# STAR WARS

## THE NEW REPUBLIC

# THE LAST COMMAND

## SOURCEBOOK

A Guide to Volume 3 of
Timothy Zahn's Three-Book Cycle

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

Grand Admiral Thrawn and his renewed Empire have pushed the New Republic to the brink of collapse. Using legions of cloned soldiers and the recovered *Katana* fleet, the Empire has invaded and occupied countless Republic worlds. The Republic, shaken by this new offensive, must hold off the Empire's advances.

Jedi Luke Skywalker has ventured into the heart of Imperial space in an effort to find the source of the Empire's clones, while Princess Leia Organa Solo, Han Solo and Mon Mothma struggle to hold the New Republic government together.

## The final battle has just begun ...

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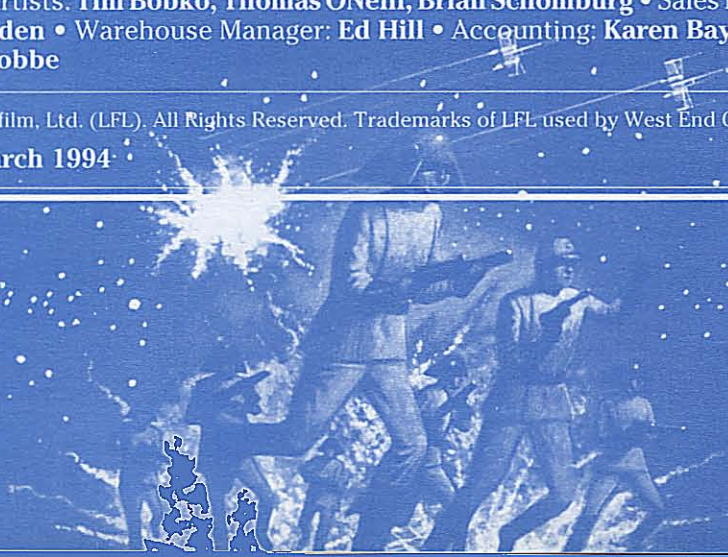Lucasfilm, Ltd.

# STAR WARS
# THE NEW REPUBLIC
# THE LAST COMMAND
## SOURCEBOOK

by Eric Trautmann

A Guide to Volume 3 of Timothy Zahn's Three-Book Cycle
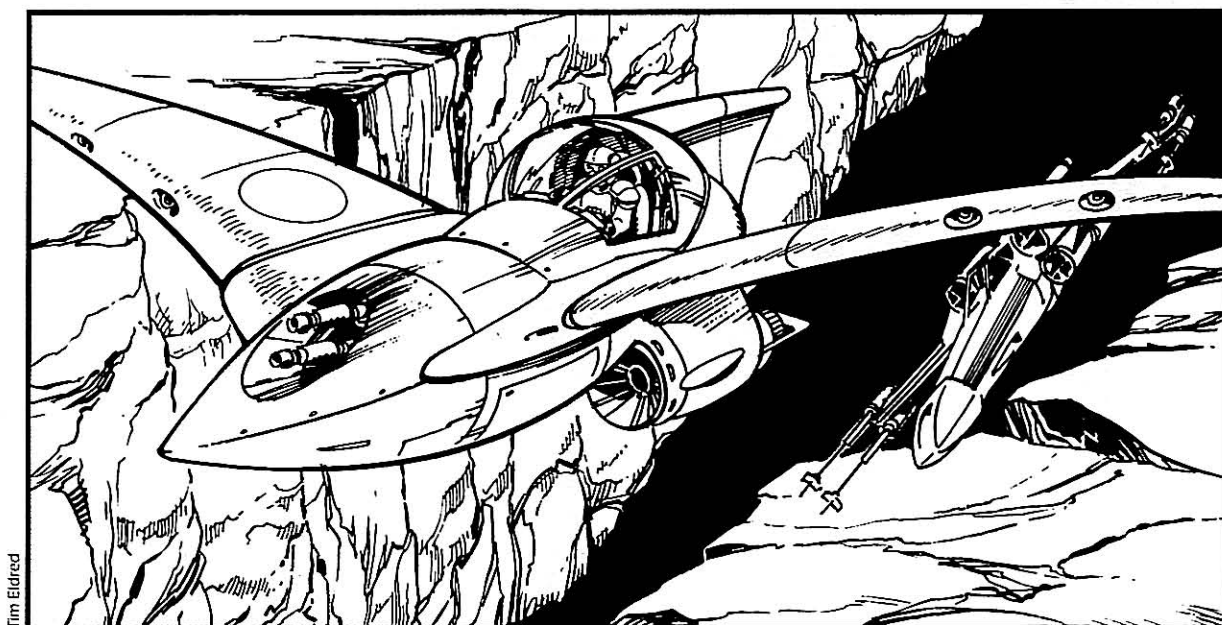for use with *Star Wars: The Roleplaying Game*

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# ■■■ Introduction

## The Last Command

The development of Timothy Zahn's trilogy of novels closely paralleled the *Star Wars* movies that inspired them. They are grand in scope, packed with excitement, and give us an all too brief glimpse into a fascinating universe.

The first movie told a complete story, while providing the foundation for the following movies. After *The Empire Strikes Back*, audiences were desperate to know more. Was Han Solo dead? Was Darth Vader Luke's father? Would the Rebellion triumph over the Empire? *Return of the Jedi* answered these questions spectacularly and the curtain fell on the *Star Wars* movie trilogy in grand fashion.

Still, the audience wanted to know more. What ever became of Luke, Leia, Han, Chewie and the rest of the characters we had grown so fond of? People longed for a return to the *Star Wars* universe. Fortunately for fans of the *Star Wars* saga, the conclusion of the trilogy didn't mean the end of the story, as Timothy Zahn's trilogy of *Star Wars* novels has proven.

Zahn's first two novels, *Heir to the Empire* and *Dark Force Rising*, have spun a tale of excitement, intrigue, danger — pure *Star Wars* — with a cliffhanger ending that demanded to be resolved. Zahn took the *Star Wars* saga in bold, new directions. He introduced an original, compelling and devious villain, gave us more insight into the nature of the Force and the Jedi, and created a whole cast of supporting characters that the audience came to care about.

And like *Return of the Jedi*, the final novel, *The Last Command*, completes the story with a grand conclusion. *The Last Command* reaches the pin-nacle of this three-book cycle in a spectacular fashion that leaves *Star Wars* fans screaming for more — in short, a fitting capstone to another chapter in the *Star Wars* saga.

## The Last Command Sourcebook

West End Games concludes its adaptation of the Timothy Zahn trilogy with *The Last Command Sourcebook*. This sourcebook is intended to act as a companion to the novel, providing comprehensive, detailed information about the people, places, and events in the novel, including the hidden history and facts that were not revealed in *The Last Command*.

If you have not read *The Last Command*, it is strongly suggested that you do so now. While *The Last Command Sourcebook* attempts to maintain the feel and suspense of the novel, Timothy Zahn includes some unexpected plot twists and surprises that may be "given away" within these pages. By reading the sourcebook before reading the novel, you will spoil the story for yourself.

*The Last Command Sourcebook* is a collection of entries on the many subjects presented in the novel, including updates on the main characters, as well as details about new characters, places, equipment, vehicles and tactics from the novel.

*The Last Command Sourcebook* is fully compatible with *Star Wars: The Roleplaying Game, Second Edition*. The items within reflect all major rules revisions incorporated into the game system by *Second Edition*.

# Prologue

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly before the Siege of Coruscant.*

## The State of the Galaxy

I am Voren Na'al, Director of New Republic Council Research. For the last decade I have served the cause of the Alliance to Restore the Republic — and now the New Republic — as a researcher and historian, compiling a history of our cause. Why was the Rebellion formed? How did it achieve its goals? Who were its heroes? I have also been charged with chronicling the exploits of the group known as the "Heroes of Yavin": Princess Leia Organa Solo, Luke Skywalker, Han Solo and Chewbacca the Wookiee. It is no surprise to me that this extraordinary group is so deeply embroiled in the events of the last few months.

Since the Battle of Endor, the Empire has been steadily pushed back until it seemed that the New Republic's victory was assured; all that was left to do was "mop up" the remaining Imperial forces. Unfortunately, the savage nature of this conflict has left many planets — indeed, entire systems — physically and economically ravaged. While the New Republic seemed ready to get down to the business of governing, it was still forced to deal with the problems of rebuilding a galaxy and establishing sources of vital supplies, while building up badly needed military forces and combat starships.

This particular period in the history of the New Republic began with a series of seemingly random Imperial hit-and-fade raids in the Borderland Regions and a few well-planned attacks on Princess Leia Organa Solo. These attacks were a lure for a terrible Imperial trap, a trap that took advantage of the New Republic's most precious strengths: compassion and concern for its member worlds. These attacks culminated in the battle for the Sluis Van shipyards, an audacious assault on a group of New Republic vessels assembled for a relief mission.

The Empire's goal at Sluis Van was the capture of as many New Republic ships as possible. The attrition rate for combat space vehicles during the war has been terribly high, and with the Empire's recent increase in activity, the need for ships — both in the Empire and the New Republic — is desperate. Captain Han Solo and Lando Calrissian foiled the attempt, but at a terrible cost: Calrissian and Solo were forced to scuttle virtually every ship in the yards.

The New Republic learned of the Empire's next objective: the recovery of the long-lost *Katana* fleet, a near-legendary armada of ships that had disappeared decades ago. The old armada had gone from being an interesting piece of galactic history to playing a pivotal role in the war against the Empire. The New Republic needed the ships not only to bolster its fleet strength, but also to prevent these powerful vessels from falling into the Empire's grasp. The race was on.

A race that the New Republic lost.

The *Katana* fleet was snatched out from under us by the tactical genius of the man we now know to command the remnants of Palpatine's Empire: Grand Admiral Thrawn.

Add to this defeat the news that Luke Skywalker and Han Solo brought to Coruscant: Grand Admiral Thrawn has managed to find a viable method of cloning troops.

It is indeed a dark time for the New Republic.

Aside from the current troubles the Republic's government faces, a dark cloud hovers over the Skywalker family. Rumors of the return of a long-lost Jedi Master led Luke to the tiny planet Wayland, where the Republic hero confronted the evil of Joruus C'baoth, a Dark Jedi Master who vowed Luke, Leia, and her children would

bow before him.

Recently, more dire news has reached Coruscant: the planet Ukio has been captured and subjugated by the forces of the Empire. With the planetary shield generators intact.

General Carlist Rieekan, perhaps one of the finest tactical and strategic thinkers on Coruscant, explained the takeover of Ukio to me:

"Since planetary shields can handle all but the most powerful of aerial bombardments, standard practice is to dispatch a fast-moving ground force to destroy the shield generators. The subsequent orbital assault bludgeons the planet into submission. The method is crude, but effective, and tends to leave the target planet a bloody mess. The fact that Ukio fell with its shields intact is, well, theoretically impossible. But then, that *is* what the Grand Admirals were supposed to be able to do, isn't it? The *impossible ...*"

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

With developments like Fey'lya's power-lust in the New Republic, it is becoming an increasingly thorny problem to keep the fragile alliance from toppling like a pile of sabacc chips. A number of highly sensitive pieces of information have made their way to Thrawn by the agent (or *agents*) identified only as Delta Source, leading to mounting tension and distrust among the members of the New Republic Provisional Council. This unease between the various councilors has paved the way for a new round of finger-pointing like that which almost destroyed Admiral Ackbar. I fear for the future of the New Republic.

Still, there are glimmerings of hope. Jedi Skywalker has volunteered to track Thrawn's clones to their source. Apparently, these clones set off a strange "vibration" in the Force (or so Skywalker has attempted to describe to me) and he hopes to use this to locate the facility that is used to create them. I, like the Council, have the utmost confidence in Luke Skywalker's ability to lead us to the source of the Grand Admiral's abominable creations.

Symbols are very important to the New Republic. That Skywalker is a Jedi has been an enormous aid to the Council in assuring its member worlds that the New Republic stands for the principles that the Old Republic was



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founded on. Skywalker himself has expressed a keen interest (and not a little apprehension) in training the twins that Princess Leia Organa Solo carries. If what Skywalker says is true, the Organa Solo twins will be the first in the next generation of Jedi Knights. As long as the fire of the Jedi burns, the Empire has not totally defeated us.

Another aspect of recent events that gives me some hope is the ability of the Heroes of Yavin to gain new allies in their travels. Perhaps the most unexpected of allies has been in the form of a prominent and notorious smuggling boss: the infamous Talon Karrde.

Recently, Karrde managed to capture and contain (albeit briefly) Skywalker, which gives a fair indication of the smuggler's resourcefulness. At this point, it is unclear where his loyalties lie, though Karrde has managed to gain the respect of Skywalker and Solo. Solo, in particular, seems to understand (and even grudgingly approves of) the methods the smuggler uses. That Karrde had the opportunity to deliver Skywalker, Solo and Lando Calrissian to Grand Admiral Thrawn on a hfredium platter and refrained from doing so reflects favorably on the criminal leader.

New Republic Intelligence reports that Karrde and a number of his fellow smugglers seem to have formed an uneasy alliance to keep tabs on Grand Admiral Thrawn's activities. This is unconfirmed and Karrde's motives are still somewhat suspect. To his credit, however, Karrde's forces have actively assisted in the battle for the *Katana* fleet, and his trusted associates, Mara Jade and the slicer Ghent, are aiding the New Republic government on Coruscant. Is Karrde quietly serving the New Republic, or is he already on the payroll of the Empire? While smugglers like Talon Karrde often serve the master with the largest credit voucher, it is possible he has decided to let his conscience rather than credits determine his allegiance.

There are terrible days on the horizon for the New Republic. With an Imperial Grand Admiral controlling an inexhaustible supply of clone-soldiers and a huge number of *Katana* fleet Dreadnaughts at his disposal, the coming days promise to be dark ones indeed. Will the pirate forces of Talon Karrde aid or hinder our efforts? Will Jedi Skywalker locate and destroy Thrawn's cloning facility? Will our rapidly dwindling starfleet be a match for the tactical genius and cunning of the new leader of the Empire? And what role will the insane Jedi, Joruus C'baoth, play?

Only time will tell …

# ■ Chapter One
# The New Republic

## Character Updates

### Luke Skywalker

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

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

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

Skywalker, troubled by the appearance of Grand Admiral Thrawn's clone soldiers, actively sought the source of the new Imperial menace. From Berchest to Poderis, Luke trailed the clone stormtroopers in a vain attempt to find their cloning center. He was, unfortunately, unsuccessful.

Returning to Coruscant, Luke assisted Han Solo, Chewbacca, Lando Calrissian, C-3PO and R2-D2 in the "premature release" of Mara Jade, who was in New Republic custody after an Imperial attack on Princess Leia Organa Solo and her newborn children.

Jade offered to help the New Republic find the location of Mount Tantiss, the Emperor's secret weapons storehouse and cloning facility. Eventually, Jade determined that the facility was on a lost colony world named Wayland.

Approaching Mount Tantiss, Luke found himself "Force blind" again: a large number of ysalamiri were nearby. Leia surmised that the bizarre Force-inhibiting ability of the docile sessile animals was a necessary component to Thrawn's improved cloning process. Nevertheless, Skywalker continued on to the mountain with his companions. Entering the mountain through a small, poorly guarded air duct, the group battled the clone troops inside. Separated from the others, Mara Jade and Luke Skywalker had a terrifying confrontation with Master C'baoth in the Emperor's throne room.

C'baoth had managed to create a clone of Skywalker from the severed hand that Luke lost at Bespin in his battle with Darth Vader. The hand was apparently stored in Mount Tantiss as a trophy for the twisted amusement of the Emperor. Only a well-timed blow from Mara Jade prevented the deaths of Luke, Jade, Leia, Karrde and Han Solo.

Meanwhile, Chewbacca and Lando Calrissian managed to find a way to destroy the entire mountain in a huge explosion. The race to the exit began. As is almost typical for the Heroes of Yavin, they escaped moments before the mountain was destroyed and Thrawn's mad cloning scheme was claimed by the blast.

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

### ■ Luke Skywalker

**Type:** Jedi Knight
**DEXTERITY 3D+2**
Blaster 6D+2, brawling parry 6D+2, dodge 8D+2, melee combat 5D+2, melee parry 10D+2, lightsaber 11D
**KNOWLEDGE 3D**
Alien species 5D, bureaucracy 5D+2, intimidation 4D+1, languages 4D, planetary systems 5D+1, scholar 5D, streetwise 6D+1, survival 7D+2, value 5D, willpower 8D
**MECHANICAL 4D**
Astrogation 7D, beast riding 5D+1, beast riding: tauntaun 6D+1, communications 4D, repulsorlift operation 8D+1, repulsorlift operation: airspeeder 8D+1, sensors 4D+1, starfighter piloting 8D+1, starfighter piloting: X-wing 10D+1, starship gunnery 8D+1, starship shields 7D+1

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**PERCEPTION 3D**
Bargain 5D, command 8D+1, con 4D, hide 7D, persuasion 5D+1, search 6D, sneak 7D+1
**STRENGTH 3D+2**
Brawling 6D+2, climbing/jumping 7D+2, lifting 6D, stamina 8D+2
**TECHNICAL 3D**
Computer programming/repair 5D+2, droid programming 6D+1, droid repair 6D+1, droid repair: astromech 7D+1, first aid 5D+1, lightsaber repair 9D, repulsorlift repair 7D+1, security 5D+1, starfighter repair 6D+1
**Special Abilities:**
*Force Skills: Control 13D+1, sense 11D+1, alter 10D+2*
*These are only some of the powers which Luke has demonstrated so far:*
*Control:* Absorb/dissipate energy, accelerate healing, concentration**, control pain, detoxify poison*, emptiness, enhance attribute*, hibernation trance, reduce injury, remain conscious, resist stun, short-term memory enhancement*
*Sense:* Combat sense*, danger sense*, life detection, life sense, magnify senses, receptive telepathy, sense Force
*Alter:* Injure/kill, telekinesis
*Control and Sense:* Farseeing*, lightsaber combat, projective telepathy
*Control and Alter:* Control another's pain*, inflict pain
*Control, Sense and Alter:* Affect mind, telekinetic kill*
*Sense and Alter:* Dim other's senses
* These powers are described in the *Dark Force Rising Sourcebook.*
** This power is described in *The Movie Trilogy Sourcebook*
**This character is Force-Sensitive.**
**Force Points:** 33
**Character Points:** 70
**Move:** 10
**Equipment:** Lightsaber (5D), comlink

## Princess Leia Organa Solo

From *The Official Biography of The New Republic Provisional Council* by Voren Na'al.

Much has changed in the life of this former Senator from Alderaan. Once a proud (some would even say arrogant) idealist who fought tenaciously in the Imperial Senate for the preservation of the Old Republic, she is now one of the New Republic's most celebrated heroes.

Leia's responsibilities have grown considerably. She has recently given birth to twins: Jaina and Jacen. Leia has discovered that she commands the sworn loyalty of the Noghri species (some of the most skilled assassins and commandos in the galaxy). The Noghri refer to her as *Mal'ary'ush*, which is presumably a high-ranking position; an exact translation has not been made as yet and Leia has refrained from elaborating on the subject.

From the Noghri, she also learned that her children were targets of the Empire, and Joruus C'baoth in particular. Apparently, the potential of the Organa Solo twins was strong enough for the insane Jedi Master to notice.

While trapped on Coruscant by Thrawn's ingenious blockade, Leia, her aide Winter, and a computer slicer named Ghent solved the mystery of Delta Source, a major security leak from within the Imperial Palace itself.

Leia was the first New Republic official to realize the secret to Thrawn's cloning process was staring them in the face since Luke visited

### Aptitude Test

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

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

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

the planet Myrkr: the ysalamiri. Apparently, the small lizards offset the Force's natural "jamming" effect created by the cloning process. Realizing the danger to her friends and family who were attempting to locate and destroy Mount Tantiss, Leia raced after them, participating in the destruction of the Empire's cloning facility.

## ■ Princess Leia Organa Solo

**Type:** Young Councilor
**DEXTERITY 3D**
Blaster 9D, blaster artillery 4D+1, brawling parry 5D+2, dodge 8D, grenade 4D+1, lightsaber 3D+2, melee combat 6D+2, melee parry 6D+1, running 5D, vehicle blasters 4D
**KNOWLEDGE 4D**
Alien species 8D, bureaucracy 9D+2, bureaucracy: New Republic Provisional Council 9D+1, cultures 9D+1, languages 7D+2, law enforcement 7D+1, planetary systems 9D+1, streetwise 7D, survival 8D, value 6D+1, willpower 7D+2
**MECHANICAL 2D+2**
Astrogation 5D, beast riding 4D+1, communications 5D+2, hover vehicle operation 3D+2, repulsorlift operation 5D+1, sensors 4D+2, space transports 3D+1, starfighter piloting 6D, starship gunnery 6D+1, starship shields 5D+2
**PERCEPTION 3D+1**
Bargain 7D, command 11D, con 6D, gambling 5D, hide 7D, persuasion 9D, persuasion: debate 10D+1, persuasion: oration 11D+2, search 6D, sneak 7D+1
**STRENGTH 3D**
Brawling 4D+2, climbing/jumping 5D+1, stamina 7D, swimming 5D+1
**TECHNICAL 2D**
Computer programming/repair 4D+2, demolition 3D+1, droid programming 5D, first aid 7D, security 6D, space transports repair 4D+1
**Special Abilities:**
*Force Skills: Control 3D+1, sense 3D+1, alter 1D*
*These are only some of the powers that Leia has so far demonstrated:*
*Control: Absorb/dissipate energy, control pain, resist stun*
*Sense: Danger sense\*, life detection, life sense, magnify senses, receptive telepathy*
*Alter: Telekinesis*
\* Described in the *Dark Force Rising Sourcebook.*
**This character is Force-sensitive.**
**Force Points:** 10
**Character Points:** 38
**Move:** 10
**Equipment:** Lightsaber (5D), comlink, blaster pistol (4D)

## Captain Han Solo

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

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

## Jedi Twins

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

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

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

"You see, using some of the Jedi skills my brother taught me, I 'touched' their minds quite regularly during my pregnancy, and though they never really responded directly to me, I could sense their … well, their emotions, their state of mind, I guess."

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

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

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

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

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

Mike Vilardi

■ "Councilor Fey'lya, I believe. Reduced to eavesdropping at doorways?"

Provisional Council, Leia Organa Solo.

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

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

Solo, normally an easygoing man, is something of a worrier of late. Not that he doesn't have reason to worry; an insane Jedi Master trying to snatch away his wife and children is ample reason for concern. Add to this the fact that Solo still blames himself for the destruction of the ships in the Sluis Van shipyards and the loss of the *Katana* fleet and it is easy to see why Solo is upset.

Lately, Solo has been trying to convince his former smuggling contacts to ship cargo for the New Republic. Unfortunately, most of his old smuggling "associates" feel that Solo has "gone legit" and is out of touch with the harsh realities of smuggling. To some extent, this is probably true, and Han (always the reckless, independent type) on occasion seems to feel depressed and irritable due to his current responsibilities. Thank the Force that Han's newfound "respectability" has not dulled his sharp reflexes and keen instincts.

However "planet-bound" he may feel, he takes his responsibilities very seriously as they directly concern the safety of his wife and children. Solo has never been one to sit idly by and let others solve his problems, and never has this been more apparent than in his actions to protect his family. Recently, Han battled TIE fighters and Imperial warships at Filve and Ord Pardron, helped fight off the Imperial attack on his family in the Imperial Palace, and led the covert ground strike against Mount Tantiss. While he believes in the viability of the New Republic in principle, Solo has never felt any particular loyalty to *any* government — indeed Solo's disrespect for authority of any kind is near-legendary. His actions on behalf of the New Republic are the result of his dedication to his wife and children rather than because he espouses a particular political philosophy; to Solo, the war against the Empire is a personal one.

## Chewbacca and the Life-Debt

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

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

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

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

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

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

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

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

"Well into his journey, disaster struck. Urothko was attacked by one of the *Graaa'shad,* a fierce species of fire-spirits that the Wookiee people had battled for centuries. Mesmerizing Urothko with hypnotic, ghostly wisps of flame that licked from the creature's clawed fingertips, it lured the youth down further than any Wookiee had ever returned from.

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

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

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

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

"Urothko and Stalpaac had won.

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

"Or so the legend claims."

## ■ Han Solo

**Type:** Smuggler
**DEXTERITY 3D+1**
Blaster 8D+2, blaster: blaster rifle 5D+1, blaster: heavy blaster pistol 10D+1, blaster artillery 6D+1, brawling parry 8D, dodge 8D+2, dodge: energy weapons 9D+2, grenade 6D+1, melee combat 6D+1, melee parry 5D+1, missile weapons 6D+1, pick pocket 5D+2, running 5D+2, thrown weapons 5D+1, vehicle blasters 6D+1
**KNOWLEDGE 2D**
Alien species 7D, bureaucracy 7D, business 6D, business: smugglers 7D+2, cultures 6D+1, intimidation 8D, languages 6D, law enforcement 6D, planetary systems 8D, streetwise 9D, streetwise: Jabba the Hutt's organization 10D+1, survival 8D, value 6D, willpower 6D+2
**MECHANICAL 3D+2**
Astrogation 9D, beast riding 5D+2, beast riding: tauntaun 6D, capital ship gunnery 6D+2, capital ship piloting 8D+2, capital ship shields 6D+2, communications 5D+2, ground vehicle operation 5D+2, repulsorlift operation 8D, sensors 6D, space transports 8D, space transports: YT-1300 transports 12D, starfighter piloting 7D+2, starship gunnery 9D, starship shields 7D+1, swoop operation 8D+2
**PERCEPTION 3D**
Bargain 8D+1, command 8D, con 8D+1, forgery 5D, forgery: ships IDs 7D, gambling 8D+1, hide 8D+2, persuasion 6D+1, search 6D+1, sneak 6D
**STRENGTH 3D**
Brawling 7D+2, climbing/jumping 6D, lifting 5D+2, stamina 8D, swimming 4D+2
**TECHNICAL 2D+2**
Blaster repair 5D, computer programming/repair 7D+1, demolition 6D+2, droid programming 6D+1, first aid 3D+2, ground vehicle repair 5D+2, repulsorlift repair 7D, security 7D+1, space transports repair 7D+2, space transports repair: YT-1300 transports 9D+2, starship weapons repair 5D
**Force Points:** 6
**Character Points:** 47
**Move:** 10
**Equipment:** Modified BlasTech DL-44 heavy blaster pistol (5D+2), comlink, *Millennium Falcon* (modified YT-1300 freighter)

# Chewbacca

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

Chewbacca is Han Solo's oldest known friend and the pair has been inseparable since Solo allowed the Wookiee to escape from slavers many years ago. Since his days as an Imperial slave, Chewie has maintained a fierce hatred of the Empire and its servants. He considers his relationship with Solo as a life-debt: a matter of honor for the Wookiee people. That Solo and Chewbacca have saved each other's lives a dozen times over has not dulled their friendship a bit.

Lately, after Grand Admiral Thrawn sent the Noghri to kidnap Leia, Jaina and Jacen, Chewbacca was in a moral dilemma. To protect Solo's family, he had to let Han expose himself to danger. It made guarding Leia and the children a very difficult task for the Wookiee. Perhaps

now that the crisis has passed, Chewbacca can relax a bit.

## ■ Chewbacca

**Type:** Wookiee
**DEXTERITY 2D+2**
Blaster 7D, bowcaster 10D, brawling parry 8D+1, dodge 7D, grenade 5D+1, melee combat 8D, melee parry 8D, vehicle blasters 7D
**KNOWLEDGE 2D**
Alien species 7D+1, bureaucracy 4D+2, business 5D+1, cultures 3D+2, intimidation 11D, languages 6D, planetary systems 8D, streetwise 7D, survival 7D+2, value 8D
**MECHANICAL 3D**
Astrogation 8D+2, beast riding 4D, communications 5D+1, repulsorlift operation 7D+2, sensors 7D, space transports 8D, space transports: YT-1300 transports 11D+2, starship gunnery 8D, starship shields 7D, walker operation: AT-ST 4D+2
**PERCEPTION 2D**
Bargain 5D+1, command 5D+2, gambling 5D+1, hide 4D+2, search 4D+1, sneak 4D+2
**STRENGTH 5D**
Brawling 11D, brawling: Noghri martial arts 6D, climbing/jumping 8D, lifting 11D, stamina 10D, swimming 7D
**TECHNICAL 3D+1**
Blaster repair 5D+2, bowcaster repair 6D, computer programming/repair 9D, demolition 6D, droid programming 8D, droid repair 7D+2, first aid 5D+1, repulsorlift repair 7D+1, security 7D+2, space transports repair 10D+2, space transports repair: YT-1300 transports 12D+2
**Special Abilities:**
*Strength skills:*
*Brawling: Noghri Martial Arts:* Chewbacca learned the rudiments of the Noghri martial arts style. He receives +2D when fighting someone without this specialization, and causes *Strength* +1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook* for more information.
*Berserker Rage:* Chewie gains +2D to *Strength* when brawling in *berserker rage*. See page 137 of *Star Wars: The Roleplaying Game, Second Edition* and page 124 of *Star Wars Gamemaster Handbook* for further information.
*Climbing Claws:* +2D to *climbing*.
**Force Points:** 3
**Character Points:** 9
**Move:** 13
**Equipment:** Bowcaster (4D), ammo, droid tool kit, starship tool kit, waist pouch

# Lando Calrissian

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

Lando Calrissian has had nothing but problems with the Empire. After taking over administrative duties for the ailing Cloud City tibanna gas mine and turning it into a profit maker, Lando was forced out of business by the Empire. Not only did the Empire cost him Cloud City, but it nearly cost Lando the life of one of his best friends: Han Solo.

After leaving Cloud City, Lando joined the Rebel Alliance, helping to free Solo from Jabba the Hutt, and later, firing the shot that destroyed the Emperor's second Death Star.

Shortly after the Battle of Endor, Calrissian retired from the Alliance and again became a private businessman. Nomad City, his mining operation on the fiery planet Nkllon, was an ambitious but ingenious idea. Pieced together from a dreadnaught cruiser and captured Imperial AT-ATs, Nomad City was exactly what the name indicated: a mobile complex that could stay on the dark side of Nkllon and thus avoid destruction by the fierce heat of Nkllon's sun.

Unfortunately, Nomad City couldn't avoid the forces of Grand Admiral Thrawn. An Imperial raiding party captured one of the shieldships necessary to approach Nkllon, and attacked the mining community. The Imperials killed and wounded countless miners and stole Lando's entire stockpile of metals and ores.

This prompted the flamboyant gambler to action. Lando has rejoined the New Republic military, and is working very closely with Wedge Antilles (who is also due to be promoted soon, if the military rumor mill is accurate). The destruction of Nomad City prompted him to participate in the attack on Mount Tantiss. "I just hate to see brutal clods like the Imperials pick up too many winning hands," he admitted to me. "These clowns just have no finesse."

### ■ General Lando Calrissian

**Type:** Gambler
**DEXTERITY 3D+2**
Blaster 9D, blaster: hold-out blaster 7D+2, brawling parry 6D+1, dodge 7D+1, grenade 5D, melee combat 5D+1, melee parry 5D+2, thrown weapons 4D, thrown weapons: knives 6D
**KNOWLEDGE 3D**
Alien species 5D+1, bureaucracy 8D, bureaucracy: Imperial Navy procedures 9D, business 8D+1, business: mining 11D+2, business administration 8D, cultures 7D+1, languages 6D, planetary systems 5D+2, streetwise 9D, survival 6D+2, survival: urban 8D, tactics: capital ships 5D, tactics: starfighters 5D, value 7D, willpower 6D+1
**MECHANICAL 2D+1**
Archaic starship piloting 5D+1, astrogation 7D, communications 5D+2, ground vehicle operation 5D+1, hover vehicle operation 5D+1, repulsorlift operation 5D+2, sensors 5D+2, space transports 9D, starfighter piloting 9D, starship gunnery 8D, starship shields 8D+1, swoop operation 5D+1
**PERCEPTION 4D**
Bargain 9D, bargain: minerals 10D+2, bargain: Tibanna gas 11D+2, command 8D+2, con 10D+1, forgery 7D, gambling 10D+1, hide 7D+2, persuasion 7D+1, search 5D, sneak 7D+2
**STRENGTH 2D+2**
Brawling 6D+2, climbing/jumping 5D+2, lifting 4D+2, stamina 6D+2, swimming 4D+2
**TECHNICAL 2D+1**
Computer programming/repair 5D+1, demolition 3D+1, droid programming 4D+1, droid repair 4D+1, first aid 4D+1, repulsorlift repair 5D+2, security 7D+1, space transports repair 7D+2, starship weapon repair 6D+2
**Force Points:** 6
**Character Points:** 24
**Move:** 10

**Equipment:** Comlink, hold-out blaster (3D+1), sabacc card deck

## R2-D2

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

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

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

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

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

### ■ R2-D2

**Type:** Industrial Automaton R2 Astromech Droid
**DEXTERITY 2D**
Electroshock prod 4D+2, dodge 5D
**KNOWLEDGE 2D**
Planetary systems 9D, survival 6D+2, value 7D+2
**MECHANICAL 4D**
Astrogation 12D, communications 7D, repulsorlift operation 6D+2, sensors 8D+1, starfighter piloting 7D, starfighter piloting: X-wing 9D, starship gunnery 5D, starship shields 5D+2
**PERCEPTION 3D**
Command 4D, con 4D+2, gambling 6D, search 4D, sneak 5D
**STRENGTH 3D**
Lifting 4D, swimming 3D+1
**TECHNICAL 4D**
Computer programming/repair 9D, droid programming 5D+2, droid repair 8D, machinery repair 5D+2, repulsorlift repair 5D, security 7D, starfighter repair 7D, starfighter repair: X-wing 9D+2, space transports repair 7D, space transports repair: YT-1300 transport 9D+1
**Equipped With:**
• Three wheeled legs (one retractable)
• Retractable heavy grasper arm (+1D to *lifting*)
• Retractable fine work grasper arm
• Extendible 0.3 meter long video sensor (360° rotation)
• Small electrical arc welder (1D to 5D damage, 0.3 meter range)
• Small circular saw (4D damage, 0.3 meter range)
• Video display screen
• Holo projector/recorder (one meter range)
• Fire extinguisher
• Small internal "cargo" area (20 cm by 8 cm)
• High pitch acoustic signaller
• One long range sensing array; includes radar, Geiger counter and life-form sensors, infrared receptors, electromagnetic field receptors (add +3D to *search* at range of up to 100 meters)

• Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
• Information storage/retrieval jack for computer link-up
• One compressed air launcher (used for Luke's lightsaber or flares)
**Force Points:** 1
**Character Points:** 8
**Move:** 5
**Size:** 0.96 meters tall
**Cost:** Not for sale
**Equipment:** Long-range comlink attachment (100 km range)

# C-3PO

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

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

Ostensibly a translator, Threepio is used occasionally by the New Republic to translate Imperial codes and communiques. More often than not, though, the poor droid has wound up caught in the middle of whatever conflict his friends have wandered into. Over the years, C-3PO has been blown apart by stormtroopers, pressed into service by Jabba the Hutt, and worshipped by Ewoks, among other things, all of which have caused no end to the droid's discomfort and humiliation. His situational-adaptivity programming finds these situations very difficult to cope with. Threepio was recently programmed to impersonate Princess Leia, though it was "a strain on my capacitors, I must say."

I find it noteworthy that C-3PO and his counterpart R2-D2 have had such a pivotal role in the course of the war and the formation of the New Republic. I myself have began conversing with my own T7-series droid and have found none of the spunk and determination present in these two.

### ■ C-3PO

**Type:** Cybot Galactica 3PO Human-Cyborg Relations Droid
**DEXTERITY 2D**
Dodge 5D+1
**KNOWLEDGE 5D+2**
Alien species 8D+1, bureaucracy 9D, cultures 8D, languages 13D, planetary systems 6D, survival 5D+2, value 5D+2
**MECHANICAL 3D**
Repulsorlift operation 5D+2
**PERCEPTION 3D+1**
Bargain 7D, con 6D+1, hide 5D, sneak 5D
**STRENGTH 2D**
**TECHNICAL 4D**

First aid 4D
**Equipped with:**
• Humanoid body (two arms, two legs, head)
• Two visual and two audial sensors — Human range
• Broad-band antenna receiver
• AA-1 Verbo-brain
• TranLang III Communication module with over seven million languages
• Vocabulator speech/sound system capable of a wide range of sounds, including sound effects and impersonations of Leia Organa Solo, Han Solo, Luke Skywalker and Lando Calrissian.
**Force Points:** 1
**Character Points:** 8
**Move:** 8
**Size:** 1.67 meters tall
**Cost:** Not for sale

## Mon Mothma

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

Mon Mothma is a former Senator of the Old Republic. She was instrumental in the formation and organization of the dissenting factions that would eventually become the core of the Rebellion (and eventually the New Republic). She served as Chief of State of the Rebel Alliance and has been elected Chief Councilor of the Provisional Council of the New Republic.

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

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

### ■ Mon Mothma
**Type:** Chief Councilor
**DEXTERITY 3D**
Blaster 3D+1*, dodge 4D+1*
**KNOWLEDGE 4D**
Alien species 9D+1, bureaucracy 11D+2, bureaucracy: New Republic Provisional Council 12D+2, cultures 10D+2, intimidation 7D, languages 8D, planetary systems 9D, survival 7D, value 6D, willpower 8D
**MECHANICAL 3D**
Astrogation 5D, beast riding 3D+2, communications 5D+2, repulsorlift operation 4D+1, space transports 4D, starfighter piloting 4D
**PERCEPTION 4D**
Bargain 11D, command 10D, command: New Republic

bureaucrats 10D+1, command: New Republic soldiers 11D+1, con 9D, gambling 6D, hide 6D+2, persuasion 8D, persuasion: debate 10D+1, persuasion: oration 11D, search 7D, sneak 4D+2
**STRENGTH 2D**
Stamina 4D, swimming 3D
**TECHNICAL 2D**
Computer programming/repair 6D, droid programming 5D, droid repair 4D, first aid 7D, security 5D+1, starfighter repair 2D+1
**Force Points:** 3
**Character Points:** 30
**Move:** 8*
**Equipment:** Comlink, datapad
* **Note:** Some skills have been lowered from previous listings to reflect the effects of aging or lack of use.

## General Garm Bel Iblis

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

Corellian Senator Garm Bel Iblis has led an extremely interesting life. One of the original members of the Rebel Alliance (along with Mon Mothma and Bail Organa), Bel Iblis broke away from the group and formed his own guerrilla cell after he and Mon Mothma had several severe disputes over the division of power and the leadership of the Rebel Alliance.

Some members of the New Republic's political hierarchy have questioned Bel Iblis's motives — he has been a "loose cannon," after all — but if one examines his history, Bel Iblis's motives become apparent. The Corellian Senator is not interested in strengthening his own personal power; rather, he has a deep desire to see the war against the Empire "done right." It is this strong desire that led to the original split between Bel Iblis and Mon Mothma.

Garm Bel Iblis was among the first to suspect Palpatine was a force for destruction and evil, and not the unifying, benevolent ruler he painted himself to be in the early days of his rule. Subsequently, Bel Iblis began working to undermine Palpatine's support in the Senate. He had some minor success: Bel Iblis, like Palpatine, was a charismatic and popular figure. Unfortunately, these successes only focused Palpatine's wrath on the Corellian, and Bel Iblis began to lose influence in the Senate. Shortly after declaring himself Emperor, Palpatine had Bel Iblis, his wife, and his two children rounded up and arrested. Bel Iblis was forced to watch Imperial soldiers execute his family, but he managed to escape (although he still refuses to discuss how he accomplished this).

The death of Bel Iblis's family forced a great change in the Senator. In the past, Garm Bel Iblis

## Differences of Opinion

Garm Bel Iblis glared across the conference table in the dimly lit room. He was angrier than he had ever been. And the woman he was angry with was once one of his closest associates: Mon Mothma, former Senator of Chandrila.

"Mon Mothma," growled the Corellian Senator, barely containing his temper, "I am forced to disagree. The course you are embarking on is foolhardy. I request that you postpone —and reconsider—the attack on Milvayne."

Mon Mothma held her composure. As always. "Senator Bel Iblis," she began, "you are more than welcome to your opinion, but in this case, you are overruled."

"Overruled! You must be joking," the Senator exploded, his fists slamming down on the table. "There is more to this at stake than your personal grab for power! Lives are at stake! My troops' lives!" The regal Corellian was livid with barely contained rage.

For once, Mon Mothma seemed to lose her temper as well. "My 'grab for power' as you call it, is an attempt to save those same lives. Look past the end of your own nose, Garm. There's a great deal more at stake than your pride." She calmly turned to a young Mon Calamari, preparing to order the attack.

Bel Iblis hated it when she was convinced she was right: there's was no talking to her. "My troops will not participate in such a foolish maneuver. I have lost enough friends," he said softly, gesturing at a third, empty chair, adding, "and so have you, I would think."

Mon Mothma glared angrily at the Corellian. "That's cheap, Garm. Bail would have approved of what I'm trying to do."

"Would he? Would he really? Bail was as opposed to military action as you were in the beginning. The two of you outvoted my every suggestion concerning military matters from day one." He shook his head in disgust. "With Bail gone, you're proceeding with military actions against my recommendations? It sounds to me like you are just solidifying your power base. I doubt very much that Bail would approve." He crossed his arms and stared defiantly across the table at Mon Mothma.

Mon Mothma stood up angrily. "I am not setting myself up in Palpatine's place! The attack on Milvayne is necessary, and it will go ahead as planned. The vote was cast, and Bail approved of the attack before …" she paused, blinking back sudden tears at the thought of the destruction of Alderaan. "… before *it* happened," she concluded. "Bail Organa agreed that the attack was required to shut down Imperial control in Gyrica system." She glared at Garm Bel Iblis. "I would have thought, with your 'man-of-action' mentality, you would have jumped at the chance to attack an Imperial garrison."

"It's not an Imperial garrison. My sources indicate that Milvayne is an Ubiqtorate base," he paused, hoping he could make the stubborn diplomat see some reason. "An Ubiqtorate base is not something my troops are prepared to deal with. And neither are yours."

"Our Intelligence sources do not agree with yours," Mon Mothma said simply.

"I don't care," the Corellian yelled, pounding the conference table emphatically. "Do you understand me? I will not send my troops on a suicide attack. And I do not recognize your authority to order them to. I did not vote to place you in charge of the Alliance, and if Bail did, then he was gravely mistaken." Bel Iblis was shaking with frustration.

"Senator Bel Iblis," Mon Mothma said quietly, after a brief pause, "I sincerely hope that was not an ultimatum."

Momentarily taken aback, Garm Bel Iblis bowed his head. "Yes," he said quietly. "I guess it is. This attack plan is fundamentally flawed, and you just don't have the expertise to know it."

Mon Mothma stood abruptly and said, "I will not have ultimatums put to me, Senator. The Rebel Alliance will no longer require your services."

Garm Bel Iblis met her gaze evenly. "As you wish."

He turned to leave, and pausing, added, "I'm not your enemy … the Empire will defeat us all if we cannot rely on each other." Storming away, he left the room behind, wondering if the Rebel leader inside the conference chamber would be able to live with the mistake she was making. Bel Iblis knew he couldn't.

And Mon Mothma had yet to learn if she could.

had a reputation for being something of a political maverick, and quick with a joke or sarcastic remark. After his family was murdered, Bel Iblis became withdrawn, sullen, and thoughtful. While the passage of time has eased the pain, his serious nature remains. Bel Iblis tends to come across as stuffy, though those who know him recognize his wry sense of humor that still peeks through now and again.

Garm Bel Iblis led his own private rebel army and launched a number of attacks against the Empire with repeated (if minor) success. Recently, Bel Iblis participated in the battle for the *Katana* fleet, and was officially invited to participate in the New Republic.

His relationship with Mon Mothma has improved considerably in the short time since he has arrived on Coruscant. After years of believing that Mon Mothma was interested in consolidating her power simply for power's sake, he has finally realized that Mon Mothma is terrified of trusting the lives under her command to anyone else. Mon Mothma, realizing that she could trust General Bel Iblis, requested his help in the Siege of Coruscant. It was under his leadership that a bad situation was prevented from becoming a complete rout.

Bel Iblis is a cultured, handsome, older gentleman, and a shrewd, charismatic leader. His troops from his old base, Peregrine's Nest, are still at his command, and have actively fought on behalf of the New Republic.

### ■ General Garm Bel Iblis

**Type:** Old Senatorial
**DEXTERITY 3D**
Blaster 8D, blaster artillery 7D, brawling parry 6D, dodge 7D, grenade 5D, melee combat 5D, melee parry 5D, missile weapons 5D+2, thrown weapons 4D+2, vehicle blasters 6D
**KNOWLEDGE 4D**
Alien species 8D, bureaucracy 8D, business 8D, cultures 7D+2, intimidation 6D+2, languages 7D, law enforcement 6D, law enforcement: Old Republic law 7D+2, planetary systems 7D+2, streetwise 7D, survival 6D, tactics: ground assault 9D+1, tactics: capital ship 9D, tactics: starfighters 8D+2, value 5D, willpower 7D
**MECHANICAL 3D**
Astrogation 5D, beast riding 5D, capital ship gunnery 5D+2, capital ship piloting 7D, capital ship shields 5D+2, communications 5D, ground vehicle operation 6D, repulsorlift operation 6D, sensors 6D, space transports 5D+1, starfighter piloting 6D, starship gunnery 6D, starship shields 6D
**PERCEPTION 4D**
Bargain 9D, command 9D, command: Peregrine's Nest troops 11D, con 6D, gambling 7D, hide 7D, investigation 6D, persuasion 7D, persuasion: debate 8D+1, persuasion: oration 8D+1, search 5D, sneak 7D
**STRENGTH 2D**
Brawling 6D, climbing/jumping 3D+1, lifting 3D, stamina 5D+1, swimming 4D
**TECHNICAL 2D**
Capital ship repair 3D+2, capital ship weapon repair 3D+2, computer programming/repair 3D, demolition 3D, droid programming 3D, droid repair 3D, first aid 5D, ground vehicle repair 4D, repulsorlift repair 4D, security 5D, space transports repair 4D
**Force Points:** 3
**Character Points:** 38
**Move:** 10
**Equipment:** Sporting blaster (3D+2), comlink, datapad

## Winter

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

Winter is Princess Leia's personal assistant, and has been so since her youth on Alderaan. She is beautiful, graceful and regal. In fact, Princess Leia has admitted that on a number of occasions, Winter was mistaken for the real Princess at the Court of Alderaan. Winter is confident and professional, often to the point of seeming cold and aloof. She is a passionate fighter, however, and fights the Empire with all of her ability. Leia and Winter are close friends, sharing a bond close to sisterhood.

Winter has extraordinary organizational skills, augmented by her incredible memory: Winter has total "holographic" recall of everything she is exposed to, and is effectively recording every conversation she hears or takes part in (which is very useful in Council sessions).

Winter has used her incredible memory to benefit the Rebel Alliance on many occasions. She was once known under the code-name *Targeter* (among others). She worked with Alliance Supply and Procurement for most of the war, moving from planet to planet, switching code names as she operated with various Rebel cells. Since her memory was flawless, her colleagues would attempt to get Winter into warehouses and supply depots (for ostensibly innocuous reasons) so she could later draw a detailed map. "It made raids on Imperial supply depots so much safer for the Procurement teams." Winter was instrumental in the search for Delta Source, the leak in security in the Imperial Palace on Coruscant.

### ■ Winter

**Type:** Councilor Aide
**DEXTERITY 3D+1**

<span style="writing-mode: vertical">Mike Vilardi</span>

Blaster 5D+2, blaster: hold-out blaster 6D+1, brawling parry 4D+1, dodge 6D+1, grenade 4D+1
**KNOWLEDGE 4D**
Alien species 6D, bureaucracy 6D, bureaucracy: New Republic Provisional Council 7D+2, cultures 5D, cultures: Alderaan royalty 9D, Imperial supplies 6D, languages 7D, planetary systems 6D+2, streetwise 5D, value 7D+1, willpower 6D
**MECHANICAL 2D**
Beast riding 4D, communications 5D, repulsorlift operation 3D, sensors 3D+2, space transports 3D+2, starfighter piloting 3D+1, starship shields 3D
**PERCEPTION 3D+1**
Bargain 6D+1, bargain: military supplies 8D+2, command 4D+1, con 7D+1, forgery 5D+2, hide 6D+2, persuasion 5D+1, search 4D+2, sneak 5D+1
**STRENGTH 2D+2**
Brawling 3D, stamina 4D+2, swimming 4D+2
**TECHNICAL 2D+2**
Computer programming/repair 4D+2, droid programming 3D+2, first aid 4D+2, security 6D+2
**Special Abilities:**
*Perfect Memory:* Winter has "holographic memory" — she has instant and total recall of everything she has ever heard, felt, witnessed, researched or otherwise experienced.
**Force Points**: 2
**Character Points**: 11
**Move**: 10
**Equipment**: Hold-out blaster (3D+1), comlink, New Republic Consular ID

# New Characters

*The Last Command* introduces a number of new characters from within the ranks of the New Republic that did not appear in either *Heir to the Empire* or *Dark Force Rising*. They are presented here for the first time.

## Pash Cracken

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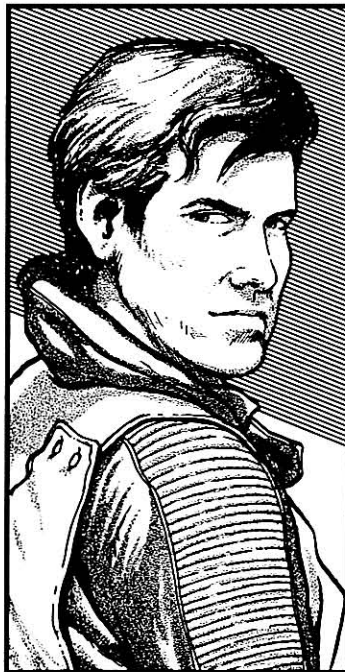
Rebellion. This was no easy feat: Pash had to enroll under a false identity to avoid capture — being the son of an Alliance legend has its pitfalls, apparently.

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

All the while Pash was at Vensenor, he was assembling a select group of pilots that he could trust, and more importantly, who could trust him. Certainly, his flashy tactics and piloting ability attracted a lot of attention among his fellow students, and his careful attention to the safety of his squadron made him a popular leader. Pash graduated from the Vensenor Academy in the top one percent of his class, and was immediately commissioned into the Imperial Navy.

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

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

After demonstrating his leadership, Pash and his pilots were sta-

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

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

## ■ Pash Cracken

**Type:** Brash Pilot
**DEXTERITY 3D**
Blaster 6D+1, brawling parry 4D+1, dodge 6D, vehicle blasters 4D
**KNOWLEDGE 2D**
Planetary systems 7D
**MECHANICAL 4D**
Astrogation 7D, communications 5D+2, sensors 6D, space transports 6D, starfighter piloting 9D+2, starship gunnery 6D
**PERCEPTION 3D**
Bargain 4D+2, command 7D+2
**STRENGTH 3D**
Brawling 7D
**TECHNICAL 3D**
Computer programming/repair 9D, repulsorlift repair 9D, security 9D+1, starfighter repair 10D+2
**Force Points:** 3
**Character Points:** 22
**Move:** 10
**Equipment:** Flight suit, blaster pistol (4D), A-wing fighter, comlink, datapad

## The Cracken Twist

"Pash Cracken? Yeah, he's a sharp guy. Sharp as his pappy, he is. Lemme tell ya, I was at Xyquine when it fell, and it was Pash who pulled our choobies out o' the oven. That fool stunt of his — the Cracken Twist they call it now — was so simple it was brilliant.

"See, I was in the control room at Xyquine station when the outer system sensor beacons all went off-line, all at once. The beacons are virtually foolproof, y' know, all redundant backups, self-repairing, the works. It was unthinkable for all of them to vape out at once, so I punched through an alert call, and notified the watch commander that we had a real bad situation brewin'. Fifty sensor-drones goin' belly-up only meant one thing: the Imperials found us and were comin' in.

"The watch commander, a Mon Cal name o' Gingal, he says we have about 20 minutes to get the blazes out o' the system and starts to announce the usual evac procedure over the speakers. Then Pash — he's just a wing commander, mind you — he crashes into the control room, grabs the commander's arm, and says, 'Begging the commander's pardon, sir, but the evac won't work as you've described it.' Gingal jus' blinks for a second and says 'And why is that, *commander?*'

"Pash just grins and says 'Sir, they can monitor all our ship-to-ship transmissions once we get up there. But I've got an idea ...' He clicks on the comlink and announces to all pilots to subtract the number two from the second digit o' the exit vector coordinates

when they receive their jump instructions from the command center."

"Now Gingal, he's a smart Mon Cal, but he's never seen too much field duty. He didn't quite get what Pash was doin', but I did. Y'see, when you broadcast yer exit vector to the Imperials, yer asking for an unfriendly welcoming committee at yer exit point, right? And then Gingal, he gets it. If we just *add* two to the second digit of each coordinate when we transmit them to our ships, our exit vector will appear to be accurate enough to fool the Imperials, but off just enough to throw a chase party off by a couple o' light years. And then Pash, he smiles real wide, and says to Commander Gingal, 'Cracken Flight Group requests permission to make the Imperials reconsider their attack strategy, sir!'

"And when he gets the nod from Gingal, his fighter wing lights outta Xyquine and does some of the *finest* flying I have ever had the privilege of witnessin'. I'm sure the Imperials thought they had caught us with our trousers down, judgin' by how nasty Pash's squadron fought. I never saw a fighter wing take out a *Victory*-class Star Destroyer before ... and we got all our ships away besides. Not one single transport got tagged. "

— Motto Shemson, Head
Communications Technician,
3rd Platoon,
New Republic Communication Group,
Atrivis Sector

## General Carlist Rieekan

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

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

Later, Rieekan was inspecting a new satellite station near Alderaan, and was a witness to the planet's destruction by the Death Star. This single event scarred Rieekan more deeply than most people realize. His idealism and energy slowly turned into constant worry and caution for his troops. Rieekan once stated in private that he "bleeds when they bleed, and dies when they die." As a soldier, Rieekan realizes that sacrifices are often necessary in warfare, but that realization does not make him like the prospect of sending his soldiers to their deaths.

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

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

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Admiral Thrawn made more and more bold assaults against the New Republic, General Carlist Rieekan found himself in the thick of battle once again.

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

### ■ General Carlist Rieekan

**Type:** Alliance General
**DEXTERITY 2D+2**
Blaster 6D+2, dodge 5D, melee combat 4D
**KNOWLEDGE 3D**
Bureaucracy 6D, military history 6D, tactics: fleets 7D+2, tactics: planetary defenses 9D+2, tactics: sieges 9D+2, tactics: starfighters 7D
**MECHANICAL 3D+2**
Repulsorlift operation 4D+2
**PERCEPTION 3D+1**
Bargain 5D, command 8D+2, command: Echo Base troops 9D+2, command: New Republic ground troops 9D+2
**STRENGTH 2D+1**
Brawling 4D, stamina 4D
**TECHNICAL 3D**
Demolition 4D+2, repulsorlift repair 4D+2
**Character Points:** 19
**Move:** 10
**Equipment:** Blaster pistol (4D), comlink

## Colonel Jak Bremen

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

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

Kallin Bremen protested the land seizures, arguing that this action violated the standard Imperial procedure for the confiscation of property. His complaints were ignored. Organizing the disgruntled landowners, Kallin planned a peaceful demonstration to make the sector Moff more aware of the concerns of the townsfolk. The garrison commander immediately arrested the group, claiming they were "Rebel agitators."
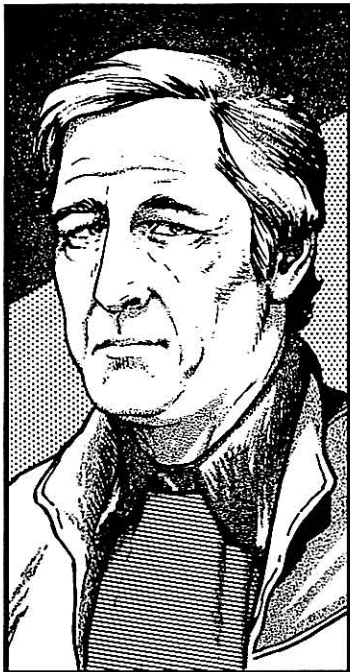
The Moff had the entire group of protesters executed. The locals who survived were shocked by the atrocity, but were sufficiently frightened by the threat of mass executions not to make any further trouble.

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

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

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

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

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

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

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

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

### ■ Colonel Jak Bremen

**Type:** New Republic Security Officer
**DEXTERITY 3D+1**
Blaster 7D+2, dodge 6D+2, melee combat 7D
**KNOWLEDGE 2D**
Bureaucracy: New Republic 6D+2, intimidation 6D+2, law enforcement 9D, planetary systems 5D+1, survival 6D
**MECHANICAL 3D+2**
Repulsorlift operation 5D
**PERCEPTION 3D**
Bargain 4D+2, command 7D+2, persuasion 4D+1, search 8D, sneak 5D+2
**STRENGTH 4D**
Brawling 7D, stamina 6D+1
**TECHNICAL 2D**
Computer programming/repair 7D, security 9D
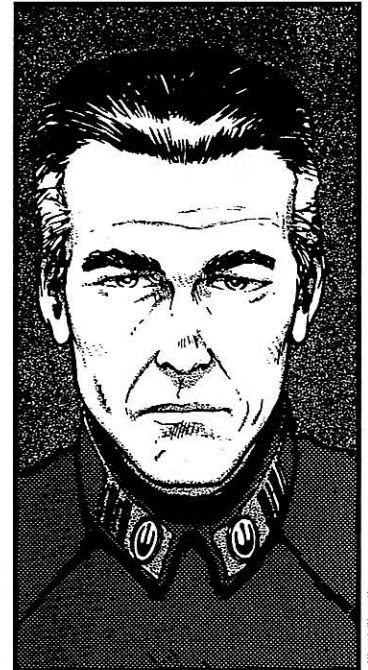**Character Points:** 11
**Move:** 10
**Equipment:** New Republic security uniform, encoded datapad (containing detailed information on security arrangements in Imperial Palace on Coruscant), secure comlink, heavy blaster pistol (5D)

### Lt. Kylan DuPre

Kylan DuPre is Admiral Drayson's most trusted aide. DuPre originally served as quartermaster aboard the *Stormstrike*, a Corellian Cor-

vette serving Mon Mothma's homeworld of Chandrila. DuPre, an extremely efficient officer, has been awarded numerous citations for competency in the field, though he has never experienced combat.

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

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

### ■ Lt. Kylan DuPre
**Type:** Military Aide
**DEXTERITY 2D**
Blaster 2D+2
**KNOWLEDGE 4D**
Bureaucracy: New Republic 7D+2, intimidation 6D+2, tactics: capital ships 5D, tactics: sieges 5D
**MECHANICAL 3D**
**PERCEPTION 3D+2**
Bargain 5D+2, command 6D+2, persuasion 7D
**STRENGTH 2D+1**
**TECHNICAL 3D**
Computer programming/repair 7D
**Character Points:** 8
**Move:** 10
**Equipment:** New Republic uniform, datapad (containing Admiral Drayson's itinerary, as well as current diplomatic information, schedules and timetables), comlink

## Colonel Bren Derlin

Colonel Bren Derlin is one of the more famous Republic officers. Derlin is currently part of the tactical defense force on the planet Coruscant, partly because of his ability and partly because of Leia Organa Solo's insistence that "Colonel

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

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

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

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

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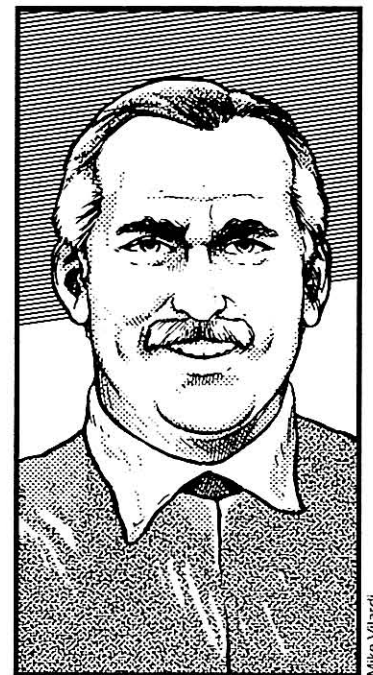
### ■ Colonel Bren Derlin

**Type:** New Republic Officer
**DEXTERITY 3D**
Blaster 8D+2, blaster artillery 7D, dodge 6D+2, vehicle blasters 6D
**KNOWLEDGE 3D**
Alien species 7D, bureaucracy: New Republic 9D+2, tactics: ground assault 9D, tactics: squads: 10D+1, planetary systems 9D+2, survival 6D+2, value 5D
**MECHANICAL 4D**
Astrogation 5D+2, beast riding 4D+2, ground vehicle operation 7D, repulsorlift operation 7D
**PERCEPTION 3D**
Bargain 7D+2, command 8D+2, command: New Republic ground forces/Coruscant 10D, persuasion 7D, search 7D, security 6D, sneak 7D
**STRENGTH 3D**
Brawling 6D, climbing/jumping 3D+2, lifting 3D+2, stamina 6D, swimming 5D
**TECHNICAL 2D**
Computer programming/repair 7D, demolition 7D, repulsorlift repair 3D, security 5D+2
**Character Points:** 19
**Move:** 11
**Equipment:** New Republic uniform, datapad (containing *Klawthra's Military Tactics Journal*), encrypted comlink, heavy blaster pistol (5D)

## Wing Commander Diblen Harleys

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

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

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

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

### ■ Wing Commander Diblen Harleys

**Type:** New Republic Wing Commander
**DEXTERITY 3D**
Blaster 8D+2, dodge 6D+2
**KNOWLEDGE 4D**
Bureaucracy: New Republic 6D+2, intimidation 6D+2, persuasion 9D, planetary systems 9D+2, tactics: starfighters 9D+2
**MECHANICAL 3D**
Astrogation 7D+2, ground vehicle operation 7D, repulsorlift operation 7D, sensors 7D, space transports 7D, starfighter piloting 9D
**PERCEPTION 3D+2**
Command 6D+2, command: New Republic starfighter group/Coruscant 10D, persuasion 6D
**STRENGTH 2D+1**
Brawling 6D, climbing/jumping 3D
**TECHNICAL 3D**
Starfighter repair 7D
**Character Points:** 21
**Move:** 10
**Equipment:** New Republic uniform, glareshades, datapad (containing various drafts of the tactics he is developing), comlink, blaster pistol (4D)

## Councilor Sian Tevv

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

Tevv and Nunb went their separate ways, as Tevv began studying to be a diplomat, like his parents, while Nunb mastered the skills necessary to be a spacer. Both were successful in their fields, as Tevv became one of the youngest



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Sullustan diplomats ever to go to Coruscant, while Nunb went "legit" and quickly became one of SoroSuub Corporation's top cargo runners.

Eventually, however, Tevv began to learn what the Empire truly represented. He remembered finding out about Imperial atrocities on distant worlds, and watching the Senators debate "modifications of policy" while the military was allowed to exploit and enslave anyone they

desired to. Tevv knew that it would only be a matter of time before his world, like so many others, would face the wrath of the Empire.

Quietly, Tevv began to work towards persuading Sullust to ally with the fledgling Rebel Alliance, while still maintaining the façade of being a pro-Imperial diplomat. When SoroSuub "nationalized" Sullust's government, Tevv kept his mouth shut, but he also quietly supported

## Council Debate

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Nien Nunb as he rebelled against SoroSuub and joined the Alliance. Tevv aided many other Rebel groups, while lobbying sympathetic SoroSuub officials behind the scenes for additional support. Eventually, Tevv's efforts paid off, and Sullust and SoroSuub threw in with the Rebel Alliance. It was at Sian Tevv's insistence that the assault force assembled at Sullust before the Battle of Endor.

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

### ■ Councilor Sian Tevv

**Type:** Sullustan Diplomat
**DEXTERITY 2D**
Blaster 6D+2, brawling parry 6D, dodge 6D, melee combat 6D+2
**KNOWLEDGE 2D+1**
Alien species 7D, bureaucracy 9D+2, business 8D, cultures 6D, languages 7D+1, planetary systems 6D+1, value 9D
**MECHANICAL 3D**
Astrogation 4D, repulsorlift operation 6D, space transports 3D+2, starship gunnery 4D, starship shields 3D+2
**PERCEPTION 3D+1**
Bargain 8D+2, command 6D+2, con 8D, persuasion 7D
**STRENGTH 2D+2**
Brawling 7D
**TECHNICAL 3D+2**
Computer programming/repair 4D+1, repulsorlift repair 6D, starship repair 6D
**Special Abilities:**
*Enhanced Senses:* +2D for *Perception* or *search* in low-light conditions.*
*Location Sense:* A Sullustan can always remember how to get someplace he or she has visited before. Sullustans get a +1D *astrogation* bonus when jumping to a system they have visited before.*
* See page 136 of *Star Wars, Second Edition* for more information.
**Character Points:** 12
**Move:** 10
**Equipment:** Sporting blaster (3D+2), datapad, comlink, New Republic ID

## Lt. Machel Kendy

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

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

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



Terry Pavlet

### ■ Lt. Machel Kendy

**Type:** New Republic Security Officer
**DEXTERITY 3D+1**
Blaster 5D, brawling parry 9D, brawling parry: vs. K'thri marital arts 9D+2, dodge 5D, melee combat 4D+1, running: short sprint 7D
**KNOWLEDGE 2D**
Intimidation 4D
**MECHANICAL 3D+2**
Communications 4D, repulsorlift operation: landspeeders 5D+2
**PERCEPTION 3D**
Investigation: Coruscant 5D, search 6D, sneak 3D+2
**STRENGTH 4D**
Brawling: K'thri martial arts 10D+2, lifting 7D+2, stamina 6D+2
**TECHNICAL 2D**
First aid 4D, security 6D
**Force Points:** 1
**Character Points:** 4
**Move:** 11
**Equipment:** New Republic Security uniform, heavy blaster pistol (5D), comlink, datapad, reinforced blaster helmet (+1D physical, +1 energy), macrobinoculars (with matrix recording buffer)

### ■ Commander Sesfan

**Type:** Mon Calamari Bureaucrat
**DEXTERITY 2D**
Blaster 3D, dodge 3D
**KNOWLEDGE 4D**
Alien species 4D+2, bureaucracy: New Republic 7D, cultures 5D, willpower 7D+2
**MECHANICAL 3D**
Sensors 6D
**PERCEPTION 3D**
Bargain 6D+2, persuasion 6D+2
**STRENGTH 2D+1**
**TECHNICAL 3D+2**
**Special Abilities:**
*Moist Environments:* When in moist environments, Mon Calamari receive +1D bonus to all *Dexterity, Perception* and *Strength* attribute and skill checks.
*Dry Environments:* When in dry environments, Mon Ca-

lamari seem depressed and withdrawn. They suffer a -1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.
*Aquatic:* Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.
**Force Points**: 2
**Character Points**: 9
**Move**: 9
**Equipment**: Hold-out blaster (3D+2), comlink, datapad
**Capsule**: Commander Sesfan is currently serving as Admiral Ackbar's representative to the Ruling Council. Before joining the Alliance, Sesfan served in the Mon Calamari space fleet. Sesfan entered Rebel Alliance service six months before the Battle of Endor, and served aboard Admiral Ackbar's ship as a sensor officer. Ackbar recognized Sesfan's ability and loyalty and promoted him to the rank of commander, and transferred him to Coruscant to serve as his aide.

Commander Sesfan's political views are in keeping with the Mon Calamari norm: a reliance on the rule of law (including an intolerance for breaking regulations, even when those regulations are illogical) and a strong distaste for smugglers ("Jedi Skywalker authorized payments to a *smuggler?*"). Sesfan is, therefore, very compatible with Ackbar and a valued member of Ackbar's command.

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

## Captain Wes Janson

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

"True Gunners" like Wes Janson are an interesting breed. Some say that they are brave beyond belief, others say they are completely insane. Stationed in the least protected section of a starfighter and fending off attackers with a single weapon requires tremendous skill and courage (and probably an unhealthy dose of recklessness as well). Wes Janson possesses these traits in abundance.

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

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

### ■ Captain Wes Janson
**Type**: Brash Pilot
**DEXTERITY 3D**
Blaster 5D, dodge 5D, melee combat 5D+2, missile weapons 7D, vehicle blasters 7D+2
**KNOWLEDGE 2D**
Languages 4D, planetary systems 6D
**MECHANICAL 4D**
Astrogation 6D, repulsorlift operation 6D, sensors 6D+2, starfighter piloting 4D+2, starship gunnery 9D+2, starship shields 6D+2
**PERCEPTION 3D**
Command 5D, con 5D+2, gambling 5D+2
**STRENGTH 3D**
Brawling 7D, stamina 5D+2
**TECHNICAL 3D**
First aid 5D, starfighter repair 6D, starship weapons repair 9D+2
**Character Points**: 17
**Move**: 10
**Equipment**: Blaster pistol (4D), flight suit, comlink

### Lieutenant Derek "Hobbie" Klivian

Hobbie Klivian has led an active life since joining the Rebellion. After graduating from the Imperial Academy, jumping ship



■ Captain Wes Janson

with Biggs Darklighter and running guns for the Alliance near Sullust, Hobbie's military career took a sudden jump into high gear. Hobbie was Luke Skywalker's wingman at Echo Base on Hoth. After Echo Base fell to the Imperials, Hobbie flew regular missions with Wedge Antilles's Rogue Squadron. Hobbie is currently a member of Rogue Squadron, and is well known for both his piloting ability (which is considerable) and for his sarcasm and skepticism (which is also considerable).

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

## ■ Lieutenant Derek "Hobbie" Klivian

**Type:** Brash Pilot
**DEXTERITY 3D**
Blaster 5D+2, brawling parry 5D+2, dodge 5D, melee combat 5D+2, vehicle blasters 6D
**KNOWLEDGE 2D**
Planetary systems 6D+2, streetwise 5D
**MECHANICAL 4D**
Astrogation 7D, repulsorlift operation: airspeeder 5D, sensors 6D+2, space transports 6D, starfighter piloting 8D+2, starship gunnery 8D+2
**PERCEPTION 3D**
Con 5D, hide 5D+1, sneak 4D+1
**STRENGTH 3D**
Brawling 6D+2, stamina 5D+2, swimming 5D
**TECHNICAL 3D**
Droid repair 5D+1, starfighter repair: X-wing 6D
**Force Points:** 2
**Character Points:** 17
**Move:** 10
**Equipment:** New Republic uniform, medpac, blaster pistol (4D), flight suit, comlink, X-wing starfighter



■ Lieutenant Derek "Hobbie" Klivian

# Chapter Two
# The Forces of the
# Empire

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

## Structure of the Empire

During the reign of the Emperor, the military might and political power of the Empire dominated the galaxy. Policies of expansion and exploration that the Old Republic had implemented had been subtly altered; expansion was for conquest's sake, instead of for knowledge. Newly discovered civilizations were subjugated and exploited; tax revenue and raw materials were stripped from new worlds to fuel the Imperial war machine.

In many cases, planets submitted to Imperial rule and their planetary governments were altered only slightly. Often, an Imperial governor was appointed to oversee the interests of the Empire and he or she was given sufficient military resources to enforce those interests. Fear of reprisals and knowledge that these governors could call on help from sector Moffs kept local populations sufficiently docile.

In recent days, however, the Empire has become a much different entity. Local Imperial governors found it much more difficult to maintain control of the citizenry, many of whom were eager to throw off the Imperial yoke upon hearing of the Emperor's demise. Military might was all that kept the Empire even marginally in control of planets in outlying systems.

Stormtroopers, the Empire's elite troops, were once plentiful, but since the Battle of Endor they have been scarce. Local governors were forced to rely on Imperial Army troops and conscription at blaster-point. Cooperation and discipline between various Imperial commanders was lax, as many of these officers exploited the vacuum created by Palpatine's death. A clear ruler of the Empire was desperately needed, or a war between factions would shatter the Empire ... permanently.

For five years, the New Republic had steadily pushed the Empire closer and closer to defeat, reducing it to a quarter of its original size.

Then, Grand Admiral Thrawn returned from Wild Space. He assumed command of a number of the surviving Imperial fleets and systematically restored discipline, fighting spirit and order to his beleaguered troops. Before his death, Thrawn was well on his way to reviving the Empire, with himself as the new Emperor.

## Imperial Forces

Undoubtedly, the forces that comprise the Empire will someday be a subject for historical research, and at the request of the Provisional Council, it is my honor to lay the groundwork for the research of future historians. The Provisional Council, in an attempt to make some sense of the turbulent events of the past few weeks, has asked for a detailed account of the period of crisis. I have tried to include an analysis of these events, in the hopes that this information may help the New Republic avoid costly mistakes in the future.

I have researched New Republic archives, interviewed the Heroes of Yavin and their assorted companions, and have even spoken with a number of Intelligence officers who have been unusually forthright in their comments (probably due to pressure from Mon Mothma and Councilor Organa Solo). With any luck, the information contained in my report will help make sense of these troubled times.

## Grand Admiral Thrawn

*From Voren Na'al's report to the New Republic Provisional Council, An Analysis of Crisis, written shortly after the destruction of Mount Tantiss.*

The latest leader of the Empire, Grand Admiral Thrawn, ruled in a far different manner than Palpatine. Make no mistake: he was ruthless to

Tim Eldred

David Plunkett

■ *"...these violent bursts of clone madness were becoming more frequent and more vicious."*

those who failed him, but no longer was there the indiscriminate slaughter of subordinates that was common practice during Palpatine's reign. Thrawn knew the Empire needed loyal, reliable troops if it was to survive. Wiping out an officer or soldier because they held a different perspective would be detrimental to the long-term viability of his Empire.

Perhaps Thrawn's most important contribution during his tenure as leader of the Empire was the discipline he instilled in his troops. The Emperor was to be feared. Thrawn was respected and trusted.

Thrawn used a small measure of fear, certainly: the Grand Admiral realized that fear of failure was a powerful motivating force in a military the size of the Empire. But Thrawn's ability to invoke a sense of *pride* in his troops was his most powerful asset. Palpatine inspired arrogance and callousness in his officers; Thrawn made his men proud to be Imperial soldiers. And a proud soldier is difficult to defeat: Thrawn's officers would have willingly died for the Grand Admiral.

Thrawn operated aboard the Star Destroyer *Chimaera*, from which he planned and launched his campaigns against the New Republic. His ability to outguess his enemies was vital to his strategies and in that respect Thrawn was uncannily accurate. Thrawn used an astonishing

number of diverse elements to create his battle plan: the Jedis' historical avoidance of Myrkr, the Emperor's storehouse on Wayland, the discovery of the *Katana* fleet, and the discovery of how to use the ysalamiri to safely clone soldiers in a matter of weeks. Certainly, the intelligence of Grand Admiral Thrawn cannot be stressed enough; the man was a genius.

The Mount Tantiss project was intended to bring the New Republic to its knees. Combining the *Katana* fleet with hordes of loyal, efficient clone soldiers was a frighteningly effective strategy. Using the best and brightest of the troops under his command, Thrawn planned to make an unstoppable army to destroy his enemies and restore order to the galaxy.

And, let us not forget, Thrawn would rule the galaxy with an iron fist if his plans succeeded. This Grand Admiral, the only non-Human ever known to hold that rank, was a tactical genius who brought the New Republic to the brink of destruction. His possession of a working cloaking shield (an impracticable weapon, according to conventional military wisdom) led to his utter domination of the planet Ukio and the deviously simple siege of Coruscant. Thrawn could find any advantage in a given tactical situation.

Forging an uneasy alliance with the mad Jedi Master Joruus C'baoth, Thrawn could coordi-

## Delta Source

For the duration of Grand Admiral Thrawn's campaign, security leaks plagued the New Republic. While treachery in any form is distasteful, that the treachery was coming from inside the Imperial Palace on Coruscant was even more significant. Since so much rested on the stability — or rather, the appearance of stability — of the New Republic, distrust among the members of the Provisional Council could have had disastrous side effects.

Consider the example of Councilor Borsk Fey'lya of the Bothan delegation. His ambition and mad scheme for power nearly tore the New Republic apart, creating a huge rift in the military and the civilian government.

The *presence* of the security leak was almost as damaging to the Republic's fragile leadership as the information the source itself was disclosing to the Empire. Despite advanced security procedures, vital information was being leaked to the Imperials from the Imperial Palace.

Princess Leia Organa Solo decided to hunt down Delta Source during the Siege of Coruscant. She had some unusual help: her aide, Winter, and the outlaw slicer Ghent.

The only link to Delta Source was a low level, multi-phase pulse transmitter that New Republic security could neither locate nor decode. At least, until Ghent sliced the encrypt sequence to the transmitter. Realizing that the Delta Source code was a highly sensitive piece of information, Leia, Winter and Ghent kept quiet about this discovery and decided to uncover Delta Source themselves.

Unfortunately, knowing *what* Delta Source was sending did not tell them *who* Delta Source was. Using Ghent's computer skills, and using Winter's unique powers of absolute recall, Organa Solo and her companions began leaking disinformation all over the Imperial Palace in an attempt to flush out the spy.

An odd assortment of items appeared in Delta Source's transmissions, and according to Winter's memory and Ghent's computers, there was either a completely elusive recording system in the Palace or there was a huge nest of conspirators. Leia's hunch was that it was a single "mole" or recording system, rather than a large group of traitors; Palace Security was simply too effective to miss that large a spy ring.

Another flash of insight gave Leia the answer. While sitting in the Grand Corridor of the Imperial Palace, Leia realized that the *ch'hala* trees that were the showpiece of the Corridor were the source of the leak.

She noticed an MN-2E droid pruning leaves from the *ch'hala* trees. The droid was "clucking" and beeping to itself. Then, she noticed that the tree was flashing in sync with the droid. Leia finally deduced what was happening. *Ch'hala* trees are noteworthy due to their chemical makeup. Pressure of any kind, including sound waves, causes "splashes" and "bursts" of color. While they are aesthetically pleasing to watch, they are also natural spy devices. The bursts of red spiral up and down the trunk, carrying with them "echoes" of the sound waves.

After inspecting the *ch'hala* trees in the Imperial Palace, the New Republic technicians found a unit unlike any they had ever encountered: a series of tubes had been implanted in the trunk of one of the trees. These tubes sampled the bark's chemical changes and translated them back into pressure data, and finally back into sound: the trees were natural microphones.

Another computer module organized and prepared the data for encrypting and broadcast. Delta Source was a giant, organic microphone system that had been in place since the Emperor had taken control of the Imperial Palace.



Illustration by David Plunkett

David Plunkett

nate attacks with a precision virtually unheard of in the history of galactic warfare. By cloaking asteroids and releasing them in orbit over Coruscant, Thrawn managed to effectively blockade the Republic's capital world. Coruscant was unable to lower its defense screens for fear that one of the asteroids would smash into the planet. It was effectively cut off from outside help — a crippling blow to morale throughout the Republic.

Fortunately, the actions of the Heroes of Yavin and the unlikely help of the Noghri stopped Thrawn. For once, Thrawn was not able to perceive that which was going on around him, and it cost him his life and destroyed his Empire.

### ■ Grand Admiral Thrawn

**Type:** Imperial Grand Admiral
**DEXTERITY 2D+1**
Blaster 9D+1, blaster artillery 9D, bows 5D+1, brawling parry 6D, dodge 9D+1, grenade 7D+1, melee combat 8D+2, melee parry 8D+1
**KNOWLEDGE 3D+1**
Alien species 12D, art 12D+1, bureaucracy 12D+1, business 11D+2, cultures 11D+2, intimidation 10D, languages 12D, planetary systems 11D+2, streetwise 8D, survival 8D, tactics: capital ships 11D+1, tactics: fleets 13D, tactics: ground assault tactics 7D+2, tactics: sieges 12D, tactics: starfighters 9D, value 7D+1, willpower 9D
**MECHANICAL 3D+2**
Astrogation 7D+2, beast riding 7D+2, capital ship gunnery 9D+2, capital ship piloting 10D+2, capital ship shields 9D+1, communication 7D+2, repulsorlift operation 6D+2, sensors 8D+1, space transports 6D, starfighter piloting 5D+2, starship gunnery 6D+2, starship shields 5D+2
**PERCEPTION 3D+1**
Bargain 12D+2, command 12D+1, command: Imperial Navy officers 13D, command: *Chimaera* crew 15D+2, con 11D, forgery 9D, gambling 9D+1, hide 7D, investigation 9D, persuasion 8D+2, search 11D+1, sneak 7D+1
**STRENGTH 2D+1**
Brawling 6D+1, stamina 9D+1, swimming 4D+2
**TECHNICAL 3D**
Computer programming/repair 8D, demolition 6D+2, droid programming 6D, first aid 7D, security 9D+2
**Force Points:** 4
**Dark Side Points:** 25
**Character Points:** 35
**Move:** 10
**Equipment:** Comlink, datapad

## Captain Gilad Pellaeon

*From Voren Na'al's report to the New Republic Provisional Council,* An Analysis of Crisis, *shortly after the destruction of Mount Tantiss.*

Captain Gilad Pellaeon has, according to Intelligence reports, been in command of the Star Destroyer *Chimaera* since the Battle of Endor. According to the information we have obtained, Pellaeon was a career officer, who had served admirably for almost 50 years and has proven to be a capable commander.

Among the key documents seized by the New Republic when Coruscant fell, the personnel records of a number of dossiers on Imperial officers were recovered. According to these documents, Pellaeon is a Corellian who lied about his age to enter the Imperial Naval Academy, where he performed reliably. He graduated from the Academy in the top third of his class — a respectable, if not noteworthy, accomplishment.

He did not distinguish himself until his first command: a squadron of transport vessels on convoy duty to the planet Gavryn. During a pirate attack on the convoy while it was entering Gavryn's orbit, Pellaeon — a mere ensign — managed to avoid capture by flying his vessel into the magnetic pole of the planet, fouling the enemy ship's sensors. As the pirate vessel moved to board the other ships in the convoy, he attacked and destroyed them.

He was immediately promoted to the command crew of the Star Destroyer *Chimaera,* eventually working his way up to second-in-command, the post he held until the Battle of Endor. During the Rebel assault on the Imperial fleet over Endor, the commander of the *Chimaera* was killed and Pellaeon assumed command. Pellaeon was one of the few Imperial commanders at the Battle of Endor prudent enough to retreat rather than be destroyed.

After the death of Grand Admiral Thrawn, Intelligence has had no further reports on Captain Pellaeon's activities, nor on those of the *Chimaera.*

### ■ Captain Gilad Pellaeon

**Type:** Imperial Navy Captain
**DEXTERITY 2D+2**
Blaster 7D+2, blaster: blaster pistol 8D+2, dodge 7D+2, grenade 7D+2, melee combat 6D+2, melee parry 6D+2, missile weapons 6D+2
**KNOWLEDGE 3D**
Alien species 6D, bureaucracy 9D, business 5D, cultures 5D, intimidation 7D, languages 6D, law enforcement 6D, law enforcement: Imperial law 8D+1, planetary systems 10D, tactics: capital ships 9D, value 6D+1, willpower 5D*
**MECHANICAL 3D+2**
Astrogation 8D, capital ship gunnery 6D+2, capital ship gunnery: concussion missiles 7D+2, capital ship piloting 8D+2, capital ship piloting: Imperial Star Destroyer 9D+2, capital ship shields 7D+2, communication 6D+2, repulsorlift operation 6D+2, sensors 6D+2, space transports 7D+2
**PERCEPTION 3D+1**
Bargain 7D+1, command 8D+1, command: Imperial Navy officers 9D+1, command: *Chimaera* crew 9D+2, con 7D+2, gambling 6D+1, hide 7D+1, investigation 7D+2, persuasion 6D+1, search 8D+1, sneak 7D+1
**STRENGTH 2D+1**
Brawling 3D+1, stamina 7D+1
**TECHNICAL 3D**
Capital ship repair 6D+1, capital ship weapons repair 5D, computer programming/repair 6D, demolition 5D, droid programming 5D, droid repair 4D, first aid 6D, repulsorlift repair 5D, security 8D
* Skill has been reduced due to the effects of Joruus

David Plunkett

C'baoth's mind tampering.
**Force Points:** 4
**Dark Side Points:** 13
**Character Points:** 20
**Move:** 10
**Equipment:** Imperial Munitions heavy blaster pistol (5D+1), Imperial uniform, comlink, datapad

## Joruus C'baoth

*From Voren Na'al's report to the New Republic Provisional Council,* An Analysis of Crisis, *published shortly after the destruction of Mount Tantiss.*

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

And then something changed.

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

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

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

C'baoth had his own ideas on how the Empire should be run. C'baoth apparently planned to rule the "new" Empire that Thrawn was creating, exerting particularly strong influence over the weaker-minded officers under his command. Unconfirmed reports from within Imperial circles claim that it was C'baoth's control of a well-known Imperial officer that led to the battle between Imperial factions during the assault on Mount Tantiss. Since the majority of the clones at Mount Tantiss were from approximately 20 basic genetic templates, C'baoth only needed to learn to control those 20 minds to control all the clones.

Joruus attempted to subvert Skywalker, and when that failed, "tested" Luke by pitting him against a clone in combat — a clone of Skywalker himself. After the clone was killed by Mara Jade, C'baoth lost control, and it was this instability, combined with the Force powers of Skywalker, Organa Solo and Jade herself, that eventually proved to be Joruus' undoing. Mara struck him down inside Mount Tantiss.

### ■ Jedi Master Joruus C'baoth
**Type:** Jedi Master
**DEXTERITY 3D+2**
Archaic guns 5D+2, bows 5D+2, brawling parry 9D+2, dodge 9D+2, lightsaber 9D+2, melee combat 8D+1, melee parry 8D+1, thrown weapons 6D+2
**KNOWLEDGE 2D\***
Alien species 3D\*, cultures 2D+1\*, intimidation 8D, languages 4D\*, streetwise 4D\*, survival 6D\*, willpower 5D\*

## Special Force Power: Force Scream

**Note:** This is an involuntary power that may be activated when the Dark Jedi loses control of his or her temper.

**Effect:** The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the Dark Jedi are capable of unleashing untold devastation.

The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating both the Dark Jedi and those who are unfortunate enough to be in close proximity.

The "Force scream," as it is called, has been called "a wave of hatred, amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease." A number of references to Dark Jedi in Old Republic archives often mention the Dark Jedi losing control, violently, in the final moments of battle with the Jedi affiliated with the light side of the Force.

In game terms, a Force scream is a reflex, usually occurring when Dark Jedi are provoked into losing their tempers. A Dark Jedi must make a Difficult *willpower* roll whenever angered to the point of rage; if this roll fails, the Jedi releases the Force scream. A Dark Jedi that fails this roll has all die codes reduced by 2D for one hour and must rest for one hour, or suffer an additional penalty of -2D until rested (penalties are cumulative).

The Force scream causes damage equal to the Dark Jedi's *alter* skill to all beings within 50 meters, including the Dark Jedi who unleashes this mental energy. Force-sensitive characters roll their *alter* dice to resist damage; those without the *alter* skill use *Strength* to resist damage.

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**MECHANICAL 2D+2**
Astrogation 4D+2, beast riding 4D+1, repulsorlift operation 5D+1
**PERCEPTION 2D\***
Bargain 6D\*, command 11D+1, con 8D\*, hide 8D\*, persuasion 7D, search 9D, sneak 7D\*
**STRENGTH 3D**
Brawling 6D+2, climbing/jumping 8D+2, stamina 8D
**TECHNICAL 2D+1**
Lightsaber repair 10D, first aid 5D+1, security 5D+1
\* These attributes and skills have been reduced due to the recent stresses Joruus has undergone, bringing forth his inherent mental instability.
**Special Abilities:**
*Force skills: Control 13D, sense 12D, alter 12D*
*Force powers (these are only some of the powers which Joruus has demonstrated):*
*Control:* Absorb/dissipate energy, accelerate healing, control pain, detoxify poison\*, emptiness, enhance attribute\*, hibernation trance, reduce injury, remain conscious, resist stun, short-term memory enhancement\*
*Sense:* Combat sense\*, danger sense\*, life detection, life sense, magnify senses, receptive telepathy, sense Force
*Alter:* Injure/kill, telekinesis
*Control and Sense:* Farseeing\*, lightsaber combat, projective telepathy
*Control and Alter:* Force lightning\*, inflict pain\*
*Control, Sense and Alter:* Affect mind, control mind\*, enhanced coordination\*, telekinetic kill\*
*Special:* Force scream\*\*
\* Described in the *Dark Force Rising Sourcebook*
\*\* Described in *The Last Command Sourcebook*
**This character is Force-sensitive.**
**Force Points:** 20
**Dark Side Points:** 35
**Character Points:** 19
**Move:** 10
**Equipment:** Lightsaber (5D), remote activator

## New Characters

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

### ■ Major Molo Himron

**Type:** Imperial Intelligence Unit Commander
**DEXTERITY 3D+1**
Archaic guns 4D+2, blaster 9D+2, blaster artillery 6D+1, brawling parry 8D+1, brawling parry: vs. martial arts 9D, dodge 8D+1, firearms 6D+1, grenade 7D+1, melee combat 8D+1, melee parry 8D+1, missile weapons 7D+1, pick pocket 5D+2, thrown weapons 6D, thrown weapons: knife 7D, vehicle blasters 6D+2
**KNOWLEDGE 3D**
Alien species 5D, bureaucracy: Empire 6D, business 5D+2, cultures 9D\*, intimidation 6D+2, intimidation: interrogation 7D+2, languages 9D\*, law enforcement 6D, law enforcement: Empire 9D, law enforcement: New Republic 8D+2, planetary systems 9D\*, streetwise 8D+2, survival 10D\*
**MECHANICAL 3D**
Archaic starship piloting 3D+1, astrogation 6D+2, beast riding 7D, communications 7D, ground vehicle operation 7D+2, hover vehicle operation 7D+2, repulsorlift operation 9D, space transports 6D+2, starfighter piloting 3D+2, swoop

Mike Vilardi

## Clone B-2332-54

Smelting Core D on Cloud City was one of the city's most efficient metal reclamation centers; Groggin, the Ugnaught in charge of this particular smelting core, always saw to that. Anything that could be melted down and reprocessed was shoved through the huge furnace that he kept running day and night. Droid parts, broken computers, metal food storage canisters and bulkhead fittings all rolled down the rumbling conveyer to be boiled down into base metals or usable alloys.

An unusual item amidst the clutter caught Groggin's squinting eye. Reaching into the stream of debris rolling past him, he deftly picked out the peculiar piece of rubbish that had caught his attention.



With a grunt of surprise, he turned over the cauterized stump of a Human hand, which was still clutching a strange metal cylinder. Checking the lot number, he saw that the hand had come from the lower air shafts. Apparently, the unusual piece of rubbish had been retrieved by the drones that kept the network of air shafts and pipes free of debris. *Now how in the worlds did this get down there,* the Ugnaught thought. *No matter. The metal is all that matters.*

Moving back to the conveyer, Groggin intended to incinerate the discarded hand and melt the odd metal cylinder down. Then, he heard the odd, mechanical hissing behind him. Turning, the short, stocky Ugnaught faced the two-meter tall, black robed figure in the doorway. The menacing figure gestured to Groggin.

"The hand. Give it to me," demanded the armored giant, his voice echoing eerily around the room.

Groggin, completely ignorant of galactic affairs, did not realize just who it was he was addressing. He immediately demanded 2,000 credits. "Got to cover costs, old boy," he grunted. "Though I've a feeling we could arrange a trade. The metal in that helmet could be useful. Not worth much, but still ..."

Lord Darth Vader, unused to such blatant disrespect, was actually taken aback, but only for a moment. "You will give me the hand. And the lightsaber. *Now*," he growled menacingly, emphasizing the dire threat implicit in each word.

"Now see here ..." began Groggin, but his voice trailed off in a muffled gag. With a flick of Vader's gauntleted wrist, the severed hand, still clutching the deactivated lightsaber in its grasp, floated to the Dark Lord of the Sith.

The other Ugnaughts in the room immediately swarmed to their leader, trying to find the cause of his mysterious coughing fit. The impertinent engineer was dead before they ever reached him. And later, they would swear that — if it was at all possible to tell — the evil Dark Lord radiated black pleasure. "Another trophy for the Emperor's vaults," Vader boomed. Turning on his heel, Darth Vader left the smelting chamber — and its dead master — behind him.

Boarding his shuttle, he ordered the pilot to lift off. *A pity, my son,* he thought. *You could have joined me and together ... we could have destroyed the Emperor and ruled the galaxy in his place.*

As he stared at the severed appendage in his hands, a sudden flash of insight struck the Dark Lord, realization dawning like the sunrise of Bespin. *Perhaps, if you will not be turned, little Jedi, a suitable substitute may be arranged.*

Suddenly, Vader was struck to his knees by the horribly powerful voice that rolled like fiery thunder through his brain. The pilots struggled vainly to ignore the Dark Lord's ... discomfort. "Yes, my servant," the voice boomed in his mind, dripping raw evil. "Come to Mount Tantiss, immediately. I shall meet you there, and we will discuss *my* new trophy."

"Yes ... my Master," Vader gasped, feeling an icy stab of dread in his soul, as the Emperor's mocking chuckle still echoed in his mind. His Master had detected his rebellious thoughts. This discussion would be most unpleasant. Most unpleasant indeed.

Illustration by Tim Eldred

operation 6D, walker operation: AT-ST 6D+2, walker operation: AT-PT 7D+2
**PERCEPTION 4D**
Bargain 4D+2, command 5D, command: Imperial Intel troops 10D*, con 6D, forgery 8D, hide 9D+2, persuasion 8D+1, search 7D, search: tracking 8D, sneak 10D
**STRENGTH 3D+2**
Brawling 5D, brawling: martial arts 8D+2, climbing/jumping 6D+2, lifting 6D+2, stamina 7D, swimming 6D
**TECHNICAL 3D**
Blaster repair 7D, computer programming/repair 8D, first aid 6D, ground vehicle repair 6D, hover vehicle repair 6D, security 10D*, walker repair 5D
* Some skills have been artificially enhanced by specialized training and mnemiotic drugs.
**Force Points**: 2
**Dark Side Points**: 2
**Character Points**: 19
**Move**: 12
**Equipment**: Blaster pistol (4D+1), encrypted comlink, fake IDs
**Capsule**: Major Molo Himron is one of the Empire's top intelligence operatives. Himron was handpicked by Emperor Palpatine to enter Intelligence training, a grueling marathon sequence of memory-enhancing drugs, subliminal re-education and physical conditioning.

Himron is an ideal Intel operative; he has no recognizable traits, and can blend into virtually any social situation. He has survived more combat and "hard target" situations than any other active Intelligence operative and is totally loyal to the Empire, no matter who is in charge.

Himron is approximately 1.6 meters tall, with a slightly heavy build and a lazy manner that belies the businesslike efficiency of the mind behind it. Completely ruthless, and able to calculate the variables of virtually any tactical situation, Himron is an extremely dangerous opponent.

## Fingal

Fingal is the personal aide to Governor Staffa of Berchest. He has a fairly influential position on the planet. Fingal's duties are outwardly administrative, but behind the scenes he is an Intelligence operative for the Empire.

Fingal was an ideal agent because of one particular talent: the ability to appear to be completely devoid of ambition, imagination and talent. This bland Human, while competent at his "cover" job, is not inspired. This lack of drive masks a sharp mind, honed by years of training.

Fingal served on Berchest for nearly a decade. After Endor, with the Emperor dead, he believed that his espionage career was over. He has recently been "re-activated" as an agent by Grand Admiral Thrawn, who has ordered Fingal to keep a close eye on Governor Staffa and look out for any contact with Luke Skywalker or Talon Karrde. Fingal gladly resumed his intelligence duties, and looks forward to a chance to fully "rejoin" the ranks of the Empire.

Fingal is short and chubby, with broad shoulders and a barrel chest. He is balding, with a thick graying mustache. Fingal usually wears his Berchestian Civil Service uniform.

### ■ Fingal
**Type**: Imperial Agent
**DEXTERITY 2D+1**
Blaster 3D, blaster: hold-out blaster 5D, brawling parry 4D+2, dodge 4D
**KNOWLEDGE 2D**
Bureaucracy 2D+2, bureaucracy: Berchestian government 5D
**MECHANICAL 4D**
Communications 4D+2, repulsorlift operation 5D
**PERCEPTION 2D**
Con 6D, forgery 6D, hide 5D, investigation 5D, sneak 6D
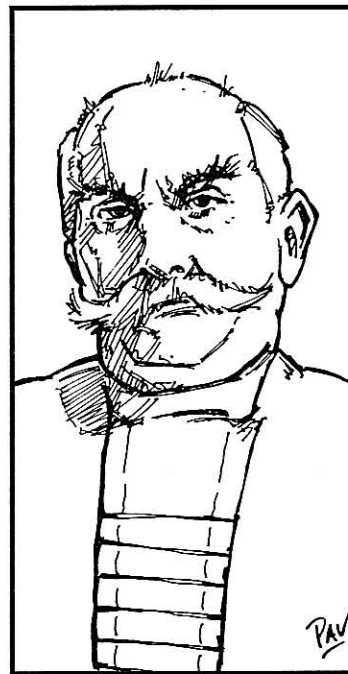**STRENGTH 3D**
Brawling 3D+2
**TECHNICAL 3D+2**
Computer programming/repair 5D
**Character Points**: 4
**Move**: 9
**Equipment**: Berchestian civil servant's uniform, hold-out blaster pistol (3D), comlink, datapad.


■ Fingal

### ■ Lt. Rejlii Mithel
**Type**: Imperial Gunnery Officer
**DEXTERITY 2D+1**
Blaster 5D
**KNOWLEDGE 2D**
Bureaucracy 2D+2, bureaucracy: Imperial Navy 4D
**MECHANICAL 4D**
Capital ship gunnery 6D, capital ship gunnery: tractor beams 7D+2
**PERCEPTION 3D+1**
**STRENGTH 3D+2**
Brawling: martial arts 4D
**TECHNICAL 3D+2**
Capital starship weapon repair 5D, capital starship weapon repair: tractor beam 6D
**Move**: 10
**Equipment**: Imperial Navy uniform, blaster pistol (4D), comlink, datapad
**Capsule**: Ensign Rejlii Mithel was a young officer serving aboard the Star Destroyer *Chimaera* as a weapons technician, specializing in the vessel's tractor beam systems. During an encounter with a New Republic vessel, he gained the notice of Grand Admiral Thrawn. The Ghtroc freighter the *Chimaera* was pursuing disintegrated into a bunch of highly reflective particles, fouling the targeting sensors, and freeing the X-wing starfighter hidden inside: a


■ Lt. Rejlii Mithel

## Imperial Intelligence Agents

Imperial Intelligence agents are the shadow warriors of the Empire: behind-the-scenes fighters with a reputation for doing the impossible. Every day. Before breakfast.

Intel agents are the special operatives that the Emperor used for whatever clandestine "dirty work" he needed done, without having to go to the bother of activating one of his Hands (which could possibly expose their identities). Espionage, covert intelligence gathering, extraction or execution of possible security risks, procuring needed technology — whatever tasks the Emperor laid before them, Intel agents got the job done.

Intel agents are organized into two distinct operational groups: solo operatives and Intel teams. Solo operatives are the lone wolves who can be trusted to operate effectively, even when they are completely cut off from contact with higher authorities. Highly trained and dedicated, these operatives are considered to be "super agents" by COMPNOR and the other arms of Imperial Intelligence. Often, solo Intel agents were recruited by the Emperor to serve as his "hands." Solo operatives were answerable only to the Emperor and a few of his top advisors.

### ■ Typical Imperial Intelligence Solo Agent

**Type:** Intel Solo Agent
**DEXTERITY 3D+1**
Archaic guns 4D+2, blaster 6D+2, blaster artillery 5D+1, brawling parry 6D+1, dodge 7D+1, firearms 6D+1, grenade 5D+1, melee combat 6D+1, melee parry 6D+1, missile weapons 5D+2, pick pocket 5D+2, thrown weapons 6D, vehicle blasters 5D+2
**KNOWLEDGE 3D**
Alien species 5D, bureaucracy 6D, business 5D+2, cultures 6D*, intimidation 5D+2, languages 7D*, law enforcement 6D, planetary systems 7D*, streetwise 6D+2, survival 6D+2*
**MECHANICAL 3D**
Archaic starship piloting 3D+1, astrogation 5D+2, beast riding 6D, communications 5D, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 7D, space transports 5D+2, starfighter piloting 3D+2, swoop operation 5D, walker operation 6D+2
**PERCEPTION 4D**
Bargain 4D+2, command 5D, con 5D, forgery 5D, hide 6D+2, persuasion 6D+1, search 6D, sneak 6D
**STRENGTH 3D+2**
Brawling 5D, climbing/jumping 4D+2, lifting 4D+2, stamina 6D, swimming 4D
**TECHNICAL 3D**
Computer programming/repair 6D, first aid 6D, ground vehicle repair 6D, hover vehicle repair 6D, security 7D*, walker repair 5D
* Some skills have been artificially enhanced by specialized training and mnemiotic drugs.
**Force Points:** Varies, typically 1-5
**Character Points:** Varies, typically 5-15
**Move:** 10
**Equipment:** Blaster pistol (4D+1), encrypted comlink, fake IDs

## Imperial Intelligence Teams

Imperial Intel teams are dangerous as solo operatives. They are conditioned to function in units ranging in size from three to 16 agents. Intel teams are often used to soften up hard targets to pave the way for impending invasion forces, as well as for standard intelligence duties.

Most Intel team members are recruited from elite commando units and are used for combat-oriented missions rather than standard espionage duties. They operate in much the same manner as Rebel Special Operations Teams (see *Galaxy Guide 9: Fragments from the Rim*, pages 14-21 for more information). These teams travel "light" between assignments; whatever equipment they may require for a particular mission is requisitioned from Imperial stores near the actual mission site, or stolen from the nearest enemy depot. Whenever they are not assigned a mission, they often create their own (often leading to considerable enemy losses). They are implacable, incorruptible enemies.

Intel teams usually consist of at least one communications specialist with *communications* skill of 9D; one heavy weapons specialist, with *blaster: heavy blaster* 10D, *blaster: blaster rifle* 10D, *blaster artillery* 10D, and *missile weapons* 9D; and one scout specialist with *search* 10D, *search: tracking* 10D+1, and *sneak* 10D.

### ■ Typical Intelligence Team Member

**Type:** Intel Team Member
**DEXTERITY 3D+1**
Archaic guns 3D+2, blaster 5D+2, blaster artillery 5D, brawling parry 6D, dodge 6D, firearms 6D+1, grenade 5D, melee combat 5D, melee parry 5D, missile weapons 5D, thrown weapons 6D, vehicle blasters 5D+2
**KNOWLEDGE 3D**
Alien species 5D, intimidation 5D+2, languages 6D+1*, law enforcement 6D, planetary systems 6D*, streetwise 6D+2, survival 6D+2*
**MECHANICAL 3D**
Astrogation 4D+2, beast riding 5D, communications 4D, repulsorlift operation 6D, space transports 5D, starfighter piloting 4D, swoop operation 5D, walker operation 5D
**PERCEPTION 4D**
Bargain 4D+2, command 5D, con 5D, forgery 4D+1, search 6D, sneak 6D
**STRENGTH 3D+2**
Brawling 5D, climbing/jumping 4D+2, lifting 4D+2, stamina 6D, swimming 4D
**TECHNICAL 3D**
Computer programming/repair 5D, first aid 5D, security 7D*, walker repair 5D
* Some skills have been artificially enhanced by specialized training and mnemiotic drugs.
**Force Points:** Varies, typically 1-5
**Character Points:** Varies, typically 5-15
**Move:** 10
**Equipment:** Blaster pistol (4D+1), encrypted comlink, fake IDs

textbook covert shroud gambit. Since Mithel knew that the starfighter would be out of range of the tractor beam before the reflective particles dispersed, Mithel attempted to shift them himself. Switching the tractor beam unit over to "sheer-plane mode," he locked onto the cloud of fragments and activated the beam.

The unit immediately froze up, its control computer unable to handle the myriad of constantly changing variables it was forced to compensate for. The X-wing escaped. Thrawn, recognizing that Ensign Mithel had devised an innovative tactic, promoted him to the rank of lieutenant and ordered him to find a workable solution to the covert shroud gambit.

Mithel is young, energetic and dedicated to the Empire. He is typical of the courageous, talented breed that Admiral Thrawn intended to mold into the backbone of a new Empire. Time will only tell if Mithel's future contributions to the Imperial war effort are as considerable as his potential indicates.


■ Lt. Reynol Kosk

## ■ Lt. Reynol Kosk
**Type:** Imperial Army Officer
**DEXTERITY 3D**
Blaster 5D, dodge 5D, grenade 4D
**KNOWLEDGE 2D**
Bureaucracy 4D
**MECHANICAL 2D**
Repulsorlift operation 4D
**PERCEPTION 2D**
**STRENGTH 3D+1**
Brawling 4D+1
**TECHNICAL 2D**
**Move:** 10
**Equipment:** Imperial Army uniform, blaster pistol (4D), comlink, datapad, survival pack
**Capsule:** Lieutenant Reynol Kosk was a minor Imperial Army officer stationed in the Imperial garrison on the planet Trogan. Kosk was bribed by starship thief Niles Ferrier to launch an attack on a congregation of smugglers assembled by Talon Karrde. Ferrier, hoping the staged attack would help him gain the smugglers' trust, miscalculated Kosk's actual ability. Kosk and the majority of the squad he led into battle were killed.

Kosk was the kind of soldier that Thrawn hoped to eliminate from the Empire's ranks. He was more interested in personal wealth and power than the greater good of the Empire. He was a liability to Thrawn and his plans. Kosk's actions gave Karrde a perfect excuse to firm up the smuggler coalition, which eventually led to Thrawn's downfall.

## ■ General Freja Covell
**Type:** Young Imperial General
**DEXTERITY 2D**
Blaster 5D, blaster: repeating blaster 5D+1, blaster artil-

lery 3D+2, blaster artillery: anti-vehicle 5D+2, brawling parry 4D, dodge 5D, grenade 4D, vehicle blasters 5D, vehicle blasters: heavy laser cannon 8D+1
**KNOWLEDGE 3D+1**
Bureaucracy 6D+1, intimidation 5D+2, languages 4D+1, law enforcement 4D+1, law enforcement: Imperial law 6D+1, streetwise 5D+1, survival 6D+1, tactics: ground assault 10D+1, tactics: squads 7D+2, value 4D+2, willpower 5D+1
**MECHANICAL 3D+2**
Ground vehicle operation 4D+2, hover vehicle operation 5D+2, repulsorlift operation 4D+2, sensors 4D+2, walker operation 6D+2, walker operation: AT-AT 9D+1
**PERCEPTION 3D**
Bargain 5D, command 7D, con 4D, investigation 5D, persuasion 4D+2, search 6D
**STRENGTH 3D**
Brawling 5D, stamina 5D
**TECHNICAL 3D**
Armor repair 4D, demolition 4D, hover vehicle repair 4D+1, security 4D, walker repair 5D
**Force Points:** 1
**Dark Side Points:** 2
**Character Points:** 17
**Move:** 10
**Equipment:** Imperial Army uniform, heavy blaster pistol (5D), comlink
**Capsule:** General Freja Covell was one of the more promising officers in Thrawn's Empire. Formerly a junior officer in General Veers's regiment, Covell learned the basics of ground combat and picked up the fine points of AT-AT operation and strategy from Veers, one of the recognized authorities on the huge war machines.

After Endor, Covell was promoted to major general, in charge of the *Chimaera's* ground forces. General Covell relished this assignment, teaching all he had learned from the Academy, from Veers and from the field. While his troops were still very "green," lacking all but the most rudimentary field experience, they had tremendous potential, especially under such a skilled commander.

Covell thought that his troops reflected the "new" Empire: capable, skilled and daring. He sincerely believed that the Republic was corrupt and weak and destined to fall. Covell particularly looked forward to an attack on Coruscant and the Core.

Covell was assigned to take command of the Mount Tantiss project, and was en route to Wayland when Joruus C'baoth took over the general's mind. Jedi have often demonstrated the ability to plant "sugges-


■ General Freja Covell

## Not What He Expected ...

The shuttle landed with precision as it halted in its docking slot in the hangar bay of Mount Tantiss. "Attention," announced Colonel Selid. His voice was not loud, but it was determined and confident. He knew his orders would reach the legion of troops assembled in formation at the foot of the shuttle's landing ramp. With a clank of metal-heeled boots, the line of troops stiffened in unison.

Selid allowed himself a moment of pride in his troops, pleased that they displayed such professionalism, particularly given who their visitor was. It wasn't often that such a noteworthy officer, especially one who had served under the legendary General Veers, came to visit. Serving under Covell would be a welcome change of pace from the relative boredom inherent in commanding such a remote garrison. Remote was a very apt description of the Tantiss installation. *Backwater, useless assignment,* thought Selid.

Selid felt a small, illogical kinship to Covell. Both officers were young and known for their preference to lead troops at the front lines rather than from a safe command bunker. *A pity that this C'baoth ... person is accompanying the General,* thought Selid. *Civilians have no place here.*

Selid snapped to attention as the shuttle's ramp lowered and the vessel's occupants began to exit. Selid noted with disdain the unkempt hair and beard of the robed figure who emerged first. *That must be C'baoth,* he thought.

C'baoth was followed by General Covell.

"General Covell," Selid announced, saluting. "I stand down as base commander and relinquish authority to you by order of Grand Admiral Thrawn."

Covell smiled vacantly, and returned the salute clumsily, as if he had never performed the motion before. "Er ... yes ... um ... Colonel, is it? Not just yet. I will assume command ... in the morning."

"General," Selid began warily, thoroughly surprised. "I respectfully request that you assume command *now*. My orders state that you are to be granted command *immediately* upon your arrival. Sir."

C'baoth muttered something into the General's ear. Covell stared blankly ahead. After a brief pause, Covell turned his vacant stare on Selid again and said, "Colonel, your security is ... lax. I need to speak to my troops. Where is the mess hall?" The General's voice was monotone, mechanical.

*Oh, well,* thought Selid. *An officer with Covell's reputation can probably get away with being eccentric.* Sighing, the Colonel led the General to the mess hall. *Maybe he's just hungry.*

"Begging the General's pardon, but may I ask what is wrong with the mountain's security?" asked Selid, hoping that getting the General to discuss tactical matters might help him find some common ground with this unusual officer.

C'baoth murmured something again. *What in the suns is that man doing?* wondered Selid.

"My orders ... come from the Grand Admiral himself. I will ... notify you very soon as to what changes you will implement in ... your security procedures. You will leave us." General Covell spoke slowly, and seemed to be staring at something past Selid's ear.

"Yes, sir," Selid said. "Would you like me to order the garrison troops to attend this meeting? If you are discussing security measures, I'm sure you will want the rest of the base to hear it."

"No," said Covell, pausing. "Just the troops that I brought aboard the *Draklor* will be ... sufficient. You may go."

"Sir?" Selid was thoroughly confused by the General's attitude and the abrupt dismissal. "Shouldn't I be present for your discussion of security arrangements? As your second in command ..."

"You," General Covell, a faint, empty smile playing across his lips, "may ... go."

The door to the mess hall slid shut, leaving a very puzzled Colonel Selid standing on the other side, listening to Joruus C'baoth's mocking laughter. Selid wondered precisely what was so amusing.

tions" in a target's mind, but few Jedi have ever attempted to totally supplant a person's mind. C'baoth effectively addicted Covell to the touch of the Dark Jedi's mind.

Unfortunately for Covell, when their shuttle entered the influence of the ysalamiri at Mount Tantiss, the loss of mental contact with C'baoth wiped out the young General's mind completely. While the General's systemic functions — respiration, heartbeat and so on — continued, the General himself was rendered almost catatonic. C'baoth managed to plant one last series of "suggestions" in the General's mind.

Covell was "instructed" by C'baoth to order his troops to disperse outside the mountain after stripping one of the supply rooms of field gear and explosives. C'baoth planned to use these troops in a battle to "liberate" himself from the influence of the ysalamiri. Once Covell carried out these instructions, the tissue of his brain, traumatized by the Jedi Master's influence, simply shut down and the promising young officer died.


■ Col. Kleyn Selid

General Covell."). He takes virtually no leisure time: when he is awake, he is on duty. He disbelieves what he has heard about the Jedi and the Force. To him, it is all so much mystical claptrap. He is also very skeptical of Grand Admiral Thrawn's claims that the ysalamiri were necessary to the cloning process. He ignored C'baoth when the Jedi was brought to Mount Tantiss, considering the old man to be the lowest form of life: a civilian with no respect for military men.

Colonel Selid is a fit, healthy Human, with a muscular build. His close cropped brown hair, blue eyes and handsome features often remind fellow Imperials of the recruiting holos that festoon the major military recruitment offices of the Empire. His good looks are offset by his steely determination and professionalism and his often arrogant manner of speech.

## ■ Colonel Kleyn Selid

**Type:** Imperial Army Colonel
**DEXTERITY 3D**
Blaster 5D+2, blaster artillery: anti-infantry 5D+2, dodge 4D+2, vehicle blasters 4D
**KNOWLEDGE 2D**
Bureaucracy: Empire 4D+2, survival 4D
**MECHANICAL 3D+2**
Ground vehicle operation 5D+2, hover vehicle operation 5D+2, repulsorlift operation 6D+2
**PERCEPTION 2D**
Command 5D+2
**STRENGTH 4D**
Brawling 4D+2, stamina 4D
**TECHNICAL 2D**
**Character Points:** 2
**Move:** 10
**Equipment:** Imperial Army uniform, heavy blaster pistol (5D), comlink
**Capsule:** Colonel Selid is young for an Imperial Army Colonel, though he has earned his rank. His assignment as temporary commander of the Emperor's hidden storehouse at Mount Tantiss frustrated Selid because he wanted to lead troops on the field rather than from behind a desk. Since Grand Admiral Thrawn seized control of various fragments of the Empire, Selid wanted to lead ground forces into battle rather than be a glorified "baby-sitter." When Joruus C'baoth returned to Wayland, Selid believed that action was unlikely. He was wrong.

Selid is professional in all his activities ("I regret to inform you, Admiral, of the sudden death of

## ■ General Theol Drost

**Type:** Young Imperial General
**DEXTERITY 2D**
Blaster 4D, brawling parry 5D+2, dodge 5D
**KNOWLEDGE 3D+1**
Bureaucracy 5D, tactics: ground assault 7D, tactics: space perimeter security 6D+1
**MECHANICAL 3D+2**
Beast riding 5D, walker operation 4D
**PERCEPTION 3D**
Command 5D, investigation 5D
**STRENGTH 3D**
Brawling 4D+2
**TECHNICAL 3D**
First aid, 3D+2, security 6D
**Character Points:** 2
**Move:** 10
**Equipment:** Imperial Army uniform, heavy blaster pistol (5D), comlink
**Capsule:** General Drost is a sound tactical thinker, particularly in matters involving the security of space installations. After serving for nearly a decade as the commander of a number of space station garrisons, ammo dumps and fueling centers, Drost was promoted to security chief at the Bilbringi shipyards.

A recent attack by Talon Karrde's smuggler group left the shipyards a shambles and cost the Empire a nearly-completed Star Destroyer. Drost's career depended upon the redesign of shipyard security. His attempts failed miserably, as shown by the Republic's final attack on Bilbringi.

General Drost is short and stocky, reminding fellow officers of a commando rather than a security specialist. Barrel chested, thick-armed and bulky, the General is a formidable looking individual.

# Chapter Three Tactics and Battles

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

The events of the last few months have been punctuated by some of the fiercest and most grueling battles in the history of the war against the Empire. The tactics of beings like Admiral Ackbar, Grand Admiral Thrawn and Senator Garm Bel Iblis have led to strategy innovations at a rate unprecedented since the darkest days of the Clone Wars. To paint a more complete picture of recent events, the Provisional Council has ordered an account of the battle strategies used.

## The Battle at Ukio

Perhaps one of the most technically demand-ing and ingenious attacks of the war was launched against the planet Ukio. Ukio, one of the New Republic's key agricultural production facilities, was conquered by the Empire with its shield generators *intact*.

Studying evidence provided by eyewitnesses, a clear picture is painted of the cunning of Thrawn and his attack.

Piecing together information from intelligence reports and eyewitness accounts, the true nature of Thrawn's plan becomes clear: the loss of Ukio was the result of a well-executed hoax. Employing the Force-enhanced coordination skills of Joruus C'baoth and utilizing the Emperor's cloaking-shield technology, Thrawn was able to convince the citizens of Ukio that the



Tim Eldred
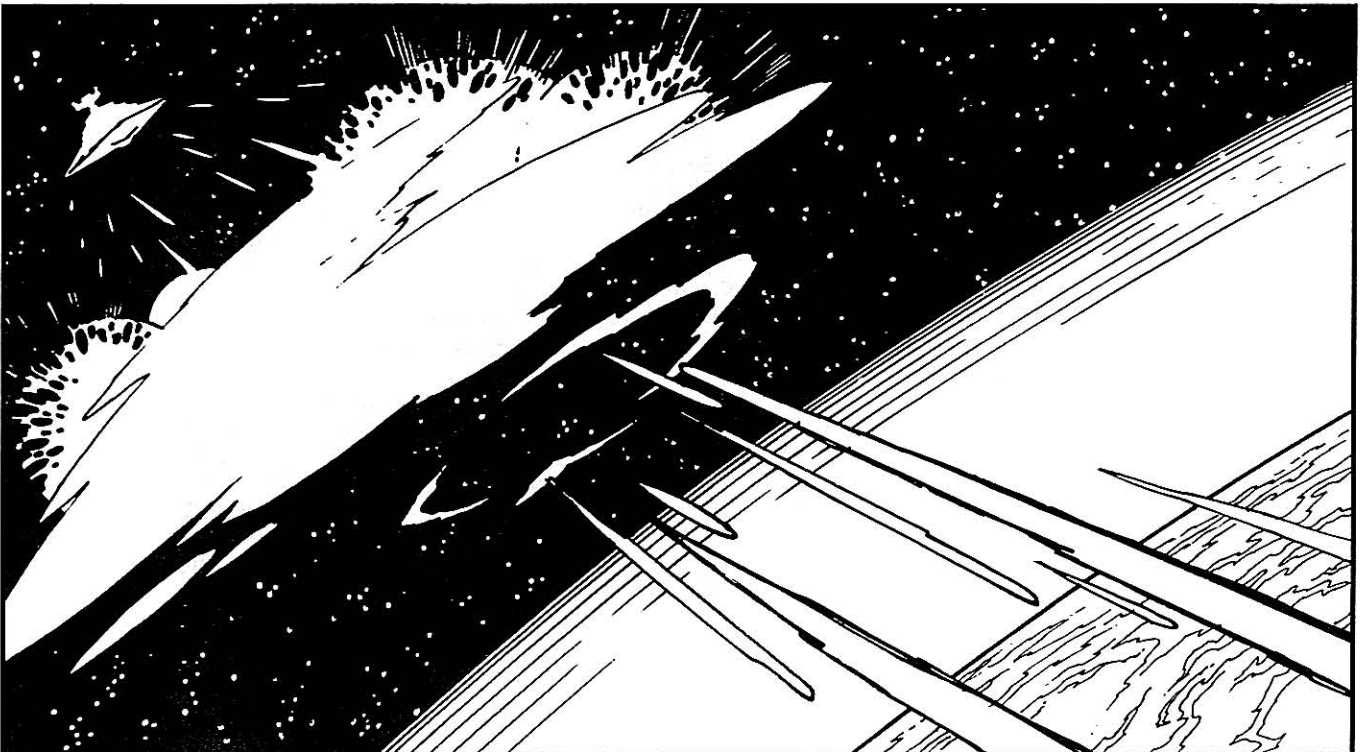
## News From Ukio

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

The conquest of Ukio was a major propaganda boost for the Empire, and received widespread attention throughout the galaxy. Virtually every major news service and information network carried the news of the battle from the heart of the New Republic to the outermost newly settled territories. I find it *extremely* interesting (and occasionally amusing) to note the wildly different opinions expressed by the various reports and editorials, from news sources both reputable and lurid:

**TriNebulon News report, DataPage 1023.1:**

"Unconfirmed reports from the planet Ukio have alluded to a new 'super weapon' the Empire has used to subdue the planet. Casualty reports range from the thousands to the millions, and rumors abound of a new Death Star-type weapon in the service of the Empire.

"An unidentified official, believed to be from the shield operation division of the Ukian Defense Service, has claimed that Ukio was attacked by a ship or creature with wings of fire, that launched plasma-based attacks straight through the energy field. This official states, 'The demon-beast is a creature from Ukian mythology: it is called the X'Cal, and is a harbinger of the planet's destruction. The end of our time must be near, especially if the Empire has bent the X'Cal to its will ...'"

**Imperial HoloVision News report, DataPage 8723.834:**

"Loyal Citizens: The Empire has once again struck a terrifying blow to the upstart government that is, at heart, the so-called 'Rebel Alliance.'

"The terrorists who have installed themselves in the place of Emperor Palpatine cower before the might of the Empire. The planet Ukio was recently liberated from this presumptuous 'New Republic' by the superior tactics and firepower of the Imperial Navy.

"Ukio's freedom means an elimination of Republic foodstuff tariffs on Ukio. Presumably, Imperial tax levels will fall back to their previous level ..."

**Sektor 242 NewsLine report, DataPage 3642.3:**

"The recent spate of reports from the planet Ukio have led to almost universal panic among the member worlds of the New Republic. The Empire's new 'super weapon' (if it exists) may manage to cause considerable trouble for the fledgling government.

"It is important to note, however, that all reports of the devastating power of this alleged weapon are strictly rumor and conjecture. A minimum of hard data has escaped from Ukio, and most of it through questionable or pro-Imperial propaganda channels. It is equally likely that the Empire has developed a new, unexpected subterfuge, strategy or tactic to capture Ukio, rather than developing the technology required to render shield generators useless ..."

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Empire had developed a super weapon capable of penetrating planetary shields with no discernible effort.

New Republic Intelligence revealed that Thrawn possessed a working cloaking device, though conventional military wisdom states that such a device is impractical because it blinds the user's sensors as well as the opponent's. Thrawn apparently did not subscribe to *conventional* military wisdom and found an incredibly shrewd use for the device.

When the leader of the Ukian people refused to surrender, the Star Destroyer *Chimaera* opened fire ... straight through the shield. Faced with the impossible—a weapon that penetrated the shields — and against which the Ukians had no defense, Ukio surrendered.

In reality, Thrawn was able to cloak four small *Carrack*-class cruisers and well before the attack place them in Ukio's atmosphere, underneath the boundary of the planet's shields (50 kilometers above the planet's surface). There, undetectable to Ukian sensors, the Imperial vessels remained hidden, until the Imperial fleet appeared, demanding surrender.

Thrawn ordered the Imperial fleet to open fire on Ukio. The Ukians then registered repeated hits on the planetary surface. To the Ukians, it appeared that the Empire had developed turbolasers that could fire directly through planetary shields. In reality, the tactic was an elaborate trick. Using the Force powers of Joruus C'baoth, the Empire aligned the Carrack cruisers to precise coordinates directly underneath the Imperial Star Destroyer in upper orbit. C'baoth coordinated the shots of the Star Destroyer with salvos from the cloaked Carrack cruisers. While the Star Destroyer's shots were
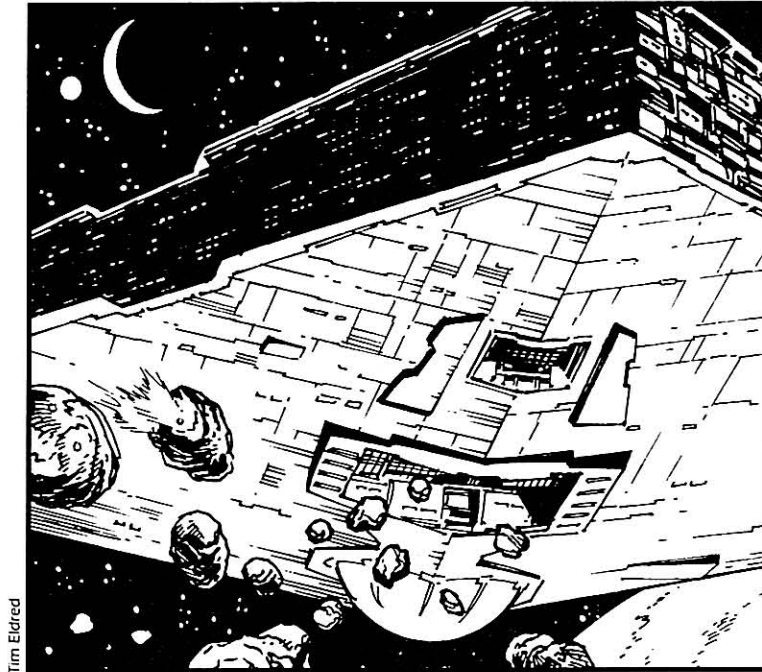
Tim Eldred

absorbed by the energy shield, the Carracks, underneath the shield, were able to deliver pinpoint shots following the exact trajectory of the Star Destroyer's salvos. C'baoth maintained constant mental contact with the vessels' crews and controlled their movements and firing patterns to create multiple simultaneous firings. Faced with the threat of total destruction, Ukio had no choice but to surrender.

Thrawn's victory at Ukio achieved a twofold objective. First, the capture and subjugation of a huge agricultural production facility had tremendous supply benefits to the Empire. Second, the idea of another Imperial super weapon wreaking havoc on the planets of the New Republic was a huge propaganda victory for the Empire, and it came at a time when New Republic morale was very low. Since the victory was so decisive, it received widespread dissemination throughout Republic and Imperial space.

## The Siege of Coruscant

Symbols are extremely important to the New Republic. That the new government has taken the traditional capital of the Empire, and the Republic before it, is an important symbol of change to the galaxy. The fact that Thrawn could so masterfully manipulate this symbolism to his own advantage underscores the importance of the Siege of Coruscant.

Thrawn's attack was sudden, unpredictable, and timed when there was no clear leader of the New Republic defense force on Coruscant. Admiral Ackbar was away from Coruscant on other

fleet duties. Garm Bel Iblis, a brilliant tactician in his own right, was unable to take command because at the time he was still independent of the Republic's power structure (not to mention the fundamental distrust of each other he and Mon Mothma shared). That left Admiral Drayson, a competent if somewhat uninspired tactician, in command.

Thrawn's forces were devastating Drayson's starfighter and capital ship defense, due in part to Drayson's inability to utilize the strengths of the Golan defense platforms protecting Coruscant. Drayson was ordering the Republic ships to stage their defense in high orbit over Coruscant, forcing the Republic forces to battle toe-to-toe with the more heavily armed and more numerous Imperial ships. The Golans' weapons were not accurate enough at that range to be useful: the weapons were just as likely to hit friendly Republic vessels and the enemy Imperials.

As the battle began to "turn ugly," Bel Iblis assumed command. Bel Iblis immediately ordered New Republic vessels back towards the planet to force Imperial ships to come within range of the planetary defenses. Shortly thereafter, Thrawn's master plan became evident; Bel Iblis had played right into Thrawn's hands.

Instead of following the Republic ships, and thereby coming into range of the Golan platforms, the tractor beam emplacements of the attacking Star Destroyer began registering multiple launches — numbering in the hundreds — but New Republic sensor sweeps indicated that nothing was launched. Then, a collision between a New Republic ship and *something* revealed to the New Republic tacticians that the Imperials were indeed up to something. Bel Iblis fired ion beams at the area near the collision, and managed to find the object the New Republic ship had struck: a cloaked asteroid.

Then, the New Republic determined that the Imperials had made over 270 such "empty launches" — there were potentially that many undetectable cloaked asteroids orbiting Coruscant. The Imperial strike force retreated, leaving the New Republic to sort out exactly what to do. If the planetary shields were lowered, undetectable asteroids could fall to the planet's surface, killing millions of civilians. Coruscant was effectively cut off from the rest of the galaxy.

The cunning of the plan was remarkable; Thrawn knew he could deal yet another telling blow to the New Republic's morale by isolating its leadership, without unnecessarily tying up his forces in a drawn out siege.

The military minds on Coruscant developed

## The Covert Shroud Gambit

*Excerpt from a captured Imperial Communique*

**To:** Grand Admiral Thrawn
**From:** Lieutenant Rejlii Mithel
**Re:** The Covert Shroud Gambit

Grand Admiral Thrawn:

As per your request, sir, I have studied the so-called "covert shroud gambit" that has been successfully utilized by the Rebellion in the past.

This particular maneuver, historically a favorite of smugglers and pirates, consists of three phases: *acquisition, shroud* (or *blinding)* and *escape.*

The acquisition phase occurs when the target vessel is acquired or nearly acquired by a tractor beam. At this point, the target vessel has three options: surrender, suicide, or *shroud.*

The *shroud* phase consists of the expulsion of some form of sensor-confusing countermeasures. Trac-reflective particles are the most effective, as they foul the targeting lock on a tractor beam's control computer. Treated dust that emits hard radiation is also effective, though it also damages the target vessel. It is also known that the covert shroud sensor blinding phase was once accomplished against a Corporate Sector Authority Dreadnaught when the target vessel dumped a large quantity of grain into the tractor beam. Since the tractor beam attempts to lock onto thousands — even millions — of particles at one time, the hold on the larger mass is lost.

The escape phase is simply what the name implies: the target vessel takes advantage of the distraction and makes a jump to lightspeed. When employed properly, the target vessel's pilots can often program the jump on-site rather than activate pre-programmed jump coordinates, as the tractor beams cannot re-acquire until the dust cloud disperses.

A number of suggestions have been forwarded regarding methods of thwarting this tactic, with little or no success. Repositioning of the chase vessel to avoid the shroud is the most common, though a skilled pilot can keep the dust cloud between his ship and the pursuing vessel.

A more radical strategy that has been employed in the past is the introduction of a "charged particle missile." The missile could conceivably pass an opposed charge through the particle cloud and force the particles to cluster. Then, the tractor beam operator could fire his weapon *around* the "particle clusters" and capture the target. Unfortunately, in actual combat operations this method has proven less than successful. The missile pod requires precise calibration, and can be knocked out of alignment by simple storage and handling. In one field test, the polarity of the charge was reversed by mishandling and actually expanded the shroud, rather than contracting it.

Current Imperial doctrine suggests blanket firing of turbolasers in the general vicinity of the target vessel, in hopes of obtaining a "lucky shot." This is of no value in a situation where a target must be captured alive.

Admiral, at your encouragement, I have attempted to employ the tractor beam itself to disperse the blinding dust cloud. By switching over to "shear-plane mode" (see datapage 87,126 of the *Imperial Tractor Beam Primer*) it should be possible to artificially "move" the cloud out of the way. Unfortunately, the control computer module of a standard tractor beam emplacement cannot handle the conflicting sensor signals of trac-reflective particles and enters a shutdown cycle, or "loop snarl." As I do not have the technical expertise to reprogram the control-computer, I formally request a level three computer technician be assigned to the task, as outlined in my accompanying report. If the reprogramming is successful, I believe we may have found a way to thwart the "covert shroud gambit."

Respectfully,

*Lt. Rejlii Mithel*

Lt. Rejlii Mithel



Illustration by Dan Schaeffer

a plan to locate the hidden asteroids: by distributing sensor-reflective dust in low orbit, and then bombarding the dust cloud with a negative ion beam (re-polarizing the dust), the dust particles repelled each other and spread out, showing "turbulence" in the sensor readings where the asteroids passed through the clouds. The plan was a limited success; it could only be employed in small areas in a time consuming process.

The siege was broken by the timely arrival of Talon Karrde, who provided evidence of the true number of asteroids in orbit. He had learned this information during the smuggler attack on the Bilbringi shipyards, although at the time he did not realize the significance of what he had discovered. Grand Admiral Thrawn had launched a mere 22 asteroids over Coruscant. The other launches the New Republic detected were "empty," yet had effectively stopped the Republic's government.

## Screen Formation

Wedge Antilles, leader of the legendary Rogue Squadron, has been instrumental in the development of new and daring starfighter maneuvers and tactics. Perhaps the most unusual of Antilles's maneuvers is the "screen formation."

The screen is used to provide maximum coverage for an unprotected vessel, while using a minimum of starfighter cover. While it is very useful, the maneuver requires a great deal of skill and timing (and more than a little nerve).

### Screen Formation (Optional Rule)

In game terms, a screen formation can be utilized by three or more starfighters. It is assumed that the player characters have pre-arranged a flight order and a jump pattern, and as such players must declare the pattern in advance.

Each maneuver in the screen formation requires an Easy *starfighter piloting* roll when cover is provided by three or four starfighters. Cover by five or six starfighters requires a Moderate *starfighter piloting* check for each maneuver. Seven or more fighters in formation require a Difficult *starfighter piloting* roll for each maneuver. The central vessel must make Easy piloting rolls for each round that starfighters are providing cover in formation. Pilots failing this roll by one to five points add +5 to the difficulty of the next piloting check; pilots failing this roll by six or more points collide with one of the other ships (determine randomly), doing 4D damage to each.

If the screen formation check is successful, any enemy ships suffer an increased difficulty of +2D to attack the screened ship.

The screen formation centers around the unprotected vessel. The escort starfighters form an intricate "sphere" around the ship. Rather than maintaining positions relative to the protected ship, the starfighters constantly swap position.

On the average, six or more starfighters are used to cover the central vessel. One starfighter flies ahead of the central vessel, one flies behind, one to port, one to starboard, and when possible, one each above and below the protected vessel.

Starfighters in the screen formation "swap" position at short intervals with their "adjacent" starfighters. For example, the ship in the fore moves aft, the starboard fighter moves port, and so on.

The screen formation has been used effectively as a distraction before a "Cracken Twist." Since a Cracken Twist is used to confuse enemy eavesdroppers, the phrase "Cracken Twist" is what usually initiates a screen, before jumping to hyperspace. Screening fighters maintain the "zigzag" pattern as long as possible before jumping to hyperspace to further confuse enemy tracking efforts. Often, squadron leaders will tailor the actual jump order to avoid predictability in combat. The only real constant is that the fore, aft and protected vessel all jump at roughly the same time.
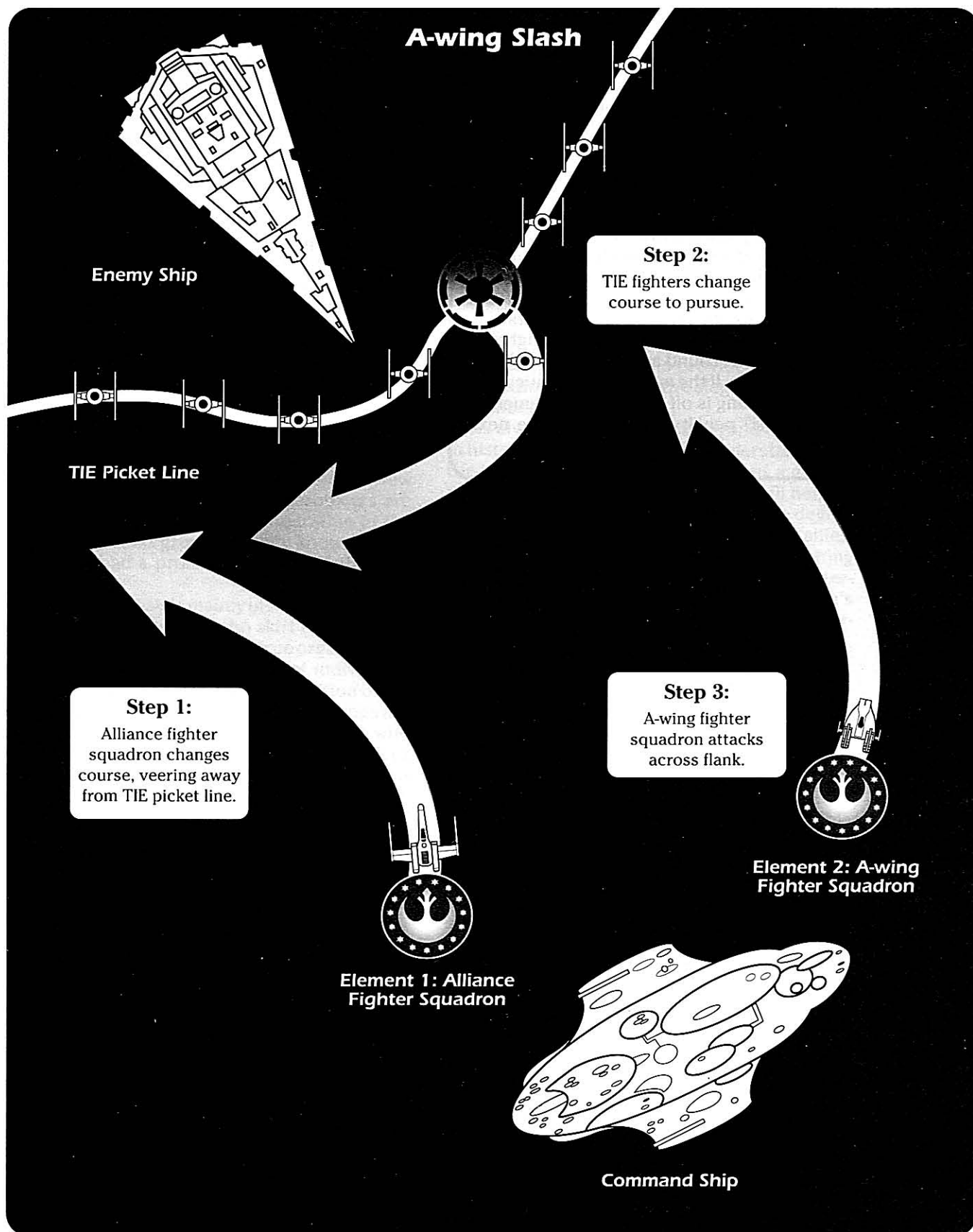
Wedge Antilles developed this maneuver to augment the unpredictability of the Cracken Twist, and it has proven both an excellent distraction and means of providing fighter cover for unprotected and poorly armored transport vessels.

## A-wing Slash

Another useful maneuver for starfighter engagements during which enemy vessels can intercept transmissions is the "A-wing slash," developed by General Garm Bel Iblis.

The A-wing slash is designed to work in conjunction with two groups of starfighters directed from a "base ship," usually a capital ship. The first group of fighters (X-wings, for example) is ordered over normal battle transmission channels to alter course, usually away from incoming fighters. As the enemy fighters turn to engage the first group of X-wings, a second group of fighters, normally A-wings, "slashes" at the enemy ships' flank at full speed. Usually, the distraction of the X-wing group of target fighters, combined with the firepower and the awesome speed of the A-wing fighters, confuses enemy pilots enough for the Republic fighters to gain a critical combat advantage. Enemy fighters that are not destroyed by the A-wings are then fin-

# A-wing Slash

**Enemy Ship**

**TIE Picket Line**

**Step 2:**
TIE fighters change course to pursue.

**Step 1:**
Alliance fighter squadron changes course, veering away from TIE picket line.

**Step 3:**
A-wing fighter squadron attacks across flank.

**Element 2: A-wing Fighter Squadron**

**Element 1: Alliance Fighter Squadron**

**Command Ship**

## A-wing Slash (Optional Rule)

In game terms, the A-wing slash requires two elements of starfighters. The first element may consist of any starfighters. The second element must consist of fighters that are faster than the attacking enemy ships.

A central commander directing the assault is preferred, though a starfighter pilot can order one. If a starfighter pilot attempts an A-wing slash, he or she suffers from a combined actions penalty: flying a starfighter and coordinating a tricky assault maneuver is not easy.

Commanders directing an A-wing slash must make an opposed *tactics* roll (if the opposing commander does not have the *tactics* skill, the commander may roll their *Knowledge* attribute). If the attacking commander beats the enemy commander by six or more points, enemy fighters are caught off guard for one round and suffer a penalty of -1D to all maneuver actions. If the *tactics* roll is unsuccessful, the commander's timing is off and the first element's starfighters are at a -1D penalty for that and the next round.

ished off by the X-wings. When employed successfully, the A-wing slash is devastating.

This particular maneuver is best used at the "sentry line" of an enemy capital ship. If the sentry vessels ignore the A-wings to pursue the first group of fighters, the A-wings have a clear shot at the enemy capital ship. If the enemy fighters attack the A-wings, they are left open to attack from the circling and incoming X-wings.

While this maneuver has its uses, it is somewhat limited. It requires a large number of fighters acting in concert, although Bel Iblis has employed the tactic successfully without fully briefing the squadron leaders as to the specifics of the maneuver.

# Chapter Four
# The Fringe

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

## Fringe Activity

While current events have centered largely on the conflict between the Empire and the New Republic, these two galactic superpowers are not the only forces currently operating in the galaxy. The underground society known as the fringe has had a profound impact on the continuing war.

The fringe consists mainly of smugglers, criminals, pirates and others who skirt the Republic and the Empire. Rather than a true organization, the fringe is a disparate group of individuals who are united solely by their opposition of the Empire and the Republic. Many in the fringe are simply the scum of the galaxy: the dregs who would sell their own parents for a quick credit or two to spend at the local cantina. Others, however, have simply decided to abstain from galactic politics, preferring to keep their own counsel on where and how to conduct business.

Recent events have shown that the fringe can field impressive strength when its members can cooperate and organize themselves. Senator Garm Bel Iblis, the noted Corellian politician previously believed dead, allied his personal army with the New Republic. While he remained independent of the Republic for years due to disagreements with Mon Mothma, Bel Iblis eventually decided to cooperate with the Republic and was pivotal in stopping Thrawn.

Talon Karrde, the noted smuggler chief, has managed to assemble a group of some of the most notorious smugglers in the galaxy and organize them for both combat and intelligence gathering. For the time being, at least, Karrde is siding with the Republic, although he still considers the operations "profit-making ventures" rather than "charity for the good of the galaxy."

It was Karrde himself who provided the critical information that proved the siege of Coruscant had ended.

As always, I prefer to look beyond the events in history and try to gain some understanding of the individuals who make it. Perhaps a greater understanding of these scoundrels will help us to understand the fringe itself. Given the degree of assistance provided by Karrde and his allies, (including searching for the Empire's cloning banks, the data concerning the cloaked asteroids, and Karrde's information about Thrawn's shield-penetrating "super weapon"), understanding the fringe becomes *very* necessary.

## Talon Karrde

Talon Karrde has become a prominent "underworld figure" in the galaxy. However, Karrde is a different type of leader: he is a smuggler and information agent, rather than a loathsome gangster. He has always conducted his business with a strong sense of personal honor and treats his employees as associates, rather than subordinates.

Karrde and his group have operated successfully in both Imperial and New Republic space, quietly earning profit without drawing too much attention to themselves. Karrde has always expressed a desire to avoid any involvement in political matters, but recent events forced him to make a choice. After Grand Admiral Thrawn determined that Karrde hid Han Solo and Luke Skywalker from investigating Imperial forces, Thrawn levied a substantial bounty on Karrde's head. Naturally, Karrde decided to side with the Republic.

Karrde has mobilized prominent smugglers of the fringe, creating a very effective intelligence gathering network. Since information exchange is one of Karrde's more profitable sidelines, the future activities of the group should

prove most interesting.

Karrde has proven a useful (albeit unofficial) ally of the New Republic. Lately, the data he sells seems to arrive at exactly the right moment to stave off disaster, and it is of top quality. Rumors abound that Karrde was trained by New Republic Intelligence. It is a rumor that he flatly denies. "I would be nowhere near as effective if I had been trained by New Republic agents," he says with a sly smirk.

Karrde has struck an uneasy alliance with Luke Skywalker. It was Skywalker's promises of payment from the New Republic that initially prompted Karrde to help search for Grand Admiral Thrawn's troop cloning facility.

Karrde obtained a macrobinocular recording of the bombardment of Ukio, providing the information that conclusively proved that the Empire's "super weapon" was a cleverly constructed hoax. Karrde also provided detailed sensor accounts indicating that the Imperial blockade of Coruscant was over. His data from the Bilbringi shipyards showed that the Empire had been somehow modifying 22 otherwise ordinary asteroids. Once Karrde learned of the Empire's "cloaked asteroid" assault on Coruscant, he divulged that the New Republic had indeed destroyed all of Thrawn's asteroids.

Karrde is a pragmatic businessman, but he has strong feelings about the welfare of his people. Believing Mara Jade was imprisoned on Coruscant, he offered the sensor data about Ukio as payment for simply being allowed to speak to her. Princess Leia Organa Solo was forced to lie to the smuggler because Mara was already off-planet with Han Solo, Luke Skywalker, Chewbacca and Lando Calrissian. The group had located the cloning facility and was en route to the planet Wayland to destroy it. While he is loath to be drawn into the war by choosing sides, he has realized that he is doing what must be done, even if he hates being at the mercy of forces beyond his control.

"Volunteering" to accompany Princess Leia to Wayland (for a mere 70,000 credits, paid by agitated Bothan diplomats), Karrde showed a more "hands-on" approach to smuggling. Only rarely does Karrde take part in such a violent operation — his involvement keenly illustrates the concern Karrde has for his crew.

It is unusual to see such loyalty in a smuggler; perhaps the New Republic will be forced to deal with the fringe in a totally different manner from now on. After all, Karrde is an honorable man ... in his own way. From all reports, Karrde is still upset about being dragged into the political arena. His past jests about Han Solo's entanglement with the New Republic aren't quite as

amusing to him as they once were.

Karrde is a Human male, with thinning black hair, a goatee and mustache. He usually dresses in simple but elegant tunics, baggy slacks, and a padded vest and greatcoat that he has owned for many years. Karrde is faultlessly polite and calm, even in desperate situations. It is this even temperament that has saved him from certain death a number of times.

### ■ Talon Karrde
**Type:** Smuggler
**DEXTERITY 3D+1**
Blaster 5D+2, brawling parry 5D+1, dodge 6D+1, melee combat 4D+1, melee parry 4D+1, pick pocket 6D+1, running 5D+1
**KNOWLEDGE 2D+1**
Alien species 7D+1, bureaucracy 7D+2, business 9D, cultures 8D+1, intimidation 6D+1, languages 7D+1, law enforcement 7D+1, planetary systems 6D, streetwise 8D+2, survival 4D+1, value 5D+1, willpower 6D+1
**MECHANICAL 3D+2**
Astrogation 7D+2, beast riding 4D+2, communications 6D+2, repulsorlift operation 5D+1, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D
**PERCEPTION 3D**
Bargain 8D+2, command 9D+1, con 8D, forgery 6D, gambling 6D+2, investigation 8D+1, persuasion 7D+1, sneak 6D+2
**STRENGTH 3D**
Brawling 4D+2, stamina 6D
**TECHNICAL 2D+2**
Computer programming/repair 4D+2, first aid 4D+2, security 6D+2
**Force Points:** 3
**Dark Side Points:** 1
**Character Points:** 17
**Move:** 10
**Equipment:** Blaster pistol (4D), datapad (scomp-linked into *Wild Karrde's* computer system), *Wild Karrde*

## Mara Jade

*From the personal journal of Voren Na'al, Director of New Republic Council Research. This is a confidential document, not for public dissemination.*

Mara Jade is a slim, athletic young woman, possessing the grace of a Galloan Wind Dancer and the fighting prowess of a cornered Tusken Raider. This ferocious young smuggler often radiates sheer bitterness, hatred and loss, marring her beauty.

Recently, certain facts have come to light about Mara Jade: she once trained and served as the "Emperor's Hand," a personal agent that the Emperor used to enforce his will. Though Mara refuses to discuss the matter in detail, she has hinted that she was, in fact, a direct *extension* of Palpatine's will.

Apparently, Mara was removed from her family when she was very young, and it is possible that the Emperor had her family killed. Her memories of the subject are cloudy, though

whether this is due to the passage of time or her prolonged exposure to the insidious influence of the Emperor is uncertain.

It was during her tenure as a servant of the Emperor that she first encountered Luke Skywalker, whom she blames for the destruction of her life and the Empire. Despite her hatred for Skywalker, however misplaced, she has assisted him on a number of occasions, most notably on the planet Jomark. Jade rescued Skywalker from the influence of the Dark Jedi Joruus C'baoth, who was attempting to subvert Luke and swing him towards the dark side.

Mara was injured in the battle to possess the *Katana* fleet. Her ship crippled in the battle, with failing life support, it was only the actions of Jedi Skywalker that saved her from death. Judging from her comments, she considered death infinitely preferable to being saved by Luke. Despite Skywalker's efforts, Mara spent nearly a month unconscious and in recovery in the medical wing of the Imperial Palace. Welcomed into the Imperial Palace because of her actions in the battle, Mara began plotting her return to Talon Karrde's organization almost immediately.

Unfortunately, her reunion with the smuggler was delayed: an Imperial Intelligence team had infiltrated the Palace and was attempting to kidnap Han Solo and Princess Leia Organa Solo's children. It was during this attack that some of Mara's peculiar Force skills became evident. She was able to detect the attack before it happened, and was able to "mentally project" her thoughts to Organa Solo. Mara's actions apparently saved the day, and the Intelligence team was stopped.

Unfortunately for Jade, the team leader, an Imperial major named Himron, identified Mara as their contact inside the Palace. While this accusation was false—Himron was simply planting disinformation to confuse the New Republic —Palace Security felt that there was no choice except to confine Mara until a full inquiry could be carried out.

Realizing finally that "her" Empire was dead, and that Thrawn's Empire was not the Empire she desired to serve, Jade was rescued from confinement by Han Solo and Lando Calrissian after she offered to help them find Thrawn's hidden cloning facility. While Mara did not know the exact location, she had previously visited the Emperor's storehouse and eventually led

## The Empire's Locate and Detain List

The streets were crowded as the attractive young woman with red-gold hair stepped out of a nondescript building into the busy Rishi traffic. Moving purposefully through the crowd, utilizing a number of techniques for evading pursuers, she made her way as casually as possible across town.

And was followed every step of the way.

Her shadow was, quite simply, intergalactic riffraff. Gunner Groth was a two-bit bounty hunter, more suited to being a bodyguard for low-level crime bosses and shaking down debt defaulters than hunting criminals on the Empire's infamous Locate and Detain List, a copy of which was stored neatly in the datapad at Groth's waist.

The Locate and Detain List was instituted by Emperor Palpatine as yet another of his "temporary security measures." It kept COMPNOR that much busier by responding to "loyal citizens" who turned in their neighbors for being "suspected Rebel sympathizers." Rather than having these well-meaning but amateur operatives inadvertently tripping up one of the Palpatine's carefully planned intrigues, they could be diverted to less sensitive tasks. The climate of suspicion and fear that the Emperor carefully main-tained was always an important tool.

In recent years, the Locate and Detain list became a "checklist" of sorts for bounty hunters and gunmen. The Rebels on the List were worth a small fortune (in some cases, a large fortune) to the bounty hunter lucky or skilled enough to catch them.

*An' this particular redheaded fortune doesn't even know I'm here,* thought Groth. *This'll be too easy. She'll lead me to Karrde's whole nest o' gundarks besides.*

Chuckling to himself, the filthy, scarred bounty hunter checked his weapon's charge and made sure his "Dengar" ID was in place. *After all, it never hurts to use a known hunter's name to scare the target, or score a higher bounty from the Imperials,* he thought. He was already mentally counting the pile of credits he was certain he would get for capturing the red-haired firebrand.

He set off into the nearest alley, planning the snare that would net him Mara Jade, the latest addition to the Empire's Locate and Detain List. Passersby ignored the muffled blaster shots that rang out from a nearby alley a few minutes later. It was several hours before anybody noticed Gunner Groth's body.

the Republic's heroes to the Mount Tantiss installation.

It was at Mount Tantiss that Jade and Skywalker confronted the menace of Joruus C'baoth, who claimed that both Mara and Luke would kneel before him. A fierce battle ensued, and with the combined efforts of Luke, Leia, Han, Karrde and Mara, C'baoth was slain. Mara Jade has since decided to train in the Force under the tutelage of Luke Skywalker, though she is still troubled by visions of the Emperor. After the battle at Mount Tantiss, Skywalker gave Mara his father's lightsaber, recovered from the rubble of the storehouse.

Mara Jade is an attractive, slender young woman with red-gold hair and green eyes. She is an excellent pilot and a skilled personnel manager. She is reliable, and Karrde had seriously considered making her his second-in-command before the return of Thrawn separated the pair. If Mara Jade attains mastery of the Force, she will become an even more formidable woman indeed.

### ■ Mara Jade
**Type:** Merc
**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 5D+2, intimidation 7D+2, languages 8D+2, planetary systems 5D+2, streetwise 6D, streetwise: Talon Karrde's organization 7D+2, survival 7D, value 4D+2, willpower 7D
**MECHANICAL 2D+2**
Astrogation 8D+2, beast riding 5D+2, communications 6D+2, ground vehicle operation 6D+2, repulsorlift operation 5D+2, sensors 5D+2, space transports 9D+2, starfighter piloting 9D+2, starship gunnery 9D+2, starship shields 8D, swoop operation 7D+2
**PERCEPTION 2D+1**
Bargain 5D+1, command 7D+1, con 6D+1, gambling 4D+1, hide 8D+1, investigation 4D+1, persuasion 5D+2, search 7D+1, sneak 8D+1
**STRENGTH 3D+2**
Brawling 6D+2, climbing/jumping 7D+2, lifting 5D+2, stamina 8D+2, swimming 6D+2
**TECHNICAL 3D**
Blaster repair 6D, computer programming/repair 7D, demolition 4D, droid programming 3D+2, droid repair 3D+2, first aid 5D, ground vehicle repair 6D, repulsorlift repair 5D, security 8D, starship repair 6D+1, starship weapon repair 5D+1
**Special Abilities:**
*Force Skills: Control 2D+2, sense 2D+2, alter 1D+2*
*Control:* Absorb/dissipate energy, accelerate healing, control pain, emptiness, enhance attribute*, hibernation trance, remain conscious, resist stun
*Sense:* Danger sense*, life detection, life sense, magnify senses, receptive telepathy, sense Force
*Alter:* Injure/Kill, telekinesis
*Control and Sense: Projective telepathy*
*Control and Alter: Inflict pain**
*Control, Sense, and Alter: Telekinetic kill**
*Described in the *Dark Force Rising Sourcebook*.
**This character is Force-sensitive**

**Force Points:** 4
**Dark Side Points:** 4
**Character Points:** 20
**Move:** 10
**Equipment:** Hold-out blaster (3D), comlink, lightsaber (5D)

## Niles Ferrier

Niles Ferrier was a large Human, solidly built, with a thick black beard. His ornately embroidered tunic always smelled of carababba tabac and armudu spice, the blend of cigarra he favored.

Until recently, Ferrier was known as one of the best "palmers" in the business. Stealing starships — particularly well guarded ships — was Ferrier's specialty.

Ferrier recently became embroiled in a dispute between Talon Karrde and the Empire, and was forced to perform some espionage activities for Grand Admiral Thrawn (on pain of death, naturally). Ferrier orchestrated the ambush on the smuggler meeting on Trogan, which resulted in the death of the Gotal smuggler, Lishma.

Thrawn, angry that his scheme to prevent the formation of a unified smuggler coalition had been snapped by the dull-witted ambush staged by Ferrier, brought the ship-thief to the *Chimaera* and let him know in no uncertain terms that his debt to the Empire would be paid in full. And a rather large debt it was.

Planting some damaging evidence on Talon Karrde during another meeting of smugglers, Ferrier hoped that the smuggling coalition would fall apart — thereby saving his own neck from the wrath of Grand Admiral Thrawn. Unfortunately, a slip of the tongue revealed that Ferrier was the traitor after all, and Karrde was exonerated in the eyes of his fellow smugglers. Ferrier was killed in his efforts to evade the wrath of the "smuggler coalition."

### ■ Niles Ferrier
**Type:** Spaceship Thief
**DEXTERITY 3D**
Blaster 5D, blaster: hold-out blaster 6D, brawling parry 6D, dodge 7D, melee combat 5D, melee parry 5D+2, pick pocket 7D, running 6D, thrown weapons 5D+1
**KNOWLEDGE 2D+1**
Alien species 4D+1, bureaucracy 4D+1, business 5D+1, intimidation 5D+1, languages 5D+1, law enforcement 6D+2, planetary systems 5D+2, streetwise 7D+2, survival 4D+1, value 5D+1, value: starships 10D+2
**MECHANICAL 3D+2**
Astrogation 4D+2, capital ship piloting 6D+2, communications 6D+2, ground vehicle operation 5D+2, hover vehicle operation 5D+2, repulsorlift operation 5D+2, sensors 4D+2, space transports 7D+2, starfighter piloting 6D+2, starship gunnery 6D+2, starship shields 4D+2, swoop operation 4D+2
**PERCEPTION 2D+1**
Bargain 7D+1, command 4D+1, con 7D+1, gambling 6D+1, hide 6D+1, investigation 7D+1, persuasion 5D+1, search 6D+1, sneak 6D+2

**STRENGTH 3D**
Brawling 6D, climbing/jumping 5D, lifting 5D, stamina 6D
**TECHNICAL 3D+2**
Capital starship repair 6D+2, computer programming/repair 7D+2, computer programming/repair: spaceport security systems 10D, demolition 4D+2, droid programming 5D+2, droid repair 4D+2, first aid 4D+2, repulsorlift repair 5D+2, security 8D+2, starship repair 7D+2
**Force Points:** 1
**Dark Side Points:** 4
**Character Points:** 11
**Move:** 9
**Equipment:** Blaster pistol (4D), datapad, cigarra, blast vest (+1D physical, +2 energy)

# Brasck

Brasck of Baros is one of the more unsavory characters operating in the frayed sections of society since Jabba the Hutt met his end. The Brubb was once employed by Jabba as a mercenary; after Jabba's death at the hands of Leia Organa Solo and her allies, Brasck grabbed as much of Jabba's organization as he could — including Jabba's slaving operations. Brasck is willing to kidnap and pillage wherever necessary to make a profit. He is among the most cold and ruthless individuals in a profession that is noted for its amorality.

He is also, unfortunately, one of the most successful beings in the business. Since he deals in high risk cargoes, namely spice, contract kidnappings and slaves, Brasck has a large profit margin. By sharing his wealth, he attracts some of the best fringe pilots and bodyguards. Because of the efficiency that Brasck's organization displays, Talon Karrde offered the Brubb a part in the smuggler coalition he was trying to form. Brasck still believes that siding with the Empire will prove the most profitable in the long run and refused.

Brasck is currently attempting to cash in on Thrawn's bounty on Luke Skywalker. He is still somewhat intimidated by both the Empire and Skywalker himself; Brasck was present when Skywalker almost single-handedly crippled Jabba's organization. Only time will tell what new heinous crimes this abrasive and foul-mouthed Brubb gangster will commit.

## ■ Brasck

**Type:** Brubb Merc
**DEXTERITY 3D**
Blaster 6D+2, blaster: blaster rifle 8D+1, brawling parry 6D, dodge 6D+1, melee combat 6D, melee parry 6D
**KNOWLEDGE 2D**
Business 5D, business: slavery 8D, business: smuggling 8D, intimidation 6D+2, languages 4D, planetary systems 4D+1, streetwise 6D, survival 5D
**MECHANICAL 3D+1**
Astrogation 5D+1, beast riding 5D+1, repulsorlift operation 6D+2, space transports 5D
**PERCEPTION 2D+1**
Bargain 5D+1, command 5D+1, con 4D+2, hide 4D+1, search 4D+1, sneak 4D+2
**STRENGTH 4D+1**

## Ghent

**Type:** Slicer
**DEXTERITY 2D+2**
Blaster 3D, dodge 4D+2
**KNOWLEDGE 3D+1**
Alien species 5D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 5D+1, value 7D+1
**MECHANICAL 4D**
Repulsorlift operation 5D, starship shields 6D
**PERCEPTION 2D**
Bargain 4D, command 4D, con 4D, gambling 4D, hide 4D, sneak 4D+2
**STRENGTH 2D**
Climbing/jumping 3D, stamina 4D, swimming 3D
**TECHNICAL 4D**
Computer programming/repair 9D+1, droid programming 8D, droid repair 8D, encryption 7D+1, repulsorlift repair 4D+1, security 9D+1
**Move:** 10
**Equipment:** Datapad (containing a number of code-breaking programs), hold-out blaster (3D)
**Capsule:** Ghent is a young Human male and probably one of the best "slicers" in the galaxy. The young man has long relied upon an uncanny knack to slice into computer code and make a machine almost totally do his bidding. He is a highly prized member of Talon Karrde's organization. Ghent was instrumental in locating the hidden transmitter in the Imperial Palace: Delta Source.

Ghent is almost completely uninterested in anything besides a computer terminal. He spends almost every waking moment glued to a compad, exploring the vast data highways that the modern galaxy's computer and communication networks rely upon. Currently, he is helping the cryptology division of the New Republic to find new ways of deciphering Imperial battle codes.

Ghent, while adept at operating computers, is something of a social misfit. He has difficulty relating with people who do not share his interest in computers, and he generally spends more time with machines than with people.

Ghent is a short, almond-skinned Human male, about 1.5 meters tall. He is slender, but not very athletic. He has a poor complexion, and a bizarre sense of humor. Despite his lack of social graces, Ghent is a likable enough young man, though he still tends to throw people off balance with his strange sense of humor.
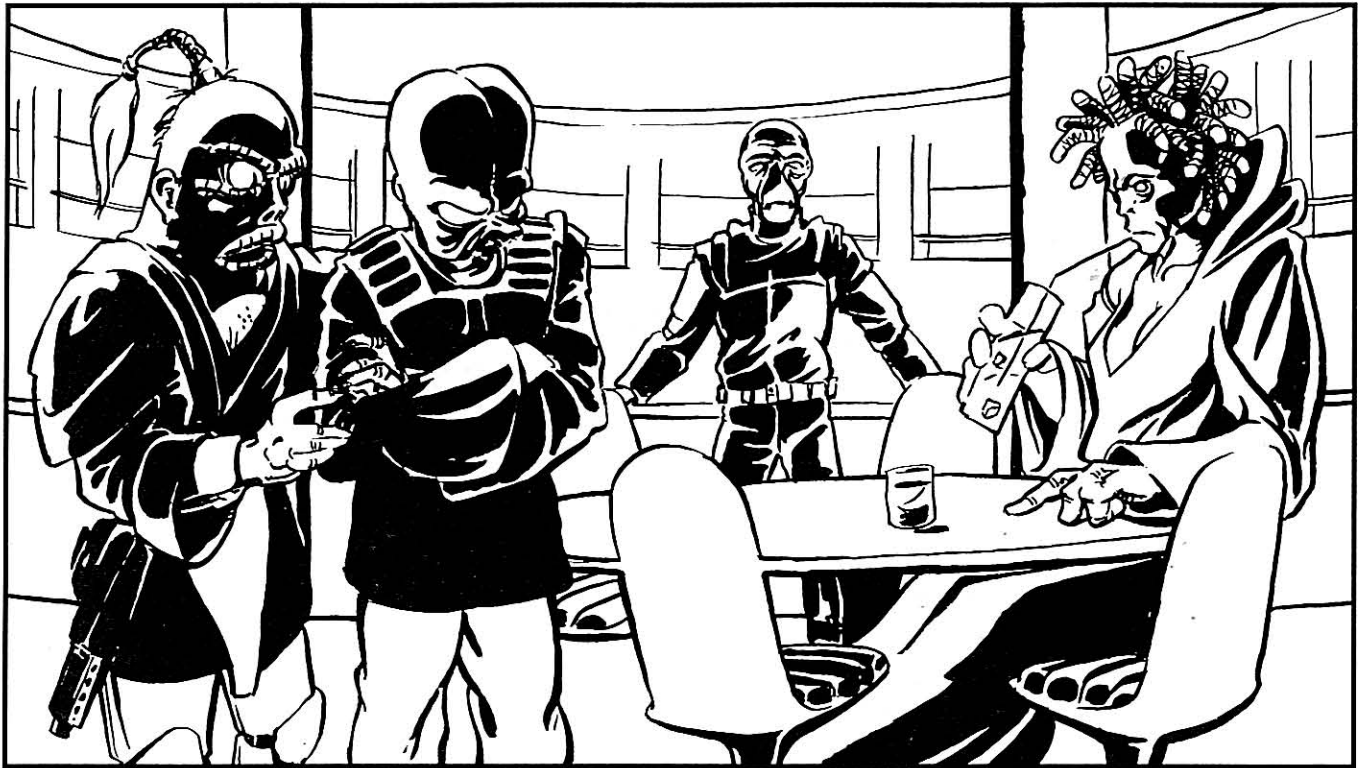
David Plunkett

■ *An unusual coalition of smugglers. From left to right: Brasck, Rappapor, Ellor and Par'tah.*

Brawling 7D+1, climbing/jumping 5D+1, lifting 6D+1, stamina 7D+1
**TECHNICAL 2D+2**
Demolition 3D+2, first aid 3D+2
**Special Abilities:**
*Natural Body Armor:* +2D against physical.
*Color Change:* Brubbs can change color to match their surroundings. Add +1D to any *sneak* attempts.
**Force Points:** 1
**Dark Side Points**: 3
**Character Points**: 9
**Move:** 9
**Equipment:** Heavy blaster pistol (5D), vibroknife (STR+2D), comlink, concealed body armor (+2D physical, +1D energy)

## Par'tah

Par'tah is a Ho'Din, a native of the planet Moltok. She stands three meters tall, with mottled green skin and a reed-thin build. She tends to dress in flowing green garments, which conceal a small blaster and whatever cash she may have scraped up.

Par'tah's operation is actually quite marginal; she spends far more than she can afford to look more profitable than she really is. Since smuggling contracts often go to those who most look like they can do the job, Par'tah believes that looking like she can afford to pass up work will help net her some lucrative runs. Originally, she seriously considered pursuing the bounty on Luke Skywalker, but since becoming affiliated with Karrde's smuggler coalition, she realizes

that it is not in her best interest to assist Thrawn.

She has always maintained a friendly sparring relationship with Talon Karrde, a mutual respect that has turned into an odd sort of friendship. Karrde realizes that Par'tah has spent far more than she can afford to and has offered her a place among the smuggler coalition, partly to help float the Ho'Din some money and partly because he respects her abilities.

Par'tah is still in mourning over the loss of her friend and fellow smuggler, Lishma. The death of the Gotal at the hands of the Empire has helped cement her desire to pay back the Empire for its actions.

Currently, Par'tah is considering some contracts to run construction materials and computer components to the Empire, a run she desperately needs to help keep her business solvent, although the cut of the funds Talon Karrde obtained from the Bothans has helped considerably. Still, there are schedules to keep, and goods to haul, and Par'tah will carry any cargo for the highest bidder.

■ **Par'tah**

**Type:** Ho'Din Smuggler
**DEXTERITY 3D**
Blaster 4D, brawling parry 4D, dodge 5D, melee combat 4D, melee parry 4D
**KNOWLEDGE 3D+2**
Alien species 5D+2, bureaucracy 4D, cultures 5D+2, languages 4D+2, planetary systems 4D+2, streetwise 5D+2, survival 4D+2

MECHANICAL 3D
Astrogation 5D+2, repulsorlift operation 6D, space transports 5D, starship gunnery 5D, starship shields 4D+2
PERCEPTION 2D+1
Bargain 6D+1, command 5D+1, con 4D+1, gambling 4D+1, hide 5D+1, search 4D+1, sneak 5D+1
STRENGTH 3D
Brawling 5D, lifting 5D, stamina 6D
TECHNICAL 3D
Computer programming/repair 5D, droid programming 5D+1, droid repair 5D+1, first aid 6D+2, repulsorlift repair 4D+1, space transports repair 5D
**Character Points**: 6
**Move**: 10
**Equipment**: Hold-out blaster (3D+2), comlink

## New Characters

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

## Samuel Tomas Gillespee

Samuel Tomas Gillespee is a relatively well known smuggler; the phrase "less-than-honorable" is usually tagged onto his description by his fellow smugglers, though usually with affection rather than genuine distrust.

Gillespee made quite a name for himself in his youth with his spectacular exploits during Kessel runs. Most people don't know that these maneuvers succeeded largely because Gillespee himself never touched his freighter's controls. He made an even bigger name for himself by skipping the system with his partner's cut of the profit. Gillespee says the situation was "a simple dispute that has since been rectified." Since then, Gillespee handles administrative duties, rather than hands-on smuggling runs, mostly because his is a spectacularly unlucky (not to mention unskilled) pilot.

Gillespee commands a great deal of respect among the smuggling community; despite his reputation as a con artist, he always treats his crew well. As a result, a large number of competent pilots and techs have flocked to him. To date, his group consists of over 20 ships.

Gillespee is middle-aged, paunchy and tired-looking. He has spent nearly three decades flying his ship, the *Kern's Pride*, through several dicey raids, smuggling runs, and assorted misadventures.


Terry Pavlet

He had decided to retire to an out-of-the way farming planet. Unfortunately, that planet was Ukio, and when the Imperials arrived and subjugated the planet, Gillespee found himself caught in the middle of the ongoing civil war. Gillespee's smuggler mentality concerning politics ("Business is business, and politics is politics. I'm a businessman.") was shaken by the Empire's subjugation of Ukio, and the presence of clones severely unnerved him. ("I don't happen to think people ought to come off an assembly line, thanks. And if they did, I sure as mynocks wouldn't put the Empire in charge of the factory.") For the first time, he decided to take a stand, and decided to join up with Karrde's smuggler coalition. While he was angered by the loss of his land and retirement days, Gillespee was still intimidated by the might of the Empire. Still, he felt that this was a battle worth fighting.

■ **Samuel Tomas Gillespee**
**Type**: Retired Smuggler
**DEXTERITY 2D+2**
Blaster 5D
**KNOWLEDGE 2D+2**
Bureaucracy 4D+2, streetwise 6D
**MECHANICAL 4D**
Astrogation 5D, capital ship gunnery 6D, capital ship gunnery: tractor beams 6D+2, space transports 4D+2, starship gunnery 6D
**PERCEPTION 2D**
**STRENGTH 3D**
Brawling 4D
**TECHNICAL 3D+2**
Capital starship weapon repair 5D, capital starship weapon repair: tractor beam 6D
**Force Points**: 1
**Character Points**: 4
**Move**: 10
**Equipment**: Blaster pistol (4D), comlink, datapad, *Kern's Pride* (modified freighter)

## Shirlee Faughn

Shirlee Faughn has been a friend and assistant to Samuel Gillespee since she was a teenager. Faughn, several years younger than her captain, signed aboard the *Kern's Pride* as a communications apprentice. She quickly learned the ropes of both space communications and the smuggling trade.

Gillespee took a liking to the young Corellian, particularly her polite nature and sense of humor, which neatly complemented the smuggler-captain's jovial nature. Realizing that Faughn would be a great asset to his command abilities, he promoted Faughn to his second-in-command.

Terry Pavlet

Faughn is at heart a very serious woman; she constantly analyzes her surroundings and situation, and almost never smiles or jokes on duty — though her off-duty hours are spent spinning hilarious yarns in the *Kern's Pride* galley. She is faultlessly polite, and despises physical violence, which she deems uncultured (though she has been known to man a quad-mount and blow Imperial ships to pieces when the situation was justified).

Faughn is in her forties, a slender Corellian with short, dark hair and piercing black eyes. She dresses in gray steelcloth trousers, a white tunic and a blue flight jacket.

### ■ Shirlee Faughn
**Type:** Communications Specialist
**DEXTERITY 2D+2**
Blaster 4D+1, brawling parry 5D+2, dodge 6D
**KNOWLEDGE 4D**
Alien species 5D+2, languages 8D, planetary systems 6D
**MECHANICAL 4D**
Astrogation 6D, communications 8D+2, sensors 7D, starship gunnery 6D+2
**PERCEPTION 2D**
**STRENGTH 2D+2**
**TECHNICAL 2D+2**
Capital starship weapon repair 5D+2, computer programming/repair 6D
**Character Points:** 7
**Move:** 10
**Equipment:** Hold-out blaster (3D+2), comlink, datapad (contains a number of encrypting programs for communications computers)

## Rappapor

Rappapor the Bith is a close friend of Samuel Gillespee, and though they have never "officially" worked together, the pair has seemed almost inseparable since they began operating as smugglers. Both deny that this is because they have a close friendship; rather, they claim that they happen to be "passing by" when they bail each other out of bad situations.

Rappapor began his smuggling career young in life. His father, also a smuggler, taught Rappapor the basics of smuggling, ship repair and piloting, as well as the value of smuggled commodities. Rappapor, who adored his father, absorbed these lessons, and they now serve him well since he followed his father into the smuggling profession.

Rappapor is a competent pilot, a born haggler, con artist, and a horrible practical joker (usually at Gillespee's expense). Since the Bith

as a species are normally much more intellectually inclined than Rappapor tends to be, he is something of an outcast, calling his fellow Bith "a bunch of stuffed shirts who wouldn't know a good time if it jumped up and computed non-linear equations on their backsides!"

Rappapor is a fairly typical-looking Bith, slightly built, with a bulbous, hairless cranium. He wears baggy, loose-fitting red trousers, a black tunic, and a white flight vest.

### ■ Rappapor the Bith
**Type:** Bith Smuggler
**DEXTERITY 2D+2**
Blaster 5D, blaster: heavy blaster pistol 6D+2, dodge 5D+2, vehicle blasters 5D
**KNOWLEDGE 3D**
Alien species 6D, business 4D, business: smuggling 6D+2, cultures 4D+2, languages 5D+1, streetwise 6D+1, value 6D
**MECHANICAL 4D**
Astrogation 5D+2, communications 5D+2, repulsorlift operation 5D+1, space transports 6D+1, starship shields 6D+2
**PERCEPTION 2D**
Bargain 5D, bargain: smuggled goods 7D, con 6D, forgery 6D+2,
**STRENGTH 2D**
**TECHNICAL 3D+2**
Computer programming/repair 6D+1, first aid 5D, security 5D
**Special Abilities:**
*Vision:* Biths have very poor vision, suffering a penalty of -1D for any visual-based action more than 20 meters away, and they cannot see more than 40 meters.
*Scent:* Biths have well-developed senses of smell, giving them +1D to all *Perception* skills when pertaining to actions and people within three meters.
**Character Points:** 18
**Move:** 8
**Equipment:** Heavy blaster pistol (5D), comlink, knife (STR+1D)

## Ellor

Ellor left his home planet, Duro, shortly after graduating from a planetary university. He was looking for excitement (as is often the case with Duros). Early in his wanderings, Ellor encountered a then-quite-young Talon Karrde, who convinced the naive young Duro to help him with a smuggling job.

Ellor's first smuggling adventure almost became his last, as an Interdictor cruiser appeared on their freighter's scopes shortly after picking up their load of Gy'lan spice. Realizing that they faced the death penalty, Karrde piloted the tiny freighter through a series of near-suicidal maneuvers that managed to shake off the startled pursuers long enough for a hasty micro-jump into hyperspace. Ellor, while terrified by the near-disastrous ending to the smuggling venture, was nonetheless exhilarated by the action and excitement. He has remained a smuggler to this day.

Ellor is tall and thin, with large eyes, no nose, and a thin slit of a mouth. He tends to wear green, padded tunics and baggy black trousers. He is extremely reckless, though his experiences with Karrde have helped temper his rashness with a little thoughtfulness. He still tends to jump into situations without knowing quite what is going on; it's just that he is much better at figuring out when things are beginning to go against him and then finding a way out of the situation. Karrde worries that Ellor's impulsiveness will someday cost the Duro his life.

### ■ Ellor

**Type:** Duro Smuggler
**DEXTERITY 2D+2**
Blaster 6D+2, brawling parry 6D+1, dodge 5D+2
**KNOWLEDGE 2D**
Alien species 5D, business 5D, business: smuggling 8D+2, streetwise 6D
**MECHANICAL 4D**
Astrogation 6D+2, space transports 6D+2, starship shields 7D
**PERCEPTION 2D+2**
Bargain 5D, command 5D+1, con 6D, sneak 4D
**STRENGTH 3D**
Brawling 6D+2, lifting 6D+2, stamina 5D+1
**TECHNICAL 3D+2**
Space transports repair 5D+2
**Character Points:** 2
**Move:** 9
**Equipment:** Blaster pistol (4D)

## Billey

Billey is something of a legend in the smuggling community. He is one of the oldest active smugglers: Billey has been a smuggler for nearly 60 years, a fact made even more impressive by the spectacular successes he has had. Billey's runs tend to make more profit than most independent shippers usually see in a year. Billey was thought to be a living good luck charm: a being who could work miracles in his freighter.

At least, he could, until a botched spice run crippled the grizzled smuggler. His ship's control systems were shot out by an Imperial customs vessel, and Billey's ship careened out of control into a cliff wall. Billey managed to eject — barely. The landing, however, caused severe internal injuries, including a broken spine.

Medical droids in the prison ward of the Goshyn Detention Center determined that the only way to heal Billey was to cybernetically implant a new spine and lung system. Billey, whose hatred of cybernetics was well known, categorically refused the treatment. Serving out his term on the penal asteroid, Billey grew increasingly frail.

Fortunately for his smuggling crew, his wits were as sharp as ever, and since his release from prison, he has been carefully planning and executing daring smuggling runs that have maintained his reputation, even though "he doesn't get around as well anymore."

Billey is an aging Human, possibly of Corellian descent, though it is hard to tell. His face is deeply lined, and his gray hair sticks out wildly in several directions. He has a thick gray beard, a prominent nose, and piercing brown eyes. He is known as a stern shipmaster, tolerating no disrespect or incompetence. He is also known to be *very* grumpy.

Billey is physically weak and has can manage only minor movements with his arms and legs. He uses an old-fashioned wheeled chair to move around, refusing to utilize a more modern repulsorchair.

### ■ Billey

**Type:** Smuggler
**DEXTERITY 1D\***
**KNOWLEDGE 3D+2**
Alien species 6D+2, bureaucracy 7D, business 6D, business: smuggling 9D, intimidation 8D+2, streetwise 9D+2
**MECHANICAL 1D\***
**PERCEPTION 4D**
Bargain 8D, command 8D, con 9D
**STRENGTH 1D\***
**TECHNICAL 1D\***
Computer programming/repair 4D
\* Due to injuries
**Character Points:** 5
**Move:** 5 (in chair)
**Equipment:** Rolling chair, datapad, comlink

## Dravis

Dravis is typical of many modern smugglers: young, ambitious and talented. While he is still somewhat reckless (and a bit less streetwise than many of his older smuggling compatriots), he is a valuable asset to Billey's smuggling crew.

Dravis began his career as a starfighter pilot, graduating from the Imperial Academy with honors. His father, a decorated fighter pilot himself, expected Dravis to join the Imperial Navy, hoping that his son would become a member of the infamous Scimitar Wing assault group.

Dravis had other plans. Somehow, and he refuses to reveal exactly how, he wound up stealing a *Lambda*-class shuttle from the Academy and fled to the Outer Rim Territories. A persistent rumor cites a Corellian female, an irate father and something called "DL-44 nuptials" as the major causes of Dravis's flight. Eventually, Dravis met and was hired by Billey, who recognized the youngster's piloting ability and enthusiasm.

Dravis is of medium height, with a muscular build. He has short brown hair. He is fairly nondescript, which is an asset when he needs to blend into a crowd to avoid Imperial "entanglements." He tends to wear brown flight fatigues (similar to those favored by New Republic pi-

■ *"Take a good look at him, Antilles. Maybe next time you'll recognize an Imperial spy when you see one."*

lots), and a bantha-hide flight jacket. He is quick with a joke, hot-tempered and energetic, though his energy does not quite make up for his lack of experience.

### ■ Dravis

**Type:** Smuggler
**DEXTERITY 3D+1**
Blaster 5D, dodge 5D+2
**KNOWLEDGE 2D+1**
Streetwise 3D+2
**MECHANICAL 3D+2**
Astrogation 6D, hover vehicle operation 6D, repulsorlift operation 6D, space transports 7D, starfighter piloting 5D, starfighter piloting: TIE 9D+1, starship gunnery 6D+1, starship shields 6D+2
**PERCEPTION 3D**
Hide 5D, sneak 5D
**STRENGTH 3D**
Brawling 6D
**TECHNICAL 2D+2**
Space transports repair 6D+2
**Character Points:** 12
**Move:** 10
**Equipment:** Blaster pistol (4D), macrobinoculars, medpac, false IDs

## Mazzic

Very little is known about the smuggler Mazzic, and that appears to be just the way he likes it. Mazzic is well known for his suspicious nature and distrust of anyone outside his organization. He has managed to cover his tracks very well in the past.

Lately, he has become more reckless. After the death of his friend — the Gotal smuggler Lishma — at the hands of the Empire, Mazzic has become very determined to make the Empire think twice about interfering with him or his friends. This anger prompted Mazzic and some other members of the smuggling community to stage an assault on the Bilbringi shipyards. They managed to destroy an Imperial Star Destroyer that was under construction.

While Mazzic is a very good smuggler, an excellent pilot and a respected leader, he is still, at heart, a poor strategist. This newfound dislike of the Empire has not sharpened Mazzic's tactical edge, though. If not for the timely intervention of Talon Karrde, Mazzic could well have died at Bilbringi.

Mazzic's background is something of a mystery. He readily admits that he is a Corellian, though he refuses to elaborate upon the reasons for his departure from his homeworld. It is known that at one time Mazzic was an "honest" businessman, running regular, official cargo for the Empire. At some point, the Empire double-crossed him, and a friend of his was murdered. There is some speculation that the murdered "friend" was really Mazzic's wife.

He began running legitimate cargo in the Corporate Sector, hoping to escape the influence of the Empire. Unfortunately, the Corporate Sector Authority was not much better than the Empire. In time, Mazzic began running "un-

official" cargo. At one point, Mazzic apparently ran guns to contract laborers and even helped to extract these contract workers from their work camps, barely escaping pursuing Authority cruisers. He denies all of this, however, preferring to shroud his murky past in a cloud of rumor, conjecture and mystery.

Shortly after discovering the profits to be had in smuggling, he migrated back to Imperial space and began illegally shipping goods in earnest. His success at evading Imperial customs officials and other official "entanglements" is near legendary, and is one of the reasons that Talon Karrde contacted Mazzic to join the anti-Imperial group he was forming.

Mazzic is a tall, muscular Corellian, with long black hair that falls to his shoulders. He usually wears a skintight black flight suit, a heavy blaster pistol on his right hip, and a short black cloak. He is a no-nonsense, forthright individual, who has no tolerance for deception. He is deeply suspicious of the Empire, though he is not above running goods for it: the idea of collecting money from the Empire he so despises appeals to Mazzic.

### ■ Mazzic

Type: Smuggler
DEXTERITY 3D+1
Blaster 6D+1, dodge 6D+2, melee combat 6D+2, running 5D+2
KNOWLEDGE 2D+1
Alien species 3D+1, bureaucracy: Imperial Navy 4D, languages 4D, planetary systems 6D+2, streetwise 8D, value 8D
MECHANICAL 3D+2
Astrogation 7D, sensors 6D+2, space transports 7D+2, starship gunnery 6D+2, starship shields 6D+2
PERCEPTION 3D
Bargain 5D+2, con 6D, forgery 6D+2, gambling 4D+2, persuasion 5D, search 5D, sneak 5D+2
STRENGTH 3D
Brawling 6D, stamina 6D+2
TECHNICAL 2D+2
First aid 5D+2, repulsorlift repair 6D+2, space transports repair 6D+1, starship weapon repair 5D+2
Force Points: 1
Character Points: 4
Move: 10
Equipment: Heavy blaster pistol (5D), comlink, *Distant Rainbow* (modified space yacht), *Raptor* and *Skyclaw* (modified fighters)
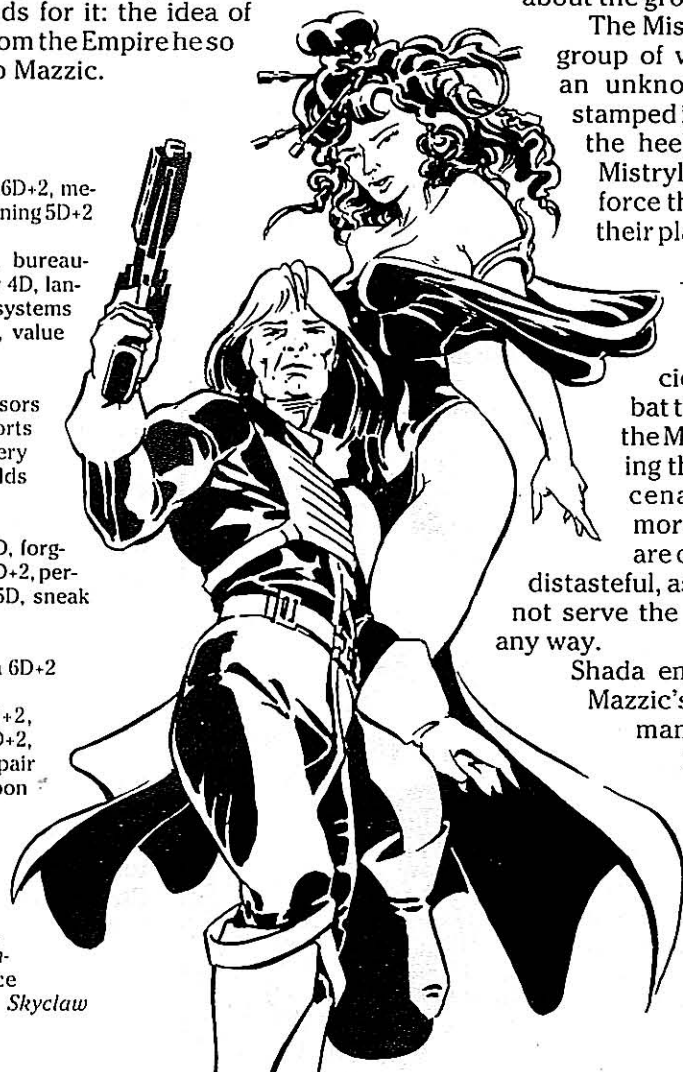
David Plunkett

## Shada

Shada is an extremely attractive Human female that many people believe is Mazzic's current love interest. Shada is constantly on hand, even during business meetings. Most smugglers perceive her as little more than a vacuous and decorative trinket the smuggler enjoys having on hand.

Shada is, in fact, Mazzic's bodyguard. The young woman is highly trained in a variety of martial arts and has repeatedly proven her worth. Mazzic hired her for reasons known only to himself and Shada.

Shada is a member of a mysterious sect, the "Mistryl shadow guards." She refuses to acknowledge her affiliation with the group. She does not discuss the matter even with Mazzic, claiming that to reveal too much about the Mistryl would break an oath of secrecy. The Mistryls are considered little more than myth, and there are quite a few wild speculations about the group of female warriors.

The Mistryls are an enigmatic group of women warriors from an unknown planet, a world stamped into submission under the heel of the Empire. The Mistryls banded together to force the Empire to deal with their planet fairly, in the name of justice. Unfortunately, the group — indeed their entire planet — has insufficient resources to combat the Empire. As a result, the Mistryls have begun hiring themselves out as mercenaries. They are rumored to take any job they are offered, no matter how distasteful, as long as that job does not serve the Empire's interests in any way.

Shada enjoys her position as Mazzic's bodyguard. Initially, many of Mazzic's crew members didn't take her seriously. She once made an example of one of Mazzic's outlaw-techs when he pinched her: the tech was in a neural reconstruction facility for nearly a month. Ever since

the incident, there have been no further "indiscretions" on the part of Mazzic's crew.

It is unknown whether Shada is still a Mistryl hired to guard Mazzic, or if she deserted the group for her own reasons. It is possible that one of Mazzic's ships was a Mistryl warship that Shada stole, but no one really knows for sure.

Shada is a strikingly beautiful Human female, with long black hair that she usually wears pulled up and held in place with a number of lacquered zenji needles. The needles are not merely for hair-styling purposes; in combat Shada can hurl these with deadly accuracy, and with sufficient force to crack even some forms of battle armor.

### ■ Shada

**Type:** Mistryl Shadow Guard
**DEXTERITY 4D**
Blaster 5D+2, dodge 6D, dodge 6D+2, melee combat 8D+2, melee parry 7D, thrown weapons: zenji needles 9D+2
**KNOWLEDGE 3D**
Alien species 6D, languages 6D, streetwise 9D, survival 5D+2
**MECHANICAL 2D+2**
Beast riding 5D+2, space transports 5D+2, starship gunnery 7D
**PERCEPTION 4D**
Hide 7D, search 7D, sneak 7D
**STRENGTH 3D**
Brawling 6D, brawling: martial arts 7D+2
**TECHNICAL 3D+2**
Computer programming/repair 6D+2, first aid 5D+2
**Force Points:** 2
**Dark Side Points:** 1
**Character Points:** 14
**Move:** 12
**Equipment:** Selection of false IDs, hold-out blaster (3D), 15 zenji needles (STR+3D+1 when used with the *thrown weapons: zenji needles* specialization, otherwise STR+1D)

## Clyngunn the ZeHethbra

Clyngunn the ZeHethbra is well known in smuggling circles. He operates a small freighter in the Outer Rim Territories. He is unusual for a smuggler in that his ship is completely paid for and he consistently makes money. Clyngunn has been a profitable operator for almost two decades, mainly because he maintains a low profile. Smugglers who advertise their good fortune lose it, in his view. He prefers to operate alone, ostensibly to cut down on overhead, though privately he admits that he generally does not like other smugglers. Trustworthiness is a trait that most



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ZeHethbra value and smugglers are, at best, an untrustworthy lot.

Clyngunn tends to shy away from all matters political and prefers to keep his contact with other smugglers to an absolute minimum. That he has joined Talon Karrde's group underscores the menace the Empire represents to the smuggling community.

Clyngunn began his career as an athlete, oddly enough. Clyngunn was the chief competitor for the ZeHethbra team in the much-publicized Stratis Games of Hallrin IV. Clyngunn's particular event was the Multi-Sentient Unarmed Combat Rounds, a regulated form of multi-species combat. Clyngunn won the highest honors in his class, and still holds the record for most sentients defeated in a single round.

Clyngunn was somewhat disenchanted after leaving athletic competition, and with a large amount of ready cash at his disposal, was willing to try just about anything to stave off boredom. A friend suggested that he buy a ship, and travel the galaxy a while to "find himself." Clyngunn purchased a star yacht and visited several tourist planets. However, he was steadily growing more and more bored. On a whim, he traveled to the Outer Rim Territories, and that was where he met his first smuggler, Billey. Clyngunn realized that smuggling might help keep him busy enough to cure his malaise.

Trading in his star yacht for a freighter, he spent a sizable amount of his sports gratuities to customize the ship. He augmented the ship's speed and armament and added sensor shielding for a number of compartments. His career as a smuggler had begun.

Initially, Clyngunn ran spice and guns for Billey, but eventually tired of working for someone else and began to operate as an independent. His reputation as a combat champion has helped dissuade the "unethical" members of the smuggling profession from interfering with him. One of the more interesting anecdotes concerning the effects of Clyngunn's fame involved a customs boarding party. The squad leader, an amateur athlete himself, recognized Clyngunn and was so honored to receive Clyngunn's autograph that he "overlooked" the smuggled *chav* wine on board. Clyngunn's fame in sporting circles has diminished, as he has

not competed for nearly a decade, though he is surprised at how many people still remember him. While he is good-natured about his "fame," he realizes that it is a detriment to his smuggling activities.

Clyngunn is a ZeHethbra, a species of furred, muscular humanoids. His main coloring is black and he has a wide stripe of white fur beginning at the bridge of his nose and running down his back. He has large fangs and claws, and can exude a powerful pheromone capable of rendering those around him unconscious. He wears blue cloaks and tunics, and black bantha-hide slacks. Clyngunn is quick to anger, capable of wreaking considerable havoc on his opponents.

### ■ Clyngunn the ZeHethbra
**Type:** ZeHethbra Smuggler
**DEXTERITY 2D+2**
Blaster 5D+2, brawling parry 10D+2
**KNOWLEDGE 2D+1**
Alien species 4D, business 6D+2, intimidation 6D+2, streetwise 6D+1, willpower 5D+2
**MECHANICAL 3D+1**
Astrogation 7D+2, communications 4D+1, repulsorlift operation 6D+2, sensors 6D+1, space transports 6D, space transports: *Lady Sunfire* 8D, starship shields 6D+1
**PERCEPTION 2D**
Con 5D, persuasion 6D+1
**STRENGTH 4D**
Brawling 9D, climbing/jumping 7D, lifting 8D, stamina 6D+1
**TECHNICAL 3D+2**
Security 5D+2, space transports repair 6D+1
**Special Abilities:**
*Spray:* ZeHethbra can project a stinging spray that can blind and stun those within a three-meter radius. All characters within the range must make a Difficult *willpower* role or take 5D stun damage; if the result is wounded or worse, the character is overcome by the spray and collapses to the ground for one minute.
**Character Points:** 11
**Move:** 11
**Equipment:** Heavy blaster pistol (5D), forged personal IDs, forged ship IDs, datapad, *Lady Sunfire* (modified freighter)

### ■ Balig
**Type:** Smuggler
**DEXTERITY 3D+1**
Blaster 5D, dodge 5D+1, vehicle blasters 7D
**KNOWLEDGE 2D+1**
Streetwise 5D+1
**MECHANICAL 3D+2**
Sensors 5D+2, space transports 4D, starship gunnery 8D+1
**PERCEPTION 3D**
**STRENGTH 3D**
**TECHNICAL 2D+2**
Starship weapons repair 7D+2
**Move:** 10
**Equipment:** Blaster pistol (4D), comlink, datapad, weapons repair tool kit
**Capsule:** Balig joined Talon Karrde's crew as a gunner aboard the *Wild Karrde*. While he is still rather young, he exhibits great skill with the ship's weapons. He is extremely verbose, always telling amusing anecdotes to anyone and everyone who

will listen, even during heated combat (though Karrde often rebukes him for it).

Balig is short, blond and slender. He wears standard flight coveralls and high spacers' boots. He usually wears a blaster pistol in a cross-draw holster.

### ■ Griv
**Type:** Rodian Smuggler
**DEXTERITY 4D+1**
Blaster 5D+2, blaster: heavy blaster pistol 6D, blaster: blaster rifle 6D+2, dodge 6D+1
**KNOWLEDGE 2D+1**
Law enforcement 6D, streetwise 6D+2
**MECHANICAL 2D+2**
Beast riding 5D, hover vehicle operation 6D, repulsorlift operation 5D+2
**PERCEPTION 3D**
Con 5D+2, forgery 6D, hide 6D+1, investigation 6D+1, search 5D+2, sneak 6D
**STRENGTH 3D+1**
Brawling 5D+1
**TECHNICAL 2D+1**
First aid 5D+2
**Move:** 10
**Equipment:** Hold-out blaster (3D), blaster pistol (4D), blaster rifle (6D), comlink, datapad, 4 medpacs
**Capsule:** Griv is a Rodian and a former law enforcement officer on a Rodian colony world. He is currently a "weapons man" for Talon Karrde. Karrde, recognizing that he can not out-think all opposition, hired Griv because of his ability with blasters and uses him in conjunction with Fein as long distance weapons cover in suspicious situations.

Griv wears a light brown tunic and black spacer's vest, with dark brown slacks and boots. He always carries two blasters, and his rifle is seldom out of reach. He is also well-versed in Human first aid, and has proven a useful medic.

### ■ Fein
**Type:** Merc
**DEXTERITY 3D+2**
Blaster 7D+2, blaster: blaster rifle 9D, dodge 4D+1, melee combat 5D+1, melee parry 5D
**KNOWLEDGE 2D+2**
Alien species 7D, bureaucracy 5D+1, business 6D, intimidation 5D, streetwise 5D+1
**MECHANICAL 2D+2**
Astrogation 6D+2, repulsorlift operation 7D+2, space transports 7D, starship gunnery 6D+2, starship shields 6D+1
**PERCEPTION 2D+1**
Bargain 5D, command 6D, con 7D+2, forgery 6D+1, persuasion 4D+2
**STRENGTH 3D+2**
Brawling 7D
**TECHNICAL 3D**
**Move:** 10
**Equipment:** Blaster rifle (6D), heavy blaster pistol (5D), macrobinoculars, comlink
**Capsule:** Fein is another of Karrde's weapons specialists. Recruited by Karrde from a swoop gang in the Outer Rim Territories, Fein has since grown into a valued member of Karrde's crew. His skill with a rifle has saved the smugglers from death on a number of occasions, including the Imperial attack on the Whistler's Whirlpool on Trogan.

Fein is extremely dangerous; he is efficient and deadly with his weapon. He is not very popular with his fellow smugglers because of his cold, almost clinical, detachment. He rarely speaks, and when he does it is because he has something rather nasty to say. Despite his abrasive nature, he is well respected and appreciated.

## ■ Lishma the Gotal

**Type:** Gotal Smuggler
**DEXTERITY 2D+2**
Blaster 3D+2, dodge 4D+1, melee combat 5D+1, melee parry 5D
**KNOWLEDGE 2D+2**
Alien species 7D, bureaucracy 5D+1, business 6D, streetwise 5D+1
**MECHANICAL 2D**
Astrogation 6D+2, repulsorlift operation 7D+2, space transports 7D, starship gunnery 6D+2, starship shields 6D+1
**PERCEPTION 4D**
Bargain 6D, command 6D, con 7D+2, forgery 6D+1, persuasion 4D+2
**STRENGTH 3D+2**
Brawling 5D
**TECHNICAL 3D**

**Special Abilities:**
*Energy Sensitivity:* Gotals receive +3D to *search* in wide open areas. See page 90 of the *Dark Force Rising Sourcebook.*
*Mood Detection:* Gotals can read the moods of others. See page 90 of the *Dark Force Rising Sourcebook.*
*Fast Initiative:* Gotals who are not suffering from radiation static receive a +1D bonus when rolling initiative against non-Gotal opponents. See page 90 of the *Dark Force Rising Sourcebook.*
**Move:** 10
**Equipment:** Blaster pistol (4D), comlink, datapad
**Capsule:** Lishma the Gotal made a reputation for himself by his sheer single-minded determination. Anyone who disputed him was stepped on as quickly as possible, as hard as possible. While he was more than a little *cantankerous,* his insight into most matters concerned with smuggling was quite keen.

Lishma was killed in an Imperial ambush during the first meeting of what would become Talon Karrde's smuggler coalition. It is ironic that the Gotal was killed; he did not think opposing the Empire was a wise idea.

# Chapter Five
# Planets

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

In the last few months, I have had the privilege of recording the experiences of the people who have contributed to the creation of the New Republic. They have fought its battles and engineered its victories. The number of places that these heroes have visited is staggering. If battling the Empire ceases to appeal to the Heroes of Yavin, the New Republic Scout Service should consider recruiting them.

The galaxy is unimaginably vast, and the borders of the Known Galaxy are as fluid as the water of an ocean. New alien species, planets and other discoveries are catalogued at a phenomenal rate, pushing forward the boundaries of what we consider to be "known."

Until recently, the New Republic had control of almost three-quarters of the Known Galaxy, though in the outer systems the Empire operated with relative impunity. With Grand Admiral Thrawn's campaign, the Empire's grasp was extended to half the galaxy (a phenomenal feat accomplished in only six months). Since Thrawn's death, however, how long the Empire can maintain control is questionable. New Republic troops are staunch fighters and, with the destruction of the cloning facility on Mount Tantiss, Imperial soldiers are no longer "disposable."

The systems and worlds described below have been selected because they have played key roles in the events of the last few months.

## Berchest

Berchest is one of the larger trade worlds in Anthos sector. Anthos sector is situated well behind Imperial lines, and despite its proximity to Imperial rule, a thriving illicit smuggling trade has flourished there. Rather than travel from remote bases in the Outer Rim Territories, many smugglers and other dubious "merchants" find it useful to have a staging area near their prospective markets.

Anthos sector contains a number of systems ideal for smugglers, as a planetary collision thousands of years ago has left an unusually high frequency of radioactive and sensor fouling material on or near many of the major trade routes. While these routes are by no means easy to navigate, they are preferable to dealing with Imperial customs and military vessels. As a result, many of the more adept (or foolhardy) smugglers ply their trade in the Anthos sector.

Since the very early days of the Old Republic, Berchest has been hailed as a planet of extraordinary beauty. Berchest's seas, in particular the magnificent red-orange sprawl of the Leefari Sea, are composed of a particularly strong saline solution, and powered by the strong tides created by Terhaari (Berchest's sole moon), the seas have had a profound effect on the rocky planet, creating huge crystal deposits on Berchest's shores. These crystals — sometimes several kilometers in diameter — have been painstakingly carved into actual cities by the Berchestian artisans. In fact, "citysculpting" is a highly respected and cherished Berchestian art form.

Unfortunately, the Clone Wars and the rise of the Empire severely cut into Berchest's tourist trade. The Berchestians have been forced to find alternative sources of income to fuel their economy. Fortunately, the tourist trade helped establish a number of lucrative trade routes that passed near the planet. While Berchest is far from being the largest trade nexus in the galaxy, it is busy enough to foster excellent economic growth.

Currently, Berchest is under the rule of Imperial Governor Staffa, a former smuggler who has somehow conned his way into a position of power in the Berchestian government. A large

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amount of off-world traffic passes through Berchest, though it is monitored by the Empire. The Imperial presence has made itself felt more recently, during the New Republic's search for Imperial clone traffic; Berchest was one of the many false shipping routes Thrawn used to keep his enemies occupied.

### ■ Berchest
**Type**: Terrestrial
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moist
**Gravity**: Standard
**Terrain**: Crystal coasts, plains, mountains, forests
**Length of Day**: 21 standard hours
**Length of Year**: 381 local days
**Sapient Species**: Berchestians (N), Bimmisaari, Humans, Gotals, Rodians, wide variety of other aliens
**Starport**: Stellar class
**Population**: 3 billion
**Planet Function**: Trade
**Government**: Imperial Governor
**Tech Level**: Space
**Major Exports**: High technology, mid technology, warehoused cargoes, native crystalline art
**Major Imports**: Shipped cargoes, tourism

## Calius Saj Leeloo

Calius Saj Leeloo, the City of Glowing Crystal, is the premier tourist attraction of the planet Berchest. Carefully carved from the planet's largest crystal deposit, Calius is breathtaking in its beauty. At sunset, the crystal city seems to shine with otherworldly brilliance, radiating a deep red hue that is renowned throughout the galaxy.

Perhaps the most famous structure in Calius is the Sanctum Arcti, the gathering house for the Berchestian world-religion. The Berchestians value the art of citysculpting above any other skill, and the Sanctum Arcti has become a huge conclave of the planet's best sculptors and artisans. The Sanctum houses over 2,000 scholars and artisans who are constantly planning and overseeing the creation of new building sculpture designs.

The Sanctum Arcti stands almost a full kilometer tall and covers nearly three square kilometers. Virtually every centimeter on the building's surface is elegantly sculpted. Positioned for maximum sun exposure, and specially tinted to subtly alter coloration, the building shines brighter and more stunningly than any other structure on Berchest.

Currently, Imperial troops patrol the city regularly. The Berchestians themselves espouse no particular political view and tend to keep to themselves, avoiding attracting Imperial attention. Still the Berchestians prefer peace and free trade above all else: after all, many of their best customers are not Imperials ...

## Governor Raccyx Staffa

Governor Raccyx Staffa is rather unusual for an Imperial governor: he used to be a fair smug-

gler. While he was never a great success, Staffa was a shrewd businessman, and when he "retired," he still had wealth, property and friends — a rare commodity for a smuggler.

Staffa had often visited Berchest and was always struck by the planet's scenic beauty. In fact, he would often joke with his fellow smugglers that someday he would retire and enter Berchestian politics.

The specifics of Staffa's installment as Imperial Governor of Berchest are murky at best. Many suspect he bribed his way into power, while others believe he applied for the position and simply murdered the other candidates.

In truth, Staffa himself is a bit surprised about his current position. After retiring to Berchest, he realized that he truly loved the planet and its people, and he legitimately desired to make their lives better. He entered into politics, and was elected as a member of the Berchestian Council.

Then he discovered the Imperial governor's habit of taking kickbacks from wanted smugglers passing through Berchest. Gathering evidence of the governor's impropriety, Staffa blackmailed him into "early retirement," and forced the Imperial to recommend him for the governorship. To his amazement, his plan actually seemed to work.

Falling back into his smuggling habits, Staffa realized that the governorship was an effective position from which to embezzle and blackmail, and all opposition to his rule soon faded. He contacted a number of his smuggler acquaintances, including Talon Karrde, and set up an "informal taxation system" whereby Staffa allowed the smugglers to operate on Berchest — for a cut.

Staffa believes that his illegal activities have escaped Imperial notice. He is mistaken, and the main reason that he is allowed to operate (other than the fact that he is a surprisingly good administrator) is that his ties to the smuggling community may help Imperial Intelligence root out some of the more troublesome members of the fringe.

Staffa is a short, overweight Human, with thinning brown hair and a handlebar mustache. He generally wears loose-fitting tunics and robes of good quality. He rarely carries a sidearm these days; his personal guards are Imperial stormtroopers.

### ■ Governor Raccyx Staffa
 **Type:** Imperial Governor
 **DEXTERITY 2D+2**
 Blaster 4D, brawling parry 5D+2, dodge 5D
 **KNOWLEDGE 3D+2**
 Alien species 5D+2, bureaucracy 6D, business 4D+2, business: exports 7D+2, business: smuggling 6D+1,

streetwise 5D
 **MECHANICAL 2D+1**
 Astrogation 4D+1, ground vehicle operations 3D+1, hover vehicle operations 3D+1, repulsorlift operations 4D+1, space transports 4D
 **PERCEPTION 4D**
 Bargain, 6D, command 8D, con 7D, forgery 7D+2, investigation 5D
 **STRENGTH 2D+2**
 Stamina 4D+2
 **TECHNICAL 2D+2**
 **Character Points**: 8
 **Move**: 10
 **Equipment**: Comlink, Imperial ID, pouch, 5,000 credits

## Bespin

The Bespin system is located near the Corellian Trade Spine, at the head of the Ison Corridor. The Trade Spine draws a great deal of traffic to the system, in particular to the Cloud City mining colony.

Bespin itself is a gas giant, with three layers: one of clouds, one of liquid metal rethen, and a metal core. The spectacular colors of the planet make it a beautiful place to visit.

Bespin is predominantly a mining colony. Cloud City, a monument to repulsorlift technology, maintains a position over the gas giant, and mines the Tibanna gas from the atmosphere of Bespin. While a significant portion of Bespin's atmosphere would be considered harmful to most life-forms, there is a "Life Zone" that exists roughly 150 kilometers below the outer border of the atmosphere.

Bespin has, of late, been under Imperial control since the departure of Lando Calrissian. For a brief period, Imperial occupation of Cloud City ended, and the garrison that Darth Vader had ordered in place had been recalled. On the orders of Grand Admiral Thrawn, a new garrison has been installed, and the Empire has raided the supplies of Tibanna gas that were stored aboard the floating city.

### ■ Bespin
 **Type**: Gas Giant
 **Temperature**: Temperate (in the Life Zone)
 **Atmosphere**: Type I (breathable) in the Life Zone
 **Hydrosphere**: Moist (in the Life Zone)
 **Gravity**: Standard (in the Life Zone)
 **Terrain**: Gas Giant
 **Length of Day**: 12 standard hours
 **Length of Year**: 14 standard years
 **Sapient Species**: Humans, Ugnaughts
 **Starports**: Imperial Class (restricted to military use only)
 **Population**: 4 billion
 **Planet Function**: Tibanna gas mining, former gambling resort
 **Government**: Imperial Governor
 **Tech Level**: Space
 **Major Exports**: Spin-sealed Tibanna gas
 **Major Imports**: Foodstuffs, mid tech, high tech

## Bilbringi

The Bilbringi system is devoid of life, consisting of rocky worlds rich with heavy metals. The Bilbringi system has little of interest in it save the Bilbringi shipyards, a large, heavily defended facility used for the construction of Imperial warships. The shipyards were created at Bilbringi because of the system's proximity to Imperial convoy routes and the preponderance of available metals and ores. The shipyard's main control facility was constructed on Bilbringi VII, a medium sized planetoid that maintains a monotonously regular orbit around its sun.

The shipyard facilities themselves are orbital platforms that circle the planetoid, and are constantly monitored by the installation's security systems. The orbital platforms are used for virtually every stage of starship construction:



■ *Calius Saj Leeloo, the City of Glowing Crystal*

there are open dry-docks for the overhaul of hyperdrive engines, heavy lifting platforms, a work area for the construction of space vessel superstructures, and even a firing platform to fine-tune a new ship's weaponry. Overall, the Bilbringi shipyards are an impressive and efficient facility for the Imperial Navy.

Unfortunately, the very size of the shipyards makes them vulnerable to attack. In recent weeks, successful attacks against the Empire have been made by both the New Republic and members of Talon Karrde's smuggler coalition. The smugglers Mazzic and Ellor were successful in destroying a nearly completed Imperial Star Destroyer, an act of revenge for the slaying of the Gotal smuggler Lishma. Within a matter of days, the New Republic launched an attack on the shipyards in hopes of procuring a Crystal Gravfield Trap array. A sizable portion of the installation was destroyed during the attacks.

General Drost, the Imperial officer in charge of Bilbringi's security, has been removed from command. Shortly after the smuggler attack on Bilbringi, Admiral Thrawn allegedly gave the beleaguered officer a last chance to improve security procedures for the shipyards. As the New Republic attack indicated, Drost's revisions to security procedures were, to be polite, ineffective.

Currently, the defenses of the Bilbringi shipyards have been effectively removed. The Golan II battle platforms and shield generators that protected Bilbringi were damaged beyond repair. The shipyards have since been abandoned. The New Republic, realizing that the shipyards were too exposed to continue as a military dockyard, simply scavenged what equipment and material remained. The loss of Bilbringi is a major blow to the Imperial shipbuilding effort.

### ■ Bilbringi
**Type:** Asteroid Belt
**Temperature:** Frigid
**Atmosphere:** None
**Hydrosphere:** Arid
**Gravity:** None
**Terrain:** Asteroids, shipyards
**Length of Year:** 830 standard days
**Sapient Species:** Humans, wide variety of other species
**Starports:** Imperial Class (restricted to Imperial military use)
**Population:** 12 million
**Planet Function:** Shipbuilding
**Government:** Imperial Moff
**Tech Level:** Space
**Major Exports:** Imperial warships
**Major Imports:** Foodstuffs, mid tech, high tech, raw materials

## Chazwa

The Chazwa system has recently fallen back under restrictive Imperial control. While a garri-

son has been in place on the planet Chazwa for almost seven years, Imperial efforts at controlling the system have been half-hearted at best. After Grand Admiral Thrawn assumed control over the Empire, discipline was reinforced, even for rear echelon troops like those on Chazwa.

Chazwa has recently been used as a central shipping point for Imperial war supplies, troops and information. While a number of smuggling and legitimate freight shipping operations run through Chazwa, the Imperial presence has forced these operators to move very carefully because Imperial smuggling penalties are quite severe.

The Imperial garrison on Chazwa has recently been upgraded to full operational status, receiving a new complement of troops, including some cloned stormtroopers, and the Interdictor cruiser *Rampart* has been assigned to the system to reduce smuggling in the area.

The planet is medium-sized and orbits a small white-dwarf star. It is habitable for Humans and a number of other alien species, with a mild climate and weather and a moderate amount of natural resources.

### ■ Chazwa
**Type**: Terrestrial
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moderate
**Gravity**: Standard
**Terrain**: Plains
**Length of Day**: 26 standard hours
**Length of Year**: 369 local days
**Sapient Species**: Humans
**Starports**: Stellar Class
**Population**: 3.5 billion
**Planet Function**: Trade, manufacturing
**Government**: Imperial Governor
**Tech Level**: Space
**Major Exports**: Information, agriculture products, mid technology
**Major Imports**: Foodstuffs, medicine

## Crondre

Crondre is a small, icy world that the New Republic has converted into a supply depot for perishable medical supplies. The frigid planet facilitates flash-freezing and storage of many time-sensitive medical compounds. The storage facility on Crondre has been hollowed out of the planet's immense glaciers, in much the same manner as the Alliance's Echo Base on Hoth. A series of Fabritech matrix shield generators protects the storage facility, as does a huge ion cannon battery and a Golan II space defense platform.

Unfortunately, due to the hostile nature of the planet's environment, only a small number of troops can be stationed on Crondre at a given time. The bulk of the New Republic personnel in

the system are stationed aboard the Golan II. Since there is an overflow of troops aboard the station, it has been modified and acts as a traffic flow control into and out of the system.

Crondre itself consists of large fields of glaciers that are slowly grinding their way across the planet. As yet, no indigenous life has been discovered.

### ■ Crondre
**Type**: Terrestrial
**Temperature**: Frigid
**Atmosphere**: Type II (breath mask suggested due to numbing temperatures)
**Hydrosphere**: Moist (mostly in form of glaciers and snow)
**Gravity**: Standard
**Terrain**: Glacier
**Length of Day**: 23 standard hours
**Length of Year**: 392 local days
**Sapient Species**: Humans, wide variety of other species
**Starports**: Limited Services
**Population**: 2,000 (on surface), 800 (Golan II platform)
**Planet Function**: New Republic supply depot
**Government**: New Republic
**Tech Level**: Space
**Major Exports**: None
**Major Imports**: None

## Dolomar

Dolomar is the only planet orbiting its star. Dolomar was originally a colony world of the Republic, and it was settled after a rich discovery of ores and various specialized minerals and crystals. After the Battle of Endor, Dolomar quickly allied with the New Republic, but Grand Admiral Thrawn's campaign of conquest subjected the world to bitter and desperate fighting.

Dolomar is a world of extreme cold, blizzards, and ice. The colonists live underground in immense caverns and tunnels that protect them from both the cold and orbital bombardments. The colonists are an extremely resilient and stubborn group of people. When the Empire attacked, it learned how stubborn they can be: the initial Imperial invasion fleet was ambushed and wiped out.

Currently, Imperial warships are attempting to gain a permanent foothold in the system, but Dolomar's defense fleet is holding its own (thanks to support from the Republic). The Empire has been able to conduct very limited ground attacks and orbital bombardments, in hopes of penetrating the planetary shield generators and taking over the surface of the planet. Dolomar's gunners have shot down most of the Empire's landing transports, so the Empire has been unable to land any heavy vehicles or artillery pieces, and only a small number of transports with troops have been able to land. Those ground forces that do make it to the underground cities

are eliminated by the colonists in fierce rounds of street fighting. The local inhabitants know the streets and alleyways of Dolomar infinitely better than Imperial Army troops, and use this for a decided tactical advantage.

The surface of the planet consists of nothing more than glaciers, snowdrifts and ice-shrouded mountains. The northernmost mountain chain, the L'tiri Peaks, houses the largest of the underground complexes, Diflu. Hidden amongst the caverns and tunnels, Diflu hosts a large number of shops, space vessel repair facilities, and cantinas.

### ■ Dolomar

**Type**: Terrestrial
**Temperature**: Frigid
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moist (mostly solidified as glaciers and snow)
**Gravity**: Standard
**Terrain**: Glaciers, snowfields, mountains
**Length of Day**: 45 standard hours
**Length of Year**: 224 local days
**Sapient Species**: Humans
**Starports**: Stellar Class
**Population**: 1.5 billion
**Planet Function**: Colony
**Government**: Participatory Democracy
**Tech Level**: Space
**Major Exports**: Minerals, Dolomar spice wine
**Major Imports**: Mid technology, high technology, foodstuffs

## Farrfin

The planet Farrfin was a popular refuge of smugglers and pirates in the days of the Old Republic. Its remote location made it ideal for hiding from pursuers, and eventually the Rebel Alliance made use of the planet as well. The planet's inhabitants, the Farghul, a species easily given to smuggling and con artistry, freely welcomed all newcomers to Farrfin — if only for the chance to bilk the unwary out of every credit they could.

Recently, Imperial forces have tried to dominate the Farrfin system, and have met with stern resistance. The craggy, fog-choked planet makes ground operations difficult, and the local inhabitants, used to operating in these difficult conditions, have managed to stall Imperial takeover. The Republic is also supplying weapons, food and medicine so that the Farghul can continue their resistance effort.

Farrfin is a medium sized planet, with high mountain peaks, deep valleys, some tectonic instability, and a number of underground streams. These streams (and, in some cases, larger bodies of water) meet with the lava just beneath the surface of the planet, causing huge fissures of steam to explode from the ground. These "steam storms" are what makes the planet

difficult for the Empire to cope with: the damp weather, low visibility, and the unfamiliar and treacherous terrain have all contributed to make Imperial occupation extremely difficult.

Farrfin has three major cities: Farlhu, Jahhnu and Geltyu. A strong "criminal" element thrives in these cities, with con-artists running sabacc scams on every street corner, and pockets being picked left and right. The famed Jahhnu betting houses rake in incredible sums of currency, as gullible off-worlders and bored smugglers gamble away their earnings. That this haven for bored criminals has managed to repulse Imperial attacks is bewildering to the Empire.

### ■ Farrfin

**Type**: Terrestrial
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moist
**Gravity**: Light (0.9 Standard)
**Terrain**: Mountains, oceans
**Length of Day**: 29 standard hours
**Length of Year**: 388 local days
**Sapient Species**: Farghul (N)
**Starports**: Stellar Class
**Population**: 6 billion
**Planet Function**: Entertainment, homeworld, smuggling haven
**Government**: Criminal hierarchy
**Tech Level**: Space
**Major Exports**: Information, smuggled goods
**Major Imports**: Liquor, holos, spice, other contraband items

## Filve

The planet Filve has become a huge service station for passing starships. An Imperial class starport services virtually any vessel (though smaller ships tend to be put off by Filve starport's inflated docking fees). The Filvians, noted for their mechanical aptitude, have turned a hot, uncomfortable planet into a major trade and information nexus.

A large number of ships pass through the Dulfilvian system, mostly restocking at Filve. A number of the galaxy's wealthiest corporations, such as Sienar and BlasTech, have opened branch offices on Filve. Filvian computers and computer operators are highly sought after by many corporations, due to the large amount of computerized recordkeeping that is part of the daily operation of such an organization.

The planet itself is hot, dry and uncomfortable. The climate is almost monotonous: constant sunshine, oven-hot winds and a complete lack of vegetation make Filve an inhospitable desert planet.

The Filvians have created gigantic, self-contained cities to house themselves and the off-worlders that live on the planet. These cities are

completely climate controlled and are protected from the uncomfortable outside environment. These huge mega-cities are interlocked, and it is possible to visit each city without ever walking outdoors.

### ■ Filve

**Type:** Terrestrial
**Temperature:** Hot
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Dry
**Gravity:** Standard
**Terrain:** Urban
**Length of Day:** 14 standard hours
**Length of Year:** 110 local days
**Sapient Species:** Filvians (N)
**Starports:** Imperial Class
**Population:** 6 billion
**Planet Function:** Service, homeworld
**Government:** Alliance/Federation
**Tech Level:** Space
**Major Exports:** High technology, computers, droids
**Major Imports:** Food, medicine

## Generis

Generis, in the Atrivis system, was the prime New Republic communications nexus in the Outer Rim Territories until it fell to the forces of Grand Admiral Thrawn. Only the actions of Pash Cracken managed to save the lives of many members of the Atrivis Communications Group.

Generis is a planet of startling natural beauty: a lush jungle planet that displays a number of indigenous creatures and plants. The terrain is hilly and rocky, with choking jungle foliage clogging the few pathways that have been forged through the rugged terrain. The nature of the terrain convinced the Rebel Alliance to install a communications array there; even if the Empire managed to locate the comm center, an extended ground campaign would be required to take or disable the center.

There are no major cities on Generis, nor are there any surviving indigenous sapient species. The ruins of a number of temples of decidedly non-Human origin have been discovered, but there is no clue what became of the temples' builders.

The comm center that is now firmly under Imperial control is located on the southern pole of the planet, near a large deposit of hiridiu crystals. These crystals have been used in old-style communications systems since the days of the Old Republic; the proximity of the crystals helps boost modern communications signal strength by almost 30 percent. The loss of this unique broadcast center will be difficult for the New Republic to recover from.

### ■ Generis

**Type:** Terrestrial
**Temperature:** Hot
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Moist
**Gravity:** Heavy (1.1 of Standard)
**Terrain:** Jungle, mountains
**Length of Day:** 42 standard hours



■ The assault on Generis.

Terry Pavlet

Tim Eldred

■ The Fortress of Hijarna.

**Length of Year**: 234 local days
**Sapient Species**: Humans, wide variety of other species
**Starports**: Limited Services
**Population**: 2,000
**Planet Function**: Communications center
**Government**: Imperial Governor
**Tech Level**: Space
**Major Exports**: None
**Major Imports**: None

## Hijarna

Hijarna has a mystery to xenoarcheologists galaxy-wide since its discovery during the Fifth Alderaanian Expedition. The planet is almost totally devoid of life, and, if all the data on the structure and composition of the planet is accurate, Hijarna was destroyed by warfare. One of the few major structures still standing on the planet is the so-called Fortress of Hijarna, a brooding, massive edifice of blackened stone that is perched high atop a bluff overlooking a battle-scarred plain.

Hijarna shows evidence that it once was a lush, beautiful world. Fossil records indicate an abundance of animal life — at one time. No trace remains, however, of the sapient species responsible for the destruction of the planet. The cause of Hijarna's downfall has remained a topic of speculation for researchers and scientists for decades. Some feel that the fortress was created as a last ditch defense against whatever destroyed the planet, while others feel that the fortress may have been a stronghold for the invaders or conquerors. Some of the wilder speculations concerning Hijarna (popularized by less reputable "scientific" journals and pop-media news networks) have included theories that the planet was destroyed by aliens from another galaxy, that a super-virus created by the natives devoured all life, and even that a huge temporal rift sucked all life from the planet's surface. It is likely that the cause of Hijarna's destruction will remain a mystery for quite some time.

The fortress is occasionally used by smuggler Talon Karrde as a meeting place far from the prying eyes of Imperial Intelligence. Karrde chose Hijarna as a rendezvous point for a vital meeting of the smuggler coalition.

### ■ Hijarna
**Type**: Terrestrial
**Temperature**: Moderate
**Atmosphere**: Type II (breath mask suggested due to bacterial contaminants)
**Hydrosphere**: Dry
**Gravity**: Standard
**Terrain**: Barren wasteland
**Length of Day**: 22 standard hours
**Length of Year**: 363 local days
**Sapient Species**: None
**Starports**: Limited Services

**Population**: None
**Planet Function**: Smuggler hideout
**Government**: None
**Tech Level**: Space (smuggler camp only)
**Major Exports**: None
**Major Imports**: None

## Mrisst

Mrisst is a small planet in the GaTir system and a member of the New Republic. The Mrissi were subjugated by the Empire for decades; many were conscripted into military service. After the Battle of Endor, the Mrissi were more than willing to throw off the Imperial yoke and support the New Republic.

The planet is a very mild, terrestrial world, and quite hospitable to Humans and similar life-forms. Small lakes and rivers dot the four major continents. The terrain is predominantly jungle, consisting of varied forms of vegetation such as the tiny "spinetrees" and the slender, thousand-meter-tall "spirepines."

Planetary weather is extremely mild, and the Mrissi have flourished on this world. Mrisst is fairly self sufficient, and imports little more than high technology and high energy fuel sources. Most of the planet's population relies on efficient solar, hydro and thermal heating sources, but there are some cases where advanced energy souces are still necessary. Mrisst does have one major commodity to sell: education.

Mrisst has become a center of higher learning for many of the economically disadvantaged students of the galaxy. The Mrisst Trade and Science Academy (MTSA, often pronounced as "MiTSA") provides a high quality educational program to students who may have been unable to attend the Imperial Academy or other large and expensive universities. While the prestige level of a Mrisst education is lower than that of the larger, wealthier institutions, Mrisst graduates tend to get a better education, which is borne out once the graduates get into the work force.

Recently, Mrisst has been recaptured by the Empire. Thrawn used Mrisst as a staging area for his final assaults leading into the attack on Coruscant.

### ■ Mrisst
**Type**: Terrestrial
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moderate
**Gravity**: Light (0.8 of Standard)
**Terrain**: Forests, mountains
**Length of Day**: 20 standard hours
**Length of Year**: 278 local days
**Sapient Species**: Mrissi (N), wide variety of other species
**Starports**: Stellar
**Population**: 3.5 billion Mrissi, 6 billion (students of vari-

ous species)
**Planet Function**: Educational center
**Government**: Representative democracy
**Tech Level**: Space
**Major Exports**: None
**Major Imports**: Educational material, computers

## Ord Mantell

Most people know Ord Mantell as a gambling reserve and seedy spacer and smuggler conclave. However, there's a lot more to this outlying world that once served as a prime military base for the Old Republic.

Ord Mantell is a world of contrasts. It was originally founded by Corellian colonists 12,000 years ago as an advance Republic military and scout base. As the Republic expanded to new trade routes, Ord Mantell lost its strategic significance, but the presence of full military-quality starship yards and docks encouraged a thriving civilian cargo trade.

In the intervening years, Ord Mantell has become something of a "free port": all manner of legitimate and illegal cargoes pass through the system. Smugglers and legal free traders often dock on the planet, confident that there is a minimal risk of "Imperial entanglements."

Ord Mantell has also given rise to a thriving gambling and entertainment industry. Along the southern coast of the continent of Worlport, a sprawl of cities provide gambling and all manner of vices, no questions asked. The cities are modern in all respects, and Ord Mantell's countless billions of tourists a year can expect to find any convenience they are accustomed to in the Core.

Beyond the teeming bustle of the cities, much of Ord Mantell remains primitive and rural. Ord Mantell's terrain is dominated by wide plains, large salt water lakes and forests. A number of small towns and cities dot the planet, ranging from farming to fishing communities. The majority of the inhabitants of the rural communities shy away from contact with out-worlders, preferring to stay away from the visitors who seem to consistently bring so much trouble to their lives. There are a small number of cities that cater to the needs of smugglers and spacers, giving these individuals even more privacy than the gambling cities can. Unfortunately, these rural spacer cities are little more than "outlaw settlements," much like Mos Eisley, where visitors must be willing to dispense "justice" through a threatening word and a blaster. The general level of technology in rural Ord Mantell is low; droids and computers are oddities to most residents.

A year ago, the New Republic added Ord Mantell to its membership. While the Republic has made extensive efforts to "civilize" the planet, old habits die hard and the planet remains a center of illicit activities. Recently, the Republic deployed an X-wing fighter wing to the planet to assist in the ongoing skirmishes in the sector. Originally housed in the remains of an Old Republic space defense base in the planet's southern hemisphere, the Ord Mantell Fighter Wing has become an essential part of the New Republic's defense in the sector.

### ■ Ord Mantell
**Type**: Terrestrial
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Moist
**Gravity**: Standard
**Terrain**: Plains, jungles
**Length of Day**: 26 standard hours
**Length of Year**: 334 local days
**Sapient Species**: Humans, Trandoshans, wide variety of other species
**Starports**: Limited Services
**Population**: 4 billion
**Planet Function**: Trade, entertainment, gambling
**Government**: Republic Governor
**Tech Level**: Space
**Major Exports**: None
**Major Imports**: None

## Ord Pardron

Ord Pardron is a remnant of Old Republic military expansion, the name "Ord" itself a throwback to the military jargon of that bygone era. "Ord" is an acronym for "Ordnance/Regional Depot," and serves the function of a frontier "fort" or advance military base. Countless Old Republic regional bases were given the name "Ord" when they were first settled (colonists often chose to settle near a military facility for their own protection); on many worlds, the term has survived to this day.

Ord Pardron is essentially a large rock in space. The planet has low gravity and a very thin atmosphere. Ord Pardron is rich in minerals and ores and was extensively mined by the Republic and the Empire to provide raw materials for starships. Approximately five years before the Battle of Endor, Ord Pardron was abandoned by the Empire because most of its mineral resources had been exhausted. Shortly before the Battle of Yavin, a small Rebel Alliance fighter base was established in the remains of the Imperial base.

Ord Pardron Starfighter Base launched a number of successful attacks on the Empire, which was unable to locate the subterranean Rebel outpost. After the Battle of Endor, the base was re-tasked and is now a major sector defense outpost due to the protection afforded by the heavy-metal make-up of the planet. Even with-

David Plunkett

out planetary shields, the underground base at Ord Pardron can withstand sustained orbital bombardment. A full complement of starfighters, capital ships and support personnel have been stationed on Ord Pardron.

### ■ Ord Pardron

**Type:** Asteroid
**Temperature:** Cool
**Atmosphere:** None
**Hydrosphere:** Arid
**Gravity:** Light (0.15 Standard)
**Terrain:** Barren
**Length of Day:** Planet does not rotate
**Length of Year:** 752 standard days
**Sapient Species:** Humans
**Starports:** Standard class (restricted to New Republic and emergency use only)
**Population:** 68,000 (New Republic troops)
**Planet Function:** New Republic military base
**Government:** New Republic Military
**Tech Level:** Space
**Major Exports:** None
**Major Imports:** None

## Ord Trasi

Ord Trasi is a major shipbuilding facility for the Empire. It is a heavily defended fortress system that the New Republic has thus far been unable to take from the Empire. The Imperial yards at Ord Trasi are primarily responsible for the construction of capital combat starships, and since the return of Thrawn, the facility has concentrated solely on building Imperial Star Destroyers.

Ord Trasi was a fort world in the days of the Old Republic (hence the "Ord" appellation). Established as a "jump-off" point and refueling depot for exploration missions, the Ord Trasi outpost saw heavy usage and gradually improved the level of its ship maintenance facilities, eventually becoming the major construction center it is today. Ord Trasi itself is typical of most planets that serve as shipbuilding centers. The planet is rich in metals, ores, and minerals, as well as natural crystals used in weapons and communication gear, all of which are mined to fuel the Imperial war effort. Most of the Empire's shipbuilding is carried out in orbit, utilizing a tremendous series of space stations and orbital docking platforms. The space platforms completely encircle Ord Trasi and house most of the Empire's troops stationed at the planet. A number of weapons platforms defend the network of space stations, and smelting and metal refinement facilities are located on Ord Trasi's two moons. The smelting facilities feature minimal guards as most of the actual mining is carried out by droids.

### ■ Ord Trasi

**Type:** Terrestrial

**Temperature:** Cool
**Atmosphere:** Type II (breath mask suggested)
**Hydrosphere:** Arid
**Gravity:** Standard
**Terrain:** Mountains, plains
**Length of Day:** 28 standard hours
**Length of Year:** 412 local days
**Sapient Species:** Humans, Wookiees (slaves)
**Starports:** Imperial Class (restricted to registered Imperial shipping and military use)
**Population:** 2 million
**Planet Function:** Shipbuilding facility
**Government:** Imperial Moff
**Tech Level:** Space
**Major Exports:** Starships
**Major Imports:** High technology, refined metals

## Poderis

Poderis can be described by a variety of terms, though "marginal" seems the most accurate. Virtually no one has ever heard of the small colony planet. Technically, the colony should have simply been declared a failure and relocated decades ago, but the stubborn nature of the colonists — a stubbornness on a par with the Svivreni — has managed to keep this small planet going. The combination of its disorienting 10 hour days, unusual geography and violent winds have made the planet a singularly difficult location to survive in.

Poderis has a nearly perpendicular axial tilt, creating terrible winds (comparable to hurricane levels) during the planet's spring and autumn. The "lowland-slough ecology" and erosion patterns of Poderis have created the planet's unusual land masses: towering mesas lie in archipelagos dotting the planet's large oceans.

For the protection of the settlements perched atop the mesas, huge wind barriers have been constructed. They are angled slabs of hull-strength starship metal that act as windbreaks.

Grand Admiral Thrawn used Poderis as a lure for Jedi Luke Skywalker, who was led to believe that Poderis was a possible transfer point for the Empire's clone traffic. Poderis is also a drop-off or pickup location for smugglers, though a recently increased Imperial military presence has curtailed much of the illicit flow of goods.

### ■ Poderis

**Type:** Terrestrial
**Temperature:** Temperate
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Moist
**Gravity:** Standard
**Terrain:** Archipelago chains of mesas
**Length of Day:** 10 standard hours
**Length of Year:** 77 local days
**Sapient Species:** Human
**Starports:** Limited Services
**Population:** 17 million
**Planet Function:** Colony
**Government:** Imperial Governor
**Tech Level:** Space
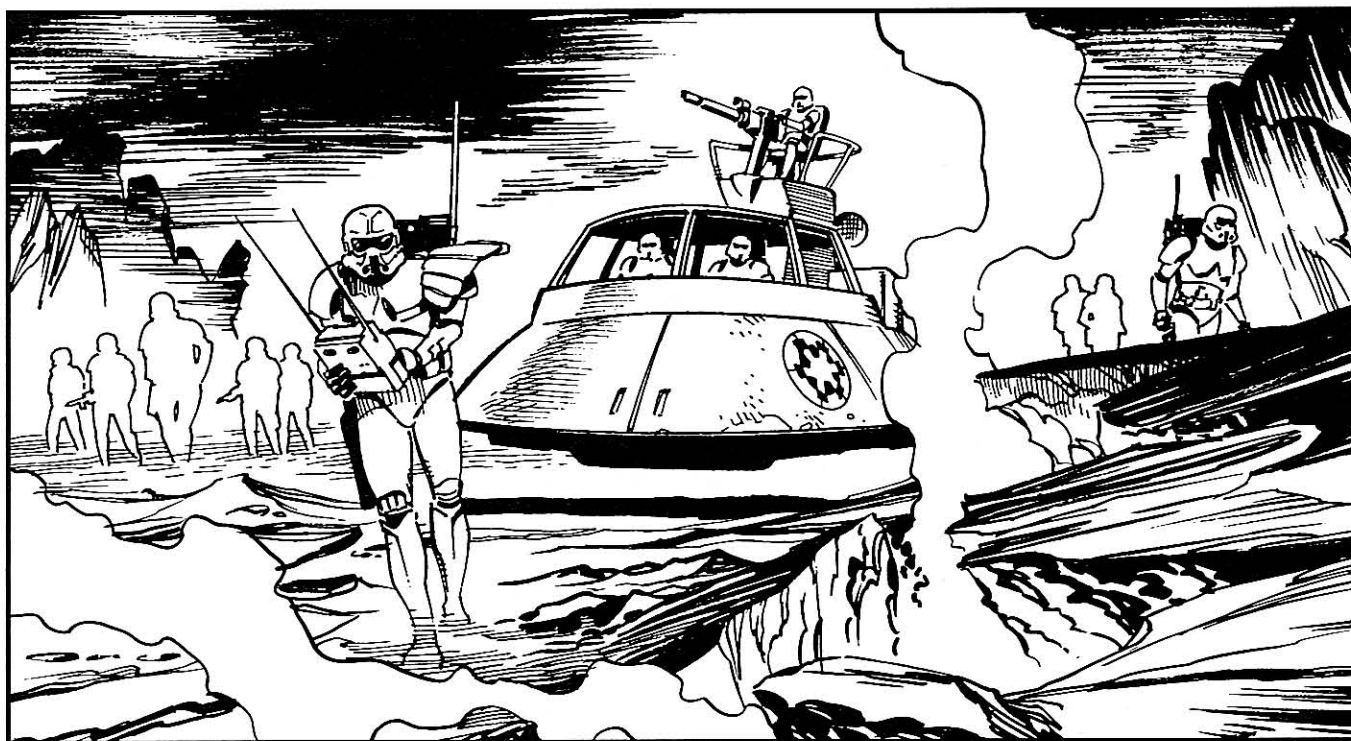
■ *Imperial radtroopers searching the surface of Qat Chrystac.*

**Major Exports**: None
**Major Imports**: Food, medicine, high technology

## Qat Chrystac

Qat Chrystac is one of those unusual battle sites that occur in virtually every war; the planet has no strategic value save that what began as a small skirmish to wipe out an enemy outpost evolved into a seemingly endless and ever escalating conflict.

The planet is a volcanic nightmare, with a bizarre form of radioactive lava spewing forth from hissing crevasses in the planet's surface. Huge seas of molten rock cover the planet, distinguished by large mesas of volcanic glass that tower several kilometers high over the seas. The radioactive lava that is constantly sprayed into the planet's poisonous air has a severe scrambling effect on all manner of computers and sensors. Because of the hostile nature of the planet's environment, a rogue cell of the Rebellion decided it would make an ideal hiding place.

Qat Chrystac became a point of contention almost a decade ago. The Rebels managed to capture a heavily shielded starship, similar to the shieldships of Nkllon, and simply buried it in the rock of the planet. The Empire, learning of this base, launched an attack and was soundly defeated; the Empire was not ready for the harsh conditions of the planet, and the Rebel

group on Qat Chrystac was comprised of some of the fiercest fighters in the Rebellion. The fighting rages on to this day.

Currently, a small contingent of Imperial Radiation Zone Troopers is cautiously working its way across Qat Chrystac's surface in hopes of locating the hidden base. This stormtrooper unit, stationed aboard an older model siege platform in orbit over Qat Chrystac, has been in active combat for almost seven months, and is in desperate need of reinforcements. The New Republic, hoping to wipe out one of the few truly elite stormtrooper divisions left since the death of the Emperor, has managed to supply the Qat Chrystac base with new weapons, troops and supplies.

*(For more information on Imperial Radiation Zone Troopers, see pages 27-28 of* Galaxy Guide 9: Fragments From The Rim.*)*

### ■ Qat Chrystac
**Type**: Terrestrial
**Temperature**: Searing
**Atmosphere**: Type IV (environment suit required)
**Hydrosphere**: Dry
**Gravity**: Heavy (1.4 of Standard)
**Terrain**: Radioactive lava seas, volcanic glass plateaus
**Length of Day**: 12 standard hours
**Length of Year**: 166 local days
**Sapient Species**: None
**Starports**: Limited Services
**Population**: 2,000 New Republic troops, approximately 1,500 Imperial Radtroopers

Planet Function: Hidden Base
Government: None
Tech Level: Space (inside the New Republic base)
Major Exports: None
Major Imports: None

## Sarka

Sarka is a planet of steaming jungles and vast tracts of marshland. The planet is home to a dazzling variety of insects, plants and animals, including the Sarkans, the planet's only sapient species.

Sarka has few cities (in the traditional sense); rather, the majority of Sarkans live in an elaborate system of interlocking caves and subterranean passageways. The caves are usually located adjacent to one of the planet's many underground hot springs, which helps compensate for the cool Sarkan nights. Salyrini is the largest of these underground cave-cities. Despite their crude outward appearance, the caves are very modern, incorporating a number of shops, restaurants, holo-theatres and other amenities.

Among the major exports of Sarka are the Sarkan Nova Rubies, which the Sarkans mine from their cave networks. These crystals are common on Sarka and are used for illumination in the darker reaches of the caves. These gemstones are highly prized by many off-worlders because of their brilliant luminescence. The Sarkans tend to be amused that these common stones can be so prized by other species, though they are more than willing to part with them — for a proper price.

Sarka has parlayed its gem wealth into political clout, and now Sarkan ambassadors are among the powerful political factions in the New Republic. Sarka is currently negotiating a shipping treaty with the New Republic, and the Sarkan delegation hopes to lure a New Republic military detachment to Sarka. The military presence would help cut down on smuggling, piracy and Imperial incursions into Sarkan territory.

### ■ Sarka

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Heavy (1.3 of Standard)
Terrain: Jungle, marshland, cave networks
Length of Day: 39 standard hours
Length of Year: 462 local days
Sapient Species: Sarkans (N)
Starports: Imperial Class
Population: 4 billion
Planet Function: Trade center
Government: Ruler by tribal selection
Tech Level: Space
Major Exports: Nova Rubies
Major Imports: Luxury items

## Svivren

The planet Svivren has posed a tremendous problem for the Empire in recent days. This planet's hardy inhabitants have thus far managed to resist attempts at Imperial occupation, outlasted Imperial siege efforts, and infuriated the Empire by their determined refusal to submit to Imperial rule. The Svivreni are notoriously stubborn, and are thoroughly opposed to participating in "political infighting" (the term they use to describe the galactic civil war).

Svivren itself is a harsh world, consisting of mountainous terrain, with long, cold winters and uncomfortably warm summers. Despite the rough nature of the planet, the Svivreni have thrived and used their skill to turn their planet into an important regional trading port.

Svivren is completely neutral in the civil war. Svivreni law forbids the presence of any personal weapon and its well-armed security troops enforce that law efficiently. Any violent actions on Svivren result in immediate and public execution. As such, Svivren has a low crime rate, and even smugglers tend to avoid the planet: if the Mon Calamari made smuggling difficult, the Svivreni made it dangerous.

### ■ Svivren

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Mountains, cultivated agriculture zones, urban
Length of Day: 26 standard hours
Length of Year: 388 local days
Sapient Species: Svivreni (N), Ewoks, Humans, Sullustans
Starports: Imperial, 6 Stellar
Population: 8.5 billion
Planet Function: Service
Government: Svivreni Trade Alliance
Tech Level: Space
Major Exports: High technology, mid technology, computers, droids
Major Imports: Food, medicine

## Tangrene

Tangrene is one of the more heavily defended planets in the Empire's sphere of influence, largely due to the presence of an Imperial Ubiqtorate base (which houses one of the few crystal gravfield trap arrays near the New Republic border). That General Garm Bel Iblis managed a successful raid against the planet is a monument to the Corellian senator's cunning.

Tangrene is protected by a minimum of two *Imperial*-class Star Destroyers, and anywhere from 10 to 50 smaller vessels (ranging from *Carrack*-class light cruisers and Interdictor cruisers to *Victory*-class Star Destroyers). Imperial officers joke that *anything* that enters the sys-

tem without authorization — including space debris — is destroyed without even so much as a comm warning. A complex series of remote sensors ensures that nothing gets into the system undetected.

Tangrene itself is ideally suited to its role as an Imperial "fortress" world. Fifteen Imperial garrisons are scattered strategically throughout the cliffs and canyons of this nearly barren planet, positioned to take maximum advantage of the available terrain. Any attacking ground forces will be hard pressed to take and hold any of the planet's rocky ground.

Tangrene was once home to a species of peaceful nomads that were enslaved by the Empire. They were forced to help construct the garrison bases and shield generators of the system's defense network. After construction was completed, the sector Moff decided it would be more expedient to depopulate the planet rather than risk revolt or insurrection. The Tangrene people were completely wiped out, without the slightest chance of defending themselves. Tangrene remains a monument to the Imperial capacity for cruelty.

Tangrene is a craggy, mountainous world, almost completely devoid of surface vegetation and water. A number of underground lakes (and even one subterranean ocean) have been located and tapped to supply water to the Imperial garrisons. These underground caverns also support a wide diversity of fungi and vegetation. A number of glowing, fern-like lake plants help provide a breathable — if thin — atmosphere.

The maze-like canyons that spread across the planet's surface have been mapped and secured by the Empire. Motion trackers, heat sensors and sentry observation posts monitor all access to the Imperial Garrisons and Ubiqtorate base.

The Empire has recently upgraded the shield generators of Tangrene to make the planet even more difficult to penetrate. Because of Tangrene's position near the New Republic, the planet has become an increasingly attractive staging area for Imperial incursions into Republic space.

### ■ Tangrene
**Type:** Terrestrial
**Temperature:** Standard
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Dry
**Gravity:** Standard
**Terrain:** Mountains, canyons
**Length of Day:** 29 standard hours
**Length of Year:** 356 local days
**Sapient Species:** Humans
**Starports:** Stellar class (restricted to Imperial military use)
**Population:** 290,000 (Imperial troops)

**Planet Function:** Imperial Base
**Government:** Imperial sector Moff
**Tech Level:** Space
**Major Exports:** None
**Major Imports:** None

## Trogan

Trogan is a planet of harsh contrasts: natural beauty is marred by violent weather; areas of lush vegetation spring up among vast tracts of barren wasteland. Trogan is perhaps best known for its tides; the gravitational pull of the planet's three moons make for some impressive tidal shifts. The coastlines of the planet's land masses are heavily eroded and subject to the pounding of the planet's inhospitable weather and the inexorable pull of the ocean.

Many of the citizens of Trogan felt that the planet could become a tourist attraction to rival Berchest. The planet's ocean activity during the seasonal high tide can be quite spectacular, especially during violent electrical storms. Unfortunately, the tourist trade on Trogan never quite caught on. The planet's economy has remained stagnant and it appears that Trogan will remain a subsistence planet just struggling to get by.

### ■ Trogan
**Type:** Terrestrial
**Temperature:** Temperate
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Saturated
**Gravity:** Standard
**Terrain:** Plateau
**Length of Day:** 32 standard hours
**Length of Year:** 401 local days
**Sapient Species:** Humans
**Starports:** 1 Standard class
**Population:** 8 million
**Planet Function:** Subsistence, tourism
**Government:** Imperial Governor
**Tech Level:** Space
**Major Exports:** None
**Major Imports:** None

### Whistler's Whirlpool Tapcafe

Whistler's Whirlpool is one of the many casualties of the Trogan Planetary Tourism Board's poor planning and mismanagement. The tapcafe was a mild success shortly after opening, but eventually fell out of favor with the tourist crowd and subsequently closed.

Whistler was an Ortolan merchant who was preoccupied with food, like the majority of his species, and loved the idea of owning a major restaurant and entertainment cafe. Deciding upon a "nature" theme for his tapcafe, Whistler designed and built the establishment around the Whirlpool.

The Whirlpool is a natural depression, a bowl-shaped pit that is open to the sea at its bottom.

# Whistler's Whirlpool Tapcafe

Entrance

Drinking Cup

Bar

Entrance
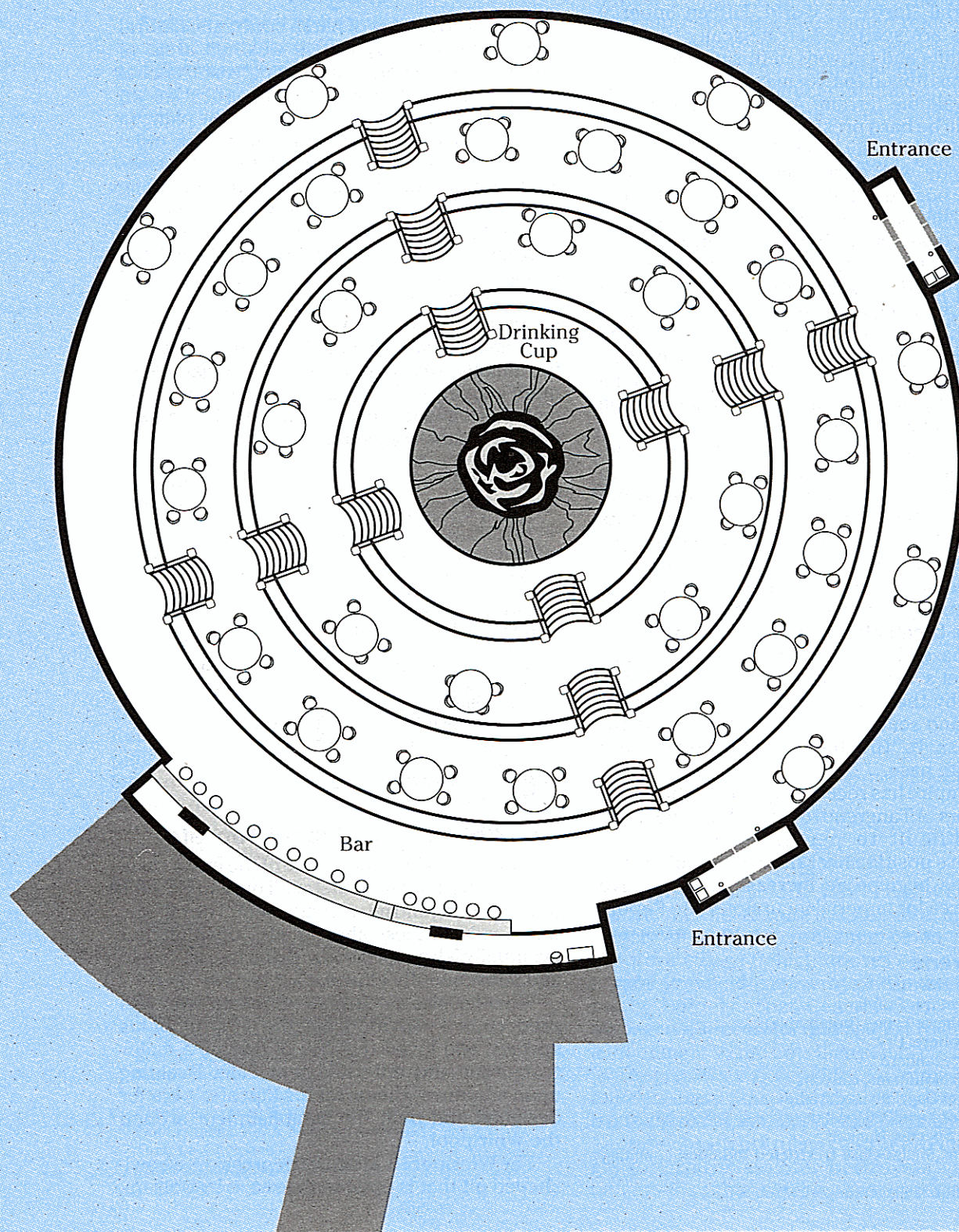
Due to the violent nature of the planet's tides, six times a day, a huge white-water geyser fills the bowl in an impressive display of sound and water.

The Whirlpool's tables are located in concentric circles around the bowl, providing an exciting view of the geyser while still retaining a feel of luxury and decorum. Or so Whistler thought.

In reality, the Whirlpool is cold and damp, and the constant roar of the geyser drowns out all chance of conversation. After Whistler was forced to close, the Tourism Board considered its options. Since the building would require a total (and expensive) reconstruction project to convert its design to another venue, Whistler's Whirlpool is now a deserted building that the Trogan Tourism Board desperately wishes to sell.

## Ukio

The planet Ukio is one of the best known of the agricultural planets in the Abrion sector. The planet has almost entirely been converted to food production facility, and is one of the most efficient food distribution centers in its sector.

Ukio itself is a large planet, with gentle winds, calm weather and a mild climate. Seasonal changes are virtually nonexistent due to the planet's slow rotation and low axial tilt; the growing season lasts most of the Ukian year. It is ideal for the production of grains and other foodstuffs, and the planet has ample fallow land for future expansion.

Ukio was once a planet of rolling hills and wild grasses. The peaceful farmers of the planet spent decades working the land, and eventually developed a scientific system for harvest improvement. Today, Ukio is covered with carefully cultivated and painstakingly designed field systems that are systematically farmed for maximum output. Crop rotation procedures are not only recommended, but required by Ukian law. The Ukian government, displaying remarkable foresight, prevents the destruction of arable land and all Ukians must make sure that they do not exhaust the growing potential of the soil.

Ukio consists of three major continents. Hundreds of rivers cut through the lands, providing ample natural irrigation. Modern technology has allowed the Ukians to harness and redirect the rivers, increasing irrigation capacity.

### ■ Ukio
**Type:** Terrestrial
**Temperature:** Temperate
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Moderate
**Gravity:** Light (0.8 Standard)

**Terrain:** Plain
**Length of Day:** 22 standard hours
**Length of Year:** 357 local days
**Sapient Species:** Ukians (N)
**Starports:** Imperial Class
**Population:** 7.5 billion
**Planet Function:** Agriculture, homeworld
**Government:** Overliege Monarchy
**Tech Level:** Space
**Major Exports:** Food
**Major Imports:** High technology

### ■ Tol dosLa
**Type:** Ukian Bureaucrat
**DEXTERITY 2D**
Dodge 5D
**KNOWLEDGE 3D+2**
Alien species 4D+2, bureaucracy 5D+2, bureaucracy: Ukio 7D+2, business 5D+2, business: agriculture 8D+2, languages 6D+2, value: foodstuffs 7D+2
**MECHANICAL 2D+2**
**PERCEPTION 4D**
Bargain 5D, bargain: foodstuffs 9D+1, command 7D+1, persuasion 7D+2
**STRENGTH 2D+1**
Swimming 4D+1
**TECHNICAL 3D**
Computer programming/repair 5D+1
**Character Points:** 2
**Equipment:** Datapad (listing harvest production schedules)
**Capsule:** Tol dosLa is the spokesman for the Ukian Overliege, the ruler of the planet. DosLa is well known and respected on Ukio, both for his agreeable nature and his shrewd political skills. He is the oldest son of Gol dosLa, the Overliege, and is next in line for the Overliege position.

Tol dosLa is tall and reedy, as is typical for the Ukian people, and is very soft spoken. He is not afraid to speak his mind, but he is always very gentle in persuading people to consider his point of view. It is a tactic that has proven very effective in the past.
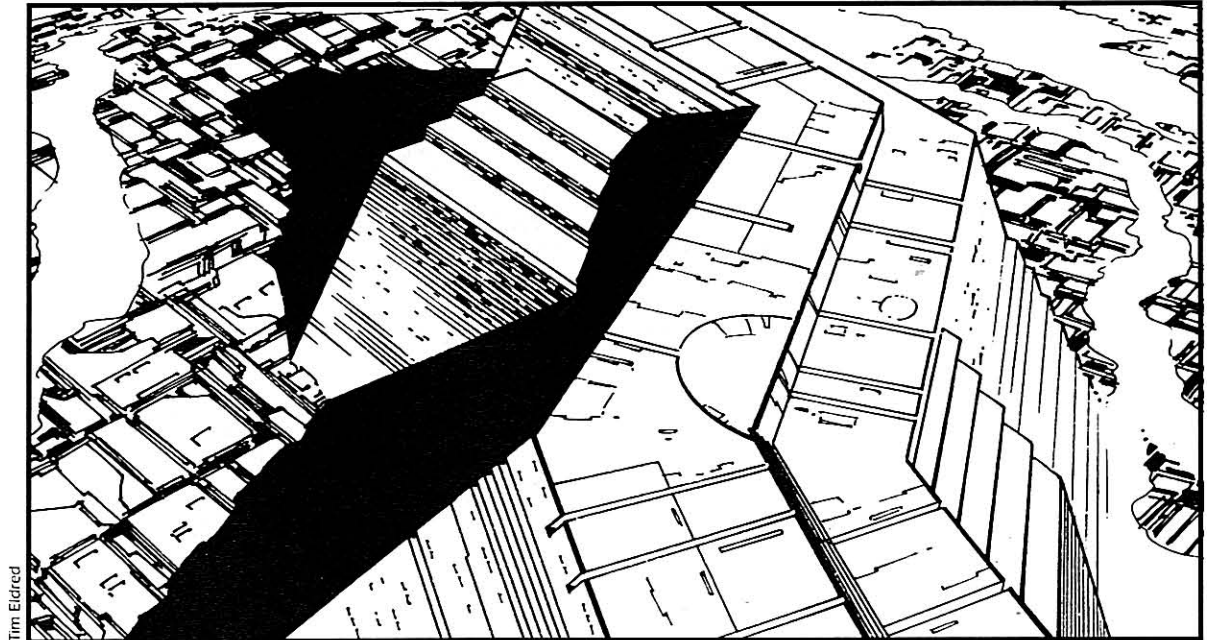
## Vaathkree

Vaathkree is a harsh, volcanic planet that is constantly hammered by meteor impacts. It has heavy gravity and a corrosive, poisonous atmosphere. Huge plains of lava and exposed radiation-emitting metals stretch between the spouting volcanoes and the huge crevasses that scar the surface of the planet. This highly volatile world is home to one of the more interesting forms of life in the galaxy: the Vaathkree.

The Vaathkree are one of the well-known trading species in the galaxy and have a strong religious tradition centered around "the art of the deal." They are some the most relentless hagglers in the galaxy.

The Vaathkree have created domed cities to house any off-world guests they may receive. These cities are a marvel of metallurgy and engineering — like the Vaathkree themselves, Vaathkree *vnals,* or "life-towns," are partly organic constructs. Vaathkree vnals are partially

■ The Woostri HoloScan Database.

alive, and capable of communicating with their inhabitants. Vnals dot the surface of Vaathkree, and are rather comfortable for brief stays, although most visitors are unnerved by the idea of sleeping inside a living, breathing building.

Visitors to the planet often find small pieces of living metal. These small nodes of ore are referred to as Stonesingers (the phrase the Vaathkree use when explaining the concept to visitors), and they are the children of the Vaathkree. Stonesingers tend to be found in the large lava flats that stretch across the planet and tourists are ordered to only observe them from a distance. Vaathkree has been ignored by the Empire. The Vaathkree themselves have not yet resisted the efforts of the Imperial military.

### ■ Vaathkree

**Type**: Terrestrial
**Temperature**: Searing
**Atmosphere**: Type IV (environment suit required)
**Hydrosphere**: Arid
**Gravity**: Heavy (1.8 Standard)
**Terrain**: Volcanic mountain chains, lava flats
**Length of Day**: 54 standard hours
**Length of Year**: 197 local days
**Sapient Species**: Vaathkree (N), Vnals (N), Stonesingers (N)
**Starports**: Imperial Class
**Population**: 6 billion
**Planet Function**: Service
**Government**: Vaathkree Council
**Tech Level**: Space
**Major Exports**: Mid tech, raw materials
**Major Imports**: High tech, computers, droids

## Woostri

Woostri is a predominantly ocean planet, with a single small continent. Woostoid historians claim that before a great cataclysm occurred long ago (during the reign of one of the previous, now forgotten civilizations), a substantial portion of the planet's surface was actually above water. Most of the continent has been transformed into a single, sprawling urban technopolis.

Woostri is a major administrative asset to the New Republic; the computer processing facilities and the natural organizational ability of the Woostoids makes the planet an ideal "data-crunching facility" for the fledgling government. A large number of NeuroSaav Model 608 Mega'puters have been installed in Gopsthal, the main administrative district of Woostri. As a result, much of the planet is now computer-controlled. Everything from landspeeder maintenance to traffic control to housekeeping is droid- or computer-directed, and as a result, the Woostoids have a large amount of free time.

Due to the Woostoids' love of recreation, a substantial portion of the an average Woostoid's day is devoted to entertainment. The planet boasts an incredible selection of music complexes, holo-theatres, restaurants, sporting events and amusement parks. As a result, the planet has become something of a tourist attraction, although the Woostoids never intended this. Nonetheless, the natives welcome visitors to their world and they enjoy the diversity of the countless species who come to recreate.

One of the more famous features of Woostoid society is the Woostri HoloScan Database, a holographic library that has been hailed as one of the most complete research facilities in the galaxy. The HoloScan Database is located in a huge complex thousands of kilometers across and several hundred stories tall. For a few credits per visit, the curious can access information on civilizations pre-dating the Old Republic, scientific research, star travel and millions of other topics, both scholarly and recreational in nature.

Due to the presence of the HoloScan Database, the New Republic War College has elected to open a branch campus near the research facility, and a large number of off-world visitors can be seen frequenting the sprawling complex at any given hour of the day.

### ■ Woostri

**Type:** Terrestrial
**Temperature:** Temperate
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Saturated
**Gravity:** Standard
**Terrain:** Urban
**Length of Day:** 22 standard hours
**Length of Year:** 312 local days
**Sapient Species:** Woostoids (N), countless other species
**Starports:** Imperial Class
**Population:** 18 billion
**Planet Function:** Academic, library, recreation, homeworld
**Government:** Representative Legislature
**Tech Level:** Space
**Major Exports:** Information
**Major Imports:** Tourism, high tech

## Xa Fel

Xa Fel, a planet in the Kanchin sector, is one of Kuat Drive Yards' (KDY) major manufacturing facilities, producing fully 20 percent of the corporation's inventory of starship hyperdrive engines. Xa Fel was a prime target of Grand Admiral Thrawn: the ability to snatch pre-made starship stardrives was a tremendous boost to the Imperial shipbuilding effort.

Xa Fel was once a world of sprawling plains and gentle hills. Fertile land that was well suited to agriculture was converted to manufacturing and production at the direction of KDY. Now, factory complexes and corporate worker dormitories dominate a dreary, polluted landscape.

KDY's take over of the Xa Fel is an example of unscrupulous corporate execs taking advantage of a naive technologically primitive species. KDY's execs realized that the primitive Xa Fel could be awed by the Empire's technology and convinced them to sell the rights to their land cheaply (and above all else, legally). A program of flattery, bribery and strong-arm tac-

tics directed at those Xa Fel who opposed industrialization was remarkably successful, and the Xa Fel were completely overwhelmed by the corporation. The Xa Fel soon found themselves tenants on their own land.

Under KDY management, the planet was steadily despoiled by pollution. Xa Fel is now subject to constant wind and water erosion, and due to the chemical pollution caused by the manufacturing methods of Kuat Drive Yards, the air has become mildly acidic. During the planet's rainy season, improperly protected buildings may be severely damaged and corroded. Breath masks and environment suits are suggested when visiting Xa Fel.

The Xa Fel, powerless to stop the destruction, despaired. Under New Republic rule, however, hope has returned to the wounded planet. The New Republic has ordered KDY to clean-up the planet, but KDY's bureaucrats and administrators have slowed the cleanup efforts to a crawl. Unfortunately, attacks from Grand Admiral Thrawn have forced the Republic to concentrate on preventing the Empire from re-taking the planet and KDY has been, for the time being, left to function with no supervision.

### ■ Xa Fel

**Type:** Terrestrial
**Temperature:** Hot
**Atmosphere:** Type II (breath mask suggested)
**Hydrosphere:** Standard
**Gravity:** Standard
**Terrain:** Urban
**Length of Day:** 31 standard hours
**Length of Year:** 379 local days
**Sapient Species:** Xa Fel (N)
**Starports:** Imperial Class
**Population:** 16 billion
**Planet Function:** Homeworld, starship drive manufacturing
**Government:** KDY Executive Board
**Tech Level:** Space
**Major Exports:** Hyperdrive engines
**Major Imports:** Water, foodstuffs, mid tech, high tech, computer components

## Yaga Minor

Yaga Minor is a major shipbuilding and weapons design center for the Empire. While the planet lacks the resources of other major construction centers, its historical importance as a weapon and starship design and testing site have enabled it to retain its prominence.

Yaga Minor has a long and distinguished history. The Old Republic used Yaga Minor as a launch point for the "Outbound Flight" project, a valiant attempt to learn more about what lies beyond the galaxy. Ord Trasi and Yaga Minor have much in common; Ord Trasi was a military base with tremendous shipbuilding facilities and Yaga Minor was a combination military and

civilian launch point. That the "Outbound Flight" mission was launched from Yaga Minor underscores the peaceful nature of the expedition. When the Empire arose, Yaga Minor was converted to strictly military use. It is rumored that some of the early prototypes for the torpedo spheres were tested at the Yaga Minor weapons range.

Yaga Minor has become of increasing importance to the Empire because of one "commodity": the Yagai subspecies. These large, strong aliens were genetically engineered by the Yagai as a labor source and are suited for work in harsh environments. They have been employed as cheap slave labor and, as they are quite knowledgeable about starship drives and weapons systems, make an excellent source of construction conscripts.

Yaga Minor is a beautiful forest world, with an abundance of life-forms. An extensive network of rivers and lakes have eroded a number of caves through the major mountain chains on each of the planet's six continents. These caves are where the majority of the Yagai live.

## ■ Yaga Minor

**Type:** Terrestrial
**Temperature:** Temperate
**Atmosphere:** Type I (breathable)
**Hydrosphere:** Moist
**Gravity:** Heavy (1.2 of Standard)
**Terrain:** Forest
**Length of Day:** 23 standard hours
**Length of Year:** 451 local days
**Sapient Species:** Yagai (N)
**Starports:** Imperial Class (restricted to military use only)
**Population:** 4 billion
**Planet Function:** Starship construction, homeworld
**Government:** Imperial Moff
**Tech Level:** Space
**Major Exports:** Starship drive units
**Major Imports:** Refined metals

# Chapter Six
# Mount Tantiss

*From the datapad journal of Voren Na'al, Director of New Republic Council Research. This was written shortly after the destruction of Mount Tantiss.*

## A Piece of History

The planet Wayland played a pivotal role in the war recently, providing a source of troops and exotic equipment that Grand Admiral Thrawn was able to use to his advantage. After the death of Thrawn and the destruction of the Mount Tantiss facility, the few disheartened Imperial survivors rapidly evacuated the area. A New Republic xenoarchaeology team was dispatched to examine the remains of this once-secret installation. The survey teams have swarmed over the facility in an attempt to learn all they can about Mount Tantiss, its contents, the Emperor and Grand Admiral Thrawn. Much to the detriment of history, the Noghri are opposing the archaeologists: they have sworn to destroy every remnant of the Emperor, including every one of Palpatine's tools and artifacts that survived the blast.

Some of the New Republic historians in my research group have managed to determine at least some of the history of the planet by examining recently uncovered confidential Imperial records. The planet Wayland was colonized by Humans during the second wave of Old Republic expansion. However, shortly after the colony ship left for Wayland, a filing error removed all trace of the planet from official records, and for all intents and purposes, the colony ceased to exist. The colonists were stranded and forgotten about.

No one was able to tell the colonists this, however. They waited and waited for transport and supply ships that never came, and all hopes of ever leaving the planet eventually faded. The colonists encountered two other alien species — the Psadans and the Myneyrshi — and the three groups quickly became embroiled in conflict. The colonists had energy weapons, which were used against the primitive crossbows of the other aliens. As generations passed, however, the colonists' tools failed and broke, and they too declined into a technologically primitive culture. In those centuries, the colonists lost knowledge of the larger galaxy. Eventually, the colonists forgot that they were even from another planet, and their culture became more and more superstitious. In time, the three species formed an uneasy truce — one that, for the most part, held for a century before the arrival of the Empire.

It is unknown exactly when or how the Emperor found Wayland, but it is assumed that he located it after he began his rise to power. The Emperor apparently decided that the planet would make an ideal location for his treasure vault: Wayland was isolated, remote and had an easily subdued population. It is generally assumed by the Republic archaeology teams that the Imperial Engineering Corps honeycombed Mount Tantiss. Presumably, after construction was completed, they relocated a number of the Emperor's treasures and unique pieces of technology into the cavernous edifice. It would also appear that the Emperor at some point planned to use this base as a major staging area; a large portion of the base's design was geared towards accommodating a large military force, although it is believed that Tantiss only housed large numbers of troops after its rediscovery by Grand Admiral Thrawn. After construction was complete, the Emperor left the Guardian to watch over his treasures. While the Emperor returned periodically to survey "his" playthings, the Guardian was the one charged with keeping intruders from Palpatine's vaults.

The Psadans and Myneyrshi have attempted to relate some details of the following events,

David Punkett

but the Republic's historians have been unable to confirm the following myths. Apparently, the Dark Jedi Joruus C'baoth arrived on Wayland and confronted the Guardian. C'baoth emerged the victor, but then subjugated the people of Wayland, forcing them to build and live in a small city at the base of Mount Tantiss. Apparently, he used his mental powers to instill obedience.

## Age of Mount Tantiss

There is a controversial theory about Mount Tantiss: some historians suggest that the cloning facility may already have been located on the planet, and the Emperor merely expanded the facility. Upon examining the wreckage left in the wake of the mountain's destruction, it is impossible to gain an accurate reading on the facility's age due to the incredible radiation levels. However, the control components and fragments of the various computer systems have shown that the cloning facility was considerably older than the technology present in other areas of the mountain, almost as if the computers and machinery had either been transplanted there from another cloning facility *en masse*, or that the cloning center had been in the mountain prior to the construction of the rest of the facility.

This theory is supported by Han Solo and Lando Calrissian, who saw the Mount Tantiss installation firsthand while it was still intact. Calrissian supports the contention that the cloning facility was an intact cloning complex from the past. Says Calrissian, "At the time, I remember saying to Han that the cloning complex looked like it had been picked up somewhere and dropped into the mountain, like it was relocated entirely. The computer system and wiring conduits were pretty vintage stuff, and I suppose it is possible that the Emperor simply expanded on an existing installation."

Unfortunately, the origin of the cloning chambers cannot be conclusively proven due to the damage done by the blast. However, the debates that have occurred between the various New Republic scientists and archaeologists present at the Mount Tantiss facility have been *lively* to say the least. The idea that the base at Mount Tantiss is not necessarily an *Imperial* construct is a tantalizing mystery.

The following report was prepared with the assistance of the New Republic Xenoarchaeology Division, and is based on the progress reports of the search teams on Wayland. The information concerning the layout and function of various rooms within the Mount Tantiss installation is speculation and educated conjecture, as little of the structure remains intact. It is estimated that it will take several years to sift through the remains of Mount Tantiss. Obviously, further study is warranted.

## The Mount Tantiss Installation

The Mount Tantiss facility was an immense series of honeycombed caverns created inside the massive mountain on Wayland. Apparently, the mountain was left almost completely vacant, with the exception being Joruus C'baoth, the Dark Jedi who was guarding the mountain at the time of Captain Pellaeon and Grand Admiral Thrawn's arrival. However, Mount Tantiss could have supported a full Imperial battlegroup.

After Grand Admiral Thrawn "reactivated" Mount Tantiss, he decided to leave only a token force: a mere battalion of soldiers, with repulsorlift vehicles and repulsorlift-sensitive garral guard beasts. He also had a full security system installed, including sonic sensors, and ordered Imperial foot patrols to complement the electronic security systems.

The entrance to Mount Tantiss was small, almost innocuous: a simple shield blast door entrance at ground level, much like the military bunkers the Empire used on so many occupied planets. However, the blast door and the adjacent tunnel were substantially reinforced under the rock of Mount Tantiss. It would take an aerial bombardment of incredible power to force the bunker open. Proper coded key sequences entered in the exterior security lock notified the inner defenders when to open the door, but it could not be opened from the outside.

Mount Tantiss had two other entrances further up the face of the mountain. Several hundred meters up the side of the mountain was a full-service hangar bay that had been carved out of the mountainside. This was the main hangar for all starships deployed to Mount Tantiss.

Further up the mountain was the private emergency shuttle bay of the Emperor. Whenever the Emperor or his most trusted officials arrived at Mount Tantiss, they would use this smaller hangar, allowing them to come and go unobserved. This hangar bay was also an emergency escape area. In the unlikely event that the Emperor would be forced to leave the mountain, this allowed for expedient access to an escape vehicle, rather than travel all the way down to the regular hangar bay.

The major security flaw in the mountain — a flaw that the Heroes of Yavin successfully exploited — was the large air intake system located midway up the exterior of the mountain. An efficient system for providing air to the lower levels inside the mountain was necessary; the shafts provided access to all but the most isolated and secure areas of the base. The intakes themselves resembled retractable turbolaser turrets and were hidden behind a thick metal grating. The intake was large enough for Humans to walk through and led to an elaborate pump system that spread cooling air throughout the innermost chambers of Mount Tantiss. The intake system was controlled through a centralized computer system deep inside the mountain and was retracted back into its armored housing when not in service. A computer access terminal was located near the intake, primarily for maintenance purposes; the intakes sucked in a large amount of debris and service droids often needed to manually open the intake tube to clean the air shafts.

## The Upper Levels

### The Throne Room Complex

The uppermost level of the mountain contained the throne room complex, which was always kept in a state of constant readiness by order of the Emperor. The chamber was similar to the massive throne room the Emperor had constructed for himself aboard the second Death Star. According to Luke Skywalker, the throne chamber was smaller than the one aboard the Death Star, and was considerably more "dank and primitive, and not as polished as the high-tech command chamber" aboard the space station.

The throne room was dominated by a huge hologram of the galaxy, a work of art in itself. A single blazing point of light was included for each of the galaxy's billions of stars. Political regions were delineated by subtle color variations, and updated as the status of various regions and systems changed. From the command panel on the Emperor's throne, the image could be manipulated to highlight any area of the hologram, or focus in and provide detailed information on even a single system if the Emperor desired that. The hologram was tied into the massive computer datavaults below, as well as the HoloNet broadcast transceiver, so the Emperor could effectively access almost any piece of information in the galaxy and incorporate it into the hologram if necessary.

The throne was set on a dais near the viewports and was flanked on either side by two of the Emperor's elevated guard posts. The throne itself contained a secure communications channel that broadcast on, received or observed any HoloNet frequency. The projector could be modified for Palpatine's private transmissions. Apparently, his personal favorite communications setting was a massive holographic projection of his own face so that he could peer down on his subordinates.

A single balcony crossed the throne cham-

## Erasing All Traces

Garv Debble was strolling along the row of recovered artifacts, double-checking encoded computer tag numbers of the various artifacts his crews had uncovered in the past few days.

*In all my years as an archaeologist, I never thought I'd get a chance to examine the personal effects of the Emperor himself. And all the 'lost' artifacts inside ... this has to be the most stunning archaeological find of the decade! It will be years before we manage to get through everything in Mount Tantiss.*

Garv smiled to himself. This certainly would qualify as the pinnacle of his — or anyone else's — career. His assistant, young Milanda Vorgan, was approaching him, a broad smile on her face.

"Garv, you have to see this! They're sending the holos now. They found a new chamber this morning! They think they've found the Duinarbulon Stones!"

Garv was stunned by the revelation. "The Stones! If they're genuine, it could be our first proof that the Duinarbulon Star Lancers were real ... for millennia we thought they were only myths! Let me see!"

Milanda brought her datapad with its broad-band antenna attachment over to him. The images were murky and disrupted by static.

"It's the high metal content in the mountain that disrupts the images," Milanda noted. "Still, Garv, look at that."

On the holo, a person in a thick radiation suit bent over to pick something up off the floor. As the holo closed in on the image, it appeared to be a small, engraved crystal.

Garv frowned. "No, that's not one of the Stones. Too bad. It would have been such a find."

He tried to hide his disappointment, but Milanda knew his moods too well. But this was but one setback in a virtual treasure-trove of history.

Garv looked up to see one of the Noghri standing in front of them. Even though Jedi Luke Skywalker and the Solos had left several days ago, the Noghri had insisted on staying behind. Garv was still having trouble telling them apart, but he had been careful to leave them to their own actions.

"I am Ekhrikhor clan Bakh'tor. I must speak with you about this ... digging. We have sworn to erase the Emperor's memory. You will stop this."

Garv was taken aback by the order ... it was more than a request, but less than a threat. "I'm sorry, my friend, but you don't seem to understand the *historical* significance of all this. This is the most important find since the death of Palpatine. We must find out all we can ..."

"We have sworn to erase the Emperor's memory. You will stop this. Now."

The archaeologist placed his hands on his hips, trying to appear intimidating. Garv had spent too many years in a research library to realize just who the Noghri were ... or that intimidation was probably the tactic least likely to work with them. Behind him, he heard Milanda take a step back. "You are simply being unrealistic. There are artifacts of immense historical significance in there. Objects that haven't been seen in centuries. Works of art, manuscripts, starships ... things from countless alien cultures that were pillaged by the Empire."

"We have no argument with others. Theirs may be returned. The Emperor's legacy must be destroyed."

"This is completely improper. You may take this up through the proper channels: I would suggest you go talk to the New Republic Provisional Council. However, you have no authority here. Now, scamper along."

Ekhrikhor made a sound deep in his throat that sounded like a growl. "We do not wish to make war with our new friends, but we will do whatever is necessary to stop this. All traces of the Emperor must be eliminated. I and my people have sworn this and nothing will stop us. The others are in the mountain now."

Garv was about to respond to Ekhrikhor when he felt Milanda tugging at his shoulder. She leaned over and whispered into his ear, "Has it occurred to you, Garv, that we couldn't stop them if we wanted to?"

"... I guess you are right. Ekhrikhor, as an honorable being, can I prevail upon you to stop this? Perhaps we can discuss this or come to some sort of agreement?"

Ekhrikhor paused only a second. "I will abide by the decision of the *Mal'ary'ush*. Until then, the Noghri abide by their vow. We will continue to eliminate the Emperor's possessions."

Garv turned away. "Milanda, please send a priority message to Coruscant. We'll need to speak with Councilor Organa Solo."

ber, linking the control systems monitors and other vital command posts. Of course, all of these systems could be run from Palpatine's throne, but sometimes the Emperor chose to have others to maintain the operation of Mount Tantiss.

The throne room had two turbolifts and a single emergency stairwell. One lift was the Emperor's lift for quick access to the royal chambers or the emergency hangar bay below the royal chamber. A second turbolift was keyed to the Emperor's retinal scan, so only he could activate it. Of course, it stopped at the throne room, but it also stopped at every other level of Mount Tantiss, including the crypts and the labyrinth. While it was readily visible at the throne room level, its presence was carefully hidden on all other levels, and did not even appear on any schematics of the facility.

## The Royal Chambers

The royal chambers complex was the personal residence of Palpatine when he was staying at Mount Tantiss. While the chambers complex took up a full three levels, there was only one turbolift stop to the area. The chamber included a meeting area for consultation with his closest advisors, a full information station (for access to the datavaults below) and countless other amenities for the Emperor's comfort. He was known to keep his repository of information on the Force in a separate library at this level.

### Emergency Shuttle Hangar

This small shuttle bay was Palpatine's emergency escape route. This bay was equipped with a single specially modified *Lambda*-class shuttle that was known to have been equipped with a much more advanced hyperdrive (supposedly capable of reaching the x1/2 hyperdrive barrier). It was also rumored that this personal escape vessel was equipped with a cloaking device, but this is considered unlikely considering that Mount Tantiss itself only contained plans for a cloaking device instead of actual working models.

### Emperor's Private Studies and Access Corridors

This three-level area served as the residence of the Emperor's servants and advisors, as well as his private study and work area. The Emperor often chose to meet with his advisors and military officers on these levels. These levels also provided the only link between the rest of Mount Tantiss and Palpatine's private upper levels.

## The Upper Vaults

A number of the Emperor's treasure vaults were scattered throughout the upper levels of the complex. The vaults themselves appear to have been hewn directly into the rock of the mountain and were huge, capable of housing Palpatine's vast collection of trophies.

The vault chambers were up to three hundred meters square, with huge, arched ceilings. Each vault had security monitors: if anyone other than the Emperor or his emissaries and guards was detected within the vaults, the security computer magnetically sealed the blast doors. A concentrated, paralyzing nerve gas was pumped into the vault, and force and repulsor fields were activated to immobilized the intruder. The whole security procedure took less than 10 seconds, and after it was complete, the Emperor would have a choice specimen for interrogation.

The upper vault chambers were dedicated almost exclusively to artwork and historical artifacts, predominantly Human, captured or extorted from the Core Worlds. A few pieces — those that did not require any form of high technology like holography — survived, most notably the Farnican chime-painting *Idyll*, a mixed media musical/painting/sculpture thought to have been destroyed years ago. The Emperor commanded some effective thieves, it would appear.

The amount of stolen artwork and technology that is estimated to have been destroyed when Mount Tantiss was blown apart is stagger-



Dan Schaeffer

ing. The New Republic teams have located a number of chambers that were shielded from the shock waves of the blast, but were unable to protect the treasures within from the radiation that flooded the mountain.

## The Middle Levels

The middle levels of Mount Tantiss housed the Emperor's collection of Spaarti cylinders, as well as weapons and technology vaults, and a number of service areas, including crew barracks and medical facilities. A main turbolift shaft connected the middle levels to the upper vaults and the Emperor's private levels, and maintenance droids had a number of service

lifts that they could use to move around the mountain. There were a series of turbolifts that connected only the middle levels, such as the cloning chambers, and the lower levels, such as the military barracks.

## The Cloning Chamber

Spaarti cylinders are the devices necessary to produce viable clones, the central element to Thrawn's plan to destroy the New Republic. The Spaarti cylinders present in Mount Tantiss numbered in the thousands (over 20,000 cylinders were estimated to be in the facility, though the exact number is unknown; no Spaarti cylinders were recovered intact). The cylinders were all

### Mirror Image

*From the personal datapad journal of Luke Skywalker.*

I find it hard to believe that the battle against the Empire is ending. It seems like I've fought the Empire and all it represents for my whole life, and yet when I should be celebrating the defeat of Thrawn, I find that I am ... uneasy.

After several ... restless ... nights, I forced myself to utilize some of the techniques Yoda and Ben taught me to help conquer fear, for fear is what has kept me from sleeping. Fear of the past, and fear for what may yet come. Not even Yoda's most soothing meditations can completely suppress the apprehension I feel about the future.

I keep coming back to the battle with my ... duplicate. During two of my fiercest, most personal battles — against Vader and Palpatine — I thought I knew what evil truly was. C'baoth changed that perception.

The clone that Joruus C'baoth created to test me with was the fulfillment of my vision in the cave on Dagobah. The reality was no less horrifying than the illusion. Imagine looking at your reflection in the mirror and seeing only ... an *enemy*.

An enemy that has your physical strengths and weaknesses, and with the right training, knows you as well as you know yourself. A being that is you, but is not you at the same time. Perhaps that is the root of my discomfort. I realize that a clone is inherently unstable, but it is a *nearly* exact replica of the template. A clone of me. And *my* duplicate was thoroughly evil.

Is the potential for that depth of evil present within *me?* If my duplicate was only *slightly* different from me, can I then somehow be-

come an agent of darkness? Did my father, Anakin Skywalker, ever ask these same questions of himself before he became Darth Vader?

The battle with Luuke still retains all the qualities of a nightmare. The numbing, buzzing pressure on my mind, the exhausting struggle to conquer an enemy that shared my thought processes, all under the oppressive gaze of a Dark Jedi. C'baoth's stare alone made me feel trapped.

The worst moment came in the final seconds of the duel. I lured the clone Luuke into striking the power conduit, which exploded in its face. That was the only moment I heard Luuke make a sound: a high-pitched scream. Peering through the smoke, it felt as if everything was moving in slow-motion. The swirling smoke only partially obscured the look of pain on its face, yet there was only blank, cold, *bottomless* evil lurking in his stare. And in the background ... the leering face of Joruus C'baoth twisting from smugness to absolute hot rage.

That was when Mara nearly cut my double in half with a fierce lightsaber cut. And never — not *once* — did I see a single recognizable emotion cross Luuke's face.

Sometimes, I find myself considering the battle with the clone, and wondering if it isn't an analogy to the war against the Emperor. Can such monstrous evil — a darkness that found practices like cloning, slavery and genocide acceptable — ever truly be extinguished?

Can something pure and noble be so easily twisted to evil and darkness? Can the New Republic become the New Empire? And, could it be that I might someday embrace the dark side ... is that darkness within me?

Mike Vilardi

located in an immense cavern known as the cloning chamber.

The chamber was well over 10 stories tall, with multiple balcony levels built in amphitheater or stadium-style rows. The top level of the chamber was a control and maintenance area, with each of the lower levels containing row

upon row of Spaarti cylinders. Each level's circular balcony stretched further toward the center of the cavern than the previous level, much like a stadium. Running through the center of the cavern was a huge column, which housed the immense power distribution and nutrient feeder systems. Piping, power lines and waste

## Field Report

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

"Using sophisticated droids and computers, the New Republic 'sifting teams' have managed to piece together a partial inventory of some of the awesome treasures stored in Mount Tantiss. Garv Debble, the New Republic xenoarchaelogist in charge of the Mount Tantiss dig, has compiled a report concerning what is known to have been damaged or destroyed in the blast, though he admits the list is by no means comprehensive.

"We have sifted through a substantial portion of the rubble from the upper and middle chambers and have discovered a number of artifacts that the Emperor had apparently kept as trophies. Unfortunately, most of these chambers were not thoroughly shielded, and the contents were irretrievably damaged.

"In the upper levels — those near the throne room complex — the majority of the artifacts appear to be from the Old Republic period of history, particularly the military hardware. We have located a number of archaic weapons, slugthrowers and ion slings. There are some old-style warheads that were in service even before the Old Republic was established. The quality of these pieces is fair considering the punishment they have been subjected to and they were probably of museum quality before the explosion.

"One chamber, located just below the cloning chambers in the middle levels, appeared to be dedicated to Jedi artifacts of some kind. Since we have so little information about the Jedi (other than myth and conjecture) it is hard to determine what a number of the relics are. We have identified the remains of over 200 lightsabers of various styles, power ratings and ages, though only fragments survived the blast.

"Several chambers were dedicated to artwork from a number of worlds, though the majority seem to be from worlds with Human populations. This corresponds with the in-

formation we have about Emperor Palpatine, who was 'poorly disposed' towards aliens. A few chambers did have some examples of alien artwork — notably some flatsculps from Breta Yaga and a dancer-sculp from Galloa II — although they were not as prominently displayed as the other artwork. Most of the paintings, holotechnology artwork and sculptures are little more than charred dust now.

"One of the more interesting sections was the interior hangar bay. This was not the main hangar that was used for shuttles and transports, but a hangar bay located deep in the middle of the mountain with no direct launch or landing site. It housed a collection of vintage spacecraft and ground vehicles dating from pre-Republic times. This hangar was well shielded, and a surprisingly large number of these vessels survived. Some of the more interesting specimens include an old Alderaanian pre-Republic 'sleeper pod,' a chemically-driven cryofreeze unit and one of the earliest known interstellar vessels. Also surviving was the original AB-1 'floatcoach,' the prototype of the landspeeder design in service today.

"It is unfortunate that Palpatine chose to house so many museum-quality artifacts in one place. It is typical that the man's arrogance would cost the galaxy one of the greatest collections of artwork and technology ever assembled. A tragic loss, indeed.

"I am forced to wonder, however, if the loss is as huge as it appears. Given the number of worlds that the Emperor had conquered during his tenure, it seems unlikely that Mount Tantiss — large as it is — could house all the artwork and treasures the Emperor demanded. I doubt he was so discerning that he chose only those pieces he enjoyed; the act of acquiring the treasures seemed to be his primary pleasure.

"That raises an interesting new question. Is the Mount Tantiss base simply one of a network of treasure vaults? An examination of the surviving fragments of the starcharts in the computer core is definitely in order."

removal tubes filled the cloning chamber, running from the central column to each balcony. Each balcony had four retractable bridges, which could be extended to the central column. Each level also had nearly two dozen doors, allowing access from the outside.

The Spaarti cylinders were arranged in groups of four, attached to overhead nutrient feed pipes and power conduits. Each cluster of Spaarti cylinders was overlooked by a ysalamiri on a nutrient frame.

Spaarti cylinders stand approximately four meters tall, and each holds one clone. The clone floats in a protective gelatin, which accelerates growth and helps maintain the genetic code of the template. Each Spaarti cylinder contains a computer processing system that is linked directly into the cerebral cortex of the forming clones. Within hours of entering the cloning matrix, the computer begins "flash-pumping" information into the minds of the clones. When a clone emerges from a Spaarti cylinder, it is fully trained.
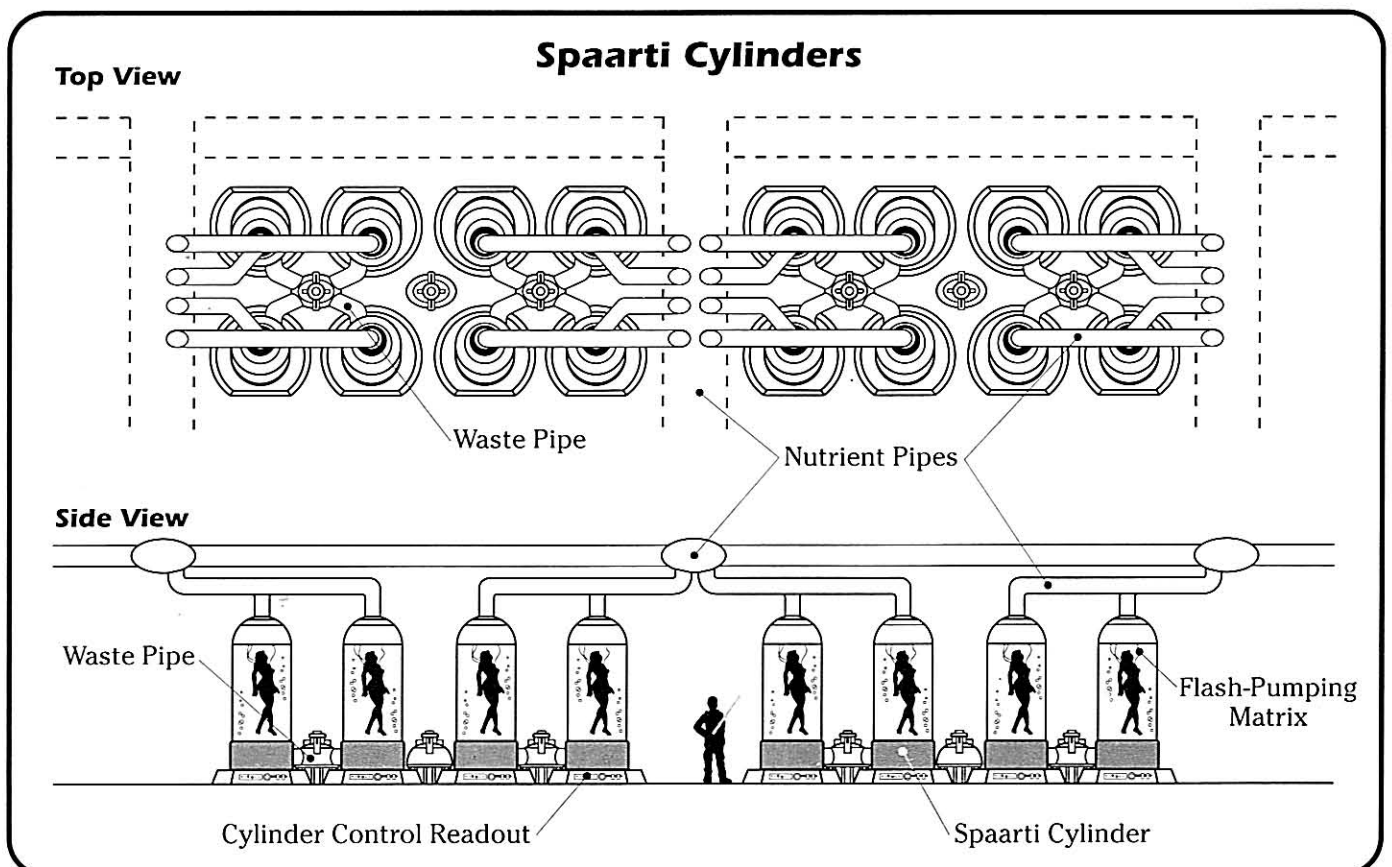
This "flash-pumping" method of training the clone soldiers was apparently one of the key elements Thrawn incorporated into his plan. It enabled him to field fully trained armies in an astoundingly short time.

The use of the ysalamiri was also of immense importance to Thrawn's effort. According to the few records that remain from the past, clones needed at least a year of growth to remain even marginally mentally stable, and the recommended time period was three to five years. This was because the presence of multiple clones creates a "disturbance" in the Force. If clones are grown too quickly, and do not have time to learn how to deal with this disturbance, they will go insane. However, the use of the ysalamiri, who "push back" the Force, eliminates that pressure while the clone is growing. Thrawn produced mentally stable clones in 15 to 20 days. In other words, Thrawn could literally "grow" an army in under a month, each and every month, as long as the clone chamber was still in operation.

### The Technology Vaults

A series of nearly 30 technology vaults was present in the middle levels of Mount Tantiss. They possessed the same level of security as the upper treasure vaults, though it appears that a number of stormtroopers or Imperial army troops were used by Thrawn to supplement the security measures.

Very few items in the tech vaults survived,



**Spaarti Cylinders**

Top View

Waste Pipe

Nutrient Pipes

Side View

Waste Pipe

Flash-Pumping Matrix

Cylinder Control Readout

Spaarti Cylinder

## Unhealed Wounds, Unforgotten Prejudices

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

The effects of the Clone Wars have lasted to this day. The scars still have not healed, and hatred and fear linger in the attitudes and perceptions of many of the citizens of both the Empire and New Republic. That Grand Admiral Thrawn was prepared to launch a new round of Clone Wars has reawakened a great deal of clone hatred in those who were aware of his scheme.

I myself must admit to some prejudice concerning the idea of cloning. Many members of my family were killed during the Clone Wars: grandparents, uncles, and aunts that I would never get the chance to meet. While I know that this kind of prejudice is wrong, and that it is something that the New Republic is trying to end, I cannot help my feelings of revulsion and hatred. Factory-assembled "people" like the soldiers Thrawn tried to create were responsible for countless deaths, and that cannot easily be forgotten.

With Thrawn's attempted resurrection of the cloning process, interest in the Clone Wars — in historical circles, at least — has peaked. Since most records of that era have been lost, it is difficult to piece together a detailed account of those troubled times. Before we can understand where we are going, we must understand where we have been. A further study of this tragic period is clearly in order.

though some interesting fragments of information have been liberated from the rubble. The majority of the finds in these vaults consist of data or plans for high-tech weapons and equipment. What follows is a listing of plans that were found for some of the items; unfortunately, the massive electrical surges and the power of the blast destroyed or damaged most of these documents and prototypes, so it is unlikely that they will lead to viable technologies without extensive additional research:

• A proposed guidance system for cloaked starships.
• A proposed advanced stasis chamber system, greatly improving upon the already existing technology used at the Corporate Sector Authority's Stars' End facility.
• An incomplete set of specifications for a virulent form of time-sensitive hive-virus that could be used for biological terrorism. The virus would remain dormant for a specified time but it was highly contagious, so it would be spread throughout a population. After that specific time had passed, the virus would become active, with genocidal results. Fortunately, the base gene

codes necessary to activate such devastating weaponry seemed to be damaged or absent.
• Examples of unusual bio-technological devices attributed to an unknown species named the "Charon."
• A schematic for a massive automated weapons construction facility.

### Service Areas

A number of air shafts and service crawlways twisted throughout the mountain, but the majority of them met in the middle levels of the installation. Air conduits, including the air intake system that Solo's group used to penetrate the mountain, ran the length of the middle levels. The maintenance tunnels, trash compactors, and ventilation ducts were all easily accessed from this level.

Droid storage chambers were also common in this area, and MN-2E and SPD-R4 service droids were common at Mount Tantiss, as they are in other Imperial installations.

Waste removal was handled in this section, with trash disposal chutes lining a number of the secondary corridors in the maze-like structure. Plastics, metal, food and water were all recycled, and processed in the lower section of the mid-level. Non-recyclable products were crushed into small waste cubes by the trash compactors and disintegrated in the mountain's fusion reactor.
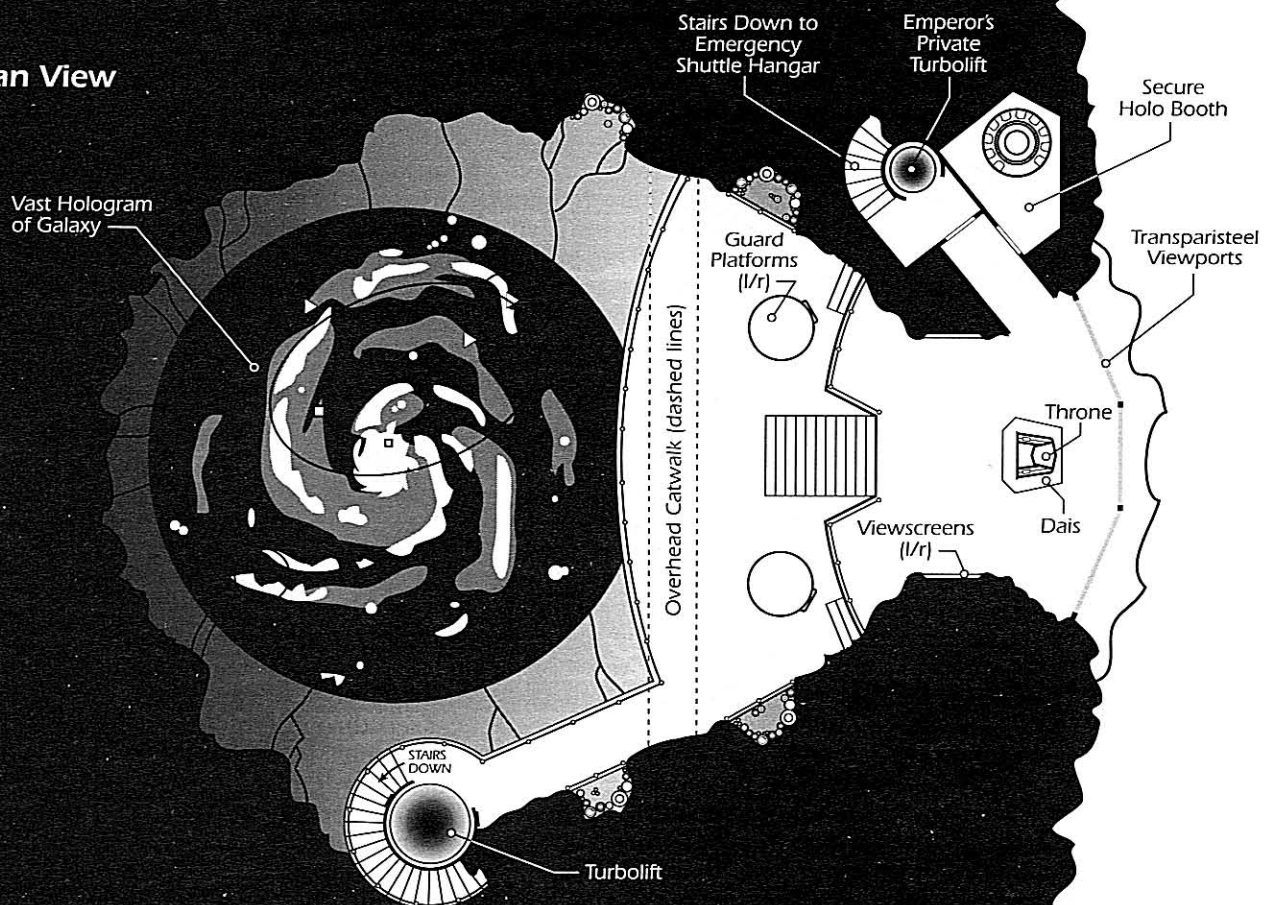
### Technical Areas

The technical sections of the mountain were quite extensive, housing a variety of laboratories and science stations, presumably to test and refine a number of the alien and exotic technologies stored at the facility. The labs were all located above the service areas.

Few of the labs that have been surveyed contain the equipment necessary for strictly experimental purposes. The refinement of power systems and other such military applications seems to have been the primary motivation for the inclusion of labs in the Mount Tantiss installation. This is fairly typical of Palpatine's thinking; science and research were underutilized under his rule.
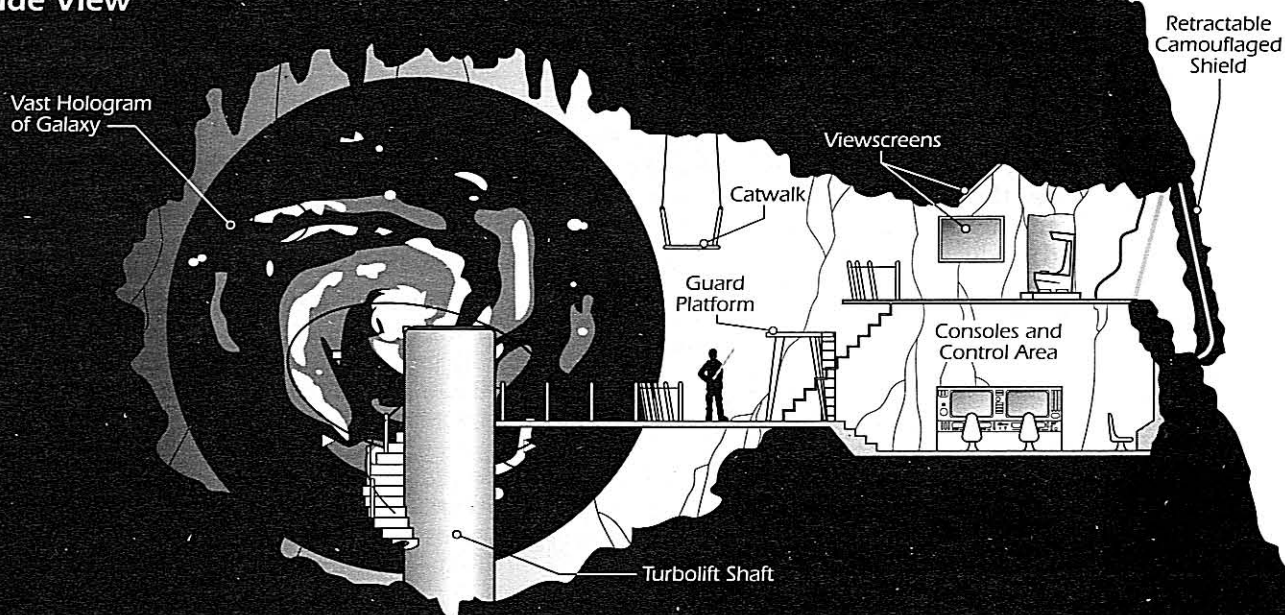
The medical bays of Mount Tantiss were also located in the mid-level, just above the technical stations. These medical bays were comparable to those aboard Imperial Star Destroyers, and included approximately 30 operation theaters, and nearly 200 diagnostic booths. For every three rooms, a bacta tank was available, though these tanks tended to be larger than galactic standard; in an emergency, up to five patients could be treated in a single tank, though effi-

## Emperor's Throne Room in Mt. Tantiss

**Plan View**

Stairs Down to Emergency Shuttle Hangar

Emperor's Private Turbolift

Secure Holo Booth

Vast Hologram of Galaxy

Guard Platforms (l/r)

Transparisteel Viewports

Overhead Catwalk (dashed lines)

Throne

Viewscreens (l/r)

Dais

STAIRS DOWN

Turbolift

**Side View**

Retractable Camouflaged Shield

Vast Hologram of Galaxy

Viewscreens

Catwalk

Guard Platform

Consoles and Control Area

Turbolift Shaft

Stephen Crane

ciency would be decreased.

Two full intensive care wards were also included, housing the life-support machinery as well as computer- and droid-assisted operating machinery.

A smaller chamber, located adjacent to the main medical section, has been located. It contained a full store of medical supplies, including specialized life-support equipment. In effect, the chamber was a complete, self-contained medical bay. Presumably, the Emperor's personal physician treated Palpatine in his own personal medical wing. The majority of the equipment was destroyed, as were all the medical records at the facility.

### Hangar Bay

The hangar bay was also massive, containing the complete complement of vehicles and ships that the garrison commanded. TIE fighters were stored on roof racks and maneuvered by repulsorlift shunts into launch tubes adjacent to the traditional hangar bay. Assault shuttles, troop transports, Skipray blastboats and other support craft had a conventional hangar. The main hangar area acted as both the maintenance bay and garage: all repairs were performed on a vessel while it was still in the hangar.

### Security Areas

There were a number of security stations scattered throughout the middle levels. Each of these station rooms had a complete array of sensors for Mount Tantiss's corridors, and served as a checkpoint for individuals travelling through the mountain. The Republic assault team on Mount Tantiss used the computers at one of these stations to access the schematics of Mount Tantiss.

## The Lower Levels

The lower levels of the mountain housed military troops and their respective stations, as well as the vehicles and weapons necessary for defending the mountain. These levels contained food production facilities, an armory and a landing field, among other basic service areas. All evidence indicates that this area received minimal use until the arrival of Grand Admiral Thrawn. While this area of Mount Tantiss was clearly designed for waging military campaigns, it is clear that the Emperor chose not to run his battles from this facility.

### The War Room

The uppermost of these lower levels was where the war room was located. Large, trans-

parent battle boards and hologram tanks were located at the far end of the semi-circular chamber, along with a huge, curved monitor screen that could focus on any image picked up on the various sensor monitors.

A centralized communications station was located in the war room, capable of communication with Imperial forces anywhere in the system. This comm center was used primarily for battle purposes; the main communications center was located one level below.

A detailed map of the mountain and the surrounding terrain was available from the memory banks of the central battle-computer, though the radiation damage was so extensive that only a partial reading of the data was possible.

### The Command Wing

The command wing was the hub of military operations at Mount Tantiss, much like the bridge of a Star Destroyer. All administrative duties were carried out in this section.

The command wing housed the main computer core of the facility, the communications center, all officers' quarters and offices, as well as the main security systems. The command core, the central command center, constantly monitored all work stations and data files processed through the base computers. Any station within Mount Tantiss (with the exception of the Emperor's throne room) could be controlled from the command core. The majority of the technicians that worked in the command core were situated in a crew pit and surrounded by duty consoles and viewscreens. The floor above the crew pit contained the command platform, where duty officers monitored the base's operations.

The base commander's office was situated above the main sprawl of the command core, and overlooked the main floor through a massive mirrored viewport. Within the office, the base commander could access any station within the command core, and could communicate with any station within the Mount Tantiss complex.

### The Main Computer Core

The main computer core was a tremendous bank of computers that compiled and indexed all information that passed through Mount Tantiss's communications and data retrieval systems. Troop movements, equipment requisitions, and virtually every scrap of information that was moved through the Imperial data network was duplicated and filed away in the massive memory banks of the facility (excluding the Emperor's private communications). This infor-
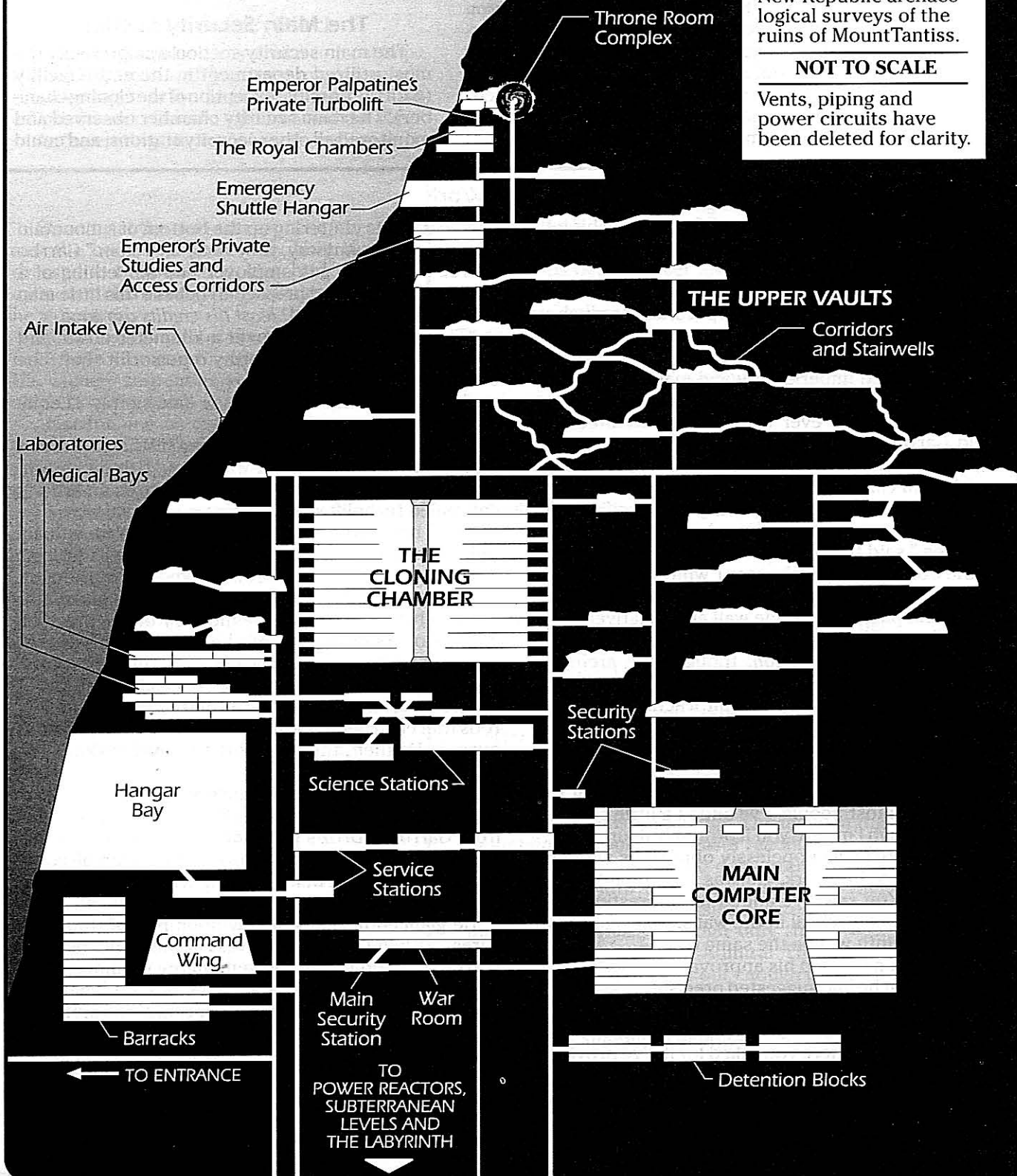
# Mount Tantiss
## (Cutaway Schematic)

**Note:** This schematic based on data gathered from eyewitnesses and New Republic archaeological surveys of the ruins of MountTantiss.

**NOT TO SCALE**

Vents, piping and power circuits have been deleted for clarity.

Throne Room Complex

Emperor Palpatine's Private Turbolift

The Royal Chambers

Emergency Shuttle Hangar

Emperor's Private Studies and Access Corridors

**THE UPPER VAULTS**

Corridors and Stairwells

Air Intake Vent

Laboratories

Medical Bays

**THE CLONING CHAMBER**

Security Stations

Hangar Bay

Science Stations

**MAIN COMPUTER CORE**

Service Stations

Command Wing

Main Security Station

War Room

Barracks

← TO ENTRANCE

TO POWER REACTORS, SUBTERRANEAN LEVELS AND THE LABYRINTH

Detention Blocks

Stephen Crane

also independently observe any portion of the base. The security section also enclosed two separate armories, six surveillance stations, a number of watch stations, and an office for ISB use.

## The Detention Block

The detention block was similar to most Imperial holding areas, with row upon row of tiny cells crowded together for the imprisonment of political prisoners, criminals, agitators and the like.

An "operating theater" of sorts was located in the center of this section, apparently for interrogation purposes. Since this particular feature is not usually included in the standard Imperial detention area design, it is likely that the Emperor or his Inquisitors used this area to interrogate particularly recalcitrant prisoners.

It is doubtful, however, that the detention block of Mount Tantiss ever saw much usage, though the Emperor always believed in being prepared for nearly every contingency. Some of the remains of the consoles in the security wing were still in their protective duraplast shipping wraps.

## Barracks

The barracks were designed to serve a full battlegroup's worth of soldiers. Complete barracks for all medical staff, technicians and military troops below officer level were located in this area.

A mess hall serviced the complete complement of each service branch: the stormtroopers ate in one mess hall, the medical personnel in another, and so on. All food was prepared by food service droids in a centralized kitchen, connected by service walkways.

Three separate, heavily shielded armories supplied weaponry. The complete inventory of the weapons storage facilities is unknown, though it is assumed that the most current weaponry, including PLEX-4s and E-Webs, were available to the base's troops.

## Subterranean Levels

The subterranean levels were located far beneath ground level, and it is assumed that they housed Mount Tantiss's four massive power reactors. It was connected to the lower levels by a series of turbolifts and ladders.

The overload triggered by Lando Calrissian and Chewbacca spread down into the reactor level. The resulting explosion destroyed most of this area, which is still flooded with radiation, obscuring all sensor readings. The metal in the mountain also fouled all sensor readings, and at this point, it is still far too dangerous to send search teams into the area. It is known that there were four massive fusion reactors powering Mount Tantiss, although only three were operational when Grand Admiral Thrawn arrived. Each generator put out enough power to run an Imperial Star Destroyer, indicating that Mount Tantiss, when fully operational, required an immense amount of energy.

## The Labyrinth

Sensor scans have been unsuccessful at determining what lies beneath the reactors. A few

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### His Finest Work

Garrbo V'Droz was the best in the galaxy at his job, and he would have been the first to say so to anyone who would listen.

He was one of the most startlingly intelligent and talented architects in Imperial space, and as much as most people hated his attitude and arrogance, they could not help but admire his talent and his work. His designs graced Imperial City and many of the Core Worlds, and he was revered as one of the most talented sentients ever to enter the architectural field. Garrbo V'Droz was currently singing the praises of his latest work to his current customer.

"As you can see," the pompous, green-haired architect drawled, "the design fits your specifications *perfectly.*"

"I see," said the patron calmly, admiringly taking in the workmanship of the room, which V'Droz's own construction crew had built. The patron's wrinkled, pale hand patted the stone wall appreciatively, and his yellow eyes glittered with pleasure.

*Another satisfied moron,* thought the architect smugly.

"The maze is fiendishly difficult. It actually stumped one of the worker droids this morning. Screwed his little guidance system right up," V'Droz smirked. *Of course it did. It was supposed to.*

"While the maze itself is capable of testing the intellect of most people, I've added a little security bonus, though I'm sure you'll probably figure it out." Garrbo V'Droz was hopelessly obnoxious when he was proud of his work. He was *very proud* at the moment. "You see, I've added an interesting little trac-reflective material in the walls. No sensor map of the labyrinth will be the same twice."

The patron nodded his approval, ignoring for the moment that he had suggested precisely that feature in the original design.

"The entrance to the crypts is located in the labyrinth, right where you asked for it. I've provided a map for you," V'Droz said, ignoring the sharp look his employer gave him when the foppish architect brought the labyrinth's schematics up on his datapad. "Though why you want a bunch of stone tablets and mystic trinkets cluttering up the bottom of a mountain I'll never know. Anyway, they're all moved in." Garrbo V'Droz had heard his employer had something of a temper, but was hard pressed to believe this little man was much of a threat. *At least his credits are good.*

"The main chamber is over a kilometer down, and you can descend by stairs or by repulsorlift shaft," he concluded.

"I wish to see it," his employer said simply. "Let us go."

Shrugging, the architect brushed his hand through his emerald hair, leading the way through the labyrinth, eventually stopping and gesturing towards an artfully concealed turbolift shaft. "After you," he said.

"No," his patron said, starting towards an equally well concealed stairwell. "This way is more … fitting."

"Whatever you say," V'Droz smirked. *No, he thought, this little man is no trouble to please. No trouble at all.*

He shivered briefly at the memory of the previous months of construction and the armored figures that had carried the various objects and artifacts into the subterranean tomb. His patron was walking ahead of him, leading him deeper into the maze. Despite the glow rods that each held, the gloom and darkness seemed to overwhelm them the further they traveled down the twisting staircase.

Eventually, they entered the crypt itself.

The crypt was almost completely dark, and the light from Garrbo V'Droz's glow rod bounced off the walls and floor eerily. While he projected an air of confidence, the arrogant building designer was scared. Very scared.

He glanced uneasily at row upon row of the "treasures," all lying on stone shelves carved in the rock. His patron had odd tastes: ancient energy weapons, amulets, crystals, alien trinkets and religious idols, mummified bodies — and countless other things the architect didn't want to know about.

Garrbo V'Droz was pleased by the unnatural atmosphere that the room possessed; as much as it unnerved him, it fitted the requested design perfectly. But something nagged at him, something … familiar … about the objects in the crypt.

Glancing at the nearest crypt chamber, he saw the body of a powerfully built Human dressed in brown robes, clutching a metal cylinder to his chest. *What in the suns is that?* he wondered.

"How many copies of the map to the labyrinth have you made?" asked his employer. His vaguely serpentine voice echoed in the stillness of the tomb.

"Just the one on my datapad," answered the architect, still peering intently at the next row of objects he passed. *Are those metal cylinders … lightsabers?* "Why?"

"No reason," his employer chuckled.

Garrbo V'Droz almost dropped his glow rod when it shined off a face he recognized in one of the chambers. There was a grim smile on its face. The green-haired occupant of the chamber was someone with whom Garrbo V'Droz was intimately familiar: his brother, the construction foreman.

Whirling on his patron, he whimpered, "What is the meaning of this?"

Emperor Palpatine smiled and said simply, "It means that you and I are the only ones left who know the way through the labyrinth to my … home for treasures too valuable even for my museum above. And soon, it will just be me," the Emperor grinned horribly, as Garrbo V'Droz cowered.

"Don't worry, my friend," hissed the dark figure, gesturing grandly at a vacant spot in the chamber, "you shall have a place of honor here. You've earned it."

Palpatine raised his hands, preparing to strike, and then, allowing himself a final moment to savor the fear in his victim, added, "And if I ever need your services again, I will not hesitate to clone you."

V'Droz cringed as the Emperor threw vicious bolts of lightning from his hands and ensured that the galaxy's finest architect was forever a part of his last, greatest work.

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mation could then be recalled by the command wing and the Emperor as necessary.

Countless droids ran the computer core, streamlining the operation as much as possible. Data retrieval must have been extremely efficient, though it is doubtful that the Emperor used this facility as often as the Imperial Data Vault on Coruscant.

The computer core was even larger than the cloning chamber, and was similarly constructed. The room was essentially a curving amphitheater-style chamber, lined with dozens of catwalks and a central power core. Huge banks of computers and data-compression and storage units filled every part of the chamber, leaving just enough room for the library droids to maneuver.

## The Main Security Section

The main security section was probably the most utilized department in the entire facility (with the possible exception of the cloning chamber). The main security chamber observed and monitored all other security stations, and could

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of the weaker signals received by the scanning crews show what appears to be a massive maze, although it is possible that this is simply a series of natural caverns. These chambers may stretch for kilometers below the surface. What these catacombs contain, or if there are any levels beneath them, remains a mystery. Most puzzling is the variance in readings with each scan of the labyrinth: each mapping scan returns a different picture of the maze, as if the labyrinth keeps changing. It is unknown how to access these areas, although it is presumed that there was some sort of hidden turbolift access to this area.

**Note:** What is unknown to the New Republic is that both the labyrinth and the hidden crypt level below it were secretly constructed by Palpatine. Palpatine made every effort to hide the existence of these areas, including "silencing" the work crews that built these hidden chambers. It is unknown exactly what use these chambers served.

# Chapter Seven
# Creatures

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

Countless creatures inhabit the planets of the galaxy. Sometimes benign, sometimes hostile, these creatures are often uniquely interesting ... or uniquely *dangerous*.

The New Republic Scout Service has provided the following list of creatures that have played a role in the events of the past months to help illustrate the obstacles that the Heroes of Yavin had to overcome, as well as show the wonders they experienced in their travels.

## Ysalamiri

Ysalamiri have the unusual ability to "push back" the mysterious energy field known as the Force. Apparently, this bizarre ability is a defense mechanism against the ysalamiri's natural enemy, the vornskr. Vornskrs, four-legged predators that hunt the ysalamiri through the Force itself, are the only other known non-sapient species that are so attuned to this mystical energy field.

Ysalamiri are small, lizard-like creatures, growing no more than 50 centimeters in length. Ysalamiri are essentially legged serpents with a thin coat of hair and they live in a symbiotic relationship with the trees of the planet Myrkr.

Single ysalamiri create "bubbles" of Force-empty space up to 10 meters in radius, though two or more ysalamiri in close proximity create much larger bubbles. For more information on the ysalamiri, see page 89 of the *Heir to the Empire Sourcebook*.

### ■ Ysalamiri
**Type:** Sessile Lizard
**DEXTERITY 0D+2**
**PERCEPTION 1D+1**
**STRENGTH 0D+2**
**Special Abilities:**
*Force Repulsion:* Ysalamiri can create "bubbles" in which the Force cannot be manipulated. A single ysalamiri can



form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use Force skills, Force Points or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature's "Force bubble."
**Move:** 0
**Size:** Up to 50 centimeters long

### Vine Snakes

The planet Wayland is home to a huge variety of aggressive species, making it a dangerous world by anyone's standards. Vine snakes are among the most vicious of Wayland's predators. They inhabit the dense forest regions of the planet, and cluster in groups of 10 to 100. They nest *inside* the large vines that are common to Wayland. When the vines are disturbed by potential prey, the vine snakes attack as a group, swarming over whatever unfortunate

Dan Schaefer

■ Vine Snakes

■ **Vine Snakes**
Type: Camouflaged Predator
**DEXTERITY 4D**
**PERCEPTION 1D**
**STRENGTH 1D**
**Special Abilities:**
*Venom:* The vine snake's neurotoxin is extremely deadly, inflicting paralysis almost immediately. The poison does 3D damage per round unless an anti-venom is applied by a medpac.
**Move:** 5
**Size:** 0.6–0.9 meters long

## Vornskr

The vornskrs of Myrkr are extremely dangerous predators. These vicious, vaguely canine quadrupeds have sharp teeth and whip-like tails that are coated with a mild poison. Vornskrs tend to be dormant during the day, preferring to hunt at night (though they are unpredictable enough to surprise victims during daylight hours, as well).

Vornskrs appear to hunt their natural prey, the ysalamiri, through some odd attunement to the quasi-mystical energy field called the Force. Wild vornskrs react very badly around Force-users, mistaking them for their natural prey.

A vornskr usually attacks with its tail first, attempting to stun its prey. After a target is rendered helpless, a vornskr will finish its target with its claws and teeth. Vornskrs have short fur, ranging in coloration from gray to black. They have piercing red eyes.

creature touched the vines. Vine snake bites inject a neurotoxin into the victim's bloodstream, and unless treated, the toxin is usually fatal within an hour.

Vine snakes are almost impossible to spot. Their coloration matches the common acid roots and dense vines of Wayland, and they remain totally motionless until agitated.



Allen Nunis/Paul Daly

■ Vornskr

### ■ Vornskr

**Type:** Force-Sensitive Predator
**DEXTERITY 4D**
**PERCEPTION 2D+1**
Sneak 5D
**STRENGTH 3D+2**
**Special Abilities:**
*Teeth:* STR+2D damage
*Tail:* STR+1D stun damage
*Force Sense:* Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a *Very Easy* roll; 11–25 meters is an *Easy* roll; 26–50 meters requires a *Moderate* roll; and 51–100 meters requires a *Difficult* roll. Over 100 meters is a *Heroic* difficulty.
**Move:** 15
**Size:** 0.8 meters tall at the shoulder, up to 1.6 meters long (including tail)

## Garrals

Garrals are the guard beasts genetically engineered by the Empire. Decades ago, Imperial ground commanders realized that no matter how well a trooper was trained, it was still possible for guards to lapse and allow an enemy to pass into Imperial territory. An Imperial garrison commander, Luthos Garral, bred a predatory animal, crossbreeding the Mantessan panthac and a number of similar domestic and wild beasts.

The result of Garral's experiment was the beast named in his honor: a two-meter long, gray-furred killing beast. Garrals are quadrupeds, with white freckling along their backs. Their short tails end in small tufts of white fur. They are easily trained and are now in common usage at many Imperial garrisons.

Garrals were bred to be extremely agitated by the ultrasonic emissions of repulsorlift engines, which makes them useful for monitoring enemy troop movements. When within 200 meters of an active repulsorlift unit, garrals fly into uncontrollable killing frenzies.

### ■ Garral

**Type:** Genetically Engineered Guard Beast
**DEXTERITY 2D**
Dodge 7D
**PERCEPTION 3D**
**STRENGTH 4D+2**
**Special Abilities:**
*Claws:* STR+1D damage
*Teeth:* STR+1D damage
*Attack Training:* Garrals are bred to be easily trained. They will obey and protect their masters, usually Imperial soldiers, who use the beasts on perimeter patrols.
*Repulsorlift Sensitivity:* An active repulsorlift unit within 200 meters will provoke an attack from a garral. The creature will not break off the attack unless killed or ordered to stop the attack by its master.
**Move:** 16
**Size:** 2 meters long



■ Garral

### ■ Panthac

**Type:** Small-Game Predator
**DEXTERITY 3D+2**
Dodge 6D
**PERCEPTION 4D**
Search: hunting 6D
**STRENGTH 4D**
**Special Abilities:**
*Teeth:* Do STR+1D damage.
*Claws:* Do STR+1D+1 damage
**Move:** 16
**Size:** 0.4–0.5 meters long
**Capsule:** Panthacs are native predators of the forest world Mantessa. They are small (a half-meter in length), but quite strong for their size. The have extremely sharp fangs and claws and are relentless hunters.

## Clawbirds

The clawbirds of Wayland, called *stana* by the Myneyrshi of Wayland, are small but dangerous vicious avian creatures. They seldom grow over 10 centimeters long, with wingspans of up to 15 centimeters. Each wing is tipped with sharp, needle-like spines that inject a slow-acting poison into a target. Despite their diminutive nature, they are more than a match for larger predators, especially when they hunt in flocks. Flocks range in size from five or six birds to over 100 clawbirds, and they seem to be able to hunt almost as a coordinated unit.

Clawbirds attack in swarms. They use a series of "wave attacks" to bring down their prey, while the other clawbirds protect the attackers from any hidden predators. Clawbirds simply

poison their prey and then circle, sometimes for over an hour, waiting for the target to die from the poison. As soon as the prey falters, however, a feeding frenzy begins, as the clawbirds begin fighting their way to the body, often killing others of their own kind in the process.

Clawbirds are used in various rituals and customs of the natives of Wayland. The Humans, Myneyrshi and Psadans stuff and bleach a clawbird as a symbol of truce; a dead predator illustrates the temporary silencing of hostility between competing species.

### ■ Clawbird

**Type:** Avian Predator
**DEXTERITY 1D**
Dodge 4D+2, flight 4D
**PERCEPTION 1D**
**STRENGTH 1D**
**Special Abilities:**
*Poison Spines:* Clawbird poisonous spines do STR+1 damage and inject a slow-acting poison into a target. Consider the poison to have a paralysis intensity of 3D (the victim must roll *Strength* or *stamina* to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0–3 points, the character is *stunned* (as per page 62 of *Star Wars, Second Edition*). If the poison beats the character by 4–9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the character dies.
**Move:** 15 (flying)
**Size:** 10 centimeters long, 15-centimeter wingspan

Terry Pavlet

# Chapter Eight
# Aliens

## Intergalactic Census

*"Imagine a galaxy, if you can. A galaxy of hundreds of millions of stars, each with planets. On how many of these worlds might life arise? How many of these life-forms might be sapient? Even now, we have no idea how many countless thousands — possibly millions! — of intelligent life-forms we share our galaxy with ..."*
 — Excerpt from a New Republic Scout
 Service Recruitment Advertisement.

While some species tend to be more prevalent than others — such as Humans, Rodians or Wookiees, for instance — the true number of sentient beings is impossible to calculate. Imagine the difficulty in cataloguing the non-sentient species as well as the sentient ones; even the most steadfast of researchers would pale at the prospect.

In my chosen profession I am saddened by the lack of contact I have with members of other species (though I was fortunate to meet a member of the Noghri people ... a truly fascinating experience). However, with some careful research and interviewing, I have managed to piece together a list of some of the species whose members have assisted or hindered New Republic efforts during the campaign of Grand Admiral Thrawn.

Given the Empire's prejudiced attitude towards non-Humans, Imperial documents concerning other species tend to be biased. While these documents were an interesting starting point, I preferred to seek facts about other species from individuals who had actually met some of these aliens.

The Farghul are a felinoid species with medium-length tawny fur, sharp claws and teeth, and a flexible prehensile tail. The Farghul are a graceful and agile people. They are very conscious of their appearance, always wearing high-quality clothing, tending toward elaborately decorated shorts and pants, cloaks and hats; they do not generally wear tunics, shirts or blouses.

The Farghul tend to have a strong mischievous streak, and the species has something of a reputation for being nothing more than a pack of con-artists and thieves — a reputation that is not very far from the truth.

The Farghul are fearsome, deadly fighters when provoked, but usually it is very difficult to provoke a Farghul without stealing his food or money. They tend to avoid direct conflict, preferring to left others handle "petty physical disputes" and pick up the pieces once the dust has settled. Most Farghul have extremely well-developed pick-pocketing skills, sleight of hand tricks, and reflexes. They are a species that respects cunning and trickery to overt physical force.

The Farghul are particularly intimidated by Jedi, probably a holdover from the days of the Old Republic: the Jedi Knights once attempted to clean out the smuggling and piracy bases that were operated on Farrfin (with the felinoids' blessing). They have retained a suspicion of other governments ever since. They have a strong distaste for the Empire, although it was concealed until after Farrfin was liberated by the Republic. Current relations with the New Republic are supportive and amiable. With the Empire attacking Farrfin, the Farghul have maintained a determined resistance and have received substantial support from the Republic. The Farghul do not trust the bureaucrats of the Republic, particularly the Bothans and Mon Calamari, but they do appreciate the military aid. They also like the New Republic's citizens since they "are so easy to liberate from their credit vouchers."

## ■ Farghul

**Attribute Dice:** 12D
**DEXTERITY 2D/5D**
**KNOWLEDGE 1D/4D**
**MECHANICAL 1D/3D+2**
**PERCEPTION 2D/5D**
**STRENGTH 2D/4D**
**TECHNICAL 1D/3D+1**
**Special Abilities:**
*Teeth:* Add +2D to *brawling* damage.
*Claws:* Add +1D to *brawling* damage
*Prehensile Tail:* Farghul have prehensile tails and can use them as an "extra limb" at -1D+1 to their *Dexterity*.
**Story Factors:**
*Acrobatics:* Most Farghul are trained in acrobatics and get +2D to *acrobatics*.
*Con Artists:* The Farghul delight in conning people, marking the ability to outwit someone as a measure of respect and social standing. The Farghul are good-natured, boisterous people, that are always quick with a manic grin and a terrible joke. Farghul receive a +2D bonus to *con*.
**Move:** 10/12
**Size:** 1.7–2 meters tall

## Filvians

Filvians are intelligent quadrupeds that evolved in the stark deserts of Filve. While they can survive in the harsh conditions of the desert, they much prefer cooler temperatures to be found in the extreme regions of their world and on other planets. Their front two legs have dexterous three-toed feet, which they also use for tool manipulation (a Filvian can walk on two legs, but they are much slower when forced to move in this manner). They have a large water and fat storage hump along their backs, as well as several smaller body glands that serve the same function and give their bodies a distinctive "bumpy" appearance. They have a covering of short, light hair, which ranges from light brown to yellow or white in color.

Filvians are efficient survivors, capable of going as along as 30 standard days without food or water. They enjoy contact with other species and it is this desire to mingle with others that inspired the Filvians to construct an Imperial class starport on their planet.

Once a primitive people, the Filvians have learned, and in some cases mastered, modern technology and computers in particular. Filvian computer operators and repair techs are highly respected in their field, and many of the galaxy's most popular computer systems had Filvian programmers.

Filvians are good-natured, with a fondness for communication and sharing different perspectives. They are eager to learn about others and make every effort to understand the perspectives of others. The Filvians sided with the New Republic approximately three years before Thrawn's return, but have been very cautious since the fighting has increased. They would



David Plunkett

clearly prefer to see the New Republic triumph, but are very anxious about Thrawn's efforts.

## ■ Filvian

**Attribute Dice:** 10D
**DEXTERITY 1D/3D**
**KNOWLEDGE 1D/4D**
**MECHANICAL 1D+1/4D+2**
**PERCEPTION 1D/3D**
**STRENGTH 1D+2/4D**
**TECHNICAL 2D/5D+1**
**Special Abilities:**
*Technology Aptitude:* The Filvians are quick studies of technology. At the time of character creation, they receive 2D for every 1D placed in any *Technical* skills.
*Stamina:* As desert creatures, Filvians have great stamina. They automatically have +2D in *stamina* and *survival: desert* and can advance both skills at half the normal Character Point cost until they reach 8D.
**Story Factors:**
*Fear of the Empire:* Filvians are fearful of the Empire because of its prejudice against aliens.
*Curiosity:* Filvians are attracted to new technology and unfamiliar machinery. When encountering new mechanical devices, Filvians must make a Moderate *willpower* roll (at a -1D penalty) or they will be unable to prevent themselves from examining the device.
**Move:** 8/10
**Size:** 1.2–1.9 meters tall

## Humans: Xa Fel

The plight of the Xa Fel is a galactic tragedy and a perfect example of what modern mega-corporations without adequate supervision can do to a planet. The Kuat Drive Yards facility that eventually dominated the planet Xa Fel was constructed with cost as the only concern: now, decades later, the planet is poisoned almost beyond repair. A cleanup crew from the New Republic has attempted to fix the planet's ecology, but the process has been very slow so far.

The Xa Fel themselves are a species of near-Humans. Before KDY began construction on the planet, they were genetically almost identical to mainline Humans (presumably, the planet was one of the countless "lost" colonies of ancient history). Now, though, the pollution and poverty of their world has left the Xa Fel permanently scarred. Many Xa Fel are undernourished; disfiguring sores and blisters cover most of the inhabitants. The damage seems to have affected the Xa Fel at the genetic level: new generations of Xa Fel are being born with these disfigurements. Many Xa Fel tend to have respiratory problems, due to the high acid content of Xa Fel's atmosphere. When visiting "clean" worlds, Xa Fel often choke or pass out because they are unused to the purity of a clean atmosphere. The life span of an average Xa Fel has dropped from 120 standard years to less than 50 years since the shipyards were constructed.

The Xa Fel have been trapped in a spiral of poverty since their simple tribal government was overpowered by the corporate might of Kuat Drive Yards. The Xa Fel tend to distrust and even outwardly despise visitors from other worlds, particularly corporate executives, though some have a modicum of gratitude to the New Republic for its attempts to fix the planet and heal the Xa Fel people.

### ■ Humans: Xa Fel

**Attribute Dice:** 9D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D+1
PERCEPTION 2D/4D
STRENGTH 1D/2D
TECHNICAL 1D/4D+1
**Special Abilities:**
*Mechanical Aptitude:* The Xa Fel seem to have a natural aptitude for machinery and vehicles, particularly spaceships. At the time of character creation, they receive 2D for every 1D of beginning skill dice they place in any starship or starship repair skills.
**Story Factors:**
*Corporate Slaves:* The Xa Fel have been virtual slaves of Kuat Drive Yards for decades, subjugated by strict forced labor contracts. They despise their corporate masters. Due to the depleted nature of their world, and the health problems resulting from the pollution of their world, they are unable to fight back against the masters they so despise.
**Move:** 7/10
**Size:** 1.5–1.8 meters tall

## Mrissi

The Mrissi of the planet Mrisst, in the GaTir system, had been subjugated by the Empire for decades, until two years ago, when they managed to force the Empire to leave their planet thanks to the help of New Republic soldiers.

The Mrissi are small avian-descended creatures who lost the power of flight millennia ago. They have a light covering of feathers and small vestigial wings protrude from their backs. The have small beaks and round, piercing eyes.

The Mrissi operate several respected universities which cater to those students who have the aptitude for advanced studies yet cannot afford the most famous and prestigious galactic universities. Mrissi tend to be scholars and administrators, catering to the universities' clientele. The Mrissi cultures are known for radical (but peaceful) political views. Due to the prospect of a return to civilian rule through the New Republic, the academics of Mrisst are having a grand time debating the future of the galaxy and the government. Decades of being stifled by Imperial rule has encouraged the Mrissi to speak out on any and all subjects, despite the validity (or more often, the lack of validity) their suggestions possess. Most recently, their arguments have centered on how to throw off the Empire, which retook the planet as one of the final moves before the assault on Coruscant.

### ■ Mriss

**Attribute Dice:** 7D
DEXTERITY 1D/2D+1
KNOWLEDGE 2D/5D+1
MECHANICAL 0D/3D
PERCEPTION 1D/3D+2
STRENGTH 1D/3D
TECHNICAL +1/3D+1
**Special Abilities:**
*Teaching Ability:* The vast majority of Mrissi are scholars and should have the *scholar* skill and a specialization. Mrissi can advance all specializations of the *scholar* skill at half the normal Character Point cost.
**Story Factors:**
*Enslavement:* The Mrissi were subjugated by Imperial forces. During that time, many Mrissi left their planet and most continue roaming the space-lanes. Some are refugees, but most are curious scholars.
**Move:** 4/8
**Size:** 0.3–0.5 meters tall

## Sarkans

Sarkans are one of the more powerful political factions in the New Republic due to the gem wealth of Sarka, their homeworld.

The Sarkans are tall (often over two meters) bipedal saurians: a lizard-descended species

with thick, green, scaly hides and yellow eyes with slit pupils. They have long, tapered snouts, and razor-like fangs. They also possess claws, though they are rather small; Sarkans often decorate their claws with multicolored varnishes or clan symbols. The Sarkans also have a thick tail that provides them with added stability and balance, and can be used in combat. They seem to share a common lineage with the reptilian Barabels, but scientists have been unable to conclusively prove a genetic link.

Sarkans tend to wear baggy, loose-fitting robes, often festooned with gemstones. They always travel in groups of three, a holdover from their clan dominated culture.

The Sarkans are very difficult to negotiate with. They have a rigid code of conduct, and all aliens are expected to fully understand and follow that code when dealing with them. Aliens that violate the protocol of the Sarkans are often dismissed as barbarians.

Sarkan protocol states that a meeting with an ambassador must begin with a long greeting in one of the five primary Sarkan languages. This greeting must include — in the following order — the life history of the individual, the number of battles won, the number and value of gems mined, and mates acquired in the course of one's life. This greeting must last at least an hour. If the greeting takes less than an hour, the Sarkans consider this to be an insult because either the person does not consider the ambassador "worth" a complete greeting, or the person performing the greeting has lived such an inconsequential life as to be beneath the ambassador and therefore not worth the ambassador's time. In most formal situations, such as state dinners and political negotiations, these greetings often last more than eight hours.

Following the ritual greeting, a series of elaborate dance steps must be performed by the visiting delegation. Species without tails are excused from knowing the complete set of intricate steps and maneuvers that make up the ancient Sarkan dances, but species that do have tails have a difficult task before them. The dances usually last three hours, and every member of the visiting delegation must dance in turn.

Failing to comply with these protocols is considered a major insult to the ambassador, and will probably lead to the immediate "removal" of the visiting delegation from the Sarkan ambassador's sight. Sarkan diplomatic bodyguards tend to be quite rough.

Sarkans used the nova rubies of their home planet to acquire their fabulous wealth, and they tend to be very amused by those who covet the glowing gemstones. Nova rubies are very common on Sarka, but are unknown on other worlds and are considered a valuable commodity throughout the civilized galaxy.

## ■ Sarkan

**Attribute Dice:** 12D
**DEXTERITY** 1D/3D+2
**KNOWLEDGE** 2D/4D+1
**MECHANICAL** 1D/3D+2
**PERCEPTION** 2D/4D+2
**STRENGTH** 3D/6D+1
**TECHNICAL** 1D/3D
**Special Abilities:**
*Night Vision:* The Sarkans tend to have excellent night vision, and operate in darkness with no penalty.
*Cold Blooded:* Sarkans are cold-blooded. If exposed to extreme cold, they grow extremely sluggish (all die codes are reduced by -3D). They can die from exposure to freezing temperatures within 20 minutes.
*Tail:* Sarkans can use their thick tail to attack in combat, inflicting STR+3D damage.
**Story Factors:**
*Sarkan Protocol:* Sarkans must be treated with what they consider "proper respect." The Sarkan code of protocol is quite explicit and any violation of established Sarkan greeting procedure is a severe insult. For "common" Sarkans, the greeting is brief and perfunctory, but for respected members of the society, the procedure is quite elaborate.
**Move:** 4/7
**Size:** 1.9–2.2 meters tall

## Svivreni

The Svivreni are a species of stocky and short humanoids. They possess a remarkable toughness bred by the harshness of Svivren, their home planet. The Svivreni are heavily muscled.

The Svivreni traditionally wear sleeveless tunics and work trousers, covered with pouches and pockets for carrying the various tools they use in the course of their work. They are almost entirely covered by short, coarse hair. Svivreni custom calls for adults to never trim their hair, which grows longest and thickest on the head and arms; Svivreni regard the thickness of one's hair as an indication both of fertility and intelligence. As Svivreni tend to defer to older members of their community, the longer a Svivreni's hair, the greater that individual's status in the community.

The Svivreni are excellent mineralogists and miners, and are often hired by large corporations to oversee asteroid and planetary mining projects. The Svivreni expertise in the area of prospecting is well known and well regarded; many have become famous scouts.

The planet Svivren has recently withstood an occupation attempt by the Imperial Navy under Grand Admiral Thrawn. To the Empire's surprise, the Svivreni were able to resist the invasion until the death of Thrawn, at which point the Empire retreated from Svivren due to the collapse of Imperial authority.

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## ■ Svivreni

**Attribute Dice:** 12D
**DEXTERITY 1D/3D+2**
**KNOWLEDGE 1D/3D**
**MECHANICAL 2D/3D+2**
**PERCEPTION 1D/4D+1**
**STRENGTH 2D/5D**
**TECHNICAL 1D/3D+1**
**Special Abilities:**
*Stamina:* Due to the harsh nature of the planet Svivren, the Svivreni receive a +2D bonus whenever they roll their *stamina* and *willpower* skills
*Value Estimation:* Svivreni receive a +1D bonus to *value* skill checks involving the value of ores, gems and other mined materials.
**Story Factors:**
*Stubbornness:* The Svivreni cannot abide the idea of being conquered, and the Imperial occupation effort only solidified this resolve. Anyone trying to convince a Svivreni of a position they do not agree with is fighting a losing battle.
**Move:** 4/8
**Size:** 0.6-0.9 meters tall

## Ukians

Ukians are known as some of the most efficient farmers and horticulturists in the galaxy. They are also among one of the gentlest species in existence. The Ukians are hairless, bipedal humanoids with green skin and thin red eyes, which narrow to slits. They are humanoid, but to the average Human, Ukians appear to have been incorrectly "assembled"; they appear gangly and awkward. Their slight build hides impressive strength.

The Ukian people are firmly rooted in their agrarian traditions. Few Ukians ever leave their homeworld and the vast majority of these aliens pursue careers in agriculture. Most Ukians spend their time cultivating and organizing their harvest, and most have large farming complexes directed by the Ukian Farming Bureau. The planet itself is run by the Ukian Overliege, a selected office with a term of 10 years. The Overliege's responsibilities include finding ways of improving the total agricultural production of the planet, as well as determining the crops and production output of each community. The Ukian with the most productive harvest for the previous 10 year period is offered the position.

Ukians are a pragmatic species and share a cultural aversion to "the impossible"; if events are far removed from standard daily experience, Ukians become very agitated and frightened. It is this cultural "fear of the impossible" that Grand Admiral Thrawn exploited to capture Ukio with its shield generators intact.


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### ■ Ukian

**Attribute Dice:** 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/4D+1
MECHANICAL 2D/4D
PERCEPTION 1D/4D
STRENGTH 3D/4D
TECHNICAL 1D/3D+1
**Special Abilities:**
*Agriculture:* All Ukians receive a +2D bonus to their *agriculture* (a *Knowledge* skill) rolls.
**Story Factors:**
*Fear of the Impossible:* All Ukians become very agitated when presented with a situation they believe is impossible.
**Move:** 5/11
**Size:** 1.6–2 meters tall

## Vaathkree

The Vaathkree people are essentially a loosely grouped band of traders and merchants. They are fanatically interested in hag-

gling and trading with other species, often invoking their "religion" they call "the deal" (a rough translation).
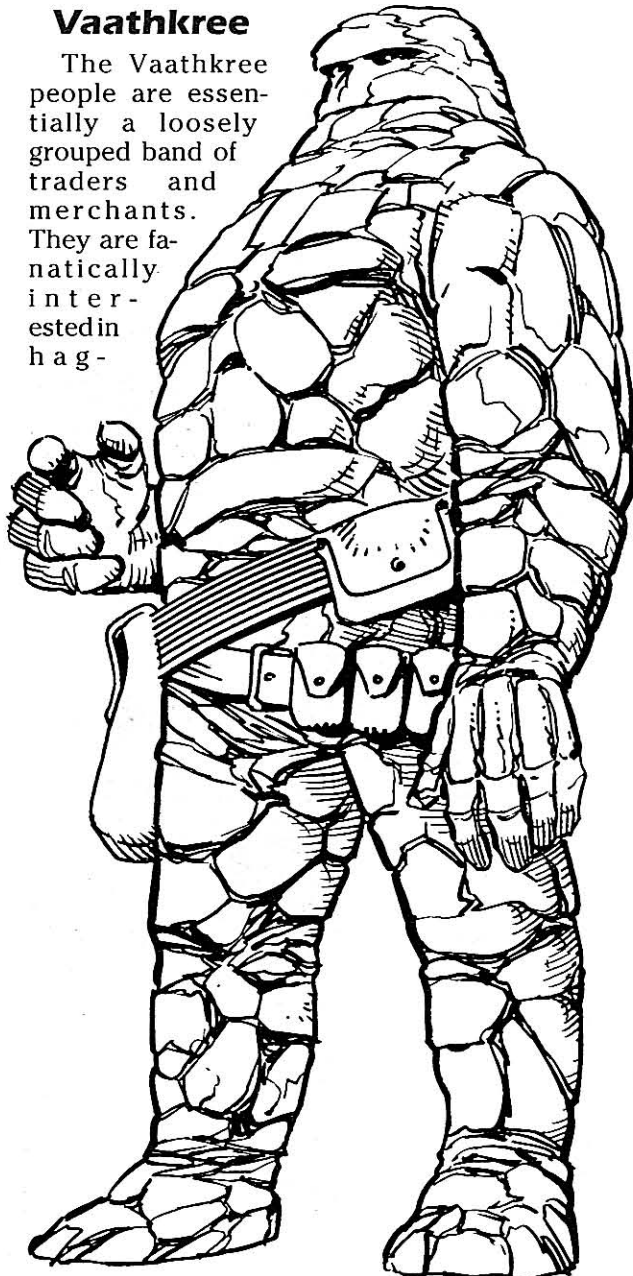
Vaathkree average between 1.5 to 1.9 meters tall, and are seemingly made out of stone or metal. Vaathkree have an unusual metabolism and can manufacture extremely hard compounds, which then form small scales or plates on the outside of the skin, providing durable body armor. In effect, they are encased in living metal or stone. These amiable aliens wear a minimum of clothing, normally limited to only belts or pouches to carry goods.

Vaathkree are long-lived compared to many other species, with their natural life span averaging 300 to 350 Standard years. They have a multi-staged life cycle and begin their lives as Stonesingers: small nodes of living metal that inhabit the deep crevasses in the surface of Vaathkree. They are mobile, though they have no cognitive abilities at this age. They "roam" the lava flats at night, absorbing lava and bits of stone, which are incorporated into their body structure. After about nine years, the Stonesinger begins to develop some rudimentary thought processes (at this point, the Stonesinger has normally grown to be about 1 meter tall, but still has a fluid, almost shapeless, body structure).

The Stonesinger takes a full two decades to evolve into a mature Vaathkree. During this time, the evolving alien must pick a "permanent form": the alien decides on a form and must concentrate on retaining that form. Eventually, the growing Vaathkree finds that he or she is no longer capable of altering its form, so thus it is very important that the maturing Vaathkree choose a form they find pleasing. As the Vaathkree have been active members of the Republic for many millennia and most alien species are roughly humanoid in form, many Vaathkree select a humanoid adult form.

"The deal," the code of trade and barter that all Vaathkree live by, is taught to the Stonesingers as soon as their cognitive abilities have begun to form. The concepts of supply and demand, sales technique and (most importantly) haggling are so deeply ingrained in the consciousness of the Vaathkree that the idea of not passing these ideas and beliefs on to their young is simply unthinkable.

### ■ Vaathkree

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

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**Special Abilities:**
*Natural Body Armor:* Vaathkree, due to their peculiar metabolisms, have natural body armor. It provides STR+2D against physical attacks and STR+1D against energy attacks.

*Trade Language:* The Vaathkree have created a strange, constantly changing trade language that they use to communicate back and forth between each other during business dealings. Since most deals are successful when one side has a key piece of information that the other side lacks, the trade language evolved to safeguard such information during negotiations. Non-Vaathkree trying to decipher trade language may make an opposed *languages* roll against the Vaathkree, but suffer a +15 penalty modifier.

**Story Factors:**
*Trade Culture:* The Vaathkree are fanatic hagglers. Most adult Vaathkree have at least 2D in *bargain* or *con* (or both).

**Move:** 6/11
**Size:** 1.5–1.9 meters tall

## Woostoids

Woostoids inhabit the planet Woostri, a nexus for information exchange and storage in the New Republic. In the days of the Old Republic, Woostoids were often selected to maintain records for Republic databases, and are still noted for their record-keeping and data-management abilities. Woostoids are highly knowledgeable in the field of computer design and programming, and have remarkably efficient, analytical minds.

Since the Woostoids are so adept at computer technology, a substantial portion of Woostri is computer controlled, which has helped to weed out a number of tasks that the Woostoids felt could be automated. Since so much of Woostoid society is handled by computers, they have a large amount of free time and a substantial portion of their economy is geared towards recreation.

Woostoids are of average height (by Human standards), but are extremely slender. They have reddish-orange skin and flowing reddish hair. They have bulbous, pupil-less eyes that rarely blink. Traditionally, they wear long, flowing robes of bright, reflective cloth. Woostoids are a peaceful species, and the concept of warfare and fighting is extremely disconcerting to them. Woostoids tend to think about situations in a very orderly manner, trying to find the logical ties between events. When presented with facts that seemingly have no logical pattern, they become very confused and disoriented.

### ■ Woostoids
**Attribute Dice:** 10D
**DEXTERITY** 1D/3D
**KNOWLEDGE** 2D/5D
**MECHANICAL** 1D/4D
**PERCEPTION** 1D/3D
**STRENGTH** 1D/2D+2
**TECHNICAL** 2D+2/5D+1
**Special Abilities:**
*Computer Programming:* Woostoids have an almost instinctual ability to operate and manage complex computer networks. Woostoids receive a +2D bonus whenever they use their *computer programming/repair* skill.
**Story Factors:**
*Logical minds:* The Woostoids are very logical creatures. When presented with situations that are seemingly beyond logic (such as Thrawn's "super weapon" ploy), they become extremely confused, and all die codes are reduced by -1D.
**Move:** 7/11
**Size:** 1.6–1.8 meters tall

## Yagai

The Yagai (singular: Yaga), are tall, reedy tripeds native to Yaga Minor, the site of a major Imperial shipyard. They have two nine fingered hands, and all of their fingers are mutually opposable, making them well suited to delicate mechanical work. They are particularly knowledgeable about starship hyperdrives and have been conscripted by the Empire to help maintain the Imperial fleet.

Before the Empire, the Yagai were famed for their starship engineering skills and their cooperation with the Republic. While the Yagai are still known for their skills, their relationship with the Empire is strained. The people of Yaga Minor deeply resent the Imperial presence and are always looking for prudent opportunities to sabotage the Imperial war effort. Unfortunately, with the rest of their people effectively held as hostages, most main species Yagai starship workers are reluctant to risk incurring Imperial wrath — the Yagai are intimately familiar with the atrocities the Empire has been known to commit.

The Yagai tend to favor baggy, flowing garments of neutral colors (at least neutral to their world — whites and many shades of blue and purple). The Yagai are an aggressive and territorial species that would make a valuable asset to the New Republic if they could be freed from Imperial rule. Unfortunately, since Yaga Minor is so heavily defended, the rescue of the Yagai is a short-term impossibility.

### ■ Yaga
**Attribute Dice:** 12D
**DEXTERITY** 1D/4D
**KNOWLEDGE** 1D/2D+2
**MECHANICAL** 1D+2/4D+1
**PERCEPTION** 2D/4D
**STRENGTH** 1D/4D+2
**TECHNICAL** 2D/5D+2
**Story Factors:**
*Enslaved:* The Yagai have been conscripted into Imperial service because of their technical skills. As a result, almost no Yagai are free to roam the galaxy; most that are

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MECHANICAL 1D/4D+1
PERCEPTION 1D/1D+1
STRENGTH 2D/5D+2
TECHNICAL 2D/5D+2
**Story Factors:**
*Genetically Engineered:* The Yagai Drones have been genetically engineered to survive in harsh environments like deep space. They are extremely sluggish and bulky, and almost never speak. They are trained from birth to be completely loyal to the Empire, but many secretly harbor sympathies with the Republic.
*Sealed Systems:* Once they are full-grown, Yagai Drones require no food, water or other sustenance, save the solar energy they absorb and occasional energy boosts.
*Body Armor:* All Yagai Drones receive a +2D bonus to resist energy attacks and +3D to resist physical attacks.
**Move:** 8/12
**Size:** 2.5-3 meters
**Capsule:** Yagai Drones are huge, muscular versions of the Yagai main species. They have purple skin and wild, yellowish hair. They almost never speak, except to acknowledge orders from their work-masters.

The reclassification of the Yagai Drones as "non-citizens" has led to official New Republic complaints. Because of this continuing rights issue, the New Republic has refused to use Yagai labor in any shipbuilding projects.

## ZeHethbra

The ZeHethbra are a well-known species that has travelled throughout the galaxy and settled on a number of worlds. The ZeHethbra species has no less than 80 distinct cultural, racial and ethnic groups that developed due to historical and geographic variances. While many non-ZeHethbra have trouble distinguishing between the various groups (to the casual observer, the ZeHethbra seem to have only five or six major groups), ZeHethbra themselves have no problems distinguishing between groups due to subtle markings, body language and mannerisms, slight changes in accent, and pheromones.

ZeHethbra are tall, brawny humanoids, with a short coating of fur, and a small vestigial tail. All ZeHethbra have a white stripe of fur that begins at the bridge of their nose and widens as it stretches to the small of the back. The width of the stripe denotes gender; wider stripes are present on females, while males tend to have narrow strips, with slight "branches" running out from the main stripe.

The color of ZeHethbra varies. Generally, black fur is the norm, though in the mountainous regions in the northern hemisphere of

seen away from their homeworld are escaped slaves (and tend to be paranoid about the possibility of being captured by the Empire) or are workers who are forced to slave for Imperial officials away from their homeworld.
**Move:** 10/12
**Size:** 1.5–1.8 meters tall

### ■ Yaga Drone (Subspecies)
**Attribute Dice:** 8D
**DEXTERITY** 1D/2D
**KNOWLEDGE** 1D/1D+1

ZeHeth, brown and even red fur is common. Blue-white fur covers the ZeHethbra from the southern polar region, and spotting and mottled colorations can be found on some ZeHethbra of mixed lineage.

The ZeHethbra are naturally capable of producing and identifying extremely sophisticated pheromones. Indeed, a large portion of the ZeHethbra cultural identity consists of these pheromones, and many ZeHethbra can identify other ZeHethbra clans and history simply by their scent. In times of danger, the ZeHethbra can expel a "spray" that is blinding and unpleasant to the individual that is being sprayed.

## ■ ZeHethbra

**Attribute Dice:** 12D
**DEXTERITY 1D/4D**
**KNOWLEDGE 1D/4D**
**MECHANICAL 2D/4D+1**
**PERCEPTION 1D+1/3D+1**
**STRENGTH 1D/4D**
**TECHNICAL 1D+2/3D+2**
**Special Abilities:**
*Spray:* ZeHethbra can project a stinging spray that can blind and stun those within a three meter radius. All characters within the range must make a Difficult *willpower* role or take 5D stun damage; if the result is wounded or worse, the character is overcome by the scents and collapses to the ground for one minute.
**Move:** 9/12
**Size:** 1.6–1.8 meters tall

# ■ Chapter Nine
# The Noghri

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

## Killers For The Empire

The mysterious aliens known as the Noghri have only recently made their presence known to the New Republic, although it appears that Princess Leia and Luke Skywalker have been painfully aware of them for some time.

The Noghri are hairless, grey-skinned bipeds, heavily muscled and possessing unbelievable reflexes and agility. They have been in service to the Empire as assassins for several years. Apparently, the Empire, represented by Lord Darth Vader, convinced the Noghri leadership that only the Emperor's forces could restore their homeworld of Honoghr to life; the planet had become contaminated by poisonous debris from a crashed starship. The Noghri, who possess a rigid honor code — much like that of the Wookiees of Kashyyyk — felt obligated to serve the Empire to repay their debt.

The Emperor decided that an unknown race of unstoppable hunters and assassins, fanatically devoted to him and willing to undertake any mission at his merest whim, would be a fabulous asset. The Emperor had all traces of Honoghr removed from Imperial records and charts, and implemented a plan that would effectively subjugate the Noghri. Of the rival politicians, dissidents and other bothersome individuals that the Emperor faced, it is certain that a good number of them met an unpleasant end at the hands of Noghri assassins.

## Imperial Treachery Revealed

Only recently has the treacherous nature of the Empire's scheme been laid bare: Princess Leia Organa Solo proved to the assembled clans of the Noghri that the Empire had been slowly poisoning the soil of Honoghr for years. The Emperor, in a careful subterfuge that convinced the Noghri that their world was being helped, condemned the Noghri to an eternity of indentured servitude to the Empire. Once the Empire's duplicity was revealed, the Noghri calmly and coldly bided their time to strike back at their oppressors.

Since the Empire and Grand Admiral Thrawn could no longer be trusted, the Noghri realized that they had to act. The construction of their Hidden Valley, the so-called "Future of Honoghr" is impressive as an act of engineering. That the Noghri carried it off without tipping their hand to Grand Admiral Thrawn makes their effort almost miraculous.

The Noghri Hidden Valley was constructed near a river, hidden in the shadows of a huge series of cliff walls. Sandwiched between the cliffs, the Hidden Valley is only visible to outside observation from (more or less) directly above. Using the nearby river, the Noghri have created an agricultural oasis on an otherwise nearly-dead planet.

The Noghri have recently acted as Leia Organa Solo's personal bodyguards, claiming she is the *Mal'ary'ush*. Leia has failed to reveal to me exactly what that term means, but I can only assume this is some Noghri term that refers to her status or royal lineage.

After the "unofficial" release of Mara Jade by Han Solo, Luke Skywalker, Lando Calrissian and Chewbacca, from New Republic custody, the Noghri assisted in the destruction of Mount Tantiss; apparently, the Noghri subdued all natural predators and the planet Wayland's less-than-friendly natives, allowing the strike team to infiltrate Mount Tantiss. The Noghri even took an active part in the battle, protecting the exit tunnel and reportedly neutralized a large number of Imperial troops in the process.

It was a Noghri warrior, Rukh, who slew Grand Admiral Thrawn. Rukh served as Thrawn's per-

sonal bodyguard and assassin. Upon finding out that his people had been betrayed and fooled, anger and rage filled his heart. He knew that, as Thrawn's trusted aide, he would have to be the one to exact revenge for his people. Rukh is now revered by the Noghri as a great hero.

## Honoghr

Very little of the planet Honoghr remains fit for habitation. That they have avoided extinction illustrates the determination of the Noghri people. Honoghr, while never a bountiful planet, is now little more than a brown, dust-caked wasteland.

The small section of arable lands that remain, the Clean Land, is where the Noghri have been forced to settle. Times are lean, and the traditionally antagonistic clans have been forced to abide by a truce to survive. The city of Nystao and a number of small villages are nestled in the Clean Land.

Now that the Noghri are aware of the Empire's treachery, the cleanup effort of Honoghr has begun in earnest (with assistance from the New Republic). Judging by their success in the Hidden Valley, there is a glimmer of hope for the near-dead world, though the road to Honoghr's salvation will be long, indeed.

### ■ Honoghr

**Type**: Terrestrial (toxic)
**Temperature**: Temperate
**Atmosphere**: Type I (breathable)
**Hydrosphere**: Dry
**Gravity**: Standard
**Terrain**: Toxic plains, some Clean Land
**Length of Day**: 23 standard hours
**Length of Year**: 352 local days
**Sapient Species**: Noghri (N)
**Starports**: Imperial Class
**Population**: 10 million
**Planet Function**: Homeworld
**Government**: Clan (Formerly Imperial allied, now neutral)
**Tech Level**: Stone, with space components
**Major Exports**: None
**Major Imports**: Food, water, medicine, high tech, mid tech

## The Hidden Valley

The Noghri refer to the Hidden Valley simply as "the future." They may, in fact, be correct. The Valley is both a bold statement and a marvel of agricultural engineering, especially considering the limited technological items the Noghri have been able to acquire.
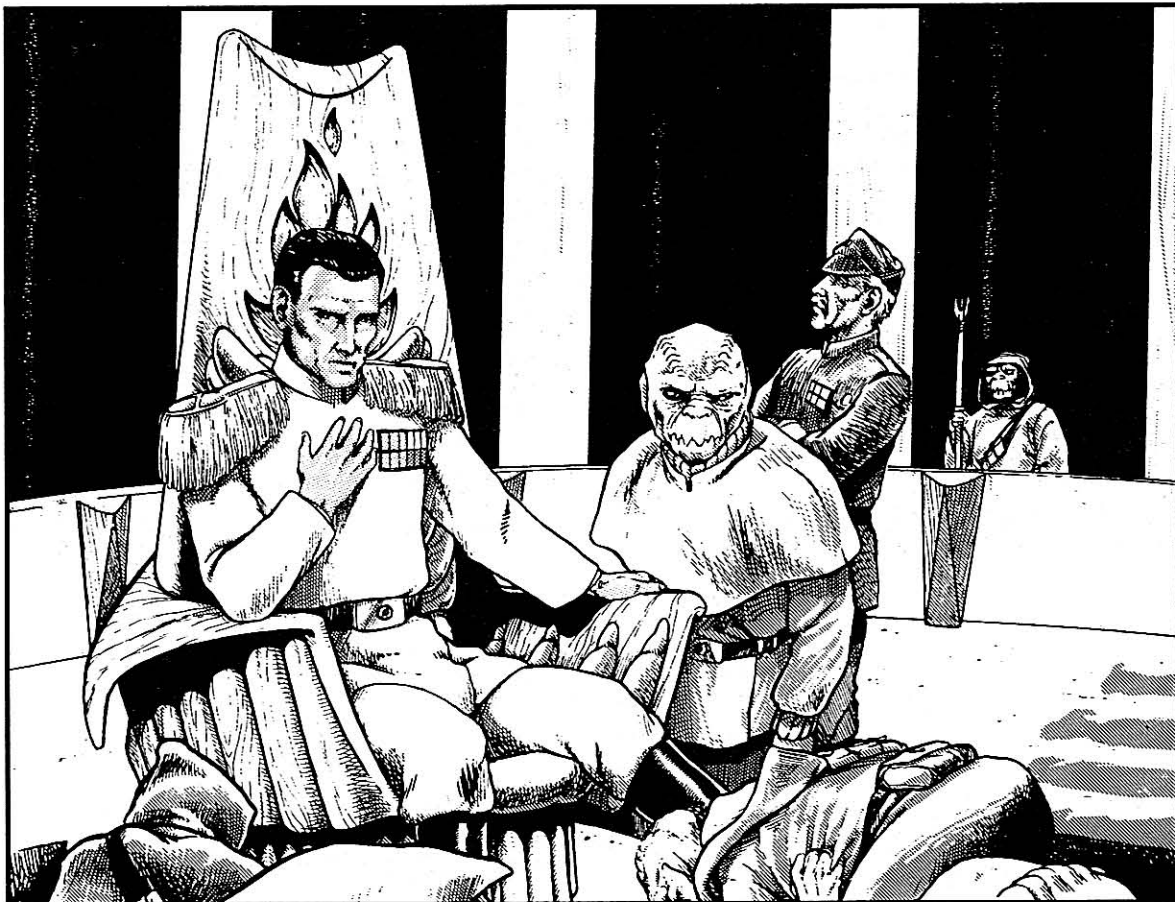


Mike Vilardi

The Valley's first outsider visitor was Jedi Luke Skywalker. He was experiencing mechanical problems with his X-wing after a tangle with Imperial warships and ventured to Honoghr in a desperate bid to gain assistance and repairs. Since the Valley is an ideal hiding place, it was decided that Luke should remain there briefly. Skywalker was quick to admit that he was overwhelmed by the Valley. "Coming from a desert world like Tatooine, vegetation as rich as this is just not something I'm used to ... Dagobah and Endor had much richer vegetation, but the fact that the Noghri could make such an impressive beginning in so short a time ... well, it is a very positive sign. I only hope that there is some way to repair the damage done to Honoghr. At this point, I think it will be years before the planet is even close to being healed."

The Valley is sandwiched between two cliffs — almost a kilometer in height each — and because of the height of the cliffs (and their tendency to jam all but the most determined of sensor probes), the Valley is effectively invisible except from directly overhead.

The Valley is situated near a large river that the Noghri have managed to harness to provide irrigation for the crops they are harvesting. Four different types of grains (imported from other worlds) and a number of leafy, edible plants are being steadily cultivated to help supplement the food supplies of the struggling Noghri villages.

Ovkhevam is the Noghri chiefly responsible for the existence of the Valley. He recognized the camouflage potential of the cliffs, and with the help of several of the clan dynasts, was able to construct the farming area in less than a month. Ovkhevam believes that someday the soil of Honoghr can be cleansed and restored to its former purity. This remains to be seen.

## Character Updates

The following are descriptions of some of the more prominent Noghri who have had an effect on recent events.

### Rukh

Rukh, clan Baikh'vair, was one of Grand Admiral Thrawn's earliest recruits when he discovered the homeworld of the Emperor's dreaded Death Commandos. Rukh, unintimidated by the high technology that was demonstrated by the Empire, impressed the Grand Admiral. Thrawn made the young Noghri his personal bodyguard.

At first, Rukh believed his service to Thrawn brought honor to the clan Baikh'vair and to himself. Personally serving the lord of the Noghri Overclan is an incredibly prestigious honor for a clan warrior. When Rukh was informed of the Empire's treachery, he volunteered to "monitor" Grand Admiral Thrawn to insure that, until the Noghri people were ready to act, the Imperial leader did not become overly suspicious of his alien assassins. Rukh also vowed to kill the Grand Admiral, at the cost of his own life if need be.

Rukh was in a unique position: he could monitor the same information that Thrawn received. Rukh believed that the Thrawn's death should only come after the Grand Admiral learned that the Noghri had betrayed him: then and only then would Thrawn know Rukh's assassin's knife. This rationale is typical of the Noghri: what better time to slay Thrawn, a master of deception, than when he realized that he was being deceived himself?

Rukh is now something of a legend among his fellow Noghri. To slay a hated enemy, especially an enemy of the entire Noghri people, in his own stronghold is an act of incredible bravery and skill to the Noghri. As a species of fierce hunters, this is the greatest possible hunt. It was a hunt worth dying for.

### ■ Rukh

**Type:** Noghri Death Commando
**DEXTERITY 4D**
Blaster 6D, brawling parry 9D, dodge 9D, melee combat 7D, melee combat: knife 8D+1, melee parry 7D, running 6D, thrown weapons 8D
**KNOWLEDGE 2D+1**
Bureaucracy 4D+1, intimidation 6D, languages 4D+1, planetary systems 4D+1, streetwise 6D+1, survival 7D, value 3D+2
**MECHANICAL 2D**
Repulsorlift operation 6D, space transports 6D
**PERCEPTION 4D**
Bargain 5D, command 6D, con 7D, hide 9D, search 7D+1, sneak 9D
**STRENGTH 3D+2**
Brawling 8D+2, brawling: Noghri martial arts* 9D, climbing/jumping 7D+2, lifting 5D+2, stamina 8D+2
**TECHNICAL 2D**
Security 5D
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook.*
**Special Abilities:**
*Claws:* STR+1D
*Teeth:* STR+2D
*Stealth:* +2D when using *hide* or *sneak*
*Enhanced Senses:* +2D when using *search*
**Force Points:** 1
**Character Points:** 16
**Move:** 14
**Equipment:** Knife (STR+1D), comlink

### Khabarakh

Khabarakh was a Noghri assigned to the commando team charged with the abduction of Princess Leia. Upon realizing that Leia was the

## Setting Things Right

Rukh moved quietly through the nearly deserted hangar deck of the *Chimaera*. The deck was deserted because Grand Admiral Thrawn made a point of limiting contact between Noghri teams and Imperial troops. Thrawn did not wish to see valuable troops slaughtered by Noghri warriors because of an ill-timed comment or action.

Attitudes and policies of division like this occasionally bothered Rukh. *But it is not my place to question*, he thought to himself. *It is only my duty to obey.* Moving to the newly docked shuttle, he entered, preparing to debrief the Noghri commando team aboard.

The Noghri sat in near darkness. Rukh immediately sensed that something was amiss. Rukh knew that his fellow Noghri were disturbed and ... enraged.

"Rukh, clan Baikh'vair, we greet you," growled the team leader, in the gravelly tongue of the Noghri people.

"Akh'laht, clan Kihm'bar, I greet you," he responded, with the formal Noghri half-bow and palm-up salute that denoted respect. "Report," ordered Rukh.

Akh'laht paused, glancing at his comrades. "My lord, we bring news from Honoghr," hissed the Noghri. "The Grand Admiral deceives us."

Rukh was taken completely by surprise. To hear a Noghri Honor Guard actually defame the name and honor of the lord of the Noghri Overclan was unthinkable, a crime punishable by immediate death. Rukh's pulse raced and he felt his own rage welling up inside him. Never before had Rukh heard such

disrespect. *Yet Akh'laht is no fool*, thought Rukh. *There must be some reason for this.* "Explain yourself, and quickly," rumbled Rukh, "for your life depends on your answer."

Akh'laht quietly related the story of the *Mal'ary'ush* —the Lady Vader—and her visit to Honoghr. He told of her bravery in facing the might of the combined clans and her proof of the Empire's deception and enslavement of the Noghri people. Rukh's senses were overwhelmed and his rage was now vented toward the Grand Admiral. *He deceived us*, he thought. *He considers us fools ...*

"Our debt to the Empire has been paid," said Akh'laht, "but we must be careful."

"I will remain here," Rukh said after a long moment of thought. "Here, I can monitor the Grand Admiral. I will watch and wait. When he learns that the Noghri no longer serve him, I shall slay him."

The other Noghri gave Rukh a different variation of the palm-up salute: the Noghri way of saying, *"Farewell, honorable warrior who shall die for the Noghri."* Rukh was volunteering for a suicide mission: a mission of vengeance against the Empire that had oppressed them for longer than he had lived.

"Rukh, clan Baikh'vair, we salute your sacrifice. Die with honor," growled Akh'laht.

"Go with luck, Akh'laht, clan Kihm'bar," Rukh answered, walking away.

Rukh paused for a moment, and turned back to the assembled commando team. "Tell the dynasts that things will be set right," he said, fingering the slender hilt of his assassin's knife. "The Grand Admiral has a great deal to answer for. A great deal, indeed."



Illustration by Mike Vilardi

*Mal'ary'ush* and not to be harmed, he faced a moral dilemma: be loyal to his people and protect the *Mal'ary'ush*, or obey his duty to the Empire by abducting the *Mal'ary'ush*.

Khabarakh decided to protect Leia. He placed the clans in jeopardy by bringing Leia to Honoghr. Khabarakh also showed incredible bravery and fortitude: Thrawn, believing that Khabarakh was a traitor, forced the clans to publicly chastise and punish the young Noghri. However, this gave Leia time to address the collected Noghri people and prove the Empire's treachery.

Leia also helped engineer the release of Khabarakh before fleeing the planet. After "escaping," Khabarakh relocated to the Hidden Valley, where he now serves as caretaker of the "Future of the Noghri." His seclusion in the Valley is typical of Noghri tactics: efficient and



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subtle. What better place to hide a fugitive than under his pursuer's nose?

Khabarakh is young for a Noghri commando, though he is able: he has withstood repeated attacks from the mighty Chewbacca, and even earned the massive Wookiee's respect.

Like many Noghri, Khabarakh yearns to erase the scars the ravages of war have left behind. Khabarakh is also a realist: he knows that the damage to Honoghr is so severe that it is unlikely that it can be repaired in his lifetime — if it can be repaired at all.

### ■ Khabarakh

**Type:** Noghri Death Commando
**DEXTERITY 4D**
Blaster 5D, brawling parry 5D, dodge 6D, melee combat 5D, melee parry 5D
**KNOWLEDGE 2D+1**
Intimidation 5D+2, languages 3D+1, streetwise 4D+1, survival 5D+1
**MECHANICAL 2D**
Repulsorlift operation 3D, space transports 4D
**PERCEPTION 4D**
Bargain 4D+2, command 5D, con 6D, hide 7D, search 6D, sneak 7D
**STRENGTH 3D+2**
Brawling 6D+2, brawling: Noghri martial arts 6D+2*, climbing/jumping 5D+2, lifting 4D+2, stamina 6D+2
**TECHNICAL 2D**
Security 4D
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook*.
**Special Abilities:**
*Claws*: STR+1D
*Teeth*: STR+2D
*Stealth*: +2D when using *hide* or *sneak*
*Enhanced Senses*: +2D when using *search*
**Force Points:** 1
**Character Points:** 8
**Move:** 13
**Equipment:** Heavy blaster pistol (5D), knife (STR+1D), comlink
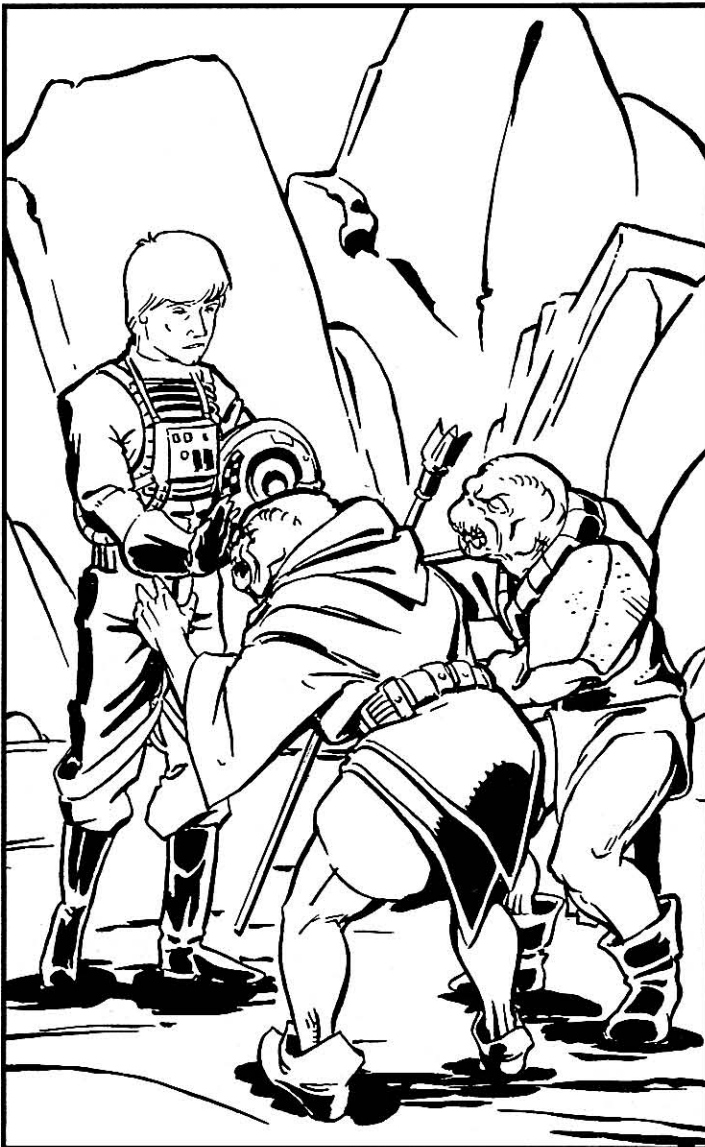
## New Characters

There are a number of new Noghri introduced in *The Last Command* that did not appear in either *Heir to the Empire* or *Dark Force Rising*. They are presented here for the first time.

### Ovkhevam

Ovkhevam, clan Bakh'tor, is the Noghri responsible for the creation of the agricultural storehouse in the Hidden Valley. Ovkhevam is one of the older Noghri and remembers when the planet was green and capable of supporting life. Ovkhevam is surprisingly peaceful for a Noghri and is more interested in growing food for his people than killing and dying for a distant Empire.

Ovkhevam was angered deeply by the Empire's deception, because it was both an insult to the honor of the Noghri, and because of

the damage that was wrought on Honoghr itself. Ovkhevam is the premier agricultural expert on Honoghr, and as such, is ideally suited to the task of creating and managing the Hidden Valley.

Ovkhevam hopes one day to repair all the damage done to Honoghr, believing that given enough time and care, the planet will be healed. The Hidden Valley is but a foothold for the battle Honoghr faces. Ovkhevam is optimistic: he says, "Here will someday be enough food to provide for all."

Ovkhevam has taken a liking to Khabarakh, the young Noghri outcast who had been forced into hiding in the Hidden Valley. Khabarakh is an impulsive youth and requires the firm hand and wisdom of an older Noghri to help Khabarakh overcome his "wildness." Ovkhevam is slowly teaching the young Noghri commando the basics of agriculture.

Ovkhevam is extremely formal, always addressing individuals (even those he knows well) by their full names and titles. He firmly believes in the Noghri customs and traditions, especially those concerning growing and farming. Agriculture is very important this older Noghri, but he is still a member of a warrior race: he wishes that he had the honor to slay Thrawn.

## ■ Ovkhevam

**Type:** Noghri Elder
**DEXTERITY 3D**
Blaster 3D+2, brawling parry 5D, brawling parry: vs. martial arts 6D, dodge 8D, melee combat 5D, melee parry 5D
**KNOWLEDGE 3D**
Agriculture 7D+2, cultures 5D, intimidation 8D, survival 6D
**MECHANICAL 2D**
**PERCEPTION 4D**
Bargain 4D+2, command 6D, hide 7D, search 6D, sneak 7D
**STRENGTH 3D**
Brawling 5D+2, brawling: Noghri martial arts* 7D+2, climbing/jumping 4D+2, lifting 4D+2, stamina 6D+2
**TECHNICAL 2D**
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook*.
**Special Abilities:**
*Claws:* STR+1D
*Teeth:* STR+2D
*Stealth:* +2D when using *hide* or *sneak*
*Enhanced Senses:* +2D when using *search*
**Force Points:** 2
**Character Points:** 12
**Move:** 11
**Equipment:** Agricultural tool kit, knife (STR+1D)

## Cakhmaim

Cakhmaim is the premier warrior of the Noghri clan Eikh'mir. He is the leader of the honor

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## Ekhrikhor

**Type:** Noghri Death Commando
**DEXTERITY 4D**
Blaster 6D, brawling parry 6D, brawling parry: vs. martial arts 6D+1, dodge 6D+1, melee combat 5D, pick pocket 6D, running 6D+1
**KNOWLEDGE 2D+1**
Alien species 3D+1, intimidation 6D, survival 6D+1
**MECHANICAL 2D**
Repulsorlift operation 3D+2, space transports 3D+1
**PERCEPTION 4D**
Hide 8D, search 7D, search: tracking 9D, sneak 9D
**STRENGTH 5D+2**
Brawling 8D+2, brawling: Noghri martial arts 9D+2*, climbing/jumping 6D, lifting 6D, stamina 6D+2
**TECHNICAL 4D**
First aid: Noghri 6D
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook*.
**Special Abilities:**
*Claws:* STR+1D
*Teeth:* STR+2D
*Stealth:* +2D when using *hide* or *sneak*
*Enhanced Senses:* +2D when using *search*
**Force Points:** 1
**Dark Side Points:** 2
**Character Points:** 13
**Move:** 13
**Equipment:** Blaster pistol (4D), knife (STR+1D), comlink, medpac

**Capsule:** Ekhrikhor, clan Bakh'tor, is one of the most fearsome Noghri warriors. Like many of his people, he revels in combat and the thrill of the hunt. As a hunter and assassin, he has tracked and killed the Empire's targets for nearly a decade.

Ekhrikhor is a bit more pragmatic than his fellow Noghri; he has operated in the galaxy for too long to not absorb some of the morals and norms of the other species. He does not take the Emperor's deception as personally as the rest of the Noghri people; he realizes that the Emperor was trying to accomplish his goals as expediently as possible. This is not to say that he is not angered; he is enraged, but he also understands *why* Palpatine did what he did. Expediency is not a legitimate excuse to lead the entire Noghri people to slaughter. He simply has not made his fight against the Empire as personal as the other Noghri.

Ekhrikhor was most recently sighted on Wayland, assisting the small group of saboteurs (including Luke Skywalker, Han Solo, Chewbacca, Lando Calrissian and Mara Jade) in their trek to Mount Tantiss. Ekhrikhor cleared the path to the mountain for the small group, making sure that all potentially lethal obstacles were removed or rendered harmless without letting the Republic operatives know that they were under Noghri protection. It was only the Force skills of Luke Skywalker that allowed the New Republic warriors to learn that the Noghri were present.

Ekhrikhor considers it a great honor to have been a participant in the battle of Mount Tantiss. He has great respect for the New Republic warriors, particularly Skywalker and Solo, who maintained their composure during the battle. Ekhrikhor has witnessed (and killed) many Humans who have "turned coward" when fighting began, and he considers it refreshing to find Humans with such spirit and bravery.

## Mobvekhar

**Type:** Noghri Death Commando
**DEXTERITY 4D**
Blaster 5D, brawling parry 6D, dodge 6D+1, melee combat 5D, melee parry 5D
**KNOWLEDGE 2D+1**
Intimidation 5D, survival 6D+1
**MECHANICAL 2D**
Repulsorlift operation 3D, space transports 3D
**PERCEPTION 4D**
Con 6D, hide 7D, search 6D, search: tracking 8D, sneak 7D
**STRENGTH 5D+2**
Brawling 7D+2, brawling: Noghri martial arts 7D+2*, climbing/jumping 6D, lifting 6D, stamina 6D+2
**TECHNICAL 4D**
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook.*
**Special Abilities:**
*Claws:* STR+1D
*Teeth:* STR+2D
*Stealth:* +2D when using *hide* or *sneak*
*Enhanced Senses:* +2D when using *search*
**Character Points:** 3
**Move:** 13
**Equipment:** Blaster pistol (4D), comlink

**Capsule:** Mobvekhar is Cakhmaim's lieutenant, serving as an apprentice to the Noghri warrior. Mobvekhar is quite young, though he is recognized as a gifted hunter and warrior. He has apprenticed with Cakhmaim for two years and has participated in a number of military operations with the leader of the Noghri *Mal'ary'ush* honor guard.

guard of the *Mal'ary'ush* and charged with the protection of Princess Leia.

Cakhmaim was part of the "delegation" of Noghri that quietly entered the Imperial palace to protect Leia from threats to her and her children. Cakhmaim, Khabarakh, and Mobvekhar

were duty-bound to die for Leia if necessary.

Cakhmaim has led several Death Commando missions for Grand Admiral Thrawn, and feels personally insulted and angry that Thrawn so used the Noghri people. That Rukh, his rival since childhood, managed to slay Thrawn has not sat well with the Noghri warrior, who does not feel Rukh is worthy of such acclaim.

### ■ Cakhmaim

**Type:** Noghri Death Commando
**DEXTERITY 4D**
Blaster 7D+2, brawling parry 5D+2, brawling parry: vs. martial arts 9D, dodge 8D+2, melee combat 5D+1, melee parry 5D+2
**KNOWLEDGE 2D+1**
Intimidation 7D, languages 3D+1, streetwise 6D+1, survival 5D+1
**MECHANICAL 2D**
Repulsorlift operation 3D+2, space transports 5D
**PERCEPTION 4D**
Bargain 4D+2, command 7D+2, con 6D, hide 8D, search 6D+2, sneak 9D
**STRENGTH 5D+2**
Brawling 7D+2, brawling: Noghri martial arts 8D+2*, climbing/jumping 6D+2, lifting 6D+2, stamina 6D+2
**TECHNICAL 4D**
Security 6D
* Receive +2D when used against someone without this specialization, does STR+1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook.*
**Special Abilities:**
*Claws:* STR+1D
*Teeth:* STR+2D
*Stealth:* +2D when using *hide* or *sneak*
*Enhanced Senses:* +2D when using *search*
**Force Points:** 1
**Character Points:** 3
**Move:** 15
**Equipment:** Heavy blaster pistol (5D), knife (STR+1D damage), comlink

# ■ Chapter Ten
# Equipment and
# Droids

Modern technology is capable of producing some products of amazing ingenuity and usefulness. From new and more powerful weapons, to advances in shield technology, to more advanced imaging systems for sensor arrays, the manufacturers of most modern goods continue to steadily improve product lines and make the lives of everyone in the galaxy a bit easier. In many ways, technology is the lifeblood of the galaxy.

## Equipment

### Jammer Packs

The jammer pack was an accidental technological invention that is rapidly proving its usefulness in covert operations. Originally designed as a device to prevent unauthorized listeners from tapping into sensitive comlink transmissions, the jammer pack was less than successful. The unit produced a muffled static effect every time it was activated, and made conversations harder to tap, but also harder for the authorized listeners to understand. After a few million units were produced, the product was discontinued.

Covert operations forces, Imperial Intelligence units in particular, recognized the signal jammer's potential: with a strong enough power source, the faulty unit could effectively drown out *all* comlink activity with high-gain static. Cutting off communication lines is usually a necessary step in sabotage operations, and the jammer pack is a convenient and simple method of accomplishing that task.

The original signal jammer was a small flat, rectangular box that could fit into the palm of someone's hand. It had input and output receivers and scomp links, and a small input board so users could attune the jammer to the frequencies of personal comlinks. A small control dial set the amount of "background static" that was produced to foul eavesdroppers. A tiny, rechargeable power cell was located in a recessed panel on the unit's underside. The entire unit could be hidden in a belt utility pouch for inconspicuous transport.

Imperial Intelligence added several features to the unit. The largest alteration was an increased power source, which produces high-gain transmission static on all bandwidths. Intel also added a computer input to tap into centralized communications system to shut down all the communications in a network. Both of these items were relatively simple to manufacture, but the cost of miniaturization made the unit more expensive. The existing unit will still fit into a small pocket so the comm tech in a strike team can carry it conveniently. If cost is a consideration, a similarly powered unit can be jury-rigged with a civilian power generator and scomp computer link, making the unit large enough to require a small backpack, but substantially saving on costs.

### ■ Jammer Pack

**Model:** Modified MicroThrust ComTech Eavesdrop Protection Unit
**Type:** Communications disruption unit
**Skill:** Communications
**Cost:** 1,050 (basic unit), 3,400 (Imperial modified unit), 1,750 (jury-rigged unit)
**Availability:** X
**Game Notes:** To successfully activate the jammer pack requires a Moderate *communications* roll. If successful, it produces high-gain white noise on all communications bandwidths, prevent any comlink transmissions within a 150-meter radius. A successful Difficult *communications* roll is necessary to tie the jammer pack into an integrated communications network (such as the comlink system in Imperial Palace on Coruscant). If completed, the jammer pack produces communications-fouling noise that is broadcast throughout the entire system, completely shutting down the network. The jammer pack can tie into an integrated network from any public access terminal, but this normally requires several additional *computer programming/repair* totals to

successfully slice into the network's management program routines.

### Electronic Lock Breaker

Modern security systems are quite effective, particular building security packages. Even the low-cost Fortress-7 electronic deadbolt system is quite efficient at keeping low-tech undesirables from entering protected areas, though with the correct knowledge and tools, they are not impossible to disable.

More advanced systems utilize computer coding systems that rapidly change sequence; the sophistication of these systems protects luxury homes and buildings from unauthorized entry. The Imperial Palace on Coruscant uses a combination gene-scan/random-flux code key sequence to protect residents and visitors. Authorized personnel are given a key that is linked to their genetic code; a micro-scanner in both the lock and the code-key establish the keyholder's identity. If the gene-code does not match, a security alarm sounds and all door locks are immediately activated. Overall, the system that protects the Imperial Palace is the most advanced on the market and was considered virtually foolproof.

At least, it was, until the invention of the electronic lock breaker. This device is essentially a high-memory capacity computer terminal with an independent power source and a key-code replicator input/output jack. The I/O jack is plugged into the door lock, and a large polynomial computation is "spiked" into the security monitor programming. The polynomial keeps the main security computer "occupied" and "convinces" it that there is no security breach. The rest of the lock breaker's computer memory randomly flashes gene-sequence codes at phenomenal rates, until the correct gene code to open the locked door is discovered.

The electronic lock breaker also has functions for opening other types of computer governed locks, but programming for each specific type of lock must be pre-entered into the unit; its memory storage is not large enough to accommodate every type of lock in its database.

Lock breakers are very useful tools for criminals and Intelligence agents who often need to gain unauthorized access to a room or building. The lock breaker is capable of bypassing most security systems but it requires a great deal of power and a considerable amount of time. The unit produces a loud hum when it is operating, so the user needs a good deal of privacy to get through a lock unnoticed. However, with proper planning or diversionary tactics, it can be quite effective.

Republic slicers are experimenting with a counter-programming concept to deal with the lock breaker. Since the lock breaker randomly flashes through genetic codes, and thus is capable of producing virtually *any* genetic se-
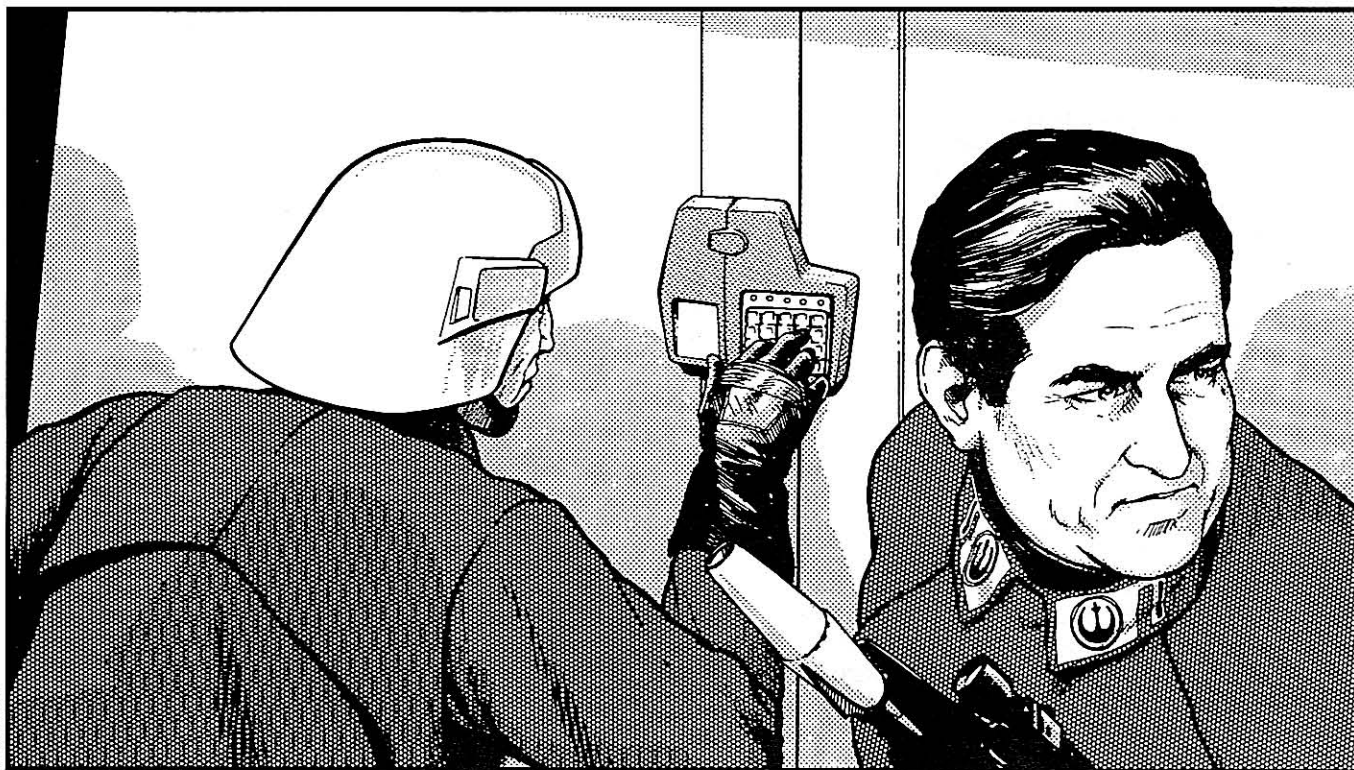


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quence, Republic programmers are considering adding "ringer" codes to their alarm systems. If the lock breaker tries a "ringer" code on the lock system, the lock's computer system will realize that this is a prohibited code sequence, and it will trigger a system-wide alarm. Preliminary tests have proven modestly successful.

### ■ Electronic Lock Breaker

**Model:** OutlawTech Lock Breaker
**Type:** Security tampering unit
**Skill:** Security, computer programming/repair
**Cost:** 25,000 credits (basic unit), 1,000 (per security system profile software package)
**Availability:** X
**Game Notes:** The Lock Breaker requires a Moderate *security* roll to activate and a Difficult *computer programming/repair* roll to successfully determine gene code sequences in advanced computer locks. Specific system profiles must be programmed before use, but pre-programmed system profiles (which are quicker to enter and generally more effective than "homemade" profiles) can be installed with a Moderate *computer programming/repair* roll.

## Holorecording Macrobinoculars

A number of commercial models of macrobinoculars are on the market, but a new innovation is becoming quite popular. Some manufacturers have begun releasing combination macrobinocular/holorecording units. Prior to the introduction of these "dual function units," users had to scomp-link the macrobinoculars into a holorecording unit, often resulting in software incompatabilities and glitches: the finished recording was often flawed.

The new device retains the functions of a standard macrobinocular set, including range and targeting information (on all but the cheapest models), but it adds the ability to store a holographic recording of anything seen through the viewfinder. With the sensor attachments available, sensor data can also be stored and recorded on the macrobinocular's recording unit.

Unfortunately, the cost of these devices is fairly high. Miniaturized holograph technology is expensive, and only those who can afford "the best" tend to own these units.

### ■ Holorecording Macrobinoculars

**Model:** Neuro-Saav Model TT4 Holorecording Macrobinoculars
**Type:** Specialized image magnification/recording device
**Skill:** Search
**Cost:** 2,000
**Availability:** 2
**Game Notes:** Holorecording macrobinoculars provide the normal advantages of standard image magnification devices (this specific unit gives +2D to all *search* or *Perception* rolls more than 100 meters away). In addition, the device can record up to three standard hours of visuals on a standard data card. For more information on macrobinoculars, see *Star Wars: The Roleplaying Game, Second Edition*, page 153, and *Heir to the Empire Sourcebook,* page 109.

## Weapons

### E-Web Repeating Blaster

The E-Web heavy repeating blaster ("Emplacement Weapon, Heavy Blaster") has been a long-standing fixture as a small- and medium-sized unit gun emplacement. The weapon has been repeatedly proven a top choice for anti-infantry actions, and as a joint venture between BlastTech and Merr-Sonn, it received wide distribution throughout the galaxy's various military organizations. BlastTech's new E-Web(15) is a revised model of the standard E-Web (in fact, most soldiers make no distinction between the E-Web(15) and E-Web). It is made exclusively by BlastTech, although it is rumored that Merr-Sonn is readying a similar weapon for release. Like its predecessor, the E-Web(15) can be carried as a two-piece unit by teams on maneuvers. It can be "quick-mounted" on a tripod and set up as a temporary fire emplacement in less than five minutes.

The weapon is outfitted with a high-demand portable Eksoan power generator and is fitted with the new Gk7 Cryocooler unit (to keep the weapon from overheating in combat). The original E-Web was equipped with the Gk3 Cryocooler, which tended to overheat, and in heavy radiation zones like Qat Chrystac, overload rather explosively. The new Gk7 is supposed to be much more efficient, and does effectively resist the damaging effects of high radiation zones, although the new unit's cooling coils must be replaced after 20 hours of field use.

The E-Web is definitely a two-man weapon. Single troops can fire the weapon, but with very little effectiveness, save as suppressing fire. The unit itself is quite resilient and can withstand a number of direct blaster hits before it is rendered inoperative. The newer models of E-Web also have a small shield generator to protect the cyrocooler unit, affording a small amount of protection (usually stopping one or two blaster hits before shutting down).

### ■ E-Web(15) Heavy Repeating Blaster

**Model:** BlastTech E-Web (15) Heavy Repeating Blaster
**Type:** Two-man Heavy Repeating Blaster
**Scale:** Character
**Skill:** Blaster: repeating blaster
**Crew:** 2, skeleton: 1
**Ammo:** Power generator only
**Cost:** 6,300
**Availability:** X
**Body:** 2D (weapon), 1D (cryocooler and power generator; if *severely damaged* by a blaster hit, it explodes in a two-meter blast radius, doing 7D character-scale damage; see page 68 of *Star Wars, Second Edition)*
**Shields:** 1D (weapon and crew), 2D (cryocooler and power generator)
**Fire Rate:** 3
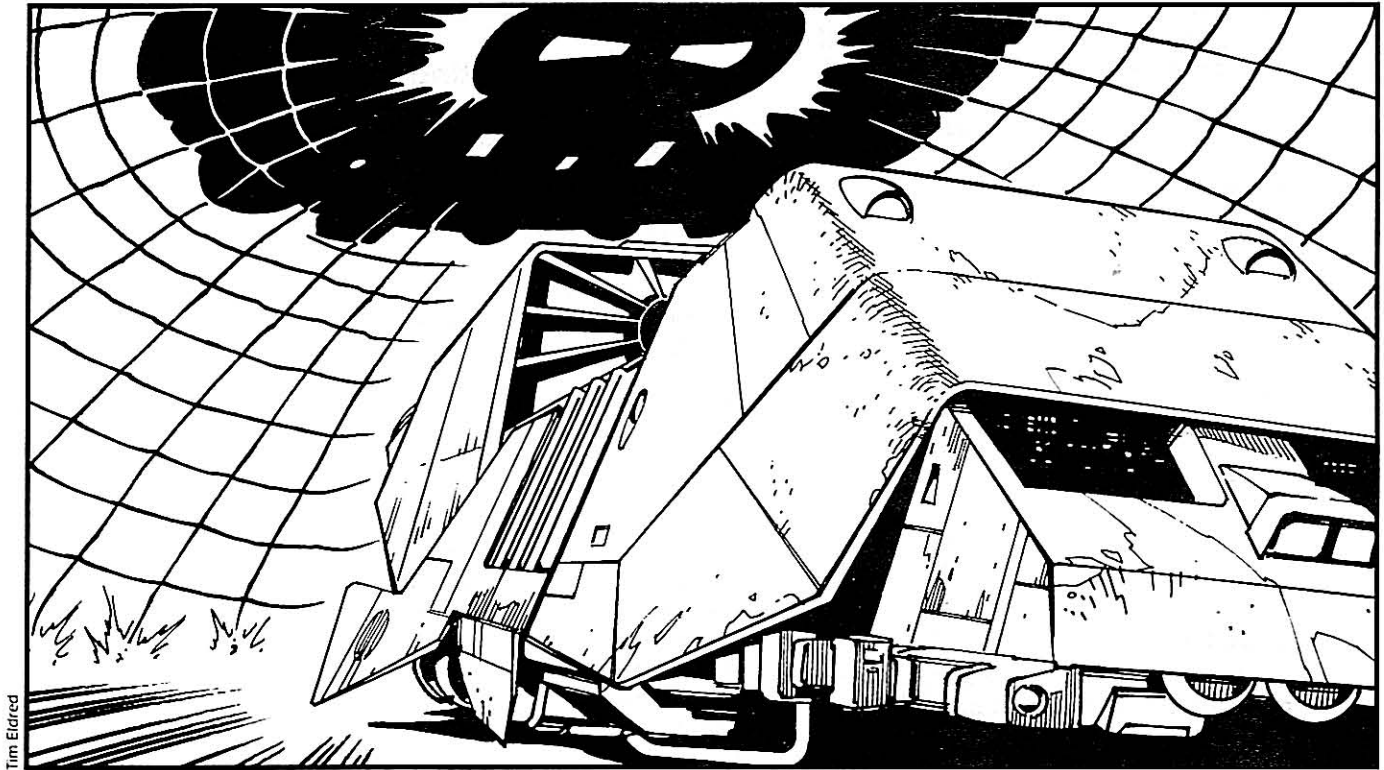
**Fire Control:** 2D (0D if on skeleton crew)
**Range:** 3–75/200/500
**Damage:** 8D

## Thermal Detonator

Thermal detonators are small grenade-sized explosives that generate a powerful explosion. Thermal detonators are very simple to operate: slide the thumb guard out of the way and press the activation stud. The Merr-Sonn Munitions thermal detonator, which people are most familiar with, has a six-second delay to either deactivate the detonator or duck and cover.

Thermal detonators contain baradium, an extremely unstable synthetic explosive. The thermal detonator's power source, usually no more powerful than a blaster power pack, activates the baradium, which generates a particle field when exposed to a power source. The particle field controls the expanding "explosion." At the end of the reaction, the sphere collapses in on itself. Anything outside the sphere is undamaged, while anything within the sphere is exposed to the heat damage of the baradium detonation.

Generally, thermal detonators contain enough baradium for a five meter sphere. Recently, modified black market detonators that can allegedly create 100 meter blast spheres have been confiscated by Republic authorities. Baradium is extremely unstable, and improper handling of a thermal detonator can trigger an accidental detonation.

■ **Thermal Detonator**
**Model:** Merr-Sonn Thermal Detonator
**Type:** Personal Concentrated Heat Explosive
**Scale:** Character
**Skill:** Grenade (for throwing)
**Cost:** 200
**Availability:** X
**Range:** 3-4/7/12
**Blast Radius:** 0-2/3/5
**Damage:** 10D/8D/5D

## Conner Net

Conner nets are very old weapons and have been used by customs ships since the days of the Old Republic. While they are somewhat "low-tech" compared to the advanced technology of today's tractor beam emplacements and turbolaser batteries, Conner nets have become increasingly popular with smugglers and pirates who may need to immobilize grounded targets.

Conner nets are contained in large metal canisters, roughly three to five meters in length. These canisters are normally shot through a concussion missile launcher or cargo shunt, with a typical deployment altitude of 50 to 100 meters. The canister is equipped with a number of small separator charges. When activated, the casing separates, spreading the metal mesh net inside the canister over the target area. High power electric current is channeled from minigenerators at the center of the net, electrifying the entirety of the confining mesh. The current

tends to foul shipboard guidance, sensors, weapons and other vital electrical systems. Because the generator can work for several hours before running down, an outside party is normally necessary to burn the net off the surface of the target.

## ■ Conner Net

**Model:** Conner Ship Systems Type I Restraining Net
**Type:** Ship restraining unit
**Scale:** Starfighter
**Skill:** Starship gunnery
**Cost:** 5,000 per canister
**Availability:** 3, R
**Range:** 5–25/50/100
**Blast Radius:** Net is 50 meters in diameter
**Damage:** 10D
**Game Notes:** To successfully activate the Conner net requires a Difficult *starship gunnery* roll. All ships (or other targets) touched by the net suffer a +5D penalty when using any electrical system (includes drive, weapons, sensors and ship-integrated communications systems). Any unprotected person who touches a charged Conner net suffers 10D damage every round they are in contact with the mesh.

## Portable Missile Launcher

The PLX-4, the latest model of MerrSonn's famous "Plex" series of missile launchers, serves as a very effective close-support weapon for infantry troops. The PLX-4 fires both missiles and standard rockets and is designed for use on repulsorlift vehicles. The launcher is the standard "over-the-shoulder" design, though new tripod mounts are available from third-party manufacturers. The PLX-4 can fire "dumb" rockets in a line-of-sight attack, "smart" rockets (the Gravity-Activated Mode, or GAM, guided missile designed for the Plex series) and the latest entry into anti-aircraft weaponry: "savant" missiles.

Savant missiles are "surprise attack" weapons that have proven extremely effective against careless pilots. When launched, the savant's computer system does a sensor scan to "tag" the intended target. Then, the computer system goes into "savant" mode.

To enemy pilots, incoming savants appear to be line-of-sight "dumb" rockets. With a couple of simple maneuvers, the pilot can easily avoid the rockets. The computer control system of the savant missile does not activate for roughly five seconds (though different intervals can be programmed into the missile) — long enough to fool a pilot into thinking he has avoided destruction by a "dumb" rocket.

When the savant delay has expired, the rocket's computer system activates and homes in on the tagged target. Most pilots are fooled by the missile's first pass and never even see the rocket swing around to hit them from behind. Savant missiles are not currently in wide use, but their remarkable success rate suggests that they will become increasingly popular with infantry or vehicle units. They are ideal for guerrilla attacks, and the Empire has used them extensively at Qat Chrystac.

## ■ Portable Missile Launcher

**Model:** MerrSonn PLX-4 Missile Launcher
**Type:** Portable Missile Launcher
**Scale:** Speeder
**Skill:** Missile weapons: Plex
**Ammo:** 4 (detachable missile rack)
**Cost:** 6,000 (launcher), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)
**Availability:** R
**Range:** 100–500/3/10KM
**Damage:** 6D
**Game Notes:**
*Savant Rockets:* Because of the computer system necessary to fire the savant rockets, one round and a Moderate *missile weapons* roll is necessary to "tag" a target. If this roll is failed, it means that the "tag" system has not locked on the target and the weapon acts only as a "dumb" rocket, relying entirely on the *missile weapons* roll in the next round. If the roll is successful, the savant missile is considered to have a skill of 4D to hit the target (normally the rocket activates at point-blank range). The attacker must make a second *missile weapons* roll at normal difficulty for the straight-line rocket attack.

# Droids

## ■ SPD Droids

**Type:** Industrial Automaton Hound-W2 SPD (Scanning Patrol Detail) Droids
**DEXTERITY 2D**
**KNOWLEDGE 1D**
**MECHANICAL 1D**
**PERCEPTION 5D**
Search 6D, search: transmitting devices 8D+2
**STRENGTH 1D**
**TECHNICAL 1D**
**Equipped with:**
• Fabritech communications/sensor array
• Four retractable extensor arms, capable of extending up to 15 meters
• Retractable fine work grasper arm
• Extendable video sensor
• Four sensor modules (one per arm), including thermal imaging (+1D to *search*), audio receptors, laser scan and pulse scan emitters
• Probability projection computer, for assistance in detailed search procedures
**Move:** 7
**Size:** 0.4 meters tall
**Cost:** 3,500
 **Capsule:** SPD series droids are common among security and law enforcement authorities. Industrial Automaton has been very successful with its security droids, and the SPD series has been no exception. SPD droids are small, box-like machines that roll on treads. They have a number of retractable sensor appendages that they can deploy in "sniffing out" possible security breaches. SPD droids communicate with the same high-density electronic language of chirps, beeps and whistles as astromech droids, although they can be scomplinked into a computer translator so that technicians can understand what the droids are saying.

## ■ MN-2E Droid

**Type:** Industrial Automaton MN-2D General Maintenance Unit
**DEXTERITY 1D**
**KNOWLEDGE 1D**
**MECHANICAL 2D**
**PERCEPTION 1D**
**STRENGTH 2D**
**TECHNICAL 2D**
**Equipped With:**
• Wastestream Systems refuse recycling unit
• Vibro-shears (STR+2)
• Extendable arm, with buffer and polisher attachments
• Extendable cleanser applicator
• Refuse collection scanning computer
**Move:** 7
**Size:** 1 meter
**Cost:** 800 credits
**Capsule:** MN-2E droids are among the least so-phisticated machines that Industrial Automaton has built. They are designed for janitorial, mainte-nance and cleaning duty. They can be equipped with program modules for task functions, such as proper care of plant life, sensitive sanitation pro-tocols and other specialized work duties. MN-2E droids are propelled by a small repulsorlift unit that is capable of floating as a high as 75 meters. Because they are capable of such free movement, they are ideal for janitorial duties in areas with extremely high ceilings (such as the Imperial Palace's Grand Corridor). MN-2E droids communi-cate with a series of electronic squawks and clucks. They are generally reliable, if simple, worker droids that are used throughout the galaxy.

# ■ Chapter Eleven
# Vehicles

## Speeder Trucks

Speeder trucks are cargo vehicles that are seeing a sudden jump in popularity. While they are not nearly as fast as a landspeeder, they are easy to control, fuel efficient and capable of carrying much heavier loads. Due to the current lack of funds and new vehicles, the Empire has begun using speeder trucks as impromptu troop transports: they are certainly less expensive than AT-ATs or other deluxe speeder vehicles.

The Aratech Z-12 speeder truck design includes a rear-mounted pair of engines, with forward-extended control vanes. The driver controls the vehicle from the rear, positioned in an elevated control pod set above the cargo deck. Through manipulation of servo-assisted control grips and pedals, the driver controls the vehicle's speed and direction.

The Empire has begun to use a modified version of the Z-12 on rear echelon worlds that do not require heavily armored vehicles for the movement of troops and material. The modifications include a heavy blaster cannon (servo-controlled from the pilot's compartment or independently fired from the troop bay), heavier grade armor plating for the engine housing and control surfaces, as well as a fully armored control pod for the pilot. The troop sections are only partially armored and uncovered, but still provide much better protection than civilian
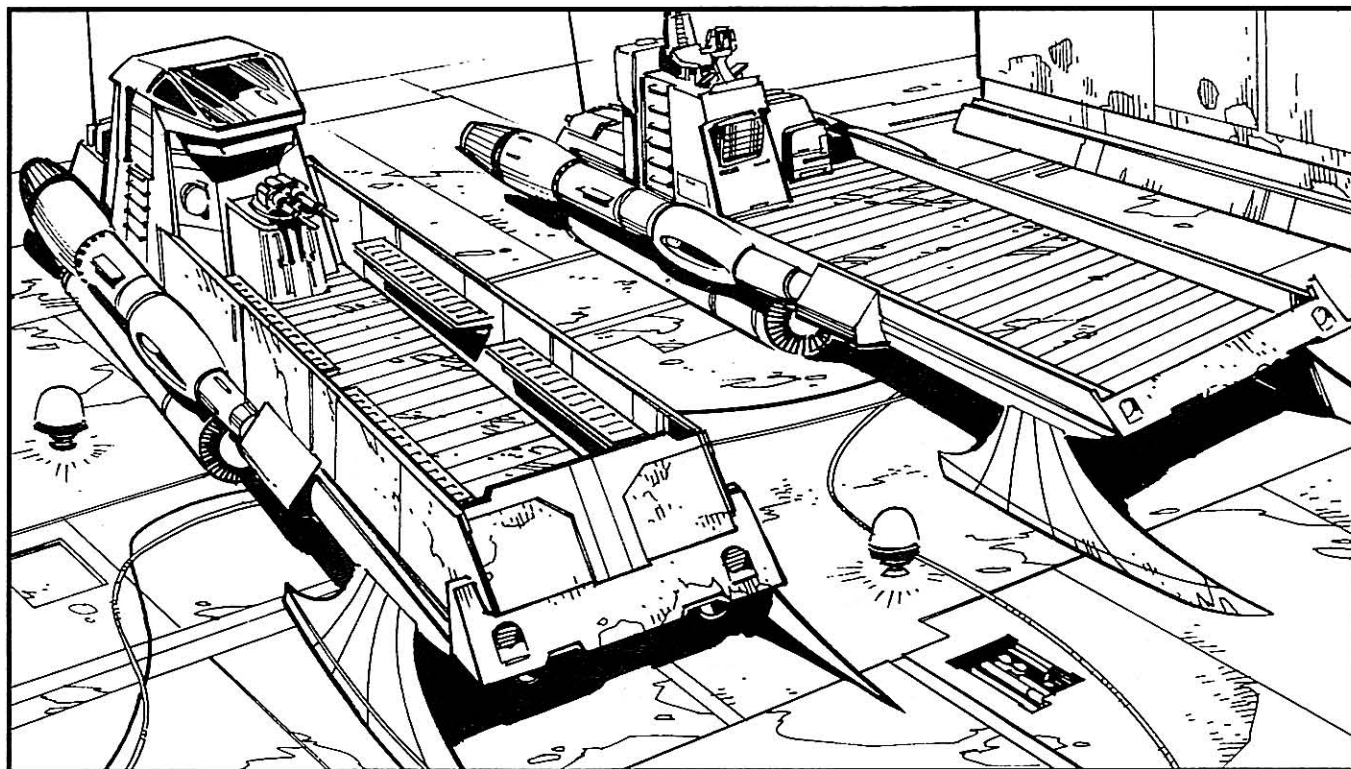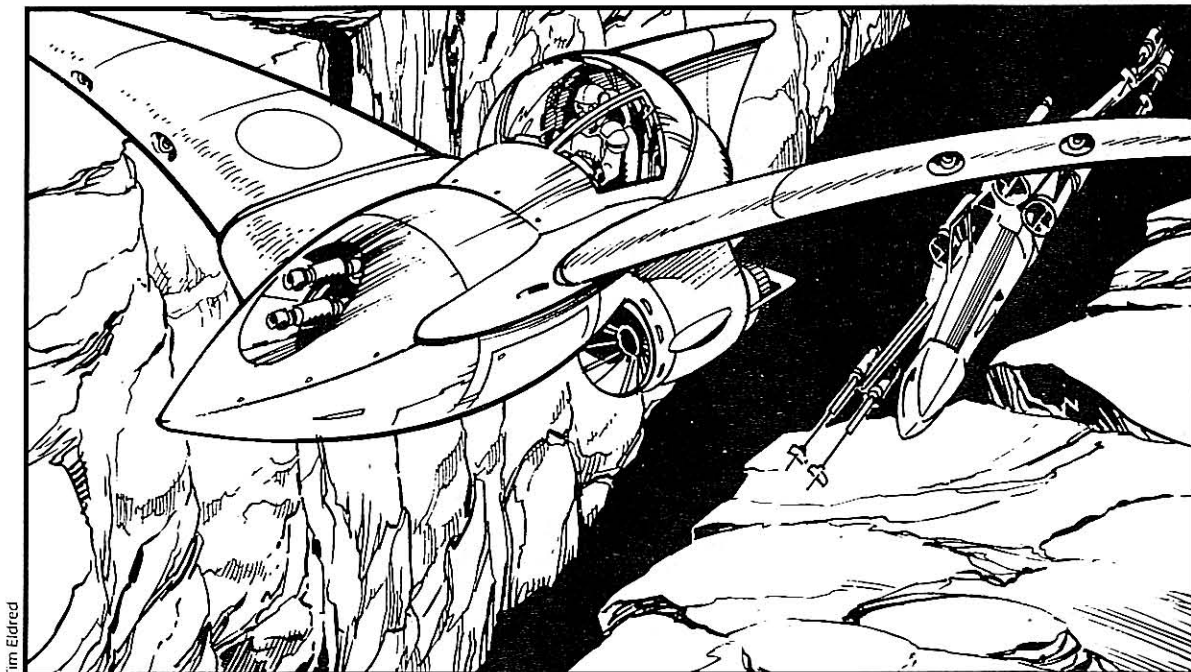


Tim Eldred

Tim Eldred

versions of the truck. While this shielding adds substantial weight, slowing the truck, it also reduces the chance that a lucky shot will put the vehicle out of commission.

### ■ Speeder Truck

**Craft:** Modified Aratech Cargo Master Z-12 Speeder Truck (Military Version)
**Type:** Repulsorlift Troop Carrier
**Scale:** Speeder
**Length:** 20 meters
**Skill:** Repulsorlift operation: speeder truck
**Crew:** 1, gunners: 1 (in troop compartment)
**Crew Skill:** Varies, but typically repulsorlift operation 3D+1, vehicle blasters 4D
**Passengers:** 24 (troops)
**Cargo Capacity:** 500 kilograms
**Cover:** Full (pilot), 3/4 (troop compartment)
**Altitude Range:** Ground level – 2.5 meters
**Cost:** 5,200 (stock), 7,850 (as modified)
**Maneuverability:** 1D
**Move:** 30; 90 KMH
**Body Strength:** 1D+2
**Weapons:**
　One Heavy Blaster Cannon
　　*Fire Arc:* Turret
　　*Crew:* 1
　　*Skill:* Vehicle blasters
　　*Fire Control:* 2D+2; 1D (if fired from pilot compartment)
　　*Range:* 400/800/1.2KM
　　*Damage:* 4D+2

# Combat Cloud Cars

Cloud cars are mid- and upper-atmosphere vehicles that use a combination of repulsorlift and ion engine propulsion. They are agile craft and capable of reaching speeds up to 1,500 kilometers per hour. Combat cloud cars are generally used for escort duty on worlds that are subject to attack from starfighters. Because starfighters do not function at peak efficiency in an atmosphere, these cloud cars are a cheap alternative for airspace patrol duty. Combat cloud cars are more heavily armed and armored than the average cloud car, and are restricted to law enforcement and customs agencies on most worlds.

### ■ Combat Cloud Cars

**Craft:** Ubrikkian Talon I Combat Cloud Car
**Type:** Combat Cloud Car
**Scale:** Speeder
**Length:** 10 meters
**Skill:** Repulsorlift operation: cloud car
**Crew:** 1
**Crew Skill:** Varies, but typically repulsorlift operation 4D+1, vehicle blasters 4D+1
**Passengers:** 1
**Cargo Capacity:** 50 kilograms
**Cover:** Full
**Altitude Range:** Ground level – 100 km
**Cost:** 80,000 (new)
**Maneuverability:** 3D
**Move:** 520; 1,500 KMH
**Body Strength:** 4D+2
**Weapons:**
　Double Blaster Cannon (fire-linked)
　　*Fire Arc:* Front
　　*Skill:* Vehicle blasters
　　*Fire Control:* 1D
　　*Range:* 50–400/900/3KM
　　*Damage:* 4D+2

# Chapter Twelve
# Starships

## Golan Space Defense Stations

Golan space defense platforms are some of the more remarkable pieces of space hardware in existence. The SpaceGun model is an orbiting combat platform designed for defense duty around smaller outposts, such as civilian ship-building facilities and colony worlds. The Republic chose to use these platforms around the Sluis Van shipyards.

The Golan II platform is for repelling star-fighter and light capital combat starship assaults. It has been modestly up-gunned from the original design, but has a much more efficient power generation system, giving it greater shield power. It has 35 turbolaser batteries, 10 proton torpedo launchers and eight tractor beam emplacements, making it a match for most ships. The unique "crossbeam" structure of the hull makes it capable of absorbing a great deal of punishment.

The Golan III station is a much more powerful defense station and is geared towards military installations and vital civilian facilities. It has 50 turbolaser batteries, 22 proton torpedo launchers and 15 tractor beam emplacements and is the largest platform Golan Arms manufactures.

The crewmembers of these stations are a unique group. It requires a peculiar mindset to function aboard a system defense platform. These crewers know that they are often the last line of defense for a system or facility. Platforms also have no escape: unlike starships, platforms cannot evade enemy fire. Attackers often make the platforms their initial target in any assault. Defense platform crewers must deal with the realization that they are the combatants most likely to be killed in a space battle — and most take a perverse pride in this knowledge.

### ■ Golan II Space Defense Station

**Craft:** Golan II Space Defense SpaceGun
**Type:** Systems Defense Platform
**Scale:** Capital
**Length:** 2,158 meters
**Crew:** 550, gunners: 149
**Crew Skill:** Capital starship gunnery 5D, capital starship shields 6D+2
**Passengers:** 80 (troops)
**Cargo Capacity:** 10,000 metric tons
**Consumables:** 3 months
**Cost:** Not available for sale to civilians
**Hull:** 4D
**Shields:** 2D+2
**Sensors:**
  *Passive:* 35/0D
  *Scan:* 60/1D
  *Search:* 100/2D
  *Focus:* 3/2D+1
**Weapons:**
  **35 Turbolaser Batteries**
    *Fire Arc:* Turret
    *Crew:* 3
    *Skill:* Capital ship gunnery
    *Fire Control:* 2D+1
    *Space Range:* 1–5/10/17
    *Damage:* 5D
  **10 Proton Torpedo Launchers**
    *Fire Arc:* Turret
    *Crew:* 2
    *Skill:* Capital Ship Gunnery
    *Scale:* Starfighter
    *Fire Control:* 2D
    *Space Range:* 1/3/7
    *Damage:* 9D
  **8 Tractor Beam Projectors**
    *Fire Arc:* Turret
    *Crew:* 3
    *Skill:* Capital ship gunnery
    *Fire Control:* 4D
    *Space Range:* 1–5/15/30
    *Damage:* 6D

### ■ Golan III Space Defense Station

**Craft:** Golan III Space Defense NovaGun
**Type:** Systems Defense Platform
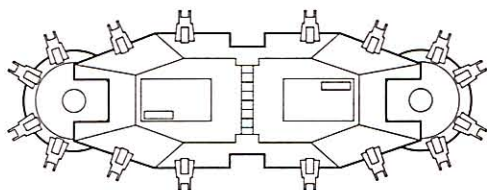**Scale:** Capital
**Length:** 2,600 meters
**Crew:** 880, gunners: 228
**Crew Skill:** Capital starship gunnery 5D, capital starship shields 6D+2
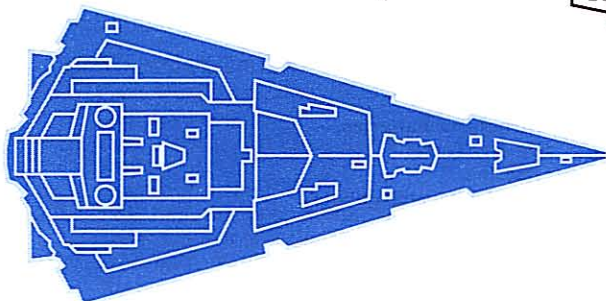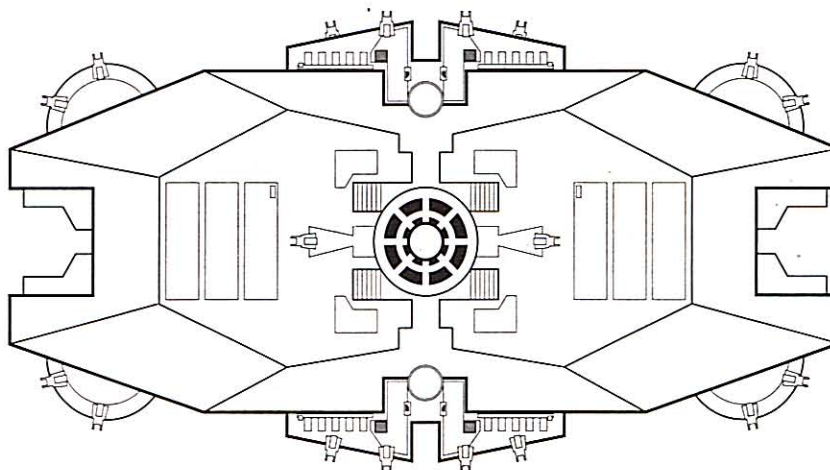**Passengers:** 100 (troops)
**Cargo Capacity:** 15,000 metric tons
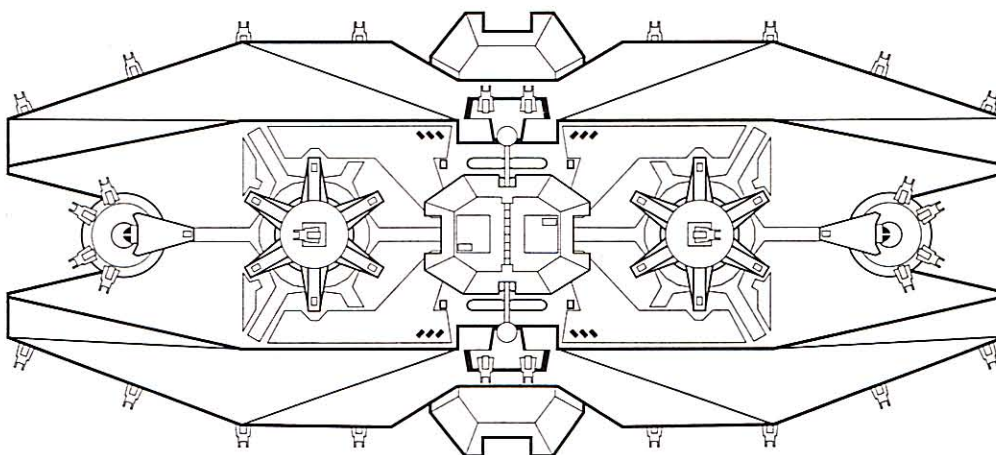
# Golan Space Defense Stations

Golan Space Defense SpaceGun
(Golan I)

Golan II Space Defense
SpaceGun

Golan III Space Defense
NovaGun

Silhouette of Imperial Star Destroyer provided for comparison
**Note:** All vessels are shown to scale.

**Consumables:** 3 months
**Cost:** Not available for sale to civilians
**Hull:** 5D+2
**Shields:** 4D
**Sensors:**
　　*Passive:* 35/0D
　　*Scan:* 60/1D
　　*Search:* 100/2D
　　*Focus:* 3/2D+1
**Weapons:**
　　**50 Turbolaser Batteries**
　　　　*Fire Arc: Turret*
　　　　*Crew:* 3
　　　　Skill: Capital ship gunnery
　　　　*Fire Control:* 2D+1
　　　　*Space Range:* 1–5/10/17
　　　　*Damage:* 5D
　　**24 Proton Torpedo Launchers**
　　　　*Fire Arc:* Turret
　　　　*Crew:* 2
　　　　*Skill:* Capital ship gunnery
　　　　*Scale:* Starfighter
　　　　*Fire Control:* 2D
　　　　*Space Range:* 1/3/7
　　　　*Damage:* 9D
　　**15 Tractor Beam Projectors**
　　　　*Fire Arc:* Turret
　　　　*Crew:* 3
　　　　*Skill:* Capital ship gunnery
　　　　*Fire Control:* 4D
　　　　*Space Range:* 1–5/15/30
　　　　*Damage:* 6D

## Assault Shuttles

Imperial assault shuttles are generally used to ferry Zero-G stormtroopers and other elite units to various combat zones throughout the galaxy. The *Beta*-class assault shuttle (the precursor to the *Gamma*-class shuttle that has seen such heavy usage in recent days) is a heavily armored and armed transport vessel. Tractor beam generators, concussion missile launchers and blaster cannons are standard weaponry, and the Empire has produced numerous variants for specific mission profiles.

Beta assault shuttles are sectional and modular. The permanent forward cockpit section has room for a command crew of five (three pilots can manage the ship if necessary). *Beta*-class assault shuttles are both atmospheric and space capable, and have a limited hyperdrive system.

The main body of the assault shuttle is modular. The spacetrooper module has room for 40 spacetroopers, with matching launch ports (for quick deployment) and power couplers (for recharging the suits). Other modules include traditional troop modules (with room for 68 troops and gear), weapons pods, or cargo bays. The permanent-use spacetrooper bay in the *Gamma*-class was adopted because of design flaws that were discovered in the *Beta*-class shuttle. The strains of the modular coupling system, and the associated stresses that were spread along the ship's entire internal struc-

ture, required a complete refitting of Betas after only two years of service. By going to the permanent bay system in the Gamma shuttles, the refitting was required only once every five years of service.

### ■ Beta-Class Assault Shuttle
**Craft:** Telgorn Corp *Beta*-class Assault Shuttle
**Type:** Assault Shuttle
**Scale:** Capital
**Length:** 30 meters
**Skill:** Space transports: assault shuttle
**Crew:** 5, skeleton 3/+10
**Crew Skill:** Varies, but typically capital ship gunnery 5D, capital ship piloting 5D+1, capital ship shields 4D
**Passengers:** 40 (spacetroopers)
**Cargo Capacity:** 500 kilograms
**Consumables:** 5 days
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x3
**Nav Computer:** Limited to 3 jumps
**Maneuverability:** 1D+2
**Space:** 8
**Atmosphere:** 365; 1,050 KMH
**Hull:** 3D
**Shields:** 3D+2
**Sensors:**
　　*Passive:* 20/0D
　　*Scan:* 40/1D
　　*Search:* 60/2D
　　*Focus:* 3/3D
**Weapons:**
　　**4 Laser Cannons**
　　　　*Fire Arc:* 2 front, 2 rear
　　　　*Skill:* Capital ship gunnery
　　　　*Fire Control:* 2D
　　　　*Space Range:* 1–5/10/17
　　　　*Atmosphere Range:* 100–500/1/1.7KM
　　　　*Damage:* 1D+2
　　**Tractor Beam**
　　　　*Fire Arc:* Front
　　　　*Skill:* Capital ship gunnery
　　　　*Fire Control:* 3D
　　　　*Space Range:* 1–5/15/30
　　　　*Atmosphere Range:* 100–500/1.5/3KM
　　　　*Damage:* 5D
　　**Concussion Missile Launcher**
　　　　*Fire Arc:* Front
　　　　*Skill:* Capital ship gunnery
　　　　*Fire Control:* 2D
　　　　*Space Range:* 1–5/10/17
　　　　*Atmosphere Range:* 100–500/1/1.7KM
　　　　*Damage:* 3D+2

## Mazzic's Battle Craft

The smuggler Mazzic has assembled an impressive collection of ships that he operates rather effectively. His personal vessel, the *Distant Rainbow,* is a modified Kuat Drive Yards *Starwind*-class pleasure yacht that Mazzic modified far beyond the original design specifications. Mazzic apparently bought the *Distant Rainbow* from a retired Rodian smuggler who had decided to give up smuggling and space travel and settle on a nice, quiet planet in the Outer Rim Territories. The Rodian had no idea that Mazzic had some major plans for his yacht,

Tim Eldred

which included substantially augmenting the vessel's weaponry, lift/mass ratio and sensor countermeasures package. Overall, the *Distant Rainbow* is capable of combat maneuvers that can give many Imperial ships a run for their credits, while retaining the grace and style of a pleasure yacht.

### ■ The Distant Rainbow

**Craft:** *Modified Kuat Drive Yards Starwind-class Pleasure Yacht*
**Type:** Modified pleasure yacht
**Length:** *50 meters*
**Scale:** Starfighter
**Skill:** Space transports: Starwind pleasure yacht
**Crew:** 5, gunners: 2, skeleton: 2/+5
**Crew Skill:** See Mazzic
**Passengers:** 10
**Cargo Capacity:** 2 metric tons
**Consumables:** 2 months
**Cost:** 1,610,000 (including modification costs)
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Maneuverability:** 2D
**Space:** 4
**Atmosphere:** 280; 800 KMH
**Hull:** 3D+2
**Shields:** 3D
**Sensors:**
　　*Passive:* 10/0D
　　*Scan:* 25/1D
　　*Search:* 45/3D
　　*Focus:* 3/4D
**Weapons:**
　　**2 Quad Laser Cannon**
　　　　*Fire Arc:* Turret

*Crew:* 1
*Skill:* Starship gunnery
*Fire Control:* 2D
*Space Range:* 1–3/12/25
*Atmosphere Range:* 100–300/1.2/2.5KM
*Damage:* 5D

## The Raptor and Skyclaw

The *Raptor* and *Skyclaw* are the pride of Mazzic's "fleet." They are heavily modified *Preybird*-class fighters that SoroSuub attempted to market nearly a decade ago. Mazzic, through connections at SoroSuub, got an advance look at the prototype of the fighters and fell in love with the design.

Due to disputes over the weapons systems, the project went substantially over-budget and was discontinued. According to Mazzic, he managed to procure two of the few production ships, and through his contact, got an amazing price for the ships. Rumors persist Shada was somehow involved with this, but neither one will discuss the matter. He has spent several years refining the onboard flight and weapon systems, transforming the ships from competent escort ships to sleek, deadly starfighters.

The ships' weapons systems are computer guided. The control interfaces of the ships are a combination of classified Imperial technology and custom-designed components, making these craft highly maneuverable.

Perhaps the best feature of the ships (for

Mazzic's line of work, at least) is their appearance: birdlike and predatory. These vessels have intimidated better armed ships into submission on more than one occasion. To further accentuate the vicious-looking nature of the craft, Mazzic has added a unique color-scheme: paintings of flaming birds of prey appear on the superstructure. The *Skyclaw* has a bird of red flame painted on its wings, and the *Raptor* has a similar insignia painted in blue.

### ■ The Raptor and Skyclaw

**Craft**: Modified SoroSuub *Preybird*-class Starfighters
**Type**: Heavy Assault Starfighter
**Scale**: Starfighter
**Length**: 21 meters
**Skill**: Starfighter piloting: Preybird
**Crew**: 1, gunner: 1
**Crew Skill**: Astrogation 6D, sensors 5D, starfighter piloting 6D+2, starship gunnery 6D, starship shields 6D
**Cargo Capacity**: 15 kilograms
**Consumables**: 4 days
**Cost**: 200,000 credits
**Hyperdrive Multiplier**: x3
**Nav Computer**: Limited to five jumps
**Maneuverability**: 1D
**Space**: 9
**Atmosphere**: 400; 1,150 KMH
**Hull**: 4D+2
**Shields**: 1D+2
**Sensors**:
  *Passive*: 20/0D
  *Scan*: 40/1D
  *Search*: 60/2D
  *Focus*: 3/3D

**Weapons**:
  **2 Heavy Laser Cannons** (fire-linked)
    *Fire Arc*: Front
    *Skill*: Starship gunnery
    *Fire Control*: 2D+1
    *Space Range*: 1–3/12/25
    *Atmosphere Range*: 100–300/1.2/2.5KM
    *Damage*: 5D+1
  **2 Concussion Missile Launchers**
    *Fire Arc*: 1 front, 1 rear
    *Skill*: Starship gunnery
    *Space Range*: 1/3/7
    *Atmosphere Range*: 50–100/300/700
    *Damage*: 8D

### ■ New Republic "Shroud" Freighter/ Fighter System

**Craft**: Modified Ghtroc Industries class 720 Freighter
**Type**: Modified light freighter
**Scale**: Starfighter
**Length**: 38 meters
**Skill**: Space transports: Ghtroc freighter
**Crew**: 1 (1 can coordinate), gunners: 1, 1 astromech droid
**Crew Skill**: See Luke Skywalker and R2-D2
**Cargo Capacity**: X-wing and 15 kilograms
**Consumables**: 1 week
**Cost**: 98,500 credits (for new freighter), 45,000 for additional modifications
**Hyperdrive Multiplier**: x2
**Hyperdrive Backup**: x15
**Nav Computer**: Yes
**Maneuverability**: 1D
**Space**: 3
**Atmosphere**: 260; 750 KMH
**Hull Code**: 2D+2
**Shields**: 1D



Tim Eldred

## Luke's Freighter

"So you want to ask me about Luke's freighter? Hey, no problem. That was one of the first pieces of hardware I've ever worked on.

"You see, Skywalker was on some kind of covert mission, heading into Imperial space — Poderis, I think — and couldn't very well sail into one of Thrawn's strongholds in an X-wing, right?

"Intelligence offered Luke the use of a cheap — we call 'em disposable down in the maintenance pool — freighter for him to use, but Skywalker figured that an Intelligence bucket wouldn't do him much good if Thrawn had set a trap for him. Light freighters sure ain't known for their combat ability.

"So we took this beat up ol' Ghtroc freighter, with countless thousands of flight hours logged on it, and converted it into a 'ferry.'

"You've never heard of a ferry? Wow. It's simple — a ferry is a big ship that carries a little ship. So we turned a Ghtroc freighter into a ferry for Skywalker's X-wing.

"First, we had to chop a landing bay out of the Ghtroc's superstructure, replacing bulkheads with temporary retaining walls. We hooked up some separator charges on the removable 'floor' and side panels, so when Skywalker activated the 'shroud' sequence, the panels would blow out and release the X-wing. Not exactly conventional maneuvers, eh?

"Luke, he's really a pretty smart guy, right? For a farm boy, that is. And he says to me, 'Maybe some kind of shroud system should be installed in the cargo shunt area.' Luke must've been using some kind of mind reading power on me — I had just submitted blueprints on a new shroud system to Admiral Ackbar for approval.

"Y'see, the shroud system generally relies on more separator charges to distribute the trac-reflective particles that make a 'covert shroud gambit' actually work. But, if the charges are improperly aligned or they fail to detonate — which is just too blasted common with commercial explosives — well, there goes your cover. Luke, he gives me the go-ahead to try out a new shroud deployment system I designed.
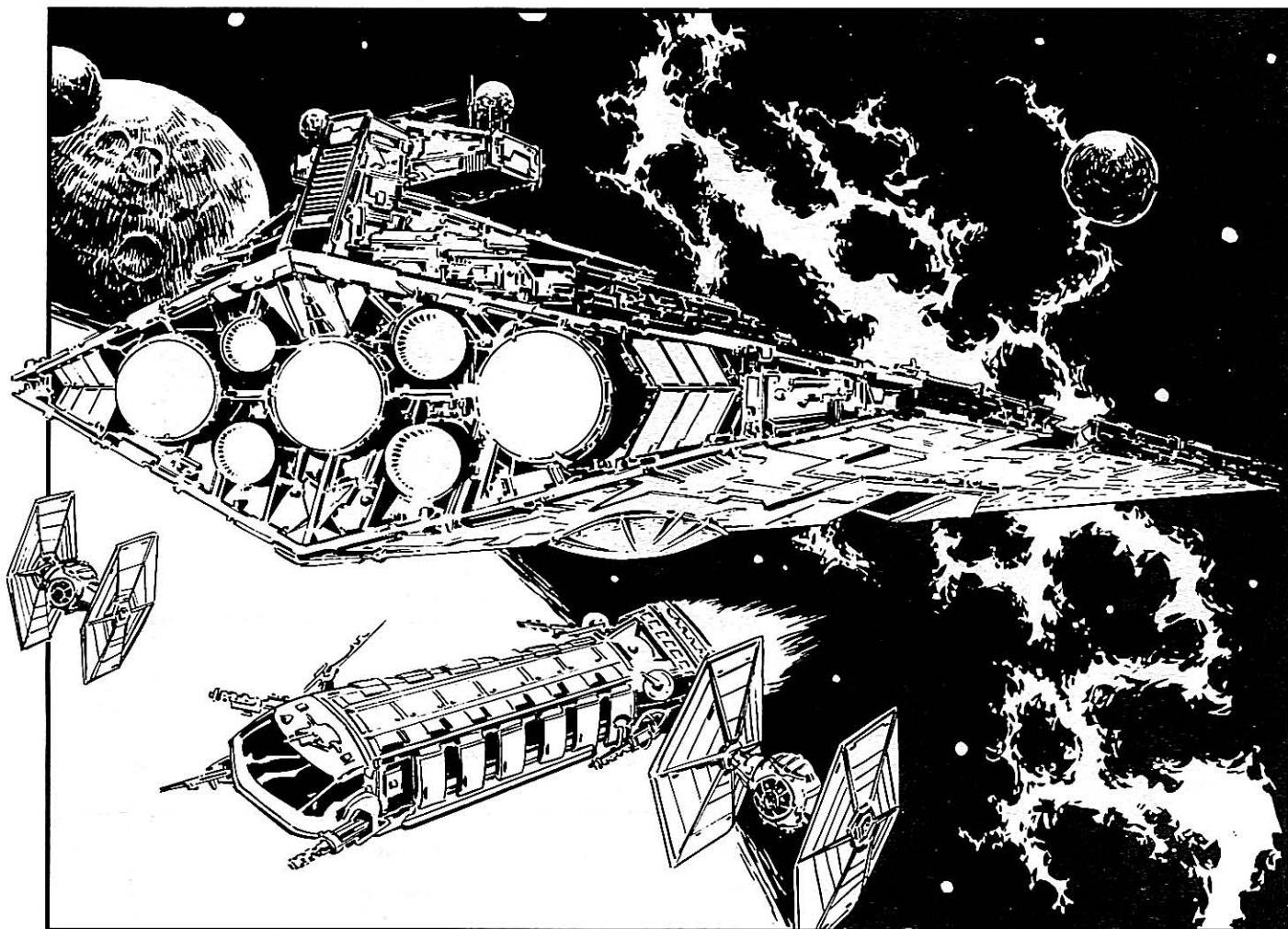
"We rigged up the cargo shunt — the device that helps move cargo from the storage bay to the unloading gate — to a small repulsorlift generator. Y'see, the shunt is just a sort of conveyor system, a minor repulsorlift unit that is used to move cargo back and forth inside the ship. We packed the shroud particles into the small cargo bay, and just pointed the shunt at the particles. When the shroud function is activated, the repuslorlift field comes on and actually pushes the particles against the front wall of the storage area. Then, the computer just pops open the unloading gate and explosive decompression takes care of the rest. The vacuum pulls the particles out into space, creating one incredible particle cloud.

"Skywalker says it worked like a charm. I guess we've got to reposition the separator charges near the starfighter a little better because Luke says he took a little damage, but it's one neat little package for saving your choobies from someone with a tractor beam. Sure wish I could've seen the thing in action though … "

—Gibbon Lightmoon, New Republic Flight Technician

### Ghtroc Freighter with Ferry/Covert Shroud System



Cockpit

Aft Proton Torpedo Launcher

Ferried X-wing

Modified Breakaway Hull Section

Repulsorlift Generator

Small Cargo Bay

Cargo Shunt

Unloading Gate

Allen Nunis
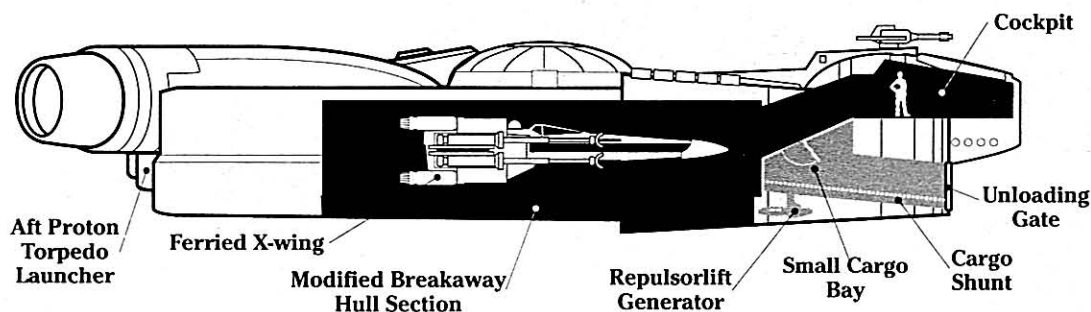
**Sensors:**
 *Passive:* 15/0D
 *Scan:* 30/1D
 *Search:* 50/3D
 *Focus:* 2/4D
**Weapons:**
 **Double Laser Cannon**
  *Fire Arc:* Turret
  *Skill:* Starship gunnery
  *Fire Control:* 1D+1
  *Space Range:* 1–3/12/25
  *Atmosphere Range:* 100–300/1.2/2.5KM
  *Damage:* 4D
 **Proton Torpedo Launcher**
  *Fire Arc:* Back
  *Skill:* Starship gunnery
  *Fire Control:* 1D
  *Space Range:* 1/3/7
  *Atmosphere Range:* 50–100/300/700
  *Damage:* 7D
**Special Modifications:**
*Starfighter Storage System:* The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.
*Shroud Package:* A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficult of all *sensors* checks

and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

## Lady Sunfire

The *Lady Sunfire* is Clyngunn's heavily modified freighter. Clyngunn, a ZeHethbra smuggler, claims that the ship was originally a *Barloz*-class transport. Smuggler-oriented modifications such as enhanced engines, a complete (and contraband) sensor array and a larger powerplant have taken up much of the ship's original cargo space. The vessel's original front-firing laser has been replaced by a trio of quad guns, one on the upper hull, and one each mounted on the port and starboard sides. A cluster of four concussion missile launchers is aimed aft and a military-quality countermeasures package has been installed, making this vessel extremely difficult to track.

### ■ Lady Sunfire

**Craft:** Modified Corellian Engineering Corporation *Barloz*-class Heavy Freighter
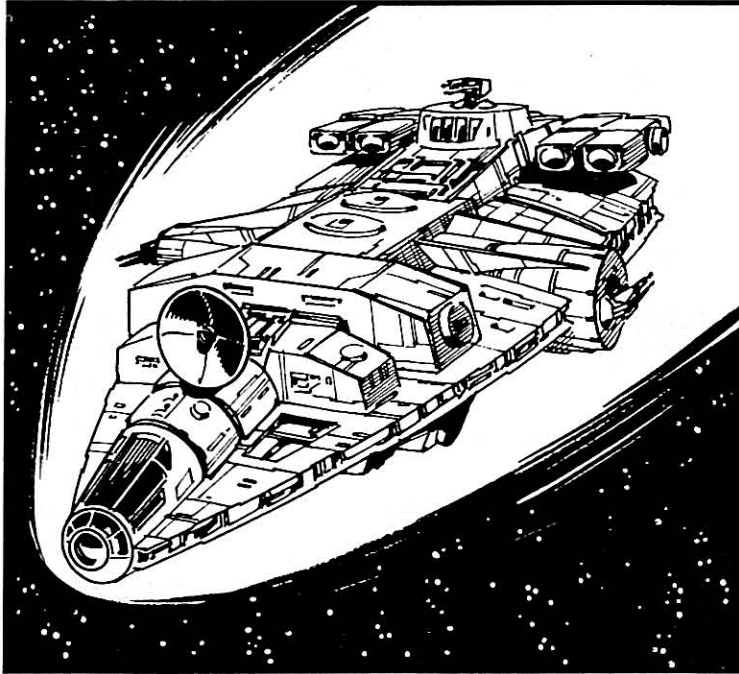
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**Type:** Modified medium freighter
**Scale:** Starfighter
**Length:** 41 meters
**Skill:** Space transports: Barloz freighter
**Crew:** 2, gunners: 1, skeleton: 1/+5

**Crew Skill:** See Clyngunn the ZeHethbra
**Passengers:** 4
**Cargo Capacity:** 70 metric tons
**Consumables:** 2 months
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x8
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 6
**Atmosphere:** 330; 950 KMH
**Hull Code:** 4D+2
**Shields:** 1D
**Sensors:**
   *Passive:* 10/0D
   *Scan:* 25/1D
   *Search:* 40/2D
   *Focus:* 2/3D
   *Countermeasures Package:* Add +1D to the difficulty for
      other ships to detect the *Lady Sunfire.*
**Weapons:**
   **3 Quad Turbolaser Batteries**
      *Fire Arc:* 1 front, 1 left, 1 right
      *Skill:* Starship gunnery
      *Fire Control:* 2D+1
      *Space Range:* 1–3/12/25
      *Atmosphere Range:* 100–300/1.2/2.5KM
      *Damage:* 5D+1
   **4 Concussion Missile Launchers** (fire-linked)
      *Fire Arc:* Rear
      *Crew:* 1
      *Skill:* Starship gunnery
      *Space Range:* 1/3/7
      *Atmosphere Range:* 50–100/300/700
      *Damage:* 8D

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## Update to Second Edition

### ■ Golan I Space Defense Station
**Craft:** Golan Space Defenses SpaceGun
**Type:** Systems Defense Platform
**Scale:** Capital
**Length:** 1,231 meters
**Crew:** 213, gunners: 112
**Crew Skill:** Capital ship gunnery 5D, capital ship shields
5D
**Passengers:** 40 (troops)
**Cargo Capacity:** 5,000 metric tons
**Consumables:** 3 months
**Cost:** Not available for sale to civilians
**Hull:** 4D
**Shields:** 2D
**Sensors:**
   *Passive:* 25/0D
   *Scan:* 50/1D
   *Search:* 75/2D
   *Focus:* 3/2D+1
**Weapons:**

**28 Turbolaser Batteries**
   *Fire Arc:* Turret
   *Crew:* 3
   *Skill:* Capital ship gunnery
   *Fire Control:* 2D
   *Space Range:* 1-5/8/14
   *Damage:* 4D+2
**5 Proton Torpedo Launchers**
   *Fire Arc:* Turret
   *Crew:* 2
   *Skill:* Capital ship gunneru
   *Fire Control:* 2D
   *Space Range:* 1/3/7
   *Damage:* 7D
**6 Tractor Beam Projectors**
   *Fire Arc:* Turret
   *Crew:* 3
   *Skill:* Capital ship gunnery
   *Fire Control:* 2D
   *Space Range:* 1-5/10/15
   *Damage:* 4D  ·

Allen Nunis

# Afterword: The Empire

*From the datapad journal of Captain Gilad Pellaeon, commanding officer of the Star Destroyer* Chimaera.

The Empire is doomed.

There is little more that need be said. With the death of Grand Admiral Thrawn at the hands of that cursed mongrel Rukh, there is no unifying force guiding the destiny of our Empire. Perhaps, a few months ago, I would have scoffed at the idea of one man controlling or shaping the events of the galaxy through sheer force of will. I certainly did not agree with the Grand Admiral's contention that the Imperial Navy's loss at Endor was because we were, in effect, enslaved to the Emperor, as if we were, in Thrawn's words, "borg-implanted into a combat computer."

That was then. Now, I see that the Grand Admiral, the worthiest successor to the Emperor's throne to have yet appeared, was quite accurate in his assessment. Almost immediately after his death — within minutes, in fact — the *Chimaera* was in retreat, fleeing the forces of the Reb ... the New Republic. And I was forced to watch the Empire die again.

Such irony. The Grand Admiral had identified the Bilbringi shipyards as the site of a New Republic attack, despite overwhelming evidence that Tangrene was the enemy's target. The *Chimaera* was prepared to deliver a crippling blow to the New Republic space fleet. As the Republic ships appeared, the Admiral had once again proven his uncanny ability to outguess his enemy.

And then we received the news of the Noghri attack on Mount Tantiss. In a fraction of a second, Rukh disabled me with a blow to the throat and the despicable creature assassinated the Grand Admiral before my unbelieving eyes. The filthy animal met a deserving fate.

Since then, the true nature of what is left of the Empire has become apparent. The most powerful military force in the history of the galaxy has been reduced to a pack of garrals and neks squabbling over scraps under the master's table. Without a strong leader, such as the Emperor or the Grand Admiral, we have been unable to cooperate. Already, reports of fighting between Imperial units are reaching the *Chimaera*. What has become of us? Is it possible that we are, at heart, only scavengers, rather than leaders and lawgivers?
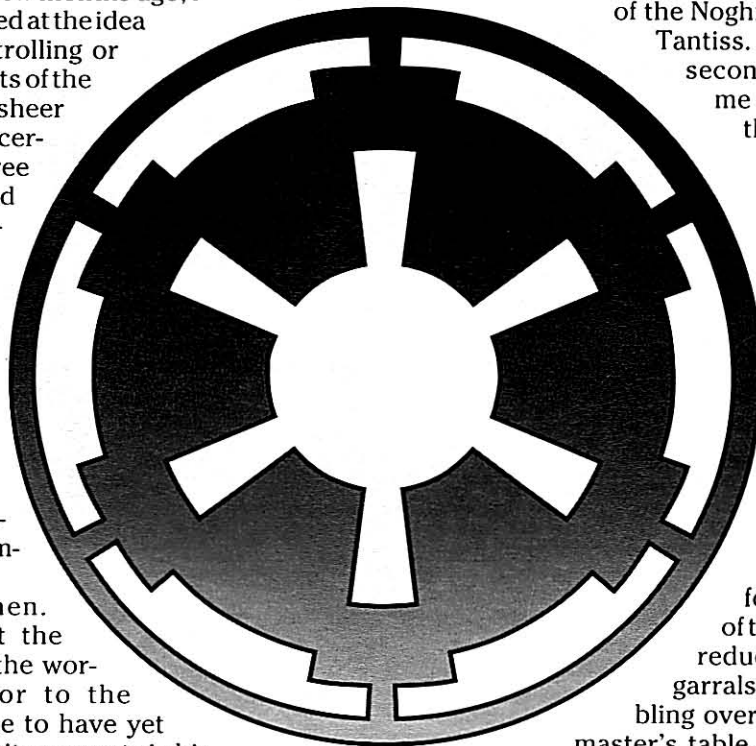
I have ordered the *Chimaera* to set course for the Unexplored Regions. Once, those territories were the domain of the Grand Admiral. It seems only fitting that the Grand Admiral's flagship make its last stand in the region where he was so successful. The *Chimaera* and the rest of the Grand Admiral's fleet will make its last stand at the edge of civilized space. It will be a grand and tragic battle. I find myself approaching the coming battle with a sense of hope, but I cannot fathom why. To die in the shadow and memory of my warlord is perhaps the most fitting demise I can ask for.

Intelligence reports indicate that a number of warships, including the *Avenger II*, *Revenant*, and *Talon,* are heading towards the Deep Galactic Core. It would seem that other commanders have chosen their last stand to be near the Emperor's secret retreats in the Core.

But the *Chimaera* will not stand with them, not in the Emperor's shadow. The *Chimaera* will only ever have one true master.

# Afterword: The New Republic

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

At last a time of peace may finally be upon us. After years of fighting, the Emperor has been destroyed, and his heir, Grand Admiral Thrawn, has been slain by one of his most trusted servants, the Noghri commando Rukh. It is a time for rejoicing, for it appears that the war may well be over once and for all.

Grand Admiral Thrawn will probably become a figure of great historical curiosity. Who was this tactical genius and how did he rise so high in the Emperor's hierarchy? Where did he hone the skills he so expertly used against the New Republic? I am saddened that the answers to these questions may never be known.

With Thrawn gone, the Empire has plunged into chaos. Already, reports of disputes between various Imperial factions are foreshadowing the fragmentation and disintegration of the Empire. New Republic ships, under the command of Admiral Ackbar and Garm Bel Iblis, are steadily making advances against Imperial positions, and it looks like the war may finally be over within a year. It is a period of great celebration in the New Republic.

The celebration has not reached Honoghr yet, unfortunately. Already, New Republic environmental engineering teams are carefully examining the damaged planet, hoping to find a way to restore at least some of the planet's former purity. The task is a daunting one and the teams are pessimistic. Planets are hardy entities, but Honoghr may be beyond redemption. It is amazing that the Noghri survived at all.

The Noghri people are uncertain as to where their loyalty should lie. They still claim allegiance to the Skywalker line, but neither Luke nor Leia Organa Solo desire to be the leaders of a species that has so long suffered under the tyranny of others.

Talon Karrde and his forces have relocated again, seemingly eager to follow a separate path. The smuggler mentioned in passing that the crew of the *Wild Karrde*, and the other members of his smuggler coalition, were delighted to learn of the death of Grand Admiral Thrawn. All indications suggest that the cooperation of the Republic and the smugglers was an alliance of necessity, not choice. While negotiations will continue, it is clear that both sides still retain deep fears and resentments, and a firmer association will only come one tentative step at a time.
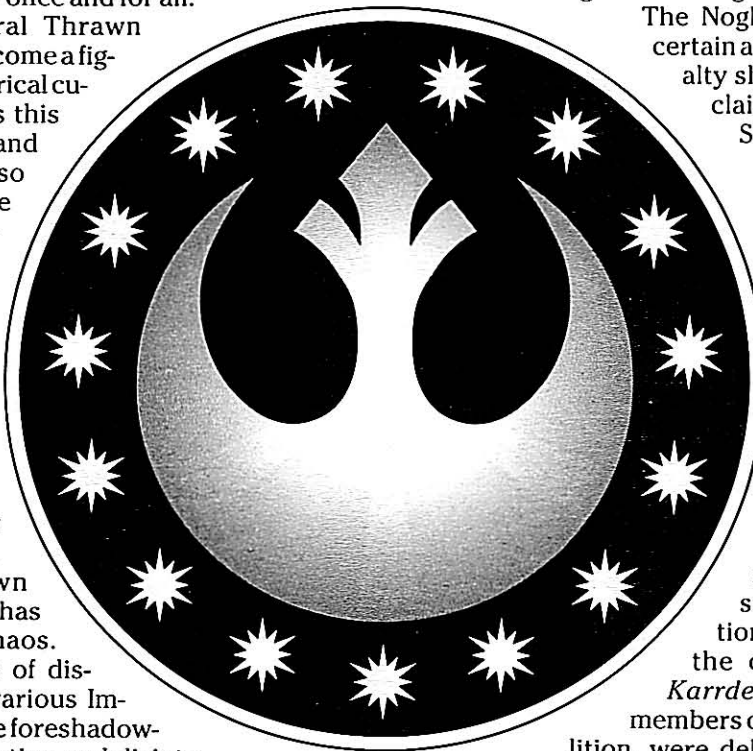
The festive attitude has done little to lift Jedi Luke Skywalker's mood in recent days. Perhaps the presence of Mara Jade as liaison will help. The normally soft-spoken Jedi, who I have interviewed on countless occasions, has been a bit preoccupied of late. Though he claimed that he was simply a bit nervous about training Jaina and Jacen Organa Solo, his niece and nephew, it was clear to me (and I'm sure, many others) that Jedi Skywalker was preoccupied with other concerns. After some repeated (and rather nosy, I must admit) questioning from me, Luke confessed that there is something that has been bothering him ever since his return from Mount Tantiss.

"Councilor Fey'lya was so adamant about destroying Mount Tantiss," he said. "I am curious as to why. What was there that made him so scared? The cloning threat was real, certainly, but Leia said it was obvious that he was concealing something. It worries me."

Skywalker has also confided in me something that I am hesitant to even record in my personal journal. "I have felt a disturbingly familiar 'shadow' in the Force. I can't identify it; I'm not even sure 'it' is even there. But every so often, I sense a *presence* that is just not right. Maybe it is a residual trace of Joruus C'baoth. Or my ... *the* clone. I can't really say." Luke looked distracted for a moment, then added, "It's probably nothing."

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