWLEDGE 2D+1

Bureaucracy 4D+1, intimidation 6D, languages 4D+1, planetary



systems 4D+1, streetwise 6D+1, survival 7D, value 3D+2

MECHANICAL 2D

Repulsorlift operation 6D, space transports 6D

PERCEPTION 4D

Bargain 5D, command 6D, con 7D, hide 9D, search 7D+1, sneak 9D

STRENGTH 3D+2

Brawling 8D+2, brawling: Noghri martial arts* 9D, climbing/jumping 7D+2, lifting 5D+2, stamina 8D+2

TECHNICAL 2D

Security 5D

* Receive +2D when used against someone without this specialization, does STR+1D+2 damage.

Special Abilities:

C/au;s:STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Force Points: 1

Character Points: 16

Move: 14

Equipment: Knife (STR+1D), comlink

Setting Things Right

Rukh moved quietly through the nearly deserted hangar deck of the *Chimaera*. The deck was deserted because Grand Admiral Thrawn made a point of limiting contact between Noghri teams and Imperial troops. Thrawn did not wish to see valuable troops slaughtered by Noghri warriors because of an ill-timed comment or action.

Attitudes and policies of division like this occasionally bothered Rukh, *But it is not my place to question*, he thought to himself. *It is only my duty to obey*. Moving to the newly docked shuttle, he entered, preparing to debrief the Noghri commando team aboard.

The Noghri sat in near darkness. Rukh immediately sensed that something was amiss. Rukh knew that his fellow Noghri were disturbed and ... enraged.

"Rukh, clan Baikh'vair, we greet you," growled the team leader, in the gravelly tongue of the Noghri people.

"Akh'laht, clan Kihm'bar, I greet you," he responded, with the formal Noghri half-bow and palm-up salute that denoted respect. "Report," ordered Rukh.

Akh'laht paused, glancing at his comrades. "My lord, we bring news from Honoghr," hissed the Noghri. "The Grand Admiral deceives us."

Rukh was taken completely by surprise. To hear a Noghri Honor Guard actually defame the name and honor of the lord of the Noghri Overclan was unthinkable, a crime punishable by immediate death. Rukh's pulse raced and he felt his own rage welling up inside him. Never before had Rukh heard such disrespect. *Yet Akh'laht is no fool*, thought Rukh.

There must be some reason for this. "Explain yourself, and quickly," rumbled Rukh, "for your life depends on your answer."

Akh'laht quietly related the story of the *Mal'ary'ush* — the Lady Vader — and her visit to Honoghr. He told of her bravery in facing the might of the combined clans and her proof of the Empire's deception and enslavement of the Noghri people. Rukh's senses were overwhelmed and his rage was now vented toward the Grand Admiral. *He deceived us*, he thought. *He considers us fools ...*

"Our debt to the Empire has been paid," said Akh'laht, "but we must be careful."

"I will remain here," Rukh said after a long moment of thought. "Here, I can monitor the Grand Admiral. I will watch and wait. When he learns that the Noghri no longer serve him, I shall slay him."

The other Noghri gave Rukh a different variation of the palm-up salute: the Noghri way of saying, *"Farewell, honorable warrior who shall die for the Noghri."* Rukh was volunteering for a suicide mission: a mission of vengeance against the Empire that had oppressed them for longer than he had lived.

"Rukh, clan Baikh'vair, we salute your sacrifice. Die with honor," growled Akh'laht.

"Go with luck, Akh'laht, clan Kihm'bar," Rukh answered, walking away.

Rukh paused for a moment, and turned back to the assembled commando team. "Tell the dynasts that things will be set right," he said, fingering the slender hilt of his assassin's knife. "The Grand Admiral has a great deal to answer for. A great deal, indeed."





Khabarakh

Khabarakh was a Noghri assigned to the commando team charged with the abduction of Princess Leia. Upon realizing that Leia was the *Mal'ary'ush* — the "Lady Vader" — and not to be harmed, he faced a moral dilemma: be loyal to his people and protect the *Mal'ary'ush*, or obey his duty to the Empire by abducting the *Mal'ary'ush*.

Khabarakh decided to protect Leia. He placed the clans in jeopardy by bringing Leia to Honoghr. Khabarakh also showed incredible bravery and fortitude: Thrawn, believing that Khabarakh was a traitor, forced the clans to publicly chastise and punish the young Noghri. However, this gave Leia time to address the collected Noghri people and prove the Empire's treachery.

Leia also helped engineer the release of Khabarakh before fleeing the planet. After "escaping," Khabarakh relocated to the Hidden Valley, where he now serves as caretaker of the "Future of the Noghri." His seclusion in the Valley is typical of Noghri tactics: efficient and subtle. What better place to hide a fugitive than under his pursuer's nose?

Khabarakh is young for a Noghri commando, though he is able: he has withstood repeated attacks from the mighty Chewbacca, and even earned the massive Wookiee's respect.

Like many Noghri, Khabarakh yearns to erase the scars the ravages of war have left behind. Khabarakh is also a realist: he knows that the damage to Honoghr is so severe that it is unlikely that it can be repaired in his lifetime — if it can be repaired at all.

• Khabarakh [as of his mission to Kashyyyk]

Type: Noghri Death Commando

DEXTERITY 4D

Blaster 5D, brawling parry 5D, dodge 6D, melee parry 5D, melee 5D

KNOWLEDGE 2D+1

Languages 3D+1, streetwise 4D+1, survival 5D+1

MECHANICAL 2D

Repulsorlift operation 3D, space transports 4D

PERCEPTION 4D

Bargain 4D+2, command 5D, con 6D, hide/sneak 7D, search 6D

STRENGTH 3D+2

Brawling 6D+2, brawling: Noghri martial arts 6D+2*, climbing/jumping 5D+2, lifting 4D+2, stamina 6D+2

TECHNICAL 2D

Security 4D

*Receive +2D when used against someone without this specialization, does STR+1D+2 damage.

Special Abilities:

Claws: STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Character Points: 6

Move: 13

Equipment: Heavy blaster pistol (5D), knife (STR+1D), comlink

• (as of the Luke's visit to Honoghr)

Intimidation 5D+2

Force Points: 1

Character Points: 8

Cakhmaim

Cakhmaim is the premier warrior of the Noghri clan Eikh'mir. He is the leader of the honor guard of the *Mal'ary'ush* and charged with the protection of Princess Leia.

Cakhmaim was part of the "delegation" of Noghri

that quietly entered the Imperial palace to protect Leia from threats to her and her children. Cakhmaim, Khabarakh, and Mobvekhar were duty-bound to die for Leia if necessary.

Cakhmaim has led several Death Commando missions for Grand Admiral Thrawn, and feels personally insulted and angry that Thrawn so used the Noghri people. That Rukh, his rival since childhood, managed to slay Thrawn has not sat well with the Noghri warrior, who does not feel Rukh is worthy of such acclaim.

• Cakhmaim (as of the Siege of Coruscant)

Type: Noghri Death Commando

DEXTERITY 4D

Blaster 7D+2, brawling parry 5D+2, brawling parry: vs. martial arts 9D, dodge 8D+2, melee combat 5D+1, melee parry 5D+2

KNOWLEDGE 2D+1

Intimidation 7D, languages 3D+1, streetwise 6D+1, survival 5D+1

MECHANICAL 2D

Repulsorlift operation 3D+2, space transports 5D

PERCEPTION 4D

Bargain 4D+2, command 7D+2, con 6D, hide 8D, search 6D+2, sneak 9D

STRENGTH 5D+2

Brawling 7D+2, brawling: Noghri martial arts 8D+2*, climbing/jumping 6D+2, lifting 6D+2, stamina 6D+2

TECHNICAL 4D

Security 6D

* Receive +2D when used against someone without this specialization, does STR+1D+2 damage.

Special Abilities:

Claws: STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Force Points: 1

Character Points: 3

Move: 15

Equipment: Heavy blaster pistol (5D), knife (STR+1D damage), comlink

Ovkhevam

Ovkhevam, clan Bakh'tor, is the Noghri responsible for the creation of the agricultural storehouse in the Hidden Valley. Ovkhevam is one of the older Noghri and remembers when the planet was green and capable of supporting life. Ovkhevam is surprisingly peaceful for a Noghri and is more interested in growing food for his people than killing and dying for a distant Empire.

Ovkhevam was angered deeply by the Empire's deception, because it was both an insult to the honor of the Noghri, and because of the damage that was wrought on Honoghr itself. Ovkhevam is the premier agricultural expert on Honoghr, and as such, is ideally suited to the task of creating and managing the Hidden Valley.

Ovkhevam hopes one day to repair all the damage done to Honoghr, believing that given enough time and care, the planet will be healed. The Hidden Valley is but a foothold for the battle Honoghr faces. Ovkhevam is optimistic: he says, "Here will someday be enough food to provide for all."

Ovkhevam has taken a liking to Khabarakh, the young Noghri outcast who had been forced into hiding in the

Hidden Valley. Khabarakh is an impulsive youth and requires the firm hand and wisdom of an older Noghri to help Khabarakh overcome his "wildness." Ovkhevam is slowly teaching the young Noghri commando the basics of agriculture.

Ovkhevam is extremely formal, always addressing individuals (even those he knows well) by their full names and titles. He firmly believes in the Noghri customs and traditions, especially those concerning growing and farming. Agriculture is very important this older Noghri, but he is still a member of a warrior race; he wishes that he had the honor to slay Thrawn.

• Ovkhevam (as of Luke's visit to Honoghr)

Type: Noghri Elder

DEXTERITY 3D

Blaster 3D+2, brawling parry 5D, brawling parry: vs. martial arts 6D, dodge 8D, melee combat 5D, melee parry 5D

KNOWLEDGE 3D

Agriculture 7D+2, cultures 5D, intimidation 8D, survival 6D

MECHANICAL 2D

PERCEPTION 4D

Bargain 4D+2, command 6D, hide 7D, search 6D, sneak 7D

STRENGTH 3D

Brawling 5D+2, brawling: Noghri martial arts* 7D+2, climbing/jumping 4D+2, lifting 4D+2, stamina 6D+2

TECHNICAL 2D

* Receive +2D when used against someone without this specialization, does STR+1D+2 damage.

Special Abilities:

Claws: STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Force Points: 2

Character Points: 12

Move: 11

Equipment: Agricultural tool kit, knife (STR+1D)

Ekhrikhor

Ekhrikhor, clan Bakh'tor, is one of the most fearsome Noghri warriors. Like many of his people, he revels in combat and the thrill of the hunt. As a hunter and assassin, he has tracked and killed the Empire's targets for nearly a decade.

Ekhrikhor is a bit more pragmatic than his fellow Noghri; he has operated in the galaxy for too long to not absorb some of the morals and norms of the other species. He does not take the Emperor's deception as personally as the rest of the Noghri people; he realizes that the Emperor was trying to accomplish his goals as expediently as possible. This is not to say that he is not angered: he is enraged, but he also understands *why* Palpatine did what he did. Expediency is not a legitimate excuse to lead the entire Noghri people to slaughter. He simply has not made his fight against the Empire as personal as the other Noghri.

Ekhrikhor was most recently sighted on Wayland, assisting the small group of saboteurs (including Luke Skywalker, Han Solo, Chewbacca, Lando Calrissian and Mara Jade) in their trek to Mount Tantiss. Ekhrikhor cleared the path to the mountain for the small group, making sure that all potentially lethal obstacles were

removed or rendered harmless without letting the Republic operatives know that they were under Noghri protection. It was only the Force skills of Luke Skywalker that allowed the New Republic warriors to learn that the Noghri were present.

Ekhrikhor considers it a great honor to have been a participant in the battle of Mount Tantiss. He has great respect for the New Republic warriors, particularly Skywalker and Solo, who maintained their composure during the battle. Ekhrikhor has witnessed (and killed) many humans who have "turned coward" when fighting began, and he considers it refreshing to find humans with such spirit and bravery.

• Ekhrikhor (as of the Assault on Mount Tantiss)

Type: Noghri Death Commando

DEXTERITY 4D

Blaster 6D, brawling parry 6D, brawling parry: vs. martial arts 6D+1, dodge 6D+1, melee combat 5D, pick pocket 6D, running 6D+1

KNOWLEDGE 2D+1

Alien species 3D+1, intimidation 6D, survival 6D+1

MECHANICAL 2D

Repulsorlift operation 3D+2, space transports 3D+1

PERCEPTION 4D

Hide 8D, search 7D, search: tracking 9D, sneak 9D

STRENGTH 5D+2

Brawling 8D+2, brawling: Noghri martial arts 9D+2*, climbing/jumping 6D, lifting 6D, stamina 6D+2

TECHNICAL 4D

First aid: Noghri 6D

*Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the

Special Abilities:

Claws: STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Force Points: 1

Dark Side Points: 2

Character Points: 13

Move: 13

Equipment: Blaster pistol (4D), knife (STR+1D), comlink, medpac

Mobvekhar (as of the Siege of Coruscant)

Type: Noghri Death Commando

DEXTERITY 4D

Blaster 5D, brawling parry 6D, dodge 6D+1, melee combat 5D, melee parry 5D

KNOWLEDGE 2D+1

Intimidation 5D, survival 6D+1

MECHANICAL 2D

Repulsorlift operation 3D, space transports 3D

PERCEPTION 4D

Con 6D, hide 7D, search 6D, search: tracking 8D, sneak 7D

STRENGTH 5D+2

Brawling 7D+2, brawling: Noghri martial arts 7D+2*, climbing/jumping 6D, lifting 6D, stamina 6D+2

TECHNICAL 4D

*Receive +2D when used against someone without this specialization, does STR+1D+2 damage.

Special Abilities:

Claws: STR+1D

Teeth: STR+2D

Stealth: +2D when using *hide* or *sneak*

Enhanced Senses: +2D when using *search*

Character Points: 3

Move: 13

Equipment: Blaster pistol (4D), comlink

Capsule: Mobvekhar is Cakhmaim's lieutenant, serving as an apprentice to the Noghri warrior. Mobvekhar is quite young, though he is recognized as a gifted hunter and warrior. He has apprenticed with Cakhmaim for two years and has participated in a number of military operations with the leader of the Noghri *Mal'ary'ush* honor guard.

Chapter Ten

Mount Tantiss

From the datapad journal of Voren Na'al, Director of New Republic Council Research (retired). This was written shortly after the destruction of the Mount Tantiss installation.

A Piece of History

The planet Wayland played a pivotal role in the war recently, providing a source of troops and exotic equipment that Grand Admiral Thrawn was able to use to his advantage. After the death of Thrawn and the destruction of the Mount Tantiss facility, the few disheartened Imperial survivors rapidly evacuated the area. A New Republic xenoarchaeology team was dispatched to examine the remains of this once-secret installation. The survey teams have swarmed over the facility in an attempt to learn all they can about Mount Tantiss, its contents, the Emperor and Grand Admiral Thrawn. Much to the detriment of history, the Noghri are opposing the archaeologists: they have sworn to destroy every remnant of the Emperor, including every one of Palpatine's tools and artifacts that survived the blast.

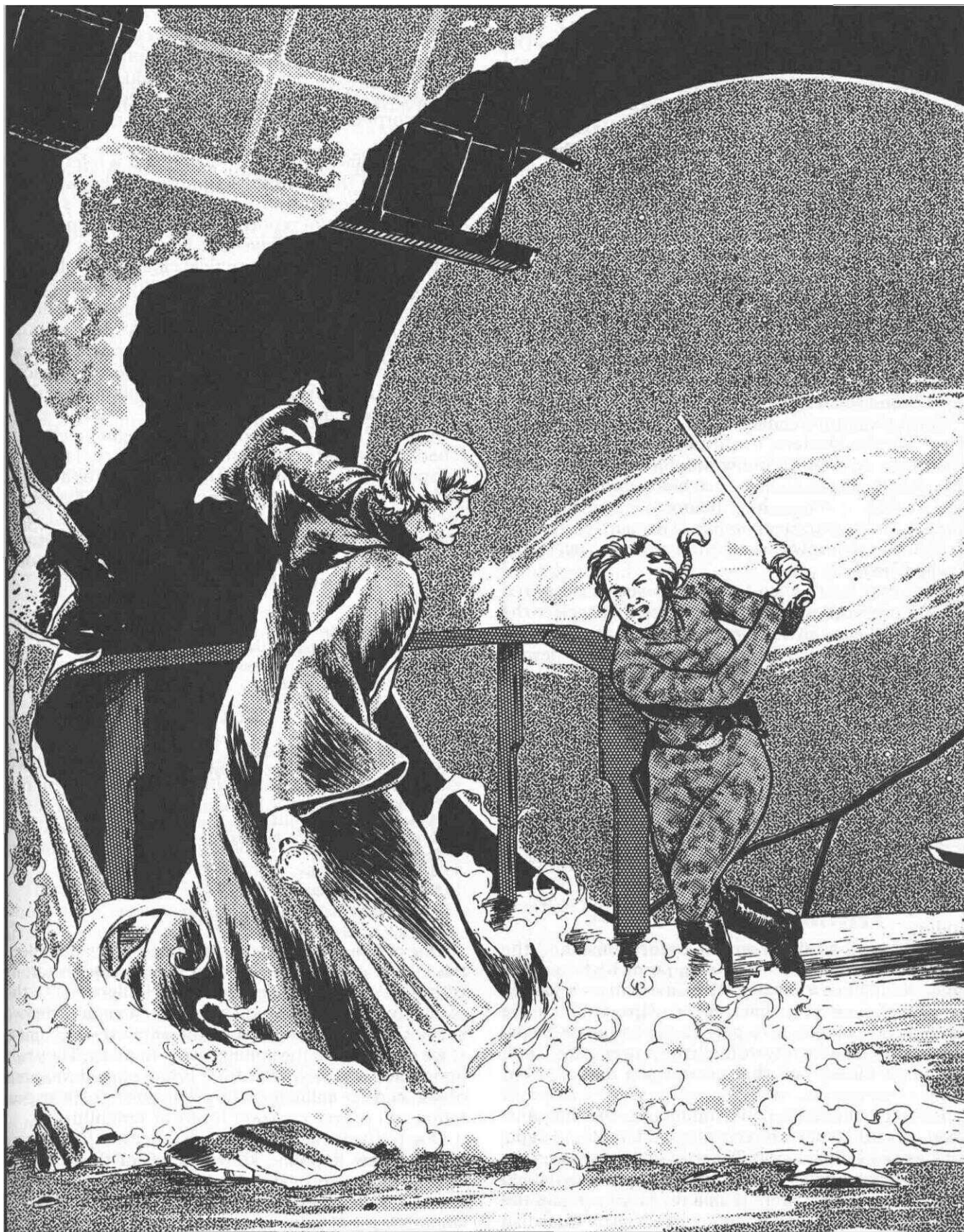
Some of the New Republic historians in my research group have managed to determine at least some of the history of the planet by examining recently uncovered confidential Imperial records. The planet Wayland was colonized by humans during the second wave of Old Republic expansion. However, shortly after the colony ship left for Wayland, a filing error removed all trace of the planet from official records, and for all intents and purposes, the colony ceased to exist. The colonists were stranded and forgotten about.

No one was able to tell the colonists this, however. They waited and waited for transport and supply ships that never came, and all hopes of ever leaving the planet eventually faded. The colonists encountered two other alien species — the Psadans and the Myneyrshi — and the three groups quickly became embroiled in conflict. The colonists had energy weapons, which were used against the primitive crossbows of the other aliens. As generations passed, however, the colonists' tools failed

and broke, and they too declined into a technologically primitive culture. In those centuries, the colonists lost knowledge of the larger galaxy. Eventually, the colonists forgot that they were even from another planet, and their culture became more and more superstitious. In time, the three species formed an uneasy truce—one that, for the most part, held for a century before the arrival of the Empire.

It is unknown exactly when or how the Emperor found Wayland, but it is assumed that he located it after he began his rise to power. The Emperor apparently decided that the planet would make an ideal location for his treasure vault; Wayland was isolated, remote and had an easily subdued population. It is generally assumed by the Republic archaeology teams that the Imperial Engineering Corps honeycombed Mount Tantiss. Presumably, after construction was completed, they relocated a number of the Emperor's treasures and unique pieces of technology into the cavernous edifice. It would also appear that the Emperor at some point planned to use this base as a major staging area; a large portion of the base's design was geared towards accommodating a large military force, although it is believed that Tantiss only housed large numbers of troops after its rediscovery by Grand Admiral Thrawn. After construction was complete, the Emperor left the Guardian to watch over his treasures. While the Emperor returned periodically to survey "his" playthings, the Guardian was the one charged with keeping intruders from Palpatine's vaults.

The Psadans and Myneyrshi have attempted to relate some details of the following events, but the Republic's historians have been unable to confirm the following myths. Apparently, the dark Jedi Joruu C'baoth arrived on Wayland and confronted the Guardian. C'baoth emerged the victor, but then subjugated the people of Wayland, forcing them to build and live in a small city at the base of Mount Tantiss. Apparently, he used his mental powers to instill obedience.



Wayland

The planet Wayland was discovered during the Old Republic's second wave of expansion. A colony ship was filled to capacity and launched, but the world was logged improperly. Because of a simple error made by a careless, overworked clerk, Wayland ceased to exist in the planetary logs and astrogration charts. The colonists did not know it at the time, but they were on their own. No supply ships would follow them and no traders would add the planet to their scheduled routes. They had been cut off before they even reached their new home, and it was all because of a clerical mistake.

The colony ship full of humans ran into trouble on its approach to the planet and was forced into a crash landing. Luckily, the scouting reports were accurate. Wayland had a pleasant, life-sustaining environment. It also had two indigenous intelligent species: the Psadan and the Myneyrsh. Neither race had developed technology beyond the bow-and-arrow stage.

For a time, the humans took charge of the world. They had the blasters, the armor, and the repulsors. There was no contest. But without fresh supplies, the power cells began to fade, machinery wore out, and parts broke. It wasn't long before the humans were forced to take up the technology of the natives, turning to bows and arrows when their powered weapons finally failed.

Centuries later, when the planet was rediscovered by the Empire, the Emperor paid a personal visit to the world. He liked what he found. He ordered all records of the planet's discovery to be stricken from the permanent records. Then he had one of his personal storehouses built. The Imperial engineers hollowed out Mount Tantiss, one of the largest peaks on the planet, and set up a maze of internal defenses. With the project complete, the engineers then withdrew. The actual placement of the Emperor's treasures was handled by stormtroopers and members of the Imperial court. When everything was in place, the Emperor set his Guardian within the mountain and sealed it. From time to time, he returned to add new treasures and to check on his Guardian. His last additions were locked within the depths of Mount Tantiss just before the Battle of Endor.

For more than five years, the storehouse and the Guardian were left alone. The Emperor had deserted his servant, or so it seemed. The Guardian grew lonely, bored, and eventually ventured out of the mountain. He built his own kingdom, forging the three separate species into a single society through the power of his mind. And, as it turned out, that mind was a dark, twisted thing.

Prior to the Guardian's influence, the humans, Psadans and Myneyrsh controlled different and separate portions of the world. The wars which followed the failure of the humans' technological weapons had ended in an uneasy peace more than a century past, and the three species engaged in limited trade. The Guardian

changed that, forcing the species to come together to serve him. He had them construct a city at the base of Mount Tantiss, combining their different architectural styles by placing human houses beside Psadan huts and Myneyrsh castles. The great palace they built for him incorporated all three styles into one regal-looking structure.

When Grand Admiral Thrawn found a reference to the world in the Obroa-skai libraries, he knew he had discovered the location of one of the Emperor's hidden storehouses. From reports he had received in the Unknown Regions, he believed the Emperor's technicians had finally developed a practical cloaking shield. That and other interesting and potentially useful bits of technology would be within the storehouse, Thrawn knew — bits that together would spell victory over the Rebellion. He was not disappointed. Thrawn also convinced the Guardian, a dark Jedi named Joruu C'baoth, to join him in securing this victory. For his own reasons, the dark Jedi agreed.

Wayland's inhabitants had been brought together by C'baoth's twisted manipulation of the Force. They worshipped him, feared him, and looked to him as almost a god — or devil. With his departure, that combined society has begun to show signs of disintegration. Only the fear that the Guardian could return at any moment to deliver swift punishment keeps them together. Some think this is a test of their loyalty to the Guardian.

• Wayland

Type: Terrestrial
Temperature: Moderate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests
Length of Day: 23 Hours
Length of Year: 353 Local Days
Sapient Species: Humans, Myneyrsh, Psadan
Starport: Landing Field
Population: 28 million
Planet Function: Subsistence
Government: Dictatorship (Joruu C'baoth)
Tech Level: Feudal
Major Exports: None
Major Imports: None

Myneyrsh

One of two species which inhabited Wayland before the arrival of the human colonists, Myneyrsh (along with the Psadan) are believed to be indigenous to the planet, but no formal studies have been made. The two species have been locked at the same technological stage since before the coming of the humans. They rely upon bows and arrows as their prime ranged weapons of war, and use animals as the prime means of transportation and source of power for local agriculture.

Due to the isolation of the past, neither the Empire nor the New Republic knows much of these beings beyond their physical characteristics. The Myneyrsh are tall, thin bipedal humanoids with four arms. A smooth layer of shiny blue crystal covers their bodies

like a second skin, making them look almost like beings of glass.

The two species of Wayland have a long, bitter history of warfare. It ended when the humans arrived, for the pale, unprotected flesh beings became the new enemy. For a time, the humans ruled the world, but as the high-tech weapons failed them, the three species formed an uneasy peace after years of warfare.

When the Guardian emerged from Mount Tantiss, he emerged as a god. He commanded, and the Waylanders had no choice but to obey. While the Myneyrsh were the stronger willed of the native species, they too fell to the orders of the dark Jedi. The centuries of living as separate species ended, for the Guardian wanted all of "his people" to live together in order to serve him better. The Waylanders were compelled to agree.

As the Waylanders learned during Grand Admiral Thrawn's visit, their crossbows, while powerful, lack the strength to pierce Imperial battle armor. Instead of returning to their warring ways, the species patiently watch as the Imperials work within the depths of Mount Tantiss.

- **Myneyrsh**

Attribute Dice: 12D
DEXTERITY 2D+1
KNOWLEDGE 2D
MECHANICAL 1D+2
PERCEPTION 1D+2
STRENGTH 2D+1
TECHNICAL 2D

Special Abilities:

Armored Body: The blue crystal covering a Myneyrsh's acts as armor, adding +1 to *Strength* to resist physical damage in combat.

Move: 11/14

Size: 1.9 meters tall

Psadan

Psadan, inhabitants of the long forgotten world of Wayland, are short, stocky, bipedal humanoids with two arms. Thick, stone-like scales cover their bodies. These irregular, lumpy plates form a sort of shell over the Psadan's back, starting over the ridge of the brow and spreading over the head and down the back. The being's front is covered by smaller, closer-packed plates.

The Psadan warred with both the Myneyrsh, with whom they shared Wayland, and the humans who arrived to colonize the world. Their world remains in a very primitive technological state.

The Psadan quickly fell under the sway of the mysterious Guardian when he emerged from Mount Tantiss. Even though the Guardian has left for the stars, the primitive Psadan remain ever fearful of the wrath of the human who so dominated the species. Due to the isolation of the planet, Imperial scientists have had no time to study the culture and behavior of the Psadan.

- **Psadan**

Attribute Dice: 12D
DEXTERITY 1D+2
KNOWLEDGE 1D+1
MECHANICAL 1D+1

Unhealed Wounds, Unforgotten Prejudices

From the datapad journal of Voren Na'al, Director of New Republic Council Research.

The effects of the Clone Wars have lasted to this day. The scars still have not healed, and hatred and fear linger in the attitudes and perceptions of many of the citizens of both the Empire and New Republic. That Grand Admiral Thrawn was prepared to launch a new round of Clone Wars has reawakened a great deal of clone hatred in those who were aware of his scheme.

I myself must admit to some prejudice concerning the idea of cloning. Many members of my family were killed during the Clone Wars: grandparents, uncles, and aunts that I would never get the chance to meet. While I know that this kind of prejudice is wrong, and that it is something that the New Republic is trying to end, I cannot help my feelings of revulsion and hatred. Factory-assembled "people" like the soldiers Thrawn tried to create were responsible for countless deaths, and that cannot easily be forgotten.

With Thrawn's attempted resurrection of the cloning process, interest in the Clone Wars — in historical circles, at least — has peaked. Since most records of that era have been lost, it is difficult to piece together a detailed account of those troubled times. Before we can understand where we are going, we must understand where we have been. A further study of this tragic period is clearly in order.

PERCEPTION 2D+2

STRENGTH 3D

TECHNICAL 2D

Special Abilities:

Armor: Rocky outer shell (adds +2 to *Strength* to resist physical damage in combat)

Move: 10/13

Size: 1.5 meters tall

Age of Mount Tantiss

There is a controversial theory about Mount Tantiss: some historians suggest that the cloning facility may already have been located on the planet, and the Emperor merely expanded the facility. Upon examining the wreckage left in the wake of the mountain's destruction, it is impossible to gain an accurate reading on the facility's age due to the incredible radiation levels. However, the control components and fragments of the various computer systems have shown that the cloning facility was considerably older than the technology present in other areas of the mountain, almost as if the computers and machinery had either been transplanted there from another cloning facility *en masse*, or that the

cloning center had been in the mountain prior to the construction of the rest of the facility.

This theory is supported by Han Solo and Lando Calrissian, who saw the Mount Tantiss installation firsthand while it was still intact. Calrissian supports the contention that the cloning facility was an intact cloning complex from the past. Says Calrissian, "At the time, I remember saying to Han that the cloning complex looked like it had been picked up somewhere and dropped into the mountain, like it was relocated entirely. The computer system and wiring conduits were pretty vintage stuff, and I suppose it is possible that the Emperor simply expanded on an existing installation."

Unfortunately, the origin of the cloning chambers cannot be conclusively proven due to the damage done by the blast. However, the debates that have occurred between the various New Republic scientists and archaeologists present at the Mount Tantiss facility have been *lively* to say the least. The idea that the base at Mount Tantiss is not necessarily an *Imperial* construct is a tantalizing mystery.

The following report was prepared with the assistance of the New Republic Xenoarchaeology Division, and is based on the progress reports of the search teams on Wayland. The information concerning the layout and function of various rooms within the Mount Tantiss installation is speculation and educated conjecture, as little of the structure remains intact. It is estimated that it will take several years to sift through the remains of Mount Tantiss. Obviously, further study is warranted.

The Mount Tantiss Installation

The Mount Tantiss facility was an immense series of honeycombed caverns created inside the massive mountain on Wayland. Apparently, the mountain was left almost completely vacant, with the exception being Joruss C'baoth, the dark Jedi who was guarding the mountain at the time of Captain Pellaeon and Grand Admiral Thrawn's arrival. However, Mount Tantiss could have supported a full Imperial battlegroup.

After Grand Admiral Thrawn "reactivated" Mount Tantiss, he decided to leave only a token force: a mere battalion of soldiers, with repulsorlift vehicles and repulsorlift-sensitive garral guard beasts. He also had a full security system installed, including sonic sensors, and ordered Imperial foot patrols to complement the electronic security systems.

The entrance to Mount Tantiss was small, almost innocuous: a simple shield blast door entrance at ground level, much like the military bunkers the Empire used on so many occupied planets. However, the blast door and the adjacent tunnel were substantially reinforced under the rock of Mount Tantiss. It would take an aerial bombardment of incredible power to force the bunker open. Proper coded key sequences entered in the exterior security lock notified the inner defenders when to open the door, but it could not be opened from the outside.

Mount Tantiss had two other entrances further up the face of the mountain. Several hundred meters up the side of the mountain was a full-service hangar bay that had been carved out of the mountainside. This was the main hangar for all starships deployed to Mount Tantiss.

Further up the mountain was the private emergency shuttle bay of the Emperor. Whenever the Emperor or his most trusted officials arrived at Mount Tantiss, they would use this smaller hangar, allowing them to come and go unobserved. This hangar bay was also an emergency escape area. In the unlikely event that the Emperor would be forced to leave the mountain, this allowed for expedient access to an escape vehicle, rather than travel all the way down to the regular hangar bay.

The major security flaw in the mountain—a flaw that the Heroes of Yavin successfully exploited — was the large air intake system located midway up the exterior of the mountain. An efficient system for providing air to the lower levels inside the mountain was necessary; the shafts provided access to all but the most isolated and secure areas of the base. The intakes themselves resembled retractable turbolaser turrets and were hidden behind a thick metal grating. The intake was large enough for humans to walk through and led to an elaborate pump system that spread cooling air throughout the innermost chambers of Mount Tantiss. The intake system was controlled through a centralized computer system deep inside the mountain and was retracted back into its armored housing when not in service. A computer access terminal was located near the intake, primarily for maintenance purposes; the intakes sucked in a large amount of debris and service droids often needed to manually open the intake tube to clean the air shafts.

The Upper Levels

The Throne Room Complex

The uppermost level of the mountain contained the throne room complex, which was always kept in a state of constant readiness by order of the Emperor. The chamber was similar to the massive throne room the Emperor had constructed for himself aboard the second Death Star. According to Luke Skywalker, the throne chamber was smaller than the one aboard the Death Star, and was considerably more "dank and primitive, and not as polished as the high-tech command chamber" aboard the space station.

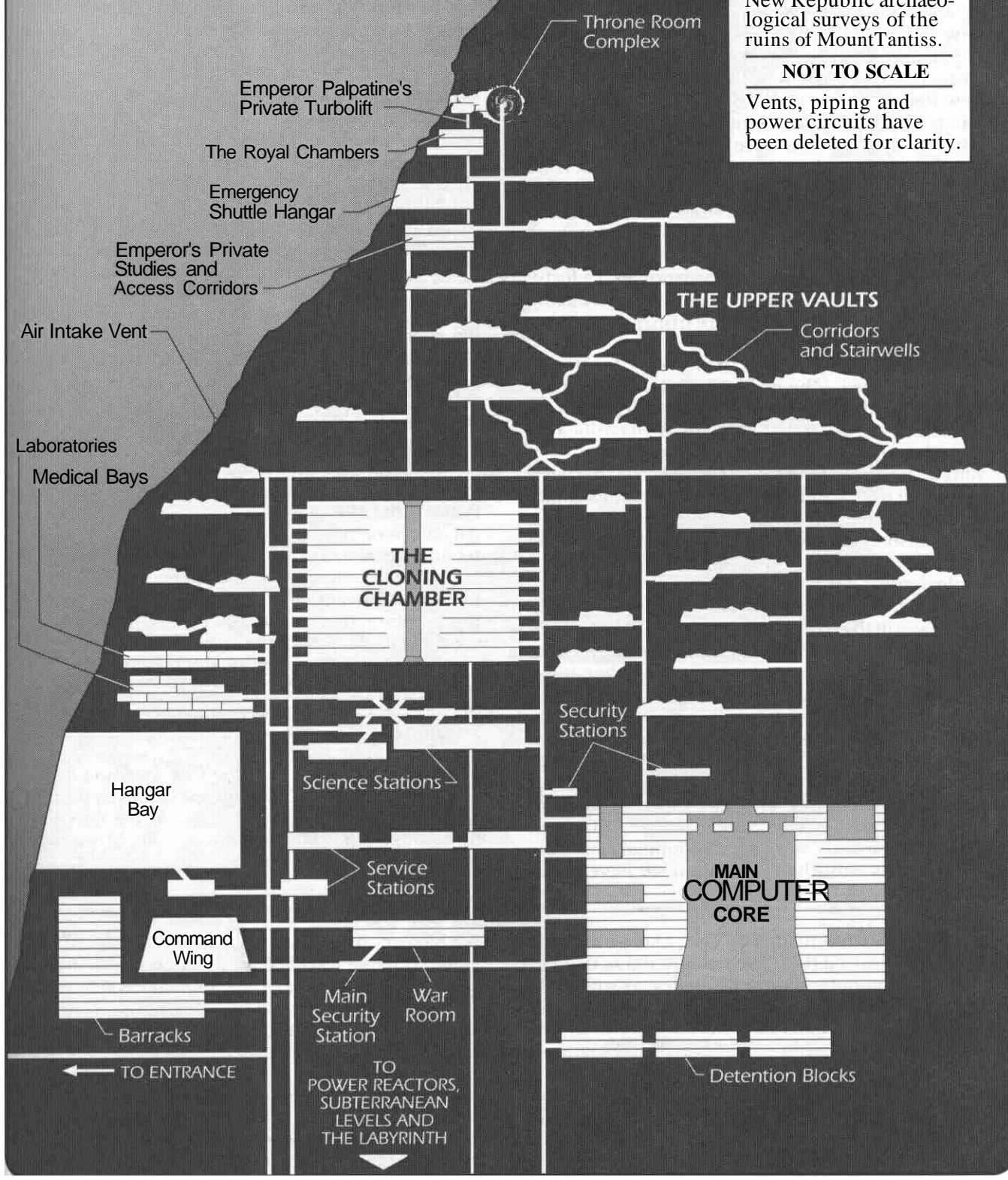
The throne room was dominated by a huge hologram of the galaxy, a work of art in itself. A single blazing point of light was included for each of the galaxy's billions of stars. Political regions were delineated by subtle color variations, and updated as the status of various regions and systems changed. From the command panel on the Emperor's throne, the image could be manipulated to highlight any area of the hologram, or focus in and

**Mount Tantiss
(Cutaway Schematic)**

Note: This schematic based on data gathered from eyewitnesses and New Republic archaeological surveys of the ruins of MountTantiss.

NOT TO SCALE

Vents, piping and power circuits have been deleted for clarity.



Field Report

From the datapad journal of Voren Na'al, Director of New Republic Council Research.

"Using sophisticated droids and computers, the New Republic 'sifting teams' have managed to piece together a partial inventory of some of the awesome treasures stored in Mount Tantiss. Garv Debble, the New Republic xenoarchaeologist in charge of the Mount Tantiss dig, has compiled a report concerning what is known to have been damaged or destroyed in the blast, though he admits the list is by no means comprehensive.

"We have sifted through a substantial portion of the rubble from the upper and middle chambers and have discovered a number of artifacts that the Emperor had apparently kept as trophies. Unfortunately, most of these chambers were not thoroughly shielded, and the contents were irretrievably damaged.

"In the upper levels — those near the throne room complex — the majority of the artifacts appear to be from the Old Republic period of history, particularly the military hardware. We have located a number of archaic weapons, slugthrowers and ion slings. There are some old-style warheads that were in service even before the Old Republic was established. The quality of these pieces is fair considering the punishment they have been subjected to and they were probably of museum quality before the explosion.

"One chamber, located just below the cloning chambers in the middle levels, appeared to be dedicated to Jedi artifacts of some kind. Since we have so little information about the Jedi (other than myth and conjecture) it is hard to determine what a number of the relics are. We have identified the remains of over 200 lightsabers of various styles, power ratings and ages, though only fragments survived the blast.

"Several chambers were dedicated to artwork from a number of worlds, though the majority seem to be from worlds with human populations. This corresponds with the information we have about

Emperor Palpatine, who was 'poorly disposed' towards aliens. A few chambers did have some examples of alien artwork — notably some flatsculps from Breta Yaga and a dancer-sculp from Galloa II — although they were not as prominently displayed as the other artwork. Most of the paintings, holotechnology artwork and sculptures are little more than charred dust now.

"One of the more interesting sections was the interior hangar bay. This was not the main hangar that was used for shuttles and transports, but a hangar bay located deep in the middle of the mountain with no direct launch or landing site. It housed a collection of vintage spacecraft and ground vehicles dating from pre-Republic times. This hangar was well shielded, and a surprisingly large number of these vessels survived. Some of the more interesting specimens include an old Alderaanian pre-Republic 'sleeper pod,' a chemically-driven cryofreeze unit and one of the earliest known interstellar vessels. Also surviving was the original AB-1 'floatcoach,' the prototype of the landspeeder design in service today.

"It is unfortunate that Palpatine chose to house so many museum-quality artifacts in one place. It is typical that the man's arrogance would cost the galaxy one of the greatest collections of artwork and technology ever assembled. A tragic loss, indeed.

"I am forced to wonder, however, if the loss is as huge as it appears. Given the number of worlds that the Emperor had conquered during his tenure, it seems unlikely that Mount Tantiss — large as it is — could house all the artwork and treasures the Emperor demanded. I doubt he was so discerning that he chose only those pieces he enjoyed; the act of acquiring the treasures seemed to be his primary pleasure.

"That raises an interesting new question. Is the Mount Tantiss base simply one of a network of treasure vaults? An examination of the surviving fragments of the starcharts in the computer core is definitely in order."

provide detailed information on even a single system if the Emperor desired that. The hologram was tied into the massive computer datavaults below, as well as the HoloNet broadcast transceiver, so the Emperor could effectively access almost any piece of information in the galaxy and incorporate it into the hologram if necessary.

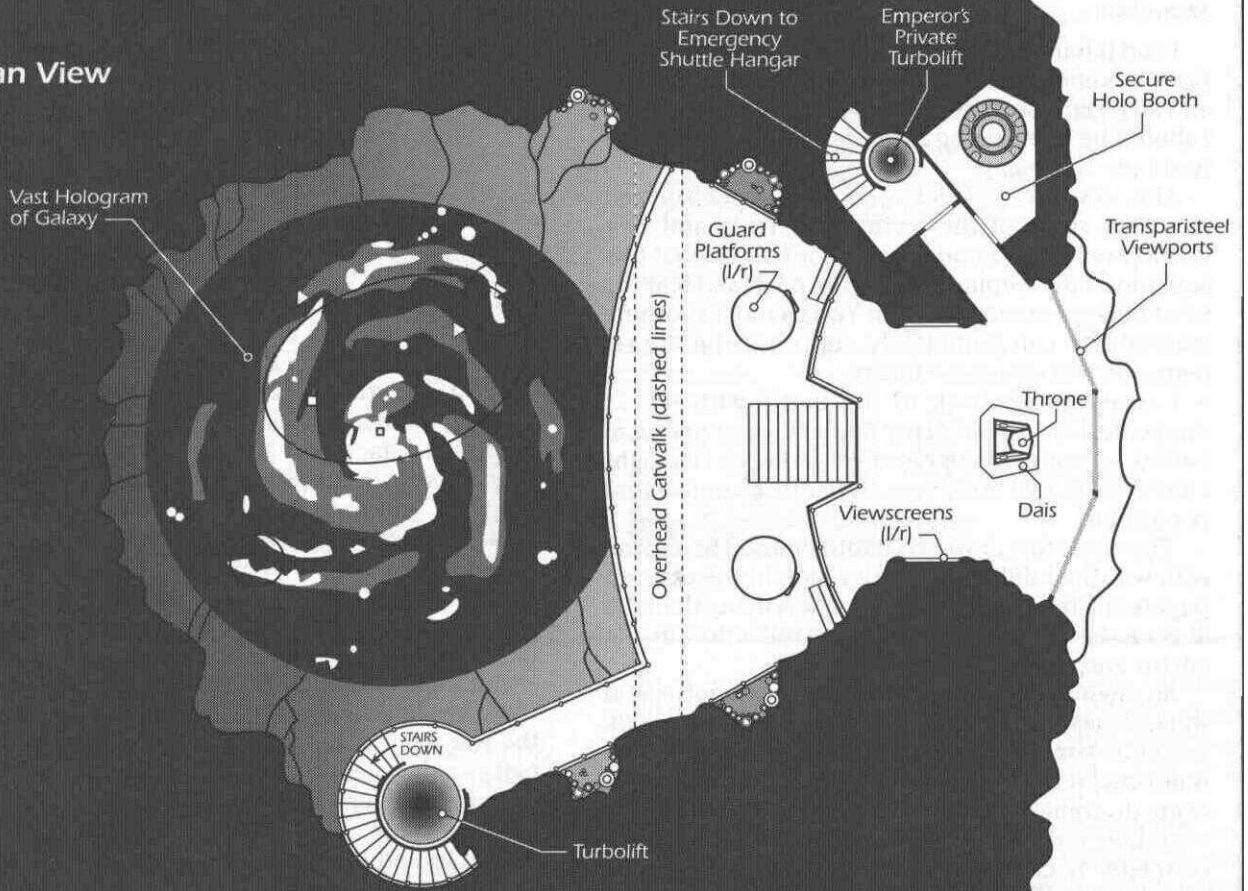
The throne was set on a dais near the viewports and was flanked on either side by two of the Emperor's elevated guard posts. The throne itself contained a secure communications channel that broadcast on,

received or observed any HoloNet frequency. The projector could be modified for Palpatine's private transmissions. Apparently, his personal favorite communications setting was a massive holographic projection of his own face so that he could peer down on his subordinates.

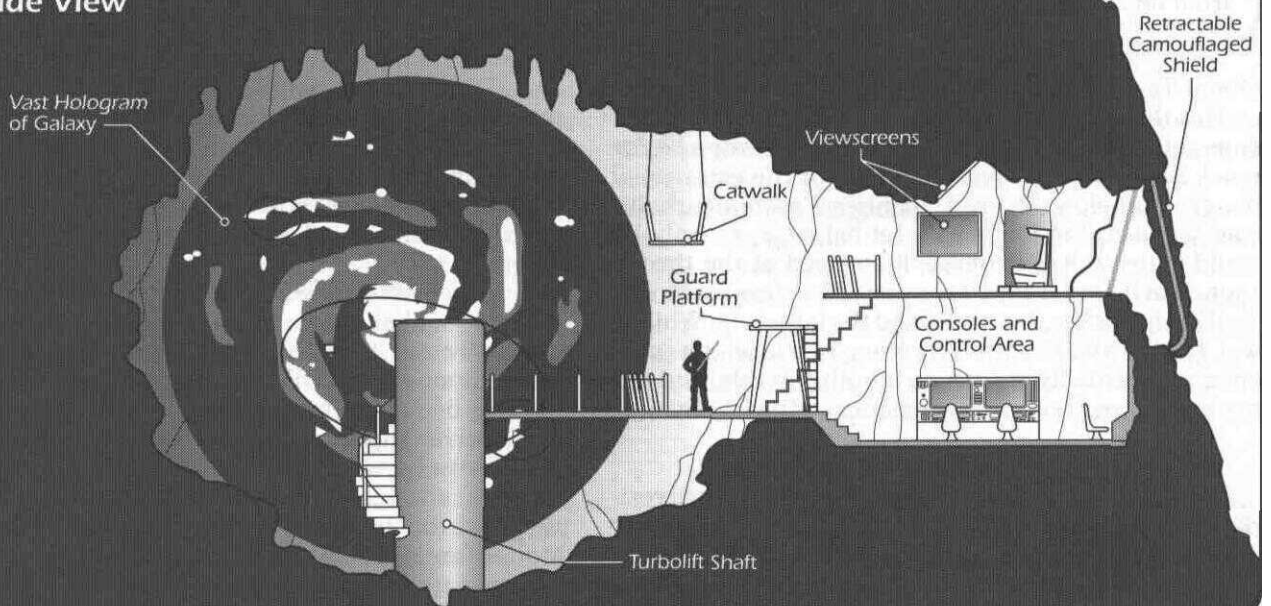
A single balcony crossed the throne chamber, linking the control systems monitors and other vital commandposts. Of course, all of these systems could be run from Palpatine's throne, but sometimes the Emperor chose to have others to maintain the operation!

Emperor's Throne Room in Mt. Tantiss

Plan View



Side View



Mirror Image

From the personal datapad journal of Luke Skywalker.

I find it hard to believe that the battle against the Empire is ending. It seems like I've fought the Empire and all it represents for my whole life, and yet when I should be celebrating the defeat of Thrawn, I find that I am ... uneasy.

After several ... restless ... nights, I forced myself to utilize some of the techniques Yoda and Ben taught me to help conquer fear, for fear is what has kept me from sleeping. Fear of the past, and fear for what may yet come. Not even Yoda's most soothing meditations can completely suppress the apprehension I feel about the future.

I keep coming back to the battle with my ... duplicate. During two of my fiercest, most personal battles — against Vader and Palpatine — I thought I knew what evil truly was. C'baoth changed that perception.

The clone that Joruu C'baoth created to test me with was the fulfillment of my vision in the cave on Dagobah. The reality was no less horrifying than the illusion. Imagine looking at your reflection in the mirror and seeing only ... an *enemy*.

An enemy that has your physical strengths and weaknesses, and with the right training, knows you as well as you know yourself. A being that is you, but is not you at the same time. Perhaps that is the root of my discomfort. I realize that a clone is inherently unstable, but it is a *nearly* exact replica of the template. A clone of me. And *my* duplicate was thoroughly evil.

Is the potential for that depth of evil present within *me*? *I* my duplicate was *only slightly* different from me, can I then somehow become an agent of

darkness? Did my father, Anakin Skywalker, ever ask these same questions of himself before he became Darth Vader?

The battle with Luuke still retains all the qualities of a nightmare. The numbing, buzzing pressure on my mind, the exhausting struggle to conquer an enemy that shared my thought processes, all under the oppressive gaze of a dark Jedi. C'baoth's stare alone made me feel trapped.

The worst moment came in the final seconds of the duel. I lured the clone Luuke into striking the power conduit, which exploded in its face. That was the only moment I heard Luuke make a sound: a high-pitched scream. Peering through the smoke, it felt as if everything was moving in slow-motion. The swirling smoke only partially obscured the look of pain on its face, yet there was only blank, cold, *bottomless* evil lurking in his stare. And in the background ... the leering face of Joruu C'baoth twisting from smugness to absolute hot rage.

That was when Mara nearly cut my double in half with a fierce lightsaber cut. And never — not *once* — did I see a single recognizable emotion cross Luuke's face.

Sometimes, I find myself considering the battle with the clone, and wondering if it isn't an analogy to the war against the Emperor. Can such monstrous evil — a darkness that found practices like cloning, slavery and genocide acceptable — ever truly be extinguished?

Can something pure and noble be so easily twisted to evil and darkness? Can the New Republic become the New Empire? And, could it be that I might someday embrace the dark side ... is that darkness within me?

Mount Tantiss.

The throne room had two turbolifts and a single emergency stairwell. One lift was the Emperor's lift for quick access to the royal chambers or the emergency hangar bay below the royal chamber. A second turbolift was keyed to the Emperor's retinal scan, so only he could activate it. Of course, it stopped at the throne room, but it also stopped at every other level of Mount Tantiss, including the crypts and the labyrinth. While it was readily visible at the throne room level, its presence was carefully hidden on all other levels, and did not even appear on any schematics of the facility.

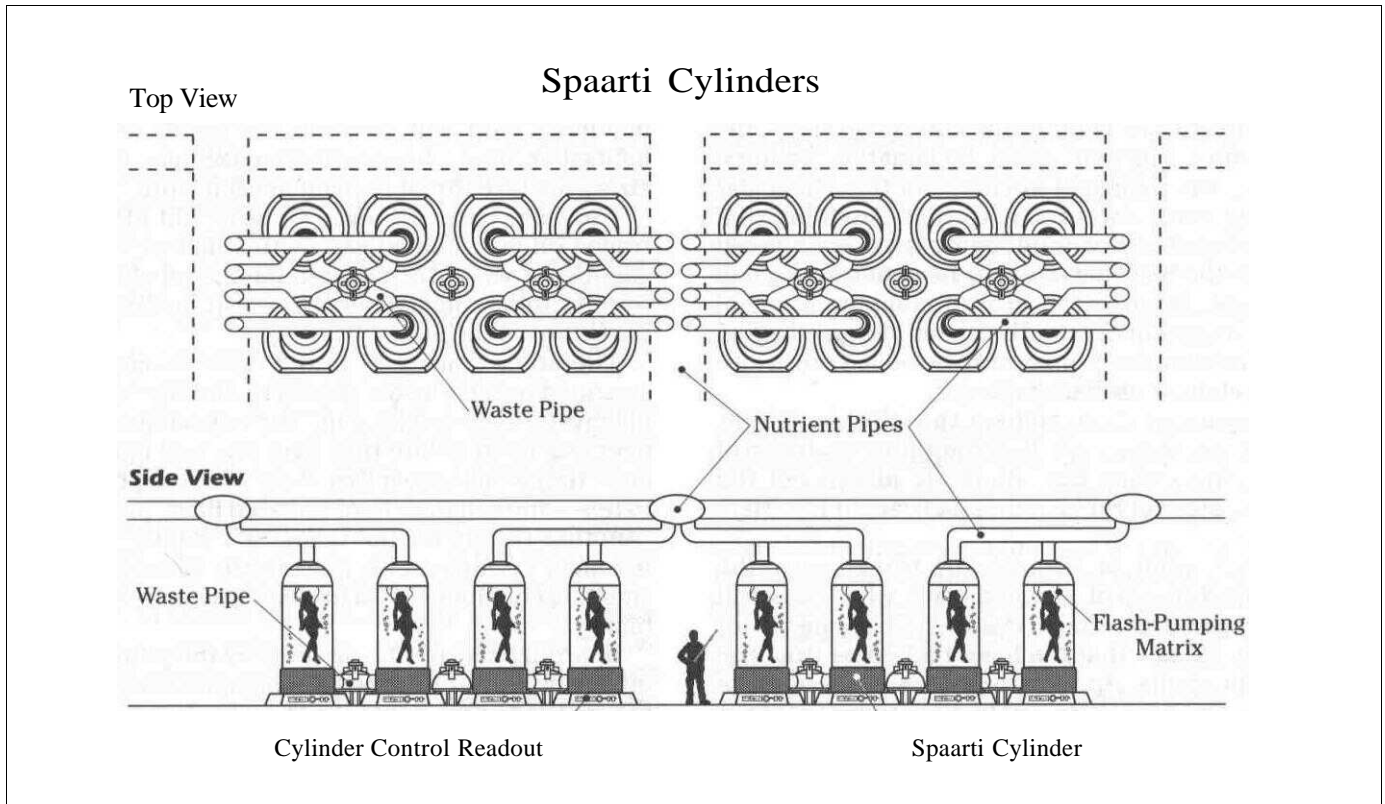
The Royal Chambers

The royal chambers complex was the personal residence of Palpatine when he was staying at Mount Tantiss. While the chambers complex took up a full three levels, there was only one turbolift stop to the

area. The chamber included a meeting area for consultation with his closest advisors, a full information station (for access to the datavaults below) and countless other amenities for the Emperor's comfort. He was known to keep his repository of information on the Force in a separate library at this level.

Emergency Shuttle Hangar

This small shuttle bay was Palpatine's emergency escape route. This bay was equipped with a single specially modified *Lambda*-class shuttle that was known to have been equipped with a much more advanced hyperdrive (supposedly capable of reaching the x1/2 hyperdrive barrier). It was also rumored that this personal escape vessel was equipped with a cloaking device, but this is considered unlikely considering that Mount Tantiss itself only contained plans for a cloaking device instead of actual working models.



Emperor's Private Studies and Access Corridors

This three-level area served as the residence of the Emperor's servants and advisors, as well as his private study and work area. The Emperor often chose to meet with his advisors and military officers on these levels. These levels also provided the only link between the rest of Mount Tantiss and Palpatine's private upper levels.

The Upper Vaults

A number of the Emperor's treasure vaults were scattered throughout the upper levels of the complex. The vaults themselves appear to have been hewn directly into the rock of the mountain and were huge, capable of housing Palpatine's vast collection of trophies.

The vault chambers were up to three hundred meters square, with huge, arched ceilings. Each vault had security monitors: if anyone other than the Emperor or his emissaries and guards was detected within the vaults, the security computer magnetically sealed the blast doors. A concentrated, paralyzing nerve gas was pumped into the vault, and force and repulsor fields were activated to immobilize the intruder. The whole security procedure took less than 10 seconds, and after it was complete, the Emperor would have a choice specimen for interrogation.

The upper vault chambers were dedicated almost exclusively to artwork and historical artifacts, predominantly human, captured or extorted from the Core Worlds. A few pieces — those that did not require any

form of high technology like holography — survived, most notably the Farnican chime-painting *Idyll*, a mixed mediamusical/painting/sculpture thought to have been destroyed years ago. The Emperor commanded some effective thieves, it would appear.

The amount of stolen artwork and technology that is estimated to have been destroyed when Mount Tantiss was blown apart is staggering. The New Republic teams have located a number of chambers that were shielded from the shock waves of the blast, but were unable to protect the treasures within from the radiation that flooded the mountain.

The Middle Levels

The middle levels of Mount Tantiss housed the Emperor's collection of Spaarti cylinders, as well as weapons and technology vaults, and a number of service areas, including crew barracks and medical facilities. A main turbolift shaft connected the middle levels to the upper vaults and the Emperor's private levels, and maintenance droids had a number of service lifts that they could use to move around the mountain. There were a series of turbolifts that connected only the middle levels, such as the cloning chambers, and the lower levels, such as the military barracks.

The Cloning Chamber

Spaarti cylinders are the devices necessary to produce viable clones, the central element to Thrawn's plan to destroy the New Republic. The Spaarti cylinders present in Mount Tantiss numbered in the thousands (over 20,000 cylinders were estimated to be in the

Clone B-2332-54

Smelting Core D on Cloud City was one of the city's most efficient metal reclamation centers; Groggin, the Ugnaught in charge of this particular smelting core, always saw to that. Anything that could be melted down and reprocessed was shoved through the huge furnace that he kept running day and night. Droid parts, broken computers, metal food storage canisters and bulkhead fittings all rolled down the rumbling conveyer to be boiled down into base metals or usable alloys.

An unusual item amidst the clutter caught Groggin's squinting eye. Reaching into the stream of debris rolling past him, he deftly picked out the peculiar piece of rubbish that had caught his attention.

With a grunt of surprise, he turned over the cauterized stump of a human hand, which was still clutching a strange metal cylinder. Checking the lot number, he saw that the hand had come from the lower air shafts. Apparently, the unusual piece of rubbish had been retrieved by the drones that kept the network of air shafts and pipes free of debris. *Now how in the worlds did this get down there, the Ugnaught thought. No matter. The metal is all that matters.*

Moving back to the conveyer, Groggin intended to incinerate the discarded hand and melt the odd metal cylinder down. Then, he heard the odd, mechanical hissing behind him. Turning, the short, stocky Ugnaught faced the two-meter tall, black robed figure in the doorway. The menacing figure gestured to Groggin.

"The hand. Give it to me," demanded the armored giant, his voice echoing eerily around the room.

Groggin, completely ignorant of galactic affairs, did not realize just who it was he was addressing. He immediately demanded 2,000 credits. "Got to cover costs, old boy," he grunted. "Though I've a feeling we could arrange a trade. The metal in that helmet could be useful. Not worth much, but still ..."

Lord Darth Vader, unused to such blatant disrespect, was actually taken aback, but only for a

moment. "You will give me the hand. And the lightsaber. *Now*" he growled menacingly, emphasizing the dire threat implicit in each word.

"Now see here ..." began Groggin, but his voice trailed off in a muffled gag. With a flick of Vader's gauntleted wrist, the severed hand, still clutching the deactivated lightsaber in its grasp, floated to the Dark Lord of the Sith.

The other Ugnaughts in the room immediately swarmed to their leader, trying to find the cause of his mysterious coughing fit. The impertinent engineer was dead before they ever reached him. And later, they would swear that—if it was at all possible to tell—the evil Dark Lord radiated black pleasure. "Another trophy for the Emperor's vaults," Vader boomed. Turning on his heel, Darth Vader left the smelting chamber—and its dead master—behind him.

Boarding his shuttle, he ordered the pilot to lift *oli. Apity, my son*, bethought. *You could have joined me and together ... we could have destroyed the Emperor and ruled the galaxy in his place.*

As he stared at the severed appendage in his hands, a sudden flash of insight struck the Dark Lord, realization dawning like the sunrise of Bespin. *Perhaps, if you will not be turned, little Jedi, a suitable substitute may be arranged.*

Suddenly, Vader was struck to his knees by the horribly powerful voice that rolled like fiery thunder through his brain. The pilots struggled vainly to ignore the Dark Lord's ... discomfort. "Yes, my servant," the voice boomed in his mind, dripping raw evil. "Come to Mount Tantiss, immediately. I shall meet you there, and we will discuss *my* new trophy."

"Yes ... my Master," Vader gasped, feeling an icy stab of dread in his soul, as the Emperor's mocking chuckle still echoed in his mind. His Master had detected his rebellious thoughts. This discussion would be most unpleasant. Most unpleasant indeed.

facility, though the exact number is unknown; no Spaarti cylinders were recovered intact). The cylinders were all located in an immense cavern known as the cloning chamber.

The chamber was well over 10 stories tall, with multiple balcony levels built in amphitheater or stadium-style rows. The top level of the chamber was a control and maintenance area, with each of the lower levels containing row upon row of Spaarti cylinders. Each level's circular balcony stretched further toward the center of the cavern than the previous level, much

like a stadium. Running through the center of the cavern was a huge column, which housed the immense power distribution and nutrient feeder systems. Piping, power lines and waste removal tubes filled the cloning chamber, running from the central column to each balcony. Each balcony had four retractable bridges, which could be extended to the central column. Each level also had nearly two dozen doors, allowing access from the outside.

The Spaarti cylinders were arranged in groups of four, attached to overhead nutrient feed pipes and

power conduits. Each cluster of Spaarti cylinders was overlooked by a ysalamiri on a nutrient frame.

Spaarti cylinders stand approximately four meters tall, and each holds one clone. The clone floats in a protective gelatin, which accelerates growth and helps maintain the genetic code of the template. Each Spaarti cylinder contains a computer processing system that is linked directly into the cerebral cortex of the forming clones. Within hours of entering the cloning matrix, the computer begins "flash-pumping" information into the minds of the clones. When a clone emerges from a Spaarti cylinder, it is fully trained.

This "flash-pumping" method of training the clone soldiers was apparently one of the key elements Thrawn incorporated into his plan. It enabled him to field fully trained armies in an astoundingly short time.

The use of the ysalamiri was also of immense importance to Thrawn's effort. According to the few records that remain from the past, clones needed at least a year of growth to remain even marginally mentally stable, and the recommended time period was three to five years. This was because the presence of multiple clones creates a "disturbance" in the Force. If clones are grown too quickly, and do not have time to learn how to deal with this disturbance, they will go insane. However, the use of the ysalamiri, who "push back" the Force, eliminates that pressure while the clone is growing. Thrawn produced mentally stable clones in 15 to 20 days. In other words, Thrawn could literally "grow" an army in under a month, each and every month, as long as the clone chamber was still in operation.

The Technology Vaults

A series of nearly 30 technology vaults was present in the middle levels of Mount Tantiss. They possessed the same level of security as the upper treasure vaults, though it appears that a number of stormtroopers or Imperial army troops were used by Thrawn to supplement the security measures.

Very few items in the tech vaults survived, though some interesting fragments of information have been liberated from the rubble. The majority of the finds in these vaults consist of data or plans for high-tech weapons and equipment. What follows is a listing of plans that were found for some of the items; unfortunately, the massive electrical surges and the power of the blast destroyed or damaged most of these documents and prototypes, so it is unlikely that they will lead to viable technologies without extensive additional research:

- A proposed guidance system for cloaked starships.
- A proposed advanced stasis chamber system, greatly improving upon the already existing technology used at the Corporate Sector Authority's Stars' End facility.
- An incomplete set of specifications for a virulent form of time-sensitive hive-virus that could be used for biological terrorism. The virus would remain dormant for

aspecified time but it was highly contagious, so it would be spread throughout a population. After that specific time had passed, the virus would become active, with genocidal results. Fortunately, the base gene codes necessary to activate such devastating weaponry seemed to be damaged or absent.

- Examples of unusual bio-technological devices attributed to an unknown species named the "Charon."
- A schematic for a massive automated weapons construction facility.

Service Areas

A number of air shafts and service crawlways twisted throughout the mountain, but the majority of them met in the middle levels of the installation. Air conduits, including the air intake system that Solo's group used to penetrate the mountain, ran the length of the middle levels. The maintenance tunnels, trash compactors, and ventilation ducts were all easily accessed from this level.

Droid storage chambers were also common in this area, and MN-2E and SPD-R4 service droids were common at Mount Tantiss, as they are in other Imperial installations.

Waste removal was handled in this section, with trash disposal chutes lining a number of the secondary corridors in the maze-like structure. Plastics, metal, food and water were all recycled, and processed in the lower section of the mid-level. Non-recyclable products were crushed into small waste cubes by the trash compactors and disintegrated in the mountain's fusion reactor.

Technical Areas

The technical sections of the mountain were quite extensive, housing a variety of laboratories and science stations, presumably to test and refine a number of the alien and exotic technologies stored at the facility. The labs were all located above the service areas.

Few of the labs that have been surveyed contain the equipment necessary for strictly experimental purposes. The refinement of power systems and other such military applications seems to have been the primary motivation for the inclusion of labs in the Mount Tantiss installation. This is fairly typical of Palpatine's thinking; science and research were underutilized under his rule.

The medical bays of Mount Tantiss were also located in the mid-level, just above the technical stations. These medical bays were comparable to those aboard Imperial Star Destroyers, and included approximately 30 operation theaters, and nearly 200 diagnostic booths. For every three rooms, a bacta tank was available, though these tanks tended to be larger than galactic standard; in an emergency, up to five patients could be treated in a single tank, though efficiency would be decreased.

Two full intensive care wards were also included, housing the life-support machinery as well as corn-

Corporal Terkuss: Assault Trooper

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

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

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

In the two years since being assigned to General Covell's command, Terkuss has become one of the general's best soldiers. Once the general even complimented him on his change of heart. It was Covell's recommendation that led to Terkuss' reassignment to Grand Admiral Thrawn's Mount Tantiss

project; on Wayland, Terkuss would be the genetic template for clones that Thrawn would pit against the New Republic.

• **Corporal Terkuss**

Type: Imperial Army Assault Trooper

DEXTERITY 3D+2

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

KNOWLEDGE 2D

Intimidation 5D, streetwise 4D, survival 5D

MECHANICAL 4D+2

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

PERCEPTION 3D+1

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

STRENGTH 2D+1

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

TECHNICAL 2D

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

Force Points: 2

Dark Side Points: 6

Character Points: 8

Move: 10

Equipment: Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

puter- and droid-assisted operating machinery.

A smaller chamber, located adjacent to the main medical section, has been located. It contained a full store of medical supplies, including specialized life-support equipment. In effect, the chamber was a complete, self-contained medical bay. Presumably, the Emperor's personal physician treated Palpatine in his own personal medical wing. The majority of the equipment was destroyed, as were all the medical records at the facility.

Hangar Bay

The hangar bay was also massive, containing the complete complement of vehicles and ships that the garrison commanded. TIE fighters were stored on roof racks and maneuvered by repulsorlift shuttles into launch tubes adjacent to the traditional hangar bay. Assault shuttles, troop transports, Skipray blastboats and other support craft had a conventional hangar. The main hangar area acted as both the maintenance bay and garage: all repairs were performed on a vessel while it was still in the hangar.

Security Areas

There were a number of security stations scattered throughout the middle levels. Each of these station rooms had a complete array of sensors for Mount

Tantiss's corridors, and served as a checkpoint for individuals travelling through the mountain. The Republic assault team on Mount Tantiss used the computers at one of these stations to access the schematics of Mount Tantiss.

The Lower Levels

The lower levels of the mountain housed military troops and their respective stations, as well as the vehicles and weapons necessary for defending the mountain. These levels contained food production facilities, an armory and a landing field, among other basic service areas. All evidence indicates that this area received minimal use until the arrival of Grand Admiral Thrawn. While this area of Mount Tantiss was clearly designed for waging military campaigns, it is clear that the Emperor chose not to run his battles from this facility.

War Room

The uppermost of these lower levels was where the war room was located. Large, transparent battle boards and hologram tanks were located at the far end of the semi-circular chamber, along with a huge, curved monitor screen that could focus on any image picked up on the various sensor monitors.

Lieutenant Creb: TIE Fighter Pilot

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

Creb turned down numerous promotions in order to remain at the controls of his TIE. He loved the speed and excitement that his job entailed. He craved the glory and honor of battle, and hoped to one day test his skill and courage against the pilots of the infamous Republic's Rogue Squadron. He modeled his own squadron after the Rebel model, though he would never admit it.

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

• Lieutenant Creb

Type: TIE Fighter Pilot

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 5D+1, dodge 7D+1, missile weapons 4D+1

KNOWLEDGE 2D

Intimidation 6D, planetary systems 6D, survival 6D, tactics: starfighter 5D+2, value 4D, willpower 5D

MECHANICAL 4D

Astrogration 6D, communications 5D, starfighter piloting 8D, starship gunnery 7D, starship shields 5D+1

PERCEPTION 3D

Command 5D, command: Black Wing Squadron 6D, hide 5D, persuasion 4D+2, search 5D, search: tracking 5D+1, sneak 6D

STRENGTH 3D

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

TECHNICAL 2D

Computer programming/repair 4D, first aid 5D, security 3D+2, starfighter repair 6D, starship weapon repair 4D

Force Points: 1

Dark Side Points: 5

Character Points: 11

Move: 10

Equipment: Navigational computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear

A centralized communications station was located in the war room, capable of communication with Imperial forces anywhere in the system. This comm center was used primarily for battle purposes; the main communications center was located one level below.

A detailed map of the mountain and the surrounding terrain was available from the memory banks of the central battle-computer, though the radiation damage was so extensive that only a partial reading of the data was possible.

The Command Wing

The command wing was the hub of military operations at Mount Tantiss, much like the bridge of a Star Destroyer. All administrative duties were carried out in this section.

The command wing housed the main computer core of the facility, the communications center, all officers' quarters and offices, as well as the main security systems. The command core, the central command center, constantly monitored all work stations and data files processed through the base computers. Any station within Mount Tantiss (with the exception of the Emperor's throne room) could be controlled from the command core. The majority of the technicians that worked in the command core were situated in a crew pit and surrounded by duty consoles and viewscreens.

The floor above the crew pit contained the command platform, where duty officers monitored the base's operations.

The base commander's office was situated above the main sprawl of the command core, and overlooked the main floor through a massive mirrored viewport. Within the office, the base commander could access any station within the command core, and could communicate with any station within the Mount Tantiss complex.

The Main Computer Core

The main computer core was a tremendous bank of computers that compiled and indexed all information that passed through Mount Tantiss's communications and data retrieval systems. Troop movements, equipment requisitions, and virtually every scrap of information that was moved through the Imperial data network was duplicated and filed away in the massive memory banks of the facility (excluding the Emperor's private communications). This information could then be recalled by the command wing and the Emperor as necessary.

Countless droids ran the computer core, streamlining the operation as much as possible. Data retrieval must have been extremely efficient, though it is doubtful that the Emperor used this facility as often as the Imperial Data Vault on Coruscant.

His Finest Work

Garrbo V'Droz was the best in the galaxy at his job, and he would have been the first to say so to anyone who would listen.

He was one of the most startlingly intelligent and talented architects in Imperial space, and as much as most people hated his attitude and arrogance, they could not help but admire his talent and his work. His designs graced Imperial City and many of the Core Worlds, and he was revered as one of the most talented sentients ever to enter the architectural field. Garrbo V'Droz was currently singing the praises of his latest work to his current customer.

"As you can see," the pompous, green-haired architect drawled, "the design fits your specifications *perfectly*."

"I see," said the patron calmly, admiringly taking in the workmanship of the room, which V'Droz's own construction crew had built. The patron's wrinkled, pale hand patted the stone wall appreciatively, and his yellow eyes glittered with pleasure.

Another satisfied moron, thought the architect smugly.

"The maze is fiendishly difficult. It actually stumped one of the worker droids this morning. Screwed his little guidance system right up," V'Droz smirked. *Of course it did. It was supposed to.*

"While the maze itself is capable of testing the intellect of most people, I've added a little security bonus, though I'm sure you'll probably figure it out." Garrbo V'Droz was hopelessly obnoxious when he was proud of his work. He was *very proud* at the moment. "You see, I've added an interesting little

trac-reflective material in the walls. No sensor map of the labyrinth will be the same twice."

The patron nodded his approval, ignoring for the moment that he had suggested precisely that feature in the original design.

"The entrance to the crypts is located in the labyrinth, right where you asked for it. I've provided a map for you," V'Droz said, ignoring the sharp look his employer gave him when the foppish architect brought the labyrinth's schematics up on his datapad. "Though why you want a bunch of stone tablets and mystic trinkets cluttering up the bottom of a mountain I'll never know. Anyway, they're all moved in." Garrbo V'Droz had heard his employer had something of a temper, but was hard pressed to believe this little man was much of a threat. *At least his credits are good.*

"The main chamber is over a kilometer down, and you can descend by stairs or by repulsorlift shaft," he concluded.

"I wish to see it," his employer said simply. "Let us go-"

Shrugging, the architect brushed his hand through his emerald hair, leading the way through the labyrinth, eventually stopping and gesturing towards an artfully concealed turbolift shaft. "After you," he said.

"No," his patron said, starting towards an equally well concealed stairwell. "This way is more ... fitting."

"Whatever you say," V'Droz smirked. *No*, he thought, *this little man is no trouble to please. No*

The computer core was even larger than the cloning chamber, and was similarly constructed. The room was essentially a curving amphitheater-style chamber, lined with dozens of catwalks and a central power core. Huge banks of computers and data-compression and storage units filled every part of the chamber, leaving just enough room for the library droids to maneuver.

The Main Security Section

The main security section was probably the most utilized department in the entire facility (with the possible exception of the cloning chamber). The main security chamber observed and monitored all other security stations, and could also independently observe any portion of the base. The security section also enclosed two separate armories, six surveillance stations, a number of watch stations, and an office for ISB

The Detention Block

The detention block was similar to most Imperial holding areas, with row upon row of tiny cells crowded

together for the imprisonment of political prisoners, criminals, agitators and the like.

An "operating theater" of sorts was located in the center of this section, apparently for interrogation purposes. Since this particular feature is not usually included in the standard Imperial detention area design, it is likely that the Emperor or his Inquisitors used this area to interrogate particularly recalcitrant prisoners.

It is doubtful, however, that the detention block of Mount Tantiss ever saw much usage, though the Emperor always believed in being prepared for nearly every contingency. Some of the remains of the consoles in the security wing were still in their protective duraplast shipping wraps.

Barracks

The barracks were designed to serve a full battlegroup's worth of soldiers. Complete barracks for all medical staff, technicians and military troops below officer level were located in this area.

A mess hall serviced the complete complement of

trouble at all.

He shivered briefly at the memory of the previous months of construction and the armored figures that had carried the various objects and artifacts into the subterranean tomb. His patron was walking ahead of him, leading him deeper into the maze. Despite the glow rods that each held, the gloom and darkness seemed to overwhelm them the further they traveled down the twisting staircase.

Eventually, they entered the crypt itself.

The crypt was almost completely dark, and the light from Garrbo V'Droz's glow rod bounced off the walls and floor eerily. While he projected an air of confidence, the arrogant building designer was scared. Very scared.

He glanced uneasily at row upon row of the "treasures," all lying on stone shelves carved in the rock. His patron had odd tastes: ancient energy weapons, amulets, crystals, alien trinkets and religious idols, mummified bodies — and countless other things the architect didn't want to know about.

Garrbo V'Droz was pleased by the unnatural atmosphere that the room possessed; as much as it unnerved him, it fitted the requested design perfectly. But something nagged at him, something ... familiar ... about the objects in the crypt.

Glancing at the nearest crypt chamber, he saw the body of a powerfully built human dressed in brown robes, clutching a metal cylinder to his chest. *What in the suns is that?* he wondered.

"How many copies of the map to the labyrinth have you made?" asked his employer. His vaguely

serpentine voice echoed in the stillness of the tomb.

"Just the one on my datapad," answered the architect, still peering intently at the next row of objects he passed. *Are those metal cylinders ... lightsabers?* "Why?"

"No reason," his employer chuckled.

Garrbo V'Droz almost dropped his glow rod when it shined off a face he recognized in one of the chambers. There was a grim smile on its face. The green-haired occupant of the chamber was someone with whom Garrbo V'Droz was intimately familiar: his brother, the construction foreman.

Whirling on his patron, he whimpered, "What is the meaning of this?"

Emperor Palpatine smiled and said simply, "It means that you and I are the only ones left who know the way through the labyrinth to my ... home for treasures too valuable even for my museum above. And soon, it will just be me," the Emperor grinned horribly, as Garrbo V'Droz cowered.

"Don't worry, my friend," hissed the dark figure, gesturing grandly at a vacant spot in the chamber, "you shall have a place of honor here. You've earned it."

Palpatine raised his hands, preparing to strike, and then, allowing himself a final moment to savor the fear in his victim, added, "And if I ever need your services again, I will not hesitate to clone you."

V'Droz cringed as the Emperor threw vicious bolts of lightning from his hands and ensured that the galaxy's finest architect was forever a part of his last, greatest work.

each service branch: the stormtroopers ate in one mess hall, the medical personnel in another, and so on. All food was prepared by food service droids in a centralized kitchen, connected by service walkways.

Three separate, heavily shielded armories supplied weaponry. The complete inventory of the weapons storage facilities is unknown, though it is assumed that the most current weaponry, including PLEX-4s and E-Webs, were available to the base's troops.

Subterranean Levels

The subterranean levels were located far beneath ground level, and it is assumed that they housed Mount Tantiss's four massive power reactors. It was connected to the lower levels by a series of turbolifts and ladders.

The overload triggered by Lando Calrissian and Chewbacca spread down into the reactor level. The resulting explosion destroyed most of this area, which is still flooded with radiation, obscuring all sensor readings. The metal in the mountain also fouled all

sensor readings, and at this point, it is still far too dangerous to send search teams into the area. It is known that there were four massive fusion reactors powering Mount Tantiss, although only three were operational when Grand Admiral Thrawn arrived. Each generator put out enough power to run an Imperial Star Destroyer, indicating that Mount Tantiss, when fully operational, required an immense amount of energy.

The Labyrinth

Sensor scans have been unsuccessful at determining what lies beneath the reactors. A few of the weaker signals received by the scanning crews show what appears to be a massive maze, although it is possible that this is simply a series of natural caverns. These chambers may stretch for kilometers below the surface. What these catacombs contain, or if there are any levels beneath them, remains a mystery. Most puzzling is the variance in readings with each scan of the labyrinth: each mapping scan returns a different picture of the maze, as if the labyrinth keeps changing. It is

Erasing All Traces

Garv Debble was strolling along the row of recovered artifacts, double-checking encoded computer tag numbers of the various artifacts his crews had uncovered in the past few days.

In all my years as an archaeologist, I never thought I'd get a chance to examine the personal effects of the Emperor himself. And all the 'lost' artifacts inside ... this has to be the most stunning archaeological find of the decade! It will be years before we manage to get through everything in Mount Tantiss.

Garv smiled to himself. This certainly would qualify as the pinnacle of his — or anyone else's — career. His assistant, young Milanda Vorgan, was approaching him, a broad smile on her face.

"Garv, you have to see this! They're sending the holos now. They found a new chamber this morning! They think they've found the Duinarbulon Stones!"

Garv was stunned by the revelation. "The Stones! If they're genuine, it could be our first proof that the Duinarbulon Star Lancers were real ... for millennia we thought they were only myths! Let me see!"

Milanda brought her datapad with its broad-band antenna attachment over to him. The images were murky and disrupted by static.

"It's the high metal content in the mountain that disrupts the images," Milanda noted. "Still, Garv, look at that."

On the holo, a person in a thick radiation suit bent over to pick something up off the floor. As the holo closed in on the image, it appeared to be a small, engraved crystal.

Garv frowned. "No, that's not one of the Stones. Too bad. It would have been such a find."

He tried to hide his disappointment, but Milanda knew his moods too well. But this was but one setback in a virtual treasure-trove of history.

Garv looked up to see one of the Noghri standing in front of them. Even though Jedi Luke Skywalker and the Solos had left several days ago, the Noghri had insisted on staying behind. Garv was still having trouble telling them apart, but he had been careful to leave them to their own actions.

"I am Ekhrikhor clan Bakh'tor. I must speak with you about this ... digging. We have sworn to erase the Emperor's memory. You will stop this."

Garv was taken aback by the order ... it was more than a request, but less than a threat. "I'm sorry, my

friend, but you don't seem to understand the *historical* Significance of all this. This is the most important find since the death of Palpatine. We must find out all we can ..."

"We have sworn to erase the Emperor's memory. You will stop this. Now."

The archaeologist placed his hands on his hips, trying to appear intimidating. Garv had spent too many years in a research library to realize just who the Noghri were ... or that intimidation was probably the tactic least likely to work with them. Behind him, he heard Milanda take a step back. "You are simply being unrealistic. There are artifacts of immense historical significance in there. Objects that haven't been seen in centuries. Works of art, manuscripts, starships ... things from countless alien cultures that were pillaged by the Empire."

"We have no argument with others. Theirs may be returned. The Emperor's legacy must be destroyed."

"This is completely improper. You may take this up through the proper channels: I would suggest you go talk to the New Republic Provisional Council. However, you have no authority here. Now, scamper along."

Ekhrikhor made a sound deep in his throat that sounded like a growl. "We do not wish to make war with our new friends, but we will do whatever is necessary to stop this. All traces of the Emperor must be eliminated. I and my people have sworn this and nothing will stop us. The others are in the mountain now."

Garv was about to respond to Ekhrikhor when he felt Milanda tugging at his shoulder. She leaned over and whispered into his ear, "Has it occurred to you, Garv, that we couldn't stop them if we wanted to?"

"... I guess you are right. Ekhrikhor, as an honorable being, can I prevail upon you to stop this? Perhaps we can discuss this or come to some sort of agreement?"

Ekhrikhor paused only a second. "I will abide by the decision of the *Mal'ary'ush*. Until then, the Noghri abide by their vow. We will continue to eliminate the Emperor's possessions."

Garv turned away. "Milanda, please send a priority message to Coruscant. We'll need to speak with Councilor Organa Solo."

unknown how to access these areas, although it is presumed that there was some sort of hidden turbolift access to this area.

Note: What is unknown to the New Republic is that both the labyrinth and the hidden crypt level below it

were secretly constructed by Palpatine. Palpatine made every effort to hide the existence of these areas, including "silencing" the work crews that built these hidden chambers. It is unknown exactly what use these chambers served.

Chapter Eleven

Equipment and Droids

from the datapad journal of Voren Na'al, recorded shortly before the destruction of Mount Tantiss.

Modern technology is capable of producing some products of amazing ingenuity and usefulness. From new and more powerful weapons, to advances in shield technology, to more advanced imaging systems for sensor arrays, the manufacturers of most modern goods continue to steadily improve product lines and make the lives of everyone in the galaxy a bit easier. In many ways, technology is the lifeblood of the galaxy.

Equipment

Cloaking Shield

Cloaking shields have long been the dream of starship technicians and designers. Throughout the history of the Old Republic and the Empire, scientists struggled to come up with a working, cost-effective and practical cloaking field system. While rumors spread and model after model failed to live up to expectations, starship captains and fleet commanders waited in vain for the technology that would win the galaxy. It never materialized.

Most problems with those cloaking shield models which worked fell into two categories — cost and efficiency. The credits needed to outfit one ship, let alone a fleet of ships, with working cloaks was astronomical. And the research costs were staggering as well. Originally, scientists sought a method for turning whole ships invisible to all sensory apparatus — both visual and other spectrums. The prototypes which came closest to actually working required more energy than a ship could produce. The bigger the ship, the more energy that was needed. If a ship was cut down to minimum functions and fitted with extra generators it could be cloaked, but this left it without power for engines, weapons, shields or even more than minimal life support. This avenue proved to be a dead end, so scientists searched for methods to simply hide ships from sensor scans. But as breakthroughs in cloaking technology became available, new sensor systems were

introduced which made the cloaks obsolete before they could even come to market. It seemed to be a lost cause.

Then the Empire made cloak technology a priority effort. The Emperor diverted vast sums of money and resources to the cloaking project, ordering the scientists and technicians to succeed by the time the second Death Star was completed — or else. Calling upon the best engineers in the service of the Empire, and in some cases, soliciting private companies to work on small portions of the cloaking systems, the project commenced.

The test model combined a number of interrelated systems and technologies to provide a "null field cape" which would hide vessels from sensors by absorbing the sensor beams. The key was hiding the cloaked ship from other ships' active sensors (ships also have passive sensors, but they provide much less information). Active sensors require "feedback" to work: the sensors project sensor radiation into the void of space. Most such energy is lost, but if it strikes an object, it bounces back to the computers on the source ship, providing valuable data on the nature of objects nearby. Sensors can give a complete profile of any detected ship by analyzing energy use patterns, heat, electromagnetic energy, motion, gravitational disturbances and other indicators. By absorbing this sensor radiation, the cloak disguises itself and anything under its protection as empty space.

Just before the Battle of Endor, the Imperial technicians announced that they had developed a working, cost-effective cloak prototype. The Emperor immediately ordered the prototype to be stored in one of his hidden treasuries, while the plans for the device were locked away on Wayland. With the Emperor's death, that might have been the last the galaxy ever heard of cloaking shields if Grand Admiral Thrawn hadn't wanted the technology to use against the New Republic.

Thrawn's plans centered upon the use of a battered freighter and the mole miners captured on Nkllon. Even with the breakthroughs, the cost of modifying a freighter to handle a cloaking shield large enough to shield its

bays from sensors was extremely expensive. The system still has its drawbacks. Nothing gets into a cloak field, and nothing gets out. No sensors, no communications — the cloaked ship is instrument blind as well as instrument hidden. It must rely upon visual navigation. Fortunately, Thrawn's plan required only to cloak the cargo bays of the ship instead of the entire vessel.

By installing the cloak in a freighter, Thrawn made a decoy vessel. It appeared as nothing more than an ordinary, empty freighter as it silently traveled into the Sluis Van Shipyards. And that's what sensor scans showed as well — the freighter was empty. With a stolen Republic identification (the freighter *Nartissteu* out of Nellac Kram) and a cloaked bay full of TIEs and mole miners, the ship was ready to go. The ship was to attack the Sluis Van Shipyards, and the mole miners would attack the New Republic cruisers in dock — Thrawn counted on quickly and easily stealing an entire fleet for the Empire. The freighter handled as if it had a full cargo bay, but Thrawn concocted a cover story concerning damage suffered in a pirate attack.

The plan probably would have worked if Wedge Antilles and Rogue Squadron hadn't been on the scene. Even so, the cloaked bay allowed the Empire to get its hijack teams dangerously deep into the Republic fleet, and the soldiers almost got away with close to fifty capital ships. Only the actions of Rogue Squadron, Luke Skywalker, Han Solo and other Republic heroes prevented a complete rout of the Fleet, and a potentially devastating loss.

Delta Source

For the duration of Grand Admiral Thrawn's campaign, security leaks plagued the New Republic. While treachery in any form is distasteful, that the treachery was coming from inside the Imperial Palace on Coruscant was even more significant. Since so much rested on the stability — or rather, the appearance of stability — of the New Republic, distrust among the members of the Provisional Council could have had disastrous side effects.

Consider the example of Councilor Borsk Fey'lya of the Bothan delegation. His ambition and mad scheme for power nearly tore the New Republic apart, creating a huge rift in the military and the civilian government.

The *presence* of the security leak was almost as damaging to the Republic's fragile leadership as the information the source itself was disclosing to the Empire. Despite advanced security procedures, vital information was being leaked to the Imperials from the Imperial Palace.

Princess Leia Organa Solo decided to hunt down Delta Source during the Siege of Coruscant. She had some unusual help: her aide—Winter—and the outlaw slicer Ghent.

The only link to Delta Source was a low level, multi-phase pulse transmitter that New Republic security could neither locate nor decode. At least, until Ghent

sliced the encrypt sequence to the transmitter. Realizing that the Delta Source code was a highly sensitive piece of information, Leia, Winter and Ghent kept quiet about this discovery and decided to uncover Delta Source themselves.

Unfortunately, knowing *what* Delta Source was sending did not tell them *who* Delta Source was. Using Ghent's computer skills, and using Winter's unique powers of absolute recall; Organa Solo and her companions began leaking disinformation all over the Imperial Palace in an attempt to flush out the spy.

An odd assortment of items appeared in Delta Source's transmissions, and according to Winter's memory and Ghent's computers, there was either a completely elusive recording system in the Palace or there was a huge nest of conspirators. Leia's hunch was that it was a single "mole" or recording system, rather than a large group of traitors; Palace Security was simply too effective to miss that large a spy ring.

Another flash of insight gave Leia the answer. While sitting in the Grand Corridor of the Imperial Palace, Leia realized that the *ch'hala* trees that were the showpiece of the Corridor were the source of the leak.

She noticed an MN-2E droid pruning leaves from the *ch'hala* trees. The droid was "clucking" and beeping to itself. Then, she noticed that the tree was flashing in sync with the droid. Leia finally deduced what was happening. *Ch'hala* trees are noteworthy due to their chemical makeup. Pressure of any kind, including sound waves, causes "splashes" and "bursts" of color. While they are aesthetically pleasing to watch, they are also natural spy devices. The bursts of red spiral up and down the trunk, carrying with them "echoes" of the sound waves.

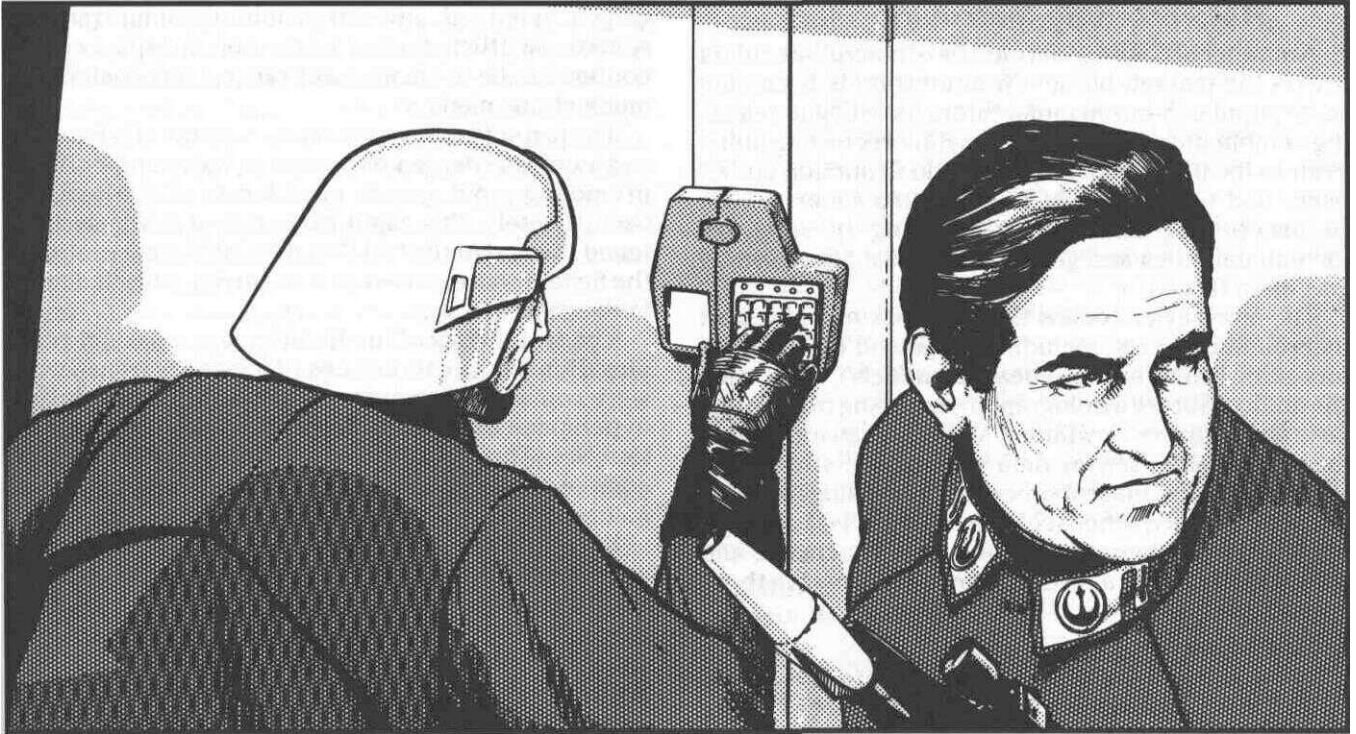
After inspecting the *ch'hala* trees in the Imperial Palace, the New Republic technicians found a unit unlike any they had ever encountered: a series of tubes had been implanted in the trunk of one of the trees. These tubes sampled the bark's chemical changes and translated them back into pressure data, and finally back into sound: the trees were natural microphones.

Another computer module organized and prepared the data for encrypting and broadcast. Delta Source was a giant, organic microphone system that had been in place since the Emperor had taken control of the Imperial Palace.

Electronic Lock Breaker

Modern security systems are quite effective, particular building security packages. Even the low-cost Fortress-7 electronic deadbolt system is quite efficient at keeping low-tech undesirables from entering protected areas, though with the correct knowledge and tools, they are not impossible to disable.

More advanced systems utilize computer coding systems that rapidly change sequence; the sophistication of these systems protects luxury homes and buildings from unauthorized entry. The Imperial Palace on



Coruscant uses a combination gene-scan/random-flux code key sequence to protect residents and visitors. Authorized personnel are given a key that is linked to their genetic code; a micro-scanner in both the lock and the code-key establish the keyholder's identity. If the gene-code does not match, a security alarm sounds and all door locks are immediately activated. Overall, the system that protects the Imperial Palace is the most advanced on the market and was considered virtually foolproof.

At least, it was, until the invention of the electronic lock breaker. This device is essentially a high-memory capacity computer terminal with an independent power source and a key-code replicator input/output jack. The I/O jack is plugged into the door lock, and a large polynomial computation is "spiked" into the security monitor programming. The polynomial keeps the main security computer "occupied" and "convinces" it that there is no security breach. The rest of the lock breaker's computer memory randomly flashes gene-sequence codes at phenomenal rates, until the correct gene code to open the locked door is discovered.

The electronic lock breaker also has functions for opening other types of computer governed locks, but programming for each specific type of lock must be pre-entered into the unit; its memory storage is not large enough to accommodate every type of lock in its database.

Lock breakers are very useful tools for criminals and Intelligence agents who often need to gain unauthorized access to a room or building. The lock breaker is

capable of bypassing most security systems but it requires a great deal of power and a considerable amount of time. The unit produces a loud hum when it is operating, so the user needs a good deal of privacy to get through a lock unnoticed. However, with proper planning or diversionary tactics, it can be quite effective.

New Republic slicers are experimenting with a counter-programming concept to deal with the lock breaker. Since the lock breaker randomly flashes through genetic codes, and thus is capable of producing virtually *any* genetic sequence, Republic programmers are considering adding "ringer" codes to their alarm systems. If the lock breaker tries a "ringer" code on the lock system, the lock's computer system will realize that this is a prohibited code sequence, and it will trigger a system-wide alarm. Preliminary tests have proven modestly successful.

- **Electronic Lock Breaker**

Model: OutlawTech Lock Breaker

Type: Security tampering unit

Skill: Security, computer programming/repair

Cost: 25,000 credits (basic unit), 1,000 (per security system profile software package)

Availability: X

Game Notes: The Lock Breaker requires a Moderate *security* roll to activate and a Difficult *computer programming/repair* roll to successfully determine gene code sequences in advanced computer locks. Specific system profiles must be programmed before use, but pre-programmed system profiles (which are quicker to enter and generally more effective than "homemade" profiles) can be installed with a Moderate *computer programming/repair* roll.

Holorecording Macrobinoculars

A number of commercial models of macrobinoculars are on the market, but a new innovation is becoming quite popular. Some manufacturers have begun releasing combination macrobinocular/holorecording units. Prior to the introduction of these "dual function units," users had to scomp-link the macrobinoculars into a holorecording unit, often resulting in software incompatibilities and glitches: the finished recording was often flawed.

The new device retains the functions of a standard macrobinocular set, including range and targeting information (on all but the cheapest models), but it adds the ability to store a holographic recording of anything seen through the viewfinder. With the sensor attachments available, sensor data can also be stored and recorded on the macrobinocular's recording unit.

Unfortunately, the cost of these devices is fairly high. Miniaturized holograph technology is expensive, and only those who can afford "the best" tend to own these units.

• **Holorecording Macrobinoculars**

Model: Neuro-Saav Model TT4 Holorecording Macrobinoculars

Type: Specialized image magnification/recording device

Skill: Search

Cost: 2,000

Availability: 2

Game Notes: Holorecording macrobinoculars provide the normal advantages of standard image magnification devices (this specific unit gives +2D to all *search* or *Perception* rolls more than 100 meters away). In addition, the device can record up to three standard hours of visuals on a standard data card. (For more information on macrobinoculars, see *Star Wars: The Roleplaying Game, Second Edition*, page 153.)

Holo Transmissions

The imaging communications medium that changed the galaxy was the hologram signal relay system. Holographs are three-dimensional images created by focused beams of coherent light. Holograph technology was perfected during the days of the Old Republic, followed by hologram technology which allows full images, with sound, movement and an incredible number of recording techniques; holograms are merely one step removed from being actually present at an event. Holo-projectors can project three-dimensional images wherever they point their lens.

Coruscant was the first world to receive a hologram network, providing instantaneous three-dimensional communications between various points on the planet. The next step was to connect the entire Republic in the same way.

The Old Republic's Senate commissioned the construction of a galaxy-wide HoloNet to provide a free flow of information between the member worlds. Prior to the HoloNet, communications were handled face-to-face (as hyperspace travel was usually faster than subspace comm units) or by subspace planetary relays. These deep space communications stations re-

ceived, amplified, and retransmitted comm transmissions toward their desired destination. Subspace comms continue to be the main short-range, inexpensive communications medium.

The faster HoloNet system opened the Old Republic to an unprecedented exchange of ideas and cultures, promoting rapid growth in all facets of the Republic. Unfortunately, this rapid exchange of news also hastened the end of the Old Republic, as the corruption of the Senate was exposed as it occurred, revealed for all in the galaxy to see.

The technology of the HoloNet was amazingly complex. Hundreds of thousands of non-mass transceivers were connected through a vast matrix of coordinated hyperspace s-threads, or simu-tunnels to form the HoloNet. These, in turn, were connected to massive computers which sorted and decoded all of the information.

While in wide service, the HoloNet system was expensive to maintain. The expense was considered necessary, for the HoloNet gave the Republic a sophisticated, flexible and almost instantaneous method of communication.

However, the HoloNet's incredible cost allowed only governments and the wealthiest of corporations to exchange communications; hyperspace travel or subspace remained the only viable method of communication for the average citizen. Still, the HoloNet gave the average citizen a sense of belonging to the Republic.

When Emperor Palpatine took control of the Old Republic, he closed down large portions of the HoloNet. He retained it for direct communications with his fleet of Star Destroyers, and he allowed it to remain in use within the Core Worlds. The outer systems were cut off, however, so that knowledge of the Emperor's atrocities would be slow to reach the public.

While the Empire continues to make use of a portion of the HoloNet, the New Republic is busy opening up the rest of the system in order to give the member worlds a sense of belonging once again. In addition, many Republic ships — even those without holo-projector systems — are relaying their comm transmissions through the hyperspace matrix to provide near-instantaneous communications. To the vast majority of the New Republic, this real-time exchange of information is new and exciting; a promise of advances to come.

Holocomms

To receive HoloNet transmissions, the receiver must have a HoloNet comm unit (as distinguished from a standard holocomm unit). This unit is responsible for receiving and sending all hyperspace HoloNet communications; once the communications are deciphered by the HoloNet comm unit, they can be relayed to any holocomms on the ship or planet.

Standard holocomms are common throughout the galaxy. Most are able to receive and send short range broadcasts, either on a planet or within a fleet of ships.

Almost all of these devices are also able to record or play hologram disks. Some more basic holocomms, like those found on R2 astromech droids, lack even broadcast units, and thus can only play or make recordings.

The most common holocomm unit is called a holopod. The unit consists of a pod for receiving broadcasts and a second pod for the receiver; they are often isolated in small tanks for privacy. The hologram materializes above the pod imaging pad, while also sending a return image to the caller.

Most ships have small holo displays on their control boards, as these double as sensor and heads up displays when the pilot or crewer needs to see a three-dimensional representation. The hologram displays are seldom more than a few centimeters tall.

Both the New Republic and the Empire make wide use of holotanks. These three-dimensional visual projection areas resemble miniature amphitheatres. A holotank is a complete sphere, often recessed below floor level. Observers stand upon a balcony built around the tank's periphery to observe whatever scene is unfolding within the tank. Military applications include tactical movements and battle plans.

Finally, from the days of the Old Republic to today, holotheatres have served as the eyes of the general public. Crowds regularly fill these three-dimensional imaging theatres to see holo news reels, holo features, and to receive holo reports from their elected or appointed leaders. Some holotheatres, especially on Core Worlds, can hold thousands of spectators, producing holo-images so large and vibrant that the only way to properly describe them is "breathtaking."

Jammer Packs

The jammer pack was an accidental technological invention that is rapidly proving its usefulness in covert operations. Originally designed as a device to prevent unauthorized listeners from tapping into sensitive comlink transmissions, the jammer pack was less than successful. The unit produced a muffled static effect every time it was activated, and made conversations harder to tap, but also harder for the authorized listeners to understand. After a few million units were produced, the product was discontinued.

Covert operations forces, Imperial Intelligence units in particular, recognized the signal jammer's potential; with a strong enough power source, the faulty unit could effectively drown out *all* comlink activity with high-gain static. Cutting off communication lines is usually a necessary step in sabotage operations, and the jammer pack is a convenient and simple method of accomplishing that task.

The original signal jammer was a small flat, rectangular box that could fit into the palm of someone's hand. It had input and output receivers and scomp links, and a small input board so users could attune the jammer to the frequencies of personal comlinks. A small control dial set the amount of "background static" that was

produced to foul eavesdroppers. A tiny, rechargeable power cell was located in a recessed panel on the unit's underside. The entire unit could be hidden in a belt utility pouch for inconspicuous transport.

Imperial Intelligence added several features to the unit. The largest alteration was an increased power source, which produces high-gain transmission static on all bandwidths. Intel also added a computer input to tap into centralized communications system to shut down all the communications in a network. Both of these items were relatively simple to manufacture, but the cost of miniaturization made the unit more expensive. The existing unit will still fit into a small pocket so the comm tech in a strike team can carry it conveniently. If cost is a consideration, a similarly powered unit can be jury-rigged with a civilian power generator and scomp computer link, making the unit large enough to require a small backpack, but substantially saving on costs.

• Jammer Pack

Model: Modified MicroThrust ComTech Eavesdrop Protection Unit

Type: Communications disruption unit

Skill: Communications

Cost: 1,050 (basic unit), 3,400 (Imperial modified unit), 1,750 (jury-rigged unit)

Availability: X

Game Notes: To successfully activate the jammer pack requires a Moderate *communications* roll. If successful, it produces high-gain white noise on all communications bandwidths, prevent any comlink transmissions within a 150-meter radius. A successful Difficult *communications* roll is necessary to tie the jammer pack into an integrated communications network (such as the comlink system in Imperial Palace on Coruscant). If completed, the jammer pack produces communications-fouling noise that is broadcast throughout the entire system, completely shutting down the network. The jammer pack can tie into an integrated network from any public access terminal, but this normally requires several additional *computer programming/repair* totals to successfully slice into the network's management program routines.

Life-Form Analyzers

A portable sensor package (or a computer program package tied into direct sensors) that can be carried in a convenient case or installed within land vehicles or ships, life-form analyzers provide important information on the structure and nature of any encountered life forms.

Using a complicated series of algorithms, sensor scan relays, and life-form indicator (LFI) programs, life-form analyzers can determine what life forms are in an area. The larger the sensor array, the larger an area which can be scanned. When plugged into a massive computer, such as those found aboard Imperial Star Destroyers, life-form analyzers can even scan whole planets.

While life-form analyzers cannot identify unknown life forms, they can determine a number of different species in an area. Some of the factors used as part of the life-form identification algorithms include heart rate, ambient atmospheres, respiratory byproducts,



and molecule-chain EM polarization effects. The chief long-range parameter, however, remains life-form heat signatures. Every different species has a slightly different body temperature, whether it be human, Noghri or Calamarian. Sometimes the analyzers can be confused or totally stymied by nearby heat sources, as these can shield life-form heat signatures from the sensor scans.

Weapons

Cluster Trap

The New Republic military has devised a number of custom ordnance to balance out its offensive and defensive arsenals. One such new development is the cluster trap.

High-powered concussion grenades are sealed within nondescript blisters and placed on the hull of a capital ship, such as an escort frigate or a Mon Calamari star cruiser. The blister and its destructive contents lie dormant until activated by the command crew of the host vessel. Random sensor sweeps scan the area around the blister, searching for starfighter identification transponder codes. When enemy vessels are detected within the blister's blast area, the trap is activated, sending a shower of concussion grenades outward in all directions. Any starfighters caught in the fiery flower are bombarded with grenades which explode on contact.

- **Cluster Traps**

Fire Arc: All; affects all vessels within 2 units of trap

To Determine Hits: Roll 3D; difficulty is Easy or target's piloting roll
Damage: 6D for each ship hit

Conner Net

Conner nets are very old weapons and have been used by customs ships since the days of the Old Republic. While they are somewhat "low-tech" compared to the advanced technology of today's tractor beam emplacements and turbolaser batteries, Conner nets have become increasingly popular with smugglers and pirates who may need to immobilize grounded targets.

Conner nets are contained in large metal canisters, roughly three to five meters in length. These canisters are normally shot through a concussion missile launcher or cargo shunt, with a typical deployment altitude of 50 to 100 meters. The canister is equipped with a number of small separator charges. When activated, the casing separates, spreading the metal mesh net inside the canister over the target area. High power electric current is channeled from mini-generators at the center of the net, electrifying the entirety of the confining mesh. The current tends to foul shipboard guidance, sensors, weapons and other vital electrical systems. Because the generator can work for several hours before running down, an outside party is normally necessary to burn the net off the surface of the target.

- **Conner Net**

Model: Conner Ship Systems Type I Restraining Net
Type: Ship restraining unit
Scale: Starfighter
Skill: Starship gunnery
Cost: 5,000 per canister
Availability: 3, R

Range: 5-25/50/100

Blast Radius: Net is 50 meters in diameter

Damage: 10D

Game Notes: To successfully activate the Conner net requires a Difficult *starship gunnery* roll. All ships (or other targets) touched by the net suffer a +5D penalty when using any electrical system (includes drive, weapons, sensors and ship-integrated communications systems). Any unprotected person who touches a charged Conner net suffers 10D damage every round they are in contact with the mesh.

E-Web Repeating Blaster

The E-Web heavy repeating blaster ("Emplacement Weapon, Heavy Blaster") has been a long-standing fixture as a small- and medium-sized unit gun emplacement. The weapon has been repeatedly proven a top choice for anti-infantry actions, and as a joint venture between BlasTech and Merr-Sonn, it received wide distribution throughout the galaxy's various military organizations. BlasTech's new E-Web(15) is a revised model of the standard E-Web (in fact, most soldiers make no distinction between the E-Web(15) and E-Web). It is made exclusively by BlasTech, although it is rumored that Merr-Sonn is readying a similar weapon for release. Like its predecessor, the E-Web(15) can be carried as a two-piece unit by teams on maneuvers. It can be "quick-mounted" on a tripod and set up as a temporary fire emplacement in less than five minutes.

The weapon is outfitted with a high-demand portable Eksoan power generator and is fitted with the new Gk7 Cryocooler unit (to keep the weapon from overheating in combat). The original E-Web was equipped with the Gk3 Cryocooler, which tended to overheat, and in heavy radiation zones like Qat Chrystac, overload rather explosively. The new Gk7 is supposed to be much more efficient, and does effectively resist the damaging effects of high radiation zones, although the new unit's cooling coils must be replaced after 20 hours of field use.

The E-Web is definitely a two-man weapon. Single troops can fire the weapon, but with very little effectiveness, save as suppressing fire. The unit itself is quite resilient and can withstand a number of direct blaster hits before it is rendered inoperative. The newer models of E-Web also have a small shield generator to protect the cryocooler unit, affording a small amount of protection (usually stopping one or two blaster hits before shutting down).

• E-Web(15) Heavy Repeating Blaster

Model: BlasTech E-Web (15) Heavy Repeating Blaster

Type: Two-man Heavy Repeating Blaster

Scale: Character

Skill: Blaster: repeating blaster

Crew: 2, skeleton: 1

Ammo: Power generator only

Cost: 6,300

Availability: X

Body: 2D (weapon), 1D (cryocooler and power generator; if severely damaged by a blaster hit, it explodes in a two-meter blast radius, doing 7D character-scale damage; see page 68 of *Star Wars, Second Edition*)

Shields: 1D (weapon and crew), 2D (cryocooler and power generator)

Fire Rate: 3

Fire Control: 2D (OD if on skeleton crew)

Range: 3-75/200/500

Damage: 8D

Portable Missile Launcher

The PLX-4, the latest model of MerrSonn's famous "Plex" series of missile launchers, serves as a very effective close-support weapon for infantry troops. The PLX-4 fires both missiles and standard rockets and is designed for use on repulsorlift vehicles. The launcher is the standard "over-the-shoulder" design, though new tripod mounts are available from third-party manufacturers. The PLX-4 can fire "dumb" rockets in a line-of-sight attack, "smart" rockets (the Gravity-Activated Mode, or GAM, guided missile designed for the Plex series) and the latest entry into anti-aircraft weaponry: "savant" missiles.

Savant missiles are "surprise attack" weapons that have proven extremely effective against careless pilots. When launched, the savant's computer system does a sensor scan to "tag" the intended target. Then, the computer system goes into "savant" mode.

To enemy pilots, incoming savants appear to be line-of-sight "dumb" rockets. With a couple of simple maneuvers, the pilot can easily avoid the rockets. The computer control system of the savant missile does not activate for roughly five seconds (though different intervals can be programmed into the missile) — long enough to fool a pilot into thinking he has avoided destruction by a "dumb" rocket.

When the savant delay has expired, the rocket's computer system activates and homes in on the tagged target. Most pilots are fooled by the missile's first pass and never even see the rocket swing around to hit them from behind. Savant missiles are not currently in wide use, but their remarkable success rate suggests that they will become increasingly popular with infantry or vehicle units. They are ideal for surprise attacks, and the Empire has used them extensively at Qat Chrystac.

• Portable Missile Launcher

Model: MerrSonn PLX-4 Missile Launcher

Type: Portable Missile Launcher

Scale: Speeder

Skill: Missile weapons: Plex

Ammo: 4 (detachable missile rack)

Cost: 6,000 (launcher), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)

Availability: R

Range: 100-500/3/10KM

Damage: 6D

Game Notes:

Savant Rockets: Because of the computer system necessary to fire the savant rockets, one round and a *Moderate missile weapons* roll is necessary to "tag" a target. If this roll is failed, it means that the "tag" system has not locked on the target and the weapon acts only as a "dumb" rocket, relying entirely on the *missile weapons* roll in the next round. If the roll is successful, the savant missile is considered to have a skill of 4D to hit the target (normally the rocket activates at point-blank range). The attacker must make a second *missile weapons* roll at normal difficulty for the straight-line rocket attack.

Gottu and His Vibro-ax

I go by the name Gottu, and if you have a problem with that, I can help you take the final jump. I'm a soldier, fighting for the New Republic as part of Page's Commandos. Before that, I fought for the Alliance, and before that ... well, let's just say I've always been fighting something or someone.

I'm here to talk about weapons. I'm what you call an urban combat specialist, and I can turn anything into a weapon. Anything. But if I have a choice, there's one weapon I prefer above all others.

Man Solo swears by his blaster. Chewbacca and Frorral are never far from their bowcasters. Then there's Luke Skywalker, who twirls that lightsaber of his like it's a part of him. While each of these weapons has its advantages and special appeal, I prefer vibro weapons.

There's nothing like the hum of a vibroblade as it slides from its sheath, the vibrating buzz of a vibro-ax slicing through stormtrooper armor. When I dress for battle, I strap a vibroblade to my ankle, a vibroshiv to my wrist, and a vibro-ax to my back. Oh, I carry a blaster or a blaster rifle, too. It's good to start a fight with ranged weapons — let's you weed out the riffraff and amateurs. But when the fighting gets up close and personal, when the real combat begins, then I want a vibro weapon or two in my hands.

Take that time me and Idow were dropped into Bruzion, acity on the planet Jendorn. The planet sits in the Borderland Regions, and it was the scene of some fierce fighting between New Republic and Imperial forces. The Empire won the battle and was occupying the city. They had also set up a prison compound, and they were holding six downed Republic pilots. Page and the others were off on another mission, so the job was left to me and Idow.

The far side of the planet was still in chaos as the natives continued to disagree with their Imperial guests. The few Imperial starships still in orbit were busy watching out for our starships, so nobody noticed the small transport as it flew in and dropped

us off a few kilometers from Bruzion. We made the rest of the way on foot, took in the scene around the prison compound, then made a quick plan.

"Let's go in and get them out of there," I said, hefting my vibro-ax to emphasize the point. Idow grunted in agreement.

Now, you're probably thinking that we barged into that compound and simply fought our way through the platoon of troopers stationed there. Well, we did do a good bit of fighting, but first I set up a little diversion to cover our arrival. The compound was protected by a single turbolaser tower. I figured that the tower would prove to be a problem when we called for pick-up, so I decided to use it for my diversion. I climbed the side of the tower until I reached the level I wanted. If I had figured right, behind the armored wall were the rows of capacitors and the power core that supplied the tower with energy. I switched on my vibro-ax, buried the blade head in the wall, and leaped down.

Twenty minutes later, as me and Idow were just introducing the first Imperial guards to our blasters, the axe had finally cut its way to the power core. The resulting explosion was spectacular and very noisy. It sent the remaining guards running in the wrong direction, alerted our pick-up that we were ready, and roused the prisoners we had come to rescue. Except for a bit more fighting and a short wait for our ride, this mission was over.

I was only slightly surprised when the assault shuttle flew in with Syla Tors at the controls and our own Lieutenant Page at the open hatchway. "You could have waited," he scowled as we hurried the pilots aboard.

"You guys just would've got in the way," I replied, slamming the hatch and giving the lieutenant my best smile.

So you see, you can keep your blasters and bowcasters and lightsabers. Me, I'll stick with a vibro-ax. They get the tough jobs done.

Stokhli Spray Sticks

Stokhli spray sticks are effective long range stun weapons developed by the Stokhli people of the planet Manress. The weapons work by shooting a spraynet mist up to two hundred meters. The spraynets are charged with enough shockstun juice to take down a good-sized gundark or other large game animal. The sticks come equipped with a thumb trigger and spray nozzle. The controls are simple, providing the spray profile, pressure levels, and triggering pin.

When fired, a fine spray mist shoots from the nozzle. The mist appears as semisolid tendrils of thin, translucent material. When exposed to air, the spray hardens

around its target. The spraynet delivers a huge stun and wraps the target in confining tendrils, completely immobilizing the creature or person.

Used mostly by big-game hunters on more primitive planets, stokhli spray sticks can be effective capture weapons. They were used by Noghri commandos who attacked Luke and Leia on Bimmisaari; fortunately for the Skywalkers, the Noghri attack failed.

• Stokhli Spray Sticks

Model: Stokhli Spray Stick

Type: Non-lethal restraint

Scale: Character

Skill: Blaster: Stokhli spray stick

Ammo: 10 charges (1 charge can generate up to 500 meters of

spraynet)
 Cost: 14,000
 Availability: R
 Range: 50/100/200
 Damage: 6D stun damage. Entangled characters must make opposed *Strength* roll to break free (6D *Strength*).

Thermal Detonator

Thermal detonators are small grenade-sized explosives that generate a powerful explosion. Thermal detonators are very simple to operate: slide the thumb guard out of the way and press the activation stud. The Merr-Sonn Munitions thermal detonator, which people are most familiar with, has a six-second delay to either deactivate the detonator or duck and cover.

Thermal detonators contain baradium, an extremely unstable synthetic explosive. The thermal detonator's power source, usually no more powerful than a blaster power pack, activates the baradium, which generates a particle field when exposed to a power source. The particle field controls the expanding "explosion." At the end of the reaction, the sphere collapses in on itself. Anything outside the sphere is undamaged, while anything within the sphere is exposed to the heat damage of the baradium detonation.

Generally, thermal detonators contain enough baradium for a five meter sphere. Recently, modified black market detonators that can allegedly create 100 meter blast spheres have been confiscated by Republic authorities. Baradium is extremely unstable, and improper handling of a thermal detonator can trigger an accidental detonation.

• Thermal Detonator

Model: Merr-Sonn Thermal Detonator
 Type: Personal Concentrated Heat Explosive
 Scale: Character
 Skill: Grenade (for throwing)
 Cost: 200
 Availability: X
 Range: 3-4/7/12
 Blast Radius: 0-2/3/5
 Damage: 10D/8D/5D

Droids

Decon Droids

Some worlds, before they can be colonized or used as a base, must be made suitable for living beings. Other worlds, which have suffered the calamity of war or the ravages of industrial accidents, must be cleaned of toxic elements before life can thrive again. Decon droids perform these necessary tasks.

The basic decon droid is squat and box shaped, full of internal decontamination chambers. It scoops up contaminated material, such as irradiated soil, runs it through a series of catalytic processors, then dumps out the cleansed material after the process has run its course.

Decon droids are also called upon to decontaminate radiation-filled ship interiors. These droids have chemi-

cal spray appendages for spreading radiation-absorbing foam throughout a contaminated area. It then scoops up the foam, rendering it inert within its interior decontamination chambers.

During the days of exploration and colonization of the Old Republic, decon droids were used to process alien soil filled with hazardous chemicals and minerals.

• Decon Droid

Model: Industrial Automaton Decon III

DEXTERITY 2D

KNOWLEDGE 1D

Decontamination processes 3D

MECHANICAL 1D+1

PERCEPTION 2D

Search 3D, search: contaminants 5D

STRENGTH 2D

Lifting 2D+1

TECHNICAL 2D

Standard Equipment:

- Internal four-stage decontamination processor; uses *decontamination processes* skill. Can process three kilograms per hour; difficulty depends upon level of contamination.
- Visual, infrared, and analyzation sensors
 - Heavy scooper (+1D to *lifting*)
- Treads
- Retractable arm

Move: 6

Size: 1.3 meters

Espionage Droids

Espionage droids are automatons programmed to covertly gather information from one organization or another's use. The easiest way to insure reliable performance is to program an espionage droid with two primary function modules.

The first module handles outward-appearance functions — in other words, the programming that allows the droid to do what it is "supposed" to do. For example, as espionage droid disguised as a protocol droid would have protocol programming as its first module.

To all outward appearances, espionage droids look like common droid models — protocol droids, astromech droids, or laborer droids, for example.

The second module controls the droid's true function — to watch, record, and transmit relevant data back to its master. In most cases the second function module takes the form of "hidden programming" and even the droid is unaware of its underlying mission.

With the second module, the droid records everything that happens around it. With sophisticated flag programs, espionage droids can even be subconsciously programmed to watch for particular events. Then, either at a set time or in response to a high-frequency coded signal, the droid transmits its stored data or returns to its master to make a data dump. It remembers none of this, returning to its surface-programmed duties as though nothing occurred.

An espionage droid's hidden programming will survive standard memory wipes and reprogramming. To remove the hidden programming, the droid must be taken apart and the program modules must be physically pulled.



The Empire's Intelligence divisions use espionage droids for a variety of missions; the New Republic uses the units sparingly. Crime lords, other fringe groups, and even some corporations are rumored to use espionage droids as well.

• **Espionage Droid**

Model: MerenData Espionage Droid in Protocol Droid shell

DEXTERITY 2D

Dodge 2D+2, pick pocket 3D

KNOWLEDGE 3D

Culture 4D, languages 8D, value 6D

MECHANICAL 2D+1

Communications 5D+1, sensors 5D+1

PERCEPTION 4D

Con 6D, hide 6D+1, investigation 6D, search 6D, sneak 6D+1

STRENGTH 2D

TECHNICAL 3D

Computer programming 5D, security 6D

Standard Equipment:

- humanoid body (head, two arms, two legs)
- Information recording and coded retrieval/broadcast system
- Vocabulator speech/sound system
- Broad-band antenna receiver
- AA-1 VerboBrain processor
- TranLang III communication/protocol module
- Espionage hard-wired module

Move: 8

Size: 1.7 meters

Guard Droids

Security departments and law enforcement agencies throughout the galaxy use guard droids to augment security systems and watch over sensitive locations or persons. They serve as body guards, protectors, installation sentries, area watchdogs, and even prison war-

dens. Guard droid personality modules tend toward demanding, almost abusive behavior, and many are allowed by their programming to use deadly force if necessary, unlike most "civilian" droids.

While guard droids are not as tough as combat droids or the outlawed assassin droids, they are more than equipped to handle the tasks assigned to them. In most cases, simply having a guard droid around will deter ail but the most desperate or powerful antagonizers.

• **Guard Droid**

Model: Arakyd G-2RD Guard Droid

DEXTERITY 3D

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

KNOWLEDGE 2D

Bureaucracy 3D, intimidation 4D, intimidation: interrogation 5D, languages 3D, law enforcement 3D+2

MECHANICAL 2D

Repulsorlift operation 4D, sensors 5D

PERCEPTION 4D

Command 5D, investigation 5D, search 7D

STRENGTH 4D+1

TECHNICAL 2D

First aid 3D, security 5D

Standard Equipment:

- Repulsorlift engine (move: 10)
- Visual/sound sensor package
- Vocabulator speech/sound system
- Broad-band antenna receiver
- Stun appendage (stun damage 6D)
- Blaster appendage (damage 5D, ranges 3-7/25/50)
- Grasping claw (+1D to *lifting*)

Move: 10

Size: 1.2 meters

General Purpose Droids

The Rebaxan Colmuni MSE-6 General Purpose droid was introduced as a low-cost commercial droid by the now-defunct Chadra Fan company. The Chadra Fan modeled the droid after a common pet animal from their home world; unfortunately, the MSE-6 was an utter failure on the open market because it reminded an inordinate number of intelligent species of pest creatures.

The Empire offered to purchase the entire production run — at a greatly reduced price. The droids, almost universally disliked by Army and Naval personnel, have found permanent employment aboard Imperial starships and in Imperial installations. It has also earned the nickname mouse droid.

Mouse droids are third degree droids with modular knowledge circuit matrices. Each droid is equipped with one matrix, each programmed with one skill at a time. The matrices are cheap, compact, and easy to install, allowing MSE-6 droids to perform one job, change matrices, and head off to perform a different job. It is so easy to reprogram these droids that Imperial techs have given the job over to other mouse droids.

• General Purpose Droid

Model: Rebaxan Colmuni MSE-6

Move: 5

Size: 0.3 meters tall

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Standard Equipment:

- Electro-photoreceptor
- Auditory sensor
- Holocam
- Treads
- Retractable heavy manipulator (+2D to *lifting*)
- Retractable fine manipulator (+1D to *lifting*)
- One skill matrix programmed with one of the following skills: *bureaucracy 3D, sensors 3D, hide 3D, search 4D, armor repair 3D, blaster repair 3D, capital ship repair 4D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D*

Interrogator Droids

Programmed to retrieve information from living beings by whatever means possible, interrogator droids are technological atrocities of the highest order. They combine sophisticated medical science and psychiatric modules with interrogation and torture programs, producing a calculating, cold, and darkly efficient personality. Most interrogator droid models accomplish locomotion with the use of repulsorlifts, eliminating superfluous mechanisms and software.

The glossy black globe of the IT-0 is covered with probes, needles, sensors, and other pain-producing equipment. Some of the equipment and program modules are retooled assassin droid parts, linked to medical droid diagnostic and operating modules. It monitors all

bodily functions, but for a different purpose than medical diagnostics. IT-Os watch vital signs in order to apply maximum pain with minimal damage.

The IT series comes equipped with a variety of microsurgical instruments and chemical injectors. Interior reservoirs hold a mix of drugs, from mind altering to lethal dosages. From the IT-0 to the IT-3, interrogator droids are simply another information-gathering tool in the Empire's arsenal. It has been observed that even the security wardens that regularly work with interrogator droids find them uncomfortable to be around for long periods of time, for they take a bit too much pleasure in the pursuit of their assigned jobs.

• Interrogator Droid

Model: Imperial IT-0 Interrogator Droid

DEXTERITY 1D

Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

KNOWLEDGE 3D

Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Investigation 5D, search 5D

STRENGTH 3D

TECHNICAL 2D

First aid 5D, medicine 5D, security 4D

Standard Equipment:

- Repulsorlift engine (move: 3)
- Visual/sound sensor package
- Vocabulator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw 0 ID to *lifting*)

Move: 3

Size: 1 meter tall

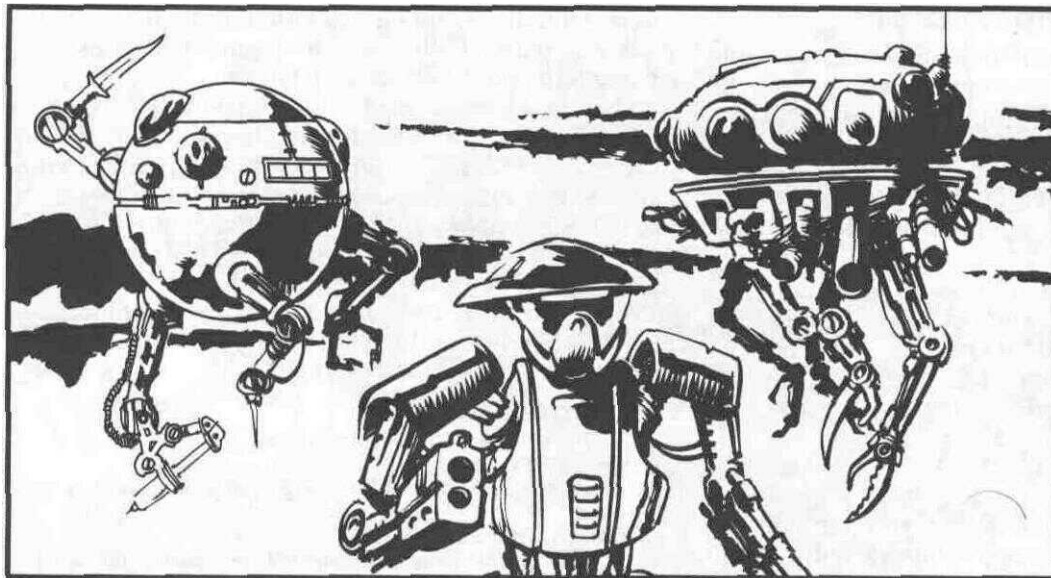
Medical Droids

Making full use of extremely precise sensory inputs, articulated limbs, and large analytical capacitors, medical droids make excellent medical diagnosticians, nurses and even full-fledged doctors, assisting, and in some cases replacing, biological physicians. Most clinics and hospitals utilize medical droids, and they are often found aboard starships which cannot afford to carry medical staffs.

Because medical droids must be in constant contact with diagnostic computers, most are not mobile beyond the range of their medical bay. Those which do move beyond the interface tethers must make do with whatever programs their memories can store; such droids are normally limited to first aid and emergency care.

The computers which medical droids interface with contain vast sums of knowledge concerning human and alien anatomies, symptoms, medical techniques, and procedures. By analyzing symptoms and cross-referencing vast data banks, medical droids can quickly diagnose and treat most known maladies.

Medical droids follow strict codes of conduct requir-



functions, such as proper care of plant life, sensitive sanitation protocols and other specialized work duties. MN-2E droids are propelled by a small repulsorlift unit that is capable of floating as high as 75 meters. Because they are capable of such free movement, they are ideal for janitorial duties in areas with extremely high ceilings (such as the Imperial Palace's Grand Corridor). MN-2E droids communicate with a series of elec-

tronic squawks and clucks. They are generally reliable, if simple, worker droids that are used throughout the galaxy.

tronic squawks and clucks. They are generally reliable, if simple, worker droids that are used throughout the galaxy.

ing them to treat all injuries and illnesses they encounter. These codes cannot be altered without severely damaging or even destroying a droid's behavioral matrix.

Industrial Automaton's MD series medical droids were the first true droid doctors to hit the market. The earlier FX medical assistant series were, at best, glorified nurses and paramedics, but they opened the door for greater acceptance of droids in the medical sciences. The most common MD models, which are still in use today, include MD-0 diagnostic droids, MD-3 pharmaceutical droids, and MD-5 general practitioner droids, as well as 2-1B surgical droids.

• **MN-2E Droid**

Type: Industrial Automaton MN-2D General Maintenance Unit

DEXTERITY ID
KNOWLEDGE ID
MECHANICAL 2D
PERCEPTION ID
STRENGTH 2D
TECHNICAL 2D

Equipped With:

- Wastestream Systems refuse recycling unit
- Vibro-shears (STR+2)
- Extendable arm, with buffer and polisher attachments
- Extendable cleanser applicator
- Refuse collection scanning computer

Move: 7

Size: 1 meter
Cost: 800 credits

• **Medical Droid**

Model: Industrial Automaton MD-5 General Practitioner Medical Droid

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 5D, humanoid biology 5D

MECHANICAL 2D+2

Sensors 3D+2

PERCEPTION 3D

Bargain 4D, investigation 4D+1, search 4D+1

STRENGTH 2D+1

TECHNICAL 3D

First aid 6D, medicine 8D

Standard Equipment:

- Computer interface tether
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 7 (within confines of its medical bay)

Size: 1.6 meters

MN-2E Droids

MN-2E droids are among the least sophisticated machines that Industrial Automaton has built. They are designed for janitorial, maintenance and cleaning duty. They can be equipped with program modules for task

Probe Droids

Imperial probe droids explore distant, inaccessible, and dangerous areas of the galaxy. Sometimes called probots, probe droids are much more capable and reliable than simple remotes and sensor relays. Like other types of droids, they are capable of a wide range of intelligent responses to unexpected occurrences.

All probots are equipped with a vast array of sensors for examining and drawing conclusions about their surroundings. They are programmed to monitor acoustic, electromagnetic, motive, seismic and olfactory events, constantly scanning thousands of frequencies across the spectrum. Optical cameras, zoom magnifiers, infrared scopes, magnetic imagers, radar, sonar and radiation meters are standard gear.

The Viper military probe droid is an oval spheroid designed to re-direct sensor sweeps. Its lower body virtually drips with powerfully articulated limbs. These limbs can retrieve specimens, collect samples, expose

and examine equipment, and manipulate tools and devices. These droids can operate for several years without recharging.

The Imperial probe droid is launched from starships in small pods. In most cases, the pods do not have return trip capabilities. Once a pod reaches its target destination, it crash lands, splitting open to release its passenger. The probe droid is then on its own, responsible to complete its mission, transmit its findings, then continue with any standing orders or new orders it receives. In many cases, these standing orders require a probe droid to self-destruct so that it cannot be traced or examined.

Viper hunters are sometimes encased in hyperdrive pods, including a sensor array and nav computer. It can scan ships as they make the jump to lightspeed, calculate probable trajectories, and follow after its quarry. With luck, the Viper will emerge from hyperspace right behind its target. The pods are designed for three jumps before their energy and astrogation modules are exhausted.

Even with the recent shortages in Imperial resources, probe droids continue to be used at an alarming rate. They are just too good at what they do to be kept in storage. When fleet ships are in realspace, probots are deployed to work in tandem with TIE fighter picket patrols. The probots monitor traffic and provide early warnings of unauthorized vessels entering the area. Since the Battle of Endor, probe droids are frequently sent into New Republic territory to serve as spies for the Empire.

• **Probe Droid**

Model: Arakyd Viper Probe Droid

DEXTERITY 3D

Blaster 5D, dodge 5D

KNOWLEDGE 2D+2

Intimidation 7D+2, planetary systems 4D+2

MECHANICAL 3D

Astrogation 5D, communications 6D, sensors 6D, space transports: hyperdrive pod 5D

PERCEPTION 3D

Con 4D, hide 5p, investigation 6D, search 6D, sneak 5D

STRENGTH 4D

TECHNICAL 2D+1

Standard Equipment:

- Multi-purpose appendages
- Repulsorlift engine
- Investigation and analytical computer
- Planetary sensor array with wide-range sensors:

Passive: 10 meters/OD

Scan: 100 meters/ID

Search: 500 meters/20

Focus: 10 meters/3D

- Recording devices
- Broad-band broadcast antenna
- Blaster (damage 4D+2, ranges 3-10/30/120)

Move: 12

Size: 1.5 meters

• **Probot Hyperdrive Pod**

Craft: Arakyd Predator I

Type: Hyperdrive Jump Pod

Scale: Starfighter

Length: 4 meters

Skill: Space transports: hyperdrive pod

Crew: One probe droid

Passengers: None

Cargo Capacity: None

Consumables: None

Hyperdrive Multiplier: x2

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 1D+2

Space: 3

Atmosphere: 225; 750 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 10/OD

Scan: 25/1D

Search: 40/2D

Focus: 5/2D

Servant Droids

Servant droids are the ultimate in domestic assistance and are often designed to resemble the beings they will be most closely serving.

Perhaps the most widely used model is the SE4, which resembles a humanoid protocol droid. These droids oversee the preparation of large meals and banquets, handle housekeeping chores, and even engage in light maintenance. These droids can be programmed with personality modules to expedite their acceptance in working environments. Its memory stores are full of recipes, dining etiquette, and other information a domestic servant needs.

In fringe society, the more well-to-do crime lords are serviced by large domestic armies of servant droids. Even small-time smugglers and pirates will sometimes make use of a servant droid's skills.

• **Servant Droid**

Model: Industrial Automaton SE4 Servant Droid

DEXTERITY 2D

KNOWLEDGE 2D

Culinary arts 4D, culture 3D, home economics 4D, languages 3D

MECHANICAL 2D

Communications 3D, repulsorlift operation 3D

PERCEPTION 2D

Bargain 3D

STRENGTH 2D

Lifting 3D

TECHNICAL 2D

First aid 3D

Standard Equipment:

- Humanoid body (head, two arms, two legs)
- Vocabulator speech system
- Photoreceptors
- Auditory sensors

Move: 8

Size: 1.6 meters tall

SPD Droids

SPD series droids are common among security and law enforcement authorities. Industrial Automaton has been very successful with its security droids, and the SPD series has been no exception. SPD droids are small, box-like machines that roll on treads. They have a number of retractable sensor appendages that they can

The Slave Circuit/Droid Debate

When the first capital starships were constructed, they required huge crews to operate and maintain. Early on, engineers and government officials realized that if the huge ships were to be practical and effective in the long run, they would have to be designed to be handled by smaller crews. Thus began what the holomedia dubbed "the slave circuit/droid debate."

One group of experts proposed slaving all ship systems to a master computer, thus turning the majority of work over to a single mechanical brain. By consolidating control, it was argued, the ship would run more efficiently and with reduced response time. Crews would be considerably reduced, perhaps even to nothing more than a skeleton shift. A single super computer could regulate and monitor every shipboard system, make instant decisions based upon the data, and even carry out those decisions without worrying about the random factors that biological crews inevitably add to the equation. Fully automated ships, they said, were not out of the question.

The opposing group of experts believed the solution rested with droid technology. Droids had been developed to assist living beings. To them, the logical use for droids was to plug them into a starship's vast number of systems. Living beings were not to be replaced, just augmented and assisted. Crucial decisions could not be left to the logic pathways of mechanical brains, for sometimes inspiration and imagination were needed to solve a pressing problem.

The debate came to a head around the time of the commissioning of the *Katana* fleet. The *Katana* fleet of dreadnaught warships was the ultimate test of the slave circuit solution. It reduced each vessel's crew by fourteen thousand, tying the now vacant work stations into the ship's intelligent computer. When the fleet disappeared with the help of those same slave circuits, the last proponents of the master computer solution were silenced. Today, starships use a combination of computers, droids and living crewers to operate shipboard systems and work stations.

deploy in "sniffing out" possible security breaches. SPD droids communicate with the same high-density electronic language of chirps, beeps and whistles as astromech droids, although they can be scomp-linked into a computer translator so that technicians can understand what the droids are saying.

• **SPD Droids**

Type: Industrial Automaton Hound-W2 SPD (Scanning Patrol Detail) Droids

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 5D

Search 6D, search: transmitting devices 8D+2

STRENGTH 1D

TECHNICAL 1D

Equipped with:

- Fabritech communications/sensor array
- Four retractable extensor arms, capable of extending up to 15 meters
- Retractable fine work grasper arm
- Extendable video sensor
- Four sensor modules (one per arm), including thermal imaging (+1D to *search*), audio receptors, laser scan and pulse scan emitters
- Probability projection computer, for assistance in detailed search procedures

Move: 7

Size: 0.4 meters tall

Cost: 3,500

Chapter Twelve

Vehicles

from the datapad journal of Pollo Tipn, recorded roughly nine years after the destruction of Mount Tantiss.

Vehicles Of The Thrawn Campaign Era

A number of innovations in repulsorlift technology, aeronautical engineering and other key facets of vehicle design occurred during the war to topple Palpatine's Empire. While the talent, dedication and luck of the Rebel Alliance's warriors were certainly instrumental in overthrowing the Emperor, they were no doubt assisted by the technology available. The following overview of vehicles of the "Thrawn Campaign" era is provided to illustrate what tools the New Republic had at its disposal in its battle against the Empire.

All Terrain Walkers

AT-AT

All Terrain Armored Transports (AT-ATs), or walkers, are formidable ground assault weapons that also double as troop transports. The command cockpit and troop carrier are held aloft on four massive metal legs. A pilot, gunner and combat coordinator/commander operate the walker from the articulated forward control cabin. The walker's weapon emplacements emerge from the head as well. The transparisteel viewport offers the crew a wide field of vision, which is augmented not only by the head's ability to move up, down and to the sides, but by sensors which feed to a holographic tactical display.

Walkers can operate across many different terrain types. It serves as an effective urban assault vehicle, as its height gives the crew a good line of sight over small buildings and low-lying structures. If it cannot see over it, walkers can usually crash through it. The thick armor plating easily absorbs most blaster fire, and few natural or man-made hazards can slow the relentless juggernauts.

The body of the walker features the command crew's quarters, a troop waiting area, stores of weapons and equipment, and even a light vehicle cargo bay which normally carries speeder bikes. Because of its size and formidable bearing, a walker can advance into the very heart of a combat area to deliver its troops. To unload, an AT-AT kneels by bending its tri-jointed legs and lowering its body to within three meters of the ground. It then drops a landing ramp from the rear, allowing both the stored vehicles and troopers to emerge. Hatches along the side of the body also serve as exits when walkers dock at boarding platforms.

AT-ATs work best as blatant shock weapons, for they can be seen from a great distance and the ground actually shakes as they approach their intended target. Nothing can shake a line of defending soldiers as easily as the sight of plodding AT-ATs coming over the horizon. Some primitive cultures see a terrible monster when forced to gaze upon a walker. (For more information, see pages 66-68 of *Star Wars Sourcebook Second Edition*.)

AT-AT Walker. Walker, vehicle blasters 5D, walker operation 5D, maneuverability OD, move 21; 60 kmh, body strength 6D. Weapons: two heavy laser cannons (fire control 2D, 50-500/1.5/3 km, damage 6D), two medium blasters (fire control 2D, 50-200/500/1 km, damage 3D).

AT-ST

All Terrain Scout Transports (AT-STs), or scout walkers, are light ground reconnaissance and support vehicles, built for swift movement over a variety of terrains. They are smaller, faster and more maneuverable than AT-ATs, but they also have less armor and pack a less lethal punch.

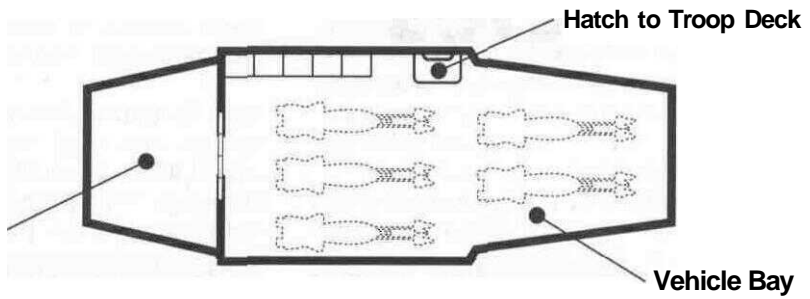
Scout walkers provide covering fire for ground troops or cover the undefended flanks of the larger walkers, mopping up any foot soldiers who manage to evade the AT-AT's front-mounted weapons or attempt to attack from below.

Infantry stands little chance against scout walkers.

Kuat Drive Yards AT-AT "Walker" All Terrain Armored Transport

VEHICLE DECK

Storage, Repair
and Emergency
Supplies Compartment



COMMAND AND TROOP DECK

Co-pilot's
Station

Pilot's
Station

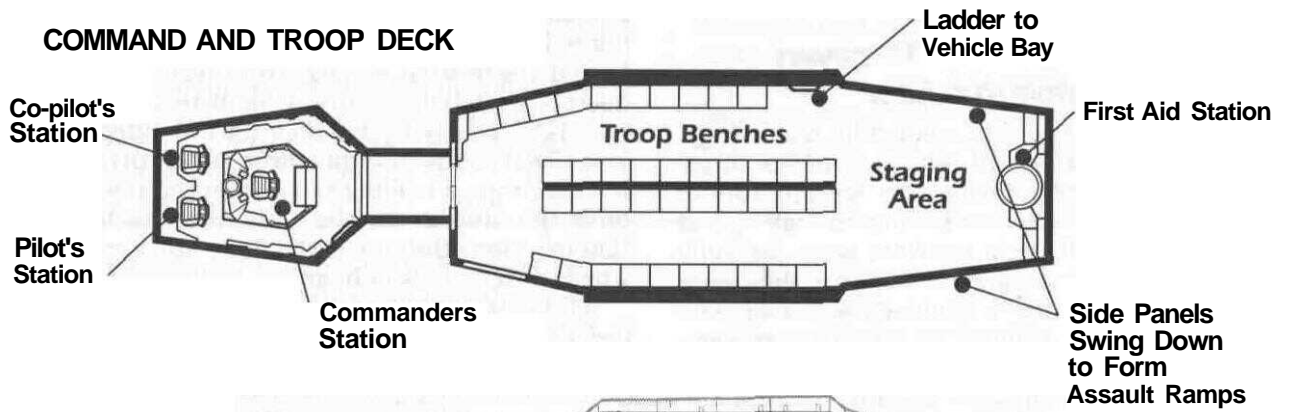
Commanders
Station

Troop Benches

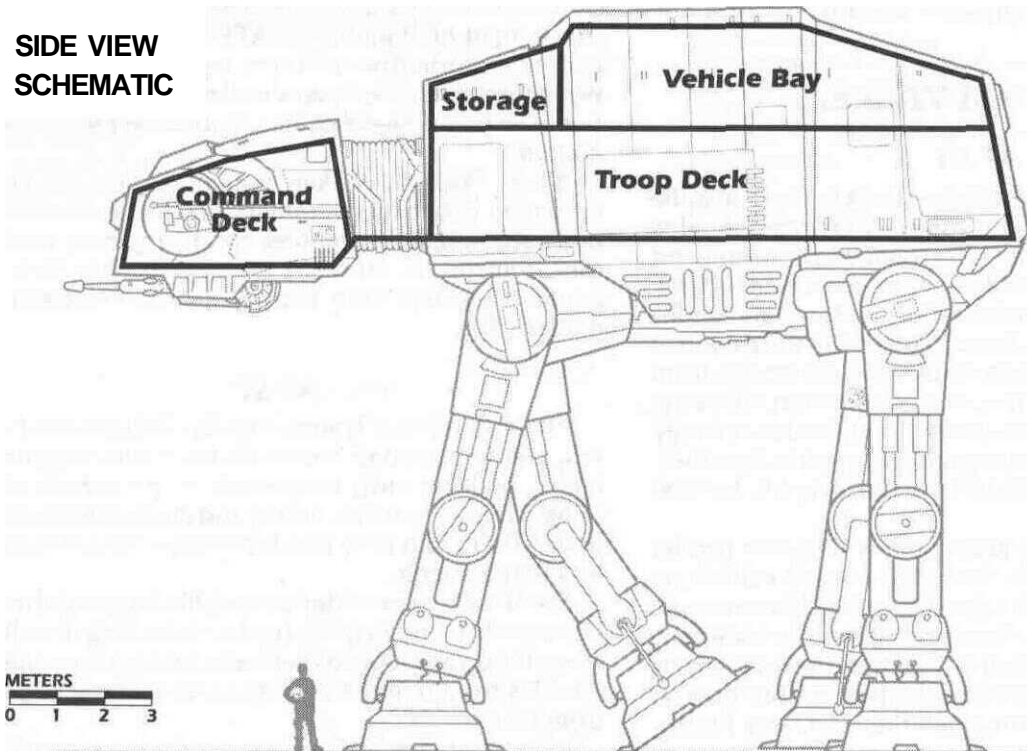
Staging
Area

First Aid Station

Side Panels
Swing Down
to Form
Assault Ramps



SIDE VIEW SCHEMATIC



On open ground, their speed and weapons make them deadly adversaries. In more confined or irregular terrain, their maneuverability and agility gives them a significant edge. Twin swivel-mounted blasters protrude from an AT-ST's chin section. Twin light blasters are swivel-mounted on the port-side sensor pod, while a concussion grenade launcher is set into the starboard pod. Each metal hoof features a steel claw for cutting through trip wires or wire-fence defenses.

While blaster fire barely annoys scout walkers and heavy blasters are only partially effective against them, AT-STs are susceptible to fixed defenses. Trip wires, dead falls, hidden pits, mines and explosive charges can severely hinder and even incapacitate scout walkers. Thick undergrowth, uneven or broken ground, and soft marshes can slow AT-STs to a crawl. (For more information, see pages 68-69 of *Star Wars Sourcebook Second Edition*.)

AT-ST Walker, Walker, *missile weapons 4D*, *vehicle blasters 4D+2*, *walker operation 5D*, maneuverability ID, move 30; 90 kmh, body strength 3D. Weapons: twin blaster cannon (fire control ID, 50-200/1/2 km, damage 4D), twin light blaster cannon (fire control ID, 50-300/500/1 km, damage 2D), concussion grenade launched (fire control ID, 10-50/100/200, damage 3D).

AT-PT

The ancestor of the Imperial walkers was an experimental weapon first designed by the Old Republic. The AT-PT, or personal walker, was a personal weapons platform that was supposed to turn an ordinary soldier into a walking fortress. A large number of the weapons were installed in the *Katana* fleet; their great promise was cut short when the *Katana* fleet vanished.

An AT-PT looks much like a scaled-down version of the scout walker. A single trooper fills a crowded armored control pod nestled between two multi-jointed legs. From the control pod, the trooper drives the walker and operates the weapons package. The pod itself offers great protection from anti-infantry weapons, and the improved height gives the trooper a distinct advantage as he maneuvers the walker across a battlefield.

AT-PTs were equipped with a twin blaster cannon and a concussion grenade launcher. It had a primitive sensor package that helped alert the encased trooper to approaching dangers. Few, if any, of these ancient relics still exist in active service.

• AT-PT Walker

Craft: All Terrain Personal Transport

Type: Light Walker

Scale: Walker

Skill: Walker operation: AT-PT

Crew: 1

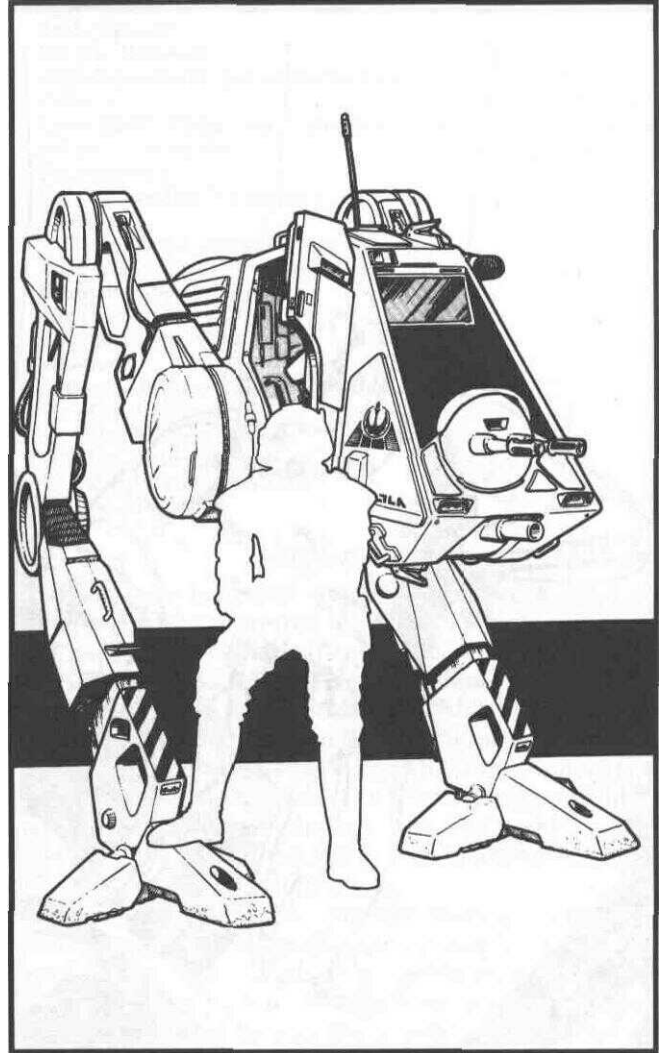
Passengers: None

Cover: Full

Cargo Capacity: 25 kilograms

Move: 21; 60 kmh

Maneuverability: 2D



Body Strength: 2D

Weapons:

One Twin Blaster Cannon

Fire Arc: Front

Crew: 1 (pilot)

Skill: Vehicle blasters

Fire Control: ID

Range: 10-50/200/500

Damage: 4D

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1 (pilot)

Skill: Missile weapons:
grenade launcher

Fire Control: ID

Range: 10-50/100/200

Damage: 2D

Chariot LAVs

The Chariot Light Assault Vehicle (LAV) is a modified military landspeeder used by Imperial command personnel during routine occupations and assignments where heavy combat is not likely. It is more heavily armored than a normal landspeeder, but it is slower



and more lightly armed than many other military landspeeders. In these days of shortages, these vehicles have been pressed into service as mobile cover platforms even though they are often outgunned and at risk of destruction.

Most of the Chariots in the service of Grand Admiral Thrawn have been further modified, with the forward-firing laser cannon being replaced by a more versatile but still under-powered swivel laser cannon.

To help fulfill its role as a command vehicle, the Chariots are equipped with battle-assistance computers, providing complete holographic schematics and constant data updates to on-board officers. The vehicle has a dedicated sensor and communications array to enable commanders and droids to simultaneously coordinate the actions of nearly a dozen units. The vehicle also has a full up-link comm unit for communicating with orbiting commandships. While originally equipped with back-up units, these units are increasingly being scavenged for use in other command vehicles.

Chariot LAVs usually carry three crew — a unit commander, his driver, and a personal bodyguard, who also serves as an aide to the commander.

• Chariot LAV

Craft: Modified Uulshos LAVr QH-7 Chariot
Type: Command Speeder
Scale: Speeder
Length: 11.8 meters
Crew: 3
Crew Skill: Repulsorlift operation 5D, vehicle blasters 4D+1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-8 meters
Cost: Not available for sale
Maneuverability: 1D+1
Move: 35; 100 kmh
Body Strength: 4D
Weapons:

One Laser Cannon
Fire Control: ID
 Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: ID
Range: 3-50/100/200
Damage: 3D

Combat Cloud Cars

Cloud cars are mid- and upper-atmosphere vehicles that use a combination of repulsorlift and ion engine propulsion. They are agile craft and capable of reaching speeds up to 1,500 kilometers per hour. Combat cloud cars are generally used for escort duty on worlds that are subject to attack from starfighters. Because starfighters do not function at peak efficiency in an atmosphere, these cloud cars are a cheap alternative for airspace patrol duty. Combat cloud cars are more heavily armed and armored than the average cloud car, and are restricted to law enforcement and customs agencies on most worlds.

• Combat Cloud Cars

Craft: Ubrikkian Talon I Combat Cloud Car

Type: Combat Cloud Car
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift operation: cloud car
Crew: 1
Crew Skill: Varies, but typically repulsorlift operation 4D+1, vehicle blasters 4D+1
Passengers: 1
Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: Ground level - 100 km
Cost: 80,000 (new)
Maneuverability: 3D
Move: 520; 1,500 KMH
Body Strength: 4D+2
Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: ID
Range: 50-400/900/3KM
Damage: 4D+2

Freerunners

Combat assault vehicles, or CAVs, are a class of armored repulsorlift craft equipped with medium or heavy weapons. The Empire classifies these vehicles as GAVs (ground assault vehicles), and has always placed greater emphasis on them than the Alliance.

One CAV introduced into the Alliance arsenal during the civil war and still used today is the Freerunner. The CAV earned its name from the free-rotating gun platforms sitting atop its chassis. The platforms can be fitted with either anti-vehicle or anti-infantry weapons, depending on the mission profile.

The CAV came to the Alliance through a curious route — when its manufacturer, Kelliak Arms and Armor Company, didn't get the Imperial contract it had hoped for, it went out of business. The entire stock was sold to petty arms merchants and Rebel agents, winding up in the Alliance arsenal and a number of private armies, including the mercenaries of Garm Bel Iblis.

• Freerunner

Craft: KAAC Freerunner FM (Full Modification)
Type: Modified combat speeder
Scale: Speeder
Length: 14.6 meters
Skill: Repulsorlift operation: freerunner
Crew: 2; gunners: 3
Crew Skill: Varies, but typically vehicle blasters 4D, repulsorlift operation 4D
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: .6 meters
Cost: 60,000 credits
Move: 105; 300 kmh
Maneuverability: ID
Body Strength: 3D
Shields: ID
Weapons:

Two Anti-Vehicle Laser Cannon (fire-linked)

Fire Arc: Turret
 Crew: 1 *
Skill: Vehicle blasters
Fire Control: ID*
Range: 50-400/900/2 km

Chapter Twelve: Vehicles

Damage: 5D

* May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.

Two Anti-Infantry Blaster Batteries

Fire Arc: 1 turret (front, left, right), 1 turret (back, left, right)

Crew: 1*

Skill: Vehicle blasters

Fire Control: 2D*

Range: 50-300/800/1.5 km

Damage: 3D+2

* May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.

Hoverscouts

Hoverscouts are repulsorlift vehicles equipped with hover engines to create a vehicle capable of handling most terrains. A type of hoverscout used by the Empire is the Mekuun Swift Assault Five. It can be used effectively for small unit reconnaissance, as an offensive point vehicle, as an independent unit, and even as an infantry and armor support vehicle.

General Covell, one of Grand Admiral Thrawn's chief Army advisors and commanders, has developed mission profiles that team the armored car with AT-AT walkers.

The Swift Assault requires a crew of four to make optimal use of all its systems, though it can be piloted by a single driver if circumstances require. Its outer hull is lightly armored to offer protection while not hampering speed and maneuverability. The command crew deck has full-vision ceraglass windscreens. The ceramic alloy is transparent and extremely tough. It comes equipped with military-standard sensor and communications packages, a heavy blaster cannon, a light laser cannon, and a concussion missile launcher.

• Hoverscout

Craft: Mekuun Swift Assault Five

Type: Hoverscout assault vehicle

Scale: Speeder

Length: 15.9

Skill: Hover vehicle operation: hoverscout

Crew: 1; gunners: 3

Crew Skill: Hover vehicle operation 4D+1, missile weapons 4D+2, vehicle blasters 4D+2

Passengers: 6

Cargo Capacity: 50 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 2D

Move: 70; 200 kmh

Body Strength: 3D

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret

Crew: \

Skill: Vehicle blasters

Fire Control: ID

Range: 50-250/750/1.5 km

Damage: 6D

Laser Cannon

Fire Arc: Turret*

Crew: \

Skill: Vehicle blasters

Fire Control: ID

Range: 50-100/200/500

Damage: 2D

Concussion Missile Launcher

Fire Arc: Turret

Crew: 1

Skill: Missile weapons: concussion missiles

Fire Control: 2D

Range: 50-500/1.5/3 km

Damage: 4D

* **Note:** The Hoverscout's laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

Landspeeders

Landspeeders are light- and heavy-duty surface transport vehicles that use repulsorlift propulsion. They have a low flight ceiling, typically about one meter. Many also come equipped with turbothrust engines for added speed. Landspeeders are the most common form of personal planetary transport.

There are countless landspeeder manufacturers and models. They come in single-seat and multi-passenger models, open cockpit and closed. The New Republic calls its landspeeders "light mechanized vehicles," or LMVs. It converts civilian speeders into military LMVs by adding armor and sometimes mounting a light weapon on the cab. The Empire, on the other hand, still uses landspeeders which were originally designed for military applications. This makes the Imperial models stronger, better armed, and more suited for combat engagements than their Republic counterparts.

• Landspeeder

Craft: SoroSuub OP-5

Type: Civilian Landspeeder

Scale: Speeder

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 4

Cover: 1/2

Cargo Capacity: 10 kilograms; 25 cubic centimeters

Altitude Range: Ground level-1 meter

Cost: 12,000 credits (new); 4,000 (used)

Move: 80; 230 kmh

Maneuverability: 2D

Body Strength: 2D

Mole Miners

Mole miners are specialized craft designed to work in space, asteroid belts or on atmosphere-deprived worlds. However, despite their ability to function in no atmosphere, they lack adequate range or cargo capacity to be truly independent vehicles. They are two-man vehicles which look like small cones with the points chopped off. They can be operated by crewmembers or by remote comm control using their integrated slave circuits.

Superbly designed for mining valuable deposits of rare minerals and metal, they are inadequate for bulk mining operations which depend on uncovering large quantities of ore. A mole miner has a set of bottom-mounted plasma jets to slice through solid rock. The plasma jets are mounted in one of a series of concentric

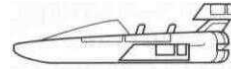
Vehicle Recognition Guide



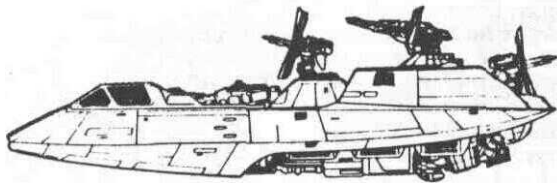
Speeder Bike



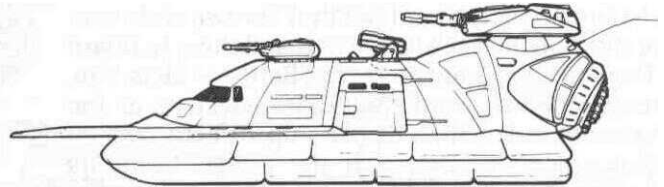
Swoop



Landspeeder



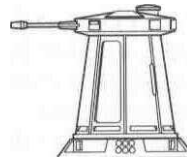
Freerunner



Hoverscout



Transport Skiff



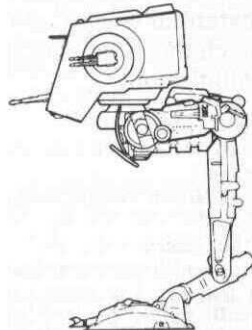
Anti-Infantry Battery



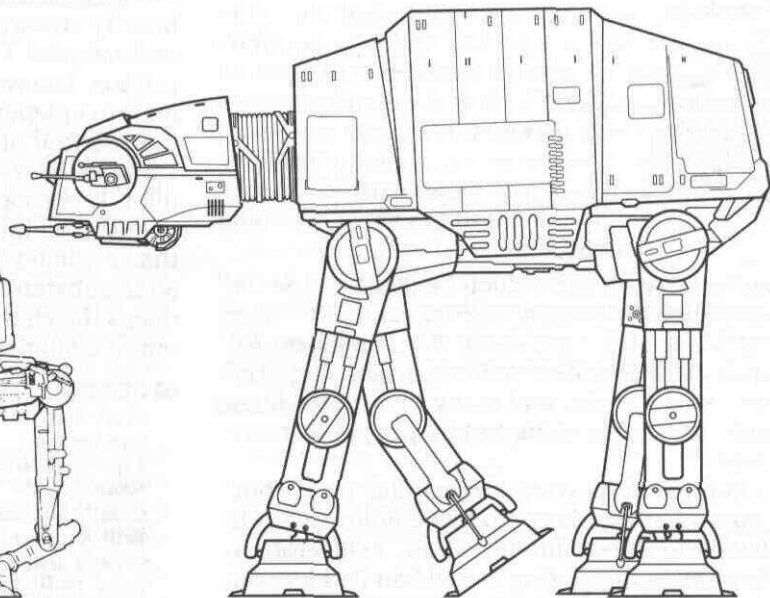
Anti-Vehicle Laser Cannon



AT-PT



AT-ST



AT-AT

rings at the bottom of the mole miner. When the miner is in position, the rings are retracted, forming a concave work area under the miner and bringing the plasma jets to bear. On-board ore sensors allow the operators to carefully filter out the most valuable deposits for collection after the plasma jets are finished, with the precious minerals being collected into storage bins through a series of vacuum shafts and grinders.

The craft were once in common use, but as droid miners have become more reliable and efficient, mole miners became harder and harder to find. Lando Calrissian used mole miners as a major part of his Nkllon operation. However, the Empire recently put them to another use. Grand Admiral Thrawn stole over fifty of the units from Nkllon, then used them to board New Republic ships at the recent Battle of Sluis Van. The technique was simple but quite effective, as the miner would land on the side of a ship, directly over an emergency access hatch near the bridge. Firing its plasma jets, the mole miner would burrow into the ship's command area. Then the miner's crew would disembark, easily taking command of the ships, which were equipped with only skeleton crews. Only quick action by Luke Skywalker, Han Solo and other Republic heroes of the Galactic Civil War prevented a complete rout and capture of the New Republic warships.

• **Mole Miner**

- Craft:** Slayn & Korpil Plasma-Jet Mole Miner
- Type:** Mole Miner
- Scale:** Speeder
- Length:** 6.9 meters
- Skill:** Repulsorlift operation: mole miner
- Crew:** 2
- Crew Skill:** Repulsorlift operation: mole miner 3D, starfighter gunnery: mole miner jets 5D
- Cargo Capacity:** 1000 kilograms
- Cover:** Full
- Move:** 75, 26 kmh
- Maneuverability:** ID-cl
- Body Strength:** 3D
- Weapons:**
 - Plasma Jet**
 - Fire Arc:* Back
 - Crew:* 1 (pilot or co-pilot)
 - Skill:* Starship gunnery: mole miner jets
 - Fire Control:* 4D
 - Range:* 2 meters
 - Damage:* 8D (starfighter scale)

Skiffs

Large antigravity surface vehicles called skiffs serve as utility craft, usually as cargo carriers and passenger transports. Most skiffs are long, flat, open-topped repulsorcraft. New Republic military bases, Imperial installations, space ports, and many private facilities employ large passenger skiffs to taxi people or more cargo around.

Drivers control skiffs from a rear tiller or a front-mounted control stick. Many models employ multiple steering vanes to determine direction. Acceleration, deceleration and maneuvering are all handled by controls built into the tiller or control stick.

Skiffs are perhaps the easiest repulsorlift to operate, primarily because their cruise speeds are much lower than other repulsorlift craft. On the other hand, trying to get a heavily-laden skiff to handle at high speeds is a difficult task indeed!

• **Transport Skiff**

- Craft:** Ubrikkian VX6
- Type:** Transport skiff
- Scale:** Speeder
- Length:** 17 meters
- Skill:** Repulsorlift operation: skiff
- Crew:** 1
- Crew Skill:** Varies
- Passengers:** 15
- Cover:** 1/2
- Cargo Capacity:** 150 metric tons; 75 cubic meters
- Altitude Range:** Ground level-10 meters
- Cost:** 22,000 credits (new), 12,500 (used)
- Move:** 70; 200 kmh
- Maneuverability:** ID
- Body Strength:** ID

Speeder Trucks

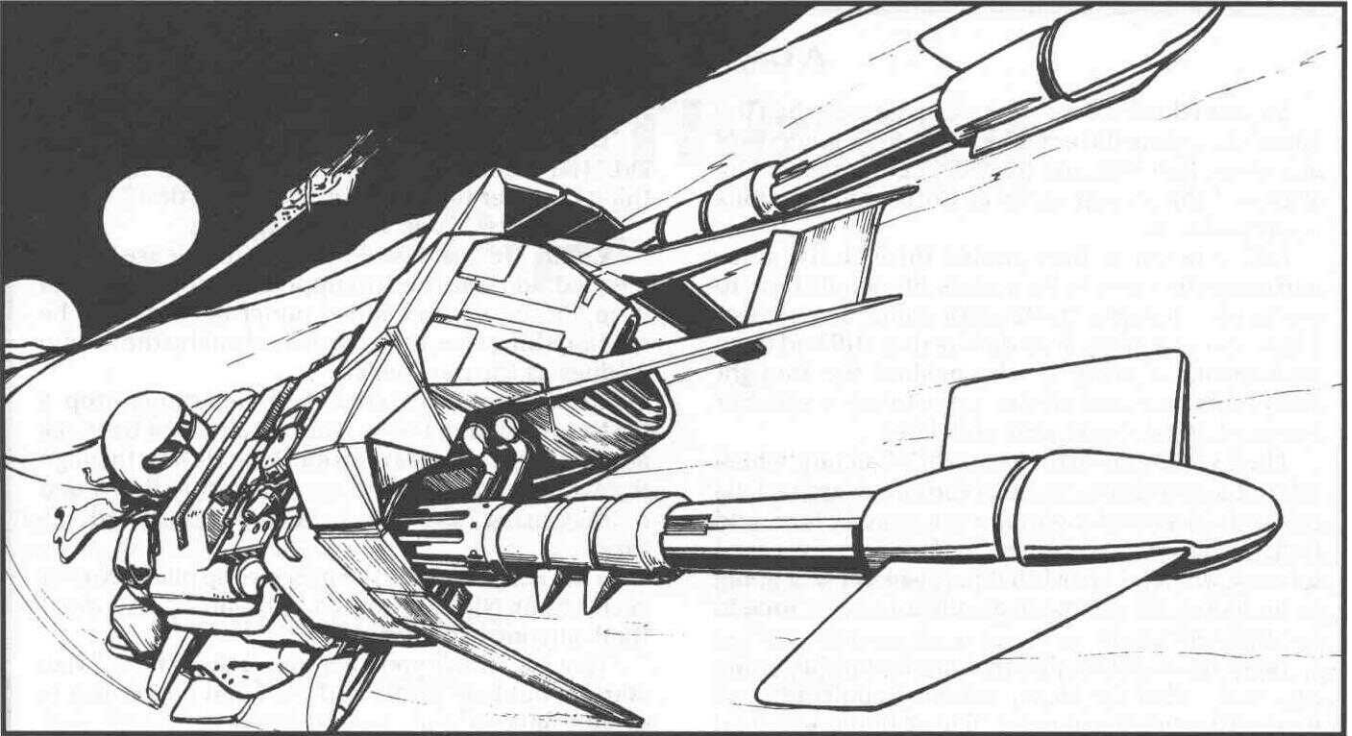
Speeder trucks are cargo vehicles that are seeing a sudden jump in popularity. While they are not nearly as fast as a landspeeder, they are easy to control, fuel efficient and capable of carrying much heavier loads. Due to the current lack of funds and new vehicles, the Empire has begun using speeder trucks as impromptu troop transports: they are certainly less expensive than AT-ATs or other deluxe speeder vehicles.

The Aratech Z-12 speeder truck design includes a rear-mounted pair of engines, with forward-extended control vanes. The driver controls the vehicle from the rear, positioned in an elevated control pod set above the cargo deck. Through manipulation of servo-assisted control grips and pedals, the driver controls the vehicle's speed and direction.

The Empire has begun to use a modified version of the Z-12 on rear echelon worlds that do not require heavily armored vehicles for the movement of troops and material. The modifications include a heavy blaster cannon (servo-controlled from the pilot's compartment or independently fired from the troop bay), heavier grade armor plating for the engine housing and control surfaces, as well as a fully armored control pod for the pilot. The troop sections are only partially armored and uncovered, but still provide much better protection than civilian versions of the truck. While this shielding adds substantial weight, slowing the truck, it also reduces the chance that a lucky shot will put the vehicle out of commission.

• **Speeder Truck**

- Craft:** Modified Aratech Cargo Master Z-12 Speeder Truck (Military Version)
- Type:** Repulsorlift Troop Carrier
- Scale:** Speeder
- Length:** 20 meters
- Skill:** Repulsorlift operation: speeder truck
- Crew:** 1, gunners; 1 (in troop compartment)
- Crew Skill:** Varies, but typically repulsorlift operation 3D+1, vehicle blasters 4D



Passengers: 24 (troops)
Cargo Capacity: 500 kilograms
Cover: Full (pilot), 3/4 (troop compartment)
Altitude Range: Ground level-2.5 meters
Cost: 5,200 (stock), 7,850 (as modified)
Maneuverability: 1D
Move: 30; 90 KMH
Body Strength: 1D+2
Weapons:
One Heavy Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D+2; 1D (if fired from pilot compartment)
Range: 400/800/1.2KM
Damage: 4D+2

Swoops

A sloop is basically a high-powered repulsorlift engine with a seat attached. Swoops combine repulsorlift generators with turbothrust engines to produce veritable speed machines. The sloop sacrifices virtually all manner of safety device in order to achieve higher speed — there are no back-up handling, accelerator or braking controls, and beyond a simple seat restraint, no protection for the pilot. Manufacturers assume that anyone brave enough to strap into a sloop is good enough to handle one under any condition — or they'll die trying.

Handlebar accelerators provide sloop pilots with convenient control of the high-performance craft, while foot pedals operate lift, thrust and braking. Control auxiliaries accessed by the pilot's knees turn and angle the craft. Due to the massive acceleration rates swoops are capable of, pilots and passengers must be strapped

onto the craft. Without safety straps, riders would be thrown from swoops during climbs, dives, rolls, spins and other high-speed maneuvers.

Sloop racing remains a popular spectator sport throughout the galactic core. During the height of the Empire, successful sloop pilots were granted hero status. They regularly were featured on holonews programs, and large amounts of credits were bet on the outcomes of the dangerous races. Domed arenas, called "sloop tracks," can be found on almost any planet with a sizeable population. Sloop tracks can take a number of forms, from huge circular flight paths to winding challenge courses, and races can be straight lap events or may offer obstacles to increase the challenge. In the outer regions, such as the Outer Rim Territories, sloop races are less formal affairs. Any canyon, desert, or similarly open area can serve as an arena. Bets are handled by promoters or criminal elements, and sometimes the races are to the death.

A number of outlaw bands also use swoops as symbols of their disdain for authority. Rumors that sloop gangs like the Nova Demons and the Dark Star Hellions still engage in piracy, mid-air robbery and murder persist in the outer and border regions.

- **Sloop**
Craft: Mobquet Nebulon-S Racer
Type: Racing sloop
Scale: Speeder
Length: 3.2 meters
Skill: Sloop operation (unskilled penalty of -3D if using unskilled)
Crew: 1
Crew Skill: Varies dramatically
Cargo Capacity: 5 kilograms; 25 cubic centimeters

A Day at the Races

In one of those extremely rare instances when the fate of the galaxy did not depend on their immediate attention, Han Solo and his wife, Leia Organa Solo, attended the swoop races at Coruscant's famous Imperial Arena.

Leia frowned as they passed through the gates and made their way to their seats. She would have to see about changing the arena's name. She sighed. There were so many little details that still had to be addressed, so many ... she pushed the thought away. This was their off day, a day to enjoy with her husband. Work could wait until later.

Their seats were in the Emperor's balcony, which offered a spectacular view of the entire arena. Leia had only attended a swoop race once before, and that had been back on Alderaan. Han had expressed interest when he heard that Fargus Deel was going to be racing, so she made an effort to clear time in her busy schedule.

Han explained that the track configuration for the race was called the binary nebula. Repulsor buoys marked the twisting course. "Those buoys will send out ion flares during the race," Han told her, his voice full of barely concealed excitement. "Any pilot who can't maneuver around the sparks—well, let's just say they're in for the ride of their life. The ion particles can do anything to the control or drive systems."

The crowd was huge, but Leia was glad to be a part of it. These were the people she had dedicated her life to. Spending a little time among them brought it all back into perspective. She noticed Han lean forward and swept her gaze from the crowd back to the arena. The swoops were lining up at the starting gate.

"General Solo, didn't you race swoops way back when?" The question came from one of Wedge Antilles' new recruits, who was sitting behind them in the balcony. Kenn Nitram, Leia thought, remembering the young X-wing pilot's name. She smiled as

Han glanced at the young man with nervous eyes.

"Don't believe everything you hear about me, kid," Han said. "People have a way of blowing everything I've ever done way out of proportion."

"That's true," Leia said with a smile.

"Could we just watch this race, please?" Han pleaded, and Leia tried to suppress a chuckle. "Laugh it up, Princess," Han added under his breath. If he said anything else, it was drowned out by the swoop engines as the race began.

Fargus Deel, dressed in red and riding atop a custom SoroSuub Pirate, jumped ahead of the pack and spun easily beneath an ion flare. He flew through the track with apparent ease, avoiding flares and outdistancing his rivals as he zoomed toward victory.

"That Fargus Deel is the best swoop pilot I've ever seen," Kenn Nitram shouted into Han's ear. "I don't think anyone can beat him!"

"Hey kid, didn't you hear about the time ..." Han started, but Leia gently laid her hand on his arm to silence him.

"Let him keep his illusions, Han," Leia urged quietly.

"But I beat Fargus constantly back when he was just starting out," Han complained. "Sure, I was a little reckless, but I won more than my share of ..."

Leia kissed him. "My hero," she whispered as their lips pulled apart. "Now be quiet and watch the race."

Han leaned back in his seat, indignantly folding his arms across his chest. "But I could beat him," he insisted, more to himself than anyone else. Not that anyone was paying him any attention. Fargus was entering the last lap of the race, navigating through a storm of ion flares much the way Han had navigated through that asteroid field so many years ago.

"I could," Han said again.

"I know, dear," Leia comforted, hiding her amused smile as best she could.

Cover: 1/4

Altitude Range: Ground level—50 meters

Cost: 17,500 credits (new)

Maneuverability: 4D

Move: 210; 600 kmh

Body Strength: ID

Weapons:

Blaster Cannon

Fire Arc: Front

Crew: 1

Skill: Vehicle blasters

Fire Control: ID

Range: 50-300/500/1,000

Damage: 4D

Chapter Thirteen

Starships

The following report was prepared by General Garm Bel Iblis, Admiral Ackbar and Admiral Drayson, shortly after the Siege of Coruscant.

Combat Starships

Assault Frigates

New Republic assault frigates, fully capable combat Starships, are highly-modified Imperial Dreadnaughts. To economize fuel consumption and increase engine capacity, techs strip away huge portions of the superstructure. Then they add two solar dorsal fins to increase ship maneuverability. To further accommodate the needs of the Republic and the Alliance before it, much of the vessel is retooled to replace human work stations with computer or droid controlled stations. When the process is complete, the crew needs are reduced from 16,000 for the Imperial ship to 5,000 crew when in the hands of the New Republic, without much loss in performance.

The modified New Republic assault frigate has been stripped of docking bays or landing platforms for carried ships. However, there are twenty umbilical docking fixtures on the ship's surface. A few of these docks can accommodate standard transports, but the majority are designed for light freighters or starfighters. The starfighters are often used for patrol and defense duty. While these open docks expose the ships to greater risk, the power and resource requirements are much lower, and the ships still can be carried through hyperspace.

Today, assault frigates patrol the Borderland Regions as the New Republic's first line of defense against Imperial forays into Republic space. However, with the desperate shortage of transport vehicles, some have even been taken off the line to use as cargo ships until regular galactic trade is resumed. (For more information, see page 59 of *Rebel Alliance Sourcebook*.)

New Republic Assault Frigate. Capital, *capital ship* gunnery 4D+2, *capital ship piloting: assault frigate* 5D, *capital ship shields* 4D, *sensors* 3D, maneuverability

1D+2, space 6, hull 5D, shields 3D. Weapons: 15 laser cannons (fire control 3D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 2D), 20 quad laser cannons (fire control 2D, fire rate 1/3, space range 1-5/10/17, atmosphere range 100-500/1/1.7 km, damage 4D), 15 turbolaser batteries (fire control 1D, space range 3-10/30/60, atmosphere range 300-1/3/6 km, damage 7D).

Bulk Cruisers

When a planetary government or star system conglomerate needs a capital-class warship to defend its space lanes, it often turns to the bulk cruiser. First introduced after the Clone Wars, the cruiser was the premier warship of the Rendili Star Drive corporation, ideally suited to the budgets and needs of local governments and corporate manufacturing worlds.

During the galactic civil war, many of these vessels were appropriated by the Alliance and used against the Empire. The ships are currently used by the Republic to deliver badly needed protection.

The bulk cruiser has a number of flaws which were demonstrated during the galactic civil war. The warship is slow, moderately old, expensive to keep fueled, and subject to constant breakdown. The Alliance found that it was more cost efficient to convert the cruisers to starfighter launch platforms than to try to keep them battle ready. Those which have not been converted are used as transport escorts by the New Republic. A few have even been spotted in the Imperial fleet, which has made a habit of capturing warships and conscripting them into Imperial service.

• Bulk Cruiser

Craft: Rendili StarDrive's *Battle Horn*

Type: Modified bulk cruiser

Scale: Capital ship

Length: 600 meters

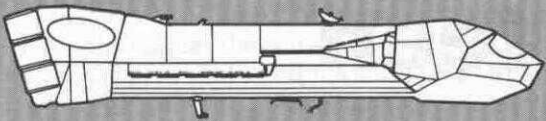
Skill: Capital ship piloting

Crew: 1,948, gunners: 102, skeleton 840/+15

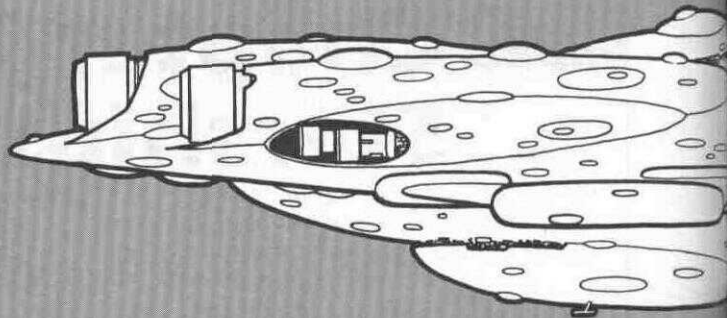
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2, starship gunnery 4D

Passengers: 200 (troops)

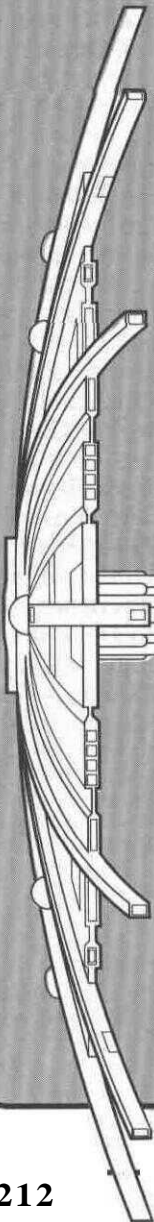
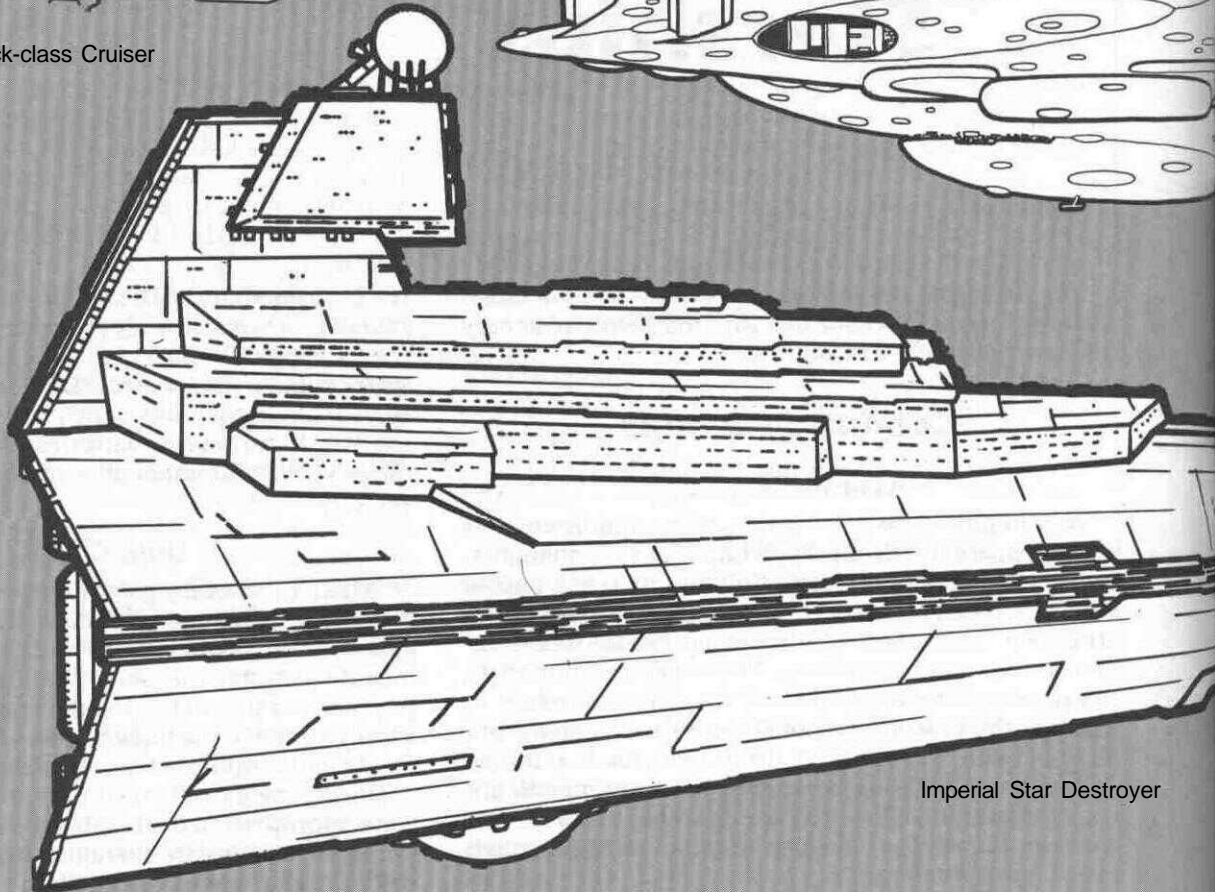
Capital Ship Recognition Guide



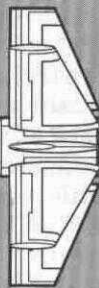
Carrack-class Cruiser



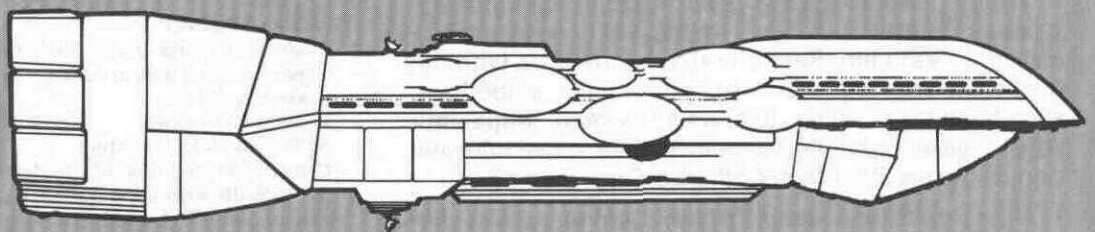
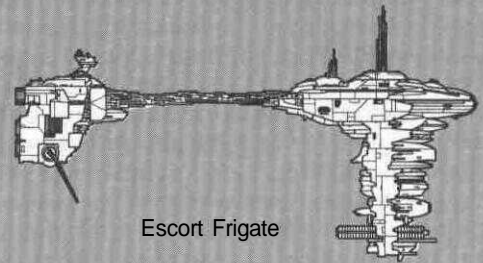
Imperial Star Destroyer



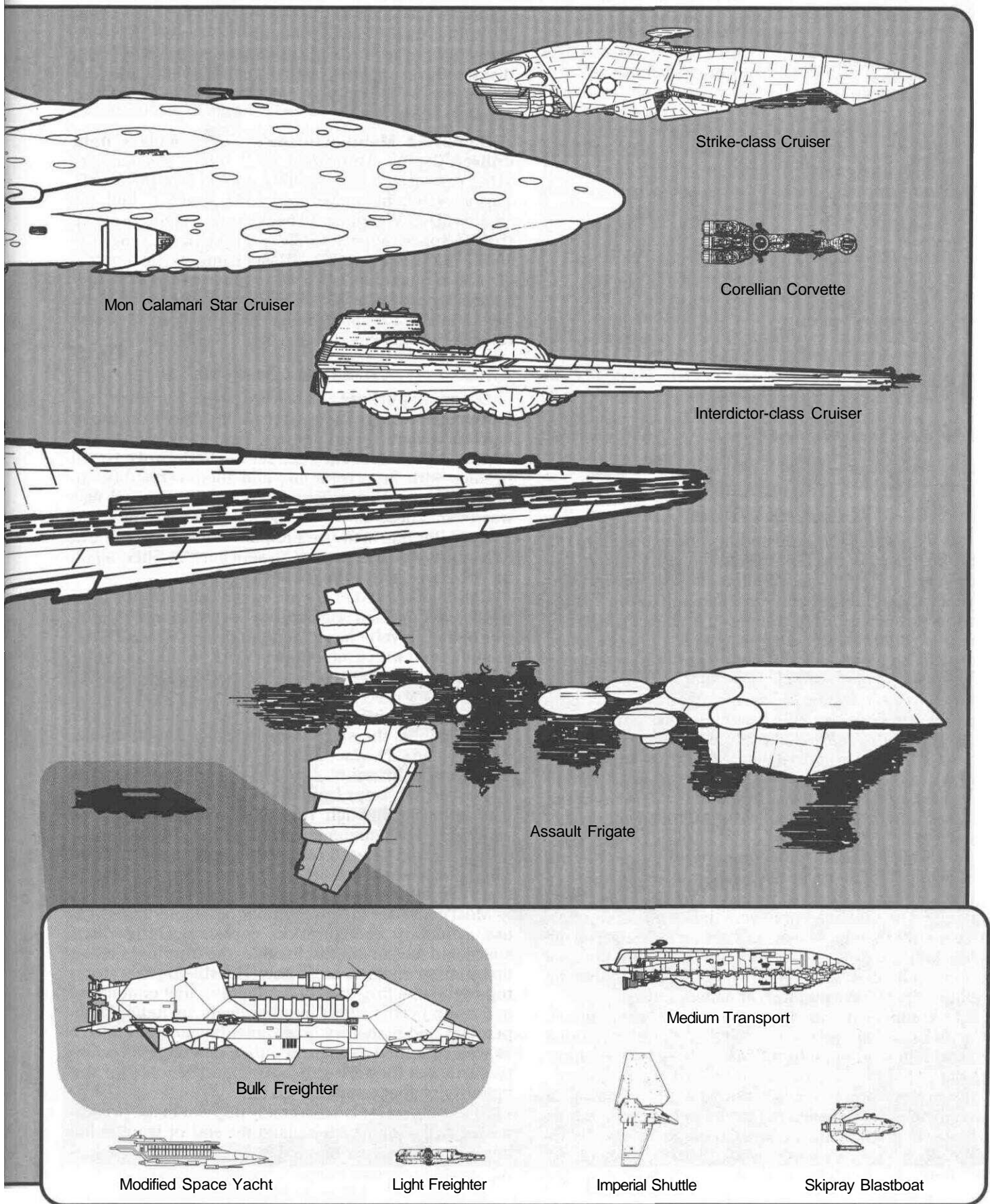
Shield Ship



Escort Frigate



Dreadnaught



Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 5D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 125/3D

focus/ 5/3D+2

Weapons:

30 Quad Laser Cannon (fire separately)

Fire Arc: 10 front, 10 left, 10 right

Crew: 1(15), 2(10), 3(5)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Damage: 4D

Two Tractor Beam Projectors

Fire Arc: Front

Crew: 1 (1), 6 (1)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

Carrack Cruiser

An old, yet reliable ship finding its way back into the Imperial Fleet is the *Carrack*-class Light Cruiser. The vessel is among the smallest ships classified as a cruiser (in fact, it only falls into the classification due to its high proportion of weaponry compared to its size). Its armament is formidable enough to give it a chance when engaging larger vessels, although its primary mission is to handle smaller capital ships such as corvettes. It utilizes several banks of laser cannons for handling starfighters, as it can only carry four TIE fighters, and even that paltry sum of fighters must be mounted using an external rack. In accordance with the Carrack's prior mission designation, the TIE's are used for patrol and recon missions instead of outright defense. Many of the cruisers have been refitted with tractor beam projectors.

Layered bulkheads and compartmentalized design, combined with modular life support systems, assures maximum crew survival rates during hull breaching attacks. The bulkhead honeycombs also add strength to the overall ship design, and this is reflected in the high hull integrity rating for a ship of this size. Of course, all of this compartmentalization means the light cruisers have no internal hangar bays.

To compensate for the lack of starfighter support, Carracks contain powerful sublight engines for added speed. They are among the fastest cruisers in either fleet.

The ships were typically designated for patrol in areas that were believed to be relatively docile, or they were appointed for the personal transportation of planetary governors. They were also called upon for courier

missions, and when coupled with other ships, for scouting duties. As the Empire steadily loses more and more ships, more Carracks are seeing front line duty, with disastrous results when sent against slower but heavily armed cruisers. (For more information, see page 58 of *Imperial Sourcebook*.)

Damorian Manufacturing's Carrack-class light cruiser. Capital, *Astrogation* 3D+2, *capital ship gunnery* 4D+2, *capital ship piloting* 4D+1, *capital ship shields* 4D, *sensors* 4D+1, maneuverability 2D, space 8, hull 5D, shields 2D+2. Weapons: 10 heavy turbolasers (fire control 3D, space range 3-15/35/75, atmosphere range (3-15/35/75 km, damage 7D), 20 laser cannons (fire control 3D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 2D), five tractor beam projectors (fire control 2D, space range 1-5/15/30, atmosphere range 1-5/15/30 km, damage 4D).

Corellian Corvettes

Old multi-purpose vessels from the Corellian star system, corvettes can function as anything from troop carriers to light escort vessels, from cargo transports to passenger liners. They can serve a variety of mission profiles with little retooling and their versatility endeared them to the Alliance long before the Civil War was over. These ships are the most commonly found combat starship in the New Republic, and in this time of necessary flexibility, their practicality is once again being recognized throughout the galaxy.

Corellian corvettes are mid-sized capital ships built by the old Corellian Engineering Corporation. The interior of the corvette has a modular design which can be reconfigured with a minimum of work. While a corvette cannot compete with newer, dedicated-duty vessels, its versatility more than makes up for its weaknesses.

While the ships have become the hallmark of the New Republic, the ships were designed by Corellians for Corellians. The fact that the designers matched the needs of the Alliance was purely coincidental. Corellian pilots like their ships fast. They want vessels that move very quickly through realspace and can jump to lightspeed with minimal warm-up time. The Corellian taste also runs toward roomy interiors, creature comforts, and state-of-the-art weapons systems. The corvette met all of these specifications and more.

Most corvettes in New Republic and Imperial service use a military configuration, containing little cargo space and few amenities. Instead, the interior is taken up by larger engines, more powerful shield generators, top-of-the-line fire control computers, fuel containers and troop berths. Ships in other fleets, including independent and planetary governments, generally aren't as well equipped as their Republic and Imperial counterparts, but they are still more than adequate for the majority of space combat actions.

The corvette is also extremely popular in the private sector (a factor which caused no end of trouble for Imperial officials as they tried to weed out Alliance-

sympathetic corvette owners from legitimate businessmen). Private corvettes, especially those of pirates, privateers and smugglers, appear older and more beat up, but most are equipped for speed.

As a transport, corvettes can be reconfigured to haul a wide variety of cargo. They can be modified to carry bulk goods, compartmentalized to haul different classes of goods at the same time, or outfitted with passenger berths for consular duty or passenger movement. Depending upon the owner's desire (and ready cash), corvettes may be slow and well armed, fast and poorly armed, or if the owner is rich, fast and well armed. (For more information, see pages 63-64 of *Rebel Alliance Sourcebook*.)

Corellian corvette. Capital, astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, maneuverability 2D, space 6, atmosphere 330; 950 kmh, hull 4D, shields 2D. Weapons: six double turbolaser cannons (fire control 3D, spacerange 3-15/35/75, atmosphere range 6-30/70/150 km, damage 4D+2).

Corellian Gunships

The Corellian Gunship is one of few combat-only vessels designed by the Corellian Engineering Corporation. The Gunship has little room for storage, passengers, or even troops. It is designed to be fast and deadly. Engines fill more than half of the Gunship's interior, and the rest is taken up by weaponry, computers, and shield generators.

Except for a small command crew and tech staff, gunners make up the majority of the Gunship's crew.

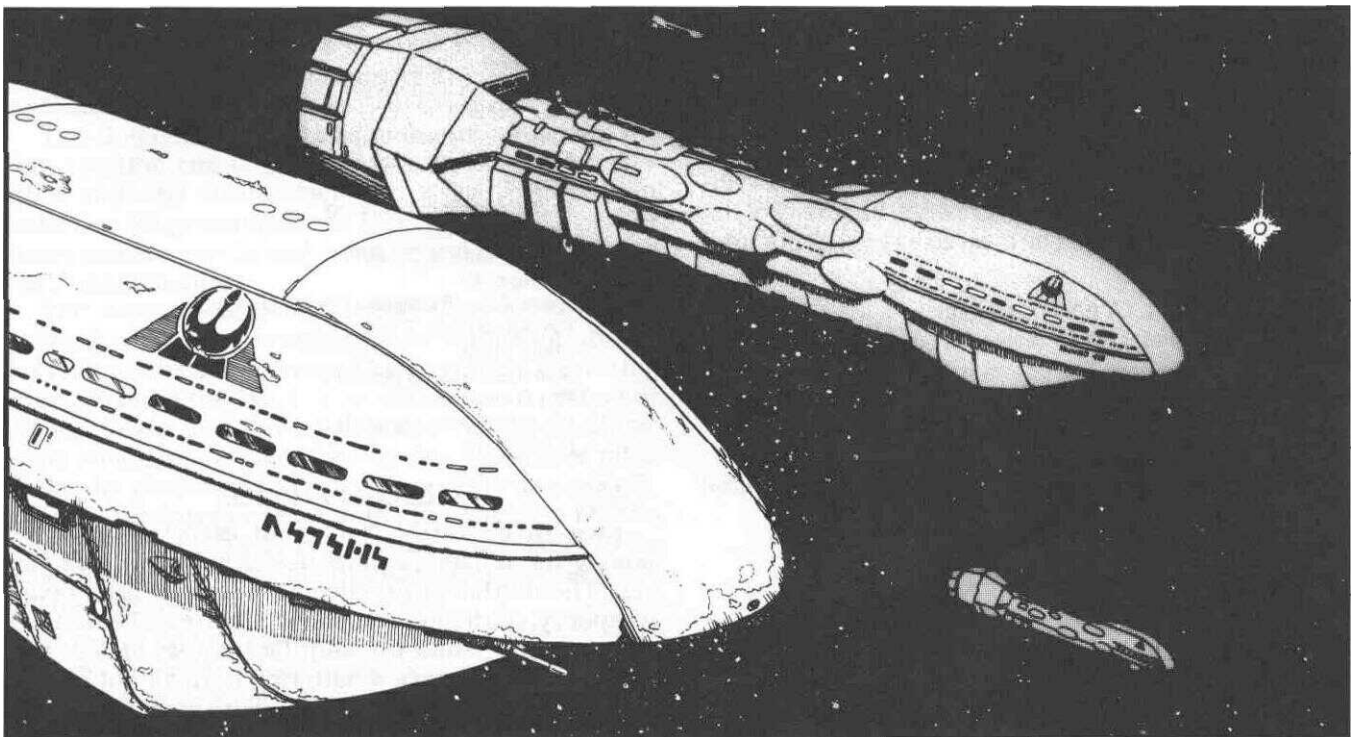
The gunners are trained to work in concert, surrounding the ship with a nearly impenetrable barrier of laser fire from the vessel's powerful weapons. Each battery must be manually controlled. They cannot be operated from the bridge without a major overhaul of the computer systems.

The Corellian Gunship is an anti-starfighter platform without equal in its size category. These ships can still be found in the New Republic fleet, as well as in private defense fleets and a few private armies. (For more information, see pages 61-63 of *Rebel Alliance Sourcebook*.)

Corellian Gunship. Capital, astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D, maneuverability 2D+1, space 7, atmosphere 350; 1,000 kmh, hull 4D+2, shields 2D+1. Weapons: Eight double turbolaser cannons (fire control 3D, space range 3-15/35/75, atmosphere range 300-1.5/3.5/7.5 km, damage 4D+2), six quad laser cannons (fire control 3D, space range 1-5/10/17, atmosphere range 100-500/1/1.7 km, damage 5D), four concussion missile tubes (fire control 3D, space range 2-12/30/60, atmosphere range 200-1.2/3/6 km, damage 9D).

Dreadnaughts

Before the Clone Wars shook the galaxy, the *Dreadnaught*-class heavy cruiser was the largest warship to patrol the space lanes. It was the backbone of the Old Republic fleet, the warship that kept the galaxy safe and the space lanes open. By the time the Star Destroyer was introduced, the Dreadnaught was relegated to a smaller, less prestigious role in the Imperial



The Katana Fleet

Almost every old-time spacer knows the story of the *Katana* fleet. Also called the Dark Force, the fleet was made up of two hundred *Dreadnaught*-class heavy cruisers, led by the flagship, *Katana*. The entire fleet was mysteriously lost years before the start of the Clone Wars. All the ships had been fitted with full-rig slave circuitry, and when the system malfunctioned, the whole fleet jumped to lightspeed at the same time — and was never seen again. Or so the story goes.

The *Katana* fleet managed to get around the problem of huge crews through use of full-rig slave circuitry. The conversion had been expensive, but the fleet was to serve as a military and public relations tool for the Republic.

The interior of each *Dreadnaught* was completely redesigned, from the equipment and decor to the dark gray hull surfacing. This surfacing gave way to the fleet's unofficial name — Dark Force.

Unfortunately, a problem developed which the slave circuitry only enhanced. It appears that th

problem was not with the slave circuitry, but with the crew. A crewer picked up a hive virus at one of the ports of call during the maiden voyage. The virus quickly spread throughout the two hundred ships while it was still in a dormant state. When it finally flared up, it took down nearly everyone at once.

Modern medical science can easily deal with hive viruses, but back then such viruses were known to level entire planetary populations before they ran their course. In the case of the Dark Force, the hive virus drove its victims insane before it killed them. The dying crewers slaved their ships together, and the whole fleet jumped to lightspeed and disappeared.

The incident helped lend momentum to the movement toward decentralization in automated ship functions. The big, all-powerful computers were abandoned in favor of hundred of droids.

Until Grand Admiral Thrawn's assault on the New Republic, the *Katana* fleet's location was unknown.

fleet. Who would believe that now, five years after the Empire's defeat at Endor, the very fate of the galaxy might hinge upon which side gets to add these vessels to its fleet?

The *Dreadnaught* suffered from significant problems, even when it was new. It was slow, hampered by inefficient power generators, which also resulted in weak shield projection, low fire power, and computer systems subject to frequent surges. Add to this that the vessel needed a massive crew complement to keep it running, and it is easy to see why it wasn't long before the Old Republic military was looking for a replacement.

Those *Dreadnaughts* still in service have been refitted to cut down the number of crewers, but many of the original problems cannot be cleared away without total overhauls.

• **Katana Fleet Dreadnaught**

Craft: Rendili StarDrive's *Dreadnaught*
Type: Heavy cruiser
Scale: Capital ship
Length: 600 meters
Skill: Capital ship piloting: *Dreadnaught*
Crew: 2,204 (with slave rigging)
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D
Troops: 3,000
Cargo Capacity: 9,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D+2

Shields: 2D+1

Sensors:

Passive: 30/OD

Scan: 50/ID

Search: 100/2D

Focus: 4/3D

Weapons:

10 Turbolaser Cannon (fire separately)

Fire Arc: 5 left, 5 right

Crew: 1 to 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Damage: 2D

20 Quad Turbolaser Cannon (fire separately)

Fire Arc: 6 front, 7 left, 7 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-20/40/80

Damage: 4D

10 Turbolaser Batteries (fire separately)

Fire Arc: 5 front, 5 rear

Crew: 1 to 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/30/60

Damage: 7D

Escort Frigate

Kuat Drive Yards' *Nebulon-B* escort frigates are among the Alliance's most useful multi-purpose vessels. The ship has an excellent combination of on-board weaponry, starfighter complement, and excellent shielding capacity. While the ship lacks great speed, it is tough enough to take a battering from all but cruiser class ships, while being able to dish out enough abuse

to trouble even fully armed star cruisers. In addition, the ship's design tends it to diverse mission profiles, including modification to serve as a medical frigate, command vessel, or even cargo transport. In fact, the New Republic has turned over many of its frigates to cargo hauling, at least until galactic trade is fully restarted. (For more information, see pages 60-61 of *Rebel Alliance Sourcebook*.)

Nebulon-B Escort Frigate. Capital, *astrogation* 3D, *capital ship gunnery* 4D+1, *capital ship piloting* 3D+2, *capital ship shields* 3D, *sensors* 3D+1, *starship gunnery* 4D+1, maneuverability ID, space 4, atmosphere 280; 800 kmh, hull 3D+2, shields 2D. Weapons: 12 turbolaser batteries (fire control 3D, space range 3-15/35/75, atmosphere range 6-30/70/150 km, damage 4D), 12 laser cannons (starfighter scale, space range 1-3/12/25, atmosphere range 2-6/24/50 km, damage 2D), two tractor beam projectors (fire control 2D, space range 1-5/15/30, atmosphere range 2-10/30/60 km, damage 4D).

Golan Space Defense Stations

Golan space defense platforms are some of the more remarkable pieces of space hardware in existence. The SpaceGun model is an orbiting combat platform designed for defense duty around smaller outposts, such as civilian shipbuilding facilities and colony worlds. The Republic chose to use these platforms around the Sluis Van shipyards.

The Golan II platform is for repelling starfighter and light capital combat starship assaults. It has been modestly up-gunned from the original design, but has a much more efficient power generation system, giving it greater shield power. It has 35 turbolaser batteries, 10 proton torpedo launchers and eight tractor beam emplacements, making it a match for most ships. The unique "crossbeam" structure of the hull makes it capable of absorbing a great deal of punishment.

The Golan III station is a much more powerful defense station and is geared towards military installations and vital civilian facilities. It has 50 turbolaser batteries, 22 proton torpedo launchers and 15 tractor beam emplacements and is the largest platform Golan Arms manufactures.

The crewmembers of these stations are a unique group. It requires a peculiar mindset to function aboard a system defense platform. These crews know that they are often the last line of defense for a system or facility. Platforms also have no escape: unlike starships, platforms cannot evade enemy fire. Attackers often make the platforms their initial target in any assault. Defense platform crews must deal with the realization that they are the combatants most likely to be killed in a space battle—and most take a perverse pride in this knowledge.

• Golan I Space Defense Station

Craft: Golan Space Defenses SpaceGun
Type: Systems Defense Platform
Scale: Capital

Length: 1,231 meters
Crew: 213, gunners: 112
Crew Skill: Capital ship gunnery 5D, capital ship shields 5D
Passengers: 40 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 3 months
Cost: Not available for sale to civilians
Hull: 4D
Shields: 2D
Sensors:

Passive: 25/OD
Scan: 50/ID
Search: 75/2D
Focus: 3/2D+1

Weapons:

28 Turbolaser Batteries

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/8/14
Damage: 4D+2

5 Proton Torpedo Launchers

Fire Arc: Turret
Crew: 2
Skill: Capital ship gunneru
Fire Control: 2D
Space Range: 1/3/7
Damage: 7D

6 Tractor Beam Projectors

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/15
Damage: 4D

• Golan II Space Defense Station

Craft: Golan II Space Defense SpaceGun
Type: Systems Defense Platform
Scale: Capital
Length: 2,158 meters
Crew: 550, gunners: 149
Crew Skill: Capital starship gunnery 5D, capital starship shields 6D+2
Passengers: 80 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 3 months
Hull: 4D
Shields: 2D+2
Sensors:

Passive: 35/OD
Scan: 60/ID
Search: 100/2D
Focus: 3/2D+1

Weapons:

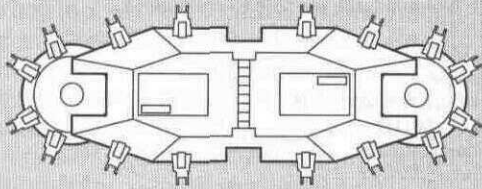
35 Turbolaser Batteries

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/10/17
Damage: 5D

10 Proton Torpedo Launchers

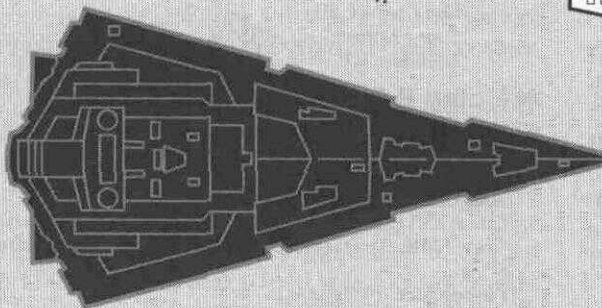
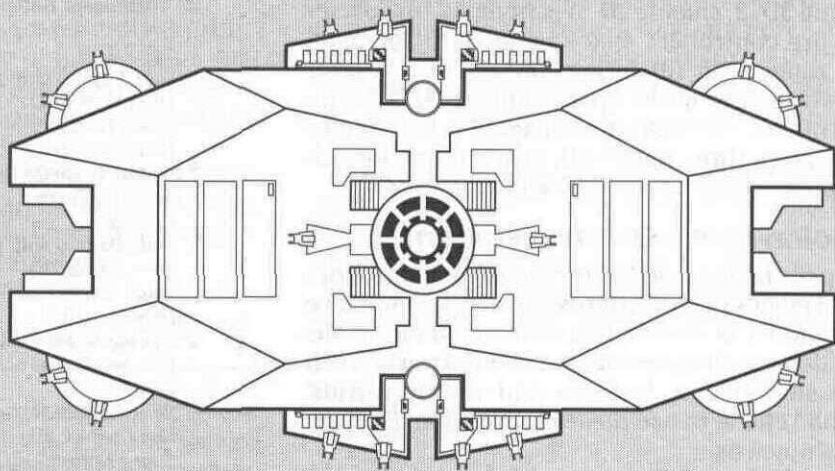
Fire Arc: Turret
Crew: 2
Skill: Capital Ship Gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7
Damage: 90

Golan Space Defense Stations

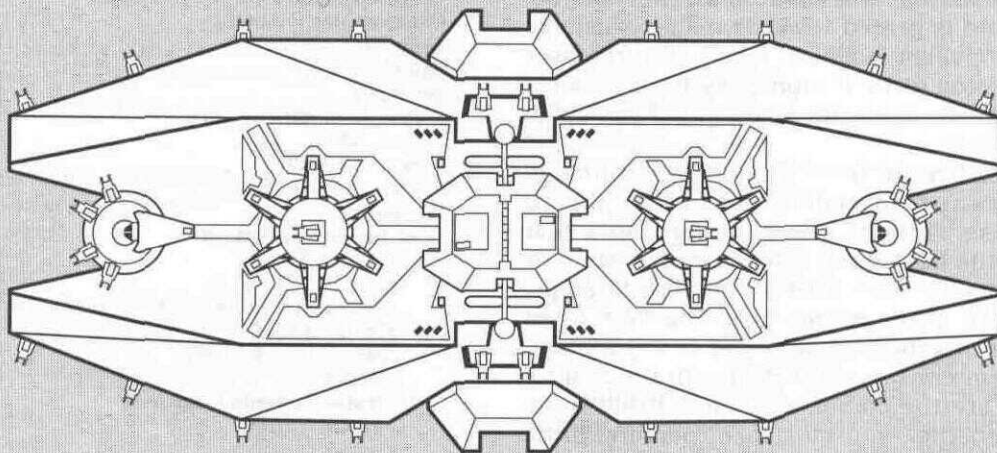


Golan Space Defense SpaceGun
(Golan I)

Golan II Space Defense
SpaceGun



Golan III Space Defense
NovaGun



Silhouette of Imperial Star Destroyer provided for comparison
Note: All vessels are shown to scale.

8 Tractor Beam Projectors

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 6D

• **Golan III Space Defense Station**

Craft: Golan III Space Defense NovaGun
Type: Systems Defense Platform
Scale: Capital
Length: 2,600 meters
Crew: 880, gunners: 228
Crew Skill: Capital starship gunnery 5D, capital starship shields 6D+2
Passengers: 100 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 3 months
Hull: 5D+2
Shields: 4D
Sensors:
Passive: 35/OD
Scan: 60/1D
Search: 100/2D
Focus: 3/2D+1

Weapons:**50 Turbolaser Batteries**

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/10/17
Damage: 5D

24 Proton Torpedo Launchers

Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7
Damage: 9D

15 Tractor Beam Projectors

Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 6D

Imperial Star Destroyers

Imperial Star Destroyers are the pride of the Imperial Fleet — and its most potent weapon. The Imperial Star Destroyer has enough fire power to reduce a civilized world to slag or take on a fleet of lesser enemy vessels. The resources and energy used up by such a vessel is often greater than what a system can produce in a year — no wonder whole planets quaked in fear at the thought of a Star Destroyer entering their system.

In the days when the Empire was supreme, each Star Destroyer carried a full stormtrooper division, complete with assault craft and ablative heat shields for orbital drops, twenty AT-AT and thirty AT-ST walkers, and six TIE fighter squadrons. Today, with the shortages plaguing the Empire, a Star Destroyer has whatever it can accumulate. Star Destroyers, while not designed to enter an atmosphere, carry shuttles and

landing barges for planet drops.

No new Star Destroyers have been constructed since the death of the Emperor. Grand Admiral Thrawn uses the ones he has left selectively, and refusing to risk losing even one to a poorly-planned mission.

A Star Destroyer is more than a weapons platform. It can engage in planetary defense, planetary assault, and ship-to-ship combat. It is a space station, repair dock, and heavy transport all rolled into one. The ships are self-sufficient in many ways. (For more information, see pages 61-62 of *Imperial Sourcebook*.)

Imperial I Star Destroyer. *Capital, astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D, maneuverability ID, space 6, hull 7D, shields 3D. Weapons:* 60 turbolaser batteries (fire control 4D, space range 3-15/36/75, atmosphere range 6-30/72/150 km, damage 5D), 60 ion cannons (fire control 2D+2, space range 1-10/25/50, atmosphere range 2-20/50/100 km, damage 3D), 10 tractor beam projectors (fire control 4D, space range 1-5/15/30, atmosphere range 2-10/30/60 km, damage 6D).

Interdictor Cruiser

Designed by Sienar Fleet Systems, designers of the infamous TIE fighter, the Interdictor-class cruiser is a powerful single-use cruiser. Built on the shell of a standard heavy cruiser, extensive design modifications were necessary to accommodate the huge gravity well generators and their power source. In the process, many of the standard weapons of the cruiser were gutted to accommodate the incredibly expensive and fickle generator.

The core of the ship is the gravity well generator and its four companion gravity well projectors. When in operation, the gravity well generator emits waves of energy which disrupt mass lines in realspace, thus simulating the presence of a large stellar body. The presence of so much mass prevents ships from engaging hyperdrive engines. Any ship unfortunate enough to pass close to such a gravity shadow is forced to cut to realspace, occasionally suffering severe damage.

The mission profile of the Interdictor cruiser, even in these days of less specialization, is to serve as an escape cutoff. By waiting outside an area of combat, the Interdictor positions itself to fire its gravity waves so that it can disrupt escape attempts of enemy craft. After it is positioned, the cruiser projects fields of gravity throughout a battle zone, rendering all hyperspace-capable ships impotent when trying to jump to lightspeed.

Prior to the fall of the Empire, the cruisers were used to disrupt pirates and smugglers. They were also extremely effective in preventing Rebel ships from succeeding at their patented hit-and-fade assaults, which were instrumental in disrupting Imperial shipping. Now, these heavy cruisers perform as ambush vehicles. They hide along known hyperspace lanes and project mass shadows into the super-fast dimension. Any ships trav-

eling along the hyper lane must slip back into realspace, and once in realspace, the vessel is helpless before other Imperial ships and boarding parties.

This tactic was used against Luke Skywalker's X-wing starfighter. The Interdictor dumped his craft from hyperspace and into the path of a waiting Star Destroyer. Only Luke's quick thinking and the subsequent involvement of Talon Karrde saved Luke from the Imperial trap. (For more information, see page 56 of *Imperial Sourcebook*.)

Interdictor-class cruiser. Capital, *astrogation 5D*, *capital ship gunnery 5D*, *capital ship piloting 5D*, *capital ship shields 4D*, maneuverability 1D, space 6, hull 5D, shields 3D. Weapons: 20 quad laser cannons (fire control 2D, space range 1-3/12/25, atmosphere range 2-6/24/50 km, damage 4D), four gravity well projectors (fire control 6D, space range 1-5/75/150, damage OD (blocks hyperspace travel)).

Lancers

The Lancer-class frigate was introduced into the Imperial arsenal after the Battle of Yavin to combat the perceived threat of Rebel starfighters. It is now the starfighter screening vessel of choice.

Lancers carry twenty quad-firing laser cannon. Each cannon has a targeting mechanism designed to produce multi-fire cover with superb fire control. Each cannon is mounted in its own tower, giving it an increased field of fire.

Though the ship has had success, it has also demonstrated some flaws. While they perform at high levels when engaging starfighters, lancers perform poorly in fleet engagements. As it has no turbolasers, it is an easy target for other capital ships. (For more information, see page 55 of *Imperial Sourcebook*.)

Lancer-class frigate. Capital, *astrogation 3D+2*, *capital ship piloting 3D+2*, *capital ship shields 4D*, *starship gunnery 4D*, maneuverability 1D, space 4, hull 4D, shields 2D+2. Weapons: 20 quad laser cannons (starfighter scale, fire control 4D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 4D).

Mon Calamari Star Cruisers

Mon Calamari Star Cruisers are virtually the only cruisers in the New Republic arsenal. They are the backbone of the Republic Fleet. These impressive vessels combine remarkable durability with excellent speed and maneuverability. Originally, these ships were produced as pleasure and exploration vessels by the Mon Calamari. Even within the same class of ship, no two vessels are exactly alike, demonstrating the Mon Cals desire to make each ship an individual work of art. When these ships were first introduced by the Rebel Alliance, the Imperials underestimated their potency. The Imperials were unable to believe that their mighty ships could be menaced by "converted pleasure craft."

Admiral Ackbar brought the cruisers and his people

into the Alliance, and they have remained a vital part of the New Republic. Of course, since the ships were first designed for deep space exploration, they had to be overhauled to make them battleworthy. Even now, the unique design aspects of each ship, while wonderful for aesthetic qualities, have given Republic technicians major headaches since each ship has customized components and systems—in short, maintenance time that could be better spent repairing other ships is often devoted to figuring out the Mon Cals' unusual systems.

Though members of all Republic species make up crew complements on these massive ships, the command crew is almost exclusively Mon Calamari in make-up. This is because the controls and displays are calibrated for Mon Calamari physiology, and to change them would require totally retooling the star cruisers. Additionally, Mon Cals work well together, forming a bond that makes them particularly courageous and effective in combat situations.

The MC80 cruiser appears almost organic in nature, as though it was grown instead of built. It is covered with pods, bumps and bulges arranged in a seemingly haphazard pattern. These pods contain sensor arrays, recessed weapons batteries, shield generators and observation decks. Originally, the ship was covered with transparent viewports which opened to the stars. These have been covered over by pieces of hull in the war retooling. This hurts the designers' artistic integrity, but makes more sense when preparing for battle.

The star cruisers stay near the inner Republic worlds. They are sent to the front only in extreme emergencies or as part of an attack force to combat Imperial Star Destroyers. A task force of six star cruisers remains in orbit around Coruscant at all times as a symbol of the new unity and strength that drives on the New Republic.

• Mon Calamari Star Cruiser

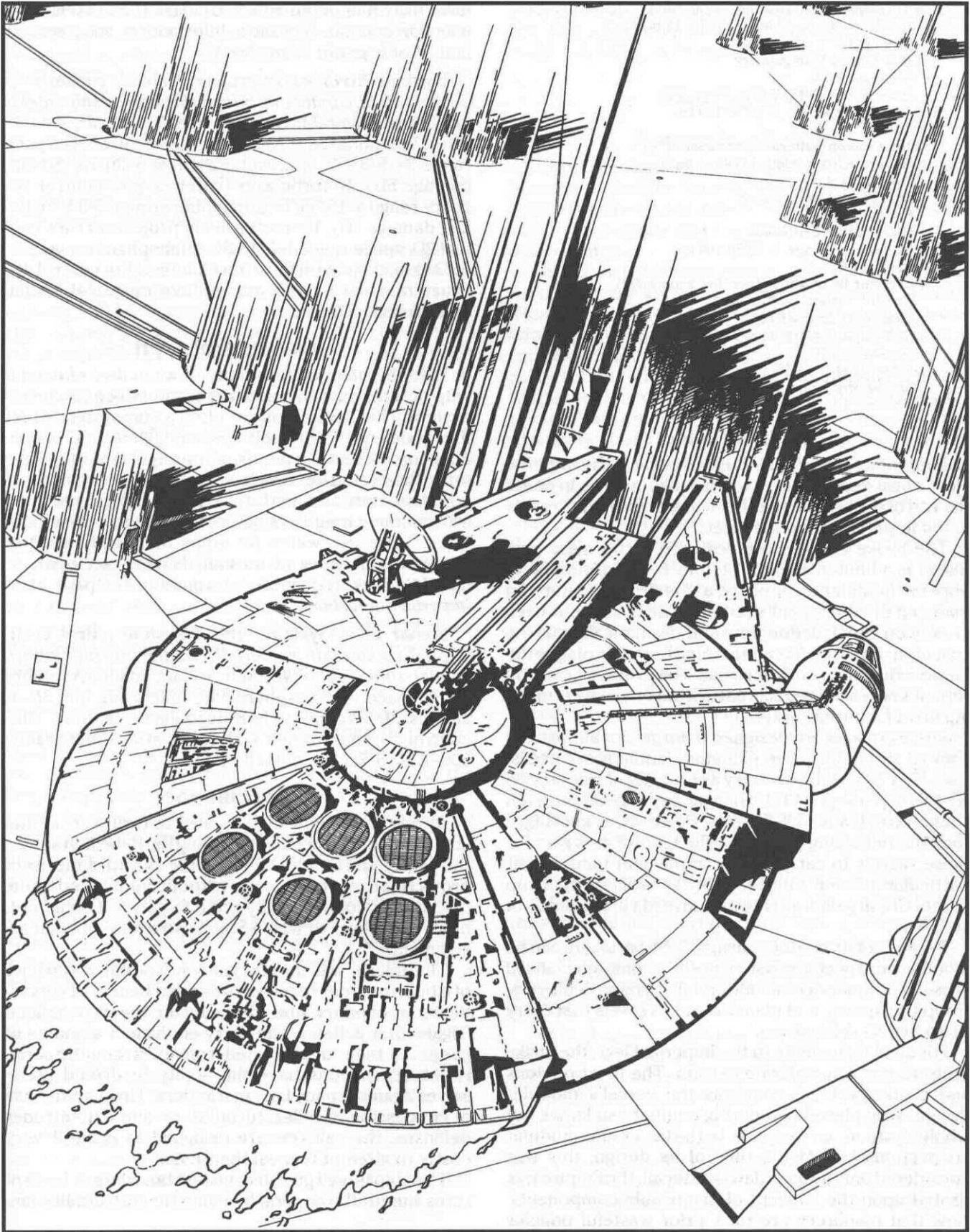
Craft: Mon Calamari MC80a
Type: Star Cruiser
Scale: Capital Ship
Length: 1,200 meters
Crew: 5,156, gunners: 246, skeleton: 1.230/+10
Passengers: 1,200 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 3D*

* Mon Cal Star Cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an *Easy capital ship shields* total, one of the back-up die codes of shields can be brought up to increase the shields back to 3D.

Sensors:

Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D

Weapons:



48 Turbolaser Batteries (fire separately)

Fire Arc: 12 front, 12 left, 12 right, 12 back

Crew: 1(12), 2 (10), 3 (26)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

20 Ion Cannon Batteries (fire separately)

Fire Arc: 8 front, 4 left, 4 right, 4 back

Crew: 1 (6), 4 (6), 12(8)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

Six Tractor Beam Projectors (fire separately)

Fire Arc: 4 front, 1 left, 1 right

Crew: 1 (2), 5 (2), 10 (2)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Strike Cruiser

Loronar's *Strike*-class cruiser was once the Imperial Fleet's best-kept secret. It was an unknown quality near the end of the war, but has been one of the main vessels in the Imperial's remnant Fleet.

The Strike cruiser was designed to be mass produced in a limited amount of time. It was a triumph of Imperial modular technology, a prefabricated starship made up of component sections. The design cut back greatly on construction time and dramatically cut the cost of each vessel. As capital ship shortages plague the Empire, the Strike cruiser remains one vessel it can still turn out on a semi-regular basis from one of its remaining manufacturing centers.

Strike cruisers are designed to forge into almost any combat situation. When planetary landings are necessary, they have room to carry a company of troops, two AT-STs and one AT-AT. Its hangar bay can handle a full squadron of twelve TIE fighters. However, as shortages rock the remaining portion of the Empire, it is rare for these vessels to carry a full complement unless their particular mission calls for it. Strike cruisers made up part of Grand Admiral Thrawn's armada in the Battle of Sluis Van.

Because of its modular design, Strike cruisers can be modified for specific mission profiles. Some specialized vessels still in service include prefab garrison deployers, troop transports, and planet assault vessels that carry up to five AT-AT walkers.

For all of its benefits to the Imperial Fleet, the Strike cruiser has some glaring defects. The most obvious and costly problem concerns the vessel's modular design. Well-placed hits during combat can knock out whole systems or weapons batteries as the modular connections fail. At the time of its design, this was considered only a minor flaw—after all, the Empire was fixated upon the concept of disposable components. Now that resources are rare, prior wasteful policies

have truly hampered efforts to make the vessels truly useful in combat. (For more information, see pages 51 and 54 of *Imperial Sourcebook*.)

Loronar *Strike*-class cruiser. Capital, *capital ship gunnery* 4D+2, *capital ship piloting* 5D, *capital ship shields* 3D+2, maneuverability 2D, space 6, hull 6D, shields 2D+2. Weapons: 20 turbolasers (fire control 2D, space range 3-15/35/75, atmosphere range 5-30/70/150 km, damage 5D), 10 turbolaser batteries (fire control 1D, space range 3-15/35/75, atmosphere range 5-30/70/150 km, damage 7D), 10 tractor beam projectors (fire control 2D, space range 1-5/15/30, atmosphere range 1-5/15/30 km, damage 4D), 10 ion cannons (fire control 4D, space range 1-5/15/30, atmosphere range 2-10/30/60 km, damage 4D).

System Patrol Craft

System patrol craft are any of a number of capital ship designs built to patrol the territory of a given star system. These warships are often a star system's first line of defense against pirates, smugglers, and hostile alien forces. As they are usually assigned to in-system duty, these craft seldom have hyperdrive engines.

Patrol craft also perform custom duties, checking out incoming freighters before they reach docking stations. They also watch for ships that are in need of assistance because of normal damage, accident, or hostile attack. (For more information, see page 51 of *Imperial Sourcebook*.)

Sienar Fleet Systems' IPV 1 system patrol craft.

Capital, *capital ship gunnery* 4D, *capital ship piloting* 5D, *capital ship shields* 4D, *sensors* 3D, maneuverability 2D+1, space 7, atmosphere 350, 1,000 kmh, hull 3D+1, shields 3D. Weapons: four turbolaser cannons (fire control 2D, space range 3-15/35/75, atmosphere range 300-1.5/3.5/7.5 km, damage 4D).

Star Galleons

During the height of the galactic civil war, as the Imperial fleet was occupied chasing the Rebellion across the galaxy, the Empire had to come up with a means of protecting cargo transports. Without unhindered trade, the Empire would literally grind to a halt. It could not, however, afford to waste Star Destroyers on such assignments.

The answer was the star galleon. The cargo capacity of a bulk freighter receives the added benefit of sophisticated weaponry and shielding in the star galleon frigate. Star galleons can carry equivalent amounts of cargo as their unprotected transport counterparts. However, galleons have the ability to defend themselves against space lane marauders. Through the use of concussion missiles, turbolasers, and anti-intruder defenses, the galleons are designed to make it very costly to attempt to steal their hauls.

The ship is well guarded against boarders. A force of three hundred troopers, by using the fortress-like em-

placements that line the corridors of the ship, can make a stand against those who would board the vessel. By sealing off sections through the use of force fields and blast doors, the defenders can create impassable pockets. In addition, the cargo hold features a last line of defense. It is situated in the very center of the craft and works like an escape pod. In emergencies, the cargo hold pod can be jettisoned from the vessel. Once jettisoned, the pod activates its small hyperdrive and jumps to lightspeed. (For more information, see pages 56-57 of *Imperial Sourcebook*.)

Kuat Drive Yards' Star Galleon. Capital, *astrogation* 3D, *capital ship gunnery* 4D, *capital ship piloting* 5D, *capital ship shields* 5D, *sensors* 3D, maneuverability ID, space 3, hull 5D+2, shields 2D. Weapons: 10 turbolasers (fire control 3D, space range 3-15/35/75, atmosphere range 6-30/70/150 km, damage 4D), concussion missile launcher (fire control 5D, space range 2-12/30/60, atmosphere range 200-1.2/3/6 km, damage 5D).

Victory Star Destroyers

The Clone Wars saw a host of technological advances sweep the galaxy. Perhaps the most impressive by-product of those violent years was the *Victory*-class Star Destroyer. These ships formed the core of the Old Republic Navy.

When the Empire introduced the larger *Imperial*-class Star Destroyer many years later, it was thought that the old Victories would be retired and used as spare parts. However, the outbreak of the Rebellion demanded that every able ship be kept in service, and the Victories soon proved their worth.

Victory Star Destroyers carry out three standard mission types: planetary defense, planetary assault and troop support, and ship-to-ship combat. The years have shown that the Victory performs the first two missions much better than it does the third. Unlike the larger Imperials, a Victory Star Destroyer can enter the upper levels of a planet's atmosphere. This allows it to make precision ground strikes, as well as pursuing smaller craft that attempt to escape by diving into a planet's gravity well.

The one flaw in the Victory Star Destroyer is its slow sublight speed. To make up for this deficiency, the warship is equipped with a powerful hyperdrive — it can make jumps quickly and can traverse the hyperlanes twice as fast as the newer Imperials.

Victory-class Star Destroyer. Capital, *astrogation* 3D+2, *capital ship gunnery* 4D+2, *capital ship piloting* 5D, *capital ship shields* 4D, *sensors* 3D+2, maneuverability ID, space 4, atmosphere 280; 800 kmh, hull 4D, shields 3D+1. Weapons: 10 quad turbolaser batteries (fire control 4D, space range 3-15/35/75, atmosphere range 6-30/70/150 km, damage 5D), 40 double turbolaser batteries (fire control 3D, space range 3-15/35/75, atmosphere range 6-30/70/150 km, damage 2D+2), 80 concussion missile launchers (fire control 2D, space range

2-12/30/60, atmosphere range 4-24/60/120 km, damage 9D), 10 tractor beam projectors (fire control 4D, space range 1-5/15/30, atmosphere range 2-10/30/60 km).

Starfighters

A-wing Starfighters

A-wing Starfighters were developed secretly during the early days of the Rebellion against the Empire. They emphasize speed and maneuverability, with two extra-large power plants and low total mass for spectacular performance.

The A-wing features two standard laser cannon, which can elevate and depress a full sixty degrees, allowing the A-wing to engage targets from much wider attack angles than other Starfighters. Each A-wing is equipped with a full sensor array. The sensors are powerful by Imperial starfighter standards, but they are not as sensitive as those found in the X- and Y-wing models. One area the A-wing excels at is in sensor and communications countermeasures, with a power jamming package that blinds targets as it swoops in to strike.

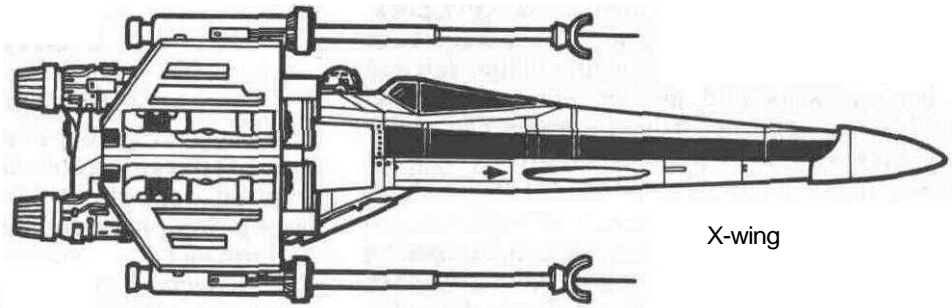
While the A-wings were first offered to the veteran X-wing pilots that had served the Alliance so well, most of these hardened veterans decided to retain their X-wings. They felt that the newer pilots should receive the newer Starfighters, allowing the rookies to train with the ships right from the beginning instead of forcing the veterans to relearn their own skills on the faster A-wings.

The A-wing was designed to fulfill a particular mission profile — defending bases and transports from enemy strike craft. The jamming package was primary in this role — the A-wings could disrupt enemy targeting sensors and reduce the fire control of attacking craft. Of course, the A-wing jamming package only works against starfighter class craft. The redundant and extremely powerful sensor arrays carried by capital ships are too much for the A-wing jammers to disrupt.

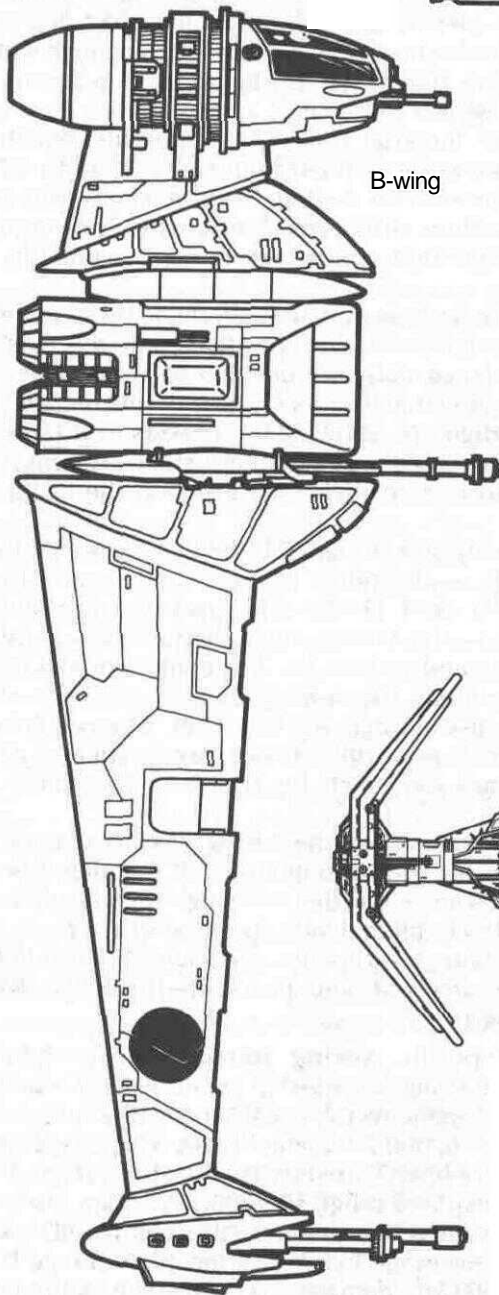
Over the years since the A-wing was introduced, its mission profile has been modified. It was determined through trial and effort that such high speed craft were better suited to hit-and-fade operations than to escort duty. (For more information, see pages 87-88 of *Rebel Alliance Sourcebook* and pages 15-16 of *Star Wars Sourcebook*.)

New Republic A-wing starfighter. Starfighter, *starfighter piloting* 5D, *starship gunnery* 4D+2, *starship shields* 3D+J, maneuverability 4D, space 12, atmosphere 450; 1,300 kmh, hull 2D+2, shields ID. Weapons: 2 laser cannons (fire-linked, fire control 3D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 5D), enemy targeting jammer (fire control OD, skill: *sensors*, space range 1-3/7/15, atmosphere range 100-300/700/1,500 km, damage -2D from enemy's fire control).

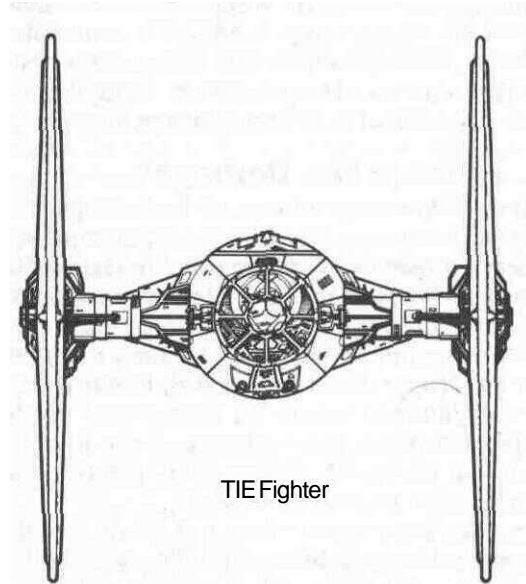
Starfighter Recognition Guide



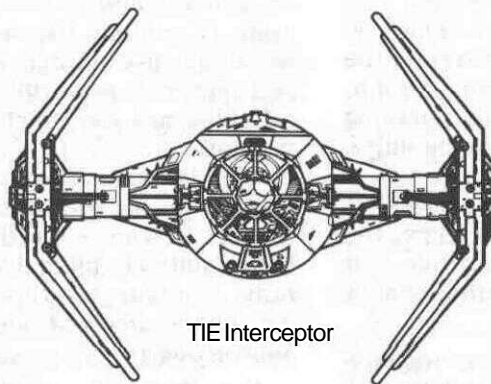
X-wing



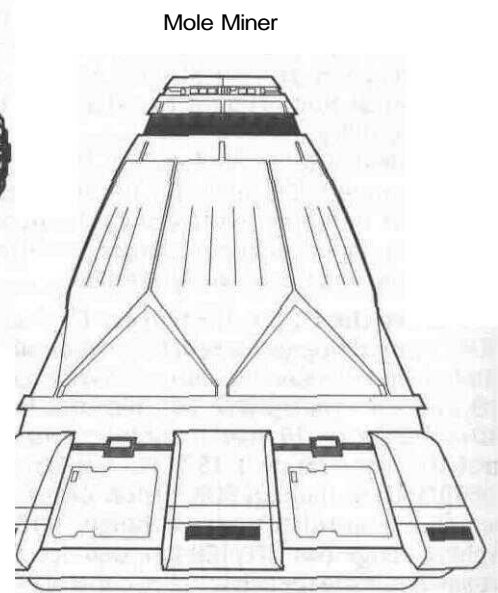
B-wing



TIE Fighter



TIE Interceptor



Mole Miner

B-wing Starfighters

The B-wing starfighter was conceived and built by Admiral Ackbar's Shantipole Project. Prior to the Battle of Yavin, Alliance Starfighters had suffered considerable losses in dogfights with Imperial capital ships such as escort frigates and corvettes. To complete their primary mission of space denial, Alliance Starfighters had to be able to cause some amount of damage against escort warships. That's where then-Commander Ackbar came in.

Commander Ackbar was put in charge of a team with the important mission of designing a new starfighter. By combining speed, armor and armaments, the new fighter was to be a fit opponent for anything up to a frigate-sized vessel. Ackbar enlisted the aid of the Verpine, a race of insectoids with ship-building experience and facilities in the Roche asteroid field. The Shantipole Project was set up in the field, and soon the B-wing was born.

B-wings have a triple battery of medium ion cannons, proton torpedo launchers, heavy laser cannons, and twin blasters. It is one of the most heavily-armed Starfighters in the galaxy. Most patrol craft carry less raw fire power.

The B-wing employs a radical design feature: an automatic gyroscopically-stabilized command pod. The pod contains the cockpit, life support systems, flight computer, comlink transceivers and sensors. When engaged, the gyro-servos keep the pod in a fixed position while the rest of the fighter spins, rolls and twists to evade enemy fire.

A single Quadex Kyromaster engine drives the ship in realspace. Four cooling vents on each side of a splitter plate dissipates engine and exhaust heat, though the ship still gives off a strong infrared image. The gyro provides a stable cockpit and flexible firing platform

while in combat flight mode. (For more information see page 88 of *Rebel Alliance Sourcebook* and pages 16-17 of *Star Wars Sourcebook*.)

Slayn & Korpil B-wing starfighter. Starfighter, *starfighter piloting* 5D, *starship gunnery* 4D+2, *starship shields* 3D+1, *maneuverability* 1D+1, *space* 6, *hull* 3D, *shields* 2D. Weapons: laser cannon (fire control 1D, space range 1-3/12/25, atmosphere range 100-300/1.2/1.5 km, damage 7D), two proton torpedo launchers (fire control 3D, space range 1/3/7, atmosphere range 50-100/300/700, damage 9D), three medium ion cannons (fire-linked, fire control 4D, space range 1-3/7/36, atmosphere range 100-300/700/3.6 km, combined damage 4D), two auto blasters (fire control 2D, space range 1-8/25/40, atmosphere range 100-800/2.5/4 km, damage 3D).

The Raptor and Skyclaw

The *Raptor* and *Skyclaw* are the pride of Mazzic's "fleet." They are heavily modified *Preybird-c\as* fighters that SoroSuub attempted to market nearly a decade ago. Mazzic, through connections at SoroSuub, got an advance look at the prototype of the fighters and fell in love with the design.

Due to disputes over the weapons systems, the project went substantially over-budget and was discontinued. According to Mazzic, he managed to procure two of the few production ships, and through his contact, got an amazing price for the ships. Rumors persist Shada was somehow involved with this, but neither one will discuss the matter. He has spent several years refining the onboard flight and weapon systems, transforming the ships from competent escort ships to sleek, deadly Starfighters.

The ships' weapons systems are computer guided. The control interfaces of the ships are a combination of classified Imperial technology and custom-designed components, making these craft highly maneuverable.

Perhaps the best feature of the ships (for Mazzic's line of work, at least) is their appearance: birdlike and predatory. These vessels have intimidated better armed ships into submission on more than one occasion. To further accentuate the vicious-looking nature of the craft, Mazzic has added a unique color scheme: paintings of flaming birds of prey appear on the superstructure. The *Skyclaw* has a bird of red flame painted



on its wings, and the *Raptor* has a similar insignia painted in blue.

• **The Raptor and Skyclaw**

Craft: Modified SoroSuub *Preybird-class* Starfighters
Type: Heavy Assault Starfighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: Preybird
Crew: 1, gunner: 1
Crew Skill: Astrogation 6D, sensors 5D, Starfighter piloting 6D+2, starship gunnery 6D, starship shields 6D
Cargo Capacity: 15 kilograms
Consumables: 4 days
Cost: 200,000 credits
Hyperdrive Multiplier: x3
Nav Computer: Limited to five jumps
Maneuverability: ID
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 4D+2
Shields: 1D-2
Sensors:
Passive: 20/OD
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+1
2 Concussion Missile Launchers
Fire Arc: 1 front, 1 rear
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

Scimitar Assault Bombers

When Grand Admiral Thrawn returned to take charge of the Empire, he immediately ordered the construction of new weapons and ships. The Imperial war machine, crippled by the loss of most of its industrial centers, was only able to produce a fraction of what the Grand Admiral demanded — the Scimitar assault bomber was the first product of Thrawn's demands.

The Scimitar combines the best features of the TIE Interceptor, the TIE bomber, and Alliance Starfighters to create a dedicated assault bomber. The Scimitar features powerful ion thrust sublight engines and two interlocked repulsorlift generators to create a very fast, very maneuverable atmospheric craft for its class. The main weapons in this craft's arsenal are the twin racks of concussion missiles carried beneath its wings, although it also has two laser cannon for defense.

In a normal mission profile, Scimitars are released from their mother ship to swoop down on a target installation, town, city or troop line. Its sensors and targeting computers pick optimal strike sites as the craft starts its run. Then it releases the full load of missiles over the designated targets. The Scimitar can also angle its laser cannon so that it can perform

strafing runs. In the short time that the Scimitar assault bomber has been in the Imperial arsenal, it has gained a reputation as a deadly weapon.

• **Scimitar Assault Bomber**

Craft: Sienar Fleet Systems Scimitar
Type: Assault bomber
Scale: Starfighter
Length: 13.8 meters
Skill: Starfighter piloting: Scimitar assault bomber
Crew: 2
Crew Skill: Starfighter piloting 4D, starship gunnery 4D+2, starship shields 2D+1, missile weapons 4D+2
Passengers: None
Cargo Capacity: 200 kilograms, 250 cubic centimeters
Consumables: 2 days
Maneuverability: 2D+1
Space: 9
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 1D+2
Sensors:
Passive: 20/OD
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
Two Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Concussion Missiles (16 carried)
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-100/3/7 km
Damage: 9D

TIE Fighters

Once they were the ultimate disposable Starfighters. Now TIEs, the symbol of Imperial space superiority, have become too precious to use without careful thought and planning. During the height of the Empire, these ships were considered expendable — they had no shields, no landing gear, and few safety features. They had only one mission — to serve the Empire in any way the Emperor saw fit.

With the current troubles, TIEs have lost their "throw-away" designation. The success of the mission is no longer the main thrust of a TIE and its pilot; instead, priority is placed on the safe return of pilot and ship, both of which are needed to fight another day.

TIE fighters are propelled by accelerated ionized gases, which are emitted from the TIE's engine vents. The twin ion engines provide maximum thrust for the relatively low mass craft. TIEs lack shield generators, hull plating, hyperdrives, and repulsorlift generators, making them extremely light weight. This lack of weight gives a TIE its vaunted speed and maneuverability. They also carry minimal amounts of fuel, making them short-range fighters.

The ion particles can be vented in almost any direction, allowing an expert pilot to roll, slip, spin, jink, twist and turn a TIE through complicated acrobatics. (For more information, see pages 25-27 of *Star Wars Sourcebook*.)

TIE/In Starfighter. Starfighter, *starfighter piloting* 4D+1, *starship gunnery* 4D, maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: two laser cannons (fire-linked, fire control 2D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 5D).

TIE Interceptors

The TIE interceptor represents the pinnacle of TIE fighter design. While the older TIEs overcame opponents by sheer numbers, the Empire decided it needed a starfighter that could go one-on-one with the Rebellion's X-wings. Economics and the Empire's preoccupation with modular design suggested that Sienar Fleet Systems stick with the basic TIE design. It would make training and repairs easier for pilots and techs already intimately familiar with basic TIE fighters. The designers looked to Darth Vader's custom TIE and the subsequent limited run of similarly-modified TIEs for innovations and other improvements.

Speed was enhanced by increasing the size of the Interceptor's twin ion engines and reconfiguring the efficiency of the power panels. The panels were given a bent-wing design, streamlined into dagger shapes for improved pilot visibility. Fire power was increased by giving the interceptor four wing tip lasers. An updated fire-control package and fast-response targeting computer were included to take full advantage of the TIE Interceptor's speed and maneuverability.

A new ion stream projection system was installed in the Interceptor, giving the craft even greater control while performing combat maneuvers. Twin port emitters are so finely tuned that they can be manipulated individually, balancing each other in tight turns, prolonged rolls, and complicated jinking maneuvers.

Captain Pellaeon ordered his technicians to install shield generators in all TIE interceptors. This would have been unheard of in the days of the Emperor, but the remnants of the Empire cannot afford to lose such valuable spacecraft.

• TIE Interceptor

Craft: Sienar Fleet Systems TIE Interceptor
Type: Space superiority starfighter
Scale: Starfighter
Length: 9.6 meters
Skill: Starfighter piloting: TIE Interceptor
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 4D+1
Cargo Capacity: 75 kilograms; .3 cubic meters
Consumables: 2 days
Maneuverability: 3D+2
Space: 11
Atmosphere: 435; 1250 kmh
Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

focus; 4/3D+2

Weapons:

Four Laser Cannon (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300 m/

1.2 km/2.5 km

Damage: 6D

X-wings

The pride of the New Republic starfighter fleet and the ship that won the Battle of Yavin is the X-wing space superiority starfighter. Incom built the X-wing to be the cutting edge of starfighter performance. It features good shields, powerful weapons, and a hyperdrive engine which allows it to operate without a nearby base of operations.

The Alliance first acquired the X-wings when the design staff of Incom Corporation joined the Rebellion with their new starfighter design. Even though newer, flashier ships, such as the A-wing, outperform the X-wing in certain areas, the Incom design remains the most well-rounded, reliable and practical starfighter design in use. Still, the number of X-wings in service is limited, and those that work require constant repair simply because the stresses on a starfighter in combat are so intense.

The X-wing is an impressive war machine. The pilot is sealed in a compact but comfortable cockpit, from which he controls the craft through the powerful flight computer. The cockpit includes a full life-support system and a crash-worthy ejection seat.

Four wing-tip lasers are the primary armament. It has two proton torpedo launchers for additional punch. Shields can be angled forward or back to provide maximum protection.

Sensors and long-range comm gear allow X-wings to operate independently for long periods. The innovative twin split S-foils give the X-wing improved performance during atmospheric flight. The wings deploy into an "x" position in combat, hence the craft's name. Its repulsorlift, sublight and hyperdrive engines give it far-reaching range and flight ability.

Although the ship is equipped with a hyperdrive, it requires an astromech droid, such as an R2 unit, to calculate all hyperspace journeys because the X-wing lacks a nav computer. The droid sits in a special socket behind the cockpit, becoming a part of the overall ship systems. It monitors all ship functions and serves as a sort of copilot for its human master. The astromech can even initiate repairs while in space, extending the life of the craft and its human occupant. (For more information, see pages 19-25 of *Star Wars Sourcebook* and pages 86-87 of *Rebel Alliance Sourcebook*.)



Incom T-65B X-wing starfighter. Starfighter, *starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D*, maneuverability 3D, space 8, atmosphere 365; 1,050 kmh, hull 4D, shields ID. Weapons: four laser cannons (fire-linked, fire control 3D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 6D), two proton torpedo launchers (fire control 2D, space range 1/3/7, atmosphere range 30-100/300/700, damage 9D).

Y-wing Starfighters

In the early days of the Rebellion, the main starfighter used by the Alliance was the Y-wing. The rugged bomber/fighter bore the brunt of the first space battles and remained a formidable part of the Alliance's arsenal throughout the long years of the galactic civil war. Since the rise of the New Republic, the Y-wing has been relegated to planetary defense duties, leaving attack missions to the faster, more maneuverable X-wings and A-wings, and the more powerful B-wings. But the Y-wing remains a potent craft, able to endure and deliver tremendous amounts of punishment.

The two most common versions of the Y-wing are the single-seat BTL-A4 and the two-seat BTL-S3. Both carry identical weaponry. Two laser cannons mounted under the nose provide a line of fire along the craft's flight path. Two flex-tube proton torpedo launchers give the Y-wing added punch for taking on larger vessels. Eight torpedoes are fed into the launchers from a single magazine which can be replaced quickly by ground crews. A pivot mount on the rear of the cockpit assembly holds a twin-barrelled light ion cannon. The single-seat Y-wing has a fixed mount, usually set forward, so that the pilot can operate it from controls in the cockpit. In the two-seat Y-wing, a second crewer sits facing aft and operates the pivoting cannon by sight and computer targeting.

Like the X-wing, the Y-wing starfighter has an astromech socket for a droid interface. The droid, usually an R2 or R4 unit, connects directly to the ship's central circuit matrix to monitor all flight systems. The droid also serves as the starfighter's nav computer when calculating astrogation jumps into hyperspace.

Older even than the X-wing Starfighters, it is becoming increasingly harder to keep the Y-wings in good repair. Eventually, as newer Starfighters are brought into production, the Y-wing will become no more than yet another chapter in the history of space warfare. (For more information, see pages 83-86 of *Rebel Alliance Sourcebook* and pages 18-19 of *Star Wars Sourcebook*.)

Koensayr BTL-S3 Y-wing starfighter. Starfighter, *astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D*, maneuverability 2D, space 7, atmosphere 350; 1,000 kmh, hull 4D, shields 1D+2. Weapons: two laser cannons (fire-linked, fire control 2D, space range 1-3/12/25, atmosphere range 100-300/1.2/2.5 km, damage 5D), two proton torpedo

launchers (fire control 2D, space range 1/3/7, atmosphere range 50-100/300/700, damage 9D), two light ion cannons (fire-linked, fire control 3D, 1-3/7/36, atmosphere range 100-300/700/3.6 km, damage 4D, may be fixed forward to be fired by pilot at only 1D fire control).

Z-95 Headhunters

In its day, the Z-95 Headhunter was the starfighter of choice for the defenders of the Old Republic. The agile, compact, twin-engine fighter/interceptor proved to be amazingly versatile. It spawned more specialized and dedicated variants than any other starfighter before or since. The Headhunter is no longer manufactured, and most are considered obsolete, but the number of Z-95s turned out during the height of the Old Republic have left thousands of the durable Starfighters still in service (many in missions of dubious legality).

The Headhunter was one of the first Starfighters designed to also operate as an atmospheric craft. The swing-wing design of the original model allowed for fantastic maneuvers. Later models introduced more advanced maneuvering units, and the ship gradually took on a less atmosphere-sleek appearance, but retained excellent performance. All models are durable enough to take damage with the best of them and keep flying.

Incom, the designers of the Headhunter, incorporated many of the Z-95's hull and ray-shielding features into their X-wing starfighter. In addition to in-system defense, Z-95s are used for ferry runs between planets and local space stations, and as shuttles between ships in a fleet. (For more information, see pages 82-83 of *Rebel Alliance Sourcebook*, and page 15 of *Star Wars Sourcebook*.)

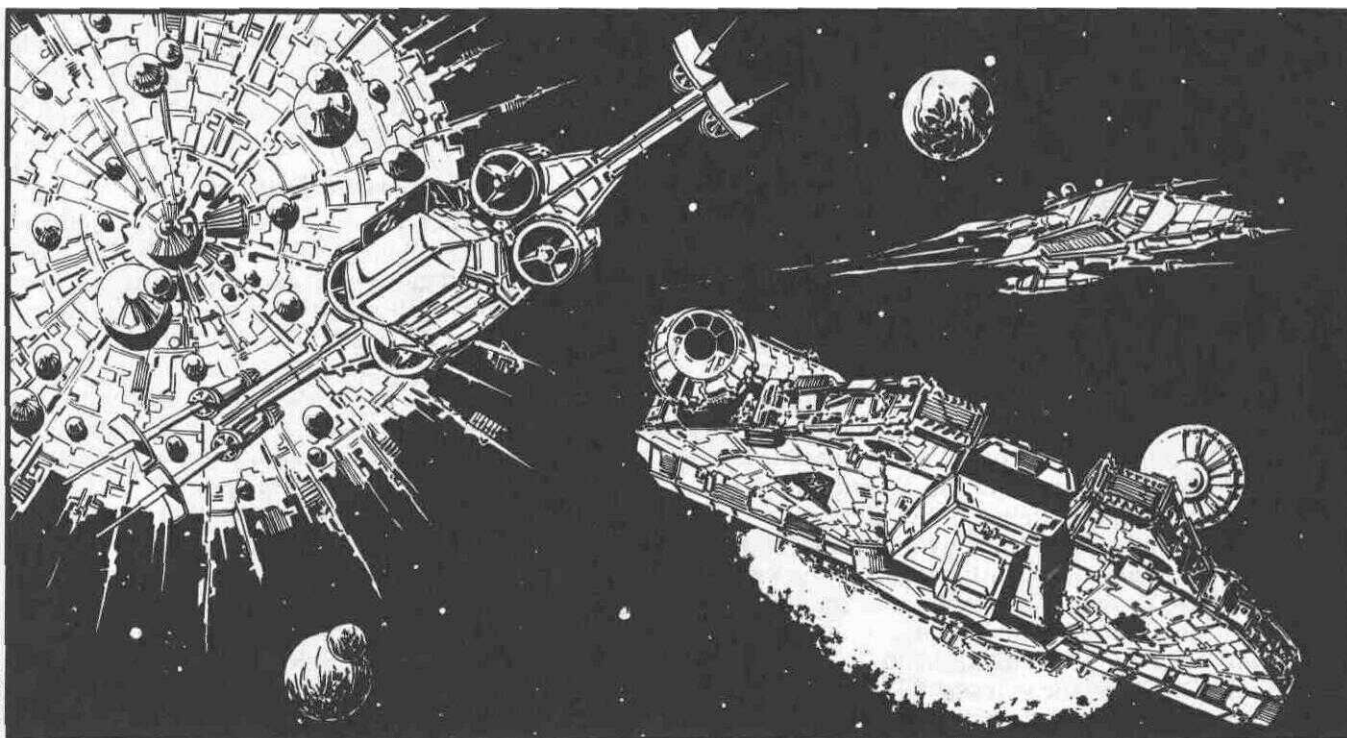
Incom/Subpro Z-95 Headhunter. Starfighter, *starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1*, maneuverability ID, space 7, atmosphere 400; 1,150 kmh, hull 4D, shields ID. Weapons: two triple blasters (fire-linked, fire control ID, space range 1-5/10/17, atmosphere range 100-500/1/1.7 km, damage 3D), concussion missiles (fire control ID, space range 1/3/7, atmosphere range 50-100/300/700 km, damage 7D).

Freighters and Yachts

Space Barges

Space barges are the core vehicles of intra-system commerce. They are heavy-duty short-range vessels, equipped with powerful engines and large cargo bays. Barges move cargo quickly and efficiently between large hyperspace haulers, orbiting storage holds, and planet-bound spaceports.

Many of the galaxy's Core Worlds are totally urbanized, relying on the goods of other planets to supply the food and raw materials they need to keep going. These worlds are surrounded by system-wide networks of



orbiting warehouses, storage holds, and docking stations through which food, fuel and other imported goods must pass on their way in from deep space. Space barges are responsible for quickly and efficiently transporting these goods.

There are many different models of space barges, but the W-class series is the most popular and widely used. Most are equipped with standardized docking ports and airlocks to facilitate cargo transfer. Those few that do not have the galactic standard ports must rely upon invisible force cylinders to establish a connection.

The standard W-class space barge carries a crew of three: pilot, co-pilot and fifth degree labor droid. Barges carry no armaments, as they usually operate within well-defended intra-system space lanes.

The limited speed, large cargo capacity and non-existent defenses make space barges tempting targets for pirates, smugglers, and even Imperial raiders. To take advantage of a full barge on a hauling run, raiders must strike fast, take what they can, and escape before system defenses can be brought to bear.

• **W-23 Space Barge**

Craft: Incom W-23 Star Hauler

Type: Intra-system space barge

Scale: Capital ship

Length: 80 meters

Skill: Space transports

Crew: 2, plus labor droid

Crew Skill: Space transports 4D, starship shields 3D

Cargo Capacity: 6,000 cubic meters with a maximum mass of 15,000 metric tons

Consumables: 1 month

Nav Computer: Yes

Maneuverability: 1D+1

Space: 3

Atmosphere: 260; 750kmh

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 30/1D+2

Focus: 1/1D

Light Freighters

Light freighters are among the smallest deep space transports operating in the Known Galaxy. These small trading vessels serve as the cornerstone of many independent transport businesses and can be found at even the most obscure spaceports. Once this class of ship was the backbone of galactic trade, but it has given way to the massive bulk freighters and container ships. However, with the growing need for transport ships in the New Republic, light freighters may enjoy a resurgence of popularity.

Light freighters come in a number of configuration designs, all built around a command pod and numerous cargo holds. Most have defensive weaponry to protect their cargo, and hyperdrive engines to move them quickly across the space lanes.

Perhaps the most famous light freighter is the *Millennium Falcon*. The *Falcon*, Han Solo's beloved ship, looks battered, out-of-date, and painfully slow. But there is more to the *Millennium Falcon* than meets the eye.

As a result of its numerous modifications, the *Falcon* constantly suffers from minor breakdowns. It takes every spare moment Han Solo and Chewbacca can find

to keep the *Millennium Falcon* in good repair and working condition. (For more information, see pages 39-44 of *Star Wars Sourcebook*.)

- **Stock Corellian YT-1300 Freighter**

Craft: Corellian YT-1300 Transport
Type: Stock light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transports
Crew: 1 to 2 (can coordinate)
Crew Skill: Varies tremendously
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: OD
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: OD
Sensors:
Passive: 10/OD
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
One Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2 km/2.5 km
Damage: 4D

- **Millennium Falcon**

Craft: Modified Corellian YT-1300
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transports
Crew: 2
Crew Skill: See Han Solo and Chewbacca
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Hyperdrive Multiplier: x1/2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 6D
Shields: 3D
Sensors:
Passive: SO/ID
Scan: 60/2D
Search: 75/3D
Focus: 4/4D
Weapons:
Two Quad Laser Cannon (fire separately)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

- **Two Concussion Missile Tubes**

(fire linked)
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

- **One Blaster Cannon** (retractable)

Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 4D (fired from cockpit)
Atmosphere Range: 1-50/100/250
Damage: 3D+2

Bulk Freighters

Bulk freighters are designed to carry a significant amount of cargo for their size. All freighters in this size category, no matter their make or model, can be described as space-going boxes with hyperdrives and sublight engines attached. Bulk freighters carry the majority of the galaxy's trade goods and are strong, sturdy, dependable craft. Fuel costs are reasonable, allowing owners to make substantial profits on full hauls. Another plus for these vessels is the fact that they are small enough to use most docking ports, cutting out the expense of using space barges to unload cargo in system.

An example of a bulk freighter is Talon Karrde's *Wild Karrde*, though the vessel is in no way a standard freighter. The *Wild Karrde* is a Corellian model that looks as though it has taken one too many lightspeed jumps in its day. Appearances, however, can be deceiving. Though its drive system appears to be manufacturer's standard, it has undergone a complete and massive upgrading. Under the control of a capable pilot, the *Wild Karrde* can maneuver much better than its size and shape would indicate, and it is faster than other vessels in its class.

Unlike most other bulk freighters, the *Wild Karrde* carries a full weapons system, a warship-class sensor package, an armor-reinforced hull, and a powerful shield generator. It has the tightest sensor stealth mode this side of an Imperial spy ship, and a top-of-the-line nav computer that few other freighter owners could ever hope to afford.

The interior of the *Wild Karrde* has also undergone modification. As the ship serves as Karrde's mobile headquarters, he has redesigned its features accordingly. The bridge and command deck has been refitted with the best components he could find. A large portion of the forward hold has been turned into a living/office area, complete with private bunks, high-quality food processing units, full baths, and Karrde's private office and apartment. The main hold has been left in place in case the ship ever needs to take on cargo. It also serves as an exercise area for Karrde's pet vornskrs. A permanent kennel has been installed off the main hold.

• **Bulk Freighter**

Craft: Corellian Action V Transport
Type: Medium bulk freighter
Scale: Capital ship
Length: 115 meters
Skill: Space transports: Action V Transport
Crew: 10
Crew Skill: Space transports 3D, shields 2D+2
Cargo Capacity: 80,500 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x4
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D+2
Shields: ID
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/1D
Focus: 1/1D

• **Wild Karrde**

Craft: Modified Corellian Action V! Transport
Type: Medium bulk freighter
Scale: Capital ship
Length: 125 meters
Skill: Space transports: Action VI Transport
Crew: 2:8
Crew Skill: See Talon Karrde and Mara Jade
Cargo Capacity: 50,000 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 3D
Sensors:
Passive: 40/2D
Scan: 80/2D+2
Search: 75/3D
Focus: 4/3D+1
Weapons:
Three Turbolasers (fire separately)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 5D
Sensor Mask:
Fire Arc: All
Skill: Sensors
Damage: Adds 4D+2 to difficulty to detect ship with sensors.

Personal Yachts

The rich of the galaxy get around in personal yachts - vessels of leisure, full of every comfort their owners can afford and imagine. Heads of state, corporate moguls, planetary royalty, and other wealthy galactic citizens use space yachts to travel the space lanes in comfort and style. No matter the size, make, model or expense, most space yachts follow a similar design. Each contains a command bridge for its flight crew, cabins for the passengers, a well-appointed galley,

whatever weapons and shields the owner feels comfortable with, and any other luxuries to fit his budget and tastes.

Because each space yacht is a unique and special vessel, beyond the basic configuration, there are no "typical" vessels. One interesting vessel is the *Lady Luck*, the pleasure yacht now owned by Lando Calrissian. Calrissian has only had the ship for a short time, and most of the modifications he has planned have yet to be implemented.

Lady Luck is a SoroSuub Personal Luxury Yacht 3000. The main deck of the space yacht features a fully appointed cockpit bridge. Calrissian had all of its flight systems, sensors, and comm units upgraded when he took possession of the craft. The galley includes a Gourmet Master 500 food processor and ample stores for up to one month (although this can be increased if Calrissian decides to forego fresh food in favor of travel rations). Six deluxe cabins still feature the decor of the previous owner — an Orthellin royal mistress from the Binarran Cloud who used the vessel as a traveling party palace. The lush double bunks, frilly curtains, and soft glow lamps speak of wealth. Calrissian has had time to install an aft control station for emergencies and secret cargo holds in case he ever needs to return to the smuggling game. He also placed a sabacc table in the rec area, complete with a droid brain opponent for those times when he must travel alone.

The observation level was one of the main features of the ship that attracted Calrissian. The open archways and large viewing ports make for a breathtaking sight as the ship travels through the starry depths of realspace or the colored swirls of hyperspace. Plenty of comfortable couches and a jet-stream meditation pool round out the upper-level decor.

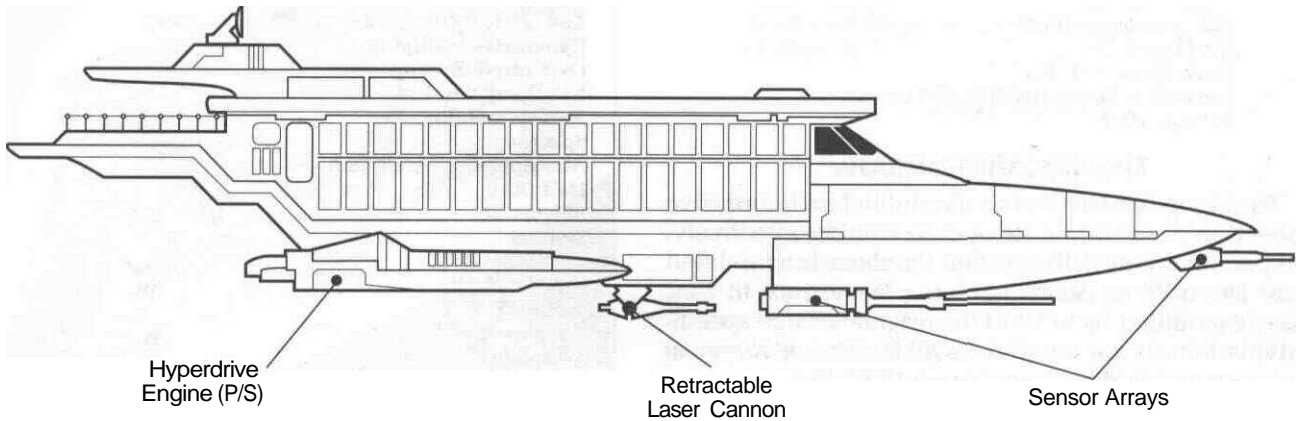
The engines have already been upgraded, and a simple slave circuit has been installed to start the craft by remote — for those times when Lando must make a hasty departure. He still plans to upgrade the hull, shield generators, and weapons systems when time allows.

• **Lady Luck**

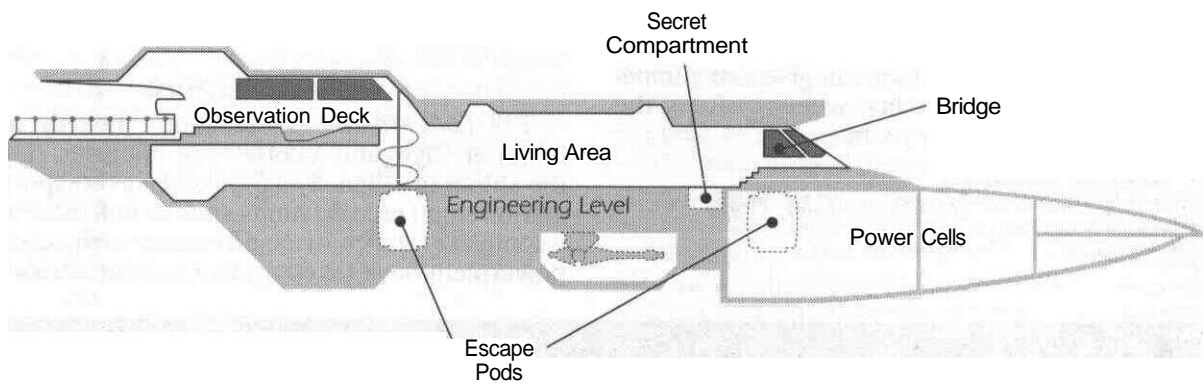
Craft: SoroSuub Luxury 3000
Type: Private Space Yacht, Modified
Scale: Starfighter
Length: 50 meters
Skill: Space transports: SoroSuub Luxury 3000
Crew: 1
Crew Skill: See Lando Calrissian
Passengers: 10
Cargo Capacity: 100 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: ID
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D+2
Shields: ID
Sensors:

Lady Luck

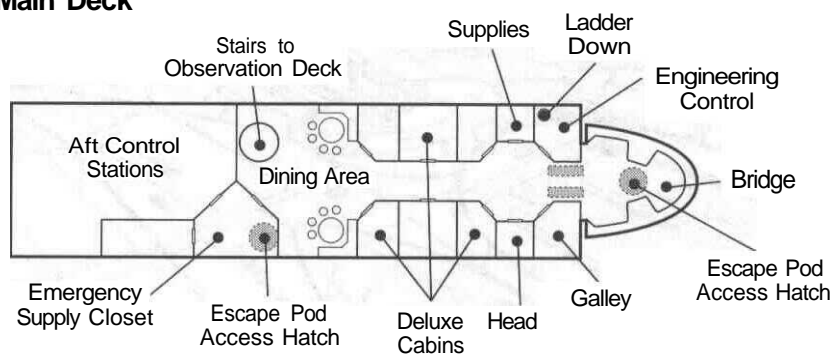
Side View - Exterior



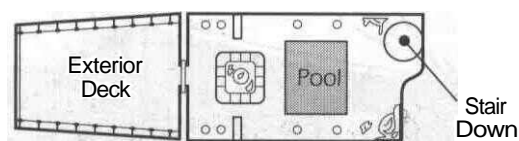
Side View - Interior



Top View - Main Deck



Top View - Observation Deck



Chapter Thirteen: Starships

Passive: 25/1D
Scan: 50/2D
Search: 75/2D+2
Focus: 3/3D

Weapons:

One Laser Cannon (retractable)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 2D+2

The Distant Rainbow

The smuggler Mazzic has assembled an impressive collection of ships that he operates rather effectively. His personal vessel, the *Distant Rainbow*, is a modified Kuat Drive Yards *Starwind*-class pleasure yacht that Mazzic modified far beyond the original design specifications. Mazzic apparently bought the *Distant Rainbow* from a retired Rodian smuggler who had decided to give up smuggling and space travel and settle on a nice, quiet planet in the Outer Rim Territories. The Rodian had no idea that Mazzic had some major plans for his yacht, which included substantially augmenting the vessel's weaponry, lift/mass ratio and sensor countermeasures package. Overall, the *Distant Rainbow* is capable of combat maneuvers that can give many Imperial ships a run for their credits, while retaining the grace and style of a pleasure yacht.

• The Distant Rainbow

Craft: Modified Kuat Drive Yards *Starwind*-class Pleasure Yacht
Type: Modified pleasure yacht
Length: 50 meters

Scale: Starfighter
Skill: Space transports: Starwind pleasure yacht
Crew: 5, gunners: 2, skeleton: 2/+5
Crew Skill: See Mazzic
Passengers: 10
Cargo Capacity: 2 metric tons
Consumables: 2 months
Cost: 1,610,000 (including modification costs)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
Shields: 3D
Sensors:

Passive: 10/0D
Scan: 25/1D
Search: 45/30
Focus: 3/4D

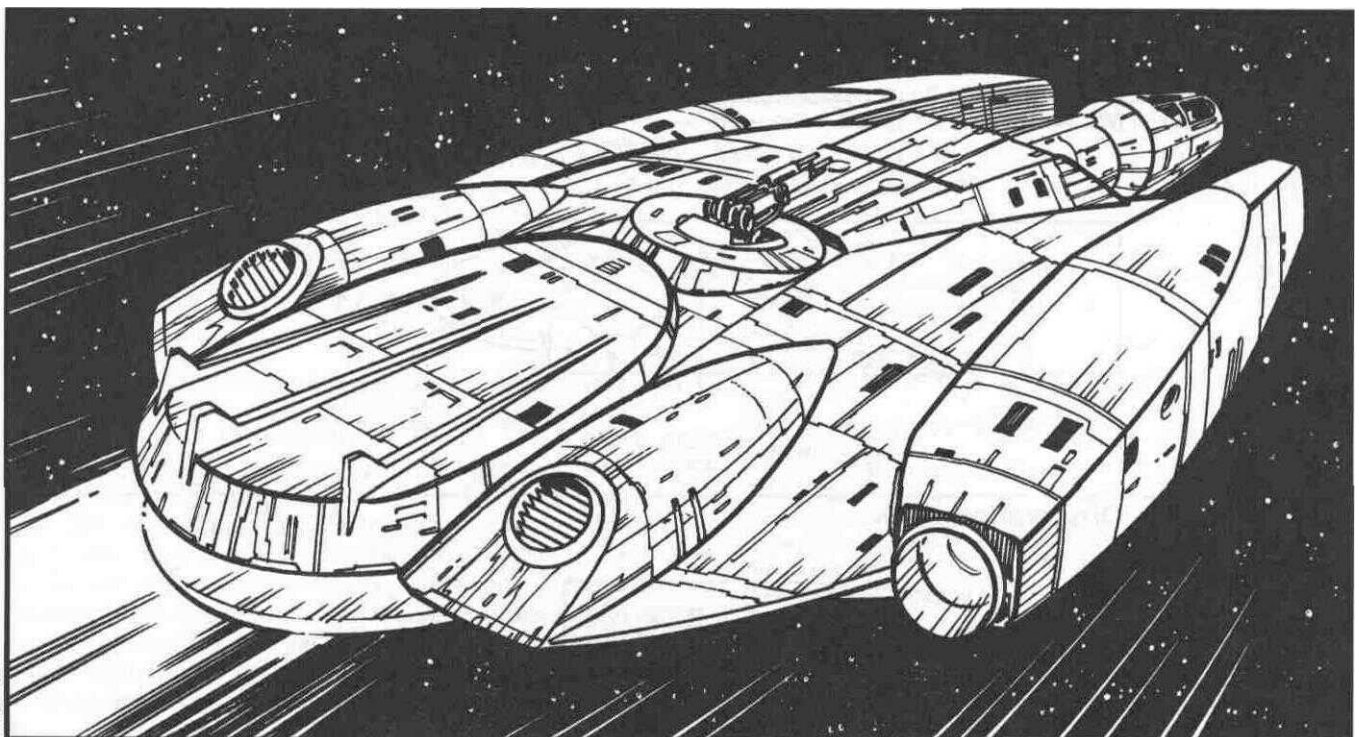
Weapons:

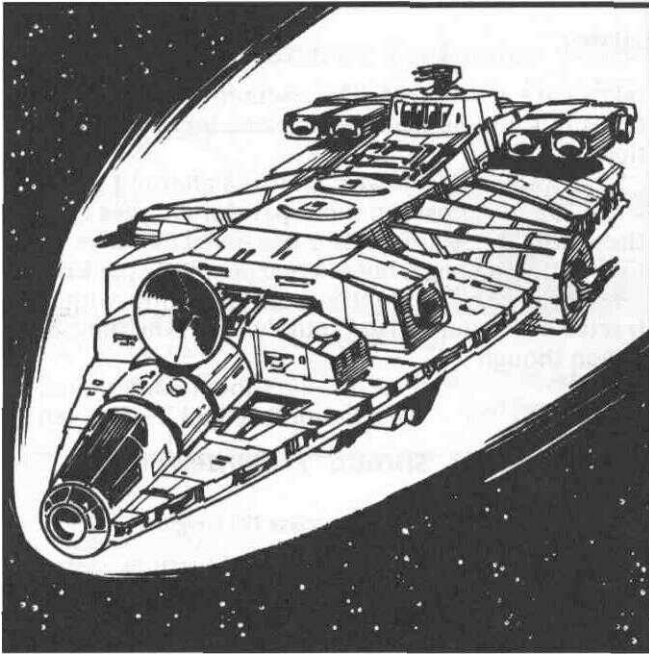
2 Quad Laser Cannon

Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Lady Sunfire

The *Lady Sunfire* is Clyngunn's heavily modified freighter. Clyngunn, a ZeHethbra smuggler, claims that the ship was originally a *Barloz*-class transport. Smuggler-oriented modifications such as enhanced engines, a complete (and contraband) sensor array and a larger powerplant have taken up much of the ship's original





cargo space. The vessel's original front-firing laser has been replaced by a trio of quad guns, one on the upper hull, and one each mounted on the port and starboard sides. A cluster of four concussion missile launchers is aimed aft and a military-quality countermeasures package has been installed, making this vessel extremely difficult to track.

• **Lady Sunfire**

Craft: Modified Corellian Engineering Corporation *Barloz*-class Heavy Freighter

Type: Modified medium freighter

Scale: Starfighter

Length: 41 meters

Skill: Space transports: Barloz freighter

Crew: 2, gunners: 1, skeleton: 1/+5

Crew Skill: See Clyngunn the ZeHethbra

Passengers: 4

Cargo Capacity: 70 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: ID

Space: 6

Atmosphere: 330; 950 kmh

Hull Code: 4D+2

Shields: ID

Sensors:

Passive: 10/OD

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Countermeasures Package: Add +1D to the difficulty for other ships to detect the *Lady Sunfire*.

Weapons:

3 Quad Turbolaser Batteries

Fire Arc: 1 front, 1 left, 1 right

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1

4 Concussion Missile Launchers (fire-linked)

Fire Arc: Rear

Crew: 1

Skill: Starship gunnery

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Shuttles

Assault Shuttles

Imperial assault shuttles are generally used to ferry Zero-G stormtroopers and other elite units to various combat zones throughout the galaxy. The *Beta*-class assault shuttle (the precursor to the Gamma-class shuttle that has seen such heavy usage in recent days) is a heavily armored and armed transport vessel. Tractor beam generators, concussion missile launchers and blaster cannons are standard weaponry, and the Empire has produced numerous variants for specific mission profiles.

Beta assault shuttles are sectional and modular. The permanent forward cockpit section has room for a command crew of five (three pilots can manage the ship if necessary). *Beta*-class assault shuttles are both atmospheric and space capable, and have a limited hyperdrive system.

The main body of the assault shuttle is modular. The spacetrooper module has room for 40 spacetroopers, with matching launch ports (for quick deployment) and power couplers (for recharging the suits). Other modules include traditional troop modules (with room for 68 troops and gear), weapons pods, or cargo bays. The permanent-use spacetrooper bay in the Gamma-class was adopted because of design flaws that were discovered in the *Beta*-class shuttle. The strains of the modular coupling system, and the associated stresses that were spread along the ship's entire internal structure, required a complete refitting of Betas after only two years of service. By going to the permanent bay system in the Gamma shuttles, the refitting was required only once every five years of service.

• **Beta-Class Assault Shuttle**

Craft: Telgorn Corp *Beta*-class Assault Shuttle

Type: Assault Shuttle

Scale: Capital

Length: 30 meters

Skill: Space transports: assault shuttle

Crew: 5, skeleton 3/+10

Crew Skill: Varies, but typically capital ship gunnery 5D, capital ship piloting 5D+1, capital ship shields 4D

Passengers: 40 (spacetroopers)

Cargo Capacity: 500 kilograms

Consumables: 5 days

Hyperdrive Multiplier: x3

Nav Computer: Limited to 3 jumps

Maneuverability: 1D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 3D

Luke's Freighter

"So you want to ask me about Luke's freighter? Hey, no problem. That was one of the first pieces of hardware I've ever worked on.

"You see, Skywalker was on some kind of covert mission, heading into Imperial space — Poderis, I think — and couldn't very well sail into one of Thrawn's strongholds in an X-wing, right?"

"Intelligence offered Luke the use of a cheap — we call 'em disposable down in the maintenance pool — freighter for him to use, but Skywalker figured that an Intelligence bucket wouldn't do him much good if Thrawn had set a trap for him. Light freighters sure ain't known for their combat ability.

"So we took this beat up ol' Ghtroc freighter, with countless thousands of flight hours logged on it, and converted it into a 'ferry.'

"You've never heard of a ferry? Wow. It's simple — a ferry is a big ship that carries a little ship. So we turned a Ghtroc freighter into a ferry for Skywalker's X-wing.

"First, we had to chop a landing bay out of the Ghtroc's superstructure, replacing bulkheads with temporary retaining walls. We hooked up some separator charges on the removable 'floor' and side panels, so when Skywalker activated the 'shroud' sequence, the panels would blow out and release the X-wing. Not exactly conventional maneuvers, eh?"

"Luke, he's really a pretty smart guy, right? For a farm boy, that is. And he says to me, 'Maybe some kind of shroud system should be installed in the cargo shunt area.' Luke must've been using some kind of mind reading power on me — I had just submitted blueprints on a new shroud system to Admiral Ackbar for approval.

"Y'see, the shroud system generally relies on more separator charges to distribute the trac-ref lective particles that make a 'covert shroud gambit' actually work. But, if the charges are improperly aligned or they fail to detonate — which is just too blasted common with commercial explosives — well, there goes your cover. Luke, he gives me the go-ahead to try out a new shroud deployment system I designed.

"We rigged up the cargo shunt — the device that helps move cargo from the storage bay to the unloading gate — to a small repulsorlift generator. Y'see, the shunt is just a sort of conveyor system, a minor repulsorlift unit that is used to move cargo back and forth inside the ship. We packed the shroud particles into the small cargo bay, and just pointed the shunt at the particles. When the shroud function is activated, the repulsorlift field comes on and actually pushes the particles against the front wall of the storage area. Then, the computer just pops open the unloading gate and explosive decompression

takes care of the rest. The vacuum pulls the particles out into space, creating one incredible particle cloud.

"Skywalker says it worked like a charm. I guess we've got to reposition the separator charges near the starfighter a little better because Luke says he took a little damage, but it's one neat little package for saving your choobies from someone with a tractor beam. Sure wish I could've seen the thing in action though ..."

— Gibbon Lightmoon,
New Republic Flight Technician

• **New Republic "Shroud" Freighter/Fighter System**

Craft: Modified Ghtroc Industries class 720 Freighter

Type: Modified light freighter

Scale: Starfighter

Length: 38 meters

Skill: Space transports: Ghtroc freighter

Crew: 1 (1 can coordinate), gunners: 1, 1 astromech droid

Crew Skill: See Luke Skywalker and R2-D2

Cargo Capacity: X-wing and 15 kilograms

Consumables: 1 week

Cost: 98,500 credits (for new freighter), 45,000 for additional modifications

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: ID

Space: 3

Atmosphere: 260; 750kmh

Hull Code: 2D+2

Shields: ID

Sensors:

Passive: 15/OD

Scan: 30/1D

Search: 50/3D

Focus: 2/4D

Weapons:

Double Laser Cannon

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 1D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Proton Torpedo Launcher

Fire Arc: Back

Skill: Starship gunnery

Fire Control: ID

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

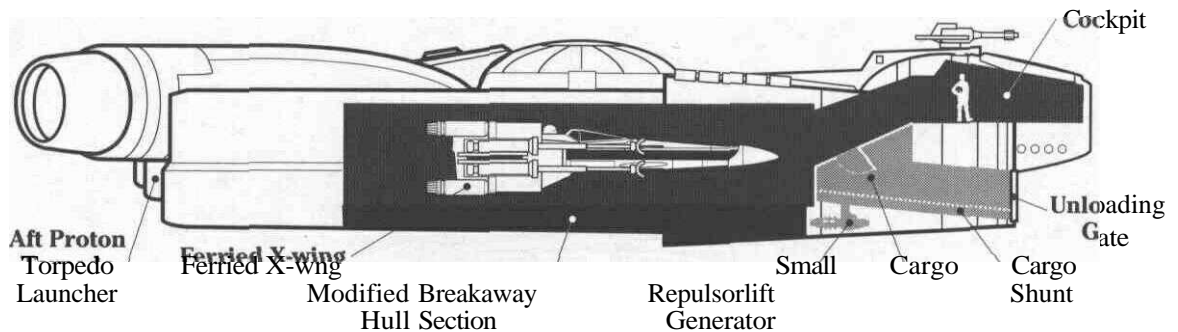
Damage: 7D

Special Modifications:

Starfighter Storage System: The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.

Shroud Package: A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficulty of all *sensors* checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

Ghtroc Freighter with Ferry/Covert Shroud System



Shields: 3D+2

Sensors:

Passive: 20/OD

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

4 Laser Cannons

Fire Arc: 2 front, 2 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 1D+2

Tractor Beam

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

Lambda Shuttles

Shuttles are small ships which ferry passengers or cargo between capital ships, space docks, and planets. They usually do not have hyperdrive engines, although some Imperial models do. Most have only light armaments and are clearly not intended for combat.

One particular type of shuttle in common usage, and integral to the Battle of Endor, is the Imperial Lambda-class shuttle. This Imperial shuttle can carry a twenty-man squad of soldiers and their supplies, or the equivalent. The shuttle is easily identified by its inverted Y shape, formed by three extended wings during flight. The two lower wings fold upward for landing.

The sleek cockpit has a bottom hatch which drops down to discharge personnel and cargo. It has a hyperdrive engine, as well as sublight and repulsorlift

drives. The Imperial shuttle is also more heavily armed than most, with five double laser cannons.

Though these vehicles are still primarily used by the Empire, the New Republic does have a number of captured Imperial shuttles in service, especially in Imperial City. The ships are normally used to ferry important ambassadors, although they have been pressed into hauling small, but important cargos.

• Imperial Shuttle

Craft: Sienar Fleet Systems Imperial Shuttle

Type: *Lambda-class* Shuttle

Scale: Starfighter

Length: 20 meters

Skill: Space transports: *Lambda* shuttle

Crew: 2; 2 can coordinate; gunners: 4; skeleton 1/4 10

Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D

Passengers: 10 (modified to hold up to 20)

Cargo Capacity: 80 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D

Shields: 1D+2

Weapons:

Three Double Blaster Cannons

Fire Arc: 2 front, 1 back

Crew: 3

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Two Double Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

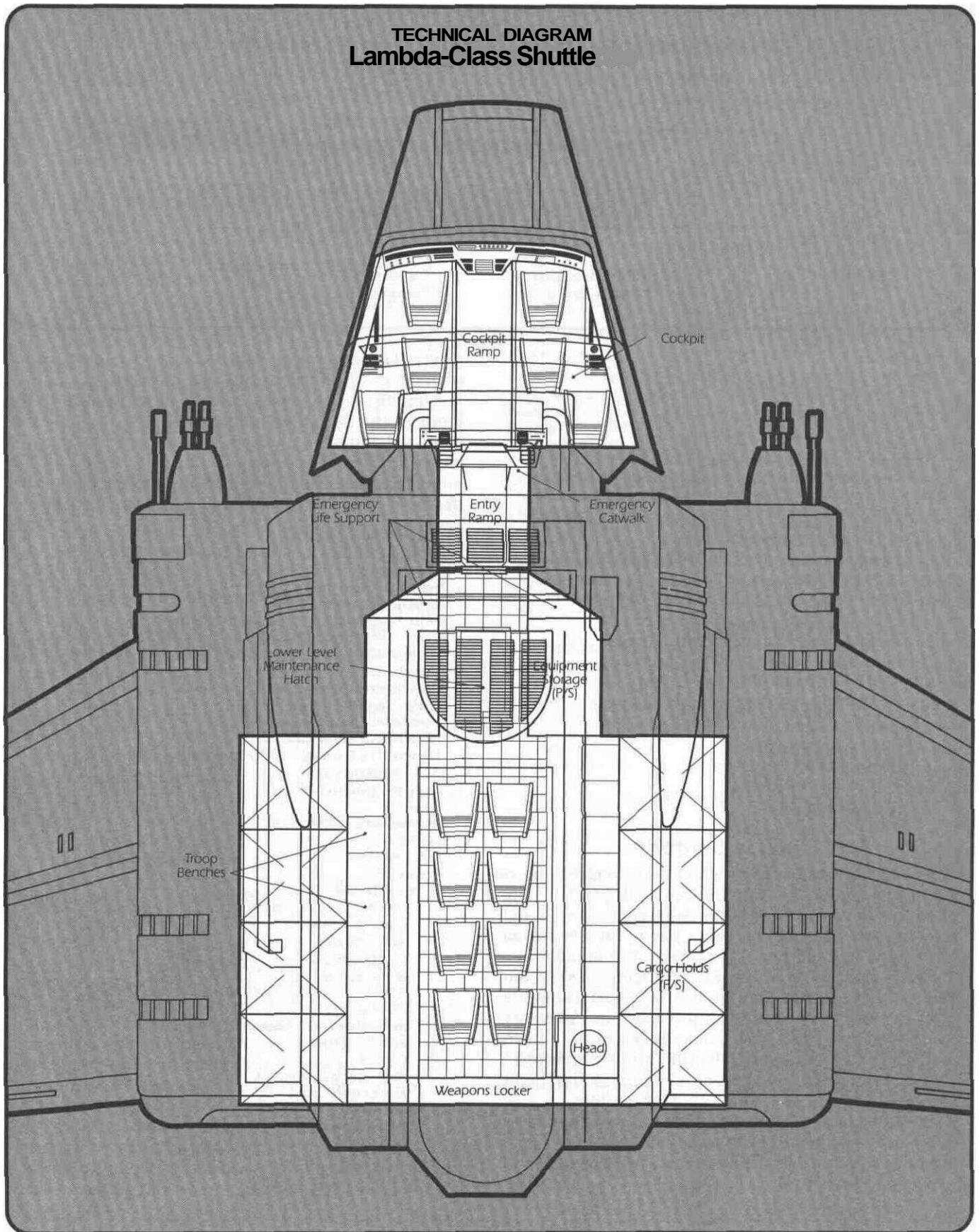
Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-4/12/25

Atmosphere Range: 100-400/1.2/2.5 km

Damage: 4D



Special Utility Vessels

Shieldships

Shieldships are unique vessels, conceived by Lando Calrissian and built to his specifications for use in the Athega star system. Lando Calrissian came up with the design while planning his mining operation on the planet Nkllon. Nkllon is a world of vast riches, but any ship approaching the world would have its shielding, hull and sensors burned out by its sun's intense rays. Lando designed the shieldships to provide protection to incoming ships so the world could safely be settled and mined. He gave his design to the engineers at the newly-created Republic Engineering Corporation and commissioned them to build the vessels.

Shieldships resemble monstrous flying umbrellas. A curved dish, fully half as big across as an Imperial Star Destroyer, provides protection from the sun's rays. The underside of the dish is ridged with tubes, fins and cooling gear. The pumping and storage equipment circulates coolant that keeps the dish from burning up during the shieldship's trip inward. They start their journeys on the outer rim of the system at shieldship depots. Here they meet incoming freighters. Once the shieldship pilot takes command of the freighter's slave circuits, he makes a short jump into the heart of the system, safely towing the freighter in the cool of its artificial shadow.

Beneath the dish is a thick cylindrical pylon. The pylon reaches back half as far as the dish is wide. Its far end bristles with huge radiator fins. In the center of the pylon sits the tug that drives the whole contraption. The ships are maintenance-intensive, and require constant replacement of coolant and cooling gear. The shield generators also require constant overhauls to be kept at maximum efficiency.

Lando has twelve shieldships currently operating in Athega system, although due to the maintenance schedule, seldom are more than three in service at any given time.

- **Shieldship**

Craft: Republic Engineering Corporation Heat-Resistant Escort Vehicle

Type: Shieldship

Scale: Capital Ship

Length: 800 meters wide (dish), 400 meters long (tug pylon)

Crew: 1

Cargo Capacity: 25 kilograms

Consumables: 1 month

Hyperdrive Multiplier: x2

Hyperdrive Backup: x20

Nav Computer: Yes

Space: 4

Hull: 4D

Shields: 2D

Sensors:

Passive: 10/OD

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Turbolaser

Fire Arc: Turret

Crew: 1 (pilot)

Scale: Starfighter

Fire Control: 2D

Space Range: 1-5/10/17

Damage: 4D

Skipray Blastboats

Blastboats are a combination of fast starfighters and heavily-armed capital ships. They are swift enough to overtake most system intruders, and come equipped with powerful ship-board armaments. They operate equally well in atmosphere, on patrol duty in the far reaches of a solar system, or performing fleet point duties with or without Starfighter support.

Sienar's GAT Blastboat series was the Empire's standard gunship for demanding point missions and patrol assignments. It never became popular with the Fleet, although some are in use; Sienar dumped the excess ships on the open market, and many have found their way into local militias, smuggler camps and other small military and paramilitary forces.

To take advantage of its exceptional armament, blastboats are deployed in areas where combat is likely. The GAT was the smallest Imperial Naval vessel to be equipped with hyperdrives. Although these craft are usually planet- or space station-bound, they routinely patrol entire sectors.

The most popular model in use these days is the GAT-12j "Skipray," a power-boosted, combat-oriented blastboat slightly modified over the original 12h. The blastboat is considered a capital ship not because of its size, but because of its mission profile. It also has the armament to take on smaller capital ships.

Talon Karrde's smuggling organization used Skiprays as planetary defense ships. The aerodynamic Skipray performs exceptionally well in atmosphere, easily executing maneuvers normally only possible by high-performance airspeeders. In space combat it suffers in the maneuverability department, relying on speed and surprise to deliver devastating first attacks.

The Skipray has two stabilizer fins, one located dorsally and one ventrally. They are attached to the main body of the Skipray by a rotating sleeve around the sublight engine. The fins are rotated to the horizontal plane for landing, although they lock in the vertical for combat and flight.

- **Skipray Blastboat**

Craft: Sienar Fleet Systems GAT-12J Skipray

Type: Defense/Patrol Skipray Blastboat

Scale: Capital Ship (due to armament power)

Length: 25 meters

Crew: 4

Crew Skill: Astrogation 4D, capital ship gunnery 5D, Starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1

Cargo Capacity: 20 metric tons

Consumables: 1 month

Hyperdrive Multiplier: x2

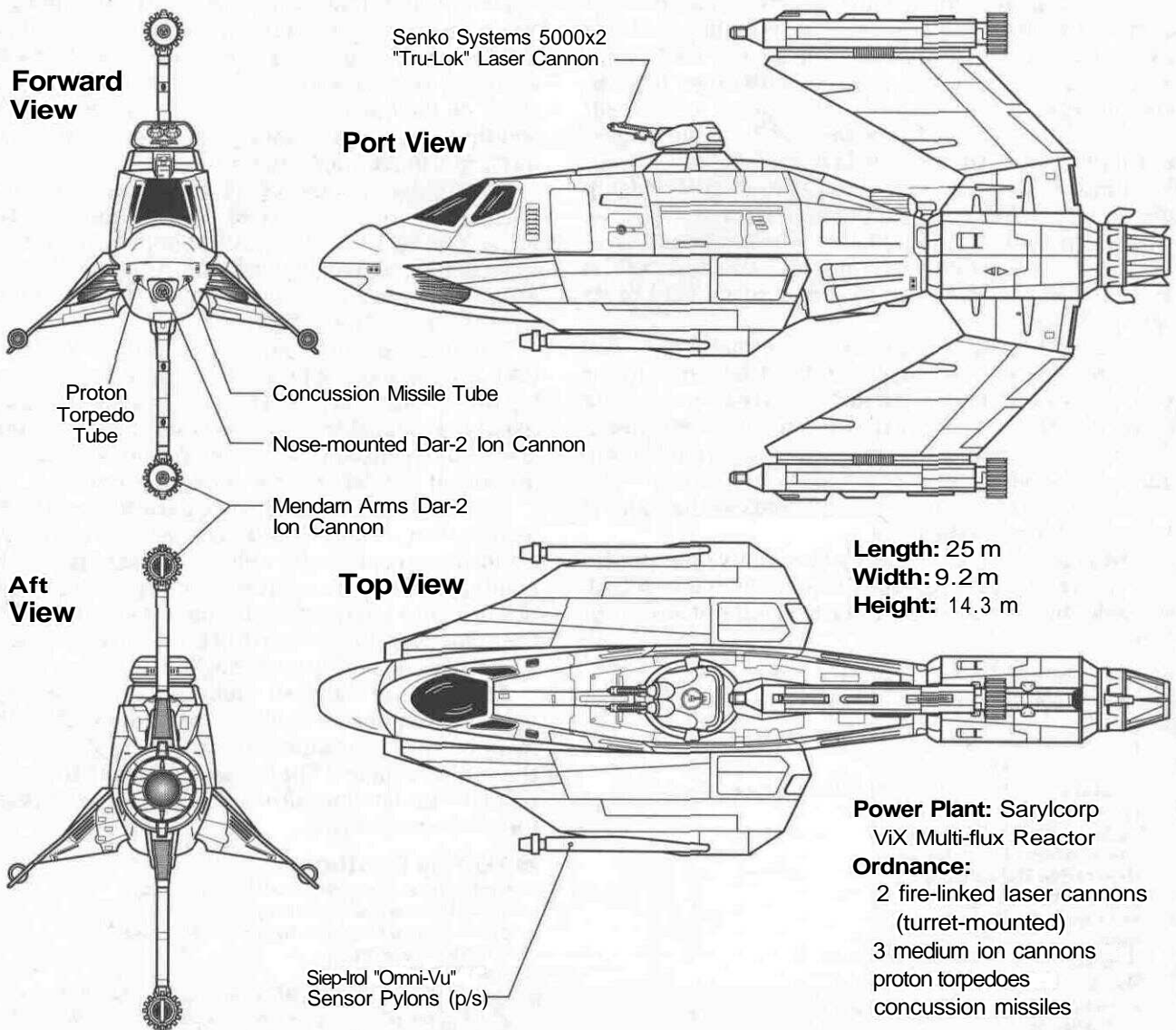
Nav Computer: Yes (4-jump limit)



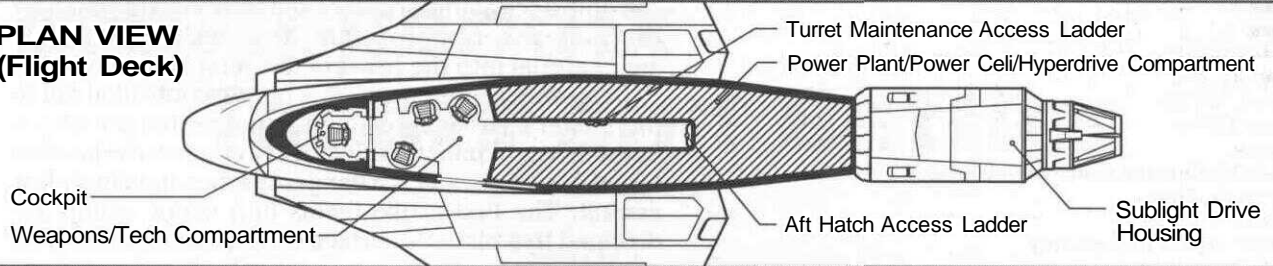
GAT-12j "Skipray"

Defense/Patrol Blastboat General Specifications

FLIGHT CONFIGURATION

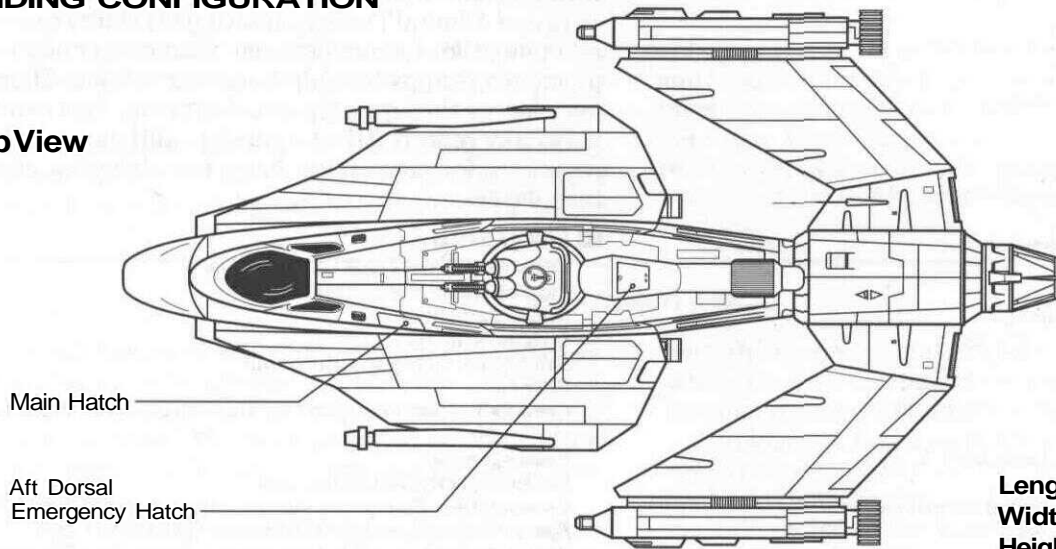


**PLAN VIEW
(Flight Deck)**



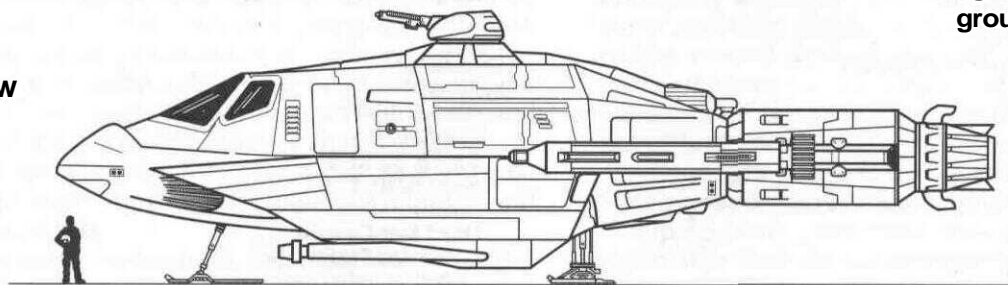
LANDING CONFIGURATION

Top View

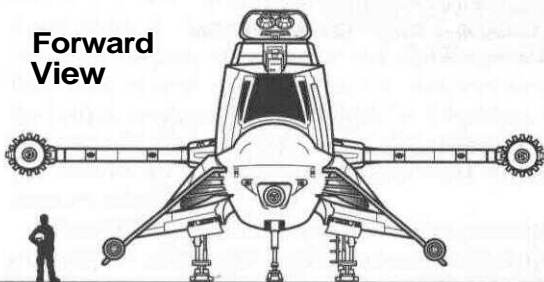


Length: 25 m
Width: 14.3 m
Height (from ground): 7.2 m

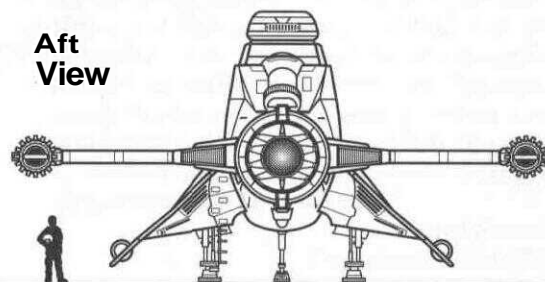
Port View



Forward View



Aft View



Space: 8

Atmosphere: 415; 1,200 kmh

Maneuverability: 1D+2 (2D+2 in atmosphere)

Hull: 2D+1

Shields: 2D

Sensors:

Passive: 35/1D

Scan: 60/10+2

Search: 100/2D

Focus: 3/2D+2

Weapons:

Three Medium Ion Cannons (fire linked)

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Two Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: ID

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Proton Torpedo Launcher

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: ID

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

Concussion Missile Launcher

Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: ID

Space Range: 1/3/7

Atmosphere Range: 1-50/100/250

Damage: 6D

Drop-Ships

The massive warships employed by both the Empire and New Republic cannot make planetfall, and many can only dock at the largest space stations. However, all carry a number of drop-ships to quickly drop troops and material into the heart of a combat zone.

Drop-ships suffer through a barely controlled fall to the planet's surface, relying upon massive but short-burst drives to pull the ship out of a crash in the last few seconds — the result is a dangerous, but amazingly fast assault. The first strike teams in a major action are dropped to a planet's surface with these vessels; once a permanent base has been established on the surface, additional supplies and troops can be ferried down with conventional ships.

Grand Admiral Thrawn, showing his ability to use his equipment for unconventional actions, has begun applying drop-ships for ship boarding actions. They deliver forces through ship docking ports. This can be a very risky venture if the target ship still has operational weapons, for drop-ships have few defenses against turbolasers.

• Drop-Ship

Craft: Kuat Drive Yards Landing Brick F7

Type: Medium troop drop-ship

Scale: Starfighter

Length: 60 meters

Skill: Space transports: drop-ship

Crew: 3

Crew Skill: Space transports 4D, Starship gunnery 3D+1, Starship shields 3D

Passengers: 40

Cargo Capacity: 250 metric tons

Consumables: Emergency rations, 2 days

Space: 10 (during drop); 2 (on return flight)

Atmosphere: 415; 1,200 kmh (during drop); 225; 650 kmh (on return flight)

Hull: 5D

Shields: ID

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 30/10+2

Focus: 1/2D+2

Weapons:

One Laser Cannon

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: ID

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

Appendix

Tactics and Battles

From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was recorded shortly after the destruction of Mount Tantiss.

The events of the last few months have been punctuated by some of the fiercest and most grueling battles in the history of the war against the Empire. The tactics

of beings like Admiral Ackbar, Grand Admiral Thrawn and Senator Garm Bel Iblis have led to strategy innovations at a rate unprecedented since the darkest days of the Clone Wars. To paint a more complete picture of recent events, the Provisional Council has ordered an account of the battle strategies used.

The Cracken Twist

"Pash Cracken? Yeah, he's a sharp guy. Sharp as his pappy, he is. Lemme tell ya, I was at Xyquine when it fell, and it was Pash who pulled our choobies out o' the oven. That fool stunt of his — the Cracken Twist they call it now — was so simple it was brilliant.

"See, I was in the control room at Xyquine station when the outer system sensor beacons all went off-line, all at once. The beacons are virtually foolproof, y' know, all redundant backups, self-repairing, the works. It was unthinkable for all of them to vape out at once, so I punched through an alert call, and notified the watch commander that we had a real bad situation brewin'. Fifty sensor-drones goin' belly-up only meant one thing: the Imperials found us and were comin' in.

"The watch commander, a Mon Cal name o' Gingal, he says we have about 20 minutes to get the blazes out o' the system and starts to announce the usual evac procedure over the speakers. Then Pash — he's just a wing commander, mind you — he crashes into the control room, grabs the commander's arm, and says, 'Begging the commander's pardon, sir, but the evac won't work as you've described it.' Gingal jus' blinks for a second and says 'And why is that, commander?'

"Pash just grins and says 'Sir, they can monitor all our ship-to-ship transmissions once we get up there. But I've got an idea ...' He clicks on the comlink and announces to all pilots to subtract the number two

from the second digit o' the exit vector coordinates when they receive their jump instructions from the command center."

"Now Gingal, he's a smart Mon Cal, but he's never seen too much field duty. He didn't quite get what Pash was doin', but I did. Y'see, when you broadcast yer exit vector to the Imperials, yer asking for an unfriendly welcoming committee at yer exit point, right? And then Gingal, he gets it. If we just *add* two to the second digit of each coordinate when we transmit them to our ships, our exit vector will appear to be accurate enough to fool the Imperials, but off just enough to throw a chase party off by a couple o' light years. And then Pash, he smiles real wide, and says to Commander Gingal, 'Cracken Flight Group requests permission to make the Imperials reconsider their attack strategy, sir!'

"And when he gets the nod from Gingal, his fighter wing lights outta Xyquine and does some of the *finest* flying I have ever had the privilege of witnessin'. I'm sure the Imperials thought they had caught us with our trousers down, judgin' by how nasty Pash's squadron fought. I never saw a fighter wing take out a *Victory-class* Star Destroyer before ... and we got all our ships away besides. Not one single transport got tagged. "

— Motto Shemson, Head
Communications Technician,
3rd Platoon,

New Republic Communication Group,
Atrivis Sector



The Battle at Ukio

Perhaps one of the most technically demanding and ingenious attacks of the war was launched against the planet Ukio. Ukio, one of the New Republic's key agricultural production facilities, was conquered by the Empire with its shield generators *intact*.

Studying evidence provided by eyewitnesses, a clear picture is painted of the cunning of Thrawn and his attack.

Piecing together information from intelligence reports and eyewitness accounts, the true nature of Thrawn's plan becomes clear: the loss of Ukio was the result of a well-executed hoax. Employing the Force-enhanced coordination skills of Joruus C'baoth and utilizing the Emperor's cloaking-shield technology, Thrawn was able to convince the citizens of Ukio that the Empire had developed a super weapon capable of penetrating planetary shields with no discernible effort.

New Republic Intelligence revealed that Thrawn possessed a working cloaking device, though conventional military wisdom states that such a device is impractical because it blinds the user's sensors as well as the opponent's. Thrawn apparently did not subscribe to *conventional* military wisdom and found an incredibly shrewd use for the device.

When the leader of the Ukian people refused to surrender, the Star Destroyer *Chimaera* opened fire ... straight through the shield. Faced with the impossible — a weapon that penetrated the shields — and against which the Ukians had no defense, Ukio surrendered.

In reality, Thrawn was able to cloak four small *Carrack-*

class cruisers and well before the attack place them in Ukio's atmosphere, underneath the boundary of the planet's shields (50 kilometers above the planet's surface). There, undetectable to Ukian sensors, the Imperial vessels remained hidden, until the Imperial fleet appeared, demanding surrender.

Thrawn ordered the Imperial fleet to open fire on Ukio. The Ukians then registered repeated hits on the planetary surface. To the Ukians, it appeared that the Empire had developed turbolasers that could fire directly through planetary shields. In reality, the tactic was an elaborate trick. Using the Force powers of Joruus C'baoth, the Empire aligned the Carrack cruisers to precise coordinates directly underneath the Imperial Star Destroyer in upper orbit, C'baoth coordinated the shots of the Star Destroyer with salvos from the cloaked Carrack cruisers. While the Star Destroyer's shots were absorbed by the energy shield, the Carracks, underneath the shield, were able to deliver pinpoint shots following the exact trajectory of the Star Destroyer's salvos. C'baoth maintained constant mental contact with the vessels' crews and controlled their movements and firing patterns to create multiple simultaneous firings. Faced with the threat of total destruction, Ukio had no choice but to surrender.

Thrawn's victory at Ukio achieved a twofold objective. First, the capture and subjugation of a huge agricultural production facility had tremendous supply benefits to the Empire. Second, the idea of another Imperial super weapon wreaking havoc on the planets of the New Republic was a huge propaganda victory for the Empire, and it came at a time when New Republic

News From Ukio

From the datapad journal of Voren Na'al, Director of New Republic Council Research.

The conquest of Ukio was a major propaganda boost for the Empire, and received widespread attention throughout the galaxy. Virtually every major news service and information network carried the news of the battle from the heart of the New Republic to the outermost newly settled territories. I find it *extremely* interesting (and occasionally amusing) to note the wildly different opinions expressed by the various reports and editorials, from news sources both reputable and lurid:

TriNebulon News report, DataPage 1023.1:

"Unconfirmed reports from the planet Ukio have alluded to a new 'super weapon' the Empire has used to subdue the planet. Casualty reports range from the thousands to the millions, and rumors abound of a new Death Star-type weapon in the service of the Empire.

"An unidentified official, believed to be from the shield operation division of the Ukian Defense Service, has claimed that Ukio was attacked by a ship or creature with wings of fire, that launched plasma-based attacks straight through the energy field. This official states, 'The demon-beast is a creature from Ukian mythology: it is called the X'Cal, and is a harbinger of the planet's destruction. The end of our time must be near, especially if the Empire has bent the X'Cal to its will ...'"

Imperial HoloVision News report, DataPage 8723.834:

"Loyal Citizens: The Empire has once again struck a terrifying blow to the upstart government that is, at heart, the so-called 'Rebel Alliance.'

"The terrorists who have installed themselves in the place of Emperor Palpatine cower before the might of the Empire. The planet Ukio was recently liberated from this presumptuous 'New Republic' by the superior tactics and firepower of the Imperial Navy.

"Ukio's freedom means an elimination of Republic foodstuff tariffs on Ukio. Presumably, Imperial tax levels will fall back to their previous level ..."

Sektor 242 NewsLine report, DataPage 3642.3:

"The recent spate of reports from the planet Ukio have led to almost universal panic among the member worlds of the New Republic. The Empire's new 'super weapon' (if it exists) may manage to cause considerable trouble for the fledgling government.

"It is important to note, however, that all reports of the devastating power of this alleged weapon are strictly rumor and conjecture. A minimum of hard data has escaped from Ukio, and most of it through questionable or pro-Imperial propaganda channels. It is equally likely that the Empire has developed a new, unexpected subterfuge, strategy or tactic to capture Ukio, rather than developing the technology required to render shield generators useless ..."

morale was very low. Since the victory was so decisive, it received widespread dissemination throughout Republic and Imperial space.

The Siege of Coruscant

Symbols are extremely important to the New Republic. That the new government has taken the traditional capital of the Empire, and the Republic before it, is an important symbol of change to the galaxy. The fact that Thrawn could so masterfully manipulate this symbolism to his own advantage underscores the importance of the Siege of Coruscant.

Thrawn's attack was sudden, unpredictable, and timed when there was no clear leader of the New Republic defense force on Coruscant. Admiral Ackbar was away from Coruscant on other fleet duties. Garm Bel Iblis, a brilliant tactician in his own right, was unable to take command because at the time he was still independent of the Republic's power structure (not to mention the fundamental distrust of each other he and Mon Mothma shared). That left Admiral Drayson, a competent if somewhat uninspired tactician, in command.

Thrawn's forces were devastating Drayson's starfighter and capital ship defense, due in part to Drayson's inability to utilize the strengths of the Golan defense platforms protecting Coruscant. Drayson was ordering the Republic ships to stage their defense in high orbit over Coruscant, forcing the Republic forces to battle toe-to-toe with the more heavily armed and more numerous Imperial ships. The Golans' weapons were not accurate enough at that range to be useful: the weapons were just as likely to hit friendly Republic vessels and the enemy Imperials.

As the battle began to "turn ugly," Bel Iblis assumed command. Bel Iblis immediately ordered New Republic vessels back towards the planet to force Imperial ships to come within range of the planetary defenses. Shortly thereafter, Thrawn's master plan became evident; Bel Iblis had played right into Thrawn's hands.

Instead of following the Republic ships, and thereby coming into range of the Golan platforms, the tractor beam emplacements of the attacking Star Destroyer began registering multiple launches — numbering in the hundreds — but New Republic sensor sweeps indicated that nothing was launched. Then, a collision between a New Republic ship and *something* revealed



to the New Republic tacticians that the Imperials were indeed up to something. Bel Iblis fired ion beams at the area near the collision, and managed to find the object the New Republic ship had struck: a cloaked asteroid.

Then, the New Republic determined that the Imperials had made over 270 such "empty launches" — there were potentially that many undetectable cloaked asteroids orbiting Coruscant. The Imperial strike force retreated, leaving the New Republic to sort out exactly what to do. If the planetary shields were lowered, undetectable asteroids could fall to the planet's surface, killing millions of civilians. Coruscant was effectively cut off from the rest of the galaxy.

The cunning of the plan was remarkable; Thrawn knew he could deal yet another telling blow to the New Republic's morale by isolating its leadership, without unnecessarily tying up his forces in a drawn out siege.

The military minds on Coruscant developed a plan to locate the hidden asteroids: by distributing sensor-reflective dust in low orbit, and then bombarding the dust cloud with a negative ion beam (re-polarizing the dust), the dust particles repelled each other and spread out, showing "turbulence" in the sensor readings where the asteroids passed through the clouds. The plan was a limited success; it could only be employed in small areas in a time consuming process.

The siege was broken by the timely arrival of Talon Karrde, who provided evidence of the true number of asteroids in orbit. He had learned this information during the smuggler attack on the Bilbringi shipyards, although at the time he did not realize the significance of what he had discovered. Grand Admiral Thrawn had launched a mere 22 asteroids over Coruscant. The other launches the New Republic detected were "empty," yet had effectively stopped the Republic's government.

Screen Formation

Wedge Antilles, leader of the legendary Rogue Squadron, has been instrumental in the development of new and daring starfighter maneuvers and tactics. Perhaps the most unusual of Antilles's maneuvers is the "screen formation."

The screen is used to provide maximum coverage for an unprotected vessel, while using a minimum of starfighter cover. While it is very useful, the maneuver requires a great deal of skill and timing (and more than a little nerve).

The screen formation centers around the unprotected vessel. The escort starfighters form an intricate "sphere" around the ship. Rather than maintaining positions relative to the protected ship, the starfighters constantly swap position.

On the average, six or more starfighters are used to cover the central vessel. One starfighter flies ahead of the central vessel, one flies behind, one to port, one to starboard, and when possible, one each above and below the protected vessel.

Starfighters in the screen formation "swap" position at short intervals with their "adjacent" starfighters. For example, the ship in the fore moves aft, the starboard fighter moves port, and so on.

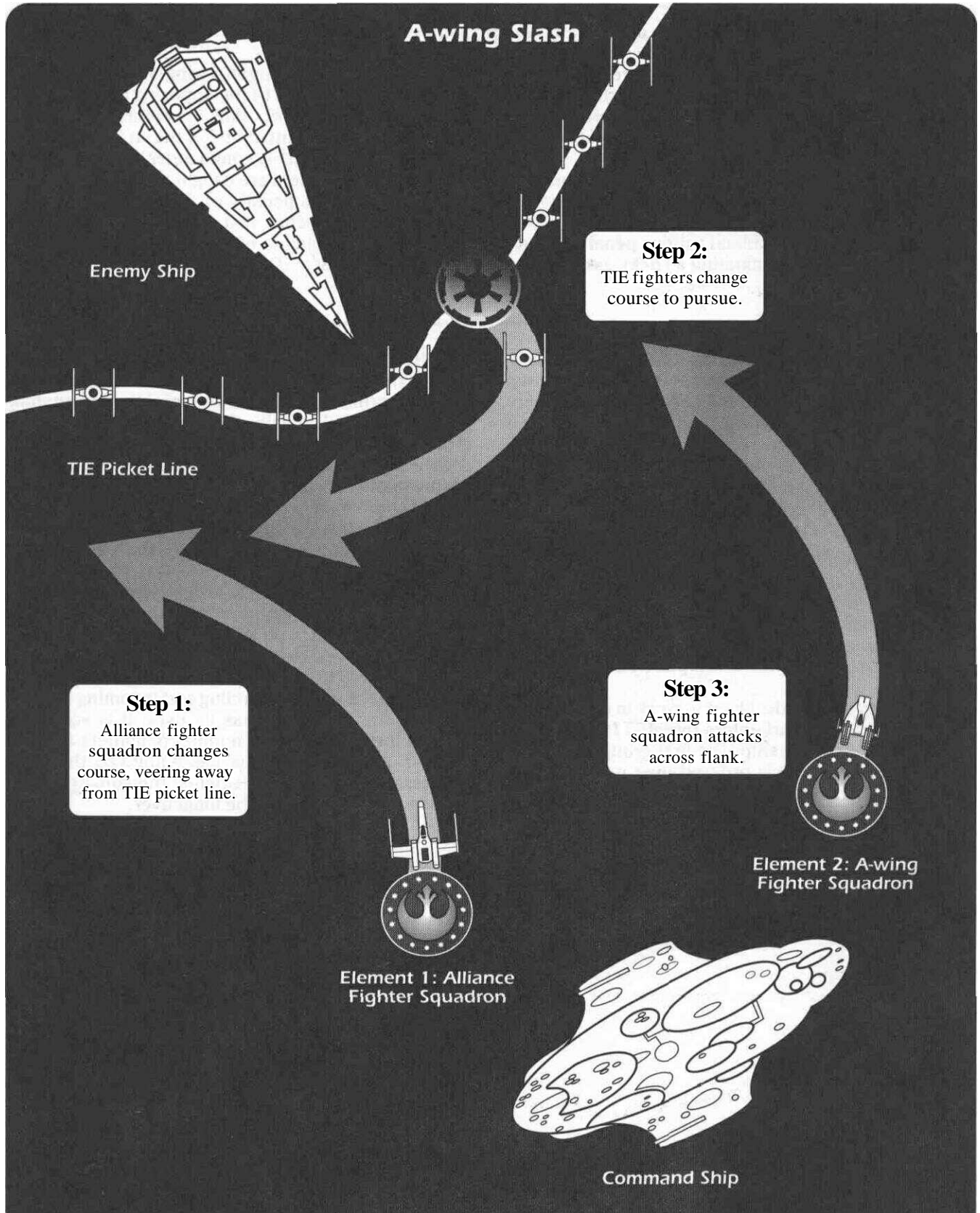
The screen formation has been used effectively as a distraction before a "Cracken Twist." Since a Cracken Twist is used to confuse enemy eavesdroppers, the phrase "Cracken Twist" is what usually initiates a screen, before jumping to hyperspace. Screening fighters maintain the "zigzag" pattern as long as possible before

Screen Formation (Optional Rule)

In game terms, a screen formation can be utilized by three or more starfighters. It is assumed that the player characters have pre-arranged a flight order and a jump pattern, and as such players must declare the pattern in advance.

Each maneuver in the screen formation requires an *Easy starfighter piloting* roll when cover is provided by three or four starfighters. Cover by five or six starfighters requires a *Moderate starfighter piloting* check for each maneuver. Seven or more fighters in formation require a *Difficult starfighter piloting* roll for each maneuver. The central vessel must make *Easy piloting* rolls for each round that starfighters are providing cover in formation. Pilots failing this roll by one to five points add +5 to the difficulty of the next piloting check; pilots failing this roll by six or more points collide with one of the other ships (determine randomly), doing 4D damage to each.

If the screen formation check is successful, any enemy ships suffer an increased difficulty of +2D to attack the screened ship.



A-wing Slash (Optional Rule)

In game terms, the A-wing slash requires two elements of starfighters. The first element may consist of any starfighters. The second element must consist of fighters that are faster than the attacking enemy ships.

A central commander directing the assault is preferred, though a starfighter pilot can order one. If a starfighter pilot attempts an A-wing slash, he or she suffers from a combined actions penalty: flying a starfighter and coordinating a tricky assault maneuver is not easy.

Commanders directing an A-wing slash must make an opposed *tactics* roll (if the opposing commander does not have the *tactics* skill, the commander may roll their *Knowledge* attribute). If the attacking commander beats the enemy commander by six or more points, enemy fighters are caught off guard for one round and suffer a penalty of -ID to all maneuver actions. If the *tactics* roll is unsuccessful, the commander's timing is off and the first element's starfighters are at a -ID penalty for that and the next round.

jumping to hyperspace to further confuse enemy tracking efforts. Often, squadron leaders will tailor the actual jump order to avoid predictability in combat. The only real constant is that the fore, aft and protected vessel all jump at roughly the same time.

Wedge Antilles developed this maneuver to augment the unpredictability of the Cracken Twist, and it has proven both an excellent distraction and means of providing fighter cover for unprotected and poorly armored transport vessels.

A-wing Slash

Another useful maneuver for starfighter engagements during which enemy vessels can intercept transmissions is the "A-wing slash," developed by General Garni Bel Iblis.

The A-wing slash is designed to work in conjunction with two groups of starfighters directed from a "base ship," usually a capital ship. The first group of fighters (X-wings, for example) is ordered over normal battle transmission channels to alter course, usually away

from incoming fighters. As the enemy fighters turn to engage the first group of X-wings, a second group of fighters, normally A-wings, "slashes" at the enemy ships' flank at full speed. Usually, the distraction of the X-wing group of target fighters, combined with the firepower and the awesome speed of the A-wing fighters, confuses enemy pilots enough for the Republic fighters to gain a critical combat advantage. Enemy fighters that are not destroyed by the A-wings are then finished off by the X-wings. When employed successfully, the A-wing slash is devastating.

This particular maneuver is best used at the "sentry line" of an enemy capital ship. If the sentry vessels ignore the A-wings to pursue the first group of fighters, the A-wings have a clear shot at the enemy capital ship. If the enemy fighters attack the A-wings, they are left open to attack from the circling and incoming X-wings.

While this maneuver has its uses, it is somewhat limited. It requires a large number of fighters acting in concert, although Bel Iblis has employed the tactic successfully without fully briefing the squadron leaders as to the specifics of the maneuver.