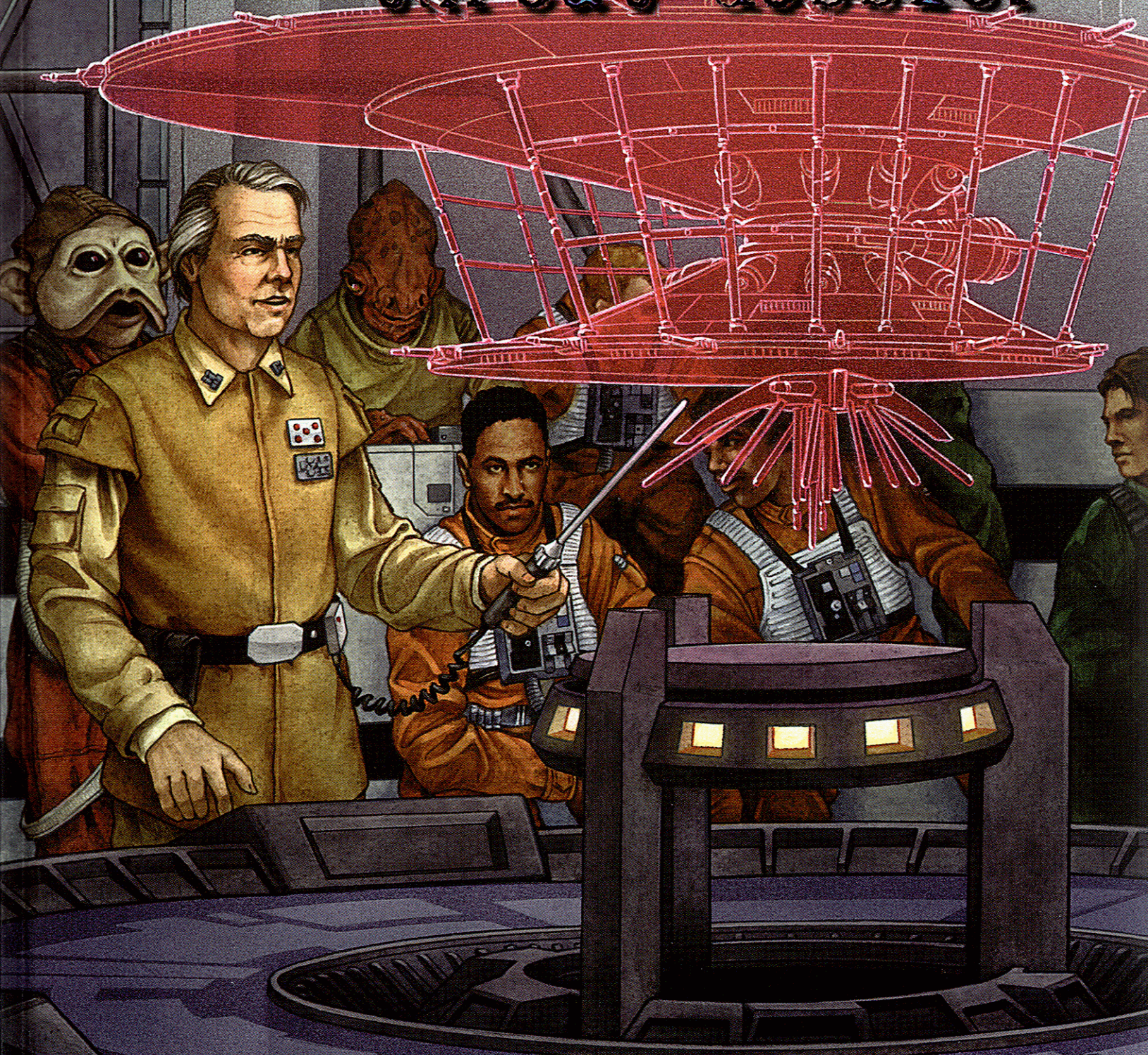


STAR WARS®

Cracken's

threat dossier



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Published by



RR 3 Box 2345

Honesdale PA 18431

40139

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Introduction

"Come on, come on," Shell whispered, staring intently at her computer screen. "Almost there. Almost there."

Seated at a compact, powerful computer workstation, the young woman gracefully keyed in commands, all with a look of intense concentration on her face.

Suddenly the computer screen flashed a message: ACCESS GRANTED. NEW REPUBLIC INTELLIGENCE DATABASE DOWNLOAD COMMENCING....

Shell was distracted by a loud whoop and a thump on her shoulder, as her partner read the message on her screen.

"I *knew* you could slice this, Shell," he crowed exultantly. "*Nobody* can break a system better than you."

"Shut up, will you, Deke? Try and remember where we are." She shot her youthful partner a stern look before turning back to the screen.

The pair were currently crowded into a small maintenance duct in the lower levels of a building in Coruscant's Pawalo District. The building, located in a fairly nondescript section of the planet's urban sprawl, looked like a little-used warehouse to the casual observer. Upon closer examination, however, the "warehouse" hid a much more impressive operation: a backup computer system for New Republic Intelligence.

Shell had stumbled across the location quite by accident, during a routine spike into the New Republic governmental databases. A few stray kilobytes of data—some personnel records here, some equipment requests there—eventually formed a datatrail to the NRI safehouse. And, if luck was with her, the data would also lead her to a fortune. Anybody with detailed classified NRI data could make a massive profit from it on the Invisible Market.

Quickly transferring the information from her computer to a stack of small datapads and dataplaques, Shell turned to Deke and hissed: "Break down the equipment. Let's get out of here before we're caught."

Deke began to disassemble the computer probe equipment as Shell hid the datapads and dataplaques in several small concealed pockets in her jumpsuit. In a matter of moments, there was virtually no evidence that the pair had ever been in the maintenance duct.

■ ■ ■

"Unit One, this is Aerie Command. Suspects on the move."

"Unit One responding," Lieutenant Marcham Prace replied into his small, subvocal transceiver. "I have the suspects in sight. What are your orders?"

"Unit One, take the suspects on level 423, position Alpha."

"Affirmative."

Prace checked his gear: the stun blaster was fully charged and his light body armor was well-concealed by his street clothes. The tracer unit he'd planted on the kid—his name was Deke, according to his file—pinged a signal back to Prace's motion tracker perfectly. Moving quickly to his designated "intercept point" he could see his targets—an attractive young woman and a kid with an armload of computer cases—a few meters away. As the pair entered the center of the plaza, Prace activated his comlink and whispered, "Units Two through Six: take the targets now!"

Simultaneously, the six agents—Prace in the lead—drew their weapons and stunned the pair of dataslicers before they could react. Quickly slipping a pair of biodegradable binders on each suspect, Prace once again opened his comlink channel.

"Aerie Command, this is Unit One. Targets apprehended and data package recovered. Out."

Prace looked down at the unconscious pair of thieves and smiled. *All in a day's work for NRI Special Threats*, he thought.

Cracken's Threat Dossier

Cracken's Threat Dossier is essentially a "tour" of the covert files of New Republic Intelligence. The material contained in this volume covers the events, characters, situations and background information from a number of *Star Wars* novels: *The Courtship of Princess Leia*, *Before the Storm*, *Shield of Lies*, *Tyrant's Test*, *Ambush at Corellia*, *Assault at Selonia*, and *Showdown at Centerpoint*. This information is written "in-universe"—individual entries are presented from the point of view of NRI agents on the scene. Any game information (game statistics and so on) is presented in shaded boxes for ease of reference.

Time Frame

Cracken's Threat Dossier spans the period from *The Courtship of Princess Leia* (roughly four years after the Battle of Endor) to *Showdown at Centerpoint* (roughly fourteen years after the events of *Return of the Jedi*).

The Hapan Cluster Incident

NRI Security File 33109/3: Overview: The Hapan Cluster/Dathomir Incident

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND 500,000 CREDIT FINE

General Cracken.

As per your request (datapad ref. 298347) I have compiled a report concerning the recent events leading to Councilor Organa Solo's marriage. I regret to inform you, however, that much of the information contained within the report is hearsay. Some topics, such as the Hapan Cluster and the mysterious powers of the so-called "Witches of Dathomir," have been very difficult to research, largely because the Hapans do not keep terribly detailed records. While the Hapan embassy has been extremely forthcoming with records, the veracity of the information contained in these documents is questionable.

A number of NRI debriefings have been conducted, notably with Han Solo, Leia Organa Solo and Luke Skywalker. In addition, some covert datataps into the Hapan embassy have produced information on several individuals who played prominent roles in the affair. In most cases, the information obtained by my probe have been corroborated, though I'm afraid that there may be portions of this file which are less than accurate.

On a personal note, thank you for the opportunity to undertake this assignment. Chances to meet—and interview—the Heroes of Yavin and Endor are rare, and I hope I can justify your confidence in me.

Captain Baden Lathe
 Captain Baden Lathe
 NRI Analysis Bureau.

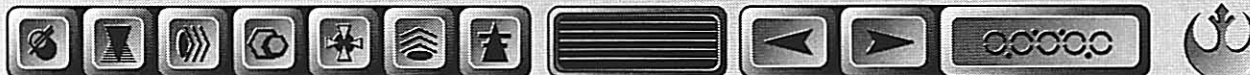
Introduction

In the power vacuum left in Palpatine's wake after the Battle of Endor, several Imperial officers and dignitaries attempted to seize control of the Empire, with varying degrees of success.

During much of the “Alliance of Free Planets” period and the early days of the New Republic, these “warlords” rarely assaulted the fledgling government. Instead, the leaders of these groups concentrated all their efforts into creating new militaries. Based in regions that they formally governed during

the reign of the Empire, these warlords began gathering men and materiel for the inevitable conflict with the former Rebel Alliance. Some warlords—Moff Par Lankin and Admiral Gaen Drommel, for example—controlled very few resources. Others, such as Grand Moff Arduus Kaine, controlled entire sectors.

One of the most powerful warlords that rose in the aftermath of Battle of Endor was Warlord Zsinj, a former Imperial with a massive armada at his disposal.



Section 1.1: General Solo's Campaign

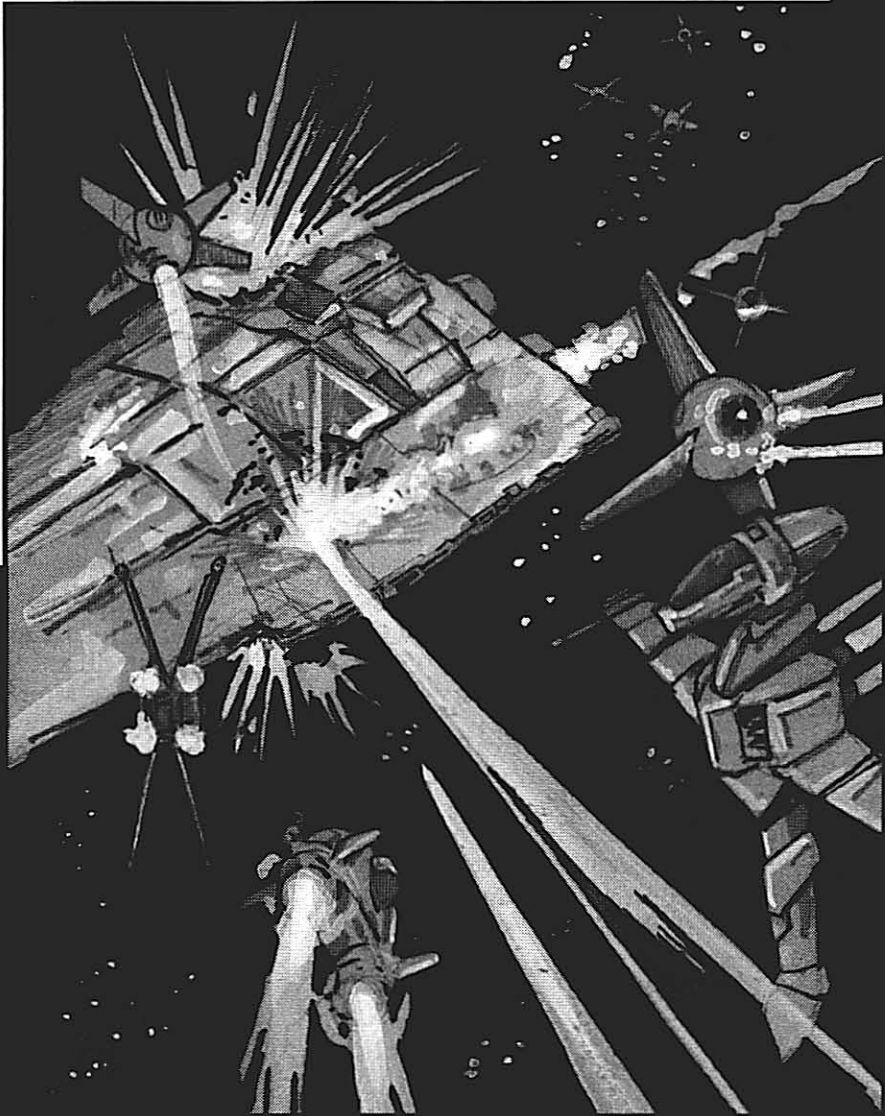
Without a doubt, recent events have tested former-General Han Solo's abilities. Solo was charged with the task of hunting down and defeating the forces of Warlord Zsinj, a ruler of one of the many "pocket Empires" that have risen in the wake of Palpatine's defeat. (See NRI Security File 9438932.793 and appends for more information on Warlord Zsinj.)

The task of toppling Zsinj was not easy: the forces the ex-Imperial could bring to bear were considerable. In addition, General Solo faced a great deal of political pressure; because the campaign against Zsinj was the first aggressive strike authorized by the New Republic, Solo had no other option but success.

The New Republic fleet under General Solo's command consisted of the New Republic's latest flagship, *Mon Remonda*. Along with the *Remonda*, General Solo was given command of several capital ships (including captured Imperial Star Destroyers and Nebulon-B frigates, each with a full compliment of starfighters). Even with the extensive firepower at his disposal, Solo's fleet was unprepared for the dangers that lay ahead.

After spending four months in pursuit of the evasive Warlord, Solo's fleet finally encountered Zsinj and his own armada. Unfortunately, errors in intelligence gathering left Solo unprepared for the forces that Zsinj had mustered—a fleet that far outnumbered the New Republic task force by an almost three-to-one margin.

The following month was a deadly game, with Zsinj pushing Solo back one moment, only to fall back to Solo's next advance. Both sides suffered major casualties as a result. It wasn't until Zsinj made a critical tactical error at the Battle of Selaggis that Solo was able to topple the Warlord's mighty Super Star Destroyer, the *Iron Fist* (see NRI Security File 7276991.2:01).



DATAPAGE: 4



Section 2.1: Overview: Jedi Skywalker's Activities

Jedi Knight and Hero of Yavin, Luke Skywalker, has been spending a great deal of his time tracking down any information about the Force and the ways of the ancient Jedi.

Unfortunately, he reports that his searches have brought little reward. Thus far, his largest prize has been to the Imperial Museum here on Coruscant. Though he has done much in this pursuit over the last few years, only the following is pertinent to this file.

Section 2.2: Jedi Skywalker's Movements on Toola

Following a tip from a source that the Jedi is reluctant to divulge, Skywalker journeyed to the Toola system, home of the Whiphid species. Using a Whiphid guide, Luke found an elaborate series of caverns that were the home and refuge of a long-forgotten Jedi Master. The prize he found was a holorecording made some 400 years earlier. The holo seemed to be a series of recorded reports made by the Jedi to whatever ruling council existed at the time. Most of the Jedi spoke of successful missions, battling pirates, uncovering assassination plots and other such activities. One report, however, touched Luke Skywalker personally.

His Master and Teacher—the Jedi Master Yoda—was recorded within the device, presumably many years ago. Jedi Skywalker—via his astromech droid, designation “R2-D2”—has related the contents of Master Yoda’s message to NRI during debriefing:

“We tried to free the *Chu’unthor* from Dathomir, but were repulsed by the witches...skirmish, with Masters Gra’aton and Vulatan...Fourteen acolytes killed...go back to retrieve...”

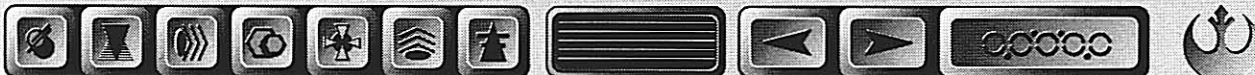
That was all of the message that R2-D2 could provide. According to Jedi Skywalker, the name Dathomir stuck in his mind; though he had never heard it before, for some reason the name held importance.

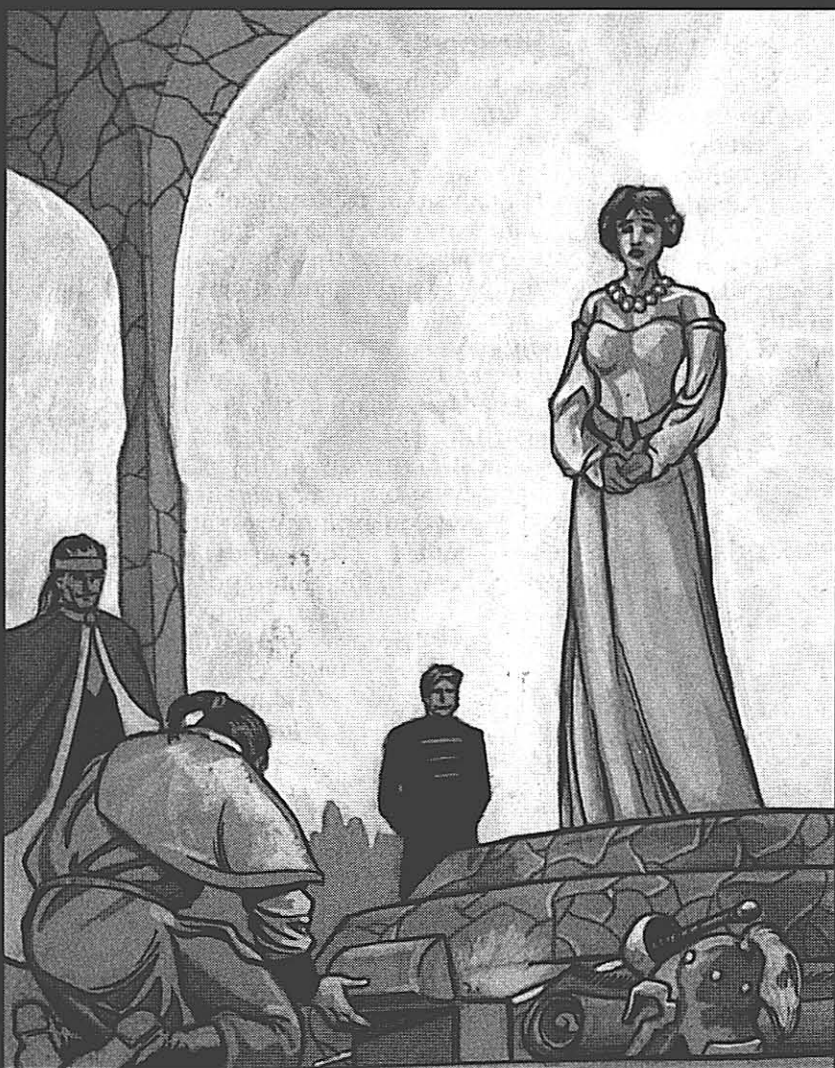
Section 3.1: The Hapan Proposal

Upon General Solo's victorious return to Coruscant, he found the region surrounded by an estimated 63 Hapan Battle Dragons (see NRI Security File 89324/873:2 for analysis of this type of craft) and a number of other Hapan support vessels. After discovering their purpose was more "pomp and circumstance" than attack, he proceeded to land, where the New Republic General learned news that disturbed him greatly.

It had been five months since he had last seen Princess Leia, and his first view of her was at a ceremony held in the Hapan's honor. Each of the 63 member worlds of the Hapan Consortium presented her with gifts. The last of the worlds, Hapes, presented her with their finest possession: the Chume'da of the Hapan Consortium, Prince Isolder (NRI Security File 83281901/FF/IS). Isolder proposed marriage to Leia, which—if she accepted—would make Leia the future Ta'a Chume, or Queen Mother, of the Hapan Cluster.

Solo decided that he could not simply sit idly by and watch the woman he loved run off with Isolder. In keeping with Solo's rather "unorthodox" methods of problem-





refugees of Alderaan.

General Solo, apparently undaunted by the task of subduing Zsinj and his fleet, used the "Gun of Command," (see NRI Security File 8200182.1:10) a mind-warping tool given to Leia by the Hapan world of Charubah, to "convince" her to go with him to Dathomir.

Both the New Republic and the Hapan Consortium were decidedly concerned over Leia's apparent kidnapping. Simultaneously discovering the probable location of the Organa and Solo, Prince Isolder and Luke Skywalker together rushed off to Dathomir to find them.

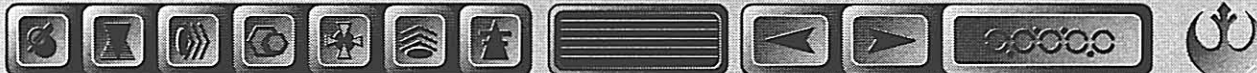
solving, he reasoned that if he could present Leia with a planet that could be inhabited by the remaining Alderaanians, she would agree to marry him instead.

The question of where he would actually *acquire* a planet was answered—in typical Solo fashion—with a card game. Solo managed to involve himself with a high-stakes game of sabacc. During this game he won a planet from the Drackmarian, Warlord Omogg.

When General Solo approached Princess Leia with his "gift," the planet Dathomir (NRI Security File 882617361.3610:82), she refused it. Dathomir lay in the heart of territory controlled by Warlord Zsinj. Until Zsinj was neutralized, Dathomir would remain an unattainable destination for the



DATA PAGE: 6



At this stage in the conflict, Gethzerion was in contact with Warlord Zsinj, who—according to after-action data intercepts—was insistant on confronting Han Solo personally. Gethzerion assured Zsinj that she had possession of the Solo. Zsinj agreed to send two shuttles to the planet, one to ferry Solo to the *Iron Fist*, the other a gift to Gethzerion so that she could finally leave Dathomir.

When word of Zsinj's plans reached Solo, the New Republic general decided to make the final sacrifice; he volunteered to march into the Nightsister's camp and give himself up. He took a Talesian thermal detonator (NRI Security File 66152.09.912) with him, knowing that if he gave his life, he could destroy both Gethzerion and Zsinj once and for all.

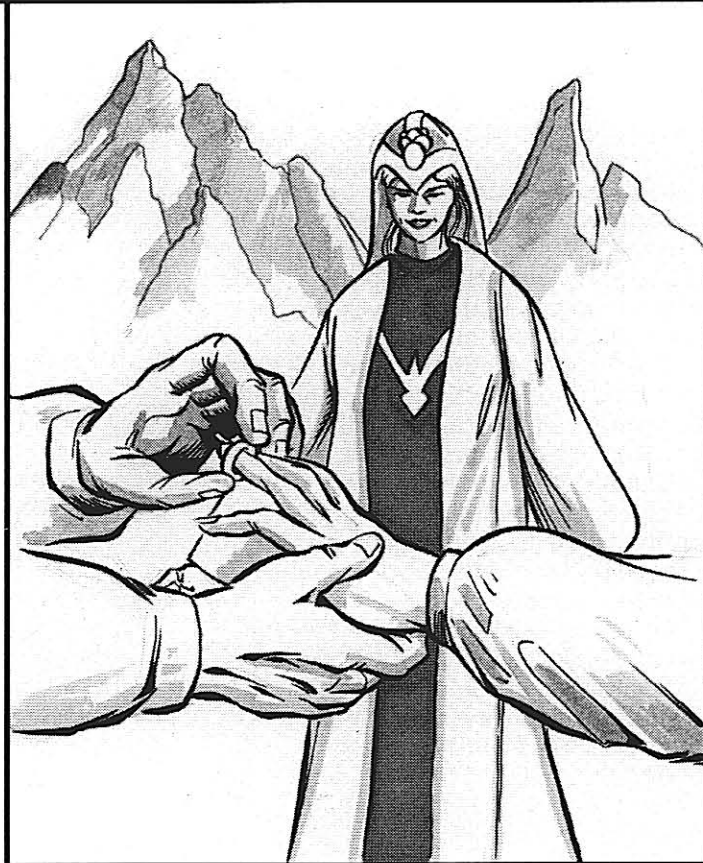
During his trip to the Imperial prison, Solo found Skywalker, badly wounded. Solo and Princess Leia moved Skywalker to the *Falcon*, and then once again headed off to confront Zsinj.

Unfortunately, Gethzerion detected the thermal detonator and disarmed it. General Melvar (Zsinj's second-in-command; NRI Security File 5391.3.44:01) arrived to take custody of Solo and bring him to the *Iron Fist*.

According to General Solo, Zsinj was attempting a double-cross of his own; a battle between the Nightsisters and the visiting Imperials was about to ensue. At this point, the *Millennium Falcon*—with Luke Skywalker at the controls—sped past and began to attack the prison. Skywalker was successful in rescuing Solo, neutralizing most of the Nightsisters in the process.

Amid the confusion, Gethzerion and a few of her subordinates managed to commandeering an Imperial shuttle, escaping the planet and Zsinj's nightcloak. The *Falcon* pursued; if Gethzerion were to escape, she could pose yet another significant threat for the fledgling New Republic.

Warlord Zsinj, who also considered Gethzerion and her followers a threat, dispatched two Star Destroyers to eliminate the Nightsisters.



Once the Nightsisters were destroyed, Han Solo took the controls of the *Millennium Falcon* back from Skywalker. He approached Zsinj's ship, maneuvering under the powerful Destroyer's shields before firing the *Falcon*'s last two concussion missiles. The missiles blasted into the *Iron Fist*'s bridge, killing Zsinj.

Shortly after the destruction of the *Iron Fist* and the Nightsisters, Han Solo and Leia Organa were married by Augwynne (NRI Security File 752.09.89.17.03) at the fortress of the Singing Mountain clan. Prince Isolder choose a new bride: Teneniel Djo.

After the marriages, the New Republic delegation to the Hapan Cluster began negotiating the Hapan Treaty and a New Republic embassy on Hapes was established.

END REPORT

—Report compiled by Captain Baden Lathe, NRI Analysis Bureau; debriefings conducted by General Airen Cracken, Mon Mothma and Major Breslin Drake.



NRI IntSec File 44109/DTH

Current Disposition of the Hapan Cluster

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY PERIOD AND A 500,000 CREDIT FINE

Although Ta'a Chume, the Hapan Queen Mother (NRI Security File 554901221:05), was publicly disappointed at the loss of the opportunity to bring Princess Leia into her family, she seems suitably impressed with Prince Isolder's final choice of brides: Princess Teneniel Djo of Dathomir. Although much of the resolution of the Dathomir Incident is classified, it seems Ta'a Chume did not find Princess Leia a suitable heir to the Hapan throne.

Ta'a Chume did agree, in the Hapan Treaty, to join the New Republic as a primary member with a senatorial representative and to allow its subordinate worlds to send legates. The subsequent Hapan role in New Republic politics has been minimal. The Hapan senator could, by rights, claim a role in some of the most prestigious of the senate councils, but she has not chosen to do so. Only 12 of the 63 eligible Hapan worlds have chosen to send legates to Coruscant.

The Hapan Treaty specifies that the Consortium retains sovereignty over its territories while a member so long as it conforms to the Common Charter, and that the Hapan Fleets will remain separate and independent from the New Republic military. The internal affairs of the Hapans remain internal.

In the event of conflict with bordering New Republic worlds, the New Republic is required to arbitrate. In the event of conflict with Imperial worlds, either party may require assistance or arbitration from the other. In the event of conflict with a neutral political body, either party may request military aid. The Hapans continue to patrol their own space, in their own vehicles, although they now coordinate with New Republic patrols on the other side of the border.

The Treaty also opened and regulated trading posts on certain Hapan Rim worlds. Trade is only allowed on those worlds and the Hapans continue to eliminate ships that wander from cleared areas. Piracy and smuggling have, unsurprisingly, flourished with this rich new flow of goods. Hapan policy towards these criminals is typically draconian. Slavery, long since forbidden in the Consortium and equally illegal in the New Republic, is specifically forbidden in the Treaty since the admission of Dathomir to the Hapan worlds. Dathomir has a long-standing tradition of slave-taking, and this threatens to be a particular problem.

Nevertheless, trade is brisk, hampered primarily by the comparative poverty of potential trading partners. Hapes has a fantastic amount of wealth and only strong trading groups have a hope of dealing with Hapan traders on an equal level. Most trade thus far has been in goods, as Hapes continues to circulate its own currency (currently at a higher value than the New Republic credit), and Hapan credit conversion is very much in the Hapan favor.

By and large, the Hapan peoples continue to remain behind their well-guarded borders, but a brisk tourist industry has sprung up. The exceptionally wealthy of the New Republic can afford to tour Hapan worlds. Hapans, on the other hand, find that the Hapan credit stretches far in the New Republic, and catering to the Hapan tourist is currently quite lucrative.

How this situation will develop remains to be seen, but both sides seem optimistic.

END REPORT

—Report compiled by Captain Baden Lathe, New Republic Intelligence.



NRI Security File Category: Sites/Planets

[Append-NRI Security File 33109/3: The Hapan Cluster Incident]

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

A number of locations and planets were prominent during the Hapan Cluster/Dathomir Incidents. The following entries concern those locations and the New Republic's current findings on the regions in question.

—Report compiled by Professor Treta Zollarcos, New Republic Astrographic Studies Center.

NRI Security File: 555129.07.71: The Hapan Cluster

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The Hapan Cluster is a large body of star systems, surrounded by huge, gaseous drifts known as the Transitory Mists. These Mists make hyperspace travel in the region well-nigh impossible, and the only feasible entrance to the Hapan worlds is through a small corridor (jealously guarded by Hapan patrols). The Hapan Consortium has only so far managed to colonize sixty-three of these planets, though perhaps dozens more remain to be discovered and settled. (Current estimates place the number of worlds in the Hapan Cluster near 119.)

There are four distinct regions within the Hapan Cluster: The Interior, the Rifle Worlds, the Rim Worlds, and the Transitory Mists Region. The following is a brief overview of these areas:

- **The Interior Region.** The Interior Region of the Hapan Cluster consists of a group of closely aligned stars and planets, and is generally considered to be the heart of the Hapan Consortium. The infamous Lorell Raiders first used the region as a haven, forming bases and storing their ill-gotten gains throughout the Interior. Later, the Interior was the first region conquered and controlled by the Hapan Queen Mother. Primary worlds of the Interior include Hapes, Thrakia, Selab, and Gallinore, though there are roughly twenty other worlds throughout the region.
- **The Rifle Worlds.** The Rifle Worlds—named because of an earlier attempt by that region to secede from Hapes—were settled primarily in the Hapan "industrial period." The Hapan worlds moved from quiet subsistence to true commerce, and the Rifle Worlds became the Consortium's primary manufacturing base, which the locals resented deeply.
- **The Rim Worlds.** This region—not to be confused with the Outer Rim Territories—lies on the borderland between the Hapes Cluster and the outside galaxy. Though still isolated from much of the Known Galaxy, the Rim Worlds by definition are more cosmopolitan than their interior counterparts.
- **The Transitory Mists Region.** This area consists largely of ionized particles and floating stellar bodies, which tend to confuse most starship sensors. As a result, mapping the Transitory Mists Region has been a painstakingly slow process for the Hapans. (Note, similar problems have been encountered mapping similar phenomena, such as the anomalies near Kessel, or the Kathol Rift.) The region is "home" to the majority of Hapan pirates. Terephon is the only member world located in the Transitory Mists Region.

END REPORT

—Report compiled by Professor Treta Zollarcos, New Republic Astrographic Studies Center.



DATAPAGE: 10



NRI Security File: 775.6125:65.0: Hapes

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Over four millennia ago, the first of the Queen Mothers made Hapes the capital of her empire. Much like Coruscant, Hapes is a planet that never sleeps. As the bureaucratic center for the entire Hapan Cluster, all Hapan member worlds have an embassy here. By law, all major financial and business transactions conducted within the domain of the Hapes Consortium must be performed on Hapes proper. Most major corporations have a branch office on Hapes, and many other businesses have chosen the world as their primary headquarters. The Hapes Transit Authority handles more than 2,000 starships a day.

Hapes is dominated by lush forests and majestic mountain ranges. The cities are stately and its factories are impeccably clean—as mandated by Hapan Consortium law.

Outside the cities, much of Hapes wildlife remains undisturbed. Hunting is strictly regulated, as is the planet's thriving fishing industry. In the center of Hapes' largest city—"Ta'a Chume'Dan" or "Queen Mother's Residence"—lies a large, mountain-like structure. It is on this platform that the space vessel *Star Home* (NRI Security File: 94213.9421:991) rests while Ta'a Chume holds court. It is a both a testament and reminder to the Hapan people of the greatness that the Queen Mother represents.

NRI Security File: 881762.90.81: Humans/ Hapans

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The Hapans have several distinct features that make them different from baseline humans. One is their physical appearance, which is usually striking, and many humans are deeply affected by Hapan beauty. The other is their lack of effective night vision. Due to the abundance of moons which reflect sunlight back to the surface, Hapes is a world continually bathed in light. Consequently, the Hapan people have lost their ability to see well in the dark. Hapan ground soldiers often combat this deficiency by wearing vision-enhancers into battle.

Hapans do not like shadows, and many are especially uncomfortable when surrounded by darkness. It is a common phobia that most—but certainly not all—have overcome by the time they reach adulthood.

■ Hapes

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Terrain: Mountain
Length of Day: 22 standard hours
Length of Year: 240 local days
Sapient Species: (N) Humans: Hapans
Starport: Imperial Class
Population: 4 million
Planet Function: Government, homeworld
Government: Monarchy (Hapan Royal Family)
Tech Level: Space
Major Exports: None
Major Imports: Luxury Goods

■ Humans: Hapan

Attribute Dice: 13D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/5D
MECHANICAL 2D/4D
PERCEPTION 1D+1/3D+2
STRENGTH 2D/4D+2
TECHNICAL 2D/4D

Special Abilities:

Attractiveness: Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any *bargain*, *con*, *command*, or *persuasion* rolls made against non-Hapan humans of the opposite sex.

Language: Hapans are taught the Hapan language from birth. Few are able to speak Basic, and if they can, it is as a second language.

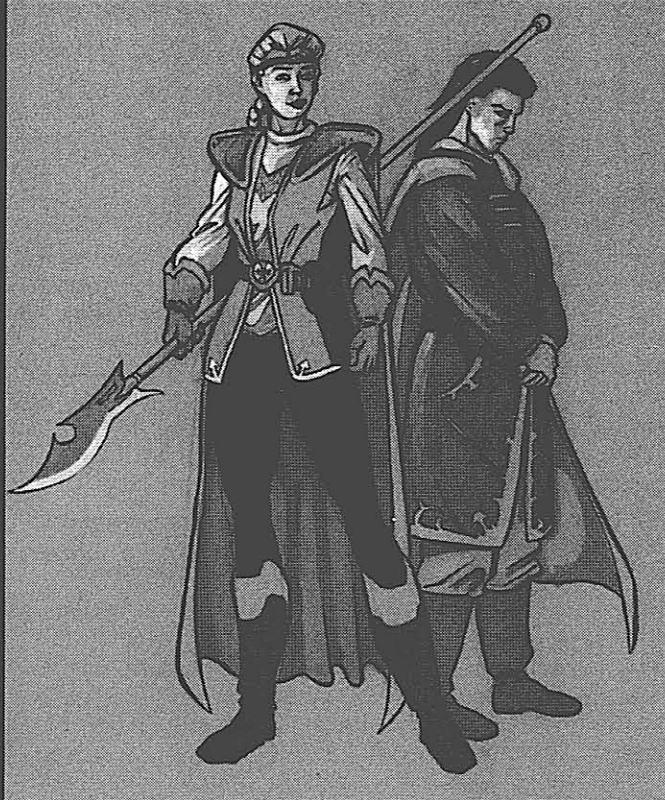
Vision: Due to the intensive light on their home world, Hapans have very poor night vision. Treat all lesser darkness modifiers (such as poor light and moonlit night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.

Move: 10/12

Height: 1.5–2.1 meters

DATAPAGE: 11





NRI Security File:

882617361.3610:32: Dathomir

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Dathomir is a relatively small planet capable of supporting human life. There are three moderately large continents, ranging in terrain from jungles to deserts to snow-capped mountains. Its gravity is just slightly less than Coruscant standard and considered rather pleasant by most offworlders.

From the willowy-thin trees that tower as high as eighty meters from the ground, to the giant wuffa worms (NRI Security File: 777655:09:87.1) who burrow beneath the surface, life on Dathomir is in abundance. A unique breed of rancors (NRI Security File: 66518361.091), is also present on Dathomir. In addition, the planet has numerous other forms of wildlife: drebbin, ssurrians, burra fish. Each of these creatures contribute in some way to the expansive energy field on the planet. Human

offworlders may detect a burning sensation in their sinuses, a symptom of the planet's extremely high level of (for lack of a better term) "life force."

The Dathomir Shipyards

Dathomir was a relatively unknown planet until about eight years ago, when the Empire built a maximum-security prison there. Within its walls, thousands of political prisoners eked out a meager existence, people too valuable to assassinate, yet too popular to imprison in a known facility.

The prison was bombed from orbit when the Emperor learned of the Nightsisters' existence. Confident that he had denied them space travel, Palpatine ordered that no fewer than two Star Destroyers should patrol the planet at all times to ensure the Nightsisters' continued exile.

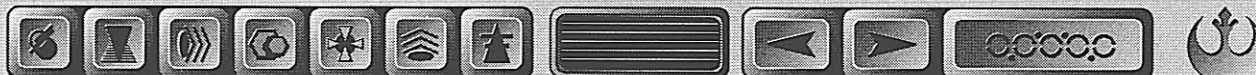
After the Battle of Endor, Quelii sector—home to Dathomir—came under the direct control of Warlord Zsinj. While fearing the Witches' destructive power, Zsinj was unwilling to waste a large portion of his fleet guarding a relatively unimportant planet.

As luck would have it, a remarkable find was made on Koratas, Dathomir's fourth moon. Digging through the thick, red-tinted soil, Imperial scientists stumbled across several rich veins of neutronium, lommite and zersium. These minerals are the primary components in the alloy known as durasteel, the most common warship-grade armor used in Imperial ship construction.

■ Dathomir

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Slightly less than standard
Terrain: Desert, forest, jungle, mountain
Length of Day: 24 standard hours
Length of Year: 491 local days
Sapient Species: Humans, Rancor Mutants
Starport: Limited services (Imperial Prison)
Population: 5, 200
Planet Function: Imperial Prison
Government: Tribal (New Republic allied)
Tech Level: Stone, Space (Imperial Prison)
Major Exports: None
Major Imports: None

DATAPAGE: 12



Excited by the discovery, Zsinj moved all his shipbuilding facilities to Dathomir, producing huge docks of scaffolding that stretched over ten kilometers in length. Since the Star Destroyers would have to guard the shipyard anyway, they could also keep watch over the planet...and the Nightsisters.

Dathomir gained its freedom when the Hapan Royal Fleet destroyed Zsinj's spacedock. With their shipbuilding capacity damaged beyond repair and the prison liberated of its captives, Imperial reinforcements saw little need to remain in the region. Soon, Clan Mother Augwynne was able to unite the clans and petition for planetary membership into the New Republic.

—Report compiled by Professor Treta Zollarcos, New Republic Astrographic Studies Center.

END REPORT



NRI Security File: 882617361.3610:32: Dathomir

[Append: 77182.9123.HIS: Dathomir, History of...]

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

The Fall of a Jedi

Long before the Old Republic was overthrown, the Jedi Knights reigned as the protectors of order. However, despite the Jedi Order's practice of self-policing their ranks, it was not unknown for certain Knights to fall prey to the dark side of the Force.

One common practice for dealing with fallen Jedi was exile; the fallen Jedi was banished to an uninhabited world. Such was the case with the Jedi known only as "Allya."

According to extensive interviews with various members of the Singing Mountain clan, Allya was exiled to Dathomir, which had served as a prison in function for several generations. When she arrived, Allya found that the prisoners, once great warriors and hunters, had become the hunted, providing an easy meal for the great beasts that roamed the planet.

Using her innate talent with the Force, Allya tamed the creatures loosely classified as rancors. Those prisoners that followed her lead were guaranteed safety. Those who rebelled against her rule became fodder for the rancors. Simply put, most of the prisoners fell into line, and Allya had a throng of willing slaves at her disposal.

Over the following years, Allya took many of her slaves as husbands. Though she selected her husbands carefully, she allowed the slave to decide for themselves whether or not to marry her. She outlined her requirements for marriage carefully. Those that produced daughters would be lavished with gifts and power over the other slaves. Those that yielded sons were served to the rancors. It was a risky proposition, but Allya made certain that the reward was well worth the risk.

Allya's sons were raised by the other slaves, to become slaves themselves. In turn, she raised each of her daughters herself, teaching each one to feel the Force around them, to control it and to obey it.

It was not until her granddaughters were born that she saw the error of her ways. Using her great influence over her children, Allya spent the rest of her days instructing her daughters in the ways of the light side.

On her deathbed, Allya admonished her daughters to follow the Book of Law, a tome of moral and ethical regulations Allya devised to make certain her offspring would never fall as she did.

Allya's final entry into the Book of Law was spoken in her last breath:

"Never concede to evil."

DATAPAGE: 13



The Rise of the Witch Clans

After Allya's passing, there was a short struggle for power between the eldest daughters. Before the conflict turned violent, it was decided that it was time for the immense family to break away from one another. Each of the original daughters left the group, taking their extended families with them.

According to Luke Skywalker (debriefing session 8163271.91872), the generations that have passed since the time of Allya have had their toll on the ancient teachings of the Force. The way of the Jedi has been replaced by a more primitive school. The Force-users of Dathomir (who refer to themselves as "Witches") use a variety of chanting, singing, dancing, and written words to access the Force. Allya has become more of a figurehead to be worshipped than an infinitely removed grandmother.

Each clan began to grow, the sisters studying the "magic" of Allya and the man-slaves hunting for food, tending to the children and obeying the Witches. Throughout this time each clan developed their own versions of Allya's magic, known now as "Allyan Magic." The effects of these "spells" were primarily the same as Jedi powers, though the means by which each spell is cast differs from one clan to another.

This also changed the Book of Law a great deal. Each clan holds a version of the Book. Though they all contain the original teachings of Allya, each Book has been added to over time by each clan. They all speak of similar lessons, but with different methods of attaining goals.

Generations passed and each clan continued to grow in numbers and in power. Though territorial arguments sometimes broke out, the clans usually managed to keep their control and work things out without violence. It was not until an immense ship, called *Chu'unthor*, crash-landed on Dathomir that violence was introduced to the Witch clans.

Female, male and alien Witches came out of the *Chu'unthor's* ashes. The sudden wave of pure energy that overtook the planet greatly disturbed the simple Witches of the planet. In reaction, the Witch clans united and attacked the newcomers. When news of this action reached Old Republic space, a group of Jedi were assigned to rescue the surviving acolytes. Eventually, the two sides gave up their battle, once again returning to their peaceful ways.

END REPORT

—Report compiled by Major Llarn Kristovv, NRI Diplomatic Attache, Dathomir Embassy.



NRI Security File: 661873:88: The Nightsisters

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Many of Dathomir's clan sisters broke with the teachings of the Book of Law. These Witches were cast into the wilderness—an ironic reflection of Allya's exile—to atone for their wrongdoing. After a period of three years, an offending Witch can petition for acceptance back into the clan, at which point the clan's council holds a hearing. The Clan Mother has final say, but most clans have accepted the suggestions of their sisters in recent generations.

For many generations, outcast clan sisters would spend their exile alone, reaching deep inside themselves to cleanse the dark cloud within, hoping to one day return to their clan.

One such Witch, Gethzerion, never atoned for her cruelty; instead she reveled in evil. During her time in exile, Gethzerion spent the years honing her shadowy craft. She discovered that she was able to cast spells without the aid of chanting and other more primitive rituals. Gethzerion used her newfound knowledge to gather the other outcasts. While the clans looked on, Gethzerion used her "Shadow Magic" to form the Nightsisters.

Gethzerion and her clan of Nightsisters quickly took over the Imperial prison that held the Empire's rogue scientists and designers. Using their Shadow Magic, the Nightsisters made the Imperials their slaves. Those that resisted were promptly disposed of.

The growing "dark energy" emerging from Dathomir did not go unnoticed. Emperor Palpatine felt the Nightsisters' presence and realized that if they were to escape Dathomir, they could become a threat to his power. He closed off all contact to the world, using atmospheric bombardments to destroy any space-going vessels on the planet (stranding Gethzerion and her clan, as well as Imperial personnel on Dathomir).

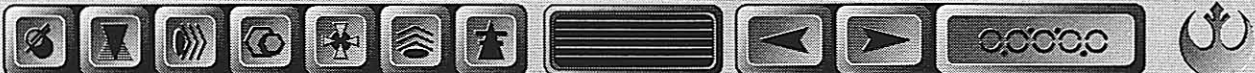
The Book of Shadows

Gethzerion taught her pupils that the ancient text, the Book of Law, was created by Allya after she had become old and weak. That Allya's power had always been of her own ends, and that when she began to lose control of senses, she fell into a world of self-pity and despair. A place, according to Gethzerion, no self-respecting Witch would allow herself to stumble into.

Gethzerion began compiling her own tome of learning. She created spells for her Nightsisters, and would make them practice their chants and songs until they were hoarse. Only a very few of their kind were allowed to assist in the writing of the Book of Shadows, that tells of the Nightsisters future glories among the heavens. From the beginning Gethzerion knew that she would one day leave Dathomir, taking her army of Nightsisters with her. The Nightsisters were convinced that the other Witch clans were below them, weak and insubstantial. They found their power grew quickly, and while their flesh wilted into haggard, bruised and wrinkled husks, the shadowy energy they could bring forth gave them a twisted sense of joy no other Witch on Dathomir could possibly know.

END REPORT

—Report compiled by Major Llarn Kristovv, NRI Diplomatic Attache, Dathomir Embassy.



Dathomir Magic

Though very similar in most respects, there are subtle differences between the way the Jedi use their powers and the Witches of Dathomir cast spells. Not the least of which is that, while the Jedi access their powers predominantly through meditation, the Witches of Dathomir sing and chant to focus concentration on harnessing this mysterious, quasi-mystical energy field.

The Two Schools of Dathomir Magic

Since shortly after the time of Allya, the Witches of Dathomir have referred to their spells simply as "magic." However, this changed once Gethzerion formed the Nightsisters. Gethzerion began to refer to the Nightsisters's power as "Shadow Magic," a term fitting to the ominous way the misshapen Witches channeled their sorcery. The term quickly spread to the other clans. Wanting to be as far-removed from the evil Nightsisters as possible, most clans began calling their power "Allyan Magic," for they believed that the Nightsisters had corrupted the beauty of the original magic cast by the fallen Jedi, Allya.

These designations have been invented recently by the Witches themselves. Though each group uses different approaches to their castings, the actual power is the same.

Though some Dathomir spells are inherently evil, none of the spells cast by the Witches have the ill effect of automatically gaining the caster a Dark Side Point. If a Witch casts a "gray area" spell in the defense of herself or others, or in some other appropriate heroic manner, no Dark Side Point is given. Likewise, a Nightsister may be able to twist an inherently heroic spell in such a way as to require the assignment of a Dark Side Point. Gamemasters are required to rely on their judgement alone when dealing with "questionable" spell use.

Mentors and Initiates: Learning Dathomir Magic

The most glaring difference between the ways of the Jedi and the teachings of the Witch clans is the way in which each is learned and executed. While the Jedi pos-

ses the *control*, *sense* and *alter* Force skills before they are able to use Force powers, the Dathomir Witches have a separate die code for each spell they acquire, as with any other skill in the roleplaying game. Not all women on Dathomir are able to learn these spells, as a Jedi must be Force-sensitive to use Force powers, a character wishing to use Dathomir Magic must be Force-sensitive. However, due to the generations of specific breeding on Dathomir, more than half of the female population is, in fact, Force-sensitive.

Many men on Dathomir are also Force-sensitive, though none of them are allowed to learn spells as their masters and wives do.

Not unlike the Jedi, Dathomir Witches must have a Mentor—someone to teach the Witch to use their spells. Mentors of the Dathomir way can be any Witch that has the knowledge of a specific spell. Unlike the Jedi, a Dathomir Mentor has no dice restriction when it comes to teaching a spell to an Initiate. Many times an Initiate has been called upon to teach a fellow Initiate a spell. The only requirement is that it is impossible to teach a spell that one does not already know.

Mentors are usually willing to teach an Initiate one spell at a time though up to five spells may be taught to advanced students at one time. If the Initiate wishes to learn more than one spell at a time, and her Mentor agrees to teach them, the Initiate must make a *Perception* roll based on the following difficulties.

Note: Character Points and Force Points may not be spent to affect this roll.

Number of Spells	Difficulty
1 Spell	No Difficulty
2 Spells	Moderate
3 Spells	Difficult
4 Spells	Very Difficult
5 Spells	Heroic

Failure of this roll indicates that the Initiate may only learn one spell at a time from her Mentor. If the Initiate has a different Mentor in the future, the roll may be attempted again.

The time it takes for a Mentor to teach an Initiate a spell is called "The Time of Learning." For each spell a character wants to learn, 10 weeks must be spent in uninter-



rupted training. Player characters must spend 20 Character Points to gain 1D in an individual spell. These numbers are cumulative; if the Player Character is attempting to learn three spells at once, she must spend 30 weeks in training, as well as 60 Character Points. Each Character Point spent above the required 20 decreases training time by one day, though the minimum time requirement is one week.

During "Time of Learning," the Initiate must have total and undivided concentration. If the student should stray from her lessons for any reason, the attempt to learn the spell is futile. She must spend another 20 Character Points to begin learning again. The Initiate must also begin training anew, taking the full 10 weeks from the beginning.

Example: *Heidi's character (a Singing Mountain clan Initiate named Fen'po) wants to learn the Spell of Discovery. After she has found another Witch to act as her Mentor, Fen'po spends 20 Character Points. For 10 weeks her Mentor teaches her the intricate weaving of the Spell of Discovery, as well as the precise words that must be sung in order to cast the spell. After the 10-week Time of Learning, Fen'po has learned the Spell of Discovery at 1D.*

After an Initiate learns a spell (possesses 1D in the spell), no further education about that specific spell is needed. When the Initiate wishes to become more proficient with the spell, she may advance it like any other normal skill by spending Character Points.

To increase the die code of a spell, a number of Character Points equal to the number before the "D" of that spell must be spent. Also, a day of deep meditation and concentration must be spent focusing on the spell for each pip the spell is improved. While an Initiate may increase the die code of a spell by more than one pip at a time, it is not possible to advance a spell by more than 1D at a time. At least a week's time must be spent in between these meditation sessions.

Example: *Fen'po wants to advance her skill with the Spell of Discovery, currently at 1D. By meditating for one day and spending one Character Point, the spell's die code increases to 1D+1.*

By spending an additional Character Point, as well as meditating for another day, Fen'po may increase her Spell of Discovery die code to 1D+2. She can, if she chooses, repeat the process for one more day, but then she will have advanced a full "D" in the spell. She must now wait an entire week before she increases the die code of the Spell of Discovery or any other spell.

Faster, Easier, More Seductive

While completely against any version of the Book of Law among the Witch Clans, Gethzerion has discovered a way to speed up the learning curve. However, like the Jedi Way, quick and easy power comes with its own inherent dangers. Though primarily only Nightsisters will elect to teach a student in this fashion, some of the Witches abiding by the Allyan school of magic will be willing to allow an Initiate to learn a spell this way in the case of an extreme emergency.

Player Characters wishing to learn a spell quickly may elect to learn a spell in one hour. The decision to train this quickly is final, and may not be reversed by any means. The first five times the Initiate attempts to cast a spell learned in an hour is referred to as the "Trial of Fire." The player must announce prior to spending the Character Points that the character is entering a Trial of Fire. The player must spend 20 Character Points for the character to learn the spell, just as with the normal Time of Learning. The use of the new spell, however, is extremely dangerous, possibly even deadly if the Initiate is not fortunate.

During the Trial of Fire, the Initiate must roll exact numbers on the Wild Die. The first time the spell is cast, the Initiate must roll a six, the second time a five or a six, and so on. After the fifth casting (requiring a roll of 2-6), the Initiate can cast the spell without fear of failure except for the standard complications that usually arise out of rolling a one on the Wild Die. Failing any of the first five rolls not only indicates that the spell has failed, but has also backfired in some manner up to the gamemaster's discretion. It is highly suggested that gamemasters be very strict when it comes to handing out Dark Side Points to Witches during the Trial of Fire.



Power Used For:	Wild Die Roll:
First Time	6
Second Time	5-6
Third Time	4-6
Forth Time	3-6
Fifth Time	2-6

Example: Heidi's character, Fen'po, doesn't want to spend the usual ten days to learn the Spell of Cinder. Before Heidi spends the Character Points to learn the spell, she announces to the gamemaster that she is going to learn the spell in one hour, thereby entering into a Trial of Fire. Heidi spends the 20 Character Points required as Fen'po trains quickly, gaining the Spell of Cinder at 1D.

The first time Fen'po attempts to cast the Spell of Cinder, she must roll a 6 on the Wild Die. Heidi rolls the dice and gets a 4. Not only does the spell fail, but the gamemaster decides that Fen'po's robe caught fire, doing 1D of damage before it could be put out.

The next time Fen'po casts the Spell of Cinder, she must get a result of either a 5 or a 6. She rolls a 5. The spell is successful and goes as planned.

The third, fourth and fifth time the Wild Die roll must be even with the above table or the Spell of Cinder could have worse side effects than the first roll.

Relationship and Proximity

Like the Force powers that are used by the Jedi, Dathomir Magic is often influenced by the effects of the relationship of the caster and the target, as well as their proximity to one another. Use the following modifiers table when determining difficulty numbers for spells that rely on these influences.

Relationship

Caster and target are: Add to difficulty:

Close relatives (marries, siblings, parent and child, and so on)	-
Close friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met once	+12
Never met, but know each other by reputation	+15
Complete strangers	+20
Complete strangers and not of the same species	+30

Proximity

Caster and target are: Add to difficulty:

Touching	-
In line of sight, but not touching	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11 to 1, 000 km away	+10
Same planet but more than 1, 000 km away	+15
Same star system but not on same planet	+20
Not in the same star system	+30

Long Term Effect Spells

Some spells used by the Dathomir Witches can be kept "active" (which is similar to a Jedi ability that can be kept "up"). The effects of active spells do not end after one round. If the spell can be kept active, the description of the spell will state this, otherwise the spell is over in one round (or more, depending on the spell's description).

If a player wishes to keep a power active, she must announce this intention at the beginning of the round in which the spell is cast. If the spell is successfully cast, the spell will continue to remain in effect until either the player decides to end the spell or the player's character suffers any damage (stunned or worse).

A character who is keeping a spell active is performing multiple actions and is subject to the multiple actions penalty.



Many Dathomir spells require the Witch to know other spells in order to successfully cast them. Unlike the Jedi way of knowing the Force, Dathomir spells also require that the Witch know the spell at a certain level.

Dathomir Spells

Optional Rule: Eliminating Required Spells

Many Dathomir spells require the caster to know one or more spells before learning a new spell. The following rule helps restrict the use of potentially game-unbalancing abilities, but it also requires additional fact-checking and record-keeping.

This option revolves around the use of a learning difficulty. To learn any Dathomir spell, the initiate must make a successful *willpower* roll against the spell's learning difficulty. Failure means that the character must wait at least one month before making another attempt to comprehend the spell in question (or, at the gamemaster's discretion, the character may never learn the spell). The character also loses the Character Points needed to learn the spell no matter whether she succeeds or fails in her learning attempt.

As a general rule, spells which do not have prerequisites have a learning difficulty of five. Each prerequisite the spell has adds five to the total learning difficulty. For example, Life Detection has no prerequisites, thus the learning difficulty is five. The Spell of Discovery, with one prerequisite, has a learning *difficulty* of 10.

most Witches can learn Dathomir "versions" of standard Jedi abilities; simply apply the learning difficulties to existing Force Powers if a Dathomir Witch is attempting to learn the new power.

This spell may be kept active as long as the source of energy is constant. It may not be kept active when deflecting energy attacks.

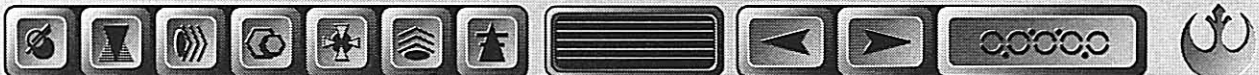
Difficulty: Very Easy (sunburn), Easy (intense sun), Moderate (solar wind), Difficult (radiation storm). Witches may use this spell to deflect energy attacks such as blaster bolts and the Spell of Lightning. The base difficulty for such a casting is Moderate, modified by the attack's damage roll.

Effect: This spell allows the caster to absorb and dissipate energy, including light, heat, radiation, and even blaster bolts. A successful casting means that the energy is dissipated. If the caster fails the roll, she takes full damage from the energy.

The character must cast the spell in the same round to absorb the blaster bolt or other attack; the character must be able to cast the spell before the attack lands. She can't use the power after the attack has hit.

This spell may be kept active. If the character is injured again, the caster must cast the Spell of Comfort again, with the difficulty being the new level of injury.

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Effect: A wounded Witch who casts the Spell of Comfort can act as if she has not been injured at all, starting with the round after the spell was cast. The wound is not healed, the caster is simply using Dathomir magic to ignore the pain and feel more comfortable.

Because the character remains injured, she can continue to get worse if she is injured again. Every time the character takes damage, she must roll the Spell of Comfort again, using the new wound status as the difficulty.

This spell may also be used to take away the pain of another. It is necessary for the Witch to be in physical contact with the being she is trying to comfort.

Spell of Power

Difficulty: Moderate

Effect: A Witch casts the Spell of Power to increase a single attribute for a limited amount of time. An increased attribute can help the Witch to jump higher, see better, run faster, and even take more damage. All skills governed by the enhanced attribute increase by the same amount for as long as the spell lasts.

An attribute increased in this fashion remains in effect according to the chart below. A Witch may only increase one attribute at a time.

Casting Roll \geq	Attribute Increase	Duration
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

Force of Will

This spell may be kept active

Difficulty: Easy

Effect: By casting Force of Will, the character uses her own *willpower* skill to fight the effects of hostile Spells or Force powers. If faced with a telekinetic or mind-based spell, the Witch's *willpower* skill roll may be added to her *Perception* code.

The *Perception* roll plus the *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *Perception* roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Witch suffers the full effects of the attack. If the attack roll is

greater than the *Perception* roll but less than the protection number, the Witch suffers no effect, but her *willpower* is considered "battered." Subtract 1D from the character's *willpower* skill. The caster may continue to defend herself in this fashion, but the protection number is only her *Perception* coupled with the decreased *willpower* skill. If the Witch's *willpower* ever reaches 0D, the spell is automatically dropped.

It takes one full day to recover 1D of damage from "battering of the will."

Note: Force of Will does not protect from the Spell of Lightning, Tempest or objects hurled by Telekinesis, as these are actual physical manifestations. For more information on Force of Will, see page 45 of the *Tales of the Jedi Companion*.

Spell of Creature Understanding

This spell may be kept active.

Difficulty: Easy if the beast is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory; Very Difficult to Heroic if the animal is predatory by nature.

Required Spells: Telepathy 5D

Effect: The Spell of Understanding allows a Witch to understand a beast-larguage as well as speak it. As creatures seldom have "true" languages, the Witch is actually imparting and reading emotional differences within grunts and growls. Note that the spell may be kept active if the Witch needs to continue communicating with the creature. For beasts that can be ridden, subtract -2D from their Orneriness code while the spell is in effect.

Spell of Awareness

This spell may be kept active

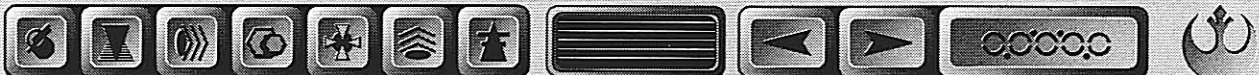
Difficulty: Moderate

Required Spell: Spell of Discovery 4D

Effect: The Spell of Awareness allows a Witch to extend her senses like a protective sensor, creating an early warning system for as long as the spell remains in effect.

When this spell is cast, the Witch detects any attacks the round before they are made. This gives the Witch a round to decide how to react.

In game terms, any character planning to attack a character who is casting the



Spell of Awareness in the next round must declare her action the round before. Attacking other Witches or characters with Force skills may increase the difficulty of this casting.

Spell of Discovery

This spell may be kept active.

Difficulty: Very Easy if the subject is Force-sensitive; Moderate if not. Modified by relationship.

Required Spells: Life Detection 3D

Effect: The Spell of Discovery allows a Witch to detect sentient beings who might otherwise remain hidden from their normal senses. When the spell is cast, the Witch knows the location of all sentients within 10 meters—if the spell is kept active, the Witch may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Witch approaches or is approached by sentient creatures, make a Spell of Discovery roll for the Witch and each being makes an opposed *Perception* or *control* roll (in the case of a Jedi) to avoid detection. Both rolls are “free” actions and don’t count as a spell use. If the Witch ties or rolls higher, she senses the beings in question.

If the Witch beats the target's roll by 10 or more points, the Witch is aware if this being knows the way of Dathomir magic or has Force skills (yes or no) or if they have met the person before (yes or no), and if yes, what their identity is.

Seeking Spell

This spell may be kept active.

Difficulty: Very Easy. Modified by proximity and relationship.

Required Spells: The Spell of Discovery
5D

Effect: The caster can sense the presence and identity of a specific individual for whom she searches. The caster can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may use his *Perception* (or *control*, in the case of a Jedi) to hide his identity from the Witch casting the Seeking Spell. The character's *Perception* (or *control*) is added to the caster's difficulty.

Spell of Open Mind

This spell may be kept active if the target is willing, and the proximity does not alter.

Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* (or in the case of Jedi, *control*) roll to determine the spell's difficulty. Modified by both proximity and relationship.

Required Spells: The Seeking Spell 3D

Effect: If the Witch successfully rolls the Spell of Open Mind, she can read the surface thoughts and emotions of the target sentient character. The Witch understands what the target is thinking, but can not probe for deeper information. When a character wishes to use this power on another player character, the gamemaster asks the target player if he minds having this spell cast on his character; if the target is a gamemaster character, the gamemaster must determine if the target is friendly or resistant to the spells use.

If the spell's roll is double the difficulty, the Witch may search though any memories the target has up to 24 hours old. The Witch may not sift through memories in the same round as the contact was made, memory searching takes an entire round.

A Witch can read the mind of more than one character at a time, but each additional character counts as a separate spell usage, with separate rolls and the multiple skill use penalty.

The Spell of Interpretation

This spell may be kept active.

Difficulty: Moderate for organic sentients, Difficult for droids. If the target is being purposely cryptic, add +5 to the difficulty. +20 if it is a written language.

Required Spells: The Spell of Open Mind 4D, Spell of Thought-Touch 2D

Effect: This spell allows the Witch to translate a language and speak it in kind. In order for the spell to function, the character must first hear the target speak or see the words in written form (such as an ancient text or document). This spell, though similar to telepathy, has many advantages. First, it takes only one application of the spell to understand the language. As long as they all speak the same language and the spell is kept active, the Witch does not need to roll the spell again for each individual. Also, because they



Speak using binary forms of communication, droids may be understood using this spell.

Note that the Witch does not actually know the language in question. If the spell is ended, the Witch will no longer be able to translate the language.

Spell of Thought-Touch

Difficulty: Very Easy if the target is friendly and doesn't resist. Increase difficulty by +5 to +10 if the Witch cannot verbalize the thoughts she is transmitting (she is gagged, doesn't want to make a sound, and so on). If the target resists, roll the target's *Perception* (or *control* in the case of a Jedi) to determine the difficulty. Modified by proximity and relationship.

Required Spells: Spell of Open Mind 3D

Effect: If the Witch successfully projects her thoughts, the target hears her thoughts and feels her emotions. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the caster of the spell. If the Witch doesn't "verbally" identify herself, the target doesn't know who is projecting thoughts to him. This spell can only be used to communicate with other minds, not control them.

Spell of Assistance

Difficulty: Very Easy. Modified by relationship.

Required Spells: The Spell of Comfort 4D

Effect: If the Witch successfully casts the spell, the target character may make two natural healing rolls for the current day regardless of injury level. The target also gains a +2 modifier for both of these rolls.

Spell of Lightning

Difficulty: Difficult, modified by proximity. Limited to line of sight. If used as an attack, the difficulty is the targets *Dexterity* or *dodge* roll, unless the Difficult rating is higher.

Effect: Successful casting of this spell causes bolts of energy to spring from the caster's fingertips. Usually this power is used by the Nightsisters as an attack, however, there are practitioners of Allyn magic who know and use this spell for other uses, like lighting a campfire and so on.

When used as a weapon, lightning courses over the target, inflicting great amounts of pain and damage, eventually killing him. Lightning causes damage equal to half of the spell's dice, rounded down (if the caster has Lightning 5D, the damage would be 2D). Only grounded armor may offer protection from the Lightning spell.

Battle Meditation

This spell may be kept active.

Difficulty: Varies based on the number of target individuals as well as the number of casters.



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Number of Targets

1-2
3-20
21-100
101-1000
1001-10,000
10,000 +

Difficulty

Very Easy
Easy
Moderate
Difficult
Very Difficult
Heroic

For every ten casters simultaneously casting the spell, subtract -10 from the difficulty.

Effect: Battle meditation has two possible effects. The Witch can force her enemies to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before casting the spell, the Witch (or Witches) must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Witch may only use this spell effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Witch's immediate goal (rescuing a prisoner, defeating a group of Nightsisters, etc.); allies are defined as those who seek to uphold and forward the Witch's goal.

When attempting to turn attackers against each other, the Witch's spell roll becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Witch must maintain the effect each round for the combatants to continue fighting. Once the spell is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Witch's allies' favor (the spell's second function), the Witch's enemies lose 1D for every 4D she has in the spell in a attribute determined by the Witch (*Strength*, *Dexterity*, and so on) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

Projected Fighting

Difficulty: Difficult, modified by proximity.

Required Spells: Telekinesis 4D

Effect: Projected fighting allows a Witch to strike at an opponent and inflict damage without physically touching the target.

After successfully casting the spell, the Witch must make an Easy *brawling* skill roll. If attacking a Force-sensitive character, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot dodge the Witch's blows. If the *brawling* roll is successful, the Witch rolls her full *Strength* versus the target's *Strength*. The Witch may target a specific portion of the body but must subtract an additional 1D from her *brawling* skill (see *Star Wars, Revised and Expanded* pg. 96). Be sure to add any armor bonuses that the target may have. If the Witch so chooses, she can make the damage done by her spell stun only.

Tempest

This spell may be kept active.

Difficulty: Very Easy for a light wind; Easy for a light rain/snow; Moderate for a heavy rain/snow; Difficult for a thunderstorm/blizzard; Very Difficult for a hurricane/tornado



The Witch receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This spell may be used in conjunction with Force Points and Character Points. This spell is only in effect for one round and may not be kept active.

Spell of Protection

This spell may be kept active.

Difficulty: Moderate

Required Spells: Absorb/Dissipate Energy 3D, Concentration 2D, Telekinesis 3D

Effect: This spell allows the Witch to surround her body with a magical shield. The shield can be used to repel energy and physical matter away from the Witch's body, down to the molecular level.

The shield acts as STR+1D armor to all energy and physical attacks made against the Witch, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Witch from serious injury.

Spell of Structure

This spell may be kept active.

Difficulty: Easy for structures up to 0.5 meters tall; Moderate for structures 0.6 to 1.0 meters tall; Difficult for structures 1.1 meters to 2.0 meters tall; Very Difficult for structures 2.1 to 3.0 meters tall; Heroic for structures 3.1 to 4.0 meters tall. Add +10 for every meter over 4.

Required Spells: Telekinesis 5D, Concentration 5D

Effect: When a Witch successfully casts this spell, she is able to mold and shape the ground to her own design. This spell can produce miniature buildings, complete with moving people, and so on. Other uses include erecting a wall of earth to protect the Witch from attack.

Gamemasters be wary of the possible uses (and abuses) of this spell. The Witch should take into account the possible damage to the ecosystem that her spell may cause.

Spell of Mimicry

This spell may be kept active.

Difficulty: Easy for altering the appearance of a simple feature; Moderate for altering the appearance of the face; Difficult for altering the appearance of the face and body; Very Difficult for altering the appearance of the face, body and clothing.

Effect: When the Spell of Mimicry is cast, the Witch may change her appearance to anything she desires. This spell may be used to duplicate another character provided the Witch has seen the character in person. The spell may be kept active provided the Witch is not harmed or otherwise distracted.



CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Augwynne is a thoughtful—some say tired—old woman who has finally found some cause for joy in her life. With the death of Gethzerion and her Nightsister Clan, Augwynne and the rest of her clan



Since becoming the representative of Dathomir, Augwynne has vowed to join the New Republic as soon as possible. Before she can do this, however, she must deal with opposition from the other Witch clans. As Luke Skywalker has pointed out, the Witches of Dathomir can wield great power, much of which is dangerous. While the general consensus seems to be trusting, we must be on the lookout for any unusual behavior from not only Augwynne, but all of the Witch clans.



CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Baritha served as Gethzerion's right hand until the time of the Battle of Singing Mountain, where she disappeared in battle. She is presumed dead though no body was ever found.

—Report compiled through covert sources within the New Republic embassy on Dathomir. Additional analysis by Captain Baden Lathe. New Republic Intelligence.



If Baritha survived the Battle of Singing Mountain, then she is most certainly attempting to reunite and revitalize the Nightsisters. This theory should not be taken lightly. It is my suggestion that we dispatch a team to Dathomir to conduct a thorough search for Baritha.

Equipment: Dark robe.



NRI Security File: 554901221:05: Ta'a Chume

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Ta'a Chume, The Queen Mother of Hapes, is the latest in the long line of rulers who have controlled the Hapan Cluster. For four thousand years, the matriarchal society of Hapes has been dominated by the Queen Mothers, each with their own agenda, each with their own vision of how their society should operate.

The same holds true for the Hapans' current Queen. The woman known only as Ta'a Chume has ruled the Hapan Cluster for more decades than her appearance would seem to indicate. She has done so with an eye on the future, carefully manipulating those around her into a tightly woven fabric that can withstand virtually any assault.

The thorn in her side, however, was her failure to produce any female offspring, instead giving birth to her two sons, Kalen and Isolder. Kalen, who had the right to choose and wed the next Ta'a Chume, was a pathetic fool in her eyes; she arranged for her own son's assassination.

It was then up to her youngest son, Isolder, to choose an heir to her throne. Ta'a Chume would regret this situation.

Isolder first fell in love with the Lady Ellian, a woman of exceptional beauty and grace in the eyes of all that knew her, save for the eyes of the Queen Mother. Like she did with her first son, Ta'a Chume orchestrated Ellian's murder.

When Princess Leia Organa of the New Republic approached Ta'a Chume—negotiating Hapan assistance in the campaign against Warlord Zsinj—the Queen Mother never expected Isolder to

fall in love with the New Republic politician.

While she played the role of the doting mother, Ta'a Chume secretly made plans for the assassination of Leia Organa. From her enormous ship, *Star Home*, the Queen Mother executed plans that would destroy Isolder's latest interest.

Her plans failed horribly when her son managed to repel the assassination force she had sent to Coruscant to deal with Organa.

Finally, Isolder changed his mind about Organa, choosing instead to wed the Dathomir Witch, Teneniel Djo. Though strong and beautiful, Ta'a Chume still did not approve. It was not until Isolder, along with Luke Skywalker, discovered that Ta'a Chume was responsible not only for the

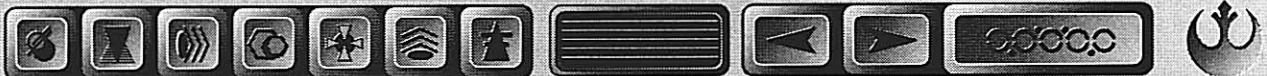
attempts on Leia's life, but also the deaths of Isolder's brother and his first love, Ellian, that the Queen Mother reluctantly accepted Djo into the Hapan dynasty.



Threat Evaluation: Lathe, Baden

The Queen Mother of Hapes seems to be of little threat (at least for now). While she accepted Prince Isolder's choice of brides, she is not happy about it. Ta'a Chume will most likely make an attempt on Djo's life as well, strengthening the Hapan's belief that they should continue with their history of solitude. I would advise the placement of NRI agents on Hapes itself and attempt to keep an eye on Ta'a Chume and Djo.

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—Report compiled through covert sources within the New Republic embassy on Hapes. Additional analysis by Captain Baden Lathe, New Republic Intelligence.



4412567.91.9:03: Teneniel Djo

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Teneniel Djo is the granddaughter of Augwynne, Clan Mother of Singing Mountain and provisional ruler of the planet Dathomir. Teneniel is also the Chume'la: wife of Prince Isolder and the future Queen Mother of the Hapan Empire. She is strong in the ways of the Force and even though she is not a Jedi Knight in name, Teneniel uses her gifts for the benefit of all living beings. Next to Mon Mothma, leader of the New Republic, Teneniel is probably the most powerful woman in the galaxy.

Teneniel has large, copper-colored eyes and long, reddish-brown hair. She has an athletic build, somewhere between a professional bodybuilder and a runner.

Teneniel studied the ways of the Dathomir Witches under her grandmother and Mentor, Augwynne. When she discovered two of her Initiate-sisters toying with the evils of Gethzerion's Shadow Magic, she flew into a blind rage, casting the Spell of Storm on the young women. The two young Witches survived, but it was decided that Teneniel had marked her soul with the darkness that encapsulated the Nightsisters.

In order to cleanse herself from the “blight of anger,” Teneniel was ordered into the wilderness for a period of four years. As she was not completely “forsaken,” Teneniel would still be allowed to visit her clan, though no more than a week at a time.

Type: Queen Mother of the Hapan Empire

DEXTERITY 2D

Blaster 5D, dodge 8D+1, running 5D+1

KNOWLEDGE 4D

Alien species 5D+1, bureaucracy 10D, bureaucracy:
Hapan Empire 15D, business 12D, business: Hapan
corporations 12D+2, cultures 6D, cultures: Hapans
15D, intimidation 9D, languages 9D, planetary systems
6D+2, planetary systems: Hapan Cluster
15D+2, survival 6D+2, value 10D, willpower 10D

MECHANICAL 3D

Beast riding 6D+1, space transports 5D, starship gunnery 4D+2

PERCEPTION 3D+2

Bargain 10D, command 10D, command: Hapan
troops 15D, con 9D, persuasion 9D+1, seduction
10D

STRENGTH 3D+1

Brawling 4D+1, stamina 8D, swimming 5D+1

TECHNICAL 3D

Security 10D

Special Abilities

Attractiveness: +1D bonus to any *bargain*, *con*, *command*, or *persuasion* rolls made against a non-Hapan human of the opposite sex.

Vision: All low-light conditions are treated as complete darkness, adding +4D to the difficulty for all ranged attacks.

Force Points: 3

Dark Side Points: 3

Character Points: 20

Move: 10



At first, Teneniel rather enjoyed her excursion into the unknown. There was so much to explore and see, and Teneniel was always an adventurer at heart. She liked to climb the mountains of Dathomir, enjoying the feeling of rocks between her hands and feet. Sometimes, if the weather was just right, she would even take off her clothes and bathe in the cold, mountain snow.

She spent much of her time exploring the forests near the Imperial prison...uncovering ancient tombs that had long since been forgotten. One of her favorite haunts was the old "Jai" (translation: Jedi) wreck in the tar pits. During her years in exile, Teneniel had made it her special mission to penetrate the old ship's hull. Though she never quite succeeded in her task, Teneniel tended to stay near the old wreck. Destiny, it seems, wanted to anchor her there. One day, as she tended to the small plants that provided her nourishment, she felt a wave of magic flood the area by the wrecked ship.

When she approached the wreck, she found two men—one was stunningly handsome, the other possessed a magic so great she did not have to use the Spell of Discovery to sense him. She decided that she would capture the two men, keeping the male Witch for her slave, and selling the handsome one to the highest bidder.

Teneniel Djo surprised the male Witch while he was attempting to gain access into the old ship. At first he approached her gently. Fearing that the male Witch was trying to trick her, Teneniel cast a spell to cloud him in a shower of dust and pebbles. The handsome stranger was even more easily captured.

During their journey to Singing Mountain, Teneniel discovered that she could not keep the jai—Jedi as he called himself—as a slave since his magic was far too powerful. She instead settled for the handsome one, Prince Isolder.

Presumably, it was during her time with Isolder that the pair fell in love. Initially, Isolder was hesitant. If he wed Teneniel, there would be a great public disapproval. Without a title to inherit, Teneniel could not be selected as a Queen Mother. Isolder would have to give up his claim to the throne, putting one of his murderous cousins in charge. The fate of billions rested on his decision. Fortunately, Isolder was saved from having to make such a horrible choice.

Teneniel Djo

Type: Chume'la of the Hapan Consortium

DEXTERITY 3D+2

Blaster 6D+2, *brawling parry* 5D, melee combat 6D, melee combat: sword 7D+1, melee parry 4D, running 8D+2

KNOWLEDGE 2D+1

Singing Mountain Clan lore 4D, survival: desert 6D+1, willpower 6D+1

MECHANICAL 2D

Astrogation 3D+1, beast riding 6D, beast training 4D+1

PERCEPTION 4D

Bargain 4D+1, command 5D+2, command: rancors 7D+1, command: Singing Mountain Clan 6D+2, con 6D, hide 7D+1, search 5D, search: tracking 7D+2, sneak 6D

STRENGTH 3D+2

Brawling 4D+2, climbing/jumping 8D, lifting 4D+1, stamina 5D+1

TECHNICAL 2D+1

Armor repair 3D+1, first aid 3D+2, primitive construction 3D

Special Abilities:

Allyan Magic: Battle meditation 2D+2, environmental attunement 3D+2, force of will 3D+1, Spell of Assistance 3D+2, Spell of Awareness 3D, Spell of Comfort 4D, Spell of Creature Understanding 3D, Spell of Discovery 6D, Spell of Interpretation 3D, Spell of Open Mind 4D, Spell of Thought-Touch 4D, telekinesis 5D+1, tempest 6D.

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 1

Character Points: 23

Move: 12

Equipment: Helm, exotic robes.

Since Han's deal with Mother Augwynne legally made her Dathomir's owner, by all rights, Teneniel Djo could be considered "the Princess of Dathomir." Of course, convincing Ta'a Chume proved more difficult.

To say that Queen Mother was displeased with Isolder would be an understatement. In no way was she going to allow her son to wed a woman from "an uncivilized little mudhole." But Teneniel, unwilling to lose her love to political convenience, reasoned with Ta'a Chume in away no one ever had before:

"I'm going to marry your son, and someday I'll rule your worlds in your place." she told the Hapan leader. "And if you ever try to harm me or mine, I will force you to confess publicly all of your crimes and then I will execute you."

After witnessing what Teneniel did to her four bodyguards, Ta'a Chume had no doubt the Witch could make good on her threat. She conceded to her son's wishes. Two months later, in a grand ceremony on Hapes, Prince Isolder and Teneniel Djo were wed.



Threat Evaluation: Lathe, Baden

Teneniel Djo, the future Ta'a Chume of the Hapan Cluster, owes a great deal to one of our own, Luke Skywalker. Not only did he save her life but he has also offered to teach her—and her children—the Jedi way. This fact, combined with the close friendship formed between Isolder and Skywalker, provides an excellent opportunity to improve future relations between the New Republic and the Hapan Cluster.

However, Teneniel (and the other Dathomir Witches) pose a significant threat in terms of power levels. Like other Force-sensitives, the Witches are susceptible to the dark side of the Force and could be corrupted. As a result, I recommend that Teneniel Djo and her fellow Witches remain under covert NRI scrutiny, lest another like Gethzerion arise and threaten the New Republic.

END REPORT

—Report compiled through covert sources within the New Republic embassy on Hapes. Additional analysis by Captain Baden Lathe, New Republic Intelligence.



NRI Security File: 5528192.261: Gethzerion

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Gethzerion was the second child born to Augwynne, the reigning leader of Singing Mountain Clan. Her older sister Baruka openly adored her younger sister. Likewise Kara'Teel, the youngest, looked up to her. Of the three sisters, Gethzerion was by far the most powerful of the siblings; she could even cast some spells silently—something only their mother and Clan Protector Tannith could do.

Unfortunately, Gethzerion also possessed a fatal flaw, the same weakness that had been the downfall of so many Jedi Knights: pride. When the three sisters drew lots to determine who would become war chief, Gethzerion had used her powers, losing on purpose to her sister Kara'Teel. Though she would never openly admit it, Gethzerion coveted her mother's position.

She longed to take charge of the group, leading Singing Mountain Clan to unparalleled heights. But her mother refused to pass on peacefully. In her greatest of nightmares, Gethzerion realized that Augwynne might even live as long as Grandmother Rell.

She might never get her chance to rule.

When Baruka refused to challenge their mother to a trial of leadership, Gethzerion shifted to a second, far more sinister plan. With her friend Baritha collaborating, the two planned Augwynne's assassination down to the last detail. Nothing was left to chance.

When the day finally came, everything seemed to be working to perfection. Augwynne had left the protection of their mountain fortress, taking to the fields to watch her husband catch a giant wuffa worm. One telekinetic tug from Gethzerion's mind, and the loose rock high above would come crashing down upon the Clan Mother's head. Augwynne would be caught completely unaware. But all did not proceed according to plan.

When the boulders began to fall from the mountain heights, it was her sister Kara'Teel, not Augwynne, who paid the price. Sacrificing her life so that her mother might live, Kara'Teel pushed Augwynne out of the boulder's path—her body crushed in the process. Gethzerion was stunned. Had

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Baritha not grabbed her ally and forced her to flee, the reign of the Nightsisters might never have become reality. But flee they did... into the forests, forever exiled from Singing Mountain Clan.

For a while, the two wandered Dathomir, rarely staying in one place for long. During their time of isolation, Gethzerion and Baritha were ambushed by a coven of three Witches. The Witches looked haggard, malnourished and incredibly weak. But despite their appearance, the outcast Witches attacked the two with amazing ferocity.

After quickly disposing of the first two Witches, the remaining combatant dropped to her knees, pleading with Gethzerion, pledging future loyalty if Gethzerion would spare her life.

Gethzerion saw an opportunity. If Singing Mountain Clan refused to have her, perhaps she could create her own clan—one so powerful, it would rival the strongest of the Witch clans. On that day Gethzerion and Baritha ended their flight from justice.

As Gethzerion grew in fame and power, so too did the defections to the Nightsister Clan. Some Witches, like the powerful Ocheron, tried to use the Nightsister's own spells against them. The result: Ocheron joined the Nightsister horde. Others, such as Gethzerion's own sister Baruka, tried to win them back with love. She too, joined the rank and file. Eventually, even the Imperial prison fell before their combined might.

But like many of her plans before, Gethzerion refused to take the "weaker" Allyan ways into account. Though she thought she'd killed him, the Jedi—Skywalker—had returned, stronger than ever. Had it not been for Skywalker's actions, Gethzerion and her Nightsister Clan might have wreaked untold havoc upon the galaxy. As it was, Gethzerion was still able to escape Dathomir's orbit, until Warlord Zsinj's forces destroyed her ship, killing the leader of the Nightsisters.



END REPORT

—Report compiled through covert sources within the New Republic embassy on Hapes. Additional analysis by Captain Baden Lathe, New Republic Intelligence.



■ Gethzerion

Type: Queen of the Nightsisters

DEXTERITY 3D

Blaster 5D+1, bows 6D+1, dodge 5D+1, grenade 3D+1, melee combat 4D+1, melee parry 7D, running 5D+1, thrown weapons 5D, thrown weapons: knives 7D+2

KNOWLEDGE 3D+1

Scholar: Shadow magic incantations 7D+1, survival 5D, survival: mountains 8D+1, survival: plains 6D+2, willpower 8D

MECHANICAL 2D

Repulsorlift operation 3D+2, repulsorlift operation:

landspeeder 4D+2

PERCEPTION 4D

Bargain 5D+2, command 7D, command: Imperial troops 7D+1, command: Nightsisters 9D+1, con 7D, intimidation 7D+2

STRENGTH 3D+2

Climbing/jumping 7D+2, stamina 6D+2

TECHNICAL 2D

Special Abilities:

Shadow Magic: Absorb/dissipate energy 6D, force of will 8D+1, projected fighting 8D, Seeking Spell 7D, Spell of Awareness 6D+2, Spell of Comfort 4D+2, Spell of Discovery 6D+1, Spell of Interpretation 4D, Spell of Lightning 6D, Spell of Mimicry 7D+1, Spell of Open Mind 6D, Spell of Power, Spell of Thought-Touch 7D+1, telekinesis 8D+2

These are only some of the spells which Gethzerion demonstrated and it is believed she knew many more.

This character is Force-sensitive.

Force Points: 10

Dark Side Points: 21

Character Points: 1

Move: 10

Equipment: Dark robe.



NRI Security File: 83281901/FF/IS: Prince Isolder

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PENALTY AND A 500,000 CREDIT FINE

Isolder was born on Hapes approximately 25 standard years ago. His mother—Ta'a Chume—is the reigning monarch of the Hapan Consortium. Though a prince by birth, Isolder never considered himself heir to the Hapan throne. That honor was reserved for his older brother, Kalan, who had begun his training as Chume'da, the Hapan royal heir. Isolder was never jealous of his brother, though he realized that it was important to step out from behind his brother's shadow and make a name for himself.

Isolder spent hours during his adolescence practicing with a variety of weapons. He excelled in the physical arts, learning not only martial skills, but honing his lifting and acrobatic abilities. He entered Hapan pilot training at age eleven and by age fifteen had graduated as a flight officer—the youngest ever in Hapan history.

Isolder suffered a tremendous tragedy when he was nineteen years old. While touring near the Terephon system, the royal flagship was sacked by marauding pirates. Isolder's brother, Chume'da Kalan, was captured and later executed.

Reasoning that his brother would have been worth his weight in ransom, the fact that the pirates executed the Prince clearly signaled a political assassination. Isolder suspected his aunt Seccah was involved in the attack, though Isolder had no concrete evidence. Without proof, such an accusation would prove disastrous. So Isolder did the only thing he could do—he disappeared.

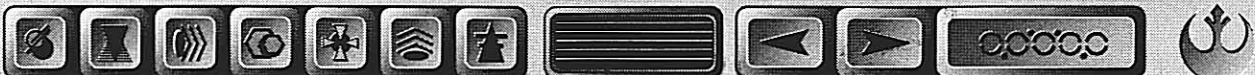
Isolder began a quest to bring his brother's killer to justice. Traveling from ship to ship, Isolder disguised himself as a roaming pirate, hoping to eventually link up with the murderer. During his time as a privateer, Isolder discovered that he enjoyed his newfound freedom. Some of these adventures took him to planets outside his mother's realm and by his twentieth birthday, Isolder had seen a fair portion of the galaxy.

Over time, Isolder learned who had murdered his brother: Captain Harravan, a known pirate and criminal who had managed to elude the authorities time and time again. Unlike most Hapan pirates, however, Harravan was known to revel in bloodshed. It was even rumored that he practiced in slavery, an institution so horrible that it had been outlawed in Hapan space for centuries.

Eventually, through his pirating connections and with the help of the privateer, Astarta, Isolder was able to locate and capture the Pirate King. In a terrific



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starfighter battle, Isolder managed to damage Harravan's craft, bringing the pirate captain back to Hapes in chains. It was the Chume'da's hope that under proper interrogation, the captain would reveal his primary backer. Unfortunately, Harravan was killed in prison before he could be properly questioned.

Later, after the matter of Captain Harravan had blown over, Isolder spied upon his mother visiting with a foreign dignitary: Princess Leia Organa. Instantly attracted to her, Isolder asked Ta'a Chume to arrange the marriage for him. Surprisingly, Ta'a Chume agreed.

What followed has been well publicized throughout the galaxy. Prince Isolder of Hapes came to Coruscant with the Queen Mother and asked for Leia's hand in marriage. This precipitated the now-famous flight to Dathomir where Han Solo and Princess Leia were wed and Isolder met his bride-to-be, the native Dathomir Witch, Teneniel Djo.

Threat Evaluation: Lathe, Baden

While currently an ally of the New Republic, Hapes has historically been a xenophobic society made up of isolationist systems. Though Isolder and Djo are our allies now, it is conceivable that they could be convinced to turn on us in the future. I believe that for the meantime, we should accept their aid; the benefits greatly outweigh the detriments. But we must remain watchful for any signs of duplicity.

END REPORT

—Report compiled through covert sources within the New Republic embassy on Hapes. Additional analysis by Captain Baden Lathe, New Republic Intelligence.



Prince Isolder

Type: Chume'da of the Hapan Empire

DEXTERITY 3D+2

Blaster 7D, blaster: blaster pistol 8D+1, blaster: gun of command 7D+2, brawling parry 8D+2, dodge 7D, grenade 5D+1, melee combat 5D+1, melee parry 6D, melee parry: energy shield 8D, running 7D, thrown weapons 6D+1

KNOWLEDGE 3D+1

Alien species 7D, bureaucracy 4D+1, bureaucracy: Hapan Empire 12D+2, business 11D, business: piracy 7D, cultures 7D, intimidation 6D, languages 8D, planetary systems 7D+1, streetwise 7D, survival 7D+2, tactics: capital ship 5D, tactics: starfighters 6D+1, value 9D, willpower 7D

MECHANICAL 3D

Astrogression 8D, beast riding 6D, capital ship gunnery 6D, capital ship piloting 6D+1, communications 6D, repulsorlift operation 7D+2, space transports 5D+1, starfighter piloting 8D+2, starfighter piloting: Storm 10D+1, starfighter gunnery 8D, starship shields 6D

PERCEPTION 3D+2

Bargain 7D, command 10D, command: Hapan troops 12D+2, con 4D, forgery: ship IDs 6D, forgery: Imperial port codes 7D, hide 6D, persuasion 8D, search 6D, sneak 6D+1

STRENGTH 3D+1

Brawling 9D, climbing/jumping 4D+2, lifting 7D+1, stamina 7D+1, swimming 6D

TECHNICAL 2D

Computer programming/repair 5D, demolition 3D+1, first aid 6D+1, security 8D, (A) starfighter engineering 2D, starfighter repair 7D+2, starship weapons repair 7D+1

Special Abilities:

Attractiveness: +1D bonus to any *bargain*, *con*, *command*, or *persuasion* rolls made against a non-Hapan human of the opposite sex.

Vision: All low-light conditions are treated as complete darkness, adding +4D to the difficulty for all ranged attacks.

Force Points: 3

Character Points: 12

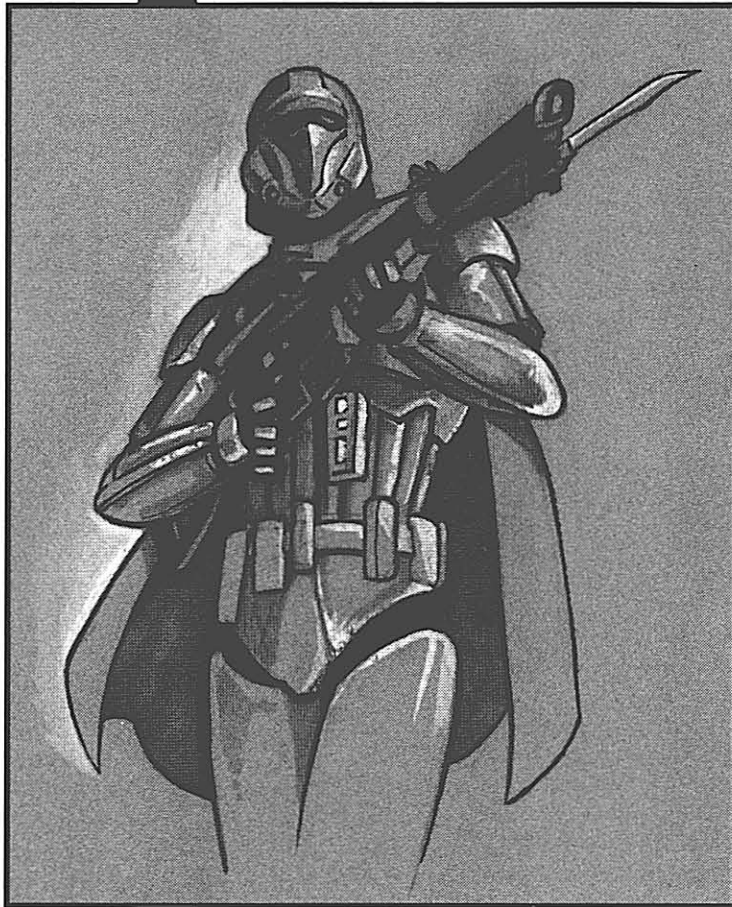
Move: 11

Equipment: Blaster pistol (4D), Chume'da robes, vibroblade, video/scrambler comlink, Charubah personal energy shield.

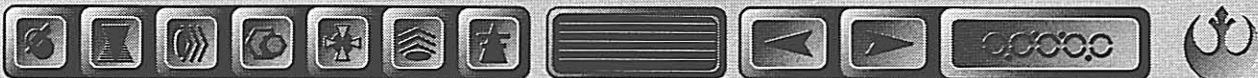


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Zsinj, as on most other issues, took a totally different tack. Instead of resorting to makeshift stormtroopers, the Warlord decided to create his own symbol of authority—the Raptor. The Raptors were a deadly special forces unit made up of marine commandos dedicated to spreading terror. Their primary mission profile was the infiltration and subsequent destruction of hostile planetary forces. This they did with amazing ferocity and effective-



A Raptor is a highly competent soldier who has been trained in the art of terror. They are masters of silent combat and work best while operating in the shadows.



Typical Raptor Commando

Type: Warlord Zsinj's Personal Shock Troop

DEXTERITY 4D+1

Blaster 6D, blaster: blaster rifle 6D+2, dodge 5D, grenade 7D, melee combat 5D

KNOWLEDGE 3D

Intimidation 6D, law enforcement: Imperial law 4D+1

MECHANICAL 3D+2

PERCEPTION 2D

Search 6D, sneak 6D+2

STRENGTH 3D

Brawling 4D+2, brawling: martial arts 6D+2

TECHNICAL 2D

Demolitions 7D

Story Factors:

Loyal: The Raptors are as loyal to Zsinj as the stormtroopers were to the Emperor. They cannot be bargained with or bribed, though a good old fashioned con has been known to work on occasion.

Character Points: 2

Equipment: Raptor armor (+1D physical and energy, all locations, no *Dexterity* penalty), blaster pistol (4D), blaster rifle (5D), vibroblade (STR+3D, moderate)

NRI Security File: 77690.09:89.09: Mother Rell

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Little is known of Mother Rell, leader of the Singing Mountain Clan on Dathomir. According to Jedi Skywalker, Mother Rell has had some dealings with Jedi of the Old Republic (including Skywalker's own teacher, Yoda). She is rumored to be over 300 years old. The extent of her powers is not known.

Threat Evaluation: Lathe, Baden

I am deeply sorry to report that a recent transmission from Dathomir (via the Hapan Embassy on Coruscant) has announced that Mother Rell has died. Clearly, Mother Rell poses no significant threat to New Republic interests. However, I recommend that NRI agents keep a watchful eye on the Singing Mountain Clan; the next leader of the clan may not be as benevolent as Rell was.

Each Raptor is a qualified demolitions expert, skilled in the use of blaster weapons and highly proficient in the martial arts. Though most were captured soon after Zsinj's defeat, a few of these talented individuals managed to escape justice. It is presumed that the surviving Raptors would try to somehow link up with the remaining Imperial forces.

Threat Evaluation: Lathe, Baden

While it is true that Warlord Zsinj is dead, most of his forces aren't. The Raptors are as deeply loyal to their former leader as the stormtroopers were to Palpatine. Due to this, I recommend a continued campaign against the remnants of Zsinj's forces. As Palpatine proved, the end of a leader is not the end of a problem. The Raptors are a resourceful group, and one which should not be taken lightly.

END REPORT

—Report compiled by Captain Baden Lathe, New Republic Intelligence.



Mother Rell

Type: Ancient Witch

DEXTERITY 1D*

KNOWLEDGE 2D*

Cultures: Dathomir Witches 4D, law enforcement: the Book of Law 4D

MECHANICAL 0D*

PERCEPTION 2D*

STRENGTH 1D+2*

TECHNICAL 0D*

*Due to her extreme age, Mother Rell has lost most of her ability to function without aid. She no longer remembers any of the spells that once made her powerful.

This character is Force-sensitive

Force Points: 16

Character Points: 6

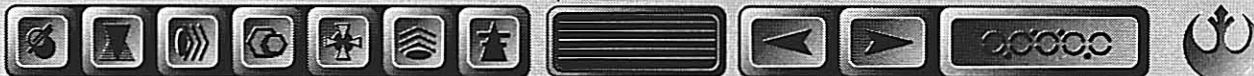
Move: 3

Height: 1.3 meters

Equipment: Robes, blanket

END REPORT

—Report compiled by Captain Baden Lathe, New Republic Intelligence.



Tosh

The herd-mother of the Singing Mountain rancor tribe, Tosh, is by far the largest and oldest rancor ever catalogued. She has protected the Singing Mountain Witches for her entire life, learning much from them. Tosh is the first of her kind to learn and use a written language. She has used this language to teach her daughters and sons her history, as well as the histories of the rancors' ancestors.

When the Heroes of Yavin arrived on Dathomir, the Singing Mountain Witches embraced them. Following the Witch's lead, Tosh in turn assisted the Heroes of Yavin by taking them to the Imperial prison that was home to the evil Nightsisters.

During the return to Singing Mountain, Tosh suffered a horrible loss. Imperial AT-STs attacked the group. While most of the party fled to the nearby Singing Mountain, Tosh's daughter—Dhum—was killed by the advancing walkers. Tosh retaliated by ripping the small vehicle's "head" apart.

It was not the end of her pain, however. The Battle of Singing Mountain had many casualties, including the rancors who fought alongside the Witches of Singing Mountain.

Tosh and her herd continue to assist the Singing Mountain clan in rebuilding their once great fortress.

Threat Evaluation: Lathe, Baden

While Tosh seems to be typical of her species, I find it difficult to believe that all rancors on Dathomir are as...civilized as she is. I've personally seen the evidence of what damage she is capable of; the AT-ST drivers had no idea what was happening to them. Like many other entries in this report, as long as we "play nice" with Tosh, she's not much of a threat.

In regards to Dathomir's offer to provide New Republic ground troops with trained rancor "mounts," I must confess I am skeptical. Most troops would find the concept of riding these walker-sized killing machines extremely...uncomfortable.

Tosh

Type: Dathomirian rancor

DEXTERITY 4D

Brawling parry 5D+2, dodge 4D+2, melee combat 5D+2, melee parry 5D

KNOWLEDGE 1D

Languages: Symbolic writing 5D

MECHANICAL 0D

PERCEPTION 1D

STRENGTH 7D

Brawling 9D

TECHNICAL 1D

Special Abilities:

Armor: Adds +3D protection versus physical and energy attacks.

Claws: Does STR+3D damage

Teeth: Does STR+5D damage

Special Skills:

Dexterity skills:

Melee weapons: clubs, trees: Time to use: One round. Rancors use this skill and any of the above specializations to wield large objects as melee weapons. Most of these makeshift tools will cause STR+1 Walker-scale damage.

Thrown weapons: boulders, nets, trees: Time to use: One round. Rancors use this skill and any of the above specializations to hurl objects generally considered too heavy for humans to lift. Rancors throw most objects with a range of 20-30/50/100 meters. Most objects will do 2D Walker-scale damage.

Knowledge skills:

Symbolic writing: Time to use: Variable. Rancors use this skill to understand simple commands written by the Witches of Dathomir. A rating of 4D or higher means the rancor can write the language as well.

Story Factors:

Evolved: Dathomirian rancors have evolved over thousands of years. Rancors encountered off of Dathomir will most likely not be identical, though it is possible that a similar evolution has taken place elsewhere in the galaxy.

Domesticated: Most of Dathomir's rancor's have been domesticated by the human clans of the world. These rancors are treated as loved pets, even friends, by their human comrades.

Scale: Creature

Move: 25/40

Height: 9 meters

END REPORT

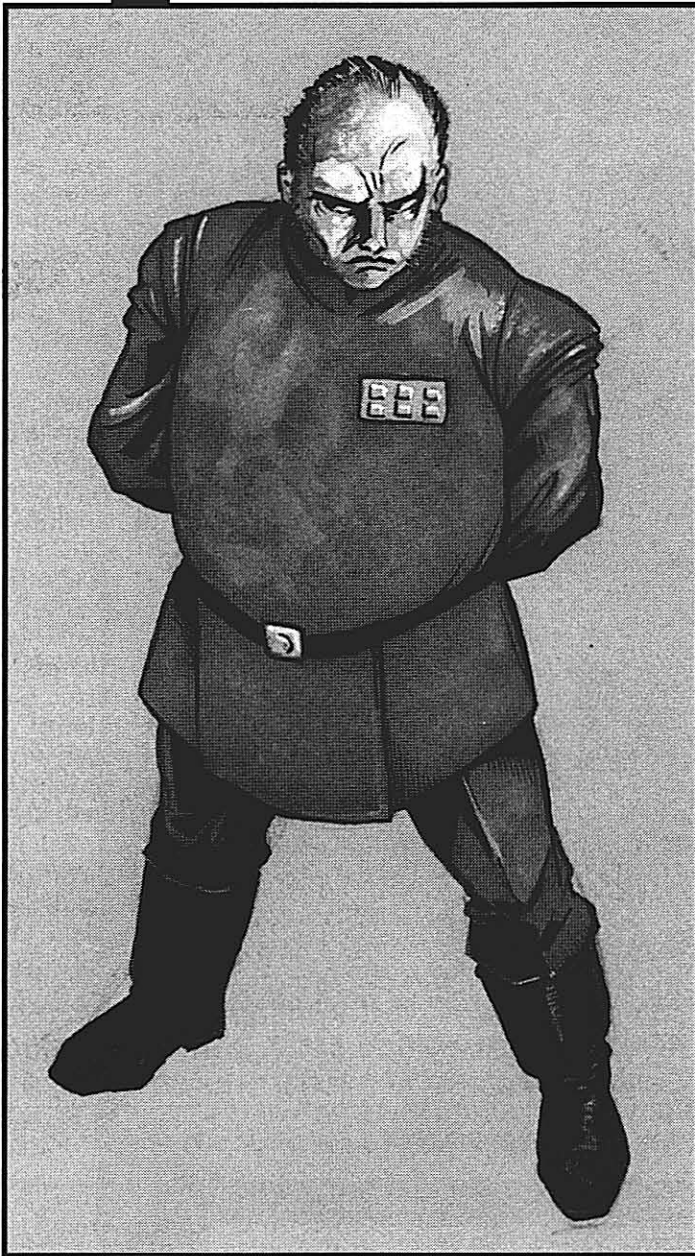
—Report compiled by Captain Baden Lathe, New Republic Intelligence.



When the second Death Star was destroyed, the Imperial war machine was shaken to its core. With the death of so many bright and talented officers, the Imperial military had been dealt a crippling blow. Realizing that he was one of the few competent commanders left, then-Admiral Zsinj was faced with a unusual dilemma. He could, if he wished, heed the call of the surviving Imperial hierarchy. A group of Palpatine's advisors, led in force by the loathsome Ars Dangor, had since formed the group known as the Emperor's Ruling Circle. The ERC was based on Coruscant, and was at present ordering all remaining Imperial forces to join them there. Under the thumb of ERC, Zsinj's forces would be relegated to defending several of their so-called fortress worlds. That would mean an incredible loss of personal power for the Admiral. Not surprisingly, Zsinj turned a deaf ear to the ERC's increasingly strident demands for assistance.

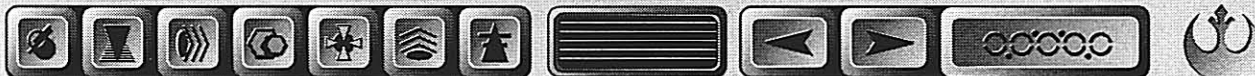
As a second option, Zsinj could try to unite the various factions under his own rule. Though pretenders to the Emperor's throne were numerous, no one had the raw power Zsinj commanded; he controlled the resources of the Quelli oversector, not to mention the awesome firepower of the *Iron Fist*—a Super Star Destroyer named after his first command. But Zsinj, always conservative, was afraid to overstep his bounds.

With that in mind, Zsinj dedicated himself to a third option. Instead of trying to seize power, Zsinj concentrated his efforts on consolidating his power base. When the Alliance of Free Planets came looking for representatives to send to the Galactic Caucus, Zsinj sent diplomats of supposedly "free" governments. These agents painted a picture of space that was free from Imperial domination, but wished to remain independent from the new galactic government.



Meanwhile, Zsinj plundered those same worlds, taking what he could, and destroying what was left. This was in keeping with Zsinj's war philosophy: "A soldier's primary concern," Zsinj had said, "is not the establishment of government. Rather, it is a warrior's duty to build up the strongest force possible. It is his duty to crush his foes."

Without a doubt, Zsinj considered his greatest weapon to be the *Iron Fist*. Originally identified as *The Brawl*, the *Iron Fist*



was one of the first Super Star Destroyers constructed by the Empire. For his quick thinking in stranding Gethzerion, Admiral Zsinj was personally awarded the craft by Emperor Palpatine. Flushed with pride, Zsinj promptly renamed the vessel.

Four years after the Battle of Endor, Zsinj—now a self-declared Imperial warlord—used the *Iron Fist* to terrorize the Outer Rim Territories. In lightning-quick (but highly destructive) raids, the *Iron Fist* laid waste to everything in its path. Space stations, shipyards, peaceful colonies—all felt the fury of Zsinj's attacks. In one of his most audacious attacks, Zsinj prompted the evacuation of New Alderaan, attacking the refugee planet with the *Iron Fist*.

In direct response to the assault on New Alderaan, the New Republic launched a counteroffensive; General Han Solo, armed with a special Mon Calamari strike force, was given the task of tracking down and neutralizing Zsinj.

After his defeat at Selaggis, Zsinj's men labored for months to bring the *Iron Fist* back up to specs. The Dathomir shipyards worked overtime trying to repair the battered ship, but ultimately, the repair attempts were futile. According to data intercepts, Solo became Zsinj's obsession. Zsinj was willing to go to any lengths, even stage an assault on Coruscant, to get him. Fortunately, General Solo bested Zsinj in battle and the would-be warlord was killed in the conflict.

END REPORT

—Report compiled by Captain Baden Lathe, New Republic Intelligence.



Warlord Zsinj

Type: Imperial Warlord

DEXTERITY 3D+2

Blaster 4D, bows: longbow 6D, dodge 4D, melee combat 5D, melee parry 4D+1, running 5D, thrown weapons 4D

KNOWLEDGE 3D

Alien species 6D, bureaucracy: Zsinj's Empire 11D+1, intimidation 7D, languages 6D, languages: curses 12D+2, law Enforcement: Imperial law 4D+1, planetary systems 6D+1, streetwise 4D+2, survival 4D+2, tactics: fleets 6D, tactics: starfighters 5D+1, tactics: ground assault 5D, value 7D

MECHANICAL 4D

Astrogation 4D+1, beast riding 5D, capital ship piloting 4D+1, capital ship gunnery 4D+1, space transports 4D+1

PERCEPTION 2D

Bargain 3D+1, command 8D, command: Raptors 11D, con 5D, persuasion 9D+1, search 4D, sneak 4D+2

STRENGTH 3D

Brawling 3D+2

TECHNICAL 2D+1

Capital ship repair 4D, starfighter engineering (A) 3D+2, starfighter repair 7D

Special Abilities:

Lying: Despite years of practice, Zsinj has a hard time being convincing when he lies. He receives a -2D penalty to any con attempt.

Dark Side Points: 3

Character Points: 13

Equipment: Blaster pistol (4D), scepter (STR+1D, Easy difficulty).

Threat Evaluation: Lathe, Baden

Zsinj has been a major problem for the New Republic for more than three years. His demise is a victory we can celebrate just as heartily as we did Palpatine's.

Despite his defeat, Zsinj managed to make his mark on the New Republic; not only is the New Republic in dire need of support from the outside, but the bulk of Zsinj's forces are still out there. We must not rest during this period of celebration. We must continue our efforts to track down and eradicate the scourge of Zsinj from the galaxy.



[Append-NRI Security File 33109/3-PR-SHPVS: The Hapan Cluster Incident]

**NRI Security File: 89324/873:2:
Hapan Battle Dragons**

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Designed in a double-saucer formation (quite different than the more-streamlined ships popularized by the Empire), the Battle Dragon is an instantly recognizable vessel. These craft are armed with 40 Hapan turbolasers, 40 ion cannons, two triple ion cannons, a tractor beam projector, and four pulse mass generator tubes.

A Battle Dragon's weapons are linked to four separate targeting computers, a number that seems staggeringly small in theory. The Hapans have compensated for the limited firing range of their weaponry by concentrating fire on up to four single targets, virtually guaranteeing the destruction of targeted vessels. For this reason, a successful Battle Dragon engagement typically calls for large groups of vessels; it would appear that the Hapan Consortium has plenty of Battle Dragons to spare.

Dragon is equipped with four tubes carrying four pulse mass mines. When launched, the mines produce mass shadows that confuse and jam enemy hyperdrive motivators.

The Battle Dragon is capable of carrying three squadrons of starfighters (usually Miy'til fighters; NRI Security File 901872:91:09), though recently the Hapans have adopted Incom's X-wing into their fleets.

Craft: Olanjii/Charubah Battle Dragon

Type: Heavy assault warship

Scale: Capital

Length: 500 meters in diameter

Skill: Capital ship piloting: Hapan Battle Dragon

Crew: 1, 200, **gunners:** 190, **skeleton:** 700/+10

Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital starship piloting: Hapan Battle Dragon 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2

Passengers: 500 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 7D+2

Shields: 3D

Sensors:

Passive: 50/0D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

40 Hadan Turbolaser Batteries

Fire Arc: Rotational (see page 43)

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2

Fire Rate: 1/3*

Space Range: 3-15/35/75

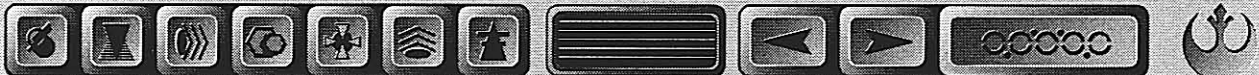
Damage: 7D

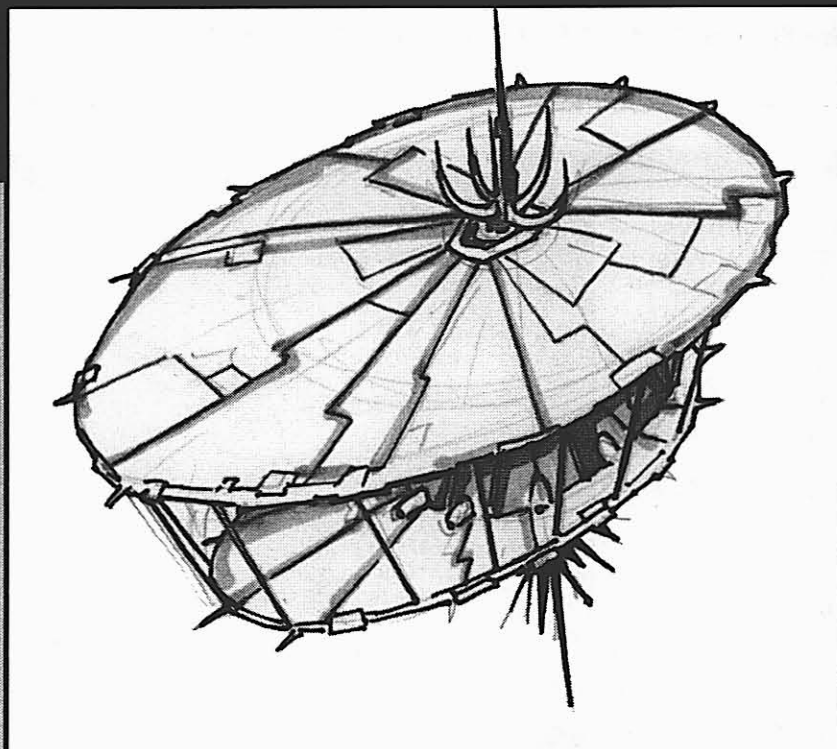
40 Ion Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery





Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

4 Pulse Mass Generator Tubes

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 3

Skill: Capital ship gunnery: Pulse Mass Generator

Fire Control: 5D

Space Range: 1-5/75/150

Ammo: 16

Damage: Blocks hyperspace travel, each mine equals a 30 unit diameter.

2 Triple Ion Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 2-20/50/80

Damage: 3D+2

1 Tractor Beam Projector

Fire Arc: Turret

Crew: 3

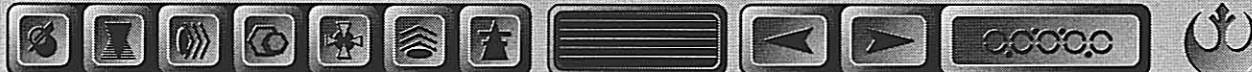
Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

* The Hapans have a archaic turbolaser technology. Once fired, a single turbolaser takes three times the normal recharge time of the more standard Imperial turbolasers.



NRI Security File: 617613:86: Hapes Nova Battle Cruiser

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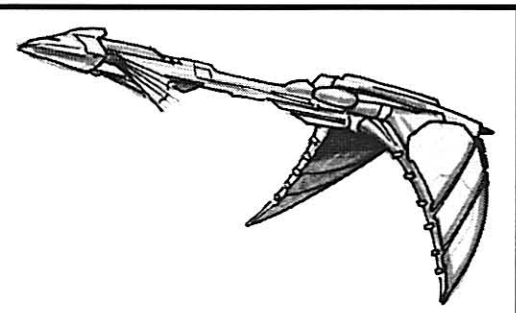
The Hapan Consortium's fleets—strengthened by the Hapan Battle Dragon—are not always capable of repelling a concerted assault. In response, plans were set into action to design and build a large-scale support craft capable of protecting the already-formidable Hapan Battle Dragon. The result of this program was the Hapes Nova battle cruiser.

The Hapes Nova is approximately 400 meters long, and has proven itself as an effective assault frigate and as a defensive anti-pirate cruiser.

Many of the design innovations incorporated into the Hapes Nova design were in fact stolen from companies such as SoroSuub and Kuat Drive Yards; the result is a warship with enough power to maneuver and outrun many modern capital vessels.

The Hapes Nova is equipped with 25 Hapan turbolasers, which constitute the craft's main defense. In addition, ten heavy laser cannons provide backup fire support against smaller starfighters. Ten ion cannons complete the cruiser's weapons loadout. The Nova can also carry two squadrons of Miy'til fighters, and may also hold up to six assault bombers; note that, as yet, NRI does not have specs on Hapan assault bombers.

Despite the Nova's exceptionally clean design, the Hapans have added further refinements to the craft. The Hapes Nova possesses backup shield generators; it is believed that the design for these generators was stolen during a data-raid on a Mon Cal stardock.



Hapes Nova Battle Cruiser

Craft: Hapan Consortium Hapes Nova-Class Battle Cruiser

Type: Heavy combat frigate

Scale: Capital

Length: 400 meters

Skill: Capital ship piloting: Hapes Nova

Crew: 1700, gunners 90

Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital starship piloting: Hapes Nova 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2

Passengers: 600 (troops, support personnel)

Cargo Capacity: 600 metric tons

Consumables: 1 month

Cost: 15 million credits (new)

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Hull: 5D

Shields: 2D*

* The Hapes Nova has a set of backup shields (4D). When a die of shields is lost, the shield operators can make an Easy *capital ship shields* roll to use one of the backup dice to bring the shields back to a full 2D.

Sensors:

Passive: 40/0D

Scan: 55/2D

Search: 80/2D+2

Focus: 5/3D

Weapons:

25 Hapan Turbolaser Batteries

Fire Arc: 5 front, 5 left, 5 right, 5 back, 5 turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2

Fire Rate: 1/3*

Space Range: 3–15/35/75

Damage: 7D

10 Laser Cannons

Fire Arc: Front

Crew: 2

Scale: Starfighter

Skill: Capital starship gunnery

Fire Control: 2D

Space Range: 1–3/12/25

Damage: 5D

10 Ion Cannons

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1–10/25/50

Atmosphere Range: 2–20/50/100 km

Damage: 3D

* The Hapans have archaic turbolaser technology. Once fired, a single turbolaser takes three times the normal recharge time of the more standard Imperial turbolasers.



NRI Security File: 901872:91:09: Miy'til Fighter

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500, 000 CREDIT FINE

The Miy'til starfighter—the backbone of the Hapans' fast-attack forces—is an extremely small combat vessel. This compact starfighter is capable of going one-to-one with any Imperial starfighter (even the TIE Advanced, if the Hapans' specs are to be believed). Though the Miy'til has four Incom 6X4 fusial thrust engines, the craft's speed doesn't quite stand up to that of a New Republic A-wing. However, this slight speed disadvantage is more than compensated for by the Miy'til's maneuverability.

Miy'til Fighter

Craft: Hapan Cluster Miy'til Fighter
Type: Heavy combat starfighter
Scale: Starfighter
Length: 7.5 meters
Skill: Starfighter piloting: Miy'til fighter
Crew: 1 (plus astromech droid)
Crew Skills: Astrogation 3D+2, starship gunnery 3D+1, starfighter piloting 4D, starship shields 3D+2
Cargo Capacity: 25 kilograms
Consumables: 1 week
Cost: 210,000 credits
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: Yes
Nav Computer: Astromech droid holds 10 jumps.
Maneuverability: 3D
Space: 9
Atmosphere: 400, 1,150
Hull: 3D+1
Shields: 1D+1
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/1D+2
Focus: 3/3D+1

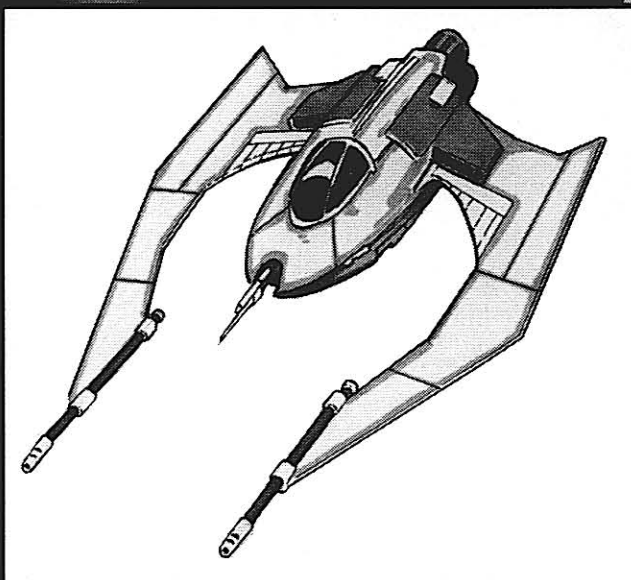
Weapons:

2 Laser Cannons (fire-linked)

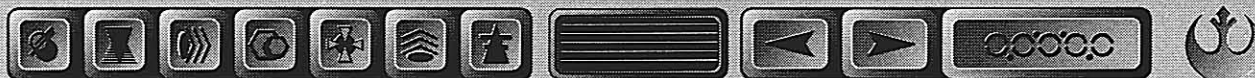
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1–4/15/30
Atmosphere Range: 100–300/1.2/1.5 km
Damage: 5D

Concussion Missile Tube

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50–100/500/900
Ammo: 5
Damage: 9D

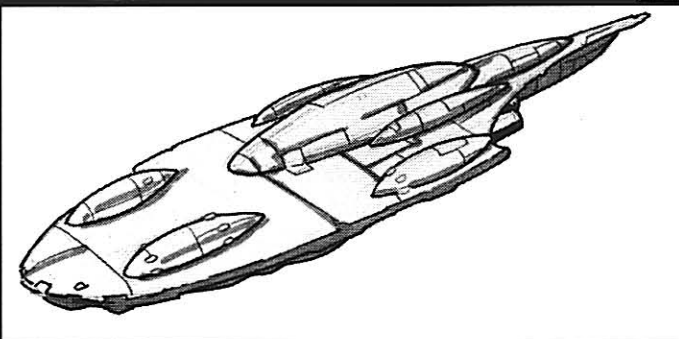


DATAPAGE: 45



CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

Not everything about the *Mon Remonda* could be considered an enhancement over the MC80 however. Like its predecessors, the *Mon Remonda* was designed for Mon Calamari physiology. The air was slightly more damp than standard, and the displays and controls were designed for the Mon Calamari, making the human and other alien species' stays quite uncomfortable.



Damage: 3D



NRI Security File: 99996716.80:89: Raptor Fighter

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

Warlord Zsinj had a hidden shipyard stationed outside of Dathomir's atmosphere. Not only did it provide him with a wealth of repair and maintenance facilities, it also served as his primary weapons testing and design facility. Zsinj's repair techs and engineers created a new design of starfighter, the TIE/rpt. While not technically a TIE fighter (Sienar Fleet Systems had no hand in the actual design of the ship), the TIE/rpt does possess many of the characteristics of both the TIE bomber and the TIE interceptor.

The TIE/rpt's typical weapons loadout consists of four laser cannons and two concussion missile tubes; the TIE/rpt surpasses the fire capability of both the TIE Interceptor and TIE Bomber, making it a highly effective combat starfighter. While it does not have the sheer acceleration of the Interceptor, its maneuverability is analogous to a New Republic A-wing.

Like all of the TIE series, the TIE/rpt does not have shield generators, though it is believed that Warlord Zsinj was spending a great deal of credits attempting to rectify this design error. A handful of prototype Raptor fighters equipped with shield generators are believed to be in the possession of Zsinj's former troops.

Raptor Fighter

Craft: Zsinj TIE/rpt
Type: Combat starfighter
Scale: Starfighter
Length: 6.8 meters
Skill: Starfighter piloting: Raptor Fighter
Crew: 1
Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D
Cargo Capacity: 50 kilograms
Cost: Unknown, not available for sale.
Maneuverability: 3D+2
Space: 8
Atmosphere: 365, 1,050 kmh
Hull: 4D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+2

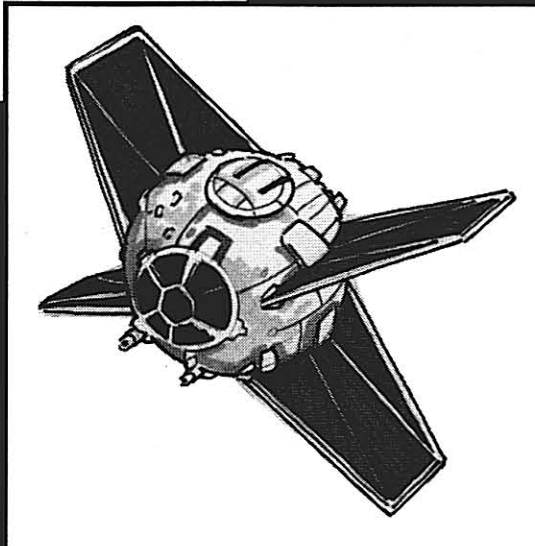
Weapons:

4 Laser Cannons

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/14/27
Atmosphere Range: 100-500/1.4/2.7 km
Damage: 3D+2

2 Concussion Missile Tubes

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/4/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D



DATAPAGE: 47



NRI Security File: 444209.09.90:01:8: Raptor Transport

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500, 000 CREDIT FINE

Incom—the company that developed the celebrated X-wing fighter—designed the Y-4 Transport as a military grade troop transport shortly before it was absorbed by the Empire. Though a sturdy design, the Y-4 never gained acceptance from the Imperial Navy due to Incom's "Rebel" connections.

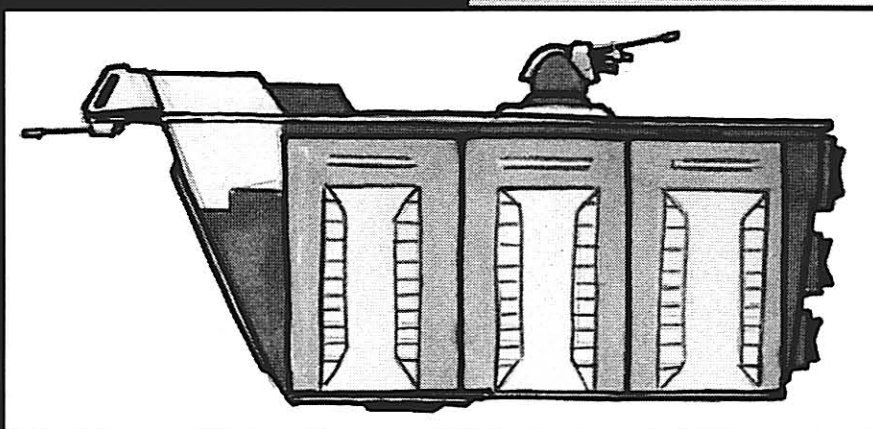
When Warlord Zsinj required shuttles for his Raptors, the Y-4 saw a resurgence. Now, the Incom Y-4 Transport is more commonly known as the "Raptor Incubator" in New Republic Naval circles.

The small shuttle is more than suited for a typical Raptor attack pattern; it is designed to move hard and hit quickly. It possesses retractable wings for emergency braking and increased maneuverability as well as a modest weapons platform for infantry support purposes.

The Raptor Transport has enough cargo space to not only carry up to 40 Raptors, but four AT-STs and smaller ground assault vehicles and speeders.

Raptor Transport

Craft: Incom Y-4 Transport
Type: Military troop transport
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Incom Y-4 Transport
Crew: 1, gunners: 2
Crew Skill: Astrogation 4D, sensors 3D+1, space transports: Incom Y-4 Transport 5D+1, starship gunnery 4D, starship shields 3D
Passengers: 40 (Raptors)
Cargo Capacity: 300 metric tons
Consumables: 1 month
Cost: 250, 000 (military model, available on black market only) 160, 000 (civilian model, no weaponry)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x8
Nav Computer: Yes, astromech droid adds +1D to astrogation roll.
Maneuverability: 1D+1
Space: 6
Hull: 5D+2
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
2 Double Laser Cannons
Fire Arc: 2 front, 2 turret
Crew: 1, 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1–5/12/20
Atmosphere Range: 100–300/1. 2/2.5 km
Damage: 3D



DATAPAGE: 48



NRI Security File: 94213.9421:991: *Star Home*

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500, 000 CREDIT FINE

Built over four millennia ago, the *Star Home* is an exact replica of the Queen Mother's castle on Hapes. *Star Home* is built on a chassis of black basalt, presumably the remains of some celestial body indigenous to the Hapan Cluster. The "bed-rock" of the craft holds the ship's systems, as well as the "castle" (a replica of the Castle of Per'Agthra on Hapes). The castle features the Queen Mother's quarters and hearing room, as well as meeting rooms and guest chambers. Each wall of the castle is covered in a dark stone that successfully conveys the impression that he or she is inside a fortress, rather than a starship. The castle's many towers are covered in a crystalline dome that provides a completely unobstructed view of open space.

The basalt has been hollowed out and reinforced by a molecular shielding system. While both the castle and basalt are extremely delicate, the shielding provides enough protection to withstand a moderate battle while making calculations for escape.

One-third of the basalt base is taken up by six power generators that not only give power to the *Star Home*'s twenty-four sublight drives, but also propel the four slaved hyperspace engines.

The biggest military threat *Star Home* possesses is the ship's compliment of 60 Hapan Miy'til starfighters. If *Star Home* comes under attack, the fighters swarm, creating quite a nuisance for any would-be assault force. A starfighter attack force deployed to take the *Star Home* would suffer high losses, unless the attacker possesses overwhelming numerical superiority. That said, the greatest danger the ship possesses is of course the Ta'a Chume herself. While there are some who see her as blatantly mad, she does possess the quick thinking of a seasoned tactician.

Star Home

Type: Custom-built Royal Conveyance

Scale: Capital

Length: 2, 500 meters

Skill: Capital starship piloting: *Star Home*

Crew: 9,500; 112 gunners, skeleton: 25, 000/+10

Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital starship piloting: *Star Home* 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2

Passengers: 1, 000

Cargo Capacity: 25, 000 metric tons

Consumables: 4 years

Cost: Not available for sale.

Hyperdrive Multiplier: x3

Hyperdrive Backup: x10

Nav Computer: Yes (slave rigged adds +1D to astrogation)

Maneuverability: 1D+2

Space: 3

Atmosphere: N/A

Hull: 3D+2

Shields: 4D+2

Sensors:

Passive: 75/2D

Scan: 150/3D+1

Search: 300/4D+2

Focus: 8/7D

Weapons:

20 Hapan Turbolaser Batteries

Fire Arc: 4 on each of the *Star Home*'s 5 "legs"

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2

Fire Rate: 1/3*

Space Range: 3-15/35/75

Damage: 7D

20 Laser Cannons

Fire Arc: 4 on each of the *Star Home*'s 5 "legs"

Crew: 2

Scale: Starfighter

Skill: Capital starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Damage: 5D

6 Tractor Beam Emplacements

Fire Arc: 1 on each of the *Star Home*'s 5 "legs,"

1 turret mounted ventrally.

Crew: 2

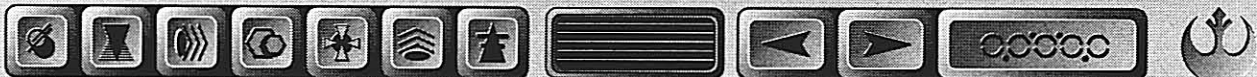
Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

* The Hapans have archaic turbolaser technology. Once fired, a single turbolaser takes three times the normal recharge time of the more standard Imperial turbolasers.





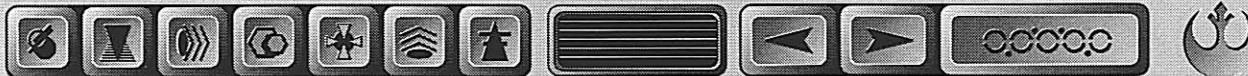
[Append-NRI Security File 33109/3:091-S/C: The Hapan Cluster Incident]

The Blue Desert People are large, reptilian herbivores that cross the total length of the Great Desert of Dathomir every day—twice. During the daytime, they hide themselves in the shallow crags and crevices near the desert's boundary, where they wait—protected from the sun and predators alike—until nightfall.

Once night comes to Dathomir, the Blue Desert People race across the desert (roughly an 80 kilometer trip) to the fertile grasslands beyond. Once they have reached their destination, the Blue Desert People feed until morning before racing back across the desert.

der scales marking the beasts' head plates. They have several rows of black, spade-like teeth that are perfect for rooting up plants of all shapes and sizes. Extra moisture is conserved in the deep skin-folds found just below their mouths. When they get thirsty, these creatures can drink the water stored within.

DATAPAGE: 50



Blue Desert People

Type: Plains Lizard

DEXTERITY 4D

Running 5D+1

PERCEPTION 2D+2

Hide 3D, sneak 4D+2

STRENGTH 4D+1

Special Abilities:

Vision: These creatures have excellent night vision and ignore all darkness penalties.

Claws: STR+1D

Move: 30; 90 kmh

Size: 1.6 to 2.4 meters in length

Orneriness: 3D

Scale: Creature

END REPORT

—Report compiled by Col. Doctor Ephri Norz, New Republic Survey Corps.



NRI Security File: 66518361.09: Dathomirian Rancor

While Dathomir provides a home to a unprecedented number of the beasts known as rancors, it is not believed that they are native to the world.

Dathomirian rancors are quite well adapted to the climate, however—New Republic xenobiologists have studied the phenomenon and believe that the rancors have evolved at a heightened rate since their arrival on Dathomir. It is theorized that at some unknown period in history, a ship carrying these beasts crash-landed on Dathomir. The reason a space-faring vessel would be carrying enormous creatures like these is up to speculation, though a tale involving a rancor held in captivity by the crimelord, Jabba the Hutt, is suspiciously similar.

Many theories exist concerning the rancors. Were they part of a traveling zoo, specimens belonging to a team of bio-scientists or genetic experiments developed by a military unit attempting to use the rancors as soldiers? Most xenobiologists

have ideas about where the rancors came from, but they remain mere speculation.

At any rate, Dathomirian rancors were introduced to the planet by an unknown outside agency; since arriving on Dathomir, the rancors have bred a great deal, creating a significant population on the planet.

When the Old Republic began marooning its criminals on Dathomir, the prisoners quickly discovered they were no match for the giant beasts. Though these people attempted to band together and defeat the savage creatures, time and time again the rancors came away with a good meal. Without modern technology, the humans of Dathomir didn't have a chance.

The coming of Allya marked a dramatic change for both the human outcasts on the planet and the rancors. No longer could these beasts hunt the humans with impunity. Now, the rancors were forced to hunt ssurians, drebbin and even the lightning-quick Blue Desert People for food. Occasionally, some humans would venture out-

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Burrowing their way through hundreds of layers of soil and rock, the giant wuffa worms are extremely impressive in appearance; some wuffa worms measure in excess of 250 meters in length. These mineral-eaters live in the inner recesses of the planet's crust, only coming to the surface after severe flooding has invaded their subterranean home.

When a female wuffa is ready to mate, she leaves a thin trail of semi-viscous residue behind her that is instantly recognized by all males in the vicinity. The people of Dathomir have used this to their advantage, often filling wuffa holes with a fermented liquor that smells much like the trail of a female wuffa.

The people of Dathomir place a very high value on capturing a wuffa and with good reason. The hides of these creatures make excellent ropes and protective clothing, while the inner meat can be made into an especially tasty stew. The wuffa that Han Solo captured could probably have fed an entire clan for two weeks. For this reason, the capture of a large wuffa is cause for much celebration.

—Report compiled by Col. Doctor Ephri Norz, New Republic Survey Corps.

Scale: Creature



NRI Security File: 8200182.1:10: Hapan Gun of Command

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

The Hapan Gun of Command is one of the most innovative technological accomplishments developed in the Hapes Cluster. Few beings know of its existence, and even fewer have ever seen one—that they know of. A Gun of Command looks the same as any other blaster, save for a large dial on the weapon's side. When struck with a blast from a Gun of Command, the target becomes susceptible to any command issued by the attacker.

The Gun of Command was designed by the technologically advanced society of Charubah in the Hapes Cluster as an alternative to violent policing methods. The idea behind the Gun of Command was to disarm a criminal by ordering them to drop their weapons, rather than shooting them with a destructive energy weapon.

In the end however, the Gun of Command was prohibitively expensive, and outfitting all law-enforcement teams with one would have easily broken many local governments.

The fact that such a device exists should be a matter of great concern to the New Republic. The Gun of Command could easily be used in interrogation proceedings to pull information from a subject. The threat level is completely dependant on who is wielding the weapon. In our hands, it could be a useful tool, though if an enemy were to have one, many of our secrets could be revealed. The threat posed by these weapons is minimal, however, due to the limited quantity available, coupled with the weapons' high cost.

Hapan Gun of Command

Model: Charubah Industries Gun of Command

Type: Neural-effect blaster

Scale: Character

Skill: Blaster: Gun of Command

Ammo: 6

Cost: 17,500

Availability: 4, R or X

Fire Rate: 1

Range: 3-7/25/50

Damage: 5D, Special (See below)

Game Notes: A successful hit with the Hapan Gun of Command, lowers the target's ability to resist a command from the assailant. The target uses his *willpower* skill against the Gun of Command's damage dice instead of *Strength*. Use the chart below to determine the Gun of Command's effects.

Damage Roll \geq

Willpower Roll

0-3

4-8

9-12

13-15

16+

Target Suffers

-1D to *willpower* for 1 round.

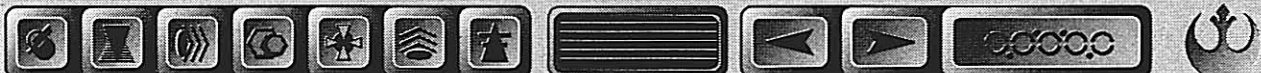
-1D to *willpower* for 1D rounds.

-2D to *willpower* for 2D minutes.

-2D to *willpower* for 2D hours.

-3D to *willpower* for 3D hours.

If the target's *willpower* falls to 0D or below, the character will automatically accept any command from the assailant, within reason. If the assailant's command puts the target into direct harm (like walking off a balcony), the target will "snap out" of the trance, voiding the effects of the Gun of Command completely.



CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

The nightcloak system absorbs all electromagnetic radiation approaching a planet, remaining in relative stationary orbit on a planet's dayside, effectively swathing the planet in permanent night. An average temperate world can survive no more than four days without solar heat. The weapon has a distinct advantage over more destructive ordinance. A Death Star, for example, destroys a planet permanently, but the nightcloak can force a population to capitulate. Even if the population is destroyed, the planet can be recovered, albeit in an ecologically crippled state. The system does have the obvious weakness that the network is vulnerable to anti-orbital attacks by turbolasers or starfighters. A partial solution is offered by the inclusion of dummy satellites in the network, but the DMR's final report on the nightcloak recommends the system be guarded by an orbital bombardment escort force, including TIE fighters and anti-starfighter ships.

Model: Imperial DMR Orbital Nightcloak
Type: Satellite-based electromagnetic absorption network
Scale: Starfighter
Skill: Space transports: remote satellite piloting
Cost: Not available for sale
Availability: 4
Body: 3D
Range: Orbit to surface
Difficulty: Difficult
Blast Radius: 5 kilometers per satellite
Damage: NA



The Black Fleet Crisis

NRI Special Threats File 12157/BFC/31:2: Current Disposition of the Yevethan Protectorate

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

The Yevethan Protectorate, defeated at the Battle of N'zoth, seems lost without their leader, Nil Spaar, who vanished moments before the beginning of the main battle. The entire Yevethan force at N'zoth had to be destroyed: the crews refused to surrender.

Each system has resisted New Republic arrivals with all of their might. Each system force encountered was destroyed to a ship, without a single surrender. After the third such incident, President Organa Solo ordered that no contact between Yevethans and New Republic forces would be allowed.

The Yevethan colonists were eventually bodily removed from the worlds they conquered, although only through extensive use of stunning. The Yevethans do not seem to regard war in the same way as most member species of the New Republic, and continue to defiantly resist.

An internal power struggle may be underway in the capital of Giat Nor. Surveillance satellites show signs that the Viceroy's palace has been the center of a series of violent clashes, apparently between vying personalities.

A Senate resolution to fund a permanent, heavy border patrol around the Yevethan worlds is under discussion. The issues of whether to permit Yevethans to colonize unclaimed worlds, how long the occupation will last, and what other measures are to be used to limit Yevethan aggression in the Koornacht Cluster are the subject of hot debate as well. The matter is not resolved.

END REPORT

—Report compiled by Lt. Griv Tershenko,
NRI Special Threats division.

**DATAPAGE: 56**

NRI Special Threats File 12117/DFC/87:2: The Fallanassi and the White Current

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

The Force-wielding order known as the Fallanassi was, until the recent Black Fleet Crisis, utterly unknown to this agency. This represents a drastic intelligence-gathering failure on the agency's part.

We have confirmed the existence of only three Fallanassi, although it is likely others are simply unknown to us:

- **Wialu**, representing the Fallanassi in the Battle of N'zoth; she was observed to have tremendous illusion-projecting powers. Her assistance in the battle contributed greatly to the outcome.

- **Enara**, a Fallanassi "hostage" aboard *Pride of Yevetha* who assisted in the rescue of Han Solo; General Solo reports she was able to detect his rescuers at a considerable range and project illusions.

- **Akanah Norand Pell**, formerly of Ialtra on Lucazec, raised on Carratos by her mother Isela Talsava Norand, father Jorab Goss, widow of Andras Pell. Norand Pell traveled with Master Skywalker for a time; she was present at the Battle of N'zoth and assisted Wialu by cloaking ships. Her confirmed background is unremarkable; the extent of her powers remain unconfirmed. Master Skywalker has been reticent in defining his relationship with her or in discussing Pell's background and abilities. It is believed that Norand Pell was involuntarily separated from her people for an extended period of time.

Lack of data forces the classification of the Fallanassi as an ongoing threat. However, the Fallanassi have exhibited no aggressive tendencies and Wialu was reluctant

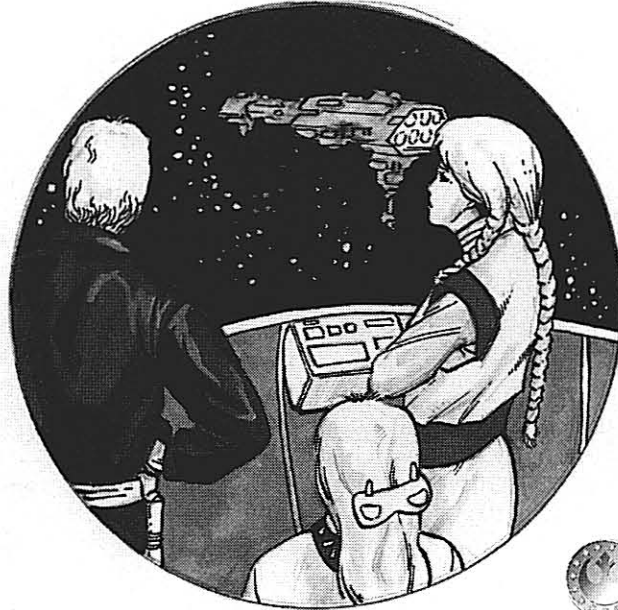
to involve herself with non-Fallanassi. In addition, she was unwilling to discuss her people to on-site debriefing agents of the NRI.

Master Skywalker claims the Fallanassi are an ancient people (though as yet NRI Special Threats cannot confirm this). If they are truly an ancient people, the Fallanassi can be regarded as a low-grade threat; if they were overtly dangerous, they would surely have been made known to NRI long before now. This does not mean the Fallanassi will never be a future threat, however. Further intelligence is required for a full analysis.

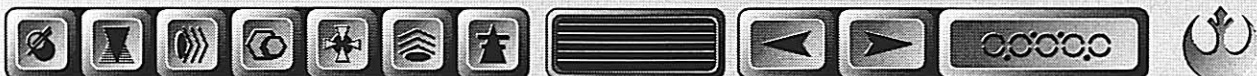
NRI Special Threats recommends that the existence of the Fallanassi remain a closely guarded secret.

—Report compiled by Lt. Pellna Gril, NRI Special Threats division.

END REPORT



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Fallanassi Powers

It is *strongly* recommended that gamemasters do not allow players to control Fallanassi characters. The Fallanassi are extreme isolationists and are very unlikely to become involved in the sorts of adventures that other characters would. Even if circumstances land directly on top of them, they are more likely to turn their backs on the situation than interfere, and have the power to back their decision up. Fallanassi powers are highly dedicated to this philosophy. Also, there very few known Fallanassi powers that directly aid in worldly activities: the Fallanassi generally consider using the White Current on another being to be coercively violent. It is not known if the Fallanassi have healing powers, although it seems likely.

The powers included here are primarily intended for gamemaster use if the player characters unwittingly fall among a Fallanassi colony. The Fallanassi are not completely immune to temptation either; it is possible a rogue Fallanassi might have fallen to the dark side. It is unthinkable that an outsider (i.e. a player character) would be taught these powers.

Immerse

Control Difficulty: Moderate if the Fallanassi is able to relax and focus without distractions, Difficult if under stress or distracted, Very Difficult if in general danger, Heroic if in direct immediate danger.

This power may be kept "up."

Effect: This power allows the user to vanish from the perceptions of others. Successful use leaves the user undetectable by any known means. The user may move without being seen, heard or otherwise sensed by organic or artificial means. It is not a mind trick—the user causes the White Current to well up and hide the user.

Immerse Another

Control Difficulty: Moderate if the Fallanassi is able to relax and focus without distractions, Difficult if under stress or distracted, Very Difficult if in general danger, Heroic if in direct immediate danger.

Alter Difficulty: As Control Difficulty, modified by proximity and relationship.

This power may be kept "up."

Effect: Allows a user to immerse another in the White Current. This immersed other may be almost anything: a person, ship, town, city, planet, or star system. The immersed person or object is undetectable while the power is "up."

Scribing

Control Difficulty: Easy

Alter Difficulty: Moderate

Required Power: Sense Mark

Effect: This power allows the user to make a mark or inscription undetectable by mundane or artificial senses. Only an adept trained to sense these marks can detect and uncover the scribing. Usually used to leave a trail for another Fallanassi to follow, scribing is persistent and may continue even if the surface scribed on is defaced or partially destroyed (gamemaster's discretion).

Sense Scribing

Sense Difficulty: Moderate, modified by relationship to the scriber.

This power may be kept "up."

Effect: This power is used to first detect, then uncover Fallanassi scribing. This requires two rolls. Once uncovered, the scribing may be read plainly by the user.

Image

Control Difficulty: Moderate

Sense Difficulty: Easy

Alter Difficulty: Easy if the image is very familiar, Moderate if the image is somewhat familiar, Difficult if the user has only seen the basis of the image a few times, Very Difficult if the user has not seen a basis for the image, modified by proximity

This power may be kept "up."

Effect: This power allows the user to create a fully realistic, three-dimensional image that is visually, audially, behaviorally, and in virtually every other way convincing. The image behaves according to the knowledge of the user; if the user has not seen a particular person, object or action, the image may fail or become suddenly unconvincing.



NRI Special Threats File 98321/BFC/1667: Master Skywalker's Role in the Black Fleet Crisis

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

Several weeks before the Crisis, Master Skywalker left the Academy, turned control of it over to his protegee—Streen—and returned to Coruscant, where he met briefly with President Organa Solo. After the meeting, Skywalker vanished and NRI agents were unable to track him—an occurrence that is becoming distressingly regular. Analysis of surveillance data and psych profiling indicates that Skywalker had become increasingly remote and isolated, even to his own family. His whereabouts until his reappearance remain unknown.

Some weeks later, he reappeared, met privately with President Organa Solo again, and disappeared once more. His movements thereafter are largely unknown, although he made low-priority inquiries into the history of the Fallanassi and White Current; note that Skywalker was no more successful in his investigation of the Fallanassi than the NRI has been. He reappeared at Doornik-628 in the company of

Fallanassi adepts shortly before the Battle of N'zoth.

Field agents report that Master Skywalker has exhibited a new ability—presumably some form of Jedi power—to vanish from organic or artificial detection. Although Skywalker has always been hard to track, he has since been nearly impossible to find. The possibility must be raised that this newly displayed “power” may have numerous stealth applications if it becomes a standard Jedi discipline. Master Skywalker has declined to detail his powers to this agency.

Master Skywalker has since returned to his duties at the academy, and has become more deeply engaged in his family life.

—Report compiled by Capt. Rev Terrel, NRI Special Threats division.

END REPORT



NRI Special Threats File 98321/BFC/1667 {APPEND—Deposition}

Master Skywalker's Comments to the Jedi Praxeum Concerning the Fallanassi.

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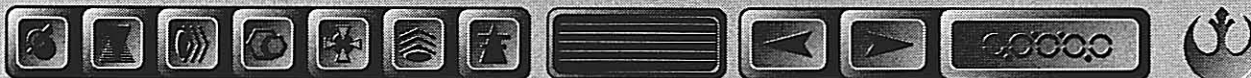
“Recently, I encountered a group of adepts—the Fallanassi—with a strikingly different approach to living in and with the Force, which they refer to as the White Current. They were once a larger order, but suffered from the attentions of Palpatine's purge.

“I cannot say much of the Fallanassi. They have gone to great trouble to cover their tracks and no records of them are known to exist. They are isolationist and seek only privacy. I will respect their wishes. I expect all Jedi to do the same.

“While they use a different term, and a different approach, I am quite certain that the White Current is the Force in the same way that Tyia or Allyan magic are also the Force. Do not think the White Current an inferior or superior way of conceptualizing the Force; it is simply another path in the forest of life.

“We Jedi consider the Force to be like an energy field, an energy that is positive or negative. We are part of this field, and interact with it. It guides us and we guide it.

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We control it, we sense it, we alter it.

"The Fallanassi have a different approach. The White Current is a stream that the Fallanassi adepts immerse themselves in, feel the flow of, and divert. This apparently minor difference in definition has profound difference in practice. Fallanassi adepts vanish into the Current and withdraw from the senses of others, even Jedi. Skilled adepts are able to remove and alter images of very large areas. They can reflect images off the Current in surprising ways and even create fully realistic images, at least on a small scale. I am not aware of any Jedi ability to do these things.

"The Fallanassi seem limited in other ways. I did not observe any ability to physically affect material. Fallanassi seem to have no interest in manipulating the physi-

cal universe and are more concerned with inner contemplation. This is in keeping with their studied detachment from the societies of others.

"This is as much as the Jedi are likely to need to know about the Fallanassi. It is unlikely any of you will encounter them. If you do, exercise patience. The Fallanassi can be deeply detached from our concerns, even in the face of overwhelming threat. They distinctly disdain involvement in galactic events, which can be a frustrating attitude.

"That is all I have to say on the matter."

—Data supplied by Master Skywalker in lieu of NRI debriefing.

End Report



NRI Special Threats File 12772/BFC/77:2—DataLocater—NRI Internal Security

The State of the New Republic

DATA UNCLASSIFIED—FILE SUPPLIED BY NRI INTERNAL SECURITY; APPROPRIATED FROM ACADEMIC SOURCES.

The structure of the New Republic has been in flux for the majority of its existence and continues to adjust itself. Recently, the New Republic underwent another internal reorganization in an effort to more closely serve the needs of its member worlds. Dr. Gulek's article is as accurate a description as we are likely to have. Editor's notes (provided by Voren Na'al in cooperation with NRI) for this report are added.

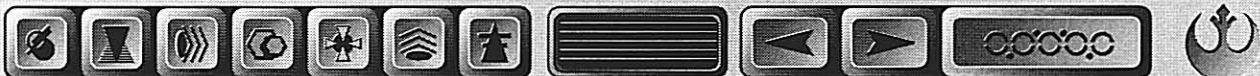
Ten Years After: Notes on the Mature Organizational and Administrative Structure of the New Republic

by Donn Gulek, Chief Historian, Kellmer Institute

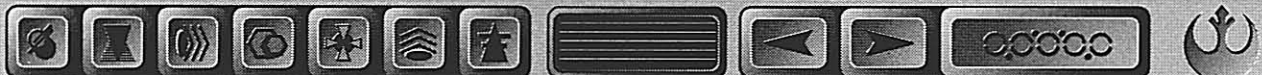
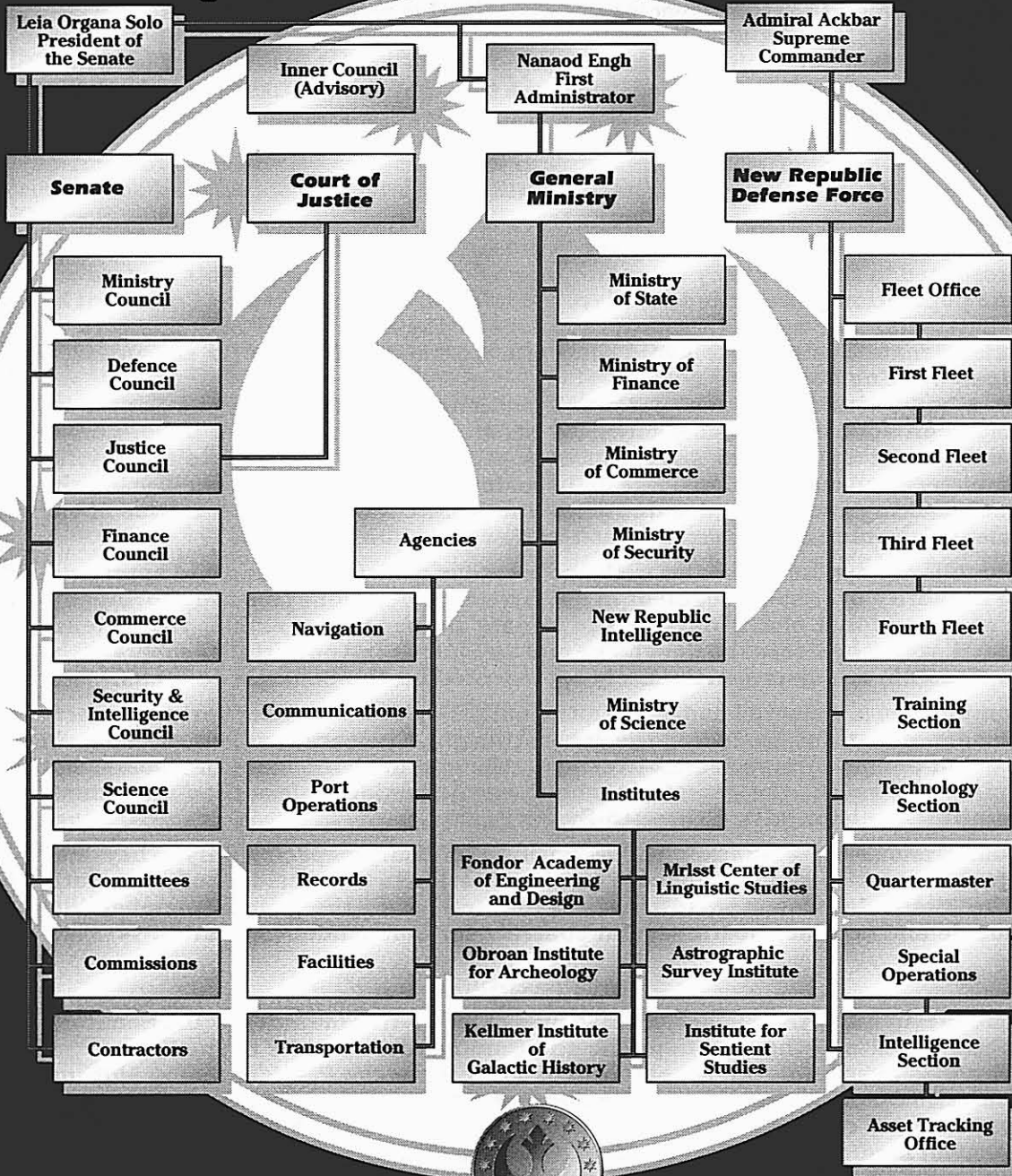
Membership in the New Republic

The New Republic is a voluntary confederation organized on democratic principles under a common Charter and in accord with the ideals and purposes embodied in the *Declaration of A New Republic*. Primary (voting) membership is available to any independent sovereign political entity representing one or more unified planetary populations, or to other recognized and definable territories. Membership follows an application process (during which the candidate member reviews the Charter and other governing statutes and agrees to abide by them) and an assessment process (during which the candidate member's annual support contribution is determined).

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New Republic Government



Affiliate (non-voting) membership is available to subordinate political units (for example, the individual members of a league of worlds) and to duly recognized representatives of sentient species not constituting a political unit.

The *Declaration of A New Republic* sets forth the principles to which the New Republic is dedicated; the Common Charter is the actual mechanism by which planets become members, and specifies both the rights and duties of members, and the various institutions of government and their powers. The Common Charter was a creation of the transitional Provisional Council.

The Senate

The government of the New Republic is organized around a unicameral legislative body called the Senate, replacing the Provisional Council. Primary members are represented in the Senate by a Senator. Each Senator has a single vote, regardless of the population represented. Affiliate members are represented on Coruscant by a Legate, who may speak in general sessions of the Senate, but may not vote on official Senate business (to avoid dual representation) or serve in the Senate's various working bodies.

As a body with a large and potentially unlimited membership, the Senate-in-whole is an almost impossibly unwieldy structure for getting work done. Consequently, most of the real governance is performed by the Senate's councils, committees and commissions. The daily business of the Senate proper is primarily speech-making and public debate. When the Senate meets as a committee of the whole, it is sometimes referred to as the New Republic Assembly.

- Councils are appointed bodies with autonomous decision-making and appropriation authority over some segment of government operations (see the accompanying organizational chart) outside the Senate proper (for example, the Defense Council, which oversees the Navy). The most populous and powerful members of the New Republic are disproportionately represented on the Senate's councils.
- Committees are elected bodies with the authority to administer various aspects of Senate operations, including the general budget. They are semi-autonomous; in the event of a unanimous committee vote, the approval of Senate-in-whole is not required (however, the Senate-in-whole may override a less-than-unanimous committee decision with a three-to-five majority).
- Commissions are voluntary bodies with an advisory capacity only. They may prepare reports on issues of concern for presentation to the President of the Senate, to the First Administrator, to the First Admiral, or to the general membership; schedule and conduct hearings; and contract for independent research.

The President

The President of the Senate, elected by a three-to-five majority of the Senators, is Chief of State of the New Republic and Commander-in-Chief of the Fleet.

[Tradition varies on the proper form of address for the President. Mon Mothma preferred "Chief of State," but the address has varied under Leia Organa Solo depending on context. In general, Senators, the Senate bureaucracy and the Coruscant media refer to the President, while the General Ministry, member worlds and the population of the New Republic often refer to the Chief of State, depending on local languages and history. Part of the problem and confusion arises from the lingering association of the term President with the last holder of that office before the Empire—Senator Palpatine. Most of the subsequent Presidents of the Imperial Senate were lapdogs of the Emperor. The term retains a certain stain; this contributed to Organa Solo's difficulties during the recent crisis. The concerted effort by certain public relations aides to bring the term "President" into common use invoked old fears of Presidential tyranny.—Na'al.]

The President can be recalled by a majority vote of the Senate on presentation of a petition of no-confidence by a three-to-five majority of the Ruling, or "Inner,"



Council, or by 1/4 of the primary members of the Senate. The election of a President may be blocked by the Ruling Council on a unanimous vote. In practice, the power of the Ruling Council to void an election and initiate the recall of a sitting President means that any candidate proposed by or approved by the Ruling Council is likely to be elected by the Senate. The Ruling Council consists of the chairmen of the Senate councils and the President of the Senate. The President may select any member of the Ruling Council to conduct the business of the Senate in her absence from that body.

If the president should become incapacitated, incommunicado or die, the chairman of the ministry council is first in line of succession (followed by defense, commerce and justice, in that order) and becomes acting president. The Ministry Council selects an acting Chief of State from among the following: any former President; the current Minister of State; any former Minister of State.

The General Ministry

The General Ministry is the non-military bureaucracy of the New Republic. It is organized into several large permanent Ministries (Security, Commerce, Science, etc.), smaller task-oriented service Agencies (operating the machinery of navigation, communications, port operations, official records, etc.), and various semi-independent Institutes (Obroan Institute for Archaeology, Astrographic Survey Institute, etc.). The various Senate councils have oversight and financing authority over the corresponding Ministries (e.g., the Commerce Council oversees and approves the budget of the Ministry of Commerce).

The Cabinet consists of the heads of the various Ministries and is headed by the First Administrator. This body is the link between the Chief of State and the Ministries.

The First Administrator, appointed by the Ministry Council with the approval of the President of the Senate, heads the New Republic General Ministry. He reports to the Chief of State and serves at his pleasure.

The Court of Justice

The members of the Court of Justice are selected by the Senate Justice Council from a list of nominees presented by the President of the Senate. The First Justice is elected by the other members of the Court from among their number. Nominally independent, the power of the Court of Justice is limited by its narrowly defined jurisdiction: to review charges of violations of the Charter by members or by the other branches of the New Republic's government. The Court of Justice does not serve as the court of last appeal for ordinary civil and criminal cases; they are settled by local judicial authorities on member worlds.

The New Republic Defense Force

The New Republic Defense Force (often still called the Navy or Fleet) is the military arm of the New Republic. It operates five full fleets, each consisting of hundreds of warships, transports and support vessels, divided into battlegroups and taskforces, in addition to ground troop divisions and starfighter wings. The Fleet bureaucracy includes Fleet Command, the Intelligence Section, the Technology Section, and the Quartermaster.

Since the reorganization of the military into a single unified command, the former Minister of Defense is now called the Supreme Commander, and the posts of Minister of the Army and Minister of the Navy have been abolished.

The Supreme Commander, appointed by the Defense Council with the approval of the President of the Senate, heads the Defense Force. He reports to the Chief of State and serves at his pleasure.

[In practice, the Defense Force continues to be divided along navy-army lines and the rank terms for ground forces and space forces are unaltered—generals command ground troops and admirals command fleets, although local military terms are retained in cases where existing forces have been attached to or absorbed



by New Republic forces, as in the case of General Etahn A'baht. In theory this reorganization makes the military simpler to administer and track, but in practice there are hundreds of exceptions—for example, the Katarn Commandos have been absorbed into the Special Operations division of Fleet Intelligence, but remain a distinct unit with traditions and history intact.—Na'al.]

State of Readiness

The Defense Force is smaller than its Imperial predecessor by a factor of about 5,000 ships and is still shrinking. This is largely because of the vastly different nature of the two forces: the Imperial military was an invasion and occupational force, while the New Republic military is strictly a defense force. A dedicated scrapping program has removed the oldest and least-effective remains of the Alliance Navy—select ships have been dedicated as monuments, older transport ships have been sold as surplus (helping to revitalize trade and generate rebuilding funds), and a significant portion of the remaining ships granted to local system defense forces, which may be called on to join in large military operations if needed.

A Defense Force Fleet is parallel in function and size to an augmented Imperial Sector Group, but covers an entire region, consisting of dozens of sectors. A New Republic fleet is comprised of battlegroups, each battlegroup sub-divided into task forces of about 20 ships. The Fifth Fleet is more consistently organized than others—five battlegroups, each with five taskforces. Some fleets are much larger, but made up of older ships in less well-regimented units. The New Republic Defense Force is not as obsessed with modular organization as the Empire was, and sizes its military to the needs of the sectors they patrol rather than trying to reorganize sectors to the needs of the military.

This reorganizational downsizing of the Defense Force is an ideal time to modernize the ships of the line. An early attempt to upgrade the New Republic's ships resulted in the *Republic*-class Star Destroyer, the *Corona*-class frigate and the *Belarus*-class medium cruiser. Production on these ships was disrupted by the double hammer-blows of the Thrawn Campaign and subsequent resurgence of the Empire. However, ship construction efforts have been restarted at a modest level and new vessels have found their way to taskforces throughout the Fleet.

After the resettling and reorganization of the New Republic government and military, the New Class proposal was submitted to the Defense Council, and accepted on a trial basis after surprisingly brief debate and review. The Fifth Fleet, then in the early planning stages, was ordered to implement the New Class plan.

It is, of course, much easier and faster to remove ships from service than it is to build new ones, and there is some concern that the downsizing of the Defense Force may leave the New Republic with a thinly stretched military, unable to respond in numbers to a sudden crisis. However, proponents of downsizing claim that the local system forces should be ready and able to aid the Defense Force in the event of such a crisis and able to handle local problems themselves without New Republic involvement. Furthermore, the downsizers say, even the modern Defense Force has thousands of ships at its command. They ask how many ships does the peacetime military require? Certain critics consider the existence of a standing defense force a threat, possibly the basis of an invasion force.

Critics of downsizing point out that while there is less of a demand on the modern Defense Force; the ships that remain are almost continually involved in suppressing piracy and smuggling, patrolling and serving their portside rotations. While the total number of ships is in the thousands, the actual force available for quick response ranges from several dozen to several hundred.

The debate over operational readiness of New Republic defenses continues.

—Report prepared by Donn Gulek, Chief Historian, Kellmer Institute; additional material by Academician Voren Na'al.

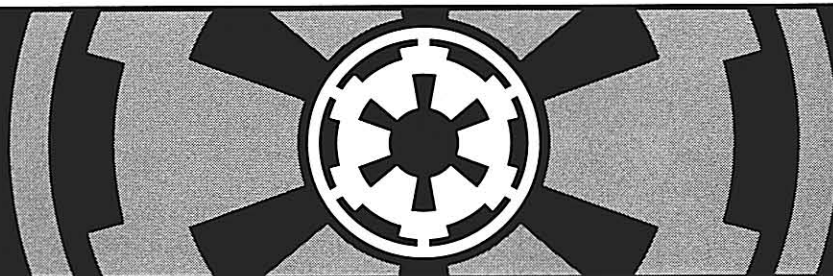
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NRI Special Threats File 88912:1/BFC/9:09

INTEL INTERCEPT 47192/X: RE: YEVETHANS

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE



To: Grand Moff Gann
From: Zeven Mallat, ISB
Re: Yevethan file
Sir,

Your requested information on the Yevethans is attached. Our files on the Duskhan League, or Yevethan Protectorate, are not extensive—most of this information was lost with the vanishing of the Black Sword Fleet and abandonment of the Koornacht Cluster. This entry was compiled by Dr. Obo Rin, a sentientologist formerly on Lord Darth Vader's staff.

Yevethans

Appearance and Biology: Yevethans are thin, bony humanoids with scarlet facial crests along the cheeks, jaw and head. The facial crests engorge when a male is violently moved, and a primary head crest engorges when the male is preparing to mate. They have wide-set black eyes, and a retractable dew claw on the inside of each wrist. A line of pits along the temple ridges contain fine haircells associated with hearing. Yevethan skin retains vestigial dermal armor on the back of the neck and down the spine. Yevethan hands are six-fingered and the brain is located in the thorax behind a thick bone braincase.

Yevethans are mammalian egg-layers of a sort. The fetus is carried in an external womb ("birth-cask" if with child, "nesting" if retained past birth) which is fed by blood—the mother's blood is best, but the birth-cask can also subsist on the blood of any Yevethan. This birth-cask can stay alive so long as it is kept supplied with a small amount of blood and many Yevethans return to it nightly to sleep. More than one Yevethan can be produced from a birth-cask: siblings from the same birth-cask are called serial twins. This unusual biology

has had a considerable impact on Yevethan culture. Blood has taken on a central role in the Yevethan life and religion.

Temperament: Yevethans are a dutiful, attentive, cautious, fatalistic species shaped by a strictly hierarchical culture. Most male Yevethans live day to day with the knowledge that a superior may, if moved by need or offense, kill them. This tends to make them eager to please their betters and prove themselves more valuable alive than dead, while at the same time highly attentive to the failings of inferiors. Being sacrificed to nourish the unborn birth-casks of a much higher Yevethan is considered an honor, however.

History and Culture: The Yevethan species evolved in the Koornacht Cluster, an isolated collection of about 2,000 suns on the edge of Farlax sector, including about 100 worlds with native life. Six of these worlds have developed sentient species. Only one has reached its space age: the Yevethans of the N'zoth system.

The Yevethan species is young compared to others in the galaxy, having only achieved sentience about 50,000 years ago. They have progressed rapidly technologically, but their culture is still adolescent.

DATAPAGE: 65





Yevethan culture is unusual in that even the greatest Yevethan thinkers do not seem to have seriously considered the idea that there could be other intelligent species in the universe. Intelligent and expansionistic, the Yevethans began to probe out into space shortly after the development of a world-wide hierarchical governing system. Although lacking hyperdrive technology, the Yevethans settled 11 worlds using their long-range realspace thrustships. None of these worlds were occupied by the few sentients of the Cluster, and until contact between the Empire and Yevethans, Yevethan culture saw its own intelligence as a unique feature of existence.

The contact between the Empire and Yevethan Protectorate led swiftly to Imperial occupation. The species was discovered to possess considerable technical aptitude and a number of Black Sword Command shipyards were established in Yevethan systems using conscripted Yevethan labor. Further Yevethan colonization was deemed inappropriate. The Koornacht Cluster was thoroughly scouted by Imperial Survey Corps and several

worlds reserved for Imperial colonies.

Addendum: The Black Sword shipyards suffered a rash of construction errors until about five years before the ordering of full Imperial withdrawal from the Cluster, when they tapered off. Even with the mild sabotage, the Black Sword shipyards had acquired a reputation for excellence, and with Yevethan acceptance of the New Order, the shipyards became the most efficient conscript facility of the Empire. Eight months after the Battle of Endor, Black Sword Command ordered a withdrawal from the Cluster, intending to throw the ships finishing repairs in Koornacht at the advancing Rebels. The Fleet never arrived and no information about their fate is available.

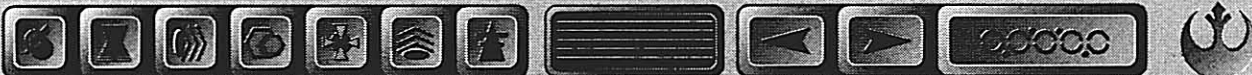
Recently, the Yevethans contacted the so-called New Republic and entered, then abruptly withdrew, from talks. Tensions quickly mounted until the current, near-war situation. At most recent report, Nil Spaar occupied the Viceroy position, leader of the Duskhan League.

Intelligence analysis suggests the Yevethans are highly xenophobic and consider other intelligent life morally inferior. Analysis continues.

Politics: Yevethans have very little in the way of politics. The Yevethan worlds are led by the Viceroy, also called the Blessed in his role as religious leader, who dominates a collection of underlings, who in turn dominates even more underlings. The selection process for Viceroy is not known. Military leaders are referred to as primates, administrative leaders as proctors.

Technology Level: At the time of initial contact the Yevethans were in a late Information Age, just on the cusp of a Space Age level of technology. The Yevethans had already colonized eleven nearby worlds (even before they had developed hyperdrive technology); Planetary Survey division claims that the Yevethans have set a speed-record for extra-system colonization without light-speed.

Trade and Technology: The Yevethans have established no trade with alien worlds and exhibit no interest in external trade. Internal Protectorate trade has likely increased considerably since the Yevethans acquired hyperdrive technology. Yevethans are not believed to have travelled beyond the Koornacht Cluster, which they call "Home."



Yevetha

Attribute Dice: 12D

DEXTERITY: 2D/4D

KNOWLEDGE: 1D/3D

MECHANICAL: 2D/4D

PERCEPTION: 1D+2/4D+1

STRENGTH: 2D+2/4D+1

TECHNICAL: 3D/5D

Special Abilities:

Technical Aptitude: Yevethans have an innate talent for engineering. Yevethan technicians can improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.

Dew Claw: Yevethan males have large "dew claws" that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

Story Factors:

Xenophobia: Yevethans are repulsed by aliens, regard them as vermin, and refuse to sully themselves with contact. Yevethans go to extreme measures to avoid alien contamination, including purification rituals and disinfection procedures if they must spend time in close quarters with "vermin." This extreme xenophobia led to orbital annihilation of colonies on "infested" worlds.

Territorial: Yevethans regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.

Honor Code: Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Viceroy, and unwilling to surrender even in the face of certain defeat.

Isolation: The Yevethans have had very little contact with aliens, and can only increase their knowledge of alien cultures and technologies by direct exposure. Thus, they are generally limited to 2D in alien-related skills.

Move: 10

Size: 1.5–2.5 meters.

Gamemaster Notes: Yevethans are extremely unlikely to be encountered outside of the Koornacht Cluster, and wherever met, regard aliens as morally inferior. Yevethans are not acceptable as player characters.

Personality Notes: Yevethans are sycophantic to superiors and haughty toward inferiors. They live daily with the threat of death, and are usually determined to avoid it.

END REPORT

—NRI data intercept 47192/X



NRI Astrography File 1292.001: Koornacht Cluster

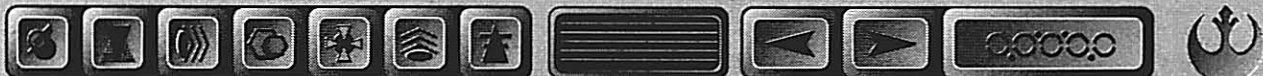
CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

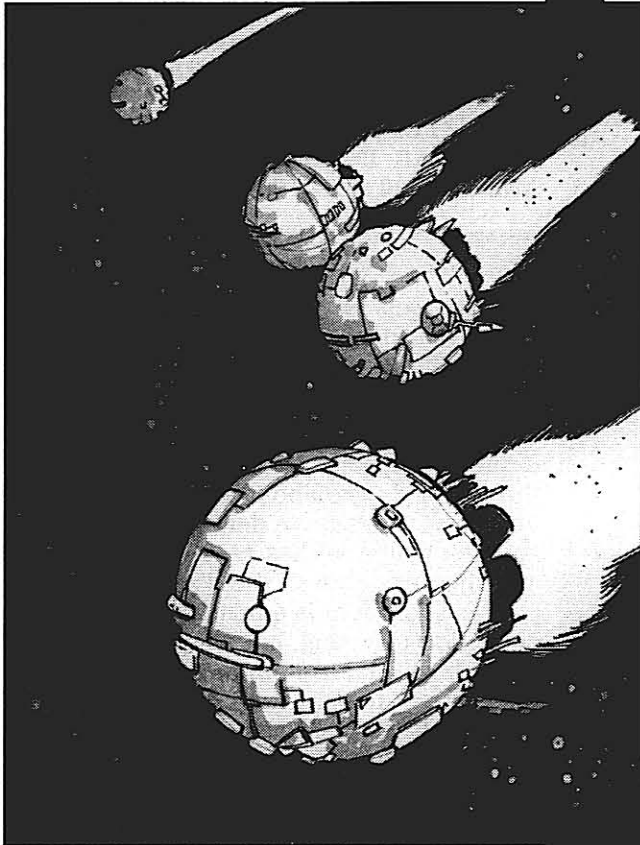
(Note: This report was filed as the Black Fleet Crisis developed)

The Koornacht Cluster is an isolated collection of some 2,000 suns just inside the borders of Farlax sector along the New Republic-Imperial Core border. Among these worlds are about 100 worlds with life, six of which have developed sentient species. Only one has reached its space age: the Yevethans of the N'zoth system.

The Koornacht is a maturing nebula, a collection of young, bright stars only recently born, in astronomic terms. The Cluster has many names. To the Fia of Galantos, a neighbor of the Cluster, it is a great oval called the Great Multitude of the Circle of the Heavens. The Wehttam call it God's Temple. The ancient and wandering Ka'aa, old enough to have witnessed the birth of the young stars, call it the Little Nursery. The New Republic's casual name for the Cluster comes from the First Observer of the court of Preedulll, Emperor of Tamban, many hundreds of years ago.

Although the Cluster is much observed, it is little explored, due to the nature of hyperspace exploration—scouting by least resistance. The thick gas and stellar dust of the Cluster encouraged explorers to go around it. Hyperspace routes were blazed, practiced and eventually cemented into place. Charts of the Core Worlds have always indicated the Cluster impassable, and traders simply fell into the habit of going around it. It was not until the rise of the Empire that any real probes of the Koornacht were made. The Empire determined that secret routes and hidden assets in the Cluster were militarily desirable. They occupied the Yevethan worlds, established a few colonies, and apparently used the Cluster as a staging area for secret transshipments to the Deep Core. The record of Imperial actions in the Cluster is very fragmented, although recent contact





with the Duskhan League may fill in some of the blanks.

The primary local government in the Koornacht is the Yevethan Protectorate, called by non-Yevethans the Duskhan League, a collection of at least twelve individuals, and we suspect up to a dozen more. There are some other native species in the Cluster, most notably the Norat Sovereignty, but we know next to nothing about them.

The Yevethan Protectorate

The Yevethan Protectorate includes the original Yevethan daughter worlds settled with realspace ships; collectively known as The Twelve, including the capital, N'zoth, and the main worlds of Faz, Tizon, Z'fell, Wakiza, and Zhina. It is believed that the Yevetha have settled several additional

worlds with their newly acquired hyperdrive technology, and we know they have established colonies on at least some of the worlds they seized from non-Yevethans, including the New Brigia mining colony, the Polneye transshipment port, a Kubaz colony called Morning Bell (aka Doornik-319), two Morath mining installations—Elcorth and Kojash, J't'p'tan (aka Doornik-628, a H'kig commune), and Kutag, formerly a droid-run Imperial factory farm, (aka Doornik-881).

N'zoth

N'zoth is the Yevethan capital, also called the Spawnworld. The whole of the Yevethan Protectorate is led by the Viceroy from his palace at Giat Nor, near the spaceport of Hariz.

END REPORT

—Report compiled by Professor Brelln Dricella, Chief Astrographer, New Republic Astrographic Survey Institute.

N'zoth

Type: Terrestrial
Temperature: Moderate
Atmosphere: Type I
Hydrosphere: Dry
Gravity: Standard
Terrain: Plains, deserts, light forest
Length of Day: 28 standard hours
Length of Year: 354 local days
Sentient Species: Yevetha
Starport: Stellar
Population: 700 million
Planet Function: Homeworld
Government: Dominance hierarchy
Tech Level: Space
Major Exports: Colonists, manufactured goods, ships, (to Yevethan worlds only)
Major Imports: Foodstuffs



NRI Special Threats File 5545/BFC/16.8.4: Colonel Ejagga Pakkpekatt
CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE
OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

Colonel Ejagga Pakkpekatt, a Hortek, is a veteran Intelligence officer with a distinguished career in the New Republic and in the Alliance. Pakkpekatt began his career as an Alliance interrogation officer, using his natural telepathic skill and intimidating manner to glean information from recalcitrant Imperial prisoners. He was promoted and transferred after the re-establishment of the New Republic to New Republic Intelligence's Special Threats department.

He was appointed head of the vagabond chase team for his methodical approach and stalking nature. He is usually direct and pointed, although his time outwitting Imperial officers has turned him into a shrewd con artist when need be; he can't let Hortek telepathy be the only tool in his kit. Pakkpekatt is very intimidating, even when relaxed, and has demonstrated a moderate paranoid streak—his immediate reaction to General Calrissian's penetration of the vagabond was to accuse him of withholding information and conspiring with an enemy of the New Republic. He is dedicated to his duty, however, and risked his career to track down and recover the boarding party safely. He is likely to go far in the NRI.

**NRI Special Threats File 166GL/
BFC/22:8: Nil Spaar**

We know next to nothing about Nil Spaar, Viceroy of the Duskhan League. By his own word, he was the leader of the Yevethan underground and involved in driving the Empire out of the Koornacht Cluster. Whether this claim is accurate is questionable, since the Empire withdrew during a period of general retreat and regrouping.

Nil Spaar has demonstrated great political skill—he effectively manipulated the Senate’s factions into stalemating the President long enough to seize coveted territory and begin to consolidate their hold.

Precisely what happened to Nil Spaar in the moments before the Black Fleet exited the battle zone is unknown. His fate remains unclear.

Colonel Ejagga Pakkpekatt

Type: Hortek Intelligence Officer

DEXTERITY 3D+2

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

KNOWLEDGE 4D

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

MECHANICAL 2D

Astrogration 3D, communications 4D, sensors 4D+1, space transports 3D

PERCEPTION 4D

Command 5D+2, con 5D, investigation 5D+1, telepathy 5D+2

STRENGTH 3D

Brawling 4D+2, stamina 4D

TECHNICAL 1D+1

First aid 2D+2, security 4D

Special Abilities:

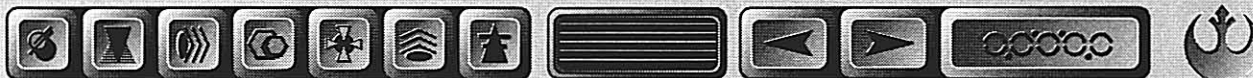
Hortek telepathy: Horteks are moderately telepathic, an ability originally developed to predict the actions of prey. This telepathy works just as the Force power *receptive telepathy* does, but for Hortek it is a *Perception* skill. Like *receptive telepathy*, Hortek telepathy is modified by relationship and proximity. Horteks also use their telepathy skill to resist the telepathic probes of others.

Force Points: 3

Character Points: 15

Move: 9

Equipment: Datapad, blaster (4D), comlink.



Type: Yevethan Viceroy, "Blessed"

Blaster 5D, brawling parry 3D+1, dodge 3D+2

Bureaucracy: Yevethan 4D, intimidation 6D, survival 4D, tactics: Yevethan guerilla 6D, willpower 5D

PERCEPTION 4D

Command 6D, con 6D+1, investigation 5D+2, persuasion 4D+2

Brawling 7D, stamina 5D

Special Abilities:

Technical Aptitude: Yevethans have an innate talent for engineering. Yevethan technicians can improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.

Dew Claws: Yevethan males have large "dew claws" that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

Force Points: 1

Character Points: 18

Move: 10

Equipment: Ceremonial scarlet robes, private processional car, thrustship *Armadia*, SSD *Pride of Yevetha*, underlings and minions.



The Dornean commander of the Fifth Fleet is one of the few flag rank officers in the New Republic Defense Force who did not serve with the Alliance. Indeed, Dornea did not even join the New Republic until after the second fall of the Empire. Nevertheless, the Dornean government spent years engaging the Empire in a protracted cold war. The Dornean systems are remote enough and defended well enough to make an invasion difficult, and the Imperial Navy never sent sufficient force to crush local Dornean defenses. When the Navy suddenly found itself pressed by Alliance forces from all sides, the Dornean Navy, only 80 vessels strong, launched an effective active campaign that eventually wiped Imperial ships from Dornean skies.

General A'baht was the principal officer in the anti-Imperial campaigns, both cold and hot, and as an officer with both peacetime and war-time experience was recruited into the New Republic Navy when Dornea joined. He was allowed to keep his title of General as a courtesy, and took command of the new Fifth Fleet for practical reasons: A'baht was more familiar than any Alliance officer with integrated and consistent fleet tactics. He would have had a vastly harder time with the other hodge-podge fleets.

A'baht is a skilled commander with years more experience than most flag officers; Dorneans live for up to three hundred years, and A'baht is only in his middle age. He commands the taskforces and battlegroups of the Fifth Fleet from his flagship, the fleet carrier *Intrepid*.



General Etahn A'baht

Type: Dornean Fleet Commander

DEXTERITY 2D+2

Blaster 3D+2, dodge 4D, melee combat 3D+1, melee parry 3D+2

KNOWLEDGE 3D+1

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

MECHANICAL 3D

Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D, communications 4D+2, sensors 4D, space transports 4D

PERCEPTION 4D

Bargain 4D+1, command 5D, con 4D+1, persuasion 4D+2

STRENGTH 2D

Brawling 3D

TECHNICAL 3D

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

Force Points: 2

Character Points: 14

Move: 10

Equipment: Datapad, comlink, security clearance card, resources of Fifth Fleet.

END REPORT

—Report compiled by Lt. Griv Tershenko, NRI Special Threats division.



NRI Security File 812390123

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Select Military Ships

The New Republic Defense Force continues to re-invent itself. New ships, new starfighters, new upgrades, and new uses for old designs are constantly being introduced, continued, discontinued, reintroduced, and abandoned. The following vessels are detailed due to the role they played in the Black Fleet Crisis and the role they continue to play in the defense of the New Republic.

—Report prepared by Rear Admiral Kursk Mal'ia

NRI Security File DXCS:918912

New Republic Capital Ships

A number of relatively new vessels have been placed into service since Alliance victory at the Battle of Endor, with further technological advancement evident during the later Imperial resurgences. During

the recent Black Fleet Crisis, many of these vessels served the New Republic in good stead.

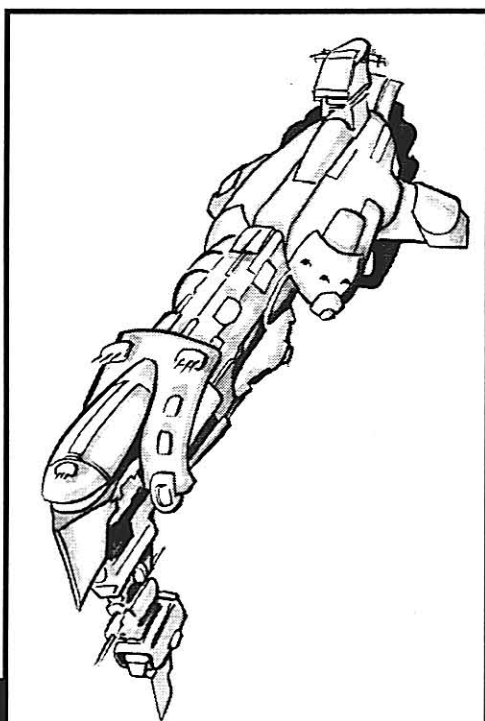
—Report compiled by Rear Admiral Kursk Mal'ia.

DATAPAGE: 71



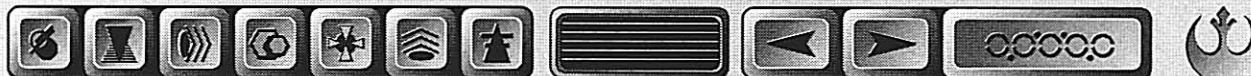
Corona Frigate

Modeled after the highly successful Nebulon-B escort frigate, the Corona line frigate provides reconnaissance-in-force, close-line fire support, and anti-starfighter cover for cruisers and Star Destroyers. The Corona is designed to carry a starfighter squadron (36 starfighters), although not all frigates have a full complement and some are assigned short-range fighters only. Orders for the Corona have been modest but steady. Coronas currently in service in the Core Worlds include the *Corona*, *Boldheart*, *Endor*, and *Shooting Star*.



Corona Frigate

Craft: Kuat Drive Yards *Corona*-class Frigate
Type: Line frigate
Scale: Capital
Length: 275 meters
Skill: Capital ship piloting: Corona
Crew: 782, gunners: 56, skeleton: 281/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D+1
Passengers: 80 (troops)
Cargo Capacity: 4,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 40/0D
Scan: 75/1D
Search: 150/2D
Focus: 4/3D
Weapons:
10 Turbolaser Cannons
Fire Arc: 5 front, 2 left, 2 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3–15/35/75
Atmosphere Range: 6–30/70/150 km
Damage: 5D
10 Laser Cannons
Fire Arc: 5 front, 2 left, 2 right, 1 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–3/12/25
Atmosphere Range: 2–6/24/50 km
Damage: 4D
4 Ion Cannons
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1–10/25/50
Atmosphere Range: 2–20/50/100 km
Damage: 3D
2 Tractor Beam Projectors
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1–5/15/30
Atmosphere Range: 2–10/30/60 km
Damage: 6D



The *Belarus*-class medium cruiser was one of the first of the New Republic's line ships to glide out of construction. Originally designed by Loronar as an improvement over their successful *Strike*-class cruiser, the *Belarus* was rushed into production by the New Republic. The design was implemented by cutting a few cutting corners—primarily by reducing the single turbolaser emplacements, and settling on a single design with modular construction—the *Belarus* lacks the *Strike*-class cruiser's design conformity. While cheaper to construct, the *Belarus* requires a standard refit to alter.

Craft: Loranar *Belarus*-class medium cruiser
Type: Medium line cruiser
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting
Crew: 1753, gunners: 125, skeleton: 718
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D
Passengers: 410 (troops)
Cargo Capacity: 7,500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 2D
Sensors:
 Passive: 30/0D
 Scan: 50/1D
 Search: 100/2D
 Focus: 4/3D

15 Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

10 Turbolaser Batteries

Fire Arc: 5 left, 5 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

5 Ion Cannons

Fire Arc: 1 front, 2 left, 2 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

10 Tractor Beam Projectors

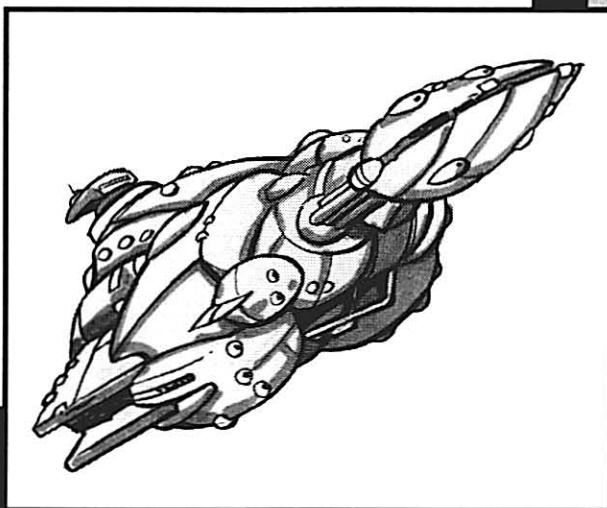
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D



Republic Star Destroyer

The *Republic-class* Star Destroyer is Walex Blissex's follow-up design to his classic *Victory-class* Star Destroyer. It is smaller than his daughter's *Imperial-class* design, but retains Blissex's trademark efficiency. Two *Republics* can be produced for the cost of an *Imperial*, with about one-fifth the crew complement and 20 percent more firepower than the *Imperial I* model. Although still outmatched in terms of raw firepower by the *Imperial II* model and gargantuan *Super Star Destroyer*, the *Republic* can hold its own against any other Star Destroyer, heavy cruiser or host of smaller ships.

In addition to its considerable combat outfitting, the *Republic* carries a full wing of long-range starfighters and is able to transport an average ground regiment, with



Republic Star Destroyer

Craft: Rendili StarDrive *Republic-class* Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,250 meters

Skill: Capital ship piloting

Crew: 8,168, gunners: 260, skeleton: 2,917/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D

Passengers: 3,200 (troops)

Cargo Capacity: 11,000 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 6D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

40 Heavy Turbolaser Batteries

Fire Arc: 20 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D

40 Heavy Turbolaser Cannons

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

20 Ion Cannons

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

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 5D

10 Tractor Beam Projectors

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

NRI Security File 890123/918

New Class Ships

As the conflict between the Empire and New Republic changed from a hit-and-fade war to a conventional war, the New Republic chose not to follow the Imperial trend of large ships and massive armadas. As Imperial space shrank, the need for a huge military shrank with it. New Republic vessels instead strive to be superior to Imperial vessels in quality of ships and crews. Even as the provisional government was installed on Coruscant, it was determined that the New Republic needed a navy to replace the hodgepodge of ships the Alliance had collected.

Notable among new ship-developing programs were the Defender ships: a Star Destroyer, an assault carrier and a starfighter, designed in the earliest days of the New Republic. Construction was delayed by Grand Admiral Thrawn's campaign and the temporary resurgence of Palpatine's Empire. When construction finally began, it was under the aegis of the New Class program.

Shortly after the recapture of Coruscant, the New Republic set limits and specific goals for its forces: the New Republic forces were primarily dedicated to patrol duties, defense against external aggression and Imperial ambition, piracy suppression, and keeping the general peace.

Imperial ships were large, formidable, foreboding, and intended for extended independent operation under politically reliable officers (this reliability ensured by the infamously loyal stormtrooper legions). Each *Imperial-class* Star Destroyer is a mobile command base. The *Super-class* Star Destroyer was designed to be a sector-level command base and the Death Stars were to be the center of regional commands. Imperial forces were expected to operate without supply for months, even years. The Imperial Navy was an invasion and occupation force without peer.

The New Republic has more modest goals. Defense forces do not need to project their power across whole sectors of space, and in light of recent history, should be tethered to the sector of space they are to defend. Republic Engineering Corporation's New Class building program reflects these political needs. The New Class ships have consumable supplies for no more than five standard

months and must be constantly tended to by supply ships or remain in New Republic-controlled space.

The backbone of the New Class concept are carriers. Three New Class ships are designed to carry a wing or more of starfighters. The Defender Assault Carrier, Defender Star Destroyer and Endurance Fleet Carrier form the core of the New Class fleets. Carriers act as motherships for starfighters, the current main weapon system of the New Republic. Starfighters have had symbolic ascendancy since the destruction of the first Death Star. The military power of the New Republic is built around these relatively fragile ships, on which is placed the responsibility of defending the fleets, performing precise strikes and projecting the fleet's power into nearby star systems.

New Class heavy combat ships are optimized for the long-range duel, carrying fewer heavy turbolasers than Imperials, but of equal power and superior fire control, allowing New Republic ships to get more hits at long-range. Improved maneuverability and speed keeps the New Republic at their preferred range. The Majestic heavy cruiser, for example, can score as many hits at long-range as an Imperial Star Destroyer can at medium range with fewer guns, and can stay at that range for as long as it has space to run in.

The New Class ships also reflect a trend toward more compact, specialized ships. The Warrior gunship is a dedicated anti-capital ship, fully capable of taking down prey nine times its size, but nearly useless for any duty but combat. This trend is not absolute—the *Sacheen* escort cruiser is designed for screening and patrol duties, and can be used for long-range operations. Furthermore, the New Class ships have a wider variety of weaponry than Imperial ships of equivalent size, including turbolasers, ion cannons, tractor beams, and matter weapons.

Logistical concerns hold these ships to their operational space and they must be constantly resupplied by fleet tenders. Recovery and repair is less of a concern today than in previous years. Increasing firepower tends to result in ships being destroyed rather than simply damaged. There is little attention paid to ship recovery in the New Class program.

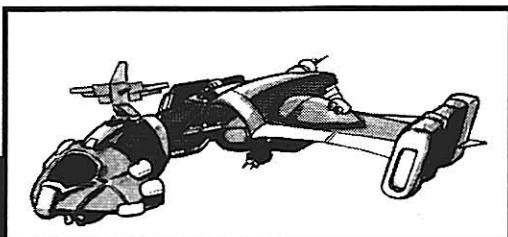
—Report prepared by Rear Admiral Kursk Mal'ia.

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Agave Picket Ships

Agave-class pickets are tactical/operational reconnaissance ships for taskforce commanders. They have enough weapons to deal with a patrol, fair speed, Class One hyperdrives, powerful sensors, and a good stealth package. Agaves are sent ahead of a main battlegroup to scout quietly or in force. They are equipped with shotgun hypertransceivers for reporting back to the main group with minimum danger of detection. In the event of detection, they pull out as fast as possible and jump to safety.



Agave Picket Ship

Craft: Republic Engineering Corporation *Agave*-class Picket Ship

Type: Tactical reconnaissance ship

Scale: Capital

Length: 190 meters

Skill: Capital ship piloting

Crew: 28, gunners: 8, skeleton: 10/+10

Crew Skill: Varies

Passengers: 5

Cargo Capacity: 500 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050

Hull: 3D

Shields: 1D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/4D

Focus: 5/4D+2

Stealth: +2D to sensor difficulties

Weapons:

2 Turbolaser Cannons

Fire Arc: Forward

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 5D

4 Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

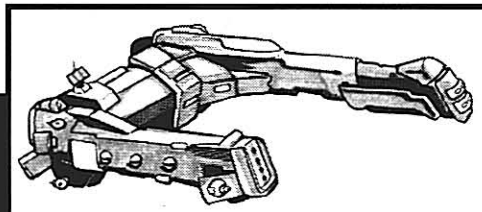
Space Range: 1–3/12/25

Atmosphere Range: 200–600/24/50 km

Damage: 5D

Warrior Gunship

Warrior-class gunships are small, dedicated ship destroyers with enough firepower built into their small frame to threaten a heavy cruiser, and a rack of concussion missiles with enough punch to cripple a Star Destroyer. These ships are used to punch holes in an enemy's formations by destroying main combat vessels. The Warrior is expected to contact the enemy ahead of the main force and is armed with enough anti-starfighter weaponry to brush off starfighter attacks, while armored beyond a typical starfighter's ability to inflict damage. Once a force of Warriors has penetrated an enemy's screening lines, it targets and destroys the main enemy cruisers, after which it withdraws into hyperspace.



Warrior Gunship

Craft: Republic Engineering Corporation *Warrior*-class Gunship

Type: Heavy assault ship

Scale: Capital

Length: 190 meters

Skill: Capital ship piloting

Crew: 44, gunners: 36, skeleton: 22/+10

Crew Skill: Varies

Passengers: 10

Cargo Capacity: 500 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050

Hull: 5D



Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/4D

Focus: 4/4D+2

Weapons:

10 Turbolaser Cannons

Fire Arc: 4 forward, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 6D

8 Laser Cannon

Fire Arc: 2 forward, 3 left, 3 right

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Space Range: 1–3/12/25

Atmosphere Range: 200–600/24/50 km

Damage: 5D

4 Concussion Missile Tubes

Fire Arc: 2 forward, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

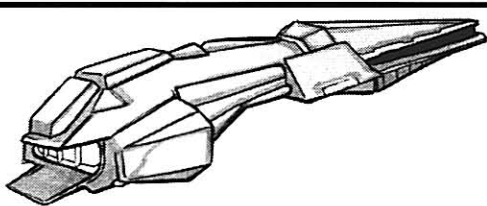
Space Range: 2–12/30/60

Atmosphere Range: 200–1.2/3/6 km

Damage: 9D

Sacheen Escort

The *Sacheen*-class light escorts are the smallest vessels in the New Class program capable of extended independent operations. They have enough heavy turbolasers to threaten a cruiser or destroy most smaller ships, anti-starfighter weapons, ion cannons for ship capture, and a hanger large enough to hold a squadron of short-range fighters, although many *Sacheens*—especially those assigned to group operations—have yet to be assigned their fighter complement. When operating with their battlegroup, *Sacheens* are typically assigned screening duty for the larger vessels, or escort duty for supply convoys of *Hajen* fleet tenders. The *Sacheen* also operates independently on patrol, usually with starfighter support.



Sacheen Escort

Craft: Republic Engineering Corporation *Sacheen*-class Escort

Type: Escort cruiser

Scale: Capital

Length: 375 meters

Skill: Capital ship piloting

Crew: 64, gunners: 46, skeleton: 22/+10

Crew Skill: Varies

Passengers: 6

Cargo Capacity: 4,000 metric tons

Consumables: 5 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 5D

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 120/3D

Focus: 6/4D

Weapons:

10 Heavy Turbolaser Cannon

Fire Arc: 4 forward, 3 left, 3 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 7D

8 Laser Cannon

Fire Arc: 2 forward, 3 left, 3 right

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Space Range: 1–3/12/25

Atmosphere Range: 200–600/24/50 km

Damage: 5D

8 Ion Cannon

Fire Arc: 2 forward, 2 left, 2 right, 2 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1–10/25/50

Atmosphere Range: 2–20/50/100 km

Damage: 3D

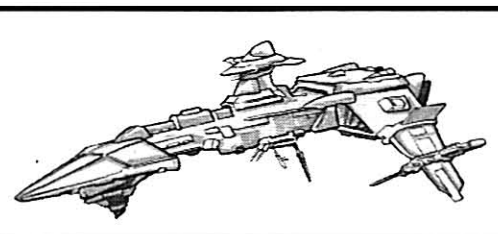
Hajen Fleet Tender

The *Hajen*-class Fleet Tender is the lifeline of the New Class ships. *Hajens* keep the Fifth Fleet supplied on station and extend their running time. With adequate resupply, the New Class ships can operate indefinitely. The fleet tender is not a repair vessel; a damaged ship is unlikely to survive long enough to be repaired. The *Hajen* is a resupply vessel constantly running back

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The *Majestic*-class heavy cruiser is armed for ship-to-ship battle, with heavy turbolasers, anti-fighter weapons, missile launchers, ion cannons, and tractor beams. This ship type is equipped with thick armor and shields, equal to the previous generation of Imperial Star Destroyers, intended to protect the cruiser as it approaches engagements and exchanges close-range fire. During the design's recent blooding in the Battle of ICL-905 and the Battle of N'zoth, the Majestic cruiser performed with honor.



Craft: Republic Engineering Corporation *Majestic*-class Heavy Cruiser
Type: Heavy capital combat cruiser
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting
Crew: 4,050, gunners: 132, skeleton: 1,350/+10
Crew Skill: Varies
Passengers: 640 (troops)
Cargo Capacity: 12,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1

Craft: Republic Engineering Corporation *Hajen*-class
Fleet Tender
Type: Resupply vessel
Scale: Capital
Length: 375 meters
Skill: Capital ship piloting
Crew: 6 (plus extensive droid complement), skeleton:
2/+15
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 300,000 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 20/1D
Scan: 60/2D
Search: 100/3D
Focus: 4/3D+2

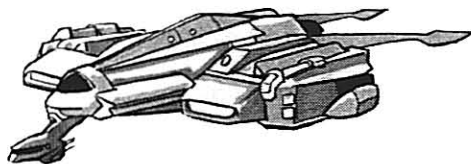
Damage: 4D

8 Concussion Missile Tubes**Fire Arc:* 3 front, 2 left, 2 right, 1 back*Crew:* 2*Skill:* Capital ship gunnery*Fire Control:* 3D*Space Range:* 2–12/30/60*Atmosphere Range:* 200–1.2/3/6 km*Damage:* 9D**4 Tractor Beam Projectors***Fire Arc:* 1 front, 1 left, 1 right, 1 back*Crew:* 6*Skill:* Capital ship gunnery*Fire Control:* 3D*Space Range:* 1–5/15/30*Atmosphere Range:* 2–10/30/60 km*Damage:* 4D

* Typically "smart" missiles, able to track targets: 4D of fire control once launched, move 17 units per round, for up to 10 rounds.

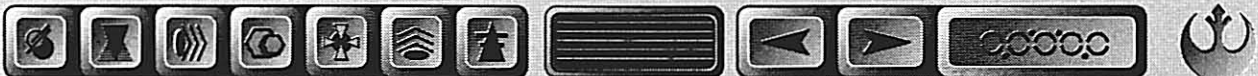
Defender Carrier

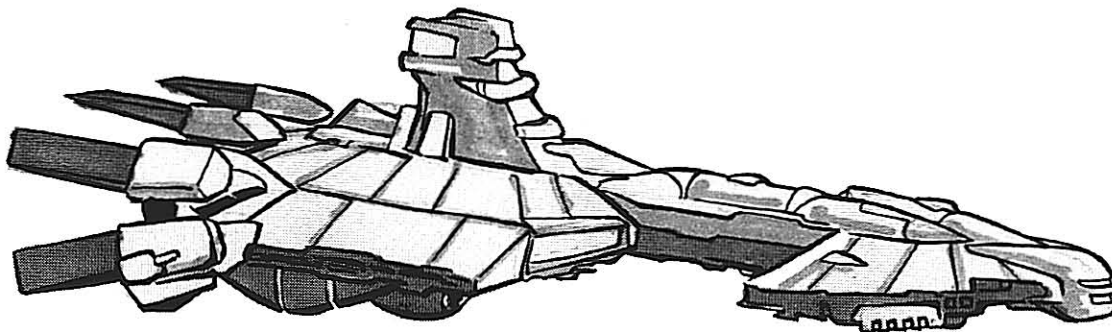
The *Defender*-class assault carrier is a fighter platform, with no heavy guns and only light anti-fighter laser cannons. The Defender carrier is mothership to one wing of fighters, sometimes consisting of a single class of starfighter, sometimes a mixed wing. The majority of the Defender-based wings in the Fifth Fleet have three E-wing squadrons, while a few are dedicated to supporting K-wing bomber wings. Only a single Defender carrier actually carries Defender starfighters—the starfighter it was originally designed to host—as part of the Defender design. (The Defender design was absorbed into the New Class project, and altered to suit current needs.) In addition to the starfighter berths, the Defender carrier has hanger space for assault shuttles and various personnel transports.

**Defender Carrier***Craft:* Republic Engineering Corporation *Defender*-class Assault Carrier*Type:* Assault carrier*Scale:* Capital*Length:* 700 meters*Skill:* Capital ship piloting*Crew:* 4,050, gunners: 20, skeleton: 1,350/+10*Crew Skill:* Varies*Passengers:* 700 (troops)*Cargo Capacity:* 12,000 metric tons*Consumables:* 5 months*Cost:* Not available for sale*Hyperdrive Multiplier:* x1*Hyperdrive Backup:* x10*Nav Computer:* Yes*Maneuverability:* 1D*Space:* 7*Atmosphere:* 350; 1,000 kmh*Hull:* 7D*Shields:* 4D*Sensors:**Passive:* 50/1D*Scan:* 100/2D*Search:* 150/3D*Focus:* 5/3D+2*Weapons:***20 Laser Cannons***Fire Arc:* 5 forward, 5 left, 5 right, 5 back*Crew:* 1*Skill:* Starship gunnery*Scale:* Starfighter*Fire Control:* 3D*Space Range:* 1–3/12/25*Atmosphere Range:* 200–600/24/50 km*Damage:* 5D**Defender Star Destroyer**

The *Defender*-class Star Destroyer is the peak of modern Star Destroyer design. Occasionally called a "pocket Star Destroyer" it is only 65% as large as the classic Imperial Star Destroyer, but is a match for the Imperial II. A fully capable cruiser, the DSD has more shielding and armor than any known ship in the galaxy, combines the best features of its predecessors and is expected to defeat any one enemy Star Destroyer, or two heavy cruisers, or up to an entire line of lighter Imperial ships. In addition to its formidable close-combat capability, the DSD carries a wing of starfighters—often a mixed assault wing of short-range Defender starfighters for close support and K-wing bombers for precision strikes against enemy guns—shield generators, and engines. DSDs can also host a superiority starfighter wing, made up of long-range E-wings, A-wings or upgraded X-wings.

There are currently only ten Defender Star Destroyers in service, although an additional DSD is projected to enter service every year, until the New Class building program runs its course.





Defender Star Destroyer

Craft: Republic Engineering Corporation *Defender*-class Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,040 meters

Skill: Capital ship piloting

Crew: 6,795, gunners: 244, skeleton: 2,265/+10

Crew Skill: Varies

Passengers: 1,600 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 5 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 7D

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/3D+2

Weapons:

40 Heavy Turbolaser Batteries

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 10D

40 Heavy Turbolaser Cannons

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 7D

20 Ion Cannon

Fire Arc: 5 forward, 5 left, 5 right, 5 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1–10/25/50

Atmosphere Range: 2–20/50/100 km

Damage: 4D

8 Tractor Beam Projectors

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 6

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1–5/15/30

Atmosphere Range: 2–10/30/60 km

Damage: 4D

8 Concussion Missile Tubes

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2–12/30/60

Atmosphere Range: 200–1.2/3/6 km

Damage: 9D

Endurance Fleet Carrier

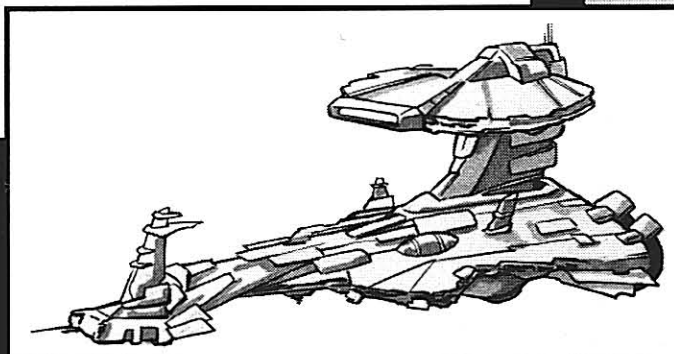
The *Endurance*-class fleet carrier is a fitting symbol of the New Republic. The Empire chose as one of its most powerful martial symbols the Imperial Star Destroyer, backbone of the Sector Group—a huge heavy cruiser designed for ship-to-ship combat, orbital bombardment and supported by a wing of short-range TIE fighters. The New Republic has centered its much smaller military on carriers, with starfighters as the main projection of New Republic firepower. Combat ships are used in the modern New Republic fleets as support ships and guardians. The *Endurance* is the ultimate expression of this change in military theory.

The *Endurance* carries two starfighter wings—one assault wing with short-range K-wings and Defenders for close support,



and one superiority wing with hyperspace-capable long-range fighters, used to strike at targets from extended distances. In this, the Endurance is the incarnation of an old prediction: the starfighter would become the primary weapon system in modern war and the carrier the main ship of the line. The short-range starfighters are the ship's main close defense. Although an Endurance fleet carrier is nestled among nearly a score of screening ships and carries its own starfighter guard, realism dictates that the ship be armed against enemy starfighter attacks and is accordingly fitted with turbolasers, ion cannons, tractor beams, and a formidable anti-starfighter weapon system.

In addition to the fighter-base mission, the Endurance is also a command ship. Fleet officers use this class as their flagship, the centerpiece of the modern battlegroup.



Endurance Fleet Carrier

Craft: Republic Engineering Corporation *Endurance*-class Fleet Carrier
Type: Fleet carrier
Scale: Capital
Length: 1,040 meters
Skill: Capital ship piloting
Crew: 6,795, gunners: 76, skeleton: 2,265/+10
Crew Skill: Varies
Passengers: 1,600 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 8D
Shields: 3D
Sensors:

Passive: 50/1D
Scan: 100/2D
Search: 150/3D
Focus: 5/3D+2

Weapons:

12 Turbolaser Cannons

Fire Arc: 4 front, 4 left, 4 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3–15/35/75
Atmosphere Range: 6–30/70/150 km
Damage: 7D

20 Laser Cannon

Fire Arc: 5 forward, 5 left, 5 right, 5 back
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1–3/12/25
Atmosphere Range: 200–600/24/50 km
Damage: 5D

8 Ion Cannon

Fire Arc: 5 forward, 1 left, 1 right, 1 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D

Space Range: 1–10/25/50
Atmosphere Range: 2–20/50/100 km
Damage: 4D

4 Tractor Beam Projectors

Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1–5/15/30
Atmosphere Range: 2–10/30/60 km
Damage: 4D

New Republic Spyships

Espionage was always at the heart of the Empire. One of the first acts of the New Order was the swift and smooth reorganization of the Old Republic's intelligence agencies into Imperial Intelligence. COMPNOR was founded largely to spy on and police Imperial citizens. This obsession with surveillance extended to spyships, probe droids, HOS spy satellites, and more exotic methods of surveillance such as the now-infamous Delta Source. The Imperial military operated these ships, although they were often detached to another branch—some 20% of Imperial Navy ship lines were recon lines.

On the other hand, one of the early and ongoing strengths of the Alliance was its high-grade intelligence work—Bothan



spies, Alliance cell networks, listening posts, and particularly spyships. One of the first modifications made to Alliance starfighters was in the adaptation of the venerable Y-wing into the Y-wing Longprobe recon fighter.

The New Republic has continued this attention to intelligence with ferrets, prowlers, and a new recon fighter.

—Report compiled by Rear Admiral Kursk Mal'ia.

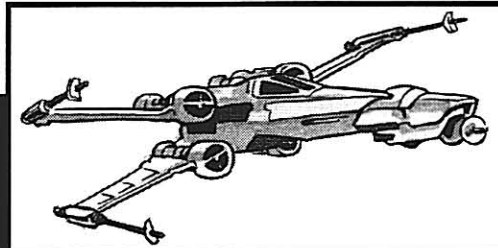
Reconnaissance X-wing

The X-wing reconnaissance starfighter was developed to replace the honored but aging Y-wing Longprobe, although the Longprobe flights are too valuable to simply discard and are themselves being upgraded for possible future use. The X-wing has recently been undergoing upgrades and where possible, older X-wings are being turned into recon ships rather than fully refitted to match the new T-65AC4, to save costs.

The T-65BR X-wing is essentially the same old model, but with its proton torpedo launchers removed and replaced with high-gain long-range sensors, processors and high-speed hypertransceivers allowing for real-time monitoring at vast interstellar distances. Most of the equipment is automated and the R2 unit is able to adequately operate the entire fighter, although a pilot is still considered essential for command decisions and problem solving. Recon missions can be very boring and pilots are occasionally known to “drop off” for a moment, usually much to their embarrassment when the cockpit recorders catch them napping. Unlike the Y-wing Longprobe, the recon X-wing still relies on precalculated R2-stored hyperspace jump coordinates, largely because the recon X-wings can report back to their base-ship much faster than the Y-wings ever could in the days of hidden remote bases.

The pilot is charged with the final duty of preventing the recon X-wing from falling into the hands of an enemy. Should capture be imminent, the pilot is to activate the self-destruct switch, which wipes all of the ship's computer memory and droid memory, destroys the R2 unit with a shaped

charge, and injects a fatal poison into the pilot. Once the pilot has expired, the dead-man switch automatically detonates a baradium charge sufficient to destroy not only the X-wing but also destroy or cripple any nearby small ship.



Reconnaissance X-wing

Craft: Incom T-65BR X-wing

Type: Reconnaissance starfighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter piloting

Crew: 1, 1 astromech droid (can coordinate)

Crew Skill: Starfighter piloting 4D+2, starship gunnery 4D+2, starship shields 3D, sensors 4D+2

Cargo Capacity: 110 kilograms

Consumables: 1 week

Cost: 150,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Astromech droid stores 10 jumps

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 50/1D

Scan: 75/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100–300/1.2/2.5 km

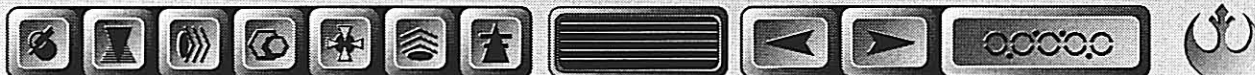
Damage: 6D

Self Destruct

Space Range: 1

Atmosphere Range: 100

Damage: 10D



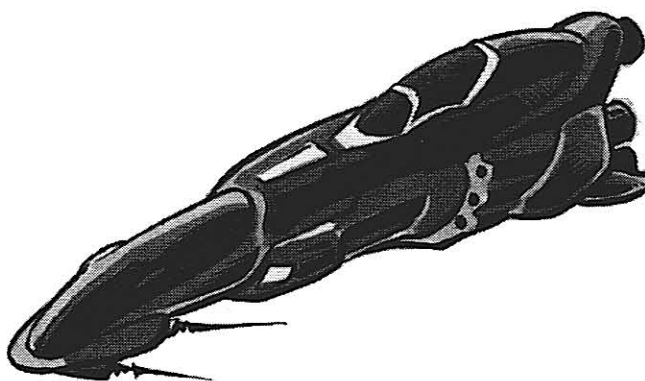
Ferret

A testament to modern stealth technology, Republic Engineering's ferrets are designed to quietly slip into patrolled space, look around and slip away. Ferrets are top-secret craft costing millions of credits each, with tiny crews serving in virtually non-existent quarters. Tours are never long, always less than three months and sometimes as short as a few days, but they are inevitably wearing, with paranoid attention paid to remaining a non-target. These ships do not officially exist, and the crews are aware that no effort will be made to recover missing missions. Ferrets are designated strictly by randomly generated serial numbers, which are periodically changed to avoid leaving datatrails.

Current-generation ferrets are coated with sensor-baffling materials and equipped with the most advanced masking system available—a Fabritech sensor mask developed in a New Republic black project. The ship is propelled by both twin ion engines and a supercooled chemical-thrust baffled drive. The baffled drive has a one-hour time limit: at system's edge the ship uses its ion engines at dead slow, while nearer the target the ferret typically runs under inertia, saving thrust for course correction.

Each ferret is equipped with a small complement of missiles and a larger complement of sensor decoys, for use in the event of discovery. Weapons are to be used only to destroy nearby bearing ships, followed by a spread of decoys able to almost perfectly mimic any of a dozen ship signals to confuse and mislead sensors. Ferrets are able to work in tandem and communicate with friendlies by unidirectional laser-flash signallers.

Ferrets are pilotless craft, operated by highly dedicated droid brains to save crew space and constantly attend to piloting duties that would numb the brain of any organic pilot. Droids are unable to handle the rapidly changing circumstances of combat, but are ideal for the slow and meticulous nature of ferret piloting. Although ca-



pable of fair speed, ferrets usually move dead slow, to keep odds of detection low.

Typical ferret spy missions involve a single stealthy pass through the heart of enemy territory, starting and ending at the far edge of the system.

Ferret

Craft: Republic Engineering Corporation Reconnaissance Vessel

Type: Stealth spyship

Scale: Starfighter

Length: 28 meters

Skill: Space transports

Crew: 3

Crew Skill: Astrogation 5D, sensors 5D

Cargo Capacity: 2 metric tons

Consumables: 3 months

Cost: Not available for sale (890,000 credits for government sale)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 10 (5 using baffled drive)

Hull: 2D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Stealth: +5D sensor difficulties

Weapons:

2 Missile Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 7D



Prowler

An expanded ferret body with less equipment stuffed in, a prowler is an long-term spyship used primarily to keep an eye on assets already known to be in a particular place. Prowlers are only slightly less stealthy than ferrets, about half as fast and have twice the crew.

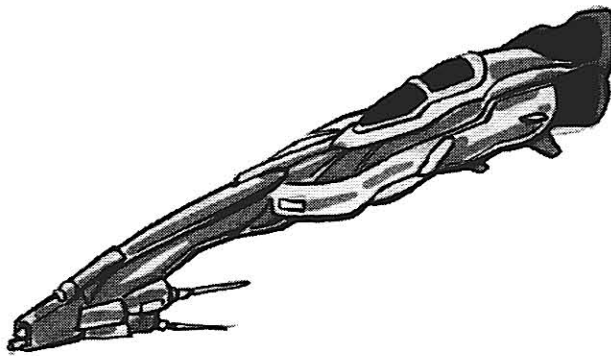
Much like ferrets, prowlers are designed to quietly slip into patrolled space, look around and slip away, but they spend an average of two to three times as long looking and don't approach nearly as closely. Prowlers are top-secret craft costing hundreds of thousands of credits less than ferrets, with very small crews serving in closely cramped quarters. Spy tours are fairly short, usually about three months, and hard wearing, with paranoid attention paid to remaining a non-target. Unlike ferrets, prowlers do officially exist, although all information is top secret. Like ferrets, prowlers are designated strictly by randomly generated serial numbers, which are periodically changed to avoid leaving datatrails.

Current-generation prowlers are coated with sensor-baffling materials and equipped with a highly advanced masking system. The ship has an ion engine and baffled drive identical to the ferret, but with three hours of thrust.

Prowlers are equipped with a larger complement of missiles and decoys than ferrets are, although the crew would prefer not to have to use them. Prowlers also work in tandem and communicate with each other by unidirectional laser-flash signalers.

Prowlers are organically piloted, although a droid brain can take over for the long stretches of inactivity. Prowlers typically move at slow speeds to lessen the chances of discovery.

Typical prowler spy missions involve a long stealthy patrol on the edges of enemy systems, with long-range passive scans peeking into Imperial-controlled systems. Additionally, prowlers are used as perimeter patrols for Defense taskforces on maneuvers.



Prowler

Craft: Republic Engineering Corporation *Prowler*-class Reconnaissance Vessel

Type: Long term spy ship

Scale: Starfighter

Length: 48 meters

Skill: Space transports

Crew: 6

Crew Skill: Astrogation 5D, starship piloting 4D, sensors 5D

Cargo Capacity: 3 metric tons

Consumables: 5 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 5 (2 using baffled drive)

Hull: 3D

Sensors:

Passive: 100/1D

Scan: 125/2D

Search: 150/3D

Focus: 5/4D+2

Stealth: +3D

Weapons:

2 Missile Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 7D

END REPORT: Spyships, New Republic



NRI Special Threats Report— Select Civilian Ships

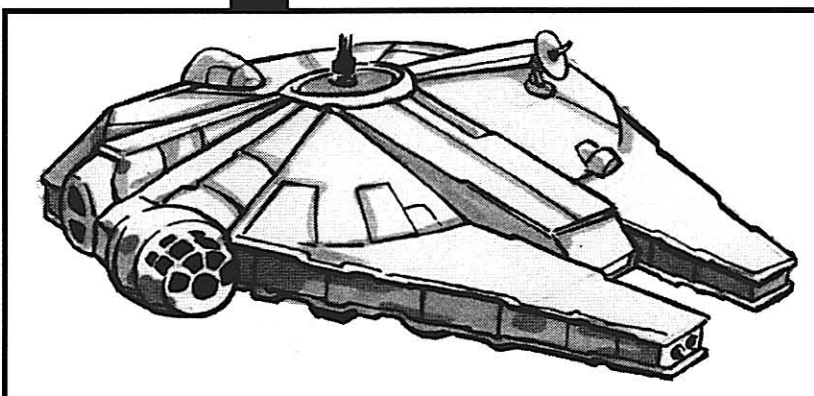
Solo, Han; *Millennium Falcon*; addendum:

The *Millennium Falcon* has a long, colorful history of smuggling, blockade running and aiding the Alliance and New Republic. It has had an equally long history of modification, souping-up, jury-rigging, and stop-gap maintenance. In recent years, the *Falcon* has been refitted with an alien lightning gun, subsequently removed, survived a crash and, of course, been piloted from one end of the galaxy to the other. Unsurprisingly, the *Falcon* has become more and more temperamental and recently General Solo finally decided to have the *Falcon* set in order, after months and years of not-quite-getting-to-it.

So, pulling a fraction of the weight he could have, the General got his precious ship put in drydock for a general overhaul. He apparently expected a heavy dose of maintenance; he got a complete overhaul and partial rebuild. The wrights at yard 413, the "brass-yard," took a gleeful pride in the honor they had been assigned, and carefully but thoroughly fixed her up. The *Falcon* was re-wired, retagged, re-charged, recarpeted, and recushioned. Most of the deflector emitters and several twisted ribs were replaced, along with the escape pods (still missing 16 years after their ejection at Alderaan!). The servos were shock-mounted, and the electrics grounded and pulse-shielded. Gaps in the hull were closed up, the hyperdrive motivator swapped for a more efficient Series 401 and the commercial cargo tractor beam upgraded to military strength. Since the *Falcon* is currently operating under Class One military waiver, and since it is the *Falcon* after all, the yard wrights weren't very careful about staying within New Republic performance limitation codes. Under any civil-

ian pilot, or even as a private ship of almost any military pilot, the *Falcon* would be impounded and torn apart. Although the work is of a very high quality, Solo seems to be less than pleased with some of the modifications, apparently for idiosyncratic reasons.

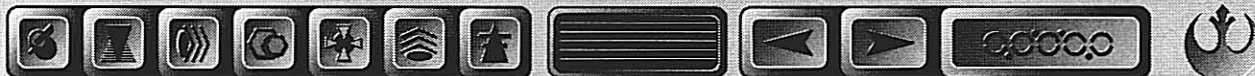
Update: While the recent Black Fleet Crisis developed, the *Millennium Falcon* was on loan to General Solo's partner, the Wookiee Chewbacca. When Chewbacca learned of Solo's capture by the Yevethans, he came to the General's rescue after a week-long delay. When the *Falcon* reappeared, it was further modified: optical transducer panels for increased port and rear visibility, and a mine-laying pod and hull-cutting ring mounted in place of the starboard and port escape pods, just recently replaced. These were apparently helpful in Chewbacca's rescue of General Solo. Whether Solo intends to retain them is unknown, although it is unlikely Leia Organa Solo will let him keep the mine-layer or hull cutter.



***Millennium Falcon* (as of the end of the Black Fleet Crisis)**

Craft: Corellian Engineering YT-1300
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports
Crew: 2, gunners: 2, skeleton: 1/+15
Crew Skill: See Han Solo and Chewbacca
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1/2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 11

DATAPAGE: 85



Atmosphere: 435; 1,300 kmh

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 75/3D

Focus: 4/4D

Weapons:

2 Quad Laser Cannons

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

2 Concussion Missile Tubes (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

1 Light Laser Cannon (retractable)

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 4D (fired from cockpit)

Atmosphere Range: 1-50/100/250

Damage: 3D

1 Tractor Beam Projector

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

1 Mine Layer (16 mines)

Fire Arc: Right

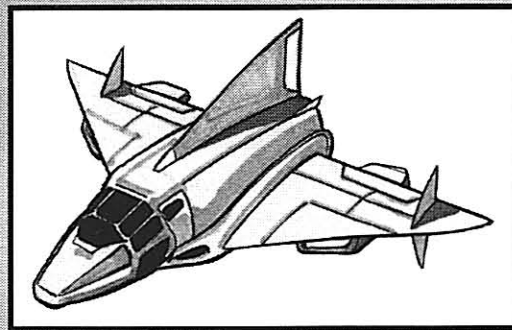
Skill: Starship gunnery

Fire Control: 0D (can be detonated by remote or timer)

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 6D (each)



Poranji Orbital Jumper

Craft: Poranji orbital jumper

Type: Personal air-space ship

Scale: Starfighter

Length: 3 meters

Skill: Space transports

Crew: 1

Crew Skill: Varies drastically

Passengers: 3

Cargo Capacity: 500 kilograms

Consumables: 1 day

Cost: 35,000 (new), 20,000 (used)

Maneuverability: 1D

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 30/2D

Focus: 2/2D+2

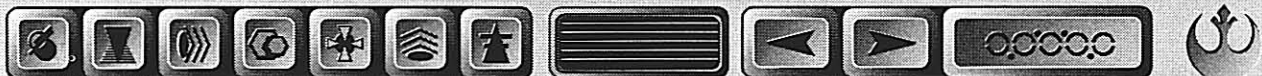
NRI Special Threat File 77409.09: Poranji Orbital Jumper

A fairly common personal transport, Poranji's orbital jumper is used for inter-continental travel and to reach orbital space stations or skyhooks. Standard models rely on repulsor engines and only have limited ion engines for space maneuvering, and so lack the power to leave orbital space. Some models can be upgraded to reach nearby moons, but there are faster, cheaper and more efficient methods of intra-system travel. Orbital jumpers are a coveted status symbol among adolescents of many of the Core Worlds.

NRI Special Threats File 664:09:21.001: Astrogator Probe Ship

During the rule of the Empire, all but the most common astrographic data was classified secret. The Imperial Survey Corps, inheritor of the Republic Survey Corps' mission, was placed under COMPNOR supervision. This suppression was for two main reasons: to limit the growth of Known Space, since increase of colonial territory and contact with alien civilizations was considered a destabilizing influence on the Empire, and to control access to potentially valuable military data. The ISC continued to release chart updates, of course, but some of it was misleading, some was accurate and some was outright wrong.

This left the New Republic with questionable charts of Known Space and limited knowledge of surveyed space beyond the Rim. Recharting Known Space is one of the long-term clean-up projects the New



Republic has taken on. This will take decades. One of the most common survey ships used by the Astrographic Survey Institute is the *Astrogator*-class Probe Ship, a planar, oval, single-deck vessel bristling with sensors, nicknamed "Flatfish." Flatfish are used primarily for high-speed system overflight charting missions. They very rarely land on any of the worlds they pass over—ground missions are left to scouts.

Recently, the *Astrolabe*, a Flatfish on a survey mission over Doornik-1142, was shot down by a Yevethan ship, part of the prelude to the Black Fleet Crisis. The Yevethan government claims the ship was a spyship on a military scouting mission for the New Republic Defense Force, gathering pre-invasion intelligence.

Astrogator Probe Ship

Craft: Astrographic probe ship

Type: Astrographic charting vessel

Scale: Starfighter

Length: 35 meters

Skill: Space transports

Crew: 3

Crew Skill: Varies; typically starship piloting 3D, sensors 4D+2

Cargo Capacity: 1 metric ton

Consumables: 1 week

Cost: 60,000 (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 3D

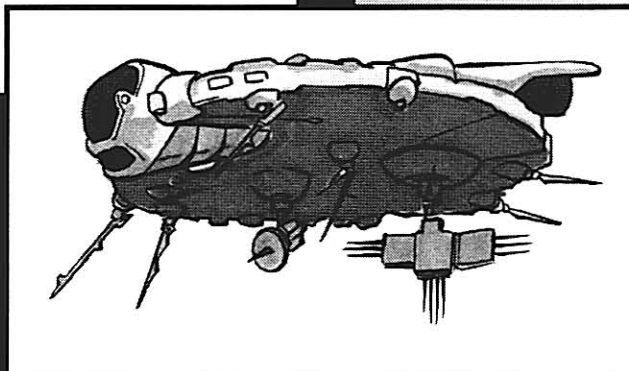
Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 150/4D

Focus: 5/4D+2



DATAPAGE: 87



NRI Special Threats Report 98S127F3: Imperial Remnants

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION PERIOD AND 500,000 CREDIT FINE

Recently, as the prelude to a political bid, Senator Paramis asked President Organa Solo who the Fifth Fleet was intended to invade. This question was intended to embarrass the Princess. That the question was asked at all signals a change in New Republic attitudes. That Princess Leia, or anyone else, considered the question scandalous signals a reversal in New Republic policy.

As recently as four years ago the question would have been ridiculous, and if asked, the answer would have been instant: The Empire. Today the remnants of the Empire are considered so little a threat that the old answer didn't seem to occur to the Empire's single most-famous victim. The average citizen considers the Empire a past nightmare, a historical example of tyranny, a vanquished and vanished foe. Only a small percentage of New Republic citizens recall that the Empire goes on. There is, of course, no longer an Empire, but only fragments of the Empire—a dozen little Empires.

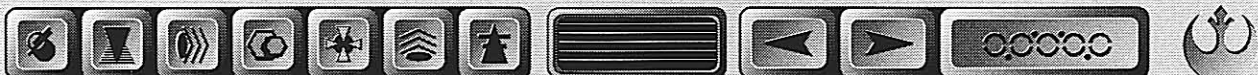
Among these little Empires there are only a few that pose even a marginal threat to the New Republic: the Imperial Core is the greatest danger, and it is struggling to maintain internal control with the frac-

tious Grand Moff, Moff, flag officers, and local governors all scrabbling for power and position. This situation was somewhat muted by the arrival of Admiral Daala, but remains active under the surface.

At last report, the missing ships of the Imperial Black Sword Fleet jumped into hyperspace toward the Deep Core, immediately before the Battle of N'zoth. This means that approximately 60 ships, none smaller than a Interdictor heavy cruiser, including several Victorys, Imperials and at least one Super Star Destroyer, have entered the Imperial Core Navy. This represents a significant shift of power. The Imperial Core now holds the backbone of an additional two Sector Groups, made up primarily of superiority forces—something on the order of 10 superiority fleets.

The flagship of this force is the SSD *Intimidator*, formerly called the *Pride of Yevetha*, finished sometime after the Battle of Endor and most recently under the command of acting captain Major Sil Sorranon, who claims to be Commodore of an unknown unit called the Camp Pa'aal Squadron. This intelligence continues to be analyzed.

—Report compiled by Colonel Breslin Drake, NRI Special Threats division.



NRI Special Threats File 615-09XTC: Imperial Orbiting Repair Yard

The Imperial OB calls for each sector to maintain two deepdock shipyards, plus as many orbital yards as were necessary to maintain the sector group. Deepdocks were the center of the engineering corps and technical services, with orbital repair yards supplementing deepdock repair activities in most sectors, while in others orbital yards supplanting them. Even at its height, the Imperial Navy was ruthlessly practical and tended to conform to local sector conditions.

These great shipyards not only repaired but also constructed Imperial ships from light cruisers to Imperial Star Destroyers, usually by local contractors under corporate supervision. These contractors often made use of alien slave labor and droid assembly. Although specific dock models vary, Imperial shipyard complexes are required to be modular, open-architecture, reconfigurable, and hyperspace-capable. Most Type II Orbital Yard are in a cubical arrangement, heavily armored and shielded but nearly unarmed. They are theoretically defended by at least a full escort force and stormtrooper company, but recent Imperial losses have pared the ships available for this duty to a minimum.

Black Sword Command, the regional central command for Farlax and Hatawa sectors, used Kuat Drive Yards Type II Orbital Repair Yards almost exclusively. Recent intelligence on the detailed Imperial OB reveals five of these orbital yards are unaccounted for.

Orbiting Repair Yard

Craft: Kuat Drive Yards Type II Orbiting Repair Yard

Type: Orbital space dock

Scale: Capital

Length: 1,200 meters

Crew: 4,114

Crew Skill: Varies

Passengers: 200 (troops)

Cargo Capacity: 250,000 metric tons

Consumables: 3 years

Cost: Not available for sale

Hyperdrive Multiplier: x4

Nav Computer: Yes

Space: 0; relies on spacetugs for adjustment

Hull: 6D+2

Shields: 2D+2

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 80/2D+2

Focus: 4/3D+1

Weapons:

9 Tractor Beam Projectors

Fire Arc: Front

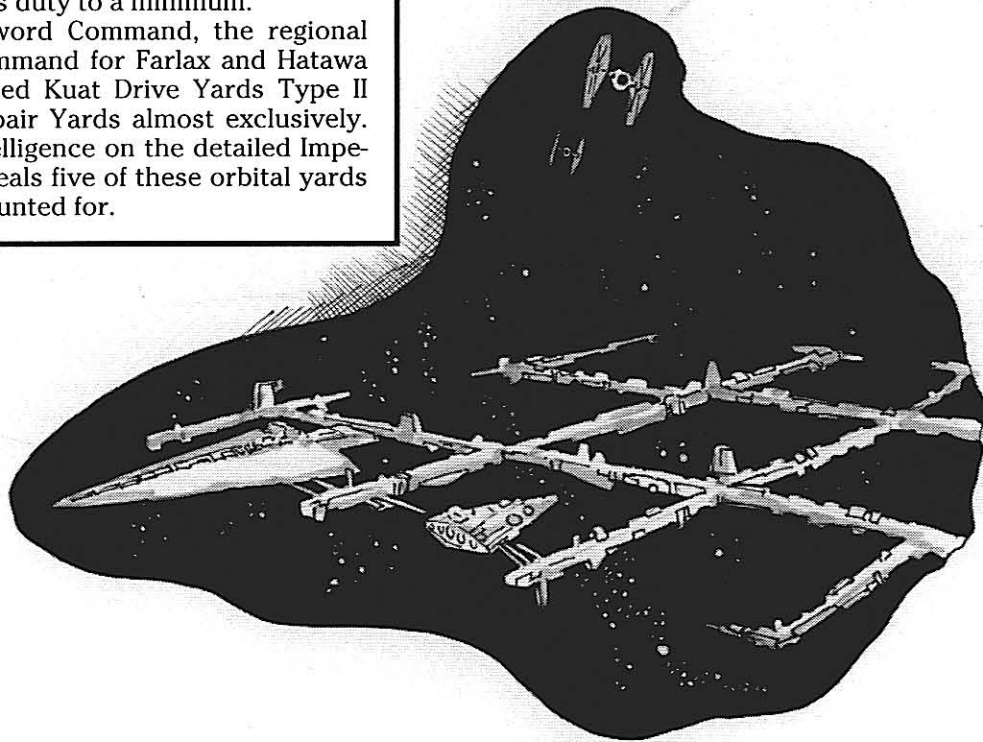
Crew: 3

Skill: Capital ship gunnery

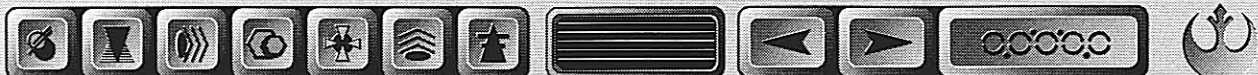
Fire Control: 4D

Space Range: 1-5/15/30

Damage: 4D



DATAPAGE: 89



NRI Special Threats Report 985127F3: Imperial Remnants

Addendum: Imperial Patrol Ships

One of Imperial Core's current primary goals is to not lose any further territory. The Empire once controlled, in one form or another, all of Known Space. Five years ago the Empire was in command of about one-third of the charted galaxy. Today the Imperial Core and other Imperial fragments make up less than one-quarter of Known Space, with the majority of that space in the heavily fortified Deep Core.

Border patrols are crucial to maintaining Imperial control and hundreds of ships prowl in the deep gulf between systems—the first line of defense in a multi-layered shell of ground- and orbit-based sensor nets, system patrols, and system-edge listening posts. The deep-space patrol tours are not long by Imperial standards (only three to six months, partially to keep the crew's performance sharp and partially because current supply stocks limit the amount of consumables a ship can be loaded with at any one time).

Patrols used to enforce border sovereignty, seize smuggling ships and occasionally to probe into New Republic space. Any non-Imperial freighter can be classified as a smuggler, and non-Imperial ships wandering too close to the border is in danger of being seized as a prize, and the crew incarcerated as slave labor. Imperial captains and crews are encouraged to do this by regulations allowing the officers and crews to share in the profits of a prize ship and cargo.

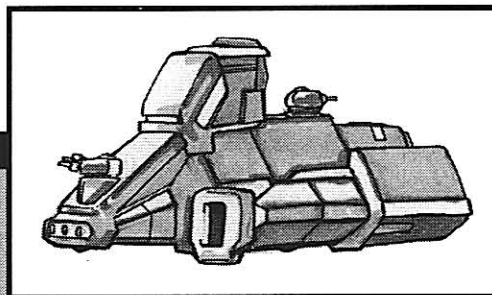
Patrol lines typically include IPVs, TIE/rc squadrons, Interdictors, Strike-class cruisers, and other common utilitarian ships. There are two recently developed Imperial patrol ships of note.

—Report compiled by Rear Admiral Kursk Mal'ia.

NRI Special Threats File 981292: Adz Patrol Destroyer

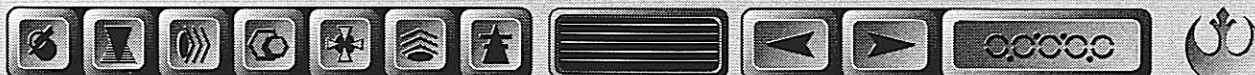
A new class of deep-space patrol ships used by the Imperial Core, the Adz-class patrol destroyer packs a great deal of firepower into a small package with a small crew. The Adz

incorporates recent advances in slave circuitry, allowing a crew of two to control a battery of weapons, saving crew and training, and concentrating fire on targets.



Adz Patrol Destroyer

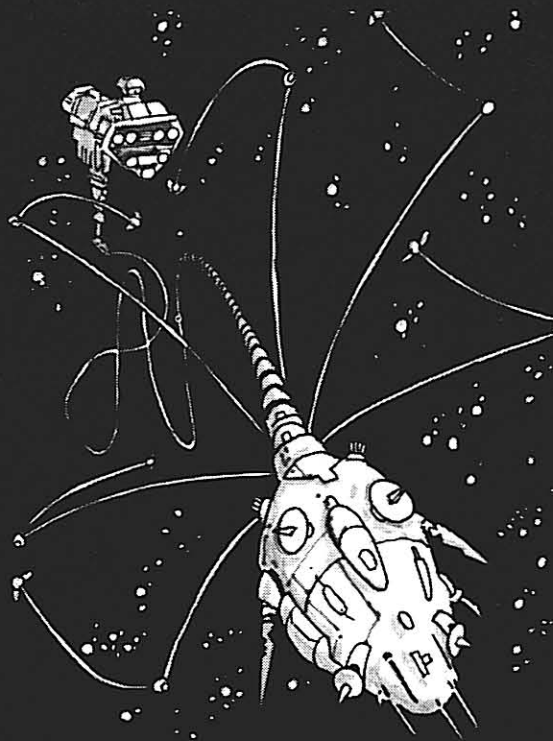
Craft: Imperial Adz-class Patrol Destroyer
Type: Border patrol craft
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting
Crew: 24, gunners: 12, skeleton: 6/+10
Crew Skill: Typically astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 8 (troopers), 4 (brig)
Cargo Capacity: 400 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12, limited to four jumps
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350, 1,000 kmh
Hull: 3D+2
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/2D+2
Focus: 4/3D+2
Weapons:
3 Quad Laser Cannon Batteries
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3–15/35/75
Atmosphere Range: 6–30/70/150 km
Damage: 5D
3 Ion Cannon Batteries
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1–10/25/50
Atmosphere Range: 2–20/50/100 km
Damage: 4D



Frigate

The towed array is operated by a crew of three—the towmaster and two sensor technicians—from a gondola trailing far behind the patrol frigate. Controlling the array in flight takes great skill to keep it from tangling, shredding or disengaging under maneuvering strain. The patrol frigate is restricted to its slow speed while tending its array, and must furl or abandon the net to enter hyperspace. The array is able to detect ships entering or exiting hyperspace, and can even pick up a ship passing through local hyperspace if the ship is massive enough. If a large enough track is detected, the frigate calculates likely vectors and reports in to base, placing Imperial forces on alert. In addition to its patrol duties, the sensor net can be used to intercept hyperspace transmissions—even HoloNet communications. Decoding these messages is a more complex matter, usually left to Imperial Intelligence Signal Branch.

Cost: Not for sale



Skill: Capital sh

Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

3 Ion Cannons

Fire Arc: Front
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Front
Crew: 12
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Towed Sensor Array

Crew: 3
Passive: 100/1D
Scan: 200/2D
Search: 500/3D
Focus: 10/4D+2

END REPORT: Remnants, Imperial

**NRI Special Threats File
9992.F.R/Scavengers**

One of the lingering horrors of war is the amount of left-over weaponry and military miscellany available to civilians. Currently, even several years after the last major New Republic-Imperial campaign, the Black Market is overflowing with military equipment, some surplus, some stolen, some scavenged from battle zones.

Surplus sales are usually restricted from selling explicitly dangerous items to civilians, although a military-issue speeder with a gun slot can be reconverted into a weapons system without much trouble. Stolen equipment is an age-old problem, and equipment thieves are pursued by police and security agencies at all levels. Scavengers were, until a few years ago, the least threat and smallest contributor to the problem. The nature of Imperial military theory changed that.

Imperial production philosophy subscribed to the "quantity equals quality" theory, and the Empire had vast storehouses of equipment of all kinds. Each

Imperial Star Destroyer could carry up to six years of supplies. The sheer amount of material encouraged extremely inefficient consumption and Imperial techs were as likely to replace a component as repair it. It is estimated that up to 10% of Imperial junk included repairable items of all kinds. This represented a huge boon to both Rebel and private scavengers. The junker industry is one of the few non-military private industries that expanded during the late Imperial-early New Republic eras.

Other sources of salvageable material are battlezones in which large ships were hulled, crippled and abandoned. If the storage bays weren't seriously damaged, a Star Destroyer site can yield hundreds of tons of useful equipment. The scavengers fed on these rich veins of equipment for years, overlooked by the otherwise-occupied New Republic and Empire.

The situation couldn't stay unnoticed forever, though. Military artifacts from Imperial and Rebel arsenals began entering private collections, highly classified equipment began to be used by criminal organizations. An Imperial torture droid was used by kidnappers. A thermal detonator was used in an assassination. Investigation traced the equipment back to the scavengers who recovered it. Senatorial action was swift: the Historic Battle Site Protection Act was passed, declaring all equipment in and from a New Republic/Alliance battlezone to be the property of the New Republic, and illegalizing unauthorized scavenging of those areas. This Act was backed up by a preventative measure: Operation Flotsam.

Operation Flotsam detached a number of older fleet haulers from their usual duties, reequipped them, assigned them an Intelligence contingent, and set them on the business of cleaning up the dangerous material left over from battles sites. Most of the sites cleaned up so far have already been scavenged. Many were booby-trapped. Only a few have had fairly little disturbance and in only one case—the site of the wrecked ISD *Gnisnal*—completely pristine. This one site, though, may have paid off Operation Flotsam: the *Gnisnal* was a high-level command flagship, and recovered with a fully intact memory core extensively detailing the Imperial OB, Imperial Intelligence assets, reams of ISB po-

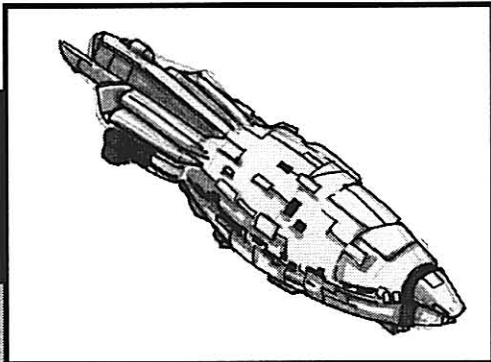


litical data, communication logs, Army and Navy personnel records, and a treasure chest of other intelligence items. Although ten years old, the *Gnisnal's* memory represents an intelligence breakthrough of the first order.

—Report compiled by Major Rin Hawaz, NRI Special Threats division.

NRI Special Threats File 89138:00812: Junker

Refitted for Operation Flotsam, "junkers" are medium transports specially re-equipped and upgraded to scout and scavenge old space battle sites. Small teams of remote droid operators and intelligence analysts accompany each junker as they sift through battle zones for live weapons, memory cores and military paraphernalia. SM model scavenger droids do most of the physical retrieval and examination of recovered artifacts is performed by remote operators, assisted by DA model data analysis droids. Junker tours are usually tedious, long and punctuated by random threats from illegal scavengers, pirates and booby traps.



Junker

Craft: Gallofree Yards Transport
Type: Modified medium transport
Scale: Starfighter
Length: 90 meters
Skill: Space transports
Crew: 6
Crew Skill: Varies, typically 3D-5D
Passengers: 20 (specialists), 48 (droids)
Cargo Capacity: 15,000 metric tons
Consumables: 3 months
Cost: 150,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes

Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 10 0/D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
4 Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

NRI Special Threats File 642.30.9: The Teljkon Vagabond

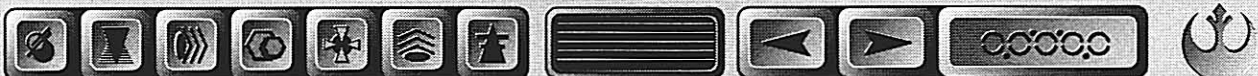
The first documented sighting of the vagabond was in the Teljkon system by a Hrasskis monitor ship ten years ago. Believing the vagabond was a derelict, the ship approached and had its communication system disabled by a powerful broadband signal. The ship then immediately jumped into hyperspace.

The second sighting was five years ago by a New Republic frigate, the *Boldheart*. The *Boldheart* signalled the vagabond and, when no reply was forthcoming, fired across her bow. The vagabond disabled the frigate with a single shot, then fled again into hyperspace.

In the third sighting, two years ago, an NRI ferret attempted to attach a locator limpet, but was destroyed in the attempt. This agency gave the vagabond a high-level threat rating and a chase team was assembled to solve the mystery, headed up by Colonel Ejagga Pakkpekatt.

Finally, the vagabond chase team found the ghost ship in deep-space near the Gmar Askilon system. The team trailed and gradually covertly approached the vagabond with the intention of boarding the craft.

The chase team was joined at the last minute by General Lando Calrissian, who had recently had his commission re-activated by the Defense Force for this mission. (Which office remains undetermined by this agency: see file ZA-991-131.) His staff for the mission included Lobot, the current Baron-Administrator of Cloud City, and Jedi Master Luke Skywalker's droids C-3PO and R2-D2.



The chase force managed to prod the vagabond into transmitting its signal, recorded it and prevented the ship from jumping away via an interdiction field.

General Calrissian's staff unravelled the mystery of correctly answering the vagabond's recognition code, a Qella genetic sequence, within days. Unfortunately, General Calrissian and Colonel Pakkpekatt apparently suffered a personality conflict and Calrissian decided that he had to exercise unauthorized personal initiative to ensure mission success. Calrissian used the *Lady Luck*, his personal transport, to approach the vagabond and transmitted their countersign. The vagabond accepted the countersign and allowed the *Lady Luck* to approach. The sign-countersign pair was variable, however, and when Colonel Pakkpekatt's team responded to a new signal with the old countersign, the team's shuttle was destroyed.

Calrissian's staff was not able to correctly counter the next signal and was obliged to forcibly enter the vagabond. They soon discovered the vagabond was able to repair itself at a fantastic rate and that it responded to organic touch.

General Calrissian and his team soon found themselves trapped aboard the vagabond in a hostile atmosphere, with a very limited understanding of the ship's operation or purpose. Shortly after, the *Lady Luck* was cut loose by a vagabond weapon, and the mysterious ship escaped again into hyperspace.

In time, Calrissian and team extricated themselves from the long, winding chambers they were trapped in, revealed to be a weapon system conduit. They spent the bulk of their voyage exploring the more hospitable areas of the craft, which was apparently a museum.

The vagabond reappeared in the Imperial Deep Core, where it had little rest before being attacked by a Prakith deep-space patrol frigate and, shortly after, a *Strike*-class cruiser. It dispatched each, but began to show signs of running low on power.

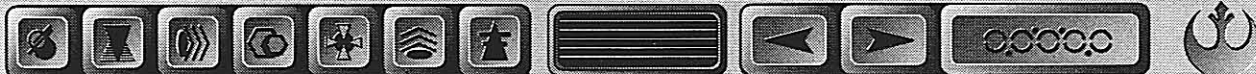
In the interim, the Black Fleet Crisis was unfolding and Colonel Pakkpekatt's ships were recalled. Pakkpekatt himself headed up an expeditionary force to recover Calrissian and settle the vagabond mystery. Travelling in the *Lady Luck*, they first allowed it to jump on automatic pilot to the site of the vagabond's encounter with the Prakith Imperial ships. The vagabond had jumped by then, and Pakkpekatt received a transmission (apparently from the same unidentified agency that assigned Calrissian to the mission in the first place) that led him to Maltha Obex, home of the extinct Qella species—victim of a planetary disaster. Once there, he linked up with an on-sight survey team, (also apparently brought into this affair by the unidentified agency).

On board the vagabond, Calrissian's aide, Lobot, managed to initiate contact with the vagabond's limited guiding intelligence. The vagabond described itself inconsistently as an egg, repository, mother, and chrysalis. The craft's purpose remained clouded.

Using data uncovered on Maltha Obex the team succeeded in summoning the vagabond to that system. Unfortunately, the vagabond apparently decided that the attempts to attract it were a predatory lure and responded with force, destroying the relay satellites used to transmit to it. Pakkpekatt and his team spent several days aboard the *Lady Luck*, eluding the now-aggressive vagabond.

The situation was resolved by the arrival of Master Luke Skywalker, who—using previously uncataloged abilities—hid himself and his craft and entered the vagabond, rescued Calrissian and team, and determined that the vagabond was a semi-intelligent toolkit for reviving the shattered world. The Qella are expected to eventually reawaken. Work began immediately.

The Teljkon vagabond is now rated as a non-threat. The Maltha Obex system is now under a black seal. No records were kept and Maltha Obex remains, officially, a dead world.



Teljikon Vagabond

Craft: Qella Seedship

Type: Unique organic spacecraft

Scale: Capital

Length: 1,500 meters

Crew: None

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 1D

Space: 4 (projected minimum; the craft's speed is likely much higher)

Hull: 5D

Sensors:

Unknown

Weapons:

6 Scythe Weapons

Fire Arc: Turret

Fire Control: Unknown

Space Range: Unknown; maximum range is at least 341

Damage: 10D or more

EM Whip

Fire Arc: Turret

Fire Control: Unknown

Space Range: Unknown

Damage: 10D or more

Capsule: The vagabond was able to heal itself at a prodigious rate: immediately after being injured the vagabond made a natural healing roll, using its Hull dice, scale modifiers applying. Further healing rolls follow every hour.

—Report compiled by Agent Telmun Jkarta,
NRI Special Threats division.

END REPORT



NRI Special Threats File DF76-822: Yevethan Ships

(from a Fleet Intelligence report filed immediately after the Battle of N'zoth)

The Yevethan vessels deployed during the Black Fleet Crisis posed a significant threat, particularly given the hardy physiology of the Yevethan pilots.

The following vessel types saw action during the crisis.

—Report compiled by Rear Admiral Kursk Mal'ia.

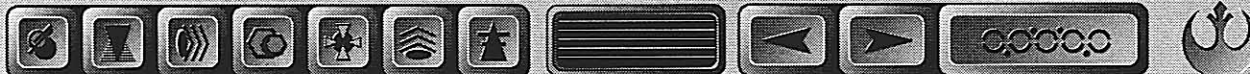
NRI Special Threats File DF77-901: Yevethan Thrustships

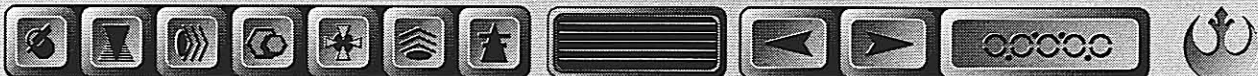
All known Yevethan thrustships are physically similar to each other, 240-meter diameter spheroids with chemical thrust pulse-lift engine cones protruding from one end. The *Armadia*-class thrustship, later code-named T-type, nicknamed Fat Man, is the main combat cruiser of the Yevethan space force.

Armadia-class ships were initially confused with Yevethan cargo ships, a resemblance that caused considerable overreporting of Yevethan force estimates in the opening phases of the Black Fleet Crisis. The pulse-lift thrusters are used both for landing and realspace drive, and are not dampened—thrustships make a fantastic amount of noise in atmosphere. We have identified the surface yards in which the thrustships are constructed. The Imperial orbital yards are primarily used for Imperial space-bound ships, although at least some thrustships are tended to in the orbital yards.

It has been speculated that the thrustships are spheres out of habit. The original thrustships may have used an internal spin rotor to provide artificial gravity, a technology supplanted by copied Imperial technology. The Yevethans are, unsurprisingly, not forthcoming about this.

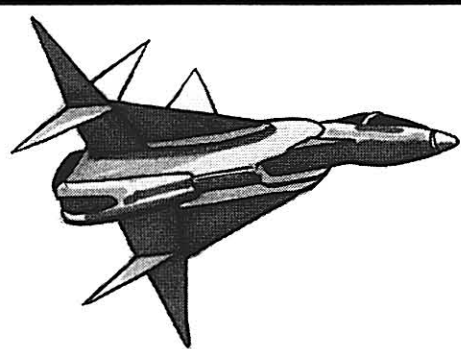
The *Armadia* has relatively few weapons for a main cruiser, but they are more varied than among New Republic designs and very powerful in combination—eight heavy turbolaser cannons mounted on an internal shift-track, three proton torpedo





NRI Special Threats File DF101-008: Yevethan D-type Fighter

The triple delta-winged, fast and lethal Yevethan fighter, designated D-type, is an excellent example of engineering to native strengths. Yevethans are more physically tolerant of g-force than humans and have engineering techniques advanced enough to give them an edge in inertial dampening. Their fighters can thus accelerate faster and maneuver better credit for credit. New Republic technology is able to match this performance, but has rarely pushed to do so and only the A-wing is equipped with this level of engineering. The difference in performance is not overwhelming, but in combat, any edge helps, and the Yevethan D-fighter is on average slightly faster, nimbler, tougher, and harder hitting than their New Republic opposites. The main advantage enjoyed by New Republic starfighters in the Black Fleet Crisis was superior numbers and the considerably greater experience of the New Republic military.



Yevethan D-type Fighter

Craft: Yevethan "D-type" starfighter
Type: Space superiority starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 3D+2
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 4D
Shields: 2D
Sensors:
 Passive: 30/0D
 Scan: 50/1D
 Search: 80/2D
 Focus: 4/4D
Weapons:
 3 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: 6D

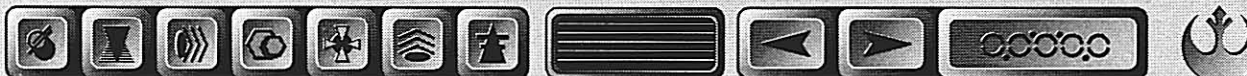
END REPORT: Yevethan Space Assets



End Report: The Black Fleet Crisis



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The Corellian Incident

NRI Special Threats File 9912.78.3: Overview of the Corellian Incident/ Human League Uprising

**CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE
OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION AND 500,000 CREDIT FINE**

This report is put together—to the best of our knowledge—in chronological order, using references, observances and some speculation. We were able to piece together the basics about the following events; the background and specific details are hazy at best. Bear in mind, however, that the movements of the Heroes of Yavin and Endor are exceptionally unpredictable. Where possible, NRI has debriefed the participants, but, some facts of the incident remain unknown to this agency.

To get a clearer picture of the incident in the Corellian System, it is best to summarize the situation the sector was in before the Chief of State arrived.

Section 1.1: Background Information

The Corellian star system consists mainly of five inhabited planets: Corellia, Drall, Selonia, and the Double Worlds, Talus and Tralus. They are collectively known as the Five Brothers. Three major species live on these planets, the Selonians, the Drall, and humans. While the other planets are mostly residential, Corellia is a planet of trade and commerce, or, at least, it was.

The Corellian people have always kept to themselves, even before their troubles began. The sector was rich in resources and skilled people, but the economy was based on trade. Over time the war to overthrow the Empire caused paranoia to sweep through the system. The Corellian sector defense forces were repeatedly called away (under Imperial orders) to deal with Alliance activity. This allowed pirates to enter the system more frequently and harass traders. The traders no longer wanted to risk their money and their lives to trade with Corellia. The economic situation in the sector became highly unstable.

When the Rebel Alliance began scoring major victories against the Empire (notably at the Battle of Yavin), the Corellian government—long under nominal Imperial control—enacted strict isolationist measures, restricting trade and ship traffic through the region. Soon, the paranoia of the government seemed to affect the local populace, and resentment against outsiders

flared up; the prejudice directed at non-Corellians further dried up trade and ship traffic as outsiders were made to feel “unwelcome” by the locals.

After the Alliance victory at Endor, the Diktat—the highest official of the Corellian government—no longer had any support; the Emperor had helped the Diktat maintain his position through force of arms, and those arms were now needed to shore up the Imperial military’s badly flagging defenses.

Suddenly, Corellians did not have to fear execution for petty crimes, or worry that COMPNOR and Imperial Intelligence officers would seize them from their homes in the dead of night. The deep resentment that had been a constant undercurrent of life in the sector was suddenly directed at the most visible target: the Diktat.

The Diktat fled to the Outlier section of Corellian space. The government collapsed and remained in disarray until the New Republic stepped in and helped choose a new leader: Governor-General Micamberlecto.

The flight of the Diktat—which spelled the loss of Imperial control over Corellia—was not the end of Corellia’s problems, and in fact, may have caused many more. Without a controlling factor governing the sector, Corellia had to rule itself. Many humans preferred Imperial rule when faced with the prospect of New Republic oversight. Some of the only people in the sector

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qualified enough for newly vacated governmental positions were ex-Imperials. Deep-seated resentment against outsiders—already a Corellian trait—was now firmly directed at the New Republic.

Governor-General Micamberlecto may have controlled the internal government, but Imperial loyalists controlled businesses, public relations, and many local governments of the region. Some say the three local species were forced to live in harmony by both the Old Republic and the Empire. Now, with no outside agency to enforce domestic tranquility, the humans, Drall and Selonians of Corellia began to lash out at one other, each species claiming the others were responsible for the sector's ills. By the time Leia Organa Solo arrived, the situation in the Corellian Sector had become critical.

Section 2.1: Current Events

Leia Organa Solo, Chief of State, travelled to Corellia for a trade summit organized by Governor-General Micamberlecto. It was hoped that her presence would show how important the Corellian system is to the New Republic. If all went well, the summit would help open Corellia back up to trade and normal relations with the rest of the galaxy.

The Solo family planned to arrive on Corellia several days before the trade summit, in order for Han Solo to show his children his home planet. It is now known that Lieutenant Belindi Kalenda of New Republic Intelligence chose to act on her own and informed Han Solo of the possible dangers lurking beneath Corellia's civilized veneer. Lieutenant Kalenda left for the Corellian sector shortly after Solo. Despite Kalenda's talent for disguise, her ship was shot down after arriving in-system, presumably because her cover had been blown by penetration agents within NRI. Agent Kalenda crash-landed on Corellia and made her way to the capital city, Coronet, to watch over the Chief of State and her family.

After the family left for Corellia, Luke Skywalker, brother to the Chief of State and Jedi Master, left with Lando to go to the site of Lando's primary income—a small residential community he calls "Dometown." Calrissian apparently discussed a new "business venture" with Master Skywalker: Calrissian wanted a bride, preferably a wealthy one. All he wanted Master Skywalker to do is travel with him to show his good intentions (and, according to Skywalker, "to make Lando look good." Calrissian and Skywalker departed Coruscant the next day aboard Lando's ship, the *Lady Luck*. During NRI debriefing, Master Skywalker commented that "the trip seemed like a good idea at the time."

The *Lady Luck* travelled to Leria Kersil. Karia Ver Seryan, a young widow, was the first potential "candidate" that Calrissian had selected for his scheme. Unbeknownst to Calrissian, Ver Seryan was a life-bearer (also known as a "life-witch"); she sustains the life of her mate for a certain amount of time until she withdraws her "Support." After Support is removed, the mate dies. Lando reconsidered his strategy after learn-



ing of Karia Ver Seryan's abilities, promptly leaving Leria Kersil behind.

Han Solo and his family arrived in the Corellia Sector. Solo—employing an old smugglers' trick—dropped his ship out of hyperspace twenty seconds early. A calculated attack was executed where the *Falcon* was supposed to come out of hyperspace. What resulted was an obvious performance which Han Solo recognized as a farce; the attack was obviously staged to look like a serious assassination attempt. The "attack" gave the Chief of State an idea of what to expect on Corellia and alerted the Solo family to potential trouble.

The next morning, Han Solo decided to walk through Coronet City to see the sites and remember his youth. While walking the streets of Coronet City, he encountered Human League demonstrators, who took him captive because he looked like their Hidden Leader. Han was returned that evening to the villa he and Leia occupied. He was relatively uninjured, but the situation on Corellia was clearly volatile. A mob of angry demonstrators also interrupted the Chief of State's dinner with the late Governor-General Micamberlecto at the Corona House.

Two days later, the Solo family visited a Corellian archaeological dig. Solo recognized the so-called archaeological team as members of the Human League. Solo contacted Lieutenant Kalenda and made plans to remain in touch. The Solos were moved to the Corona House for the trade summit.

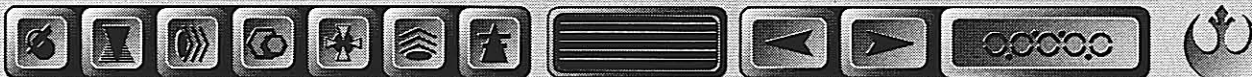
As the Solo family became enmeshed in the situation on Corellia, Lando Calrissian and Luke Skywalker travelled to Sacorria, an Outlier planet of the Corellian Sector. On Sacorria, Calrissian met with Tendra Risan, and the meeting was amicable. Apparently, Calrissian's "wife hunt" was showing signs of success. However, the local constabulary force insisted Calrissian and Master Skywalker depart the planet immediately.

Section 2.1.1: Ambush

At the trade summit, Chief of State Leia Organa and Han Solo were in a delegation line when Master Trader Mara Jade intercepted them. They returned to the Solo apartments and there—accompanied by Governor-General Micamberlecto—were shown a datachip that contained a message. The mysterious message instructed Leia Organa Solo to refrain from calling for help, and showed a series of stellar coordinates in a rough sphere around the Corellian system—ending with Corell itself. Each coordinate was accompanied by a time figure—a countdown—that indicated that some unspecified event would occur. Micamberlecto revealed that he had received a prior message, an image of a star (TD-10036-EM-1271, a star in an unoccupied system) blowing up; Micamberlecto's scientific team discovered that there was no astrophysical cause for the star's destruction. Apparently, the message's mysterious senders had the capability to destroy the targeted stars—and kill the systems' inhabitants—if their as-yet unannounced demands were not met.

The following day riots erupted throughout the system, on each of the Five Brothers, and were timed to be almost simultaneous. The Corona House was bombarded by rockets; it is now believed that the Human League's intention was the capture of Chief of State Organa Solo and all the trade delegates inside. Chewbacca the Wookiee, the Solo children and their Drallan tutor escaped in the *Millennium Falcon*. During the escape, the *Falcon* was attacked by members of the Human League in a Pocket Patrol Boat. After the brief skirmish, the *Millennium Falcon* travelled to Drall for repairs.

After the rocket attack on Corona House, the Hidden Leader of the Human League revealed himself: Thracken Sal-Solo, Han Solo's cousin. Sal-Solo immediately proclaimed himself Diktat of the Corellian Sector, took credit for the "starbuster" (the device or method that was used to destroy local stars), and implemented a system-wide jamming of all communications. Han Solo met with Lieutenant Kalenda to help her escape with the data chip that concerned the starbuster.



Lieutenant Kalenda escaped the system, but Han Solo was captured by the Human League. The Chief of State remained in the Corona House with the Governor-General and his staff. Lando Calrissian and Master Skywalker were travelling to the Corellian system but were held off when they encountered an interdiction field designed to completely encase the system. The *Lady Luck* returned to Coruscant.

NRI investigation has revealed that Thracken Sal-Solo was working for the Sacorrian Triad. The Triad, a mysterious coalition of three powerful individuals—a Selonian, human and a Drall—govern the planet Sacorria; hence the ejection of Skywalker and Calrissian from the planet. During Palpatine's reign, the Triad was little more than an Imperial mouthpiece, but after the Battle of Endor, the group began to quietly consolidate its power base (particularly as the Diktat lost influence).

The Triad had learned many of Centerpoint Station's secrets, allowing them to jam all communications and set up an interdiction field throughout the system. The false revolts—prompted by the Triad—were timed to coincide with the New Republic trade summit. These revolutions were used as covers while the Triad's members tried to locate the planetary repulsors hidden on the worlds of the Corellian system. The Triad's goal was simple but audacious: the establishment of an independent Corellian state, with the Triad as the area's ruling body.

However, the Triad did not choose its allies well: Thracken Sal-Solo hijacked Centerpoint Station's jamming capabilities and the interdiction system in order to seize control of Corellian for himself. The starbaster—which Sal-Solo was powerless to stop—remained in the control of the Triad.

Section 2.1.2: In Their Places

Han Solo was taken to the Human League headquarters where he was confronted by his cousin, self-proclaimed Diktat Sal-Solo. Sal-Solo forced Han Solo to fight a Selonian (identified as Dracmus) who added to Solo's injuries during the battle. This is all that is known of this period of time in Han Solo's capture; if Solo knows more than this, he has not revealed the information to NRI.

The *Lady Luck* landed on Coruscant. Lando Calrissian and Master Luke Skywalker were taken by NRI agents to a safe room in Coruscant's undercity where they met with Admiral Ackbar and Mon Mothma to discuss the system-wide jamming and interdiction field surrounding Corellia. Due to a lack of capital combat ships available to the New Republic, Master Skywalker was asked to contact Gaeriel Captison—former Prime Minister of Bakura—to request assistance from the Bakuran fleet. Skywalker agreed to the mission.

As the *Lady Luck* left for Bakura, Lieutenant Belindi Kalenda arrived on Coruscant. She was detained by the Mon Calamari ship, the *Naritus*. The *Lady Luck* changed course and intercepted the *Naritus* when they discovered a ship combined of an X-wing and a TIE fighter had been captured. Master Skywalker met with Lieutenant Kalenda and received the datachip that Solo had given Kalenda. The *Naritus* was dispatched to the Thanta Zilbra system, which contained the star that had been targeted to explode next.

After "debriefing" the droid, Q9-X2, there is now information of what happened at the planet Drall during this period of time. The *Millennium Falcon* landed at the Duchess of Mastigophorous' mansion. The Duchess Marcha is the aunt of Ebrihim, the Solo children's tutor. Q9-X2 is Ebrihim's droid. The Duchess and her nephew took care of the Chief of State's children while they remain on Drall. During this time, Han Solo—still a captive of the Human League—was visited by Sal-Solo. The would-be Diktat—in a drunken state—informed Solo how he came into power and revealed some of his plans. (Note: This account is incomplete; Han Solo was suffering from a mild concussion and his recollections are somewhat cloudy.)



It is certain Sal-Solo was planning to use Han Solo as a hostage to prevent Micamberlecto and Organa Solo from ordering an assault on the Human League's hidden headquarters when the location was inevitably discovered. The Selonian, Dracmus, was moved into Han Solo's cell; Thracken Sal-Solo believed they would fight each other as before. Instead, they become wary allies, united against a greater enemy.

Section 3.1: Status Change

Chief of State Organa Solo was held in the Corona House from the time the interdiction field was first activated. Organa Solo allied with Mara Jade to plan a daring escape, using a slave circuit control on Madame Jade's ship, *Jade's Fire*. They escaped by climbing out of the eighteenth-story window (using a makeshift rope consisting of tied-together sheets). Making their way past the sixteenth-story barracks, the pair arrived on the fifteenth floor. Once they reentered the building, they descended to the twelfth floor, where Madame Jade recovered her slave circuit control for the *Jade's Fire*. They activated the slave circuit on *Jade's Fire* and escaped near-capture.

By all accounts, Chief of State Organa Solo and her husband escaped from the Human League at approximately the same time. Dracmus (and other Selonians imprisoned at the Human League headquarters) escaped via a tunnel system which the Selonians created. Apparently, there are numerous tunnels throughout the underside of Corellia. Very little is known of these tunnels, as the Selonians have been somewhat reticent in discussing the matter with non-Selonians. The best description available is from Solo: most of the tunnels were low, forcing humans to crawl on hands and knees. Solo remained in these tunnels for several days.

Jedi Master Luke Skywalker and Gaeriel Captison gathered a strike force of four ships, each possessing a hyperwave inertial momentum sustainer (also called a hyperwave sustainer or HIMS). This device allows a ship to punch through an interdiction field while remaining in hyperspace. In the case of the vast Corellian interdiction

field, this technology allowed the Bakuran strike force to move relatively close to the calculated origin point of the interdiction field. Admiral Hortel Ossilege was chosen to command the fleet; Madame Captison was appointed plenipotentiary for the current Bakuran Prime Minister. The Admiral chose Selonion as his first stop in the Corellia System.

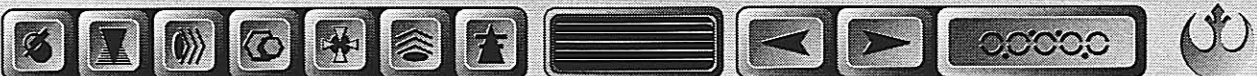
Tendra Risant left Sacorria to enter the Corellian system. Her intent was to inform Lando Calrissian and the New Republic of a fleet of ships building near Sacorria (presumably gathered by the Sacorrian Triad). Forced to use a primitive radionics communications system—which was immune to the communications jamming due to its speed-of-light-only transmission capability—she was able to provide onsite intelligence to the New Republic.

On the planet Drall, the Duchess Marcha, Scholar Ebrihim, Chewbacca and the Solo children visited an archaeological site. It is unclear at this time exactly what transpired, but the Drall planetary repulsor was located at roughly the same time. Under the orders of the Chief of State and General Cracken, no other information is available.

Section 3.2: The Beginning of the End

The Bakuran anti-interdiction fleet set out for Corellia. The fleet consisted of the Bakuran light cruiser *Intruder*, and three destroyers—the *Watchkeeper*, *Sentinel* and *Defender*. Using the hyperwave sustainers, they entered the interdiction field and arrived in-system three days away from the planet Selonion. *Intruder*, *Sentinel* and *Defender* successfully avoided major damage but *Watchkeeper* was disabled in transit. Admiral Ossilege elected to use the disabled ship as a decoy (controlling it with tractor beams) to send into battle to see what opposition was ranged against the Bakuran force. At this time, Centerpoint Station—a space construct located between the Talus and Tralus—was determined to be the source of both the interdiction field and the communication jamming.

Han Solo was in transit to Selonion by command of Dracmus and Pilot Salculd of the Hunchuzuc Den. They used a home-built Selonian coneship. This coneship was



in the same vicinity as both the Bakuran fleet and *Jade's Fire*, which was also heading for Selonian. The coneship blew a primary power regulator and became stranded in space. *Jade's Fire* docked with the coneship and reunited the Chief of State and her husband. The Bakuran fleet flew in formation with the empty *Watchkeeper* in the lead acting as decoy. The *Watchkeeper* was crushed by a burst from a massive repulsor generator of unknown origin from the surface of Selonian. The remaining Bakuran fleet broke off the attack and set a new course for Centerpoint Station.

Tendra Risant—codenamed Source T during the crisis—sent information about the fleet at Sacorria after contact with Lando Calrissian. At around this same time, the *Naritus* witnessed Thanta Zilbra go supernova. The evacuation crews, spearheaded by Rogue Squadron, were unable to evacuate all of the inhabitants, leaving an unknown number of civilians behind.

Section 3.2.1: Landings

Han Solo repaired the Selonian coneship well enough to get it running. The coneship and *Jade's Fire* prepared to land on Selonian. They were attacked by fighters from Selonian, but defeated them. The coneship made an emergency landing on Selonian, and all passengers survived; *Jade's Fire* landed without mishap. The Chief of State, her husband and Madame Jade were then taken to a villa by the Hunchuzuc Den Selonians.

The Bakuran fleet closed in on Centerpoint Station. Lando Calrissian, Lieutenant Kalenda, Madame Captison and Luke Skywalker were chosen to land on Centerpoint. They were guided to an airlock by the Centerpoint Chief Operations Officer (and only resident of the station) Jenica Sonsen. A burst from another massive planetary repulsor—this one on Drall—occurred at this point. Admiral Ossilege took the *Intruder* to Drall in an attempt to commandeer the Drall planetary repulsor. The cause of the burst is unknown.

While in Centerpoint Station, the landing team and Administrator Sonsen witnessed a device known as the Glowpoint—a miniature “sun” that illuminates the station—flare up. This flare had previously

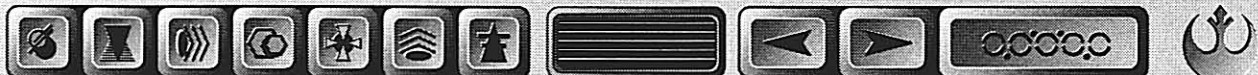
destroyed the living quarters known as Hollowtown, located centrally in the station. Lando determined Centerpoint Station is a hyperspace repulsor, capable of pulling planets through hyperspace. When this repulsor energy is directed as a concentrated burst at the core of a star, this sets off a nova explosion; Centerpoint was the key to the so-called “Starbaster Plot.” They also determined the local planetary repulsors—on Drall and Selonian—could jam the hyperspace repulsor. The landing team divided its party; Jedi Master Skywalker left in his X-wing for Selonian, the remainder of the party headed for Drall to join with Admiral Ossilege. The *Defender* and *Intruder* remained with the station along with Administrator Sonsen.

Section 3.2.2: The Planning Stage

The *Intruder* arrived at Drall to observe the Human League take control of the planetary repulsor. Admiral Ossilege chose to remain in orbit around the planet. At approximately that time, Sal-Solo shut down the system-wide jamming.

The Chief of State, Han Solo and Mara Jade were taken prisoner by the Overden, a “clan” of Selonians controlling all other dens on Selonian and Corellia. The speaker of the Overden, Kleyvits, demanded the Chief of State declare Selonians independent from the rest of the Sector. Kleyvits even threatened the Chief of State. Chief of State Organa Solo refused to accede to all demands by the Overden. When the communication jamming went down, Thracken Sal-Solo used this opportunity to announce his capture of both the planetary repulsor and the Chief-of-State's children. Despite the situation, Han Solo Leia Organa Solo were successful in convincing Hunchuzuc Den member Dracmus to overthrow Overden member Kleyvits, freeing them.

Admiral Ossilege met with the Centerpoint landing party who reported their findings of Centerpoint Station. The Admiral planned to take the repulsor from the Human League that evening. The interdiction field was removed during this period, allowing the Sacorrian fleet to drop out of hyperspace at Centerpoint Station. The Solo children escaped from Thracken



Sal-Solo, giving the *Intruder* the opportunity to capture the Human League operatives on Drall. The Bakurans took control of the Drall planetary repulsor.

Section 4.1: The Showdown

A council of war was held aboard the *Intruder*; the council consisted of Chief of State Organa Solo, Han Solo, Luke Skywalker, Lando Calrissian, Mara Jade, Dracmus, Admiral Ossilege, Gaeriel Captison, Lieutenant Belindi Kalenda, Duchess Marcha, Ebrihim, Chewbacca, and Administrator Sonsen. It was determined the Sacorrian fleet was composed of eighty larger fighters, a fairly large force arrayed against the three remaining Bakuran ships. The council quickly formulated a plan of action.

The plan—codenamed Operation Sidestep by Admiral Ossilege—was for the Bakuran fleet to make simultaneous, high-precision, minimum-distance hyperspace jumps. The target destination was the center of the Sacorrian fleet. Bakuran ships were to move through enemy lines towards the rear, pick off targets of opportunity, and try to get the Sacorrian ships to reverse their course. They had one hour to hold off the enemy ships, until a strike fleet commanded by Admiral Ackbar would arrive.

At the same time, technicians on Drall had to determine how the repulsor worked and then aim a repulsor beam at Centerpoint Station to jam its ability to destroy stars. They had very little time before Centerpoint fired at Bovo Yagen, a highly populated world. The Chief of State's children were moved to Drall's surface for safety.

The battle went exactly as planned. The New Republic was able to hold off the Sacorrian fleet long enough for Admiral Ackbar to arrive. The Drallan planetary repulsor jammed the hyperwave repulsor in time to save Bovo Yagen. The only major loss was, regrettably, the *Intruder*. Admiral Hortel Ossilege and Madame Gaeriel Captison were on board when the cruiser exploded.

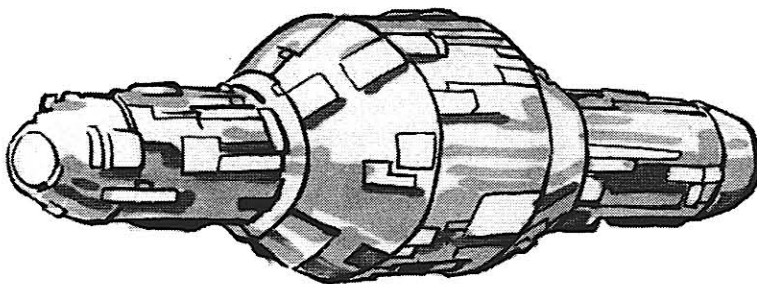
Section 5.1: Commemoration

The loss of both Admiral Ossilege and Madame Captison is tragic. They will forever be thought of as heroes of the New Republic. Our sympathy lies with Bakura in this unfortunate consequence of the battle for Centerpoint Station. Without them, the Corellian system would have fallen into enemy hands and the New Republic would have been destroyed.

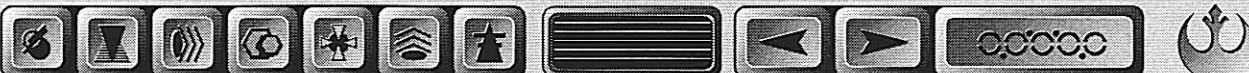
Although we mourn those we lost, we must also cheer for those heroes who survived. The technicians on Drall saved millions of lives with their well-placed shot. The Bakuran destroyers held the Sacorrian fleet at bay against overwhelming odds. These heroes were willing to sacrifice themselves for what they believed in. We are honored they are members of the New Republic.

END REPORT

—Report prepared by Colonel Trennt Ferinn, NRI Analysis division, Special Threats attachment.



DATAPAGE: 104



Addendum/Personal: Airen Cracken

It is disturbing that although there have been NRI agents throughout the Corellian Sector for many years now, the Five Brothers were able to hide their secrets from us until it was almost too late. The Sacorrian Triad should never have been able to collect the information about Centerpoint Station and amass the Sacorrian fleet in so short a time. If Thracken Sal-Solo had not interfered with them when he did, the outcome could have been disastrous for the New Republic.

The interdiction field and communication jamming were abilities we would have been hard-pressed to deal with at the time. The "starbusting" capabilities of Centerpoint Station would have brought us to our knees. We have been successful these past fourteen years in our attempts to keep the New Republic alive and well.

This time we were lucky. Next time we may not be so fortunate.

NRI Special Threats File Category: Individuals

Append: 414.454.612:01 [to NRI Special Threats File 9912.78.3: The Corellian Incident]

CLASSIFIED—MOST SECRET—UNAUTHORIZED RECEIPT OR REVIEW IS A CLASS ONE OFFENSE WITH A TWENTY-FIVE YEAR INCARCERATION AND 500,000 CREDIT FINE

General Cracken:

Please find the enclosed dossiers (in reference to your request, datapad ref. 9011/23.21).

These individuals all played a role in the so-called "Corellian Incident." Where necessary, I have taken the liberty of tapping into military and government files to paint the most complete picture possible.

Respectfully,

Lieutenant Kendrick Machill'Tr

Lieutenant Kendrick Machill'Tr, NRI Administrative Aide.

NRI Special Threats File 745162.72.1872: Gaeriel Captison

Since the Bakuran Incident, Gaeriel Captison led an eventful life. She continued her political campaigns and held several important offices on her native world, and eventually became Bakura's youngest Prime Minister.

Gaeriel Captison married Pter Thanas, an ex-Imperial officer who played a key role in the initial campaign against the Ssi-ruuk. The couple has one daughter, Malinza. Pter Thanas died—a victim of Knowt's disease—and his passing seemed to prompt Captison's withdrawal from politics.

Captison was slender and striking, with one gray eye and one green, and shoulder-length brown-blond hair. In addition, she was extremely intelligent and a cunning politician.

Captison was killed during the Corellian Incident, along with Admiral Hortel Ossilege.



DATAPAGE: 105



Gaeriel Captison

Type: Bakuran high official

DEXTERITY 2D+2

Blaster 3D+2, dodge 3D+2

KNOWLEDGE 3D+2

Bureaucracy 4D+2, bureaucracy: Bakuran government 7D+2, business 5D, value 5D, willpower 6D

MECHANICAL 2D+2

Repulsorlift operation 4D

PERCEPTION 3D+2

Bargain 6D, command 5D, con 4D+1, investigation 5D, persuasion 4D+1, persuasion: debate 6D+2, persuasion: oration 6D

STRENGTH 2D+2

Brawling 4D, stamina 4D

TECHNICAL 2D+2

Computer programming/repair 4D, first aid 5D

Special abilities:

Force Depth: Gaeriel has a uniquely resonant "presence" in the Force. Any Force user who is familiar with her receives a +1D bonus when attempting to locate or identify her through the Force.

Force Points: 2

Character Points: 26

Move: 10

Equipment: Datapad.

Addendum/Personal: Airen Cracken

When we asked Jedi Master Luke Skywalker to contact Gaeriel Captison in order to "borrow" the Bakuran Navy, we never could have predicted the outcome of the battle. We had a special commemoration on Coruscant in which we dedicated a new wing in the Coruscant Museum to those who had fallen in the Centerpoint Battle.

The wing concentrates on the sacrifices of the Bakurans, as most of those who perished in the conflict were from that remote world. Ambassadors from the New Republic were also invited to Bakura to witness the burial ceremony for both Madame Captison and Admiral Ossilege. Madame Captison's ashes were placed with her husbands and the house will be given to her daughter, Malinza, when she is old enough to take it.

NRI Special Threats File 665109:X:8: Dracmus

Little is known about the Selonian, Dracmus (as is typical of any dossier on a Selonian). What is known is that Dracmus is a sterile female, so she has a job that takes her from the Den.

She was chosen to work with humans and interrelate with them. She is supposed to make humans "comfortable" around Selonians; letting them see only what the Den chooses to allow them to see. Unfortunately, Dracmus was still in training when her elder sibling died suddenly and she had to take over the job early. Even with partial training she feels she can deal with humans without too much trouble.

Dracmus

Type: Selonian human interrelations specialist

DEXTERITY 3D

Dodge 5D

KNOWLEDGE 3D

Alien species: humans 5D+1, cultures 5D, intimidation 6D

MECHANICAL 3D

PERCEPTION 3D

STRENGTH 4D

Brawling 7D, stamina 5D+2, swimming 6D

TECHNICAL 2D



DATAPAGE: 106



Special Abilities:

Retractable claws: Selonians receive a +1D bonus to climbing and brawling.

Tail: Used to help steer and propel a Selonian through water, adds a +1D bonus to swimming skill. Can also be used as a club (STR+1D damage).

Story Factors:

Hive-mind: Selonians live in underground dens like social insects. Only sterile females leave the den to interact with the outside world.

Agoraphobia: Selonians live mostly in underground dens. Only certain members of the den leave it to interact with other species. Most are not comfortable outside in the open, even fewer take up space travel.

Force Points: 1

Character Points: 14

Move: 10 (upright), 13 (all fours)

Addendum/Personal: Airen Cracken

As the new Speaker for the Hunchuzuc Den, Dracmus is one of the only Selonians who we talk to constantly about the planetary repulsor, the Hunchuzuc Den, or even just Selonians in general. She has been very helpful, allowing the New Republic to learn a surprisingly large amount of information about Selonian life. In return, she asks many questions about humans and their life-styles. All in all, it's a happy, symbiotic relationship that I hope will continue.

NRI Special Threats File 22:09:91-T: Ebrihim

During NRI debriefing, the Drall named Ebrihim revealed a great deal of personal information. He is fascinated with the workings and dealings of humans. He has been studying their ways since he was a child. Now, he feels ready to take on the ultimate challenge; as a scholar, he can become the tutor of human children, thereby giving him his final education on the way humans think and act. Human children would be far more trusting and free to answer the ques-

tions he has. Besides, human children couldn't be half as dangerous as their adult counterparts, they are smaller and weaker, hence they cannot get into as much trouble.

Ebrihim is taller than most Drall and has deep gray fur with lighter streaks on his face and throat. While most humans would consider him serious and dignified, other Drall think him impulsive and irresponsible. While most male Drall would soon settle down to further extend the family, Ebrihim simply has no desire. He is far too busy seeking out more knowledge to really think about it, much to the dismay of his Aunt Marcha and other relatives.

**Ebrihim**

Type: Drall scholar

DEXTERITY 2D

KNOWLEDGE 4D+1

Alien species 5D, bureaucracy: Drall 8D, bureaucracy:

Corellia 5D, bureaucracy: Selonia 5D, cultures:

Corellians 7D, languages 8D, planetary systems:

Corellia 7D, value 6D, willpower 6D+1

MECHANICAL 2D

PERCEPTION 3D+2

Bargain 4D+1, con 4D, hide 4D, investigation 6D

STRENGTH 3D

Stamina 5D

TECHNICAL 3D

Force Points: 1

Character Points: 11

Move: 8

Equipment: Several datapads containing lesson plans.



Mara Jade has played many roles throughout her life. She had been the Emperor's Hand in her youth, she worked as a smuggler and trader in Talon Karrde's organization and even trained in the Force under Jedi Master Luke Skywalker. But this striking woman chose her own path in the end and is now a Master Trader, with her own ship and crew.

Mara Jade is still very beautiful. She has pale skin with high cheekbones. Her red-gold hair is usually tied up in a thick long braid down her back. Her body is still strong and agile, like that of a dancer's, despite the years that have passed.

Jade's new business venture was the result of her partnership with Talon Karrde, who helped set up her small venture to provide her with valuable leadership experience. (Karrde hoped that Mara would eventually take over his organization upon his eventual retirement.) She was given *Jade's Fire* as a result. Jade hand-picked her crew—Mon Calamari navigator Tralphka and human pilot Nesdin—from the many members of Karrde's organization who were willing to continue working for this formidable individual. So many people volunteered that Talon Karrde was a bit surprised and slightly unhappy about the response.

In the short amount of time she has been on her own, she has built up a highly profitable trading company. Yet, despite her success, she feels unfulfilled. Her life—once filled with adventure and high risk—has changed to a more relaxed, business-like existence. Still, if and when she assumes command of Karrde's organization, that is likely to change.



Mara Jade

Type: Master Trader

DEXTERITY 3D+2

Blaster 9D+1, blaster: hold-out blaster 10D+2, brawling parry 7D+2, dodge 8D+2, lightsaber 4D+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 8D, intimidation 7D+2, languages 8D+2, planetary systems 6D, streetwise 7D+1, survival 9D+1, value 8D, willpower 7D

MECHANICAL 2D

Astrogation 8D+2, beast riding 5D+2, communication 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 3D+2

Bargain 8D, command 7D+1, con 6D+1, forgery 4D+2, gambling 4D+1, hide 8D+2, investigation 5D, persuasion 5D+1, search 7D+1, sneak 8D+1

STRENGTH 3D

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 5D+2, 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+2, sense 3D, alter 2D+1

This character is Force-sensitive.

Force Points: 4

Character Points: 29

Move: 10

Equipment: Hold-out blaster (3D), comlink, slave-drive remote control, datapad.

Addendum/Personal: Airen Cracken

Despite the number of times she has aided the New Republic, I must admit I still have misgivings about Mara Jade; she was an Imperial operative—and a highly-ranked one at that—and I feel that it is unwise to grant her too much access to NRI agents, personnel or members of the government.

NRI Personnel Dossier 8912368176: Lieutenant Belindi Kalenda

Note: This evaluation was conducted prior to the events of the Corellian Incident.

Belindi Kalenda is twenty-five years old. She has long black hair and dark skin. Her eyes are wide-spaced and glassy, almost milky. She almost seems cross-eyed. Many people have mistaken her for a blind woman; in fact, that is one of her favorite—and most effective—disguises.

Her family comes from a backwater planet in the Outer Rim Territories. At least, that is what she was told by her older brother, Tindel. She grew up with him on Coruscant for many years before he was killed in a hovercar accident while out looking for a job. Belindi was taken in by a military orphanage, who trained children for service to the Empire. But, when she was eleven, the Emperor was killed, and Coruscant was taken by the Rebellion shortly thereafter.

She chose to continue her military training, in part because she knew no other path. She was one of the first to graduate

from the New Republic Military Academy after it was established. Instead of working on the front, she decided to try her hand as an agent.



DATAPAGE: 109



Type: New Republic Intelligence agent
DEXTERITY 4D

KNOWLEDGE 2D+1

MECHANICAL 2D

PERCEPTION 3D+2

STRENGTH 3D

TECHNICAL 3D

Force Points: 3

Move: 10

Equipment: Hold-out blaster (3D), comlink.

Lt. Kalenda performed her mission marvelously; she acted with great courage and resourcefulness. Effective immediately, she is to be promoted to the rank of Lieutenant Colonel, and head up the Operations branch of NRI Special Threats.

As the head of a very large family, Marcha keeps everything and everyone in order, whether they like it or not. She is the very epitome of level-headedness in Drall standards, unlike her nephew, Ebrihim. She has brown fur covering her short, stout body and stands barely a meter tall. Though to human eyes she seems like a walking, breathing toy, her sharp voice and piercing eyes can earn respect from even the most unruly individual.

When the previous matron of the Mastigophorous family died, there was no question as to which female would take her place; Marcha had desired the position since she was a cub. Marcha takes pride in her dwelling and its surrounding estates. The parties at her mansion are the most popular, especially her garden parties. Her gardens are well known throughout the Drall community as the most exquisite artistry accomplished with plants. Her other point of pride is her blaster rifle, which she had bought many years before from a shifty vendor on Corellia. Though it nearly caused a scandal in the family, she knew that she had to have it.



Duchess Marcha of Mastigophorous

Type: Drall duchess

DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 3D+2

KNOWLEDGE 4D

Alien species 4D+2, bureaucracy: Drall 6D, cultures 4D+2, languages 5D, planetary systems: Corellia 6D, survival 5D, willpower 6D

MECHANICAL 2D+1

Hovercar operation 4D

PERCEPTION 3D

Command 5D

STRENGTH 2D

Stamina 4D

TECHNICAL 2D+2

First aid 3D+1

Force Points: 2

Character Points: 14

Move: 7

Equipment: Blaster rifle (5D).

Addendum/Personal: Airen Cracken

Duchess Marcha was a perfect choice for the position of the Governor-General of Corellians. She is honest, hard-working and has the ability to command the respect of any being around her, even humans. This gives her a great advantage over most of her underlings. New elections were held after the Human League members were taken out of office. The Duchess will have a better time at it than Micamberlecto did; I can only hope that her influence is enough to keep trouble at bay.

NRI Special Threats File 90971:81-GGM: Governor-General Micamberlecto

When Micamberlecto first accepted the office of Governor-General of the Corellia System, he felt a tinge of happiness that broke through his melancholy. He would be a symbol of dignity and pride for Frozians everywhere. Then he arrived in Corellia to take his place in the ex-Diktat's house and his depression deepened.

In spite of his position as the head of government in Corellia, he still needed to fill the positions beneath him. When the Corellian people held their local elections, many ex-Imperial officers bid for the positions and won. Thus, Governor-General Micamberlecto was left to govern very little, while the Imperial factions of Corellia were able to influence the community and keep control from the Frozian. Without the strict oversight of the Old Republic and the Empire, Corellia no longer accepted the influence of outside forces—namely the New Republic and Micamberlecto.

Governor-General Micamberlecto asked the New Republic to help defuse certain problems within the Corellian Sector; notably, the Human League problem. The trade summit with the Chief of State was intended to bring enough attention to the troubles of Corellia to generate support for the region. Unfortunately, his plan failed and the Human League Uprising unseated the hapless Frozian (who was murdered by Thracken Sal-Solo during the crisis).



DATAPAGE: 111



Governor-General Micamberlecto

Type: Frozian Governor-General of Corellian Sector

DEXTERITY 3D

Dodge 4D, running 5D

KNOWLEDGE 3D+2

Bureaucracy 8D, bureaucracy: Corellia 10D, cultures 5D, cultures: Corellians 8D, languages 6D+2, languages: Drall 10D, languages: Selonian 10D, law enforcement 6D, planetary systems 7D, planetary systems: Corellia 10D, streetwise: Corellia 8D

MECHANICAL 3D+1

Astrogation 5D, ground vehicle operation 6D+1, hover vehicle operation 6D, repulsorlift operation 5D, space transports 5D+1,

PERCEPTION 4D

Command 5D+2, investigation: Coronet City 6D

STRENGTH 2D

Climbing/jumping 4D

TECHNICAL 2D

Computer programming/repair 3D+2

Force Points: 2

Character Points: 13

Move: 11

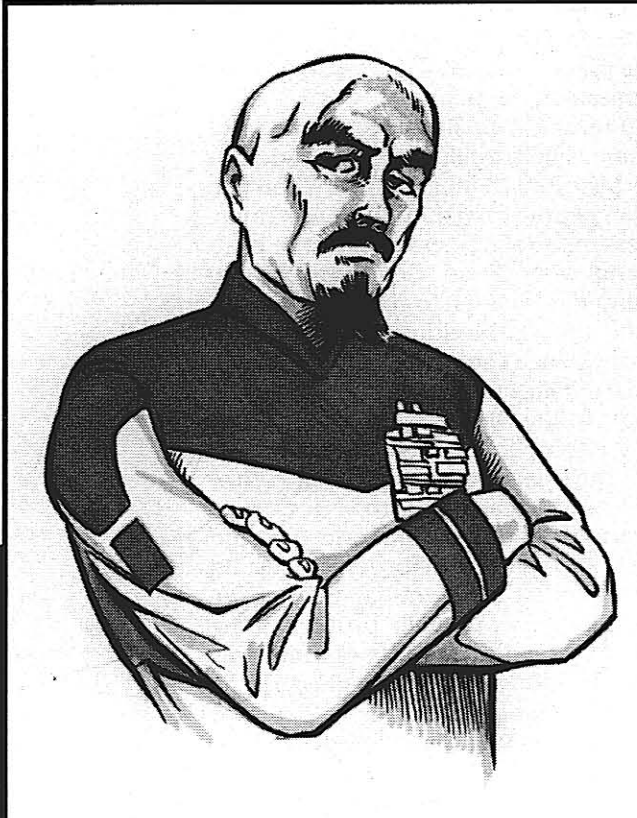
Equipment: Datapad.

NRI Special Threats File 71209123: Admiral Hortel Ossilege

Admiral Ossilege was not a large man; indeed he seemed almost delicate in appearance. Completely bald, he had bushy black eyebrows and a thin goatee. At fifty-three years old, he stood straight and proud, making him look much taller than his actual height.

Admiral Ossilege had a brilliant and cunning mind. He was pompous and arrogant—but was highly skilled at his duties. More than once, his impulsive tactics were viewed with doubt from those around him, but he always got the job done.

Ossilege fell in battle during the Corellian Incident.

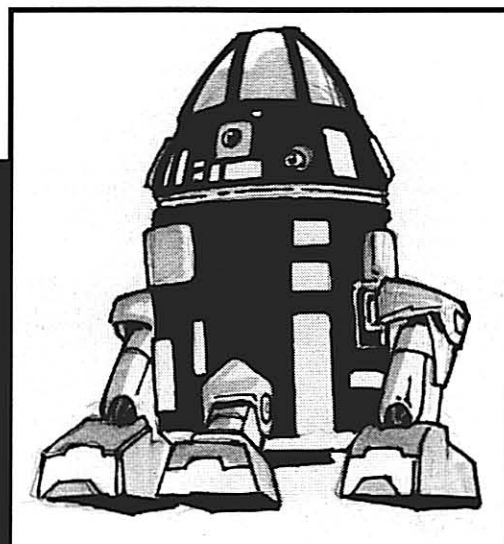


DATAPAGE: 112



Equipment: Comlink, datapad, uniform.

Never had my temper been so sorely tried as when I met Admiral Hortel Ossilege. Now, after finding out he sacrificed his life to help win the battle against the Sacorrian fleet, I am bemused to find myself nearly praising him when I talk of his character to other people. It is not the end I would have wished on anybody, yet it seems to fit Admiral Ossilege's personality—a proper passage for him to leave this galaxy to whatever lies beyond.



Q9-X2

Type: Industrial Automaton Q9 astromech droid prototype

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 3D

Astrogation 5D, space transports 3D, starfighter repair 3D

PERCEPTION 2D

Search 6D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 6D, starfighter repair 5D

Equipped with:

- Three wheeled legs (one retractable)
- Repulsor units
- Vocoder unit (Astromech voice box)
- Molecular backtrack sniffer (tracks targets by pheromone trail; +1D to scent-based *search: tracking* rolls)
- Residual heat-trend directionalizer (reveals footprints or other similar heat sources that leave a trail, 5 meter range, attempt must be made within 20 minutes of the trail being made, +1D to *search: tracking* rolls)
- Enhanced movement sensor (+2D to movement-based *search* checks)
- Enhanced audio sensor (+2D to sound-based *search* checks)
- Enhanced infrared sensors (+2D to heat-based *search* checks)
- Electromagnetic field receptors (+1D to EM-band *search* checks)
- Broadband antenna receiver (5 km range)
- Built-in comlink (1 km range)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendible 0.3 meter long video sensor (360 degree range)
- Small electric arc welder (1D–5D, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Flat-image photoimager (reproduces a non-holographic, single frame image; 50 meter range, photoimaging takes roughly 90 seconds)
- Fire extinguisher
- Small (20 cm. by 8 cm) internal cargo area
- Some additional tools and equipment

Move: 6 (wheels), 10 (repulsors), flight ceiling 3 meters

Size: 1.3 meters tall

Note: Q9 is constantly upgrading himself. It is believed he possesses more attachments and gear than is indicated here, and will likely upgrade his existing attachments in the future.

NRI Special Threats File 781761623: Tendra Risant

At thirty-two, Tendra had been on her homeworld of Sacorria long enough. Without her father's knowledge, she began looking for an off-world husband. She was apparently seeking stability and coziness that comes with a secure and mutually respecting relationship.

As a minor official for her government she was able to accumulate some money of her own, but her father ran a fairly large business which still managed to turn a



DATAPAGE: 114

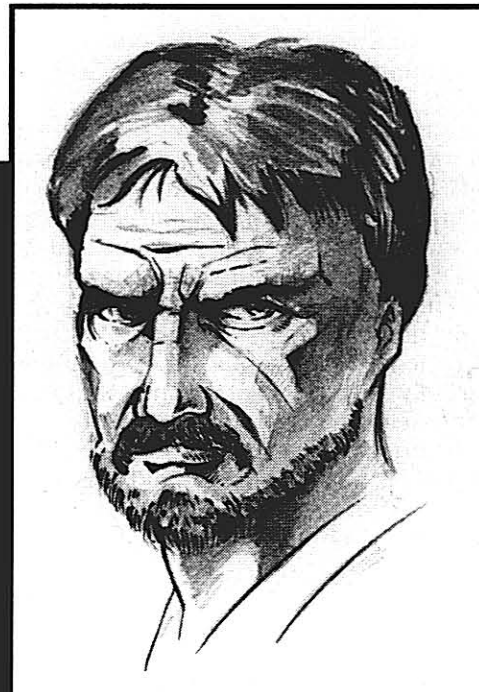


During the Corellian Incident, Tendra Risant sent valuable data back to the New Republic via an old-style radionics communications system. Codenamed "Source T," Risant was able to warn the New Republic of Triad ships massing near Saccorria.

Equipment: Datapad

This wonderful young lady gave us the opening we needed to be at the right time and place. With the information she passed to the *Intruder*, the Bakuran fleet was able to prepare for the worst. I hear Calrissian is still courting her though no plans are set in stone, yet. However, he did set her up in her own apartments in Dometown. I was also informed he sent word to her father where she was and about the bravery of her voyage to save the New Republic. I am anticipating attending a celebration here on Coruscant shortly.

Thracken hates non-humans and loathes the New Republic, but there is no way of calculating the enmity he feels for his cousin, Han Solo.



Thracken Sal-Solo

Type: Human League leader

DEXTERITY 2D

Blaster 3D, Dodge 4D

KNOWLEDGE 4D

Alien species 5D, bureaucracy 7D, bureaucracy: Corellia 10D, cultures 5D+2, intimidation 5D+2, law enforcement: Corellia 4D+2, streetwise: Corellia 5D+1

MECHANICAL 2D

Astrogation 3D+2, repulsorlift operation 3D+1, space transports 5D

PERCEPTION 4D

Bargain 5D, command 6D, con 8D, forgery 5D+1, persuasion 7D, sneak 5D

STRENGTH 2D

TECHNICAL 2D

Force Points: 1

Dark side points: 2

Character Points: 12

Move: 10

Equipment: Hold-out blaster (3D+1).

Addendum/Personal: Airen Cracken

Because of Thracken Sal-Solo, it may take years to repair the damage to the Corellia System. It is true that the control of this incident lay with the Sacorrians, but Sal-Solo's spite and viciousness has caused a lot of trouble for the people of his homeworld. Many of the humans are ashamed that this man is a Corellian, that he was capable of threatening members of his own family, that he killed Governor-General Micamberlecto. For his actions, the New Republic decided Thracken Sal-Solo will be placed in a cell to live out his days. The Corellians—Han Solo in particular—have some rather strong ideas of their own on how to punish Thracken, but for the moment Sal-Solo remains in New Republic custody.

NRI Special Threats File 86867554: Salculd

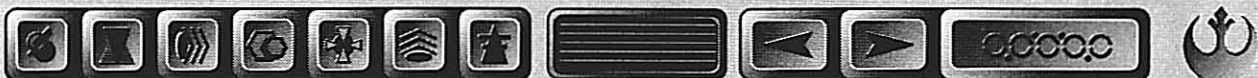
Unlike the rest of her sept, Salculd showed tendencies of not only minding large open spaces outside the tunnels of her home, but actually enjoying it. As she grew older, she began to take apart equipment and put it back together, then she was seen pleading for a ride in a hovercar. The Den had seen enough—Salculd began her training as one of the rare Selonian Pilots.

Unfortunately, due to a lack of Selonian pilot trainers, Salculd's education has been spotty and most of her training was from a desperate ex-pilot who flew starfighters in the war against the Empire. She knows little, if anything, about flying the actual Selonian coneship. She—and her craft—should be considered extremely hazardous if encountered; though she would not knowingly endanger another ship, she does not possess the skills or experience to avoid a crisis.

Salculd is pepper-colored and very outgoing. Most of the rest of the Den tend to view her as unusual or eccentric. She doesn't really care how the other members of the Den view her, thus revealing another trait uncommon among Selonians.



DATAPAGE: 116



Salculd

Type: Selonian pilot

DEXTERITY 3D

Dodge 5D

KNOWLEDGE 3D

Alien species: humans 5D+1, cultures 5D, intimidation 6D

MECHANICAL 3D

Archaic starship piloting: Selonian coneship 3D+1

PERCEPTION 2D

STRENGTH 4D

Brawling 5D+1, stamina 5D, swimming 5D

TECHNICAL 3D

Special Abilities:

Retractable claws: Selonians receive a +1D bonus to climbing and brawling.

Tail: Used to help steer and propel a Selonian through water, adds a +1D bonus to *swimming* skill. Can also be used as additional weapon as a club.

Story Factors:

Hive-mind: Selonians live in underground dens like social insects. Only sterile females leave the den to interact with the outside world.

Agoraphobia: Unlike most Selonians, Salculd does not have agoraphobia and is comfortable during space travel. Because of this, other Selonians look at her with a certain degree of wariness.

Force Points: 1

Character Points: 8

Move: 10 (upright), 13 (all fours).

Jenica Sosen

Type: Centerpoint Chief Operations Officer, Administration and Operation

DEXTERITY 2D+1

Dodge 3D+2

KNOWLEDGE 4D

Bureaucracy: Centerpoint Station 5D

MECHANICAL 2D+2

Repulsorlift operation: turbomotor car 5D, space station operations 6D

PERCEPTION 2D+1

Command 4D

STRENGTH 2D+2

Stamina 3D

TECHNICAL 4D

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

Force Points: 1

Character Points: 11

Move: 10

Equipment: Datapad, set of keycards.

NRI Special Threats File 3109976990: Jenica Sosen

Jenica Sosen is one of the few who was born on Centerpoint Station; in fact, she has only been off the station on two occasions. (These excursions were to speak with the Federation of the Double Worlds.) Sosen is probably the youngest Chief Operations Officer ever in the modern history of Centerpoint.



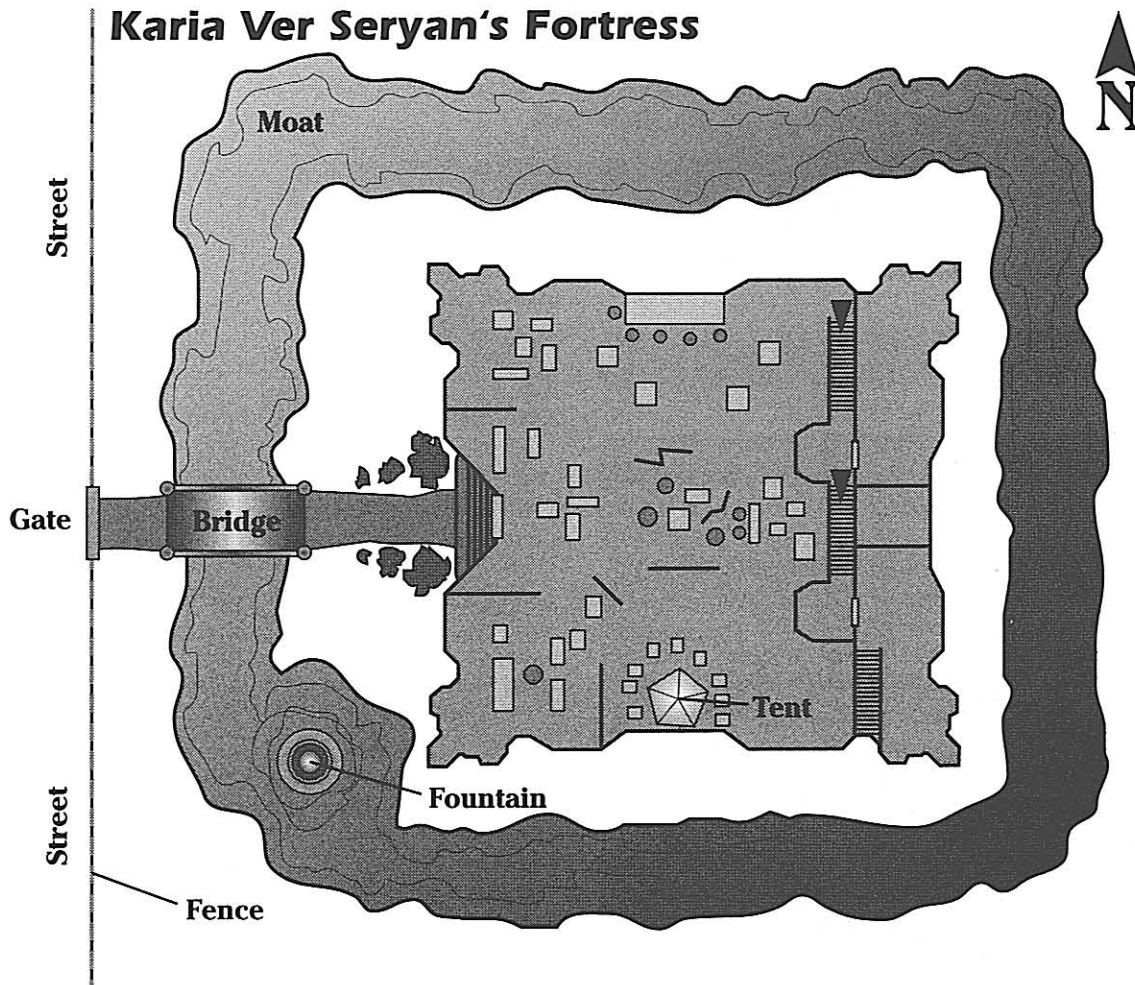
Much to her dismay, Lando Calrissian had not been informed of her gift as life-bearer and when he found out, he spurned her Support and left the system. Karia is put out by this; she needs to Support another or else she will sicken and eventually die. Whether or not she bears Calrissian—or by extension, the New Republic—any ill will remains to be seen.

Climbing/jumping 4D+2, stamina 6D, swimming 4D

Equipment: Ceremonial needle dagger (STR+1D).



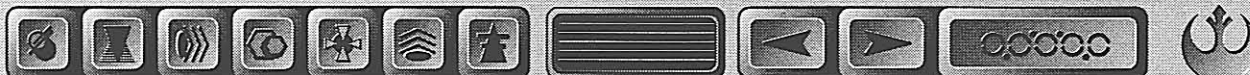
Karia Ver Seryan's Fortress



Addendum/Personal: Cracken, Airen

The so-called "life-witches"—women of fantastic wealth, beauty and longevity—have so far remained benign. Still, given Calrissian's rejection of Ver Seryan, I must conclude that they can one day be a threat. Obviously, more investigation of this nearly-unknown phenomenon is in order.

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NRI Special Threats File Category: Sites/Locations

Append: 109238.291 [to NRI Special Threats File 9912.78.3: The Corellian Incident]

General,

As you requested, I have compiled a brief overview of the various sites and planets that played roles in the Corellian Incident. Where possible, I have organized the entries alphabetically, by system. (For example, the Corellia entry is included in the Corellian System material, as are the entries on Centerpoint Station, Drall, Selonia, and so forth; this material is organized alphabetically.)

As always, the New Republic Astrographic Survey Institute is happy to provide whatever assistance you may require.

On a personal note, I would like to add my thanks; your efforts on our behalf were greatly appreciated. Mon Mothma recently approved the grant for our Kathol mapping project. Thank you, old friend!

Regards,

Renn Ainik

Professor Renn Ainik, Director of Studies, New Republic Astrographic Survey Institute.

The Bovo Yagen system is located near the Corellian Trade Route. It is far enough from the Run that a ship has to actually leave the route to travel to Bovo Yagen. Therefore, this system does not get enough travelers to make a steady profit, but then it also is not bothered by pirates and smugglers as much either.

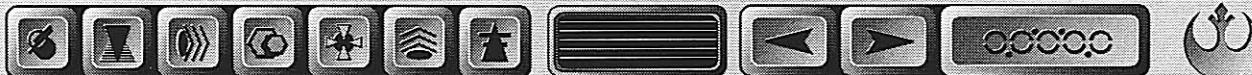
Bovo Yagen is considered the capital planet for many reasons. It was the first planet settled by a roaming family many years before. The father of the family, Bovo Yagen was an ex-Imperial captain who had defected from Coruscant, taking his wife and four sons with him. He wandered about the star systems, trying to find a new home. He landed on a sweltering jungle planet populated by odd humanoid beings. Familiar with humans from previous visits, Captain Yagen and his family were treated warily until they proved their good intentions. They were then welcomed by the tribe and allowed to share some land. As years went by, more humans came by the planet, some trading with the natives and Captain Yagen, some, who were also escaping the Empire, were asked to stay. By the time Captain Bovo Yagen passed away, there was a decent-sized outpost on the planet.

When the Empire collapsed, the people of Bovo Yagen announced their presence to the rest of the galaxy, offering a lucrative business of exotic foodstuffs from the jungle. More and more humans arrived settling on Bovo Yagen and nearby Trellar Yagen, also a jungle planet. The Bovorians, once a tribal species, graduated quickly to space technology and began to spread throughout the system as well.

Bovo Yagen

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: moist
Gravity: Standard
Terrain: Jungle
Length of Day: 28 standard hours
Length of year: 386 local days
Sapient Species: Humans, Bovorians
Starport: 1 standard, several landing fields
Population: 1.5 million humans, 5 million Bovorians
Planet Function: Agriculture, homeworld
Government: Participatory democracy
Tech Level: Space
Major Exports: Foodstuffs
Major Imports: High Technology
System: Bovo Yagen
Star: Bovo Yagen (yellow)

DATAPAGE: 120



Bovo Yagen

The image contains two circular diagrams side-by-side. Each circle is divided into two regions: a dark gray region labeled 'Jungle' and a light gray region labeled 'Ocean'. In the left diagram, the 'Ocean' region is a small, irregular shape at the bottom, while the 'Jungle' region occupies the rest of the circle. In the right diagram, the 'Ocean' region is a larger, more complex shape at the bottom, and the 'Jungle' region is correspondingly smaller, occupying the upper portion of the circle.

Name	Planet Type	Moons
Marenn Yagen	searing rock	0
Bovo Yagen	terrestrial	1
Trellar Yagen	jungle terrestrial	2
Framesk Yagen	barren rock	1
Tava Yagen	asteroid belt	
Heloan Yagen	gas giant	24

Addendum/Personal: Airen Cracken

The residents of the Bovo Yagen system held a special ceremony in which the New Republic was recognized as “the rescuers of Bovo Yagen.” Despite my insisting on a certain aversion to public ceremonies, I was asked to be one of the representatives of the New Republic. I found the people of Bovo Yagen to be quite pleasant—no overdrawn or tedious speeches. I found Bovo Yagen to be a very nice community. The native Bovorians were equally grateful and awarded the present members of the New Republic beautiful cloaks made of Trell leather and offered their services to the New Republic.

There are several asteroids in the Tava Yagen belt which are currently being mined mainly for durelium, quadrillium and hfredium. In the asteroid belt, there are, on occasion, pockets of prismatic crystals trapped within the larger rocks. All of these

metals and crystals are sent to Trellar Yagen, where the metals are made ready for spaceship production and the crystals are broken down to usable portions and polished.

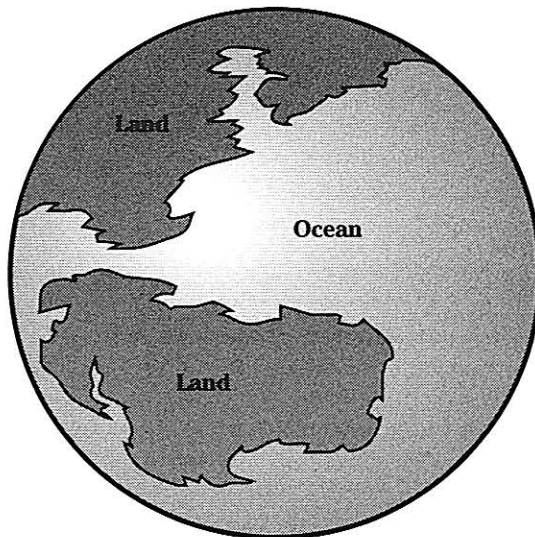
Type: Asteroid field
Starport: Standard
Population: 4,000 miners
Planet Function: Mining
Government: Corporate (directed by Trellar Yagen)
Tech Level: Space
Major Exports: Durelium, quadrillium, hfredium
Major Imports: Food, medicine, luxury goods
System: Bovo Yagen

NRI Special Threats File 9888:89:98: Trellar Yagen

The humans set up a processing plant

on this planet, in agreement with the Bovorians after mining colonies were founded throughout the asteroid field and on Heloan Yagen's many moons. The Bovorians agreed that the mining operations were critical, but refused to allow the loud machinery on their homeworld; the rumble of industrial machinery would damage the Bovorian's sensitive hearing. The humans gladly accepted Trellar Yagen as the base of processing operations. This further added to the challenge for Bovorians hunting Trell—they had to wear specialized ear protection to save their hearing, hence increasing the difficulty.

A circular diagram representing Earth. The landmasses are shaded in dark gray and labeled "Land". There are two main landmasses: one in the upper right and one in the lower center. The ocean areas are shaded in a lighter gray and labeled "Ocean". The ocean is located in the center and to the left of the landmasses.



DATAPAGE: 122



Trellar Yagen

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: moist
Gravity: Standard
Terrain: Jungle
Length of Day: 30 standard hours
Length of year: 398 local days
Sapient Species: Humans, Bovorians
Starport: Landing fields
Population: 4 million
Planet Function: Processing metals/minerals
Government: Participatory democracy
Tech Level: Space
Major Exports: Processed alloys, Trelle leather
Major Imports: raw material, foodstuffs
System: Bovo Yagen
Star: Bovo Yagen (yellow)

—Entry compiled by Lieutenant Andur Thorsim, New Republic Astrographic Survey Institute.

END REPORT: Bovo Yagen System



NRI Special Threats File 13.568.9018: The Corellian System

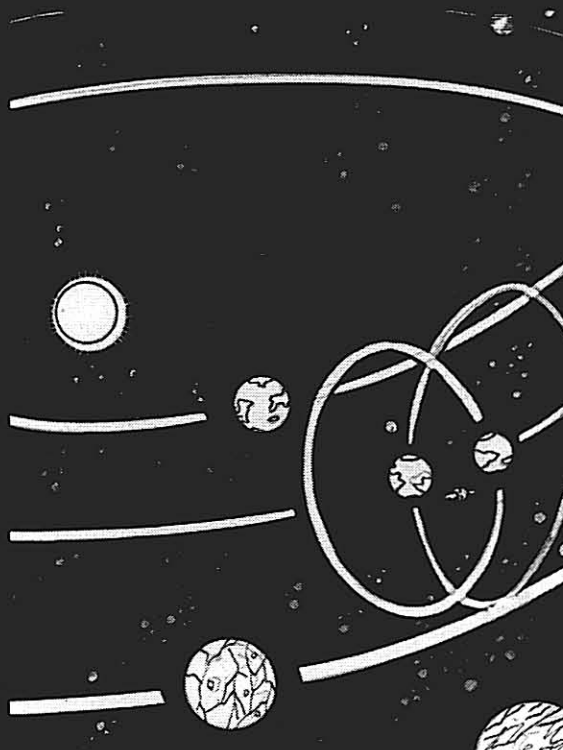
The Corellian Sector is a large area of space, encompassing several star systems. The most important star system is the Corellian System. Orbiting the star, Corell, are five inhabitable planets. Believed to be the only star system with this setup, it is now known that the planets were positioned in this manner a long time ago by scientists. They used the hyperspace tractor-repulsor on Centerpoint Station to bring the planets into the orbits they are in today.

The Corellian Star System

Star: Corell (yellow)

Orbital bodies:

Name	Planet Type	Moons
Corellia	terrestrial	0
Drall	forest terrestrial	0
Talus	double terrestrial	0
Tralus	double terrestrial	0
Centerpoint	artificial	0
Selonia	island terrestrial	0
Crollia	barren rock	0
Soronia	frozen rock	0



DATAPAGE: 123



NRI Special Threats File 13.568.9018: The Corellian System

[Append 89102.09: Centerpoint Station...]

Centerpoint Station has been used as a residential site for many years. It was only recently that the station revealed some of its secrets. Centerpoint Station is a sphere one hundred kilometers across, with a robust cylinder exiting each pole of the sphere. From cylinder tip to cylinder tip, the span reaches three hundred kilometers. The cylinders define the axis as well as the poles and the entire station spins along the axis. The two cylinders are called the South Pole and the North Pole by residents of Centerpoint Station, and Talus and Tralus. A closer look at the exterior of the station reveals Centerpoint is not smooth but made up of different irregular surfaces, tubes and coils, randomly patched along the outside. The station spins to simulate gravity.

On the inside, surrounding the center, are decks and "shells" (high-ceilinged decks) that border the open space at the center of the sphere. Called Hollowtown by locals, the open area has a 60-kilometer diameter. At the exact center of Hollowtown is the Glowpoint—a superhot point of light with the brilliance of a small sun. Hollowtown was once a self-sustaining environment, with vegetation and water, agricultural endeavors, and luxury estates.

At each end of Hollowtown, along the axis, are a pair of identical structures—larger central cones surrounded by six smaller ones. Once they were called the South Conical Mountains and the North Conical Mountains. Then, due to a flare-up of the Glowpoint, everyone within Hollowtown was killed. All other personnel and citizens of Hollowtown were evacuated to the Double Worlds.

Since the Corellian Incident, several New Republic and Drall scientists have entered the station, studying the construct and its various systems. It appears Centerpoint Station, once a home for hundreds of thousands of people, was originally designed as a hyperspace tractor-repulsor, capable of pulling planets through hyperspace. It is now believed that Centerpoint was used many millennia ago to create the entire

Corellia system. Created by whom, and to what purpose, remain a mystery.

Centerpoint Station sets exactly on the midpoint (or barycenter) of Talus and Tralus. Using the gravitic potential from them, the repulsor is capable of opening a "gate" through hyperspace, seizing a planet, and pulling that planet through hyperspace back to the station. Each planet in the Corellian System also has a planetary repulsor on it which would have helped the tractor-repulsor to organize the planets into orbits. One prominent theory is that the original creators of Centerpoint Station constructed it when their own star had begun to go supernova. Once they arrived at Corell, they moved planets into orbit to give themselves a new place to live.

However, the amount of power it takes to move a planet through hyperspace is also capable of inducing a compression wave in a star's core, triggering a nova explosion. This is exactly what Centerpoint Station was being used for by the Sacorrians operating within the Corellian Sector. A young Drallan scientist working for the Sacorrian Triad had deduced the function of the tractor-repulsor and realized its potential for blowing up stars. The Sacorrians created a sure-fire plan which would have left them in control of the Corellian Sector, had it not been for the interference of several factions.

The planetary repulsors worked against the Sacorrians in this case. Originally, the planetary repulsors were used not only to help organize themselves in their proper orbits, but to boost the power of the tractor-repulsor. Combining the power of the planets with the power of the station allowed the tractor-repulsor to pull in planets from any part of the galaxy. But, repulsors can interfere with each other as well; thus even the small planetary repulsors in the system could sufficiently counteract the beam from Centerpoint Station. This planetary repulsor is what scientists on Drall used to prevent the Sacorrians from destroying Bovo Yagen.



Centerpoint Station

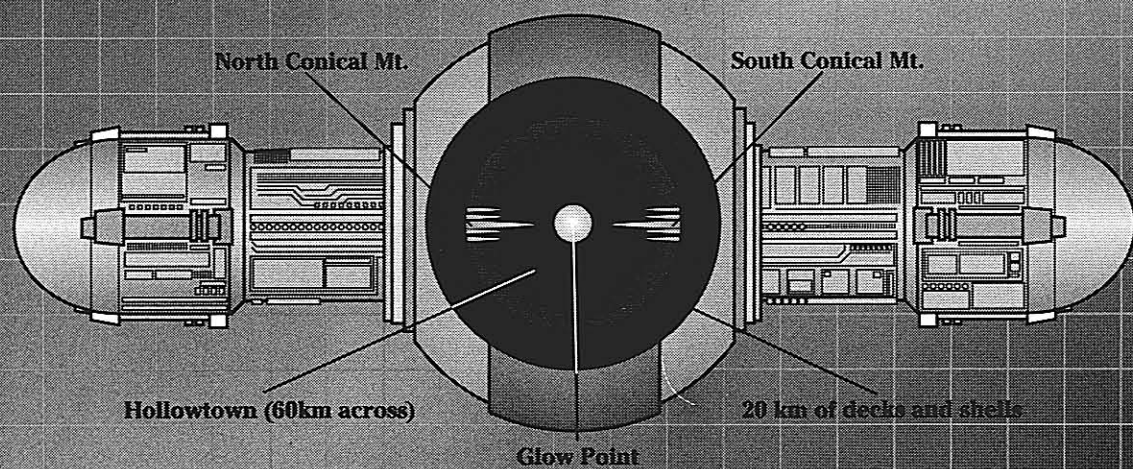
Type: Artificial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Gravity at axis near zero, gets heavier further away.
Terrain: Artificial (Hollowtown: farmland, parkland, luxury estates)
Length of Day: 12 hours (Hollowtown: constant day)
Length of year: 392 local days
Sapient Species: humans, Drall, Selonians
Starport: Imperial class capability
Population: 540,000 (see below)
Planet Function: Residential, tourism
Government: Executive Secretariat controlled by the Federation of the Double Worlds
Tech Level: Hyperspace
Major Exports: None
Major Imports: None
System: Corellian
Star: Corell (yellow)

—Entry compiled by Professor Renn Ainik,
Director of Studies, New Republic
Astrographic Survey Institute.

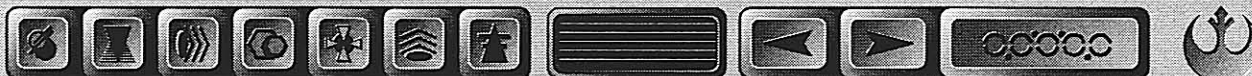
Addendum/Personal: Airen Cracken

It is a relief to finally have the New Republic's best scientific team on Centerpoint Station. With their expertise, we finally shut down the tractor-repulsor itself, instead of using the planetary repulsors to jam it as it follows its prerecorded agenda. We were down to what we had believed were the last eight stars on the list. After the arrest of the Sacorrian Triad and we obtained the instructions for shutting down the tractor-repulsor, we found out that Corell, the last star on the list to be blown up, wasn't actually slated. They had assumed they would have gotten what they wanted long before then and didn't want to take the chance of an accident causing them to lose the repulsors. We now have a small New Republic fleet guarding the Centerpoint Station while the scientists try to find a way to dismantle the tractor repulsor.

Centerpoint Station



DATAPAGE: 125



NRI Special Threats File 13.568.9018: The Corellian System

[Append: 1982.0309: Planet Log, Corellia...]

Corellia is an urban planet with an eastern ocean and a western ocean. The Capital, Coronet City, is on main continent near the eastern ocean. The weather often consists of beautiful days of sunshine and warmth with long, hard rainstorms in between. Further out from the cities are small towns and farms scattered across the landscape. Corellia was once the trade planet of the galaxy. Every city was jammed with merchants and marketplaces. Most popular was Coronet City, the Capital, where one could find anything and everything one could ever want. The city never slept and trade was always available. The planet was a wondrous place many proud people called home.

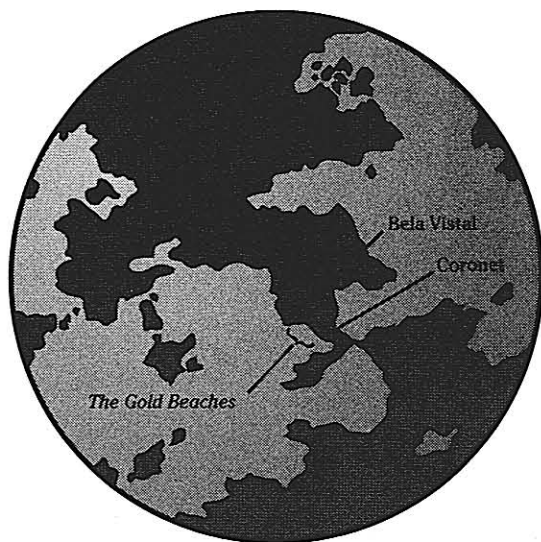
Then the war came to the Corellian system and like many other planets before, it was ruined. Trade went away as pirates invaded the Sector and the town began to dry up. People became poor, untrusting and defeated. When the war was over, there was no one to pick up the pieces. The chief of state of Corellia, called a Diktat, struggled

to keep the Empire alive in Corellia. Citizens began to ignore him and the authority he represented. The New Republic finally installed a Governor-General to replace the preexisting administration, but the people were finished with all governments, preferring to make up their own.

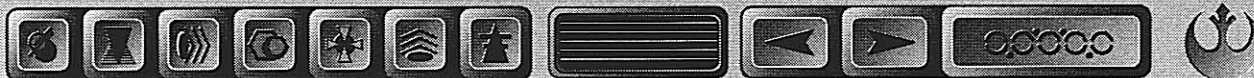
Factions sprang up throughout the city, most notably the Human League. The Human League, mostly rabble-rousers, believed they were true Corellians and the other native species, the Selonians and the Drall, were aliens which didn't belong on Corellia. They used tactics like riots in the streets and threats to make their point. This chased more trade away. It was impossible for Governor-General Micamberlecto to stop the rioting, because the only people on Corellia who were qualified to staff his government offices were either ex-Imperials or people who did not care for the New Republic.

When you walk through the city today, you can not imagine what it used to be like. Empty stores and dust line the streets that

Corellia



DATAPAGE: 126



teemed with life years ago. Treasure Ship Row, one of the major market places for the entire system is gone entirely. There are still some tourist attractions to be had on Corellia. Museums, amusement parks, the Golden Beaches on the coast near Coronet, but these sites cannot make up for what glory the planet was once.

Addendum/Personal: Airen Cracken

There is always hope among the ruins. Now that the Corellian Incident has been resolved, perhaps this planet and its system can be opened to the galaxy for trade. It would be splendid to see the bright, cheerful colors of the marketplace like I once saw it on a visit so long ago. It would also be a shining achievement on the part of the New Republic.

Corellia

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban; hills.
Length of Day: 25 standard hours
Length of year: 329 local days
Sapient Species: Humans (N), Drall (N), Selonians (N) various aliens
Starport: 1 Imperial class, 3 Stellar, 4 Standard
Population: 16.5 billion
Planet Function: Trade, Administrative/Government
Government: New Republic Governor-General
Tech Level: Hyperspace
Major Exports: All (see below)
Major Imports: All (see below)
System: Corellian
Star: Corell (yellow)

—Entry compiled by Lieutenant Andur Thorsim, New Republic Astrographic Survey Institute.

NRI Special Threats File 13.568.9018: The Corellian System

[Append: 66415: Planet Log, Drall...]

Drall is a planet with a lighter gravity than most humans are accustomed to, but it suits the native Drall just fine. The axial tilt is just severe enough to cause one small enclosed water mass to actually boil during the summers. Called the Boiling Sea, it is replenished during the hard, cold winter.

This quiet, pretty world is the homeworld to the Drall—a dignified, learned species of scholars and scientists. During the height of trade prior to the war, Drall may have been a planet of tourism for outsiders, but it was still the residence of Drall as well as humans and Selonians. As tempers rose and tension increased between the species, more Drall returned to their homeworld from other planets as the humans and Selonians left it to return to theirs. The Drall remain amicable and respectful to other species, but do not go out of their way to socialize.

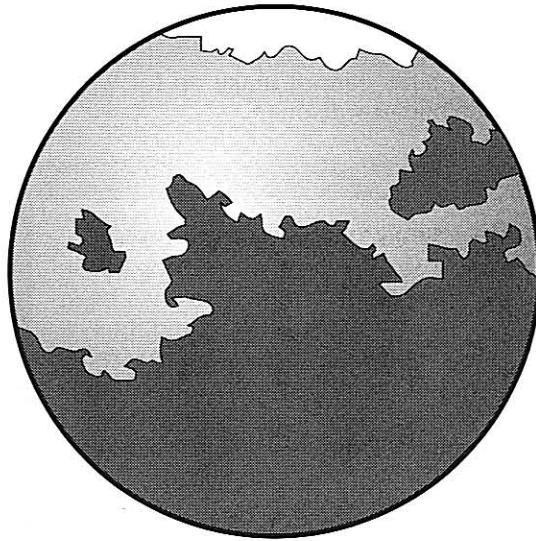
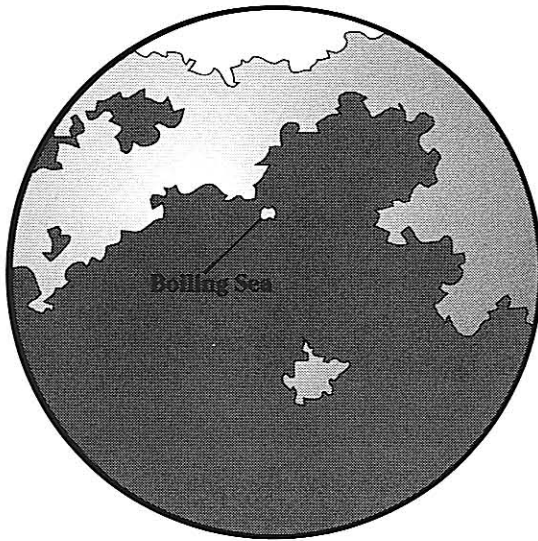
Drall

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Slightly lighter than standard
Terrain: Forest
Length of Day: 28 standard hours
Length of year: 360 local days
Sapient Species: Dralls (N), humans, Selonians
Starport: 3 Standard
Population: 14 million
Planet Function: Homeworld, Agriculture, Processing
Government: New Republic Governor-General; matriarchy
Tech Level: Hyperspace
Major Exports: Foodstuffs, medicinal goods
Major Imports: High technology
System: Corellia
Star: Corell (yellow)

—Entry compiled by Professor Hirom Pinkatta, New Republic Astrographic Survey Institute.



Drall



NRI Special Threats File 13.568.9018: The Corellian System

[Append: 786.090.6152: Planet Log, Selonia...]

Selonia is a world of medium-sized islands evenly spaced within the open waters. It is written there is not one point on land which is more than one hundred fifty kilometers from water and no point in the water which is more than two hundred kilometers from land. The land climbs and falls with numerous hills. Towards the northern end of the planet are the famed Cloudland Peaks—a set of five islands which rise up so high in the sky, their tops disappear in the misty clouds overhead.

Before the economic problems of the system, this tourist attraction was the second home to many risk-takers of all sorts of different species. Once in the cloud bank, the air thins dramatically and a breath mask is required for the venturesome climber. The frigid air keeps the rock slippery enough to delight even the most fearless thrill-seeker.

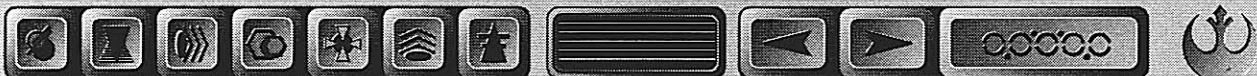
The planet is home to the Selonians—hive-minded beings who tend to stay underground. They group together in Dens and only certain members of a Den are intended

to interact with other species. This causes some problems as to how many Selonians live on Selonia today. The Selonians may be under the administration of the Governor-General, but in reality, one Den dominates over the rest of the Selonians.

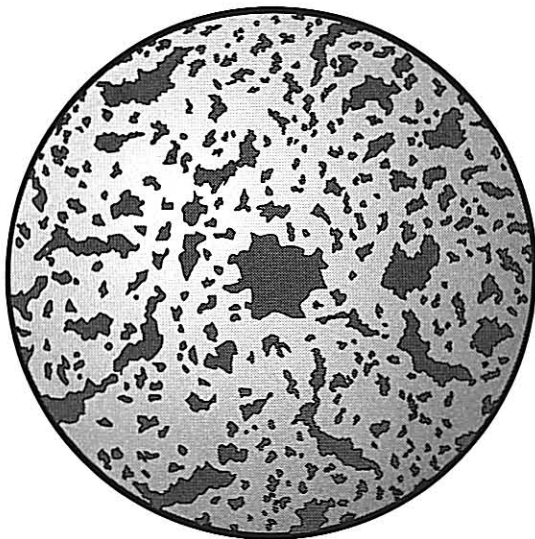
Selonia

Type: Island terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Wet
Gravity: Standard
Terrain: Ocean, wetlands, islands, mountains
Length of Day: 26 standard hours
Length of year: 355 local days
Sapient Species: Selonians (N), humans, Drall
Starport: 4 Standard
Population: 16 million (estimated)
Planet Function: Homeworld, mining
Government: New Republic Governor-General; Family dens
Tech Level: Hyperspace
Major Exports: Foodstuffs, minerals
Major Imports: High technology
System: Corellian
Star: Corell (yellow)

DATAPAGE: 128



Selonian



—Entry compiled by Professor Renn Ainik, Director of Studies, New Republic Astrographic Survey Institute.

[Append: 74757310.09:51: Planet Log, Talus and Tralus...]

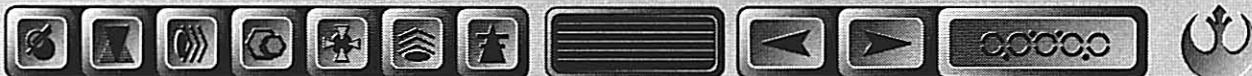
The Double Worlds of Talus and Tralus are roughly the same size and orbit each other once every 28 local days. The locals divide the year up into a total of 14 local months as a result of this phenomenon. Eclipses occur on both planets frequently, an average of three occurrences per planet, per year. At the barycenter between the Double Worlds sits Centerpoint Station.

The Double Worlds have primarily been a tourist attraction. The sight of Talus and Tralus rising and setting like suns is incredibly beautiful. Once tensions within the Corellian Sector mounted and ship-traffic decreased, the Double Worlds' tourism industry collapsed. As citizens of Corellia, Selonia, and Drall became dissatisfied with their problems back home, many moved to the Double Worlds to "get away" and disappear from the mainstream for a while; unfortunately most brought the conflicts and tension with them.

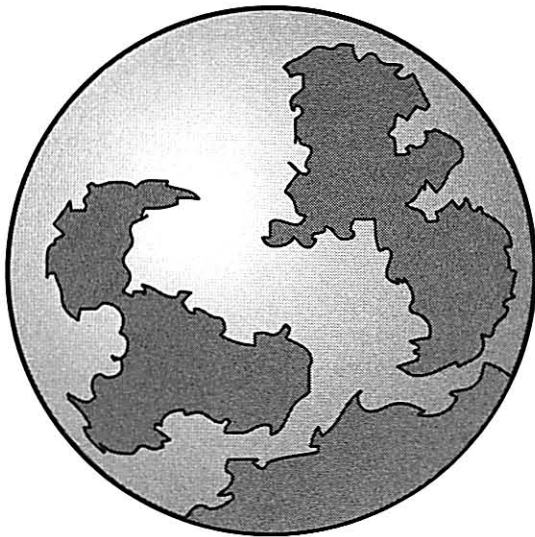
Some of the more industrious emigres found natural caves with readily available ores at the surface. More than a few made a fine business from the mining operations. Still others found the environment suitable for agriculture. For a few years there was a population boom as everyone came to the Double Worlds to try their fortunes. However, boom ended as interspecies rivalries flared in a series of ugly (albeit minor) riots.

The Federation of the Double Worlds is the duly-elected government of Talus and Tralus. The Federation was unable to keep control as the world's members began to fight each other in response to the rising tempers throughout the system. This has left the Double Worlds' government very weak and unstable.

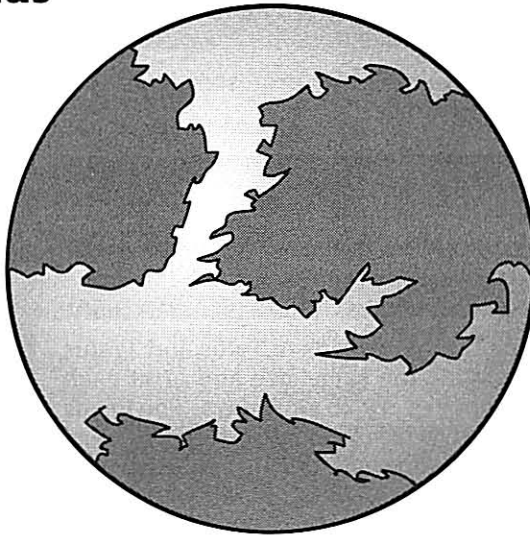
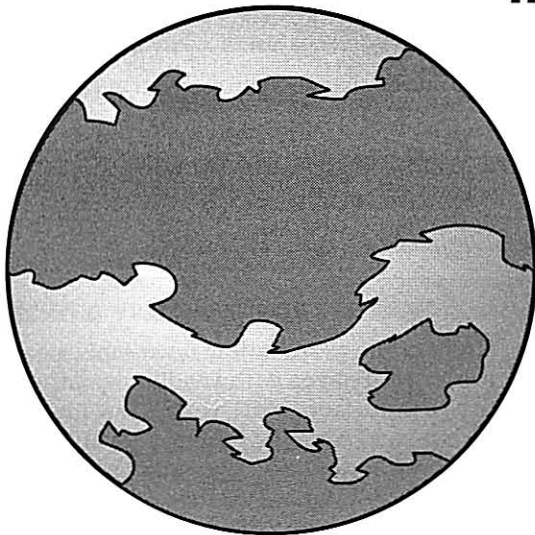
DATAPAGE: 129



Talus



Tralus



Talus and Tralus

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Forest, Mountainous

Length of Day: 24 standard hours

Length of year: 392 local days

Sapient Species: Humans, Drall, Selonians

Starport: 2 standard on Talus and 1 standard on Tralus

Population: 3.2 million on Talus, 2.4 million on Tralus

Planet Function: Tourism, agriculture, mining

Government: New Republic Governor-General; Federation of the Double Worlds

Tech Level: Hyperspace

Major Exports: Foodstuffs, metals, minerals

Major Imports: High technology, medicinal goods

System: Corellian

Star: Corell (yellow)

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Addendum/Personal: Airen Cracken

Once, the Double Worlds of Talus and Tralus were all but forgotten. Now, the eyes of the galaxy are riveted on the Double Worlds, or to be more exact, *between* them. With Centerpoint Station drawing the gravitational energy from the circling planets, one has to wonder if they were once the most important planets of the system. The Sector Rangers believe that, with an influx of tourism and venture capital on the Double Worlds, crime and piracy are sure to follow.

—Entry compiled by Professor Renn Ainik, Director of Studies, New Republic Astrographic Survey Institute.

END REPORT: Corellian Sector

NRI Special Threats File 988.09.71.06: Leria Kersil

Leria Kersil is a quiet, backwater planet in the system of the same name. The system is located between the Coruscant and Corellia systems in the Core World. The planet is charming, with almost no variation in seasons. There is a brief rainy period, which keeps the single ocean and several lakes sufficiently filled with water. The remainder of the time, the weather resembles a mild summer. The capital city is a modest town, with well-kept neighborhoods and streets. The people, mostly humans, are cheerful towards visitors and keep their shops well-stocked for tourists.

On Leria Kersil is a special breed of human found only on this planet. Life-bearers, or "life-witches" as some fearful individuals call them, are rare category of females who have the ability to sustain a man's life by bonding with his chemistry. It allows her to do such miracles as hold off pain and death for a standard time of three to five years, depending on the condition of the man. At the end of that time, the life-bearer can no longer sustain her bond, called "Support," at which time the man dies. Even a healthy man brought into this bond will die when the life-bearer withdraws Support, as his body comes to rely on it and can no longer survive on its own. A life-bearer must give Support to her husbands in order to survive.

The ceremony begins with the life-bearer and man standing under a red five-sided canopy. In the center under the canopy, a red candle burns on a low five-sided table. The life-bearer stands on the east side of

the table, the man on the west. The couple joins hands, her hands face down under his hands. They repeat an oath which joins them as one. Then the life-bearer takes her special dagger—a ten-centimeter-long needle attached to a handle—puts it in the flame until it glows and stabs the end into the man's right forefinger. She kisses it, absorbing his life essence. Then she gives the dagger over to the man and he does the same to her, absorbing her life essence. This binds them to each other so he cannot live without her. The current life-bearer on the planet, Karia Ver Seryan, has lived for nearly three hundred years and has taken a total of forty-nine husbands.

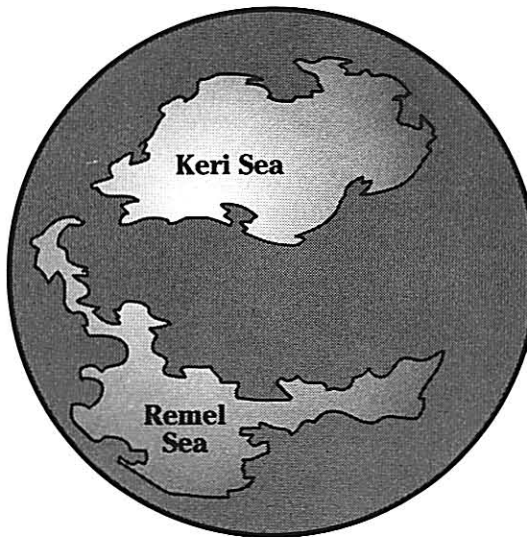
Leria Kersil

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains
Length of Day: 22 hours
Length of year: 302 local days
Sapient Species: Humans, Humans: life-bearers
Starport: Standard
Population: 300,000
Planet Function: Agriculture, manufacturing
Government: Participatory democracy
Tech Level: Space
Major Exports: Foodstuffs, medium technology
Major Imports: High technology, luxury items
System: Leria Kersil
Star: Leria Kersil (yellow)

DATAPAGE: 131



Leria Kersil



Orbital Bodies:

Name	Planet type	Moons
Telil Menin	Barren Rock	0
Leria Kersil	Terrestrial	1

—Report compiled by Lieutenant Shella Harin, NRI Special Threats; and Professor Bin Binnari, New Republic Astrographic Survey Institute.

END REPORT: Leria Kersil

NRI Special Threats File 7761154:09: Sacorria

Sacorria is the only inhabitable planet circling the star, Sacor. It is a pleasant, forest-covered planet with regular seasons. The poles are cold and capped with ice, while the equatorial regions are hot and humid. Many people come to the planet as tourists, but more so lately as refugees from the Corellian system. Sacorria has one moon: Sarcophagus, which is an overly large moon used as a burial ground for the Sacorrian people.

The government is run by the "Triad," an oligarchy made up of one human, one Selonian, and one Drall. The Triad is never seen in public, but passes their decisions to an orator who delivers them to the Sacorrian people.

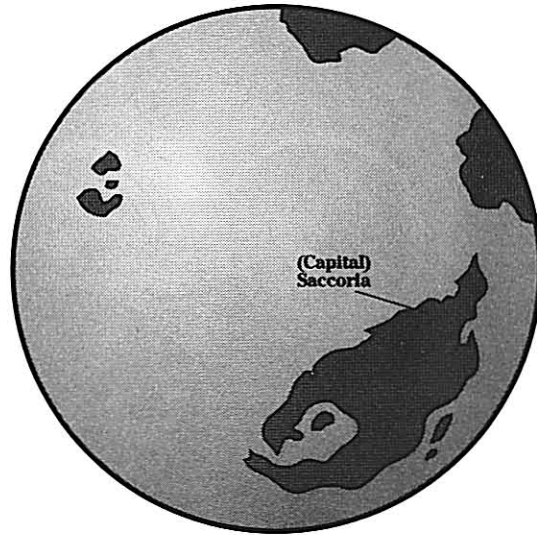
Sacorria

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest, mountainous
Length of Day: 23 hours
Length of year: 343 local days
Sapient Species: humans, Drall, Selonians
Starport: Standard
Population: 350,000 (see below)
Planet Function: Manufacturing/processing, Administrative
Government: Triad
Tech Level: Hyperspace
Major Exports: Mid-technology
Major Imports: luxury items
System: Outlier system of Corellian Sector
Star: Sacor (yellow)

DATAPAGE: 132



Sacorria



Orbital Bodies:

Name	Planet Type	Moons
Kraten	barren rock	0
Socco	barren rock	0
Sacorria	terrestrial	1
Corri	gas giant	12

—Report compiled by Astrographer Ooloos D'Lrint, New Republic Astrographic Survey Institute.

END REPORT: Sacorria

Addendum/Personal: Airen Cracken

The Sacorrians have given over the controls for Centerpoint Station's tractor-repulsor. Not surprisingly, the human member of the Triad was an elderly ex-Imperial general who disappeared some time before the New Republic took control of Coruscant. The Hunchuzuc Den asked to take the Sacorrian Selonian and her followers back to their home planet for a "trial" of their own. The Drall simply requested that the New Republic "deal with it." The New Republic honored the wishes of both parties.

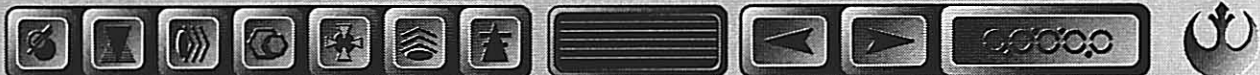
NRI Special Threats File 5151421:09: Thanta Zilbra

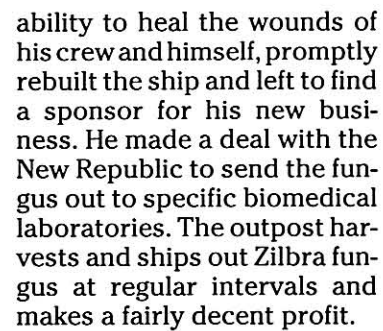
Thanta Zilbra is primarily made up of sand and rock, with beautiful formations created on the surface by constant erosion of old mountains, whittled away by blowing sand. What little bit of life survives on this planet lives in the caves underneath. Water collects in these caves, forming pools and small underground rivers. Growing on the moist rocks in these caves is a phosphorescent fungus called Zilbra fungus.

The importance of Zilbra fungus is its ability to increase cell proliferation in animals. Therefore, it can be used similarly to bacta in treating wounds and injuries.

The outpost was founded more than ten years ago by an old smuggler named Thanta Zilbra, who crashed into the planet after running from a crime lord who was trying to collect on a debt. He found the odd fungus and, after seeing its extraordinary

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Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Desert
Length of Day: 25 hours
Length of year: 348 local days
Sapient Species: Humans
Starport: Landing field
Population: 13,000
Planet Function: Colony, Natural resources
Government: New Republic sponsored
Tech Level: Hyperspace
Major Exports: Zilbra fungus
Major Imports: All
System: Thanta Zilbra
Star: Thanta Zilbra (yellow)

NRI Special Threats File Category: Select Military Vessels and Civilian Craft

Append: DX77:8181636.1872 [to NRI Special Threats File 9912.78.3: The Corellian Incident]

General Cracken:

The following ships and ship types were involved in the events surrounding the Human League takeover of the Corellian region. Please note that I have appended a file from the Technical Analysis division (concerning the "Hyperwave Sustainer"). While not specifically covered by your data requests, I felt it warranted inclusion here, as each of the Bakuran warships involved in the conflict had this intriguing device added to their loadout.

Please express my thanks to your liaison officers; this report would not have been possible without their assistance. I have resubmitted my security oath; while I am legally still bound by my original secrecy agreement, I felt it necessary to "remind" the NRI bureaucracy that I have not forgotten my allegiances, even though I have retired.

Feel free to contact my office with any questions you may have.

May the Force be with you, old friend.

Vice Admiral Kursk Mal'ia

Vice Admiral Kursk Mal'ia, (Retired).

NRI Tech Analysis: File 19872382

Hyperwave Sustainer

The hyperwave sustainer used a gravitic sensor that provides a fast cut-off for a ship's normal hyperdrive, saving it from damage caused by entering an interdiction field. It simultaneously activates a static hyperspace bubble, produced by a hyperspace coil designed to burn up and blow out in the presence of the interdiction field. The static hyperwave bubble cannot provide any thrust, but it can hold the ship in hyperspace while the ship's forward momentum carries it along.

The first blowout coil activates the second, the second activates the third, and so on. In effect, the ship flickers in and out of hyperspace, jumping into it and being thrown back out of it, over and over again, until its forward momentum carries it clear of the interdiction field and the normal hyperdrive system comes back on-line.

The hyperwave sustainer is just past the preliminary experimental stages; the Corellian Incident marked the device's first battlefield test.

Hyperwave Sustainer

Model: Bakuran hyperwave inertial momentum sustainer (HIMS)

Type: Anti-interdiction field hyperwave sustainer

Scale: Capital

Skill: Capital ship piloting

Cost: Not available for sale

Availability: Unique

Game Notes: The Bakuran hyperwave sustainer allows a ship to pass through an interdiction field. During an "interrupted jump" the pilot must make successful Very Difficult *capital ship piloting* rolls for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total on the required *capital ship piloting* checks results in a mishap; typically the ship is thrown off course or is damaged and must revert to sublight speeds (at the gamemaster's discretion).

DATAPAGE: 135

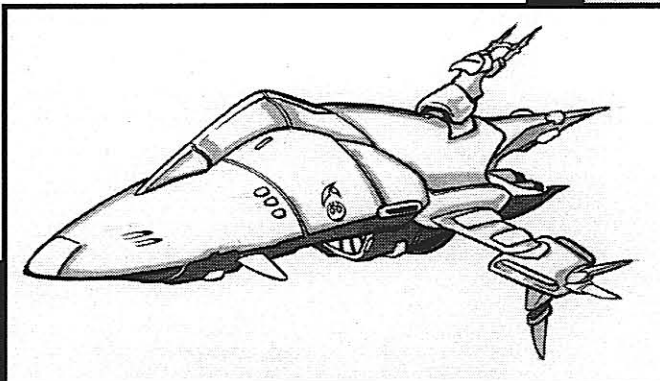


NRI Special Threats File 77726251.21.72: The *Defender*

The *Defender* (registry number BD-17) is a *Bakura*-class destroyer, built by the Bakurans in the aftermath of the Ssi-ruuk invasion.

The original design was based around the power plant of an *Imperial II*-class Star Destroyer, though the Bakura destroyer eschews the angular hull structure of Imperial designs for a more streamlined appearance.

The *Bakura*-class destroyers are superb combat vessels ideally suited for the post-Imperial era; unfortunately production levels for these ships are at an all time low: roughly four *Bakura*-class destroyers are built in a standard year. While the Corellian Incident has helped increase demand for them, it is likely that production-levels will level out and begin to slacken, now that the crisis has passed.



BD-17: *Defender*

Craft: *Bakura*-class Destroyer
Type: Star Destroyer
Scale: Capital
Length: 850 meters
Skill: Capital ship piloting
Crew: 8,250 gunners: 275, skeleton: 5,000/+20
Crew Skill: Astrogation 4D, capital ship gunnery, 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 2,000 (troops)
Cargo Capacity: 36,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right
Crew: 1 (20), 2 (40)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3–15/36/75
Atmosphere Range: 6–30/72/150 km
Damage: 5D

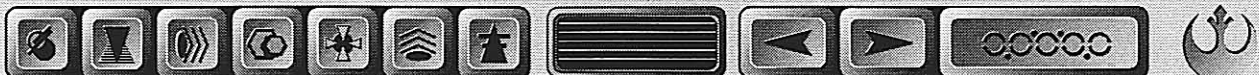
60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back
Crew: 1 (15), 2 (45)
Skill: Capital ship gunnery
Fire Control: 4D+2
Space Range: 1–10/25/50
Atmosphere Range: 2–20/50/100 km
Damage: 3D

10 Tractor Beam Projectors

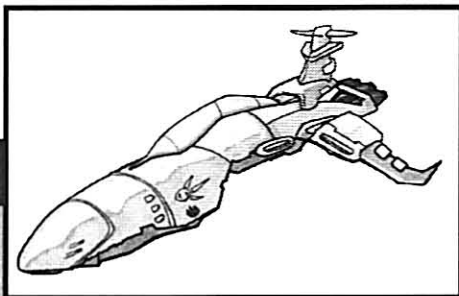
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1–5/15/30
Atmosphere Range: 2–10/30/60 km
Damage: 6D

Hyperwave Sustainer (allows travel in an interdiction field, see page 135)



NRI Special Threats File 77726251.29.73: The *Sentinel*

The *Sentinel* saw extensive duty on the Bakuran "frontier" during the early days of the Ssi-ruuk campaign. The *Sentinel* participated in dozens of engagements and emerged victorious from each. After the Ssi-ruuk conflict was more-or-less resolved (or entered a dormant phase, if your prefer), the *Sentinel* became a patrol vessel, safeguarding Bakura from local pirates.



DD-80: *Sentinel*

Craft: Bakura-class Destroyer
Type: Star Destroyer
Scale: Capital
Length: 850 meters
Skill: Capital ship piloting
Crew: 8,250 gunners: 275, skeleton: 5,000/+20
Crew Skill: Astrogation 4D, capital ship gunnery, 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 2,000 (troops)
Cargo Capacity: 36,000 metric tons
Consumables: 6 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (20), 2 (40)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45)

Skill: Capital ship gunnery

Fire Control: 4D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

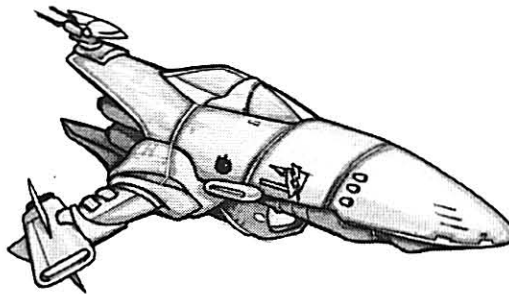
Damage: 6D

Hyperwave Sustainer (allows travel in an interdiction field, see page 135)

NRI Special Threats File 90190DD-W: The *Watchkeeper*

The *Watchkeeper*, along with the *Sentinel* and *Defender*, were originally built to guard against the possible return of the Ssi-ruuk and were modified to break through an interdiction field.

The *Watchkeeper* was damaged badly in the initial stages of Ossilege's campaign, and was used as a decoy during one of the early engagements of the conflict. The *Watchkeeper* was destroyed by a blast from a planetary repulsor. No hands were lost.



DD-09: The Watchkeeper

Craft: Bakura-class Destroyer
Type: Star Destroyer
Scale: Capital
Length: 850 meters
Skill: Capital ship piloting
Crew: 8,250 gunners: 275, skeleton: 5,000/+20
Crew Skill: Astrogation 4D, capital ship gunnery, 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 2,000 (troops)
Cargo Capacity: 36,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D
Shields: 3D
Sensors:
 Passive: 50/1D
 Scan: 100/3D
 Search: 200/4D
 Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right
Crew: 1 (20), 2 (40)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back
Crew: 1 (15), 2 (45)
Skill: Capital ship gunnery
Fire Control: 4D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

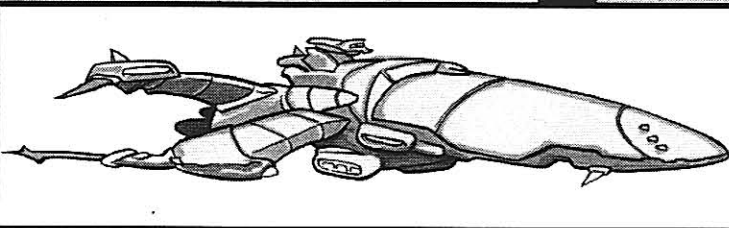
Hyperwave Sustainer (allows travel in an interdiction field, see page 135)

NRI Special Threats File 7763177X-7: The Intruder

The *Intruder* was the first ship specifically designed to escape an interdiction field, using the hyperwave sustainer. Originally, this Bakuran cruiser saw duty in tandem with the *Sentinel*, protecting its home system from pirate attacks and remaining vigilant in the event of a Ssi-ruuvi resurgence.

DLC-7: Intruder

Craft: Namana-class Bakuran light cruiser
Type: Light cruiser
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting: cruiser
Crew: 1,200, gunners: 100, skeleton: 500/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1



Passengers: 150 (troops)

Cargo Capacity: 3,500 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/3D

Weapons:

10 Heavy Turbolasers

Fire Arc: 2 front, 3 right, 3 left, 2 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 3-15/35/75 km
Damage: 7D

20 Laser Cannons

Fire Arc: 5 front, 5 right, 5 left, 5 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30 km
Damage: 4D



2 Tractor Beam Projectors

Fire Arc: 2 front

Crew: 1 (2)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

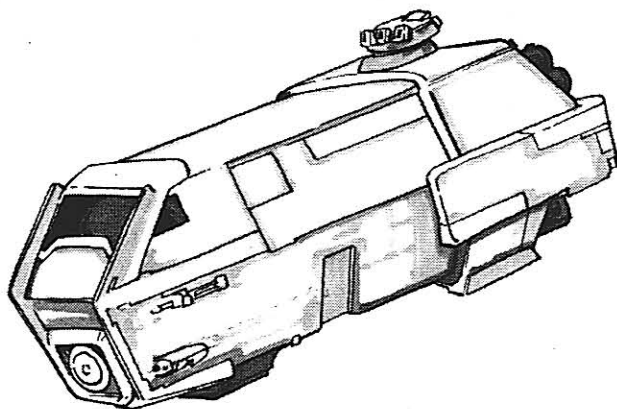
Damage: 4D

Hyperwave Sustainer (allows travel in an interdiction field, see page 135)

NRI Special Threats File 4109.7891.09: Corellian Assault Boat

The Corellian *Mynock*-class assault boat is little more than an upgunned system patrol craft. The vessel has a higher crew capacity (to accommodate boarding actions) and slightly upgraded weaponry.

The assault boat's primary mission profile is ground assault; the craft has sufficient weaponry to cover ground troopers during a landing action, and can carry a sufficient ground strike force to handle most small skirmishes.



Corellian Assault Boat

Craft: Corellian *Mynock*-class assault boat

Type: Assault boat

Scale: Starfighter

Length: 44 meters

Skill: Space transports: assault boat

Crew: 2, gunners: 1, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 24 (troops)

Cargo Capacity: 40 metric tons

Consumables: 1 month

Cost: 250,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

Weapons:

Quad laser cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/3.5 km

Damage: 5D

Concussion Missile Tube

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

Two Medium Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or co-pilot)

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/365

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Two Chin Guns

Fire Arc: Front

Crew: 1

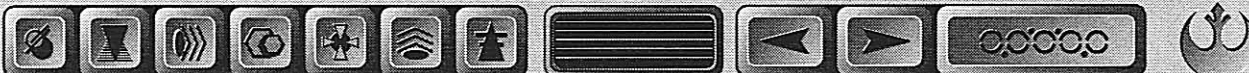
Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

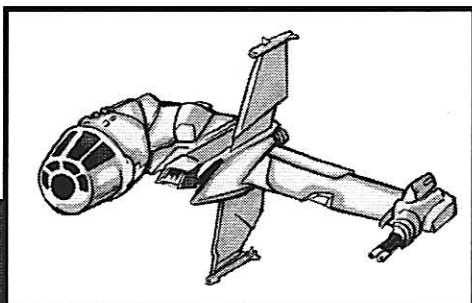
Atmosphere Range: 100-300/1.2/3.5 km

Damage: 2D



NRI Special Threats File 9817398127: Corellian B-wing "Ugly"

The Corellian B-wing "Ugly" is essentially little more than flying junk. Made up of the cockpit of a Corellian stock light freighter (bolted onto the fuselage of a B-wing) this type of craft typically sees action only among cash-poor pirates. The latest "refinement" of the B-wing "Ugly" is the addition of a ground-based (anti-infantry) turbolaser cannon bolted onto the undercarriage of the ship. While this hardly qualifies as military-grade space weaponry, it is sufficient to damage lightly shielded cargo vessels—the primary mission profile of most pirate craft.



Corellian/B-wing "Ugly"

Craft: Average Corellian/B-wing "Ugly"
Type: Patchwork starfighter
Scale: Starfighter
Length: 16.9 meters
Skill: Space transports: B-wing
Crew: 1, gunners: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1
Passengers: 6
Cargo Capacity: 65 kilograms
Consumables: 1 week
Hyperdrive Multiplier: x2
Nav Computer: limited to two jumps
Maneuverability: 1D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 2D
Shields: 2D
Sensors:
 Passive: 30/0D
 Scan: 50/1D
 Search: 75/2D
 Focus: 4/4D+1
Weapons:
 Anti-Infantry Turbolaser Cannon
 Scale: Vehicle
 Fire Arc: turret
 Crew: 1
 Skill: vehicle blaster/starship gunnery
 Fire Control: 2D
 Space Range: 1–5/15/30
 Atmosphere Range: 100–300/1.2/2.5 km
 Damage: 4D

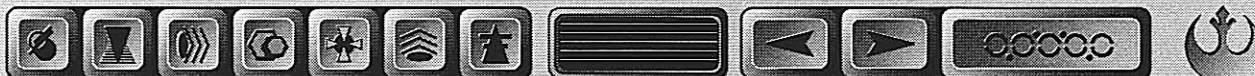
NRI Special Threats File 8887126: Jade's Fire

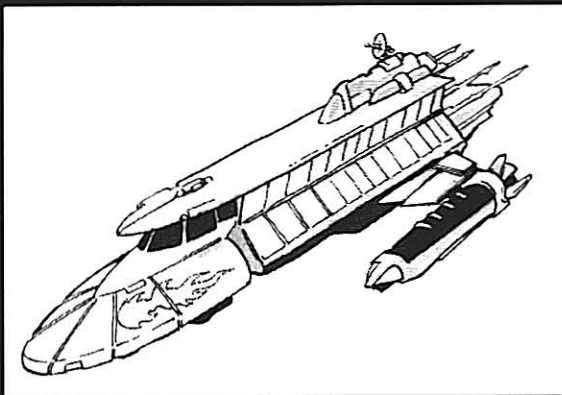
When Master Trader Mara Jade went into business for herself, she immediately upgraded the sensor, weapons, nearly everything on her ship: the *Jade's Fire*. One unique system on her ship is the shoot-back system: when laser fire hits the hull, a small turret blaster automatically pops up and fires in the general direction of the incoming shots. She also added a special slave circuit which she can operate by a remote control to bring *Jade's Fire* to her.

Jade's Fire

Craft: SoroSuub Luxury 3000
Type: Private Space Yacht
Scale: Starfighter
Length: 50 meters
Skill: Space transports: Luxury 3000 yacht
Crew: 1
Crew Skill: varies widely
Passengers: 10
Cargo Capacity: 100 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1050 kmh
Hull: 4D
Shields: 4D

DATAPAGE: 140





Sensors:

Passive: 30/1D
Scan: 80/2D
Search: 100/3D
Focus: 4/4D

Weapons:

Three Quad Turbolasers (fire separately)

Fire Arc: 1 front, 1 left, 1 right
Skill: Starship gunnery
Fire Control: 2D
Space Range: 3–15/35/75
Atmosphere Range: 300–1.5/3.5/7.5 km
Damage: 5D

One "Shoot-Back" Blaster

Fire Arc: turret
Fire Control: 2D
Space Range: 1–5/10/17
Atmosphere Range: 100–500/1/1.7 km
Damage: 2D

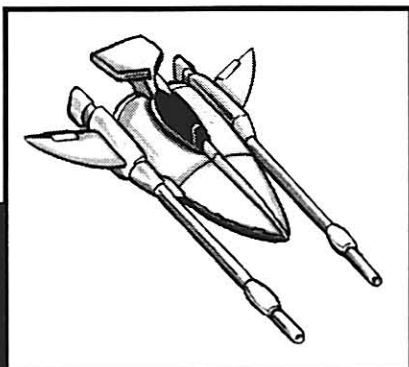
One Tractor Beam Projector

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–3/7/15
Atmosphere Range: 100–300/700/1.5 km
Damage: 2D

NRI Special Threats File 556142526:09: Light Attack Fighter

The LAF-250—designed by Corellian Engineering Corporation and recently manufactured by Republic Engineering Corp.—is a combination heavy starfighter/patrol vessel ideally suited to combat in the Corellia region (long a hotbed of pirate activity).

The LAF-250 is fairly maneuverable and possess modest shielding (though it has hull strength comparable to a production-model TIE). In addition, the weapons loadout is somewhat light; well-prepared pirates will find the LAF-250 poses no significant threat, a fact many unfortunate '250 pilots have had cause to lament.



Light Attack Fighter

Craft: Corellian LAF-250

Type: Multi-purpose starfighter

Scale: Starfighter

Length: 12 meters

Skill: Starfighter piloting: light attack fighter

Crew: 1

Crew Skill: Varies widely

Cargo Capacity: 65 kilograms

Consumables: 2 days

Cost: 35,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 3D

Space: 5

Atmosphere: 350; 1000 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 15/0D
Scan: 25/1D
Search: 50/1D+2
Focus: 2/2D

Weapons:

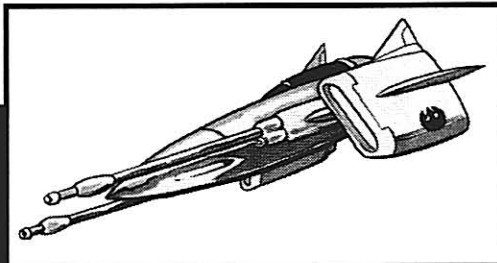
2 Laser Cannons

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50–100/300/700
Damage: 5D



NRI Special Threats File 77615253:02: Light Attack Fighter (Upgraded)

The HLAF-500 (an acronym for the somewhat unusual "Heavy/Light Attack Fighter") was a direct response to pilot feedback on the agile-but-underpowered LAF-250. The HLAF is almost identical to the LAF, with the addition of SoroSuub 9X2 fusial engines and extra weapons hardpoints. The modifications to the LAF-250 (which were eventually incorporated into the HLAF-500) were mandated by the Corellian Defense Force after a particularly harsh battle with local raiders. (That conflict cost the CDF a wing of pilots who attempted to stop an aged Nebulon-B pirate frigate—and were blown from the skies.)



Light Attack Fighter (Upgraded)

Craft: Corellian HLAF-500
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: HLAF-500
Crew: 1
Crew Skill: Varies widely
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 40,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 4D
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 2D
Shields: 2D
Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 50/1D+2

Focus: 2/2D

Weapons:

2 Laser Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50–100/300/700

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50–100/300/700

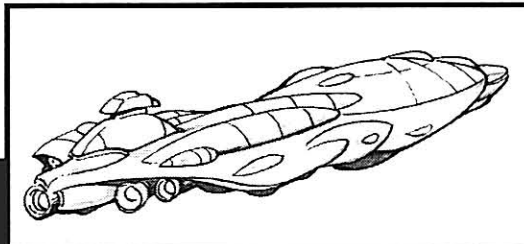
Damage: 9D

NRI Special Threats File 308.991.09: The *Naritus*

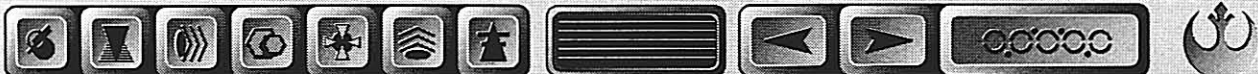
The *Naritus*—an aging MC80A Mon Calamari cruiser—is one of the few New Republic capital ships still in service. The *Naritus* participated in several pirate skirmishes in the Outer Rim Territories—helping to crush the Khuiumin Survivors band; due to the heroic actions of her captain, Genkal of Calamari, the remaining Survivors have been destroyed or captured.

The *Naritus* was the lead rescue craft in the relief effort to Thanta Zilbra, and served as flight coordination control for Rogue Squadron. Captain Genkal is scheduled to

step down and his chief duty officer, Commander Bril Parry, is expected to replace him as captain of the *Naritus*.



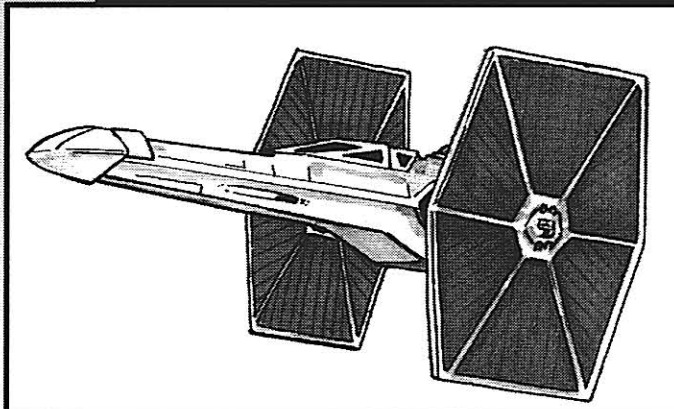
DATAPAGE: 142



Another so-called “Ugly” design, this patchwork starfighter is typically constructed by mating the solar panels from an early model TIE fighter onto the fuselage of an Incom X-wing. These ships are barely spaceworthy and the pilots that fly them are generally pirates or down-on-their-luck smugglers. While the X-TIE is an adequate weapon against unarmed commercial vessels, a true starfighter is sufficient to destroy “Uglies” by the dozen.

Damage: 6D

Damage: 6D



DATAPAGE: 144



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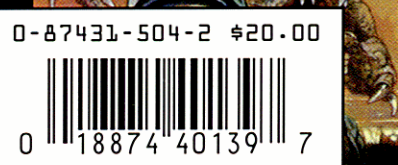
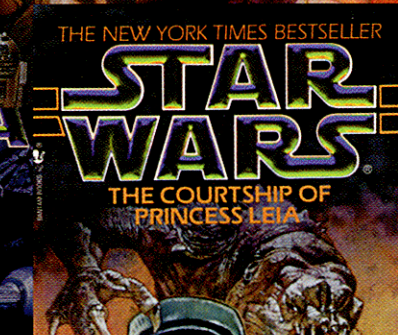
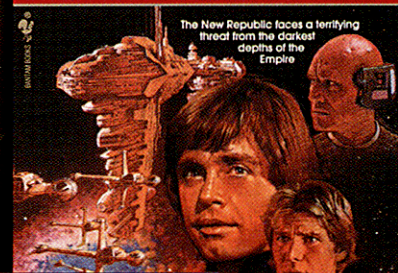
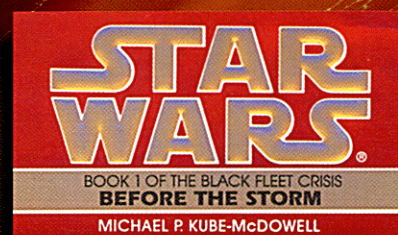
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