

Over Thaere

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Due to an oversight in the editing process, an error appears in the [Living Force Campaign Guide](#). Specifically, during the era in which the **Living Force** campaign is set, there is *no* Republic Military. Military power is primarily seated at the system level, and the military that plays most prominently in the **Living Force** setting is that belonging to the nearby Thaereian system. Thus, all NPCs in the *Living Force Campaign Guide* who are listed as being affiliated with the "Republic Military" are actually with the Thaereian Military, and the military presence that's increasing in Cularin is actually the Navy of Thaere.



The Early Stages

Several routes lead to the fringes of Cularin, but the primary trade route opens from hyperspace into the nearby Thaereian system. For many years, Thaere - a system of three planets and a dying yellow star - served as little more than a stopover on the Corellian Spine, with almost nothing to distinguish it from any of a thousand other star systems. Over the course of the past half-century, though, the growing lawlessness of Cularin has forced the development of an exceptionally strong military on Thaere Privo, the central planet in the system, as well as on the two outlying planets and one moon. The pirates of Cularin learned quickly that there was no easy bounty from their neighbors.

The relations of the Thaereian establishment with Cularin have traditionally been strained, since, depending on the individuals in power, Thaere has tended to levy steep excise taxes on goods passing through its bases. Because of the relative inconvenience of Thaere to most of the other stops on the route (primarily only smaller cruisers and cargo ships need to stop at Thaere's bases), goods could sometimes sit in storage for months, costing their owners more and more money without any return on investment.

Reign of the Hutt

For most trading houses, shipments through Thaere Privo sped up remarkably while Riboga was in power in Cularin. It was never exactly clear how closely Riboga affiliated himself with the two females who ruled Thaere Privo during that time -- the sisters Mala and Aola Blen, a pair of Twi'leks. Mala, the older, often expressed disdain for the Hutt establishment in public, while Aola often came across as subservient. Rumor has it that their private personas were the exact opposite, with Mala sometimes traveling to Riboga's court for extended visits for which she would bring all manner of delicacies to feed Riboga by hand. Aola never traveled past the bounds of the Cularin system. Close aides claim that she didn't trust Riboga at all, and if she couldn't be within a hundred meters of a ship that could go to hyperspace and get her a few parsecs away, she wouldn't even see him.

Both of them amused Riboga to no end. He would offer support to one, and then the other, watching the balance of power shift in Thaere. That instability made it impossible for the Thaereian Navy to police the borders of the system as thoroughly as it could otherwise, and allowed Riboga's ships freer passage through the region.

This was further enabled by a rather amicable relationship established between Riboga and Colonel Jir Tramsig during the latter years of Riboga's reign. Tramsig was assigned to freighter escort duty

Thaere (THIRE): A small, trade-focused system with a disproportionately large military presence. The dominant species in Thaere are Bothans, Humans, and Sullustans, though most of the sentient species of the galaxy are represented in at least trace numbers. The Thaereian Navy is a tightly structured organization headquartered on Thaere Privo (thire PREE-voe), with large compounds on Zham Hlar (zom LAR), the outermost planet in the system, and Odae Ripp (OH-day rip), the innermost planet. A research and control station orbits Thaere Privo on the moon Lonus Woud (LAW-nus wude), and no unauthorized ships can come within a hundred kilometers of the surface of Lonus Woud without being vaporized by dozens of turbolaser batteries.

shortly after completing his training, and the escort on which he was serving was attacked and crippled by a band of smugglers running for the Outer Rim. Most of the command crew of the escort shuttle was killed, the weapon systems disabled, and the life support malfunctioning. With only 10 percent power to the sublight engines, Tramsig attempted to bring the shuttle in to Thaere Privo, but it died completely a few hundred kilometers out of orbit. As the life support systems shut down, one of Riboga's vessels pulled alongside and offloaded the crew.

Later, when he thought no one was listening and he'd had far too much wine, Tramsig would sometimes be heard wondering aloud whether Riboga had set the whole thing up. But he never said such things until well after Nirama took power.

Enter Nirama

Nirama's relations with Thaere were very different than Riboga's. When Riboga left Cularin, he took with him many of the defenses and much of the reputation. The small pirate population, which had until now subsisted on passing freighters, began to look seriously at Nirama's operation, and the only meaningful force that he could find outside of his own (and he didn't want to send his own men and women out pirate-hunting) was the Thaereian Navy.

Riboga's contacts remained in power in Thaere, though the Twi'lek sisters met with untimely deaths after Riboga's departure. This paved the way for Bal Ferensil, a Bothan of middle years, to ascend to the top of Thaere's political ranks.

The machinations that went on next remain unclear, but as Cularin was gaining its voice in the Senate, Thaere was establishing military fortifications in strategic locations throughout Cularin, including on the jungle world itself. These fortifications were constructed with the consent of the governments of Cularin, as a means of dealing with the pirate infestation.

For their part, the pirates didn't seem to notice, or if they did, to care. What had looked like a situation that could result in a bigger cut of the system for them was suddenly back to normal. As long as they didn't go out of their way to create more trouble than they had before, nothing happened. The Thaereian Navy seemed to be enjoying the opportunity for some rest and relaxation.

And So It Goes

The presence of the Thaereian military in Cularin remains minimal, though they make no secret of their role in the system. They are present for the good of Cularin, to ensure fair, free trade through Thaere Privo. The increased popularity of Cularin's exports, and the fact that the system now has representation in the Galactic Senate, certainly provides justification for the military presence. Thaere has invested in Cularin, and the military protects that investment.

So if there seem to be a lot of military vessels in Cularin, that's why. And if there seem to be changes in the way people look at one another when they pass on the street, well, maybe that's related as well. And if trade seems better than ever, with groups from all over the galaxy staking claims, and the people of Cularin prospering like they never have in the past - perhaps it's all related.

Thaere has always been a quiet neighbor. Not necessarily peaceful or friendly -- just quiet. The Bothans who populate Odae Ripp's southern plains, vast pastures of green dotted with countless antennae, have always had useful information to share with the people of Cularin about the state of the galaxy. The kind of information that's interesting and sometimes even makes sense. But the ones who know what to listen for can hear the gaps in the stories. More is going on than anyone in Cularin has yet figured out.

And it's happening right over Thaere.

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